はでかの分と生状は KRONGAR the BARBARIAN ふんでおぶなかのふでんるぞとからいってので名とんとぞそでは ATTRIBUTES ARCKIN WEAPONS ANABONIS DAMAGE PAREST Strength 3 Valgardían Sword d6+3Agility 1 d6+3Spear 0 Mind Appeal 0 ARMOUR and EQUIPMENT TORKETS COMBAT ABILITIES Initiative Light armour d6-3 1 Lif1kBod Melee 2 Ranged 0 Defence 1 CAREERS 265ACAEA E BOONS and FLAWS 女之的我在客里生了么在下口么为可能已要要分词图个点 Boons Barbarian Marked by the Gods: The gods favour Krongar. He has an extra Hero Point. Gladiator 0 Trademark Weapon: Krongar is skilled in the broadsword of the Valgardian warrior. He uses a bonus die whenever he is fighting Thief 1 3rd

Soldier 1 4th 5th

with a genuine Valgardian Blade.

Flaws

6th

Distrust of Sorcery: Krongar will not use sorcerous powers or items. When dealing with wizards and alchemists, he rolls a penalty die.

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BACKGROUND and LANGUAGES TO TAKE

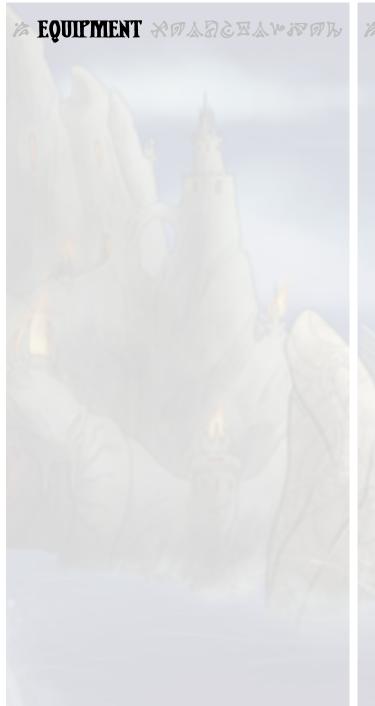
Krongar is a powerfully-built barbarian of 18 from the northern lands of Valgard. When outlaws massacred his family three years ago, Krongar set out with just his father's blade in his fist, tracked down and slew the outlaws one by one.

In those three years, Krongar headed south through the Axos 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:

Valgardísh, Lemurían.



NOTES AACAHPHYEACHGIP