

Rising Era

Character Sheet

Name: William Lloyd

Background: Merchant's Apprentice, Abolitionist

"I was an up-and-coming journeyman in the Ruby Guild of Merchants, when I was assigned one day to assist on a slave ship. There was a horrible disease outbreak. I was one of the only survivors, and only because I was taken to the flesh-sculptors and used for one of their experiments. I knew then that I had to stop slavery from growing in this new world above. But how can I work to reform the Guild when it profits from the trade?"

Motivation: End slavery in the sky realm!

Career: Merchant

Species: Squirrel

Foible: Skittish

Fortes (including Motivation & Career):

-Motivation: Abolition 2

-Career: Merchant 4

...Dealing with the Ruby Guild!

-Fencing 2

...For liberty!

-Acrobatics 2

...Managing not to plummet to my death!

-Sailing 2

...Keeping ships in fine working condition!

-Medicine 2

Equipment: Saber ("Chainbreaker")

Notes:

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Character Sheet

Name: Ille

Background: Cartographer

"I hated life as a peasant and fled my farm for the big city. When I found no one would respect a poor but intelligent girl there either, I snuck aboard a skyship. They nearly threw me overboard, but my farm knowledge helped me warn them about a terrible storm. That got me some respect! Now I've taken on a whole new species to go with my new profession, and I plan to make my way in the world."

Motivation: Become a respected scholar!

Career: Mapmaker

Species: Fox

Foible: Proud

Fortes (including Motivation & Career):

-Motivation: Respect 2

-Career: Mapmaker 4

...Finding innovative uses for maps!

-Scholarly Contacts 2

...For social climbing!

-Sailing 2

...While taking regular measurements!

-Fencing 2

...In my elegant, intelligent, not-a-farm-girl style!

-Farming 2

Equipment: Measuring instruments, foil-sword and dagger ("Brains and Beauty")

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Name: Sir George Leonis

Background: Knight

"I grew up hearing about my ancestors, a powerful noble family in the destroyed empire. I lived on the fringes of the wrecked land as a knight for one of the squabbling petty kingdoms there. After forty years of futile social climbing, I finally decided to flee to the sky and become young again. Now I can find a way to build my own country to rule, for great justice!"

Motivation: Establish a Kingdom of Leonis!

Career: Knight

Species: Lion

Foible: Poor

Fortes (including Motivation & Career):

-Motivation: Power 2

...To build my flying kingdom!

-Career: Knight 6

...Leading underlings to heroic deeds!

-Past: Nobleman 2

...Serving the needs of a feudal manor!

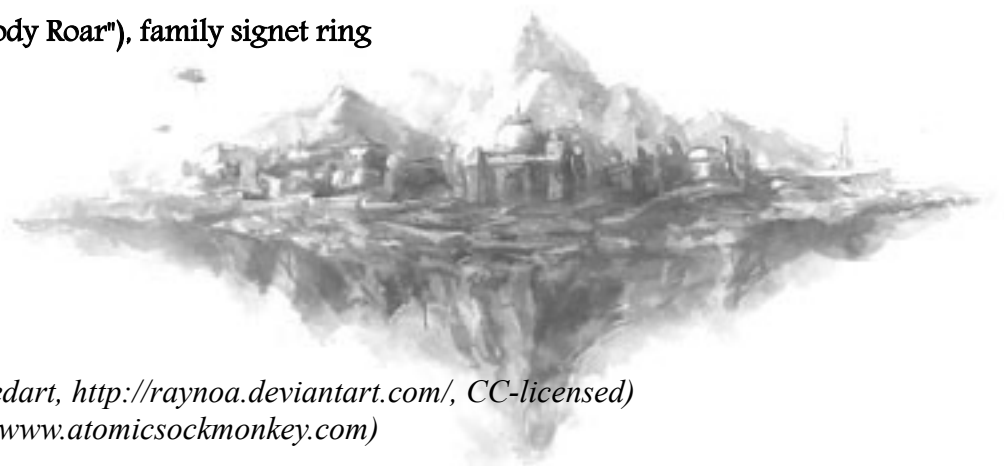
-Mediator 2

...Being my wise, kind self!

-Strong 2

Equipment: Axe ("Bloody Roar"), family signet ring

Notes:



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Name: Malthaus

Background: Wandering Rebel

"I had a nice, peaceful island. Had. There was a bit of dispute over whether me and mine should keep it or have everything stolen from us. Or "liberated" as they put it. Now I get by with a patched-up body not my own, and I'm looking for something to believe in, don't know what. Till then I'll just keep flying."

Motivation: Let no one take the sky from me!

Career: Smuggler

Species: Ferret

Feible: Honorable

Fortes (including Motivation & Career):

-Motivation: Freedom 2

-Career: Smuggler 4

...Keeping a squeaky-clean reputation, or near enough!

...Looking for jobs in all the wrong places!

-Musket 4

...When someone's double-crossed me and mine!

-Sailing 4

...Keeping 'er together!

Equipment: Musket ("Firebug"), dagger

Notes:



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Name: Niccolo

Background: ~~Disguised Prince~~ Inconspicuous Mage-Apprentice

"Oh, what have I done? I was going to be offed by my brothers when I didn't want to be first in line for the throne anyway, and I fled the whole kingdom to go live in the sky, stop calling myself Prince Narlathep Xavier Foffenheim, and get a new body as a disguise. And then I nearly starved till I found out I've a talent for magic, and now I'm earning my keep as some sort of apprentice rune-worker. My brothers might still be after me; what do I do?"

Motivation: Find somewhere safe to live!

Career: Mage

Species: Rabbit

Foible: Hunted

Fortes (including Motivation & Career):

-Motivation: Fear 2

...Against my scary brothers' schemes!

...Hiding my secret identity!

-Career: Mage 4 (*including -2 for Magic Forte*)

...Working with Water Crystals!

...Mystically binding wounds!

-Past: Prince 2

-Quick Like a Bunny 2

Equipment: Mage's Rune-Cards (tools for spellworking), dagger, royal signet ring

Notes:



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Background:

Motivation:

Career:

Species:

Feible:

Fortes (including Motivation & Career):

Equipment:

Notes:



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