



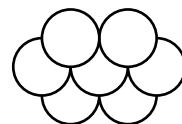
Backgrounds & Circumstances

Also known as 'Nissen', 'Red Lake', or 'Rhudd' — you are the Lord of Stillness.

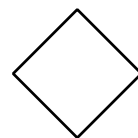
You have shaggy brownish red hair. You wear relatively plain clothes and slim-fitting clothes with decorated lace on the trim. You don't want the throne... not really. The seat *besides* it though, that's another story? Politics is your forte. Whoever comes out of this mess ontop, you want to be standing with them. *The influence of magic is troublesome, though.*

Note: Efsien is your twin, while Fran, Manawydan, and Branwen are your half-siblings & cousins. The history between your father Eurosdydd, your mother Penarddun, and your uncle King Llyr has never been made clear. There was some kind of fight, it's said, and Llyr was once imprisoned.

Lots:



Ego:



Principles

▸ Manawydan's magic is a bad influence on us all, they should leave.

▸ Branwen is the *victim* in all this and needs my guidance.

Goals

When a Goal is advanced, you earn a Lot. If it's *completed*, you regain Ego.

▸ I always pretend to know more than I actually do.

▸ Take any opportunity to remind Efnisyn that I'm older and smarter.

Habits

When a Habit gets you in trouble, or creates interesting drama, you regain Ego.

▸ The truth always comes out in the end... It can't be ignored when it does.

▸ I'll never forgive our mother for not telling us what happened to father.

Creeds

When a Creed is adhered to, after being questioned or doubted, you gain a Lot.

Abilities

Rank

APPEAL ≥ **5**

BRAINS ≥ **3**

FINESSE ≥ **4**

BRAWN ≥ **4**

ITEM FAMILIAR, PHYSICAL.

Jobs

ADVOCATE 5

DECEIVER 3

LEADER 2

Appeal Dice

INQUISITOR 5

STEWARD 6

PHILOSOPHER 4

Brains Dice

CRAFTER 3

HUNTER 1

THIEF 4

Finesse Dice

GUARD 4

NURSE 3

WARRIOR 2

Brawn Dice

Assets

+ Hidden Dagger

+ Respected Courtier

+ The Annals of History

+ Writing Implements

Add a +1D bonus to any and all rolls for which an asset seems useful.

Gambit

Used: ☐

A Moment of Peace

The Lord of Stillness has some limited power over the flow of time. By breathing slowly, the world around you seem to come to a halt.

Use between rounds to take another turn. This extra turn can't be spent talking to other characters though, it must be used to do something mental or physical.

Your gambit can be used once per day. Durations are instantaneous, and can be used out of turn.

Quirks

☐ Arbitrary

☐ Quiet

☐ Stressed

☐ Wandering

Use a Quirk after roleplaying appropriately to first inflict a -1D penalty on yourself.

Afterwards, on a different roll, you may use the Quirk again to gain a +2D bonus instead.

Specialties

☐ Flattery

☐ Logistics

☐ Patience

☐ Rhetoric

☐ Secrets

☐ Symbolism

Each specialty can be used to reroll a die once per session, counting as a KISS.

