

# Castle Cabra

*the Yes Man*



## Public Profile (Player Card)

**[1] Name:** Castle Cabra, the Yes Man

**[2] Physique:** He towers and stands, so tall, so grand, as a gentleman of two in both meters and shoes. His body is huge and his hands all holding, they could grip with death's strength or caress consoling. And miss not the dandy, an accentuate face, of beautiful carving and immaculate grace.

**[3] Attire:** The dandiest dapper a hope could find in the far off year of '85. His suit is black and his watch divine, it always tells the perfect time. Too, a pipe in hand and monocle's glare, one shant shunt his charming stare. And draped on his back, to some surprise, he dons a large coat with eyes, eyes, eyes.

**[4] Hometown:** Yonder a time blood spilled and so far, his home's all erased, mind him and his scar. What's his is his step, each one unforgotten, and along his long path, his home's the untrodden.

**[5] More Info:** The voices.

**[6] Character Image:** [Image](#)

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## Private Profile (Character)

**[7] Rough Background:** Castle Cabra had a regular upbringing, minus the being a vampire part. And the being wealthy part. Also the being a part of a private society in an undisclosed european mountain range during the 14th century part. Also the everyone dying due to a baker mistaking sugar for poison part.

When he was in his early twenties, Castle Cabra's entire world crumbled to nothing as everyone died in his hometown. The regional powers believed it was due to the black plague and ordered the town razed by holy fire. Obviously, Castle fled. He would return sometime later to live in the remnants of the town. He built himself a home, fished up his meals, invented the bicycle, got bored of the bicycle, and had a merry time. At least until one day when he went shopping on a multi-day trip to a nearby town and came back to find out his home was obliterated by a meteorite. That part sucked.

Castle learned at this point that the world was not one to be experienced stationary. After a series of contemplations he abandoned his home, of which he had settled twice, and began his multi-century long trek that continues to this day. He has been imprisoned, on vacation, and the whole nine yards inbetween. Truly, his life was a series of adventures both grand and not.

He began his search for the Apexia Step — an idea of the first desire and motivation for man to become civilized — that quickly spiraled into its own ideal for life. He lived a life believing that one must always press forward in pursuit of new ventures and experiences until, someday, all have been met and you return back to where you started. As such, he wanders! Fate has blessed him with tremendous luck, but will it continue forever? Not even he knows.

Along his journeys he met many people and made many friends, had two wives, Tris and Valleri, and came into possession of Jackson, his magical coat.

**[8] Important Moments:** Everyone he knew died. Then he was on the run from the government and he hid in his ghost town of a hometown. Then a meteor hit it when he was out shopping. Then he began his multi-century long trek of exploring the world as a nomadic-esque surveyor of dandiness and the divine. Also food, women, drugs, and sight seeing.

**[9] Character Relationships:** Everyone he knew in his early life died following the tragedy of his hometown — a baker accidentally poisoned the whole town by mixing sugar and a poisonous substance. Then the city was razed in fear of plague. Then a meteor hit the town.

Other than that, he has had many associates, friends, comrades, and lovers. They are all fleeting as he lives a life of venture. He often forms cults, guilds, clans, and tribes of people who follow in his step... for a while. Usually under the banner of the *Apexia Step*.

**[10] Motives:** Find the Apexia Step — an abstract concept that boils down to an ideal more than a tangible thing or idea. Its literal basis is equivalent to searching for the very first thing that pushed man to become civilized, but is more attributed to the philosophy of pursuing new things until one eventually stumbles back onto the path they first ventured. It's flowery metaphorical bullshit that becomes an excuse to do anything I need him.

**[11] Likes:** Dandy dapper, beautiful women, manly fights.

**[12] Dislikes:** Fashion-less swine, Europeans born in the 20th century, undercooked food.

**[13] Additional Character Information:** His coat, a magical article of clothing imbued with the blood of everyone he's ever feasted on, is a creation of shadow. It functions like a bag of holding and the remnants of those slain by him can be summoned in the form of shadow bats from the coat. He can also hide in this coat, but he doesn't typically do so.

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## **Private Profile (Backstory)**

**[14] Backstory:** See rough background, but imagine centuries of shenanigans slapped onto it.

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### **[15] Weapons (OPTIONAL)**

#### **Tier 1 Weapon (10 ATK)**

**Name:**

**Tier:**

**Description:**

#### **Tier 2 Weapon (8 ATK)**

**Name:**

**Tier:**

**Description:**

#### **Tier 3 Weapon (7 ATK)**

**Name:**

**Tier:**

**Description:**

#### **Tier 4 Weapon (6 ATK)**

**Name:**

**Tier:**

**Description:**

## **Tier 5 Weapon (5 ATK)**

**Name:**

**Tier:**

**Description:**

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### **[16] Traits**

You can find a list of traits [here](#). Remember, you have 10 points to spend.

#### **Trait #1**

**Original Trait Name:** Hydrated

**Cost:** 3

**Character Trait Name:**

**Trait Explanation:**

#### **Trait #2 (optional)**

**Original Trait Name:** Looked at Me Funny

**Cost:** 4

**Character Trait Name:**

**Trait Explanation:**

#### **Trait #3 (optional)**

**Original Trait Name:** Heal

**Cost:** 3

**Character Trait Name:**

**Trait Explanation:**

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**[17] Race:** Vampire