

Bodil Jantzen (Bodi, pronounced "Bo Dee")

Human Rogue and ex-pirate from Roderick's Cove, in Northern Varisia, now in Riddleport.

Bodil grew up as an orphan in (city here), and like many others, just had to find a way to eek out a life for himself. He has a mixed background and his heritage seems to be a mixture of northern mannish cultures. He knows nothing of his family heritage, as he grew up as an orphan. He spent the early part of his youth in an orphanage and slowly would get out and around the city and live the life of a street urchin. Because of the closer proximity to Riddleport, he has been exposed to a wide variety of people and cultures. As such his childhood near a such locales as Riddleport created an opportunity for him to learn a variety of skills.

Growing up on the streets and in an orphanage, "Bodi" had interacted in all manner of odd jobs and skills, some legal, some less than legal. He learned how to use some simple weapons, such as a knife and a spear, picked up skills like fishing, streetwise, and scrounging and filching by growing up as a street urchin. Many times the children would steal or 'procure' what they could or what they needed to survive or even to amuse themselves. He didn't believe in hurting folks unless they deserved it, but he would take stuff he needed, as he needed it.

Despite the rough life and upbringing, Bodil was always thankful and appreciative of the workers at the orphanage who did their best to love such children and try to give them a chance at life. Throughout his misadventures as a street urchin, smuggler, pirate, gambler, and socialite, Bodil had also developed other skills. Many of those skills were in procurement of items, finding stuff, and other subterfuge type skills.

When he was in his teens, Bodil was able to get his way to Riddleport and seek out his own life. He started out simple, with employment working the docks, and than after few years, as a bartender at one of the local taverns. In this way, Bodil started to learn some of his social skills and pick up a little bit of streetwise and knowledge skills. He also continued to develop his linguistic skills speaking with the vast variety of folk that came through the town.

Bodil also picked up quite a bit with languages. He has a good ear for such things and with his interaction with people around the ports, he speaks a few quite well. What he can't do apparently is read very well, as he has dyslexia and with his life as an orphan he wasn't going to get proper help, so he can speak wonderfully, but can not read. He gets along just fine with verbal skills and is very proficient with speaking and also reading dice.

Looking for a life of adventure, he even tried his hand serving on one of the pirate crew. Bodil found out that he was not cut out for the callous life of a pirate. He spend nearly a year working on with a crew. During that tenure he honed some of his fighting skills as well as more practical skills like knot tying, fishing, and boating skills. During one point in his piracy career, about 10 months after he signed on with the Black Stirge, they had a nobleman's daughter as a prisoner that men had kidnapped. A "liberator" managed to sneak onto the ship under guise as one of

the crew and moved to free the woman and escape. Stealing loot and such was one thing, but this was now kidnapping and near slavery. The treatment of the woman just disgusted Bodil, and he and another crewman made sure that the lady was tended to with some care. Later Bodil found out that the man was an agent of a group called the "Liberators". This man, Horox, told Bodil that he was here to liberate the woman and get her to safety. Three nights after the woman's capture, when they were near a coast line, Horox made his move and released the woman and started to make their way off on a dingy. When the man almost got caught, Bodil intervened and tripped his would be captors, allowing the agent to escape with the nobleman's daughter.

Of course, Bodil's actions did not go unnoticed and after some rather intense torture and lashings of the whip by his former pirate employers, Bodil was bound and forced to "walk the plank". By some miracle he was able to free his bonds and swim to safety thanks to a large piece of driftwood he happened to come by. Eventually Bodil would again find his way back to Riddleport and look to re-establish his life there once again.

The effects of the torture at the hands of the pirates left Bodil with a very tough resistance to pain, and unfortunately has covered his back and chest with some rather significant scarring. Bodil tends to keep his shirt on all the time and not reveal his scars on his body. Women tend to not like it at all when they see them, though some tougher warrior types could take the wounds as a badge of honor. Still, Bodil is embarrassed by them, as he is a very handsome fellow and is protective of his good looks to some degree.

So while Bodil does have some skills in boating and piracy, it is not a life he was cut out for. That agent for the Liberators still remembers Bodil and on occasion they still interact and exchange information. The agent has time and again offered to recruit Bodil, who has politely refused, not really wanting to commit himself to any particular path in life just yet. He just feels as though he hasn't found his path. He knows that he wants more than just a simple life in Riddleport. He longs for adventure and a chance to make a difference and maybe be a hero to someone, or at least enjoy the 'fame' that comes with that territory.

Of course growing up in seaports and around Riddleport, Bodil has also learned about gambling and other vices. He loves to be with the ladies and has frequented the "temple" to (hoar diety here), and rarely can pass up a chance to chase the women. He also has a vice with gambling and has a habit of making "fun" joke-bets, goading and daring folks into doing things merely for his own amusement. Usually these fun bets are nothing more than 1 copper or 1 silver coin, but it's developed into a habit that Bodil seems unable to cease.

Throughout his misadventures as a street urchin, smuggler, pirate, gambler, and socialite, Bodil had also developed other skills. He's been in a few fights, won some and lost some. He picked up skill with fencing weapons as well as using a cloak defensively. These fighting skills were things he learned from his friend, the agent contact with the Liberators. The best way to describe Bodil and his skill set is that he is a Jack-of-all-trades, yet a master of none. Not at this point early in his life yet already...

Now at the young age of 20, Bodil has again grown bored of his simple life in Riddleport and has been here for the past few months. He works part time as a bartender or handyman. He has worked part time helping in construction and renovation of the Golden Goblin Gambling hall, and has been anxiously awaiting the "Cheat the Devil and Take his Gold" gambling tournament. His gambling addiction has forced him to live a very meager lifestyle as he spends most of his money on gambling and women. He longs for a better, more adventurous life, but just hasn't had that catalyst to force him to change his ways or his stars. So as we begin, Bodil is ready to take what money he has left and try his luck at the tournament.

Personality wise, Bodil is normally an amicable fellow. He is very curious, and that curiosity can at times get him into trouble. He is very Lecherous and loves to chase the ladies. Due to living in Riddleport, he's adopted the Pirates Code of Honor, (where he will always avenge and insult, regardless of the danger, your buddy's foe is your own, never attack a fellow crewman or buddy except in a fair, open due. Anything else goes). Bodil also has a "sense of duty" to those he works with, but currently is not working with anyone else other than at the tavern. His crass, sarcastic sense of humor is lost on many folks who do not get his wit.

Due to his previous torture, he is very prejudice of anyone wielding a whip, and if he would encounter someone using one, he would target them over all others in a fight. He is proud of his good looks and embarrassed of his scars on his body from his torture. Part of Bodil's sarcastic sense of humor and his gambling addiction is that he will try to goad folks into small bets and wagers, as small as 1cp or 1sp, just to dare them to do things if they say "oh you can't do that". He does suffer from a gambling addiction, but there is a noble twist to it. Bodil will give half of his winnings to the local orphanage, as he feels strongly about what the folks at the orphanage do for the children and knows they need all the help they can get.

Physically Bodil stands 6 feet tall, has dark hair, straight hair, shoulder length and pulled into a pony tail. He is clean shaven and attractive. He is athletic in build, and has decent reflexes and agility. Because of his endured torture at the hands of the other pirates, he has a very high threshold of pain tolerance. He also has a knack for jumping and falling down certain heights, as his time spent as a street urchin had him running along rooftops and climbing ropes and riggings on ships in port.

Bodil wears brown leather (studded) armor, carries a rapier and main-gauche as well as a pair of throwing knives, and wears a thick cloak for both protection from the winds off the coast as well as protection in a fight. He is skilled in use of crossbow and spear, likes to travel light and fast.