


Name: **Rondo**

Profession: Fighter		Stats							Equipment		
Race: Common Man		Temp	Pot	Bon +	Race+	Spec=	Total	DPs	Item	Weight	
Realm: Channeling		Co 90	90	10	0	0	10	8	WORN		
Culture: Furyondy Frontier		Ag 101	101	30	0	0	30	10	Boots	3.5	
Level: 6	XP: 70000	Sd 93	93	10	5	0	15	8	Pants	1.5	
Ht: 68" Wt: 180 lbs Age: 22		Re 77	81	5	0	0	5	7	Shirt	1	
Eyes: Brown Hair: Brown		Me 82	82	5	0	0	5	7	Weapon belt	1	
Appearance: 25 Sex: M		St 98	98	20	5	0	25		Arm Greaves	2.5	
Languages S W		Qu 95	95	15	0	0	15		Leg Greaves	3.5	
Common 6		Pr 74	74	0	0	0	0		Breastplate	25	
Orc 6		In 92	92	10	0	0	10		Plate Helm	2.25	
		Em 47	47	0	0	0	0		BELT		
		Total DPs: 40							Scabbard (belt)	1	
Hit Points:	110	Running								(3) Dagger (da)	2.25
Power Points:	6	Running								Long sword (is)	4.25
		Defensive Bonus								War hammer (wh)	5.5
Armour Type		AT	QU	Magic	MA	Shield	Other	Total DB	CARRY		
Metal Breastplate and Grieves		18	0			25		25	Backpack	2.5	
		AT Adjustment								Composite bow (cp)	2.5
Weapon	Bonus	17-20	13-16	9-12	5-8	1-4			BACK PACK		
Long Sword	75	5	5		-5	-5			Bedroll (light)	5.5	
Dagger	80								Rope	5.5	
Hand Ax	55								Waterskin	0.25	
Scimitar	50								Handaxe (ha)	5	
Warhammer	109								SLUNG		
Club	50								Arrows (20)	3	
Lance (Mounted)	50								Quiver	0.5	
Spear	50										
Composite Bow	76										
Light Crossbow	56										
Dagger (Thrown)	56										
		Rank Bonus									
Martial Art	DB	Sw/Th	1	2	3	4					
Boxing			65								
Wrestling			86								
RRs	Stat	Race	Item	Spec	Misc	Total					
Essence	0	0				0					
Channeling	10	0				10					
Mentalism	0	0				0					
Poison	10	0				10					
Disease	10	0				10					
Terror/Fear	15					15					
		Background Options									
BMR:	60'/rnd	Stat Bonus (Ag+2)									
Exhaustion Points:	90	Weapon Focus (Warhammer +10)									
Weight Allowance:	18 lbs	Deadly Discipline(Stalk/Ambush+10)									
Encumbrance Penalty:	0	Tensile (Krush column shift)									
		Night Vision									
Shield Bonus Missile:	+25	Supple Torso (MA +10)									
Missile Attack Penalty:	-10										
Armor Maneuver Mod:	-20										
		Total Carried:							37.8		
Treasure											
MP	SP	TP	Other: _____								
PP	BP										
GP	CP										

Rondo continued...



Personality	Portrait	Equipment (continued...)		
<ul style="list-style-type: none"> . Powerful distaste toward goblinoid races (goblins, orcs, hobgoblins and their half-casts). This is more contempt than hatred. . Impatient with insults and will become angry given continued provocation especially questions of parentage . Loyal to friends and has a strong sense of justice towards the powerless . Detached and emotionless towards enemies . Socially unsophisticated and introverted 		Item	Weight	
Motivation				
<ul style="list-style-type: none"> . Survival of self and friends . Destruction of enemies . Oppose evil callously applied to the weak 				
Alignment				
No global philosophy - generally neutral. No higher purpose				
Physical Description				
<ul style="list-style-type: none"> . Powerful arms and shoulders. . Heavy facial bones (brow, cheeks and chin), deep set, squinty eyes and scowling mouth. . Generally considered short, unimpressive and unappealing - even ugly. 	Other Notes			

Background

Rondo was born on the marches of Furyondy near the frontier with the Horned Society. His birth was irregular - born to a reclusive widow living at the outskirts of his rural village several months after the village was raided. Whether the raiders were bandits or "soldiers" of the neighbouring hostile nation is unclear but whispered rumours suggest they weren't all human.

Whatever the truth of his birth may be, Rondo was born with heavy features and found little acceptance amongst his peers. Referred to by less charitable adults as 'the witch's brat' or 'the swamp bastard', and by children as far worse, Rondo now has no tolerance for names or personal insults. Strangely, he is happy to respond to 'Rondo the Ugly' or just 'Ugly', considering it no more than the truth, by those he knows.

Rondo learned to fight at a young age as an alternative to routine beatings, becoming adept at using his superior skill and agility to wrestle his opponents to the ground and subdue them. As a result the beatings became more common and more violent, sometimes involving most of the village boys wielding sticks and threshing tools. If not for his ability to twist and roll his body to absorb the blows and a natural resilience to such damage, Rondo could well have died from these attentions before his tenth birthday.

Ever since he could remember Rondo was a loner, spending much time roaming the nearby swamps alone - finding it peaceful, particularly at night, in which he could see almost as well as during the day. He amused himself by stalking imagined enemies and striking them down with mortal blows, ducking weaving and diving to avoid imagined attacks. He would crawl into narrow spaces and emerge silently to surprise a passing buck or fox. At maybe eight years of age, Rondo started to receive the attentions of the younger teenage boys and he was mercilessly treated, having to learn at least to defend himself one on one.

At this time a caring observer may have been disturbed by certain changes in Rondo's behaviour - rarely seen during the day and creeping about at night. After finding an old warhammer and dagger on a corpse in the swamp one night, his private games more often involved the imagined stalking and killing of some of the older village boys with these weapons. As time went on Rondo would creep around the village at night, hiding behind a woodpile or squeezed between haybales in pursuit of his foes. Thankfully, he was rarely observed and never caught with a weapon in his hands and he left them concealed away in the swamp during the day. In any event no such "caring observer" existed to draw his actions into question.

Though he always found the feel and balance of the dagger more natural, he found the truly martial nature of the warhammer compelling. He began practicing imagined combats with opponents, considering how best to use the weight and feel of the warhammer to deal with moves his opponents may make. As a result, even after years of training and employment in soldiery, Rondo still feels an affinity for, and instinctual comfort with, the warhammer as a weapon.

At 12 Rondo's mother died. Shortly afterwards, following an incident where the growing boy broke the arm of one of his tormenters, Rondo was driven from the village. Wandering a few days from the village he fell in with a loose society of outcasts and degenerates eeking out an existence on the edge of civilisation. Here life was truly brutal and over the next few years, Rondo learned the difference between the harshness of the village and other humans at the edge of the wilderness and the perverted pleasure in violence and cruelty of the goblinoid scum in the swamps.

At 15 he left the swamps, joining an irregular garrison unit for Furyondy. Demonstrating unusual skill and bravery, he ultimately fell into a billet in the auxiliary light lancers and found acceptance with men for whom his appearance was less important than his loyalty, skills at arms and physical prowess in inter unit contests.

Some years later, disillusioned at more often being used to ride down poorly armed peasant "criminals" than engaging enemy regulars, and following a disastrous ambush which saw most of his friends killed, Rondo left the military to strike out on his own.

Rondo at 22 is a veteran, having hired on as a guard, a mercenary and privateer and seen combat many times. His associates respect him and his cool, emotionally detached approach to combat and dealing with his enemies. Many have seen first hand his efficiency at infiltrating and exposing an enemy camp in the small, precise wounds evident on the dead guards. Far removed from his childhood, however, Rondo will laugh, drink and compete with his companions, though close mouthed with those he doesn't know well.