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**EARL VERAGAL PEARLY**

**EARL OF RIVERDEEP**

Stats

**Strength:**

3 *(started as: 11)*

**Constitution:**

4 *(started as: 15)*

**Dexterity:**

14

**Intelligence:**

15

**Wisdom:**

12

**Charisma:**

10

**Magical Ability:**

4 *(started as: 14)*

Basics

**NPC Type:**

Townsperson or Farmer

**Race:**

Human

**Age:**

Adolescent - 16

**Gender:**

Male

**Culture:**

Civilized-Decadent

**Social Status:**

Comfortable

**Environment:**

Urban

**Literate:**

Yes

**Starting Money:**

100 *(starting percent: 100%)*

**Noble:**

Yes

**Noble Title:**

None

**Occupation:**

Chiurgeon

**Alignment:**

Neutral Good

**Other Languages:**

0

Details

* Human - The most common race in many game systems. If one is familiar with modern examples of humanity, then one has a good basis for humanity when found anywhere or anywhen else
* -10% chance of going insane
* Nobility
  + This character is a noble and will usually have a full set of non-magical weapons and a good quality suit of armor
  + Due to their assumed importance to the scheme of things, characters of Noble birth may add 1d4 points to their Charisma attribute so long as it is publicly known that they are a Noble
  + A Noble will usually have guards or other retainers with him at all times. The number will be in proportion to the NPC's relative importance
* Parent
  + Viscount/Viscountess
    - Rules over one or more counts
  + Holds 17 square miles of land
  + Due to their assumed importance to the scheme of things, characters of Noble birth may add 1d4 points to their Charisma attribute so long as it is publicly known that they are a Noble
  + A Noble will usually have guards or other retainers with him at all times. The number will be in proportion to the NPC's relative importance
  + Relation to ruler of the land
    - No relation
* Comfortable is the middle class of any Culture, regardless of the average wealth of its citizens. These folk usually live in clean, nicely apportioned homes or apartments, often in better neighborhoods. They eat regularly and occcasionally very well. Chidlren are often educated by tutors. Luxuries include warm houses, good food, the ability to hire menial services, nice clothing, and family heirloom books. They may on conservative forms of transport - a buggy or horse
* Comfortable
  + May own an heirloom weapon
  + 100% of normal starting money
* Key aspect of the character's past
  + Is a military veteran
    - Heavy Cavalry
      * Military Heavy Cavalry Weapons
        + Bow
      * Military Heavy Cavalry Armor
        + medium shield; heavy or light scale mail, chainmail, and or partial plate mail. Knights (Nobles) always wear plate mail (if allowed by Culture level)
      * Military ability
        + Special Shield Trick - Knows a special shield trick that increases protection (either another point of armor, or a higher armor class)
      * Entered the service of the ruler of the land
      * During 1st year of service
        + Battle Victory

Character deserts during battle, revealing to all his cravenly cowardice

* Trait Strength - Driving
  + Light side trait
    - Humble - lack of pretense, not proud
* Attitude
  + Self-centered
    - "What's in it for me?" is the watchword of the self-centered character. He tends to look out for his own interests above anything else, though there are limits to what he will do. Like the Lightside alignments, tends to have a high regard for life and freedom. He may be friendless, a mercenary who serves a cause only because it pays well, but once he gives his word or his loyalty, he does not go back on it. Nevertheless, there is no higher cause to him than self service and self preservation
* Character is unknown
* Occupation
  + Chiurgeon - doctor/surgeon. A non-magical healer who specializes in sewing up wounds, and bleeding
* Chiurgeon
  + Occupation Attitude
    - Inspired Mistrust
    - Generous
    - Efficient
* Character lost 70% of strength, constitution and magical\_ability due to being an adolescent
* Character has a 25% chance of finding 1d6 veterans of his unit in any major city. A d100 result of 95 or greater always means no one is to be found
* Military Rank Advancement
  + Character may choose 6 military skills to improve by one skill Rank
* Military Mustering Out Benefit
  + Upon finally leaving the military (retiring), the character receives a retirement bonus of 275 gold pieces. If a character desires, he may also retain his unit's weapons and armor, but must pay half the normal purchase price for them
* Hobby
  + Act (dramatics) - Sporadic and Variable - Interest runs in spurts, intense at times, totally ignored at others. Character will easily spend 1% of his total income on this hobby
  + Boxing - Consuming Passion - The activity is a focal point of the character's life. Character will spend 50% of his total income on this hobby and may have to be forcibly pried away from the pursuit of the hobby

Skills

**Rank**

**Name**

7

Act (dramatics)

3

Boxing

4

Care For Horse

4

Horse Riding/Fighting

7

Literacy

4

Make Traps & Deadfalls

3

Military ability: Special Shield Trick

3

Urban Survival

1

Wilderness Survival