

Character Roster - Non-Aligned



About the Roster

The Island of Ashnoor is in a state of civil war. Be it out of loyalty to a cause, or a sense of self preservation, many in Ashnoor have declared allegiance to either the Kingdom of Geldheim or the Hadovean Empire.

Some have chosen to declare no allegiance and commit themselves to a faction only temporarily in battle. This is a dangerous life to lead as they do not enjoy the protection of either the Kingdom of Geldheim or the Hadovean Empire. Such individuals often have the need to treat carefully and employ a reasonable amount of cunning to navigate the trick political waters between the two factions.

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Ashildr

<p>Picture not yet provided</p>	<p>Player: Elaena Jacobs. Class: Rogue. Faction Allegiance: None. Origin: The woods near Sweetwater Lake. Resides: The woods near Sweetwater Lake. Description: Born by the edge of Sweetwater Lake and raised by the people of her clan (village), Ashildr has a deep connection to her people, to her home, to the forest where she lives. Her every motivation in life, is helping her clan. She has no family, they had gone to the battlefield on an agreement with one of the factions, that if they joined the fight, their clan and village would remain safe... the clan and village didn't remain safe as the battle raged through it, and Ashildr's family was killed. Now, much like her family, she fights to protect her people. She fights to keep them from harms way, she ventures away to retrieve the things her village needs, she signs on for war if those she signs on with can guarantee her clan's protection, and if it prevents someone else from having to fight, she will willingly take up arms so they don't have to. She has very strong ideals about life and the world around her, ideals that don't necessarily fit the world in which she lives. She detests those who have wealth and hoard it for their own needs. In her village, they live as a community, what belongs to one, belongs to all, and things are shared, no one person is raised above another. This is how she believes that people should live. With not ONE ruler in a distant castle, telling the free folk how to live, but with the free folk governing themselves, but this is not the way of the Ashnoorian world, and so Ashildr lives for her clan. Her hobby (if you can call it that) is the role of bandit.... when the nobility ventures too close to the clan's home, Ashildr takes it upon herself to "divert" their belongings to those who need it (and it someone happens to find a naked nobleman bound and gagged, tied to a tree, well, she wasn't there, she swears, and the whole clan will back her up). She is and always will be the first to volunteer her life to her clan. She's the kind of person who if someone in her village has a need, she will go through hell and high water to give them what they need, and if that means lopping off heads and bathing in the blood of dragons while standing on a mountain top and screaming in a foreign language, she would do so.</p>
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BRETT THE COLLECTOR



Player:	Kipling Kear
Class:	Champion.
Faction Allegiance:	None.
Origin:	Slums of Escondida Bay
Resides:	Doomsayers Keep.
Description:	<p>Born in slums of Escondida bay, raised on the streets, Brett was pressed into the military at an early age. Brett has fought for both the empire and, briefly, for the kingdom. After being captured by Hadovian forces, and with little to return to he served in the Empire's army eventually rising to the rank of sergeant, for a decade or so. Neither side in the conflict ever earned his undying loyalty though; at best he saw the "war" as, petty bickering between squabbling silk shirts. Brett had no ill will towards enemies he faces, even when serving – he had perhaps rare and valuable insight into both sides. Brett was fairly clear in his mind that both factions had their great strengths and their great weaknesses.</p> <p>Brett's "connections" have made his sell sword path somewhat smoother, and, more importantly significantly reduced the inherent risks of being a "neutral" player in this macabre game afoot.</p> <p>Loyalty was something he decided as a child would NEVER be easily given. Once Brett's loyalty is earned it is not easily swayed.</p> <p>He is currently somewhat "loyal" to his income, a sword for hire. This makes for a dangerous foe, it is not personal, and there is no remorse, no pity and few regrets when "on the job". When not working he is somewhat well known in both Kingdom and Empire tavern and barracks districts probably far better than is appropriate for any sell sword. Brett laconically tells those he meets, "I get around a bit". Philosophically Brett sees fighting as having been his ticket to see much of this great land.</p> <p>Brett the Collector can be found at Doomsayers Keep when not deployed.</p>

DREAD WOLF



Player:	Geoff Vale
Class:	Warlock.
Faction Allegiance:	None.
Origin:	Unknown.
Resides:	Sweetwater Lake.
Description:	<p>Brother to Red Wolf.</p> <p>Exiled at the same time as his bastard brothers they marched out and carved their slice of paradise at Sweetwater Lake, unlike his brothers Dread Wolf has an innate ability for magicks. How ever he is just as capable with staff or sword as any of his brothers.</p> <p>Many would consider Dread Wolf to be the Second in command to Red Wolf, but no less fearsome.</p> <p>Infact moreso as many who face him flee in terror</p>

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Jaque Declaire Delmont



Player: Kyle Smith.
Class: Highwayman.
Faction Allegiance: None.
Origin: Moridale.
Resides: Foe's Folly.
Description: Jaque is a revolutionary he neither trusts the leadership of a monarchy nor believes that any one person should be voted into power. Although his beliefs are strong, money is a good way to get him to fight for you. Spending most of his time as a highway man he is both skilled with ranged weapons and an expert thief. He has a slight temper when it comes to authority and is more than happy to call out when something isn't right or if someone isn't playing their part.

Jarvis Almeric



Player: Wayne Dingle.
Class: Rogue.
Faction Allegiance: None.
Origin: According to the stories he has told to various people it would seem he was born just about everywhere on the island.
Resides: Doomsayers Keep.
Description: A Rogue in every sense of the word, Jarvis has been known to break the odd rule just because they are there. Not without courage when necessary but tempered with a strong focus on self-preservation. Although outwardly friendly, carefree and outgoing, Jarvis is always on guard and regularly working angles.

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NECHTAN CRUITHNE



Player:	Michael Moodie
Class:	Mage Hunter.
Faction Allegiance:	None.
Origin:	Just North of the Kingdom of Geldheim upper borders
Resides:	A true wanderer, home is wherever he finds a good hearth and good company.
Description:	<p>Nechtan hails from the Cruithne tribe who dwell in the uncharted territories just north of the Kingdom of Geldheim. In a former life, he lived as part of a farming community. He returned from herding cattle one day to find his home village burned and looted, his family and near kinsmen missing or put to the sword.</p> <p>In the aftermath of this event he joined a war party of Cruithne tribesmen from neighbouring communities who set out to track down the raiders and exact retribution.</p> <p>In the brutal ensuing ambush and struggle, his tribe was wiped out, but not after inflicting brutal losses on the raiders. He managed to survive and escape capture by playing dead among the corpses on the battlefield.</p> <p>Very few of the enemy survived themselves, who he continued to track and hunt down.</p> <p>He lost their trail once he followed them out from the uncharted north and into the borders of Kingdom of Geldheim.</p> <p>He now lives as a wanderer, loner, adventurer, hunter, sell sword. Wandering the land, searching, surviving, fighting, seeking answers.</p> <p>He is quiet, reserved, and patient, preferring to listen rather than to speak. Well acquainted with hardship, suffering and being an outsider, he values honour, knowledge, wisdom, martial prowess, courage, freedom and stubborn resilience.</p> <p>He hates the overbearing, overreaching totalitarian grip of tyrannical kingdoms and empires and distrusts people with too much power who abuse and exploit those under their authority.</p>

PAGHMUNTAH



Player:	Kipling Kear.
Class:	Ranger.
Faction Allegiance:	None.
Origin:	Wildlands.
Resides:	Forests around Lake Moridale.
Description:	<p>Raised by a "village" and actual parentage lost to time. Widely travelled, most at home in wild lands, any untamed areas. Has affinity with most animals, cannot outright control them as such, but is mostly safe from attack from wild animals.</p> <p>Complete disinterest in Kingdom/Empire politics, but, does get caught up occasionally in the squabbles that may have impact on his home region.</p>

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PALATIN RE'CREM



Player:	Thomas Jenkin.
Class:	Pirate.
Faction Allegiance:	None.
Origin:	Ruined Village near Field of Ghosts.
Resides:	Wanders the Contested Land.
Description:	<p>A former Tribesman once part of a shamanic clan that disapproved of his affinity for creating chaos and his intimate bond with a member of a rival tribe. He left the clan in flames and wailing screams to the field of ghosts after they killed his beloved, a brutal mistake worth remembering if they somehow survived.</p> <p>Palatin soon travelled to the contested lands, working as a gunman for hire, acquiring coin and favours, regularly dealing with bounties and the occasional raid. Some who have seen his handiwork claim spirits follow and watch over him, ensuring he survives his endeavours.</p> <p>Whether that is true or just a balancing scales of luck, it is a boon Palatin takes advantage of to get the job done, acquire the goods and live to tell the tale.</p>

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STORI

	<p>Player: Caitlin Wood Class: Cleric. Faction Allegiance: None. Origin: In the Shadow of Mount Tiny. Resides: Doomsayers Keep. Description: A vocational mother. Looks after everybody.</p>
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VERDES THE MAGE



Player:	Claude Hugwell.
Class:	Warlock.
Faction Allegiance:	None.
Origin:	Not clear, as was stolen as a child.
Resides:	Doomsayers Keep.
Description:	<p>As a young child Verdes swept downstream separating him from his identical twin brother, he was found by a couple of what could be best described as gypsies.</p> <p>Recognizing him, but taking him as 'Payment' for perceived mistreatment, they hastily cast a changeling spell on him, causing Verdes to no longer be the physical double of his twin. Due to their haste in casting, whenever Verdes cast major magics it causes his hair to change color.</p> <p>After many years of being maltreated by his new 'Parents', his recognition that they were thieves and con-artists caused him to undermine them in various ways. The final time, in his early teens, resulted in his 'Parents' being caught and sent to the gallows.</p> <p>Wandering alone, Verdes's history caught the attention of a local hermit-mage who excelled in matters of the arcane. Who took him in as an apprentice.</p> <p>Under his tutelage the side effects of his hair changing color after channelling strong magics was discovered. But it was misinterpreted as evidence that he was promised to 'Dark Powers' as a child. A fate that was not inconceivable when his 'Parents' were considered. Adding the fact his nightmares he had suffered for as long as he could remember reflected back a face that was familiar, but not his. So he set off to try and find the 'Powers' responsible.</p> <p>After years of searching (and failing) he comes across new evidence, Not that 'Dark Powers' had designs on him, but that he was the subject of a Changeling spell. Then the dreams started to make sense...</p>