

**Name:** [Self-explanatory]

Dandha

**Gender:** [Male? Female? Non-binary? Genderless???

Male (pronouns: he/him and neopronouns sigma/sigma self)

**Age:** [How old is your character?]

24

**Appearance:** [Give us a description of their appearance. Use complete sentences. Max 100 words.]

Dandha is a six foot tall muscular man with long flowing black hair and a full beard. His brown skin is weirdly smooth, and he has thick body hair almost everywhere (manscaping is the one non naturalistic part of his lifestyle). His torso is marred with an impressive collection of scars, some from fighting people, but most from fighting bears. He wears them proudly, and they are always on display: Dandha refuses to wear anything except a red loincloth, which is somehow always spotlessly clean (and described by an anonymous source as 'fragrant').

**Personality:** [Talk about your character's personality, such as how people see them, average reactions, interesting quirks, etc. Use complete sentences. Max 100 words.]

Dandha is an impulsive and rash man. His intense hatred for technology and its origins are seen by many as a reflection of this. However, his love of nature is genuine. He has a great respect and love for wildlife and will nurse injured animals he encounters back to health - although he has more fun taking his stick and simply beating the person that injured them to death. He is neutral towards most other humans, but those who excessively use or develop technology are his sworn enemy, and he takes great pleasure in destroying their creations, sentient or not.

**Brief Bio:** [How did your character come to be the way they are now? Tell us about the important events in their life so far. Use complete sentences. Max 200 words.]

It may seem hard to believe now, but Dandha once had a great passion for technology. In fact, five years ago he was a student researching energy redirection for developing weapons that could change the face of warfare forever. However, when one day he happened to witness a forest being cut down in order to clear space for a military factory, he began to have doubts about whether his work was truly a good idea.

Dandha soon realised that technological advancement was something evil that he had to stop. He quit his research and began his new life, and a year later he began his crusade by destroying the very research lab he used to work at.

However, unbeknownst to him, in the last year the other researchers had been able to use his incomplete research to develop one - imperfect, but still deadly - energy redirecting weapon, in the form of what looked like an ordinary stick. Dandha retrieved this stick from the rubble, and it now never leaves his person - but he has no idea what it really is.

And so, Dandha continues his war against technology, fighting with the most technologically advanced weapon in the world.

**\*Refer to the RPG Battle Mechanics section when creating these\***

**Ability:**

Energy Redirection: (D6 Requirement: 4 and above)

On activation, Dandha's stick redirects energy from the enemy's attacks away from him. Reduces damage taken this turn by [2]. (In total, not per attack. This is a flat value that goes away at the end of the turn.)

**Basic Attack:** [How does your character perform a basic attack?]

Dandha lashes at the enemy with his stick, unknowing of its power. Deals 1 damage.

**Moves:** [Create two special moves. Give them names and short descriptions.]

Forage:

Dandha finds some berries to eat and heals HP = [2] Priority: 1

Release:

Dandha's staff takes over and releases all of its stored energy with a powerful blow. Deals [5] damage.

Special Effect: Energy Absorption (D6 requirement: 4 and above)

Dandha's staff absorbs power from the target to use for later, making Dandha's next Forage heal for [3] more HP (this value stacks).

Point Totals

[ER]: 1 (nv), 5 (d6r) = 6

[F]: 1 (nv), 2 (pr) = 3

[R]: 10 (nv), 2 (se) = 12

[EA]: 5 (d6r), 4(nv) = 9

total = 30

[ER] = energy redirection, [F] = forage, [R] = release, [EA] = energy absorption

(nv) = number value, (d6r) = d6 requirement, (pr) = priority, (se) = special effect

**Other:** [Anything else that may be important for the rest of us to know. You can be creative here!]