Characters

# **Farmer (Day):**

## In-Game Behaviour

### General

Strolls around town and his farm smiling. Constantly being knocked down or pushed over. Friendly jolly farmer who is seemingly completely unbothered by life’s troubles

### After being hit by merchant’s cart:

“Pardon me sir, I should learn to watch my step.”

### After being hit by door:

“Terribly sorry, I should have saw you coming.”

### After being blown over by wind:

“Ha, ha. Got me! Second time today.”

## Talk

### Greetings

“Good morn’in to ya!”

“Good health to you”

### Ask About People:

#### Himself

“Me? Ha ha, not too much to say about me I’m afraid. Me grandpa farmed this piece of land granted to him by the Duke of Beaulac his entire life. He passed it on to Pa, who farmed it until he passed, and I plan on doing the same. Farming’s in my bones ya seem, and I’ve spent more than my share of sweat and blood tending to this fine soil.

#### Baker

#### Blacksmith

#### Locksmith

#### Merchant

#### Outsider

#### Stonemason

### Ask about Objects:

#### Record of tithe:

“Oh thank you! So glad you found that. Don’t quite know what all the letters say, but the scribe the Duke sent tells me its proof that I paid my tithe good and proper. Wouldn’t want my liege lord to think me disloyal.”

#### Ripped piece of a waffenrock bearing the colours of the Dutchy of Beaulac (Red with a lion in the center):

“Of course, I know those colours well. Tis that of the Dutchy of Beaulac! Lord of the very land on which we stand. You know, I wore this very thing years ago during…well you know. When the Duke’s men come around looking for men-at-arms to serve on the campaign, only one thing for a loyal subject to do.”

#### Well-worn helmet:

“That old thing? \*knocks on the top\* Built strong and sturdy, like the armourer that forged it. Yea, served my family well it. Saw me through a few campaign seasons. (connection to main character?)

#### Bouquet of dried daisies (found near grave site?):

“She loved those you know…daisies I mean. \*sad smile\* When Spring came round, she always had one in er hair. Twas on the campaign when they returned her to the soil. Wish I could have been there, but duty calls ya know.”

## Look

## Confront

### Q: “I think its time for you to move on.”

### F: “What do you mean?"

1. **“The Duke was awful for how he treated you.”**

“What? No, the Duke was only doing his duty to his Lord, the King. And the King by the will of the Heavens. We are all subjects to a master.”

1. **“The Duke sounds like an ass.”**

“How dare you speak to our liege lord like that? If I still had the strength, I’d haul you to the Baliff myself! I’m through speaking to you today! Learn some respect for your betters!”

# **Farmer (Night):**

## In-Game Behaviour

### General

Sprints from place to place. Tries to hide when not moving. Cornering him may result in getting attacked or pushed back

## Talk

### Greetings

“Not safe! Not safe!”

“Its too dangerous to be in the open like this?”

“The big things. Will crush and kill! Hide!”

### Ask About People:

#### Himself

“Me? Me? Small, nothing. Stay away or I’ll scratch you!”

#### Baker

#### Blacksmith

#### Locksmith

#### Merchant

#### Outsider

#### Stonemason

### Ask about Objects:

#### Record of tithe:

“Hissss. Keep that collar away from me!”

#### Ripped piece of a waffenrock bearing the colours of the Dutchy of Beaulac (Red with a lion in the center):

“Another collar! Keep that off me, or I’ll scratch you!”

#### Well-worn helmet:

“Cool, safe, familiar. Good place to hide.”

#### Bouquet of dried daisies (found near grave site?):

“How dare you bring that…that, thing near me!” The Cat runs away.

## Look

## Confront