

Redwynd

Real Name: Rynpole Redwynd

Animal Type: Robin

Alignment: Scrupulous

Attributes: I.Q. 15, M.E. 13, M.A. 14, P.S. 17, P.P. 21, P.E. 16, P.B. 17, Spd. 16.

Age: 19 **Sex:** Male **Size Level:** 6

Weight: 61 lbs **Height:** 4' 4"

Hit Points: 18 **S.D.C.:** 48 **P.P.E.:** 32

Disposition: Confident, clear-headed, earnest, independent, precise, high-spirited, excitable, and often impatient.

Description: Redwynd has a reddish-orange breast, a dark brown back, white throat with black streaks, and his belly and undertail feathers are white. His bill is yellow with a dark tip. His legs and feet are brown. He has several long scars on his right leg he received from a crash landing several years ago.

Human Features: Hands: Full (Extra Limbs). Biped: Full. Speech: Partial. Looks: None.

Powers: Advanced Vision and Basic Flight.

Psionics: None

Vestigial Disadvantages: Diet: Insectivore

Level of Experience: 1st Level

Occupation: Adventurer/Explorer

Skills of Note: Boxing, Camouflage (20%), Demolitions (60%), Demolitions Disposal (60%), Hand to Hand: Expert, Intelligence (32%), Interrogation (40%), Language: English (40%), Navigation (50%), Prowl (25%), Read Sensory Equipment (30%), Recognize Weapon Quality (25%), Wilderness Survival (30%), W.P. Revolver, W.P. Rifle, and W.P. Sub-Machinegun.

Secondary Skills: Detect Ambush (30%), General Repair & Maintenance (35%), Imitate Animal or Insect Sound (42%), Literacy: English (30%), and Streetwise (20%).

Natural Weapons: 1D6 Talons (on feet only)

Attacks Per Melee Round: 5

Bonuses: +5 to parry and dodge, +3 to strike, +2 hand to hand damage, +2 to pull punch, and +4 to roll with fall or knockdown impact.

Other Bonuses: +4% to save vs. coma/death, +1 to save vs. magic/poison, and charm/impress 35%.

Modern W.P. Bonuses: +3 to strike (aimed).

Personal Profile: Rynpole Redwynd was born and raised the frontier near Bordertown. His whole family was wiped out by a New Kennel raid when he was six years old. Fortunately he was taken under the wing of a mutant crow guerrilla fighter, known as Jekkle, who trained Redwynd in the arts of guerrilla fighting. By the age of sixteen, Redwynd wanted to join Jekkle and his raiders, but Jekkle refused. He cared for Redwynd as his own son and he didn't want to put him in a situation where he would lose him since he had lost too much already (his wife and children were killed by an Empire of Humanity raid a year before he met Redwynd).

At the age of eighteen, Redwynd finally convinced Jekkle that he had the right to join him on his raids into New Kennel. Jekkle didn't want to admit that Redwynd was right, but he allowed Redwynd to join his raiders

anyways. Redwynd earned his place within the guerrilla group by acting as an air scout. After several small raids, tragedy struck the guerrilla group – Jekkle was killed by an Empire of Humanity raider party. Redwynd was heart broken by the death.

The group's second in command, a mutant bulldog named Perov, took control of the group. There has always been friction between Perov and Redwynd (with Jekkle mediating between the two). This friction only increased with Perov's leadership. Redwynd felt Perov didn't respect the lives of the members of the group and wasted them on stupid and reckless missions. After the last raid, the group lost two more of its members due to Perov's recklessness and Redwynd told him to go to Hell. Redwynd left the group and is now seeking like minded individuals to join.

Background: Guerrilla Warrior

Relatives & Connections: Rynpole is very familiar with the contested borderlands around the Empire of Humanity, and knows quite a few of the guerrilla groups still in operation.

Money: 360 bucks.

Equipment: Basic clothing, lightweight vinyl backpack, a waterproof sleeping bag (up to Size Level 12), crank-powered flashlight, bush knife (2D4 damage), Hickory "Smoke" .22 sub-machinegun (2D4 per round or 4D4 per three round burst), with 3 extra 20 round clips.