

Headshot/Image	Ynarme Hjen [Equate II] [Scavenger] [Sardinian][male], [right][27yrs old] Height: [1.78]m / [5'10"]ft. , Weight: [65.7]kgs / [145]lbs	
Physical Description Ynarme Hjen is a lanky man with a wiry build. Dark brown hair curls on top of his head with an undercut below. Hazel eyes are set a bit narrow on his diamond shaped face, his cheekbones prominent. Ynarme's skin is of a light brown, burn scars licking here and there upon his limbs and neck. His attire is much the same as any common Sardinian. His woven tunic modified to be gathered in the back, out of the way of his work. At times of crafting he dons some hodge podge protective gear, half brought by the refugees and half homemade. Wearing the protective gear, he has, effectively, light armor.		Loadout Weapons * Scattergun * Knife * 1 Smoke bombs * 2 impact grenades * 1 land mine * 2 fragmentation grenades (or some variety of homemade and or cheap bombs)
General Aspects		
He Who Brings The Light Ynarme is a devout follower of the Sardinian religion. Indoctrinated since birth and finding a new calling after the plague that destroyed his family, his village, his faith is stronger than ever before. Ynarme's beliefs help guide his actions, everything he does is led by it. However, such devotion can leave a man blind, and Ynarme would refuse any reason that challenges his believed mission.		Dung Powered Prodigy Smart and a quick learner, a tinkerer, Ynarme Hjen was hired to work at an experimental biofuel plant. Grasping the process quickly, the lad ended up improving the system. His work grabbed the attention of an underground group, who taught him how to use said fuel to make explosives. Learning how to make your own dirty bombs in the tunnels has the risk of unstable builds or an accidental explosion.
Personality Aspects		
The Power of Knowledge Ynarme believes his intelligence, his capability to quickly learn or figure things out is his biggest blessing. He has a knack and drive for dismantling new tech or messing with chemicals in order to figure out this advanced world. However, Ynarme faces huge risks with these experiments that come from not being properly skilled in dismantling and building these items. Not only that, but how far will this drive take him? He may take on a project too big for him and all those in his vicinity.		Direction And Order Ynarme needs a defined path to follow in life, a path to base his actions off. Without it, he has difficulties planning or performing tasks, withdrawing into an anxious heap. Usually a project, plan, or his faith keeps him steady. When those fail, his fellow insurgents relying on him would likely find the man useless.
Combat Aspects		

I Will Die For A New Age!

Ynarme is the pregame demolition expert. The one prepping and setting explosions as traps or for planned attacks. However, if suddenly caught up in the conflict, Ynarme would not hesitate unleashing a barrage of bombs from the heavens. And if it meant helping bring forth the prophesied future, he would sacrifice his life to do so.

Hear The Ring Of my Gun!

Ynarme tries to avoid being caught up in the conflicts, his role with the group too important. However, he was taught how to use a slugthrower like many recruits for the cause. If forced to fight and unable to use his explosions, the man would be able to fend off opponents using the sights of his gun. Due to needing time to aim, Ynarme is at a disadvantage to those less reliant on sights, and are quicker more accurate shooters — increasing the chance he gets shot.

Additional/Optional Information

Top Skills	(+4) Crafting, Mechanics, Resolve (+3) Athletics, Intellect, Survival, Explosives (+2) Slugthrowers, Piloting, Perception, Subterfuge. (+1) Slicing, Lore, Stamina, Might, Investigation
Feats	Down Scope, Elusive Prey, Go Ahead Make My Day, Jury-rig, Just a flesh wound, This is where we fight!, You can't stop the signal, You killed my father prepare to die!
Lore	Biofuel manufacturing
Languages	Sardinian

Character Reference Art:Notes/Extra

Ynarme Hjen is a foreman assistant at an experimental biofuel plant. Intelligent beyond most of his peers, he had quickly been promoted to that rank and had for some time been the hidden hand behind the progress of the project. While the project had been no more than liquifying manure and burning it, the experience of improving that prepared him for the future.

Ynarme is a very religious man, especially after the plague claimed his parents and grandmother — leaving him to care for his younger sister until she is of age and marries. The pandemic had set a fire burning in his belly, angry and confused how it was allowed to happen. Wasn't their prayers enough? Heard? He became more recluse, temper shifting with the drop of a cred. That was until they approached him. A group gathering, looking to conflict change and bring about the new age. While he himself hadn't thought of the war prior to then, their promises of the one ascending gave him new hope, a new light inside. A refugee from Tairiku had noted his intelligence and knowledge regarding biofuel, and set to work teaching the man how to build explosives. A task he took to like breathing.

With the refugee dying of a heart attack, Ynarme is currently holding head position for explosive assembly, and his job at the biofuel plant aids the cause.

