

Character concept sheet for a companion in a strategy RPG akin to *Divinity: Original Sin* or the *Dragon Age* series.

Berich Rey

The Queendom's Last Resort

PROFILE

A crass navalist of noble birth, Berich finds comfort in both sea-salted ship's quarters and tea scented drawing rooms. His wit, style and affluence is sure to attract the attention of any bar patron, rich or poor.

"The greatest of lows jostle me even now, new friend, but time and time again, I've found these lows can be raised by a toasting of wine and mind." – Berich Rey

DESCRIPTION

Age 55. Berich wears a custom tailored coat with one arm ready at the saber, although it has been decades since the sword was last brandished. He trained in ship combat, and could provide valuable sea-faring insight if the need ever arises.

He keeps his body exercised by doing thirty jumping jacks every day after lunch.

His moustache is a relatively new addition to his ensemble, and it's receiving mixed reviews.

BACKGROUND

Berich was born in Puerto Estropear to Sal E. Rey II and Maria Voch, prolific members of parliament. At the age of 15, Berich studied naval warfare, but abandoned his studies shortly after, hoping instead to travel. He sailed for the eastern-most archipelago, where he married a young man, which ended in a scandalous affair just five months later. His mother paid to have his position lifted to an honorary officer in the navy, and he returned home. In his study, one might hear him mumbling curses to himself regarding unfulfillment and regrets in life.

Some have questioned if he dyes his hair black—leaving streaks of white on the side—to appear more distinguished, but those who know him would swear against this slander. "Silver foxes are not made, they are bred," the politician Lobo said in Berich's defense. Of course, the perspectives of such elites are steeped in bias, and thusly, the debate still stands.



STARTING EQUIPMENT/CLASS/STATS

CLASS		SEAFARER
CHARACTER ABILITY		Pocket Change – the cost of <i>bribes</i> is reduced by 30% in and out of battle
WEAPON		Gold Leaf Saber - “A delicately designed saber issued to high ranking naval officers of Puerto Estropear”
HEAD		none
BODY		Eastern Styled Pirate Coat - “A specially tailored coat from the eastern archipelago, fashioned after those worn by pirates in that area.”
ACCESSORY		Sapphire Ring - “A ring originally belonging to Berich’s mother. It symbolizes the undulating tides of the sea.”
	<i>STR</i> 8	<i>SPD</i> 4
	<i>CHRM</i> 13	<i>LCK</i> 12
	<i>INT</i> 8	<i>VIT</i> 5

BARKS

TRIGGER	VOICE OVER
Use Ability	“Only the best for you, friend.”
	“Sooner this ends, the sooner my lips will touch wine.”
	“If mother could see me now, oh, she’d be very unhappy.”
Attack Enemy (Monster/Animal)	“Why’d you have to pick a fight with me?”
	“This brings me no pleasure.”
	“I didn’t bring my sword to slay innocent creatures.”
Attack Enemy (Human)	“Starting to rethink what led you here today?”
	“Don’t take this personally, eh, friend.”
	“Man vs. Man, the crux of any fair story.”
Healed by Ally	“Feeling better, second by second.”
	“I’ve never been one to turn down help.”

	“ありがとうございます。 It means thank you, if I remember correctly.”
Fall in Battle	“Tell ‘em I went out like a legend, eh.”
	“What happens now?”
	“I wonder if anyone should cry for me.”
Revived in Battle	“What happened?”
	“Did I miss the fun?”
	“Oh good, you left fight for me.”
Inflicted w/ Status Effect (Poison)	“I haven’t felt this ill since eating bad sushi in Puerto Estropear.”
	“Untoward as it may sound, I might puke.”
	“At this point, death would be more comforting.”
Removed from Party	“A bit boring, wouldn’t you say?”
	“It was supposed to rain today anyway.”
	“Good, I’ve been meaning to fetch a drink with an old friend.”
Damaged by Ally	“Real funny, friend.”
	“Let’s pretend that was accident, as to best salvage our prosperous friendship.”
	“I don’t know which hurts worse: this wound or my pride.”