## 

## ATTFIBUTES

| Strength | 3 |
| :--- | :--- |
| Agility | 1 |
| Mind | 0 |
| Appeal | 0 |

## COMIBAT ABILITIES

Initiatíve $\quad 1$
Melee 2

| Ranged | 0 |
| :--- | :--- |
| Defence | 1 |

CAREERS

| Barbarian | 2 | 1st |
| :--- | :--- | :--- |
| Gladiator | 0 | 2nd |
| Thief | 1 | 3rd |
| Soldier | 1 | 4th |

## WEAPONS

Valgardian Sword
spear
$\square$
$\underline{\square}$
$\underline{\square}$

$d 6+3$
$d 6+3$
$\qquad$


## ARMOUR and EQUIPMENT



> Light armour d6-3
$\qquad$
$\qquad$


## BOONS and FLAWS

## Boons

Marked by the Gods: The gods favour Krongar. He has an extra Hero Point.
Trademark Weapon: Krongar is skilled in the broadsword of the Valgardian warrior. He uses a bonus die whenever he is fighting with a genuine Valgardian Blade.
Flaws
Distrust of Sorcery: Krongar will not use sorcerous powers or items. When dealing with wizards and alchemists, he rolls a penalty die.


BACHGROUND and LANGUAGES
Krongar is a powerfully-built barbarian of 18 from the northern lands of Valgard. When outlaws massacred his family three years ago, Krongar set out with just his father's blade in his fist, tracked down and slew the outlaws one by one.

In those three years, Krongar headed south through the $A$ xos Mountains (where he had a minor disagreement with a snow worm over which of them would be sheltering in the cave), and met and befriended the Wizard, Jesharek (despite Krongar's distrust of magic).

He later headed down to Tyrus (where he stopped and became a thief for a while), and on to Satarla where he joined the city guard. After a recent run-in with some of his officers - whom Krongar slew in a slightly one-sided fight (there were only three of them), he has been thrown into the arena to fight for his life.

Languages:
Valgardish, Lemurian.

EQUIPMENT
NOTES

