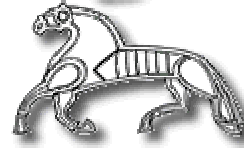


Land of Belgae



Your characters are coming from Brittany to Gaule, in the land of Belgians, in the Land of Belgae.

Here, you'll find some **guidelines to build your character** for the event "Warbands ~Land of Belgae".

About **abilities and skills** you can use the ones you'll find at <http://www.theriddleofsteel.co.uk/warbands/en/characters/>. We'll make a copy of this website, specifically for this new event, in a few weeks on <http://warbands.merveilleux.org/>. For now, you can use the Riddle of Steel website.

Some other specific points are important for us, like the **ambiance**, the **atmosphere**, the **realistic attitudes** and things like these. You'll receive other mails about it later. For now, thanks to read these pages and make a brave Hengest's Saxon! Send us your character's background on warbands@merveilleux.org.

Have fun!

Belgian Warbands Team



It's autumn 450 AD, in Brittany. Pict's and Irish's invasions were stopped by Vortigern and his unexpected ally: the Saxon Hengest.

Saxons received a land for helping Vortigern. Tribes of South-East Brittany, led by Riothamus, Cantiaci's Duke, contest Saxons presence. Vortigern is unaware of their dissatisfaction. Threaten of civil war is in front of all tribes. Dissatisfaction increases between East tribes, supporting Riothamus, and West tribes, supporting Vortigern. Skirmishes between Cantiaci's and Saxons are starting, close to the winter.

During these periods of troubles, Vortigern and Hengest send an elite troop. Their destination: the Lands of Belgae, in a Gaule devastated by barbarians invasions...



Explanations

Character

Name and nickname: we've some sheets with Saxons names

Age (Birth): We play in 450

Culture: Saxon

We decided English language is Saxon Language and French is Kymri.

Others: Kymri (Ancient Brits and Belgians), Irish, Pict, Gallo-Roman... If you want to be one of them, tell us. A few high rank hostages are possible.

Occupation:

- Warrior class: hunter/scout, warrior, surgeon, lord...
- Population class: healer, merchant, craftsman, peasant/freeman/levy...
- Religious class: bard...
We're thinking druids, shaman, priests must be played by NPC but if you've some other ideas, tell us.

At the time we play, it exists, in every culture, 3 social classes, defined by specialized functions:

- warlike (military capacity; army rabble or nobility),
- producing (craftsmen, peasants, commercial...)
- and sacerdotal (religious capacity; priests, druids, monks, Shamans)

To note that certain characters can be comparable to several classes. The exchanges of rows are done more readily between low functions (examples: peasant recruited for the levy; legionary reconverted in butcher...) Certain rows, even if they are generally comparable to the one of our three classes, are more in margin: bard and "people of art", beggar, bonesetter, hermit, wizard...

WHO

Gorew
"One-Eye Only"
29 years old (421)

Kymry
Warrior, land owner

Land, Country (often corresponds to the territory of a tribe), **Town** (it can be town or village): see the map on this period

Lord: Hengest is the king of the most Saxons sent for mission in Land of Belgae. Some of you could be coming from another place/Lord.

ORIGINS

Britain, Dobuni, Corinium

Big King Vortigern

Family: you could have a husband/wife(wives), concubine, child(ren) known or unknown. Take a minute thinking about your parents. Who is your father? What is job? Your mother? Are they alive? Have you brothers/sisters? Other interesting family?

FAMILY

He's now with Bridei, girl of a rich Dobuni, land owner. He has a 12 years old son (Dorghen), born from his first wife, Kerra (Widower of her, died into 445).

Urgaghen, his father, died into 445 too. He was Warrior and Land owner. Isond, his mother, is a girl of nobles. She's alive.

Ermed, his brother, died at the time of a battle against the Irishmen into 440.

Gleni and Misond, his sisters are alive.

What else? Three cousins (Fremrin, Gliwen, Iormeth), two uncles (Grann and Sbrival), a cousin (Eddra) and aunt (Lelenn). Grann, is former chief of clan.

Friends and brothers in arms: To specify if they are players who accompany you.

Other contacts (mentors...): One or two interesting

ACQUAINTANCES

Friends and brothers in arms: Gofhand, Erth and Hydroc (all three are PC).

Other contact: Mellyan, a commercial rich person of Corinium, with which Gorew often makes deal.

Personality: The personality is very important for the construction of your character because it is the base of a personality, which you will incarnate, and it will direct all your role-play. It must thus be created carefully (and, ideally, with an imagination which avoids the stereotypes).

Creed (leitmotiv): The way of life of the character. Its principal objectives, its dreams and what make he acts.

Features of personality: At least 3 among the following: generous/egoistic, pious/pragmatic, considered/impulsive, sincere/misleading, modest/proud, just/arbitrary, sober/jovial fellow, luxurious/pure, lenient/rancorous, valorous/coward, energetic/lazy.

Each religion develops a priori among some of the features proposed:

- Christian: pure, lenient, miséricordieux, modest, sober;
- Pagan (Celts): luxurious, energetic, generous, sincere, proud;
- Wotanique (Saxon): generous, proud, pragmatic, jovial fellow, impulsive;

Judaism: pure, energetic, just, considered, sober.

Weakness, particular leaning: Has your character some fears?

Passions: Passions are principal values in which the character has faith. When they are seriously put in plays, passions can result in primary reactions, quasi instinctive. And to be based in action by life instincts or of dead which can, in certain cases, to lead the character to the madness.

In addition to the example given by Gorew (family love or honesty for its lord), passions can be: hatred for an enemy, a family or people, love for a man or a woman, a code of honour or the direction of hospitality...

PERSONALITY

He's generous, proud and coward (very superstitious and great fear of the druids).

Fear of the snakes.

Do not resist to spend its payments to offer jewels to Bridei, his girlfriend.

A great love for its family and her only son, Dorghen.

Gorew also dedicates a honesty without terminal for its Vortigern lord, from whom it already received many gifts (of which its coat of mail).

Religion, God (or protective spirit) : See our document talking about this subject.

RELIGION

Celtic "Paganism", Lug, the luminous one

Habilities, skills: The aptitudes gather principal competences of your character, in logical agreement with its social status and its profession.

SKILLS

Handling of the sword, the arc and, to a lesser extent, the lance of infantryman. Gorew can't heal, but he is able to slow down a haemorrhage.

He cannot read but can write his name in Latin alphabet.

PARTICULAR EVENTS

Particular events: see chronology (at the end of this sheet) for the events.

Hidden secret: something he'll never talk about

Dream, nightmare or hallucination: specific or recurring

First "battle": In 437, at the sides of Vortigern, then simple chief of Dobuni: counter-offensive with a pict's raid.

Hidden secret: Gorew fled a battle of forest where thundered the wild boar gallops, there letting his brother be killed by Irishmen.

The great fear of the druids of Gorew is due to a traumatism lived the day before its first battle into 437. Then 16 years old, Gorew attended a crowned night ritual, carried out by a large druid bald person, black dressed. Upright at the top of a hillock, covered his naked chest with white clay, the druid made speak a Goddess, probably the White Mare, through the mouth of a dying warrior.

Dream: Gorew often finishes its dreams by the following scene: a giant rider arrives at the gallop in front of its residence and carries it in an enormous bag, before launching it over a cliff, in front of the sea.

Any other business: This last box is mainly reserved to the organizers. The player is obviously free to emit suggestions.

Since three days, Gorew feel the sensation being followed...