

CARAMON MAJERE

Human Fighter



Ability	Score	Modifier
STRENGTH	19	+4
DEXTERITY	11	-
CONSTITUTION	17	+3
INTELLIGENCE	12	+1
WISDOM	11	-
CHARISMA	15	+2

Saving Throws	Modifier
FORTITUDE	+7
REFLEX	+1
WILL	+1

Weapon	Attack Modifier	Damage
LONGSWORD	+9	10
DAGGER	+8	6
BARE HANDS	+8	5

ARMOR CLASS 16
Caramon wears chainmail armor and carries a light steel shield.

HIT POINTS 41

Speed	Squares
WALK	6
RUN	12

Skills	Modifier
INTIMIDATE	+9
Frighten an opponent or make a prisoner give you information.	
SEARCH	+1
Discern small details or secrets.	
SPOT	+2
Notice a hiding enemy.	
LISTEN	+1
Hear enemies approaching or eavesdrop on a conversation.	

Special Abilities

CLEAVE - If a strike from you kills an opponent, you may immediately make a free attack roll on an enemy in a square next to you.

COMBAT REFLEXES - If an enemy in a square next to you runs away, you may make a free attack roll against it.

POWER ATTACK - Lower your attack roll by 4, but deal 4 extra points of damage on a successful hit.

HISTORY

Caramon was born as a set of twins, though unlike his small and unhealthy brother Raistlin, Caramon is strong and fit. He is also friendly and sociable, another trait that sets him apart from his brother.

Caramon was born in the village of Solace to a poor family. His father was a woodcutter and his mother was strange and distant. The care of the twins fell to Kitiara, Caramon's older half-sister. She wanted to train both boys as soldiers, though only Caramon showed the strength and natural talent for sword-play. As he grew older, Caramon was larger and stronger than other boys his age, and became a capable swordsman. He was also popular with both other boys his age, and girls as well.

Raistlin continued to be frail as the brothers grew older and studied magic instead of weapons, and Caramon protected him from bullies and tried his best to get others to like the weaker twin. He was a childhood friend of Sturm Brightblade, and as a teenager met a kender named Tasslehoff Burrfoot, an encounter that widened the twins' circle of friends to include a half-elf named Tanis and an old hill dwarf named Flint Fireforge.

Caramon and his brother accompanied Flint and the others on business trips all over Abanasinia, always returning to the tree-town of Solace and the Inn of the Last Home. The "Innfellows" (as some called them) had many adventures and interesting journeys, but the time came when the companions had to part company. When the twins were twenty, Raistlin received an invitation to Towers of High Sorcery in the forest of Wayreth to take the Test—a dangerous trial that would lead to great power but only at great risk and terrible cost. Ever faithful, Caramon accompanied Raistlin to Wayreth. He has never talked about what happened there, but the Test created a darker bond between the two brothers.

Raistlin and Caramon took work as mercenaries in the years after the Test, becoming a strong team combining steel with sorcery. Though Raistlin's shattered was a constant worry, the two overcame many challenges and had proved themselves in battle more than once before returning to Solace. The Innfellows reunited, working to help a pair of barbarians named Goldmoon and Riverwind. Their journey led them to the haunted Darken Wood and over the Eastwall Mountains to the outskirts of Xak Tsaroth, a city thought destroyed in the Cataclysm.

PERSONALITY

Caramon is physically strong yet easy-going, content to follow the lead of others. He is trustworthy, and honest almost to a fault. He hides no secrets from anyone, except for what happened during his brother's Test—something he will not tell anyone unless the need is dire. Caramon is protective of Raistlin and loves him more than anyone else on Krynn, even if he has trouble understanding his twin.

The big warrior is occasionally impulsive and sometimes underestimates his own strength. He admires Tanis for his leadership and Sturm for his honor, though he would not want either responsibility. Flint is loved as a grandfather-figure, and he has growing friendship for Goldmoon and Riverwind. He has always enjoyed the company of the little scamp, Tasslehoff, even if his brother doesn't share the affection.

DESCRIPTION

Height 6' 1", Weight 220 lbs. Age 25. Brown hair, brown eyes. Caramon is tall, tanned, and muscular with shoulder-length brown hair. He has an easy smile and walks with self-assuredness.

POSSESSIONS

Longsword, dagger, chainmail armor, light steel shield, backpack, waterskin, whetstone, 22 steel pieces.

