

# Peoples

It was the policy of the Empire of Eagles to displace people. They stationed their legions and appointed their governors so that governors didn't rule, and soldiers didn't patrol, among their own people. They encouraged free and wide travel and trade, emphasizing citizens' status as *citizens of the Empire* over their local ethnic ties. They also systematically displaced their internal enemies and rivals, to break their bases of power and support within the Empire.

When the Empire fell, some of these people departed with it, but others stayed. Some integrated, and some kept their identities, their beliefs, customs, and history. Thus, here at the edges of the Old Empire and after its fall, there live pockets and remnants of people whose ancestors were born far away, across ocean and continent.

Furthermore, though the Empire fell, trade persists. On the trade routes and sea roads, people still come from the reaches of the world, chasing their fortune or their fate.

## CREATING A PEOPLE

Any player, not just the MC, can create a people. Create them freely, at need. In particular, whenever PCs muster warriors, you'll need to create the people from whom they're mustering them.

For playtesting, there are a few versions of the People sheet. **Please let us know whether you use them all, or which you use most.**

Peoples can overlap in groups and subgroups. A given notable NPC can belong to more than one people, with no special consequences.

**To create a people**, choose what defines them, their numbers, what they look like, what their names and language are, their stats, and what they're known for.

### What defines them:

- They are a single family, by birth and marriage.
- They worship the same god or gods, which others around them do not.
- They are all who live in a certain place.
- They are the subjects of the same crown.
- They are descendants of the same ancient king, queen, hero, or demigod.
- They are bound by a single common experience.
- They speak the same language, which others around them do not.
- They were displaced here from their homeland by the Empire of Eagles.
- Or as you choose.

### Their numbers:

- For a clan: 30 souls in 4 households, including 8 warriors.
- For an enclave: 20 souls in 4 households, including 5 warriors.
- For a warrior order: 16 souls in 16 households, including 16 warriors.
- For a fishing or farming village: 50 souls in 6 households, including 8 warriors.
- For an outlaw band: 12 souls in 1 household, including 8 warriors.
- For a vassalage: 300 souls in 40 households, including 40 warriors.
- Or as you choose.

### What they look like:

Barrel-chested, fat, hulking, short, small, spare, stocky, tall, willowy, wiry. Bone-pale, black-brown, bronze-brown, golden-creamy, milk white, olive brown, peach-pink, red-brown, ruddy, tawny brown. Or a diversity. Or as you choose.

### What their names and language are:

Arabic, Baltic, Basque, Berber, Celtic, English, Finnish, Hebrew, Hungarian, Latin, Germanic, Greek, Nordic, Persian, Romanic, Russian, Slavic, Welsh. Or a diversity. Or as you choose.

All these languages include a written system used to communicate ("runes"). Arabic, Hebrew, Latin, Greek, and Persian have bodies of literature, including religious, legal, historical, and administrative texts; the others do not.

### Their stats:

Assign +2, 0, -1, or +1, +1, 0.

### On strength of their Rites, they're known for...

For Rites +2, choose 3. For +1, choose 2. For a 0 or -1, choose 1:

- Their celebrations.
- Their devotion to law.
- Their elaborate cosmology.
- Their fearlessness in the face of death.
- Their insularity.
- The might of their god or gods.
- Their patience in suffering.
- Their sorcery and enchantments.
- Their veneration of priests and/or priestesses.
- Their vigilance against monsters.
- Their vigilance against sorcery.

### On strength of their War, they're known for...

For War +2, choose 3. For +1, choose 2. For a 0 or -1, choose 1:

- Their archers.
- Their brutal raids.
- Their cavalry.
- Their implacable blood vengeance.
- Their individual skill at arms.
- Their insatiability in war.
- Their loyalty.
- Their mercy to their defeated enemies.
- Their physical prowess.
- Their ruthlessness.
- Their strategy and tactics.

### On strength of their Wealth, they're known for...

For Wealth +2, choose 3. For +1, choose 2. For a 0 or -1, choose 1:

- Their amber, ivory and furs.
- Their craft and skill.
- Their far-reaching trade routes.
- Their garish fashions.
- Their generous hospitality.
- Their great beauty.
- Their marvelous feasts.
- Their powerful foreign allies.
- Their rich land.
- Their spicy, cosmopolitan cuisine.
- Their subtle fashions.
- Their superb metalwork.
- Their towering monuments.
- Their wealthy cities.

## NOTABLE NPCs

**To create a notable NPC**, name them, choose their strength in Single Combat, choose what they aspire to and what their conscience allows them, and list the Armor and Harm of their arms.

### In Single Combat:

Choose 1, 2, or 3. This is the number that the MC spends on this NPC's behalf in single combat.

Choose 1 only if this person is not yet grown, or is substantially hindered in some other way. Choose 3 only if this person is a merciless veteran killer, survivor of dozens of campaigns, whose conscience allows both murder and brutality. Choose 2 for almost everyone.

### Aspiration & Conscience:

Circle 1-3 in each set. When the MC has this character act, these can guide their choices.

### Armor & Harm:

Follow the same system as for PCs' arms and armor.

# People

DEFINED BY \_\_\_\_\_

NUMBERS \_\_\_\_\_

SOULS:

LOOK LIKE \_\_\_\_\_

HOUSEHOLDS:

KNOWN FOR \_\_\_\_\_

WARRIORS:

○ RITES  
Their Blessing  
Their Judgment

○ WAR  
Do Battle

LANGUAGE & NAMES \_\_\_\_\_

○ WEALTH  
Their Billeting  
Their Hospitality  
Their Preparedness

## LOSSES IN BATTLE \_\_\_\_\_

We are strong and whole.  
We are bloody.  
We are limping.  
We are gutted.  
We are butchered.

## EACH OF US \_\_\_\_\_

I am strong, sure and whole.  
I am hurt and shaken.  
I seek only to survive this.  
I am no more threat to anyone.

### When you count your fallen:

**Bloody:** expect some *no more threat to anyone*, and some *hurt and shaken*.

**Limping:** expect some *killed*, some *no more threat to anyone*, and some *hurt and shaken*.

**Gutted:** expect many *killed*, some *no more threat to anyone*, and many *hurt and shaken*.

**Butchered:** expect many *killed*, many *no more threat to anyone*, some *seeking only to survive this*, and some *hurt and shaken*.

# NOTABLES

NAME: \_\_\_\_\_

NAME: \_\_\_\_\_

NAME: \_\_\_\_\_

○ IN SINGLE COMBAT

**I aspire to:** *Courage, honor, hospitality, loyalty, patience, piety, virtue.*

**My conscience allows me:** *Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.*

○ IN SINGLE COMBAT

**I aspire to:** *Courage, honor, hospitality, loyalty, patience, piety, virtue.*

**My conscience allows me:** *Brutality, blasphemy, compliance, lying, murder, robbery, vainglory.*

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**I aspire to:** *Courage, honor, hospitality, loyalty, patience, piety, virtue.*

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HARM ○ ARMOR ○

MEETING DEATH \_\_\_\_\_

I am strong, sure and whole.  
I am hurt and shaken.  
I seek only to survive this.  
I am no more threat to anyone.

HARM ○ ARMOR ○

MEETING DEATH \_\_\_\_\_

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