







# MadLetter's Character Sheet - Detail Merits

NAME: \_\_\_\_\_ CASTE: \_\_\_\_\_ SUPERNAL: \_\_\_\_\_ LOOKS: \_\_\_\_\_  
 PLAYER: \_\_\_\_\_ CONCEPT: \_\_\_\_\_  
 ANIMA: \_\_\_\_\_

## MERITS

MERIT: Command RATING: ●●○○○ (each)

DETAILS: Loyalist troops that followed the prince into exile.

The first 2-dot merit represents a size 3 unit with normal drill, which depicts the common troops.

The second 2-dot merit represents a size 2 unit with elite drill, which depicts the personal guard of the prince.

MERIT: Languages RATING: ●●○○○

DETAILS: From his formal training as prince Belanor still remembers the languages of the Realm, both the High Realm and Low Realm versions, which have also served him well in times past.

MERIT: \_\_\_\_\_ RATING: ○○○○○

DETAILS: \_\_\_\_\_

## MERITS

MERIT: Followers RATING: ●○○○○ (each)

DETAILS: A variety of followers. The more highly skilled ones are represented by two one-dot purchases of this merit.

The first purchase represents the bureaucrats that travel alongside the soldiery whom have aided Belanor in keeping track of all things happening on the travels. They've been invaluable for the mercenary-operations that had to be taken on to sustain the group.

The second purchase represents the skilled merchants that came along as well. About a dozen of these have helped keep the caravan stocked with food and drink, as well as haggling over prices with great skill. These men are often also knowledgeable about the darker sides of the cities they come to. They sometimes break off with some soldiers to form a small trading caravan to earn more money for the larger group, though they nearly always return back to a pre-set location along the path.

MERIT: Resources RATING: ●●○○○

DETAILS: After initial problems with money and some unsavory actions on part of the soldiery, the large caravan has begun to employ the skills of men and women present. When in a city the merchants trade, the bureaucrats hire themselves out and the common workers try to find work as well, often as simple laborers. The soldiery often takes on small mercenary work and the merchants often form small trade-caravans that head out in a different direction to join back up later again.

The full utilization of the people has led to a nice income, though expenses still often require spending much of what comes back in, as soldiers require new gear or merchants make mistakes in their endeavours.

MERIT: \_\_\_\_\_ RATING: ○○○○○

DETAILS: \_\_\_\_\_





The Kingdom of Daru-Izham is located north of the lap along the coast of the inland sea, seeing regular Dragon-Blooded traffic and being taxed harshly. Prince Belanor was born as second child to King Samur II, ruler of the kingdom, and taught the customary knowledge required to be a part of the family proper. The trade of warfare, command, management of labor and personal fighting were rounded off with skills in mounted combat, politics and statecraft. Belanor learned most all of these things, but excelled at few.

When coming of age he fathered a bastard with a servant maiden, for which he had to take credit and suffer the loss of standing associated. The child was gurdingly taken into the household though remained an outsider, though one looked-upon kindly by his father, whom would take care to still care for his child in some ways that could not be traced directly back to him.

A few years later Belanor was forced to marry a nobleman's daughter for political reasons and to tame his own appetites, lest he father another child. Elyah and Belanor started off on wrong terms and continued such for a long time. The first proper care they took of one another came nearly 8 years ago when the slave uprising took the life of Belanor's mother and elder brother, whom was scheduled to be king in ten years' time.

The slave revolt came as surprise and with much more force than would be possible without help on the inside or people supplying arms and armor. The uprising shook the kingdom and nearly called the Dragon-Blooded onto the scene, whom would wish for a stable kingdom at their borders.

Following the loss of mother and brother Belanor was put under scrutiny by many a nobleman and even his own father, for his station had moved up significantly, placing him in direct reach of the throne. His wife Elyah showed compassion at the time and soothed the wounded psyche of her husband and took care of him when he fell to depression and other dark thoughts. Still a distance remained between the two yet.

About six years later the fall of Daru-Izham happened. The young prince Samarh had managed to convince the Dragon-Blooded host of the scheming his father and brother had supposedly engaged in, trying to withhold tribute and weaken the grasp of the Princes of the Earth upon the kingdom. With promises of much increased tribute and a good ruler to listen to the Dragon-Blooded, the young prince bought the aid of the Exalted. They fell upon the kingdom and made quick work of most of the royal family and assorted nobles. Belanor escaped thanks to an unscheduled trek into the wilderness, though apparently all others were killed or captured, which would mean soon to be dead as well. Among those captured were his wife and children, as well as many loyal retainers.

Belanor would not stand for what had happened and in a righteous rage began planning for his revenge. He managed to gather around him a group of soldiers disloyal to their new king, a tyrant in all but name. His own loyal elite bodyguards were also at his side and would fight for him.

Their opposition was fierce: Not only the new king's army, but also a half Imperial Legion was standing ready, at least for the first few weeks. But Belanor would not put off the time to strike much longer, for his wife and children, his kin, were at danger.

So he struck when he saw the chance in the dead of night. With less than five hundred men he stormed a palace guarded by many more and successfully broke into the dungeons. He freed his wife whom had been sure she would die unloved and alone. He freed his children, scared and alone. He freed loyal friends and retainers, all having been sure that death would come soon.

The situation had worsened and soon the dungeons were surrounded by the Imperial Legion, a Dragon-Blooded at the head of their force. Self-assured the Exalt demanded the surrender of the prince, lest his children would be slain on the spot in front of his very eyes.

Belanor refused the Exalt and ordered his men to charge, he breaking through to the front himself. The divine light of the Unconquered Sun lifted the prince up in this moment and he fought like a fury, his men carried along in awe and empowerment, fighting as they had never before. The legion was felled and the Dragon-Blooded coughed blood in the last moment, cursing the Anathema that had lain him low.

Belanor did not manage to take back his home, and neither did he manage to kill his traitorous brother. He simply could no longer rule here, being clearly marked as anathema by his own knowledge. But he knew now that the stories could not be all true, for he was still himself.

More, still, his wife had found proper love for him after being rescued from certain death. She professed her love anew and swore loyalty to the man and his legacy until her death. Along with her his own soldiers bowed to sweat fealty and loyalty.

In a hasty fighting retreat with more Dragon-Blooded on the way and more soldiers being close by the group gathered all they required. Food, plunder and most importantly the families of the soldiers that swore loyalty. The group set out towards the south-west into the mountains and away from the reach of the Realm. They evaded follow-up engagements and finally escaped the gaze of the Realm proper after two months time.

Now Belanor stands with a large caravan of loyal people. Among them are friends, family and soldiers willing to trust their prince with their very life.

As his men, Belanor became a strong and resilient creature. He tackled the many problems on his way with sheer willpower, resistance and will to overcome all problems.

Belanor has found new purpose. Though he cannot rule so close to the Realm, which brands him Anathema and demon of greatest threat, he can rule elsewhere. He will find a new home for his people and form a kingdom not just in memory of his home and father, but also in memory of the betrayal. He would forge his own kingdom, his own empire, and some day take revenge.

