

Character Name

ANGADH

Height

6'5"

Weight

135 kg

Dominant Trait

Brute Strength

Drive

Rage, desire for order and control

Personal Inner Desire

Settle down away from civilization and have a family.

Age at the beginning of the game

28

Identification marks

A sixth finger on the left hand (from his birth), Burn mark across the right eyebrow – temple – cheek (from his past), wears the medal of the Grand Champion on his Armour (present identity/achievement).

Nature

Ruthless, resorts to needless killing, usually short on emotions (however, occasional emotional seizures cause trauma and loss of senses), non-visionary, strict follower of orders, doesn't smile or talk much by himself, hates liars, law breakers, cares for children and will protect them

Purpose

To Serve and protect his Godfather who sheltered him when Angadh had lost all his family at a young age.

Flaws

The man lacks sense of judgment, unsympathetic towards common people, non-considerate of people's sentiments.

What has he lost?

Family, sister (confidante), comforts of a lavish life, innocence

Whom does he love more than anything?

Ayuri – his sister, Sarah – The Imperial Chief's little daughter

Appearance

Square face, receding hairline, split chin, stubble beard and moustache, broad chest, short neck, small ears with piercings (gold rings), detached earlobes, big eyes with extensively thick eyebrows, broad forehead (4 fingers width), long slim nose, thick lips and normal teeth structure except for a single metal tooth in the top jaw, moderately hairy arms and legs, huge palm and feet, extruding calf muscles and shoulder cups, straight posture.

Family Background

His ancestors had been members of an ancient tribe of warriors. However, over the years they left their warrior ways and turned into elite Businessmen as the kingdom was no longer in need of their services. His family was rich and well known in the lands. They carried the seal of the hawk.

Upbringing

Angadh lived with his parents and extended family in a luxurious family mansion until the age of 8. His family was attacked and exterminated shortly while he and his sister managed to flee to the city of Swardawn. For a few months the two lived in the storeroom of a meat shop. They then found a job at an Inn and stayed there for four years before the Inn owner was killed in an unfortunate drunk scrimmage. Angadh's sister Ayuri later married an Imperial Guard and the two moved to a house next to the Imperial Keep (Heitshin castle). After a few months, Ayuri was mercilessly raped and murdered by a few Imperial guards, but Angadh has his revenge. Impressed by his untrained combat ability and unnatural strength, the Chief of the Imperial Guards, decides to train Angadh and thus he starts living in the barracks of the Imperial Keep.

Angadh's Back Story

Angadh was born on the 24th day of Spring, year 792 AA (After Apocalypse). His family was that of wealthy businessmen. They had a business in apparel fashion famous throughout the lands of Zaha. Their residence was no less than a mansion that was located at the heart of the city of Shandir (refer map of the lands of Zaha for more clarity). Young Angadh was 9 at the time of the unfortunate incident that wiped out all his family members except for his sister. It was during this sequence of events that Angadh got a burn across his cheek bone that would scar him for life. There is a side-storyline that pops up later talking about Angadh's infant cousin who was not found and was believed to be either abducted or killed. Everybody else was murdered by a clan of fighters who recognised themselves as the Hashins (A notorious assassins' clan). Their purpose for the mass slaughter incident was neither discovered nor documented by the Imperial Watch (The equivalent of a nationalised police department). The Hashins had always been a mystical brotherhood whose whereabouts and intentions were always a matter of debate. It was assumed that the Hashins had targeted to wipe out the whole family for political reasons but luckily, young Angadh and his sister Ayuri had escaped.

After the massacre, Ayuri took young Angadh with her and fled to the capital city of Swardawn. At this point, Ayuri was 16, while Angadh was 8. Ayuri found herself a job at a meat shop for which she got a meagre wage, not even enough for the two to afford themselves a small roofed space. Angadh, still under the trauma of having lost his family

turned into an introverted silent lad. He kept things to himself and only ever talked to his sister. They slept in the storeroom of the meat shop for a few months before Ayuri got a better job at an Inn. Young Angadh also began to learn the art of cooking while at the Inn and the owner being a kind enough lady, provided them with a small room for themselves attached to the Inn. Four years passed in this fashion and Angadh grew taller and broader. Surprisingly at 5'7" already, the boy began to do hard labour for extra money. Things were looking good for the two when one fine night, a group of bandits decided to show up. The bandits were in there like any normal evening when they began a drunken scrimmage with a group of farmers. In an attempt to save the serenity of the Inn, the owner stepped in with a few of her trusted helpers, Angadh included. The bandits lost their temper and took the whole place down killing most of the civilians and the owner in the process. Angadh rushed inwards to take his sister Ayuri to safety. He wanted to fight back but couldn't find the courage to. This mental defeat left Angadh desperate for redemption while the two were once again left homeless.

A man from the Imperial Watch, Sonadhar, a frequent visitor at the Inn, who happened to take special interest in Ayuri got to know of this. He immediately sent out his patrols to find the woman he loved and her brother. Sonadhar offered Ayuri the proposal of marriage and young Angadh an opportunity to serve the Imperial Watch. Out of forced circumstances, Ayuri decided to accept. They began to stay together in a house, located on one of the busiest streets of the Sawrdon city. Their house was quite close to the Heitshin castle (named after Heitshin Dharo, the grandmaster who practiced the Ekaha fighting art in these buildings during 687AA - 712AA). The Imperial barracks was located within the Heitshin castle and that's where the Imperial guards would get trained and housed. So Angadh now began to live with Sonadhar, his elderly mother, his first wife's daughter Diri and Ayuri. Sonadhar also has a son of 24 by the name Grolen, who also serves the Imperial Army. Only two months into their marriage, Sonadhar gets killed in an expedition to suppress pirate attacks on the northern Zaha coast. Sonadhar was a devoted soldier and out of pity for his family, Wakhal Lahr, the Chief of the Imperial Guards, hires Ayuri as a maid in the royal palace. Though Ayuri gets paid a lot more than she had ever hoped for, she was constantly harassed (verbally and physically) by some of the guards when she would pass by the barracks. Angadh had begun working at the Barrack stables but was unaware of the harassment that his sister went through.

One night when his sister didn't return home, Angadh got worried. He went back to the castle but the guards didn't allow him in. He then made his way to the Barrack stables and got in through a friend he knew, Masakh. But before he could make his way towards the castle, he heard his sister crying in pain from somewhere nearby. He rushed in that direction and reached the dining tents. Three guards and a forth whom he recognised to be Grolen were raping his sister.

Angadh's rage knew no limits when he picked up a barb wired club and attacked the men. He managed to injure two of them fatally before they knew what was happening. The Other man went down a few seconds later when Angadh struck him multiple times at his legs. By then Wakhal Lahr, the Chief of the Imperial Guards himself, came to the tent and took in the scene but didn't stop the commotion. Grolen and Angadh fought fiercely, trying to get the better of one another. Surprisingly enough the untrained 14 year old was getting the better

of the seasoned warrior in terms of power. Whatever grapple Grolen would use, Angadh would break free using his strength. Towards the end a few powerful punches that found their mark on Grolen's temple, gut and chest sent him crashing down to the ground. Angadh then began to mutilate Grolen's face with the club that was lying nearby and didn't stop smashing Grolen's skull and brain into a pulp, even after Grolin's death. Ayuri died following the trauma and physical injuries and this transformed Angadh for ever. The innocent and sensitive boy was no more. In his place, a ruthless monster of a man came into existence. Recognising the intent in Angadh's deeds, Wakhal Lahr decided not to punish him, but to take young Angadh as his personal student and train him in the ways of an Imperial warrior.

14 years later, Angadh has now grown into the most feared man in the realm. He has been promoted through the ranks to become the Imperial Champion (having remained undefeated in the Swardon Combat tournament for 8 years). He serves his Godfather and the Chief of the Imperial Guards, Wakhal Lahr. He has never failed over the years to punish the unjust and overcome national enemies. Despite the accolades, his heart has grown heavy with all the meaningless fighting. He can't seem to let go of the rage that haunts him and seeks a safe haven where he could put down his arms and find a family again. Nevertheless, he will not break his oath to serve the city of Swardawn until he has the power to do so.