

Benedetto was born and raised in Forge, the child of two devout followers of Volcano's Warrior aspect. He showed a fervent desire to be one of the heroes protecting the innocent from the Dark from a young age, so it was no surprise he felt the call to become a paladin and join the fight at the Fronts.

The Eastern Front ground down that desire like it ground down the bodies sent into it. The almost-mechanical slaughter of the darkspawn, punctuated by the occasional breakthrough that killed elens he'd known, was so far from what he'd dreamed of as a child. Just as bad was seeing how many soldiers followed not the Warrior but the Cauldron Lady, seeing the fight and the deaths as necessary sacrifices rather than an honorable defense against the Dark.

For what if Volcano viewed all of their lives simply as necessary sacrifices? What if Volcano cared not for elens save for the value of their spilled blood?

These doubts came to a head near the end of his tour, when his unit was rushed to a breakthrough to face a wave of darkspawn--from his view, a calculated sacrifice of lives soon to be of no more use as they finished their service. Seeing death approaching, Benedetto's faith was tested... and broke. His fearlessness left him, and he fled the battle.

Now a deserter, the former paladin skulked his way to Light, avoiding anything that could be a patrol sent to punish him for his desertion. He made his way as unnoticed as he could into the city, staying to the shadows and hoping to hide until pursuit ceased. He learned new skills, suited to keep himself hidden and unnoticed... but his stubborn desire to protect those in need didn't go away.

Benedetto found ways to help the unfortunate and those being preyed on by the powerful, doing his best to make Light better while still evading the authorities. And so things went for a couple of years, until the rise of the Moon and the fall of Light.

In the chaos of the city's fall, he found himself fighting alongside the very authorities he'd been fleeing, trying to get at least a few people out of the city. At one point, there was a need for one elen to hold off a threat while the rest of the group escaped... and this time, Benedetto did not hesitate to be that elen. He put every ounce of skill he had into the fight, and by the time he fell, the fire of his blood spilling on the ground as his vision faded, he knew the rest had escaped.

Just before death claimed him, however, Benedetto thought he heard a fierce cry... and a familiar warmth spread through him, the warmth of a paladin's healing. Getting to his feet, he looked around for who could have healed him, but found no one. Being rather pressed for time even though the immediate threats had left him for dead, he didn't look further, instead making his way out of the city, gathering a paltry few other survivors with him as he did. There would be time enough to question what happened later...

Step 1: write five things about your character's concept and background, five things that you think are the most essential parts of your character. You don't have to stop at five, if you like...this is just a minimum.

- Benedetto was born and raised in Forge, a child of an armorsmith and a veteran of the western Front.
- He trained as a paladin when he was of age to do so, and marched off to the eastern Front

- The realities of the war against the Dark ground down his optimism and faith, and he started to feel like Volcano saw elen lives as nothing more than sacrifices
- Finally a moment arrived when a particularly dangerous darkspawn was heading for his unit and he broke and ran.
- Since then he's hidden out in Light, trying to help people when he can while keeping out of notice from the authorities.
- He's still sincere in his desire to help others, but he can't decide if he should blame Volcano, the church, or himself (or all three) for what happened.

Step 2: List two goals for the character that you, as a player, think would be cool to see accomplished in-game.

- I'd like him to work for a while on the whole atonement thing. It shouldn't take *too* long since it cripples his build a little, but I do want to feel like he's had to work for it. It'd be neat if the last steps of his atonement are somehow tied to the Phoenix.
- I'd like him to have to confront his discomfort with the non-Warrior aspects of Volcano. Not sure how he'll end up resolving that one.

Step 3: List two secrets about your character. One is a secret the character knows, one is a secret that involves him but that he is not actually aware of yet.

- His whole desertion thing is something he *tries* to keep secret...
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Step 4: Describe three people that are tied to the character though blood, romance or honor. Two of them are friendly to the character, one is hostile. All can do something useful for you, if you can get the situations to line up. If you like, you can include an enemy of yours here as well, so I have an instant NPC nemesis to throw at you.

- Carlotta and Giulio Laguardia: Benedetto's parents. His mother was a soldier on the western Front, his father an armorsmith. They've heard he deserted but don't really believe it, thinking there must be an explanation (and also that he's dead).
- Herman Brewer: A barkeeper and brewer in Light. Helped Benedetto out when he fled to Light, and pointed him towards people who could use his help for a while.
- Benedetto Zurlo: Formerly his commanding officer. Gave him a hard time for having the same first name. Thinks he's a filthy coward and deserter now.

Step 5: Describe three memories that your character has. They don't have to be elaborate, but they should provide some context and flavor.

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