

Public Profile (Player Card)

[1] Name: Wilhelm von Richthofen

[2] Physique: Wilhelm stands taller than average at 6'0". He's fairly skinny, and has short dark hair, as well as thick sideburns. He is 27 years old, and weighs in at 180 pounds. He's physically fit.

[3] Attire: Wilhelm wears formal attire, including a purple and golden mantelet, a large turquoise kerchief, a white shirt and a red jacket coat. He also has a pair of boots which look like they were shined recently. He wears one ring inlaid with one stone on every finger. The rings on his thumbs are especially ornate.

[4] Homeworld: Wilhelm's world is a land of fantasy in a time similar to the Italian Renaissance. Much of the world remains unknown, and unexplored by civilized peoples. Monstrous creatures roam the land beyond many nations' borders.

[5] More Info: A wooden chest attached by a leather strap is hung over his shoulder. It seems to have a simple lock on it. It kind of jingles when it moves around, and appears rather heavy.

[6] Character Image(s): TBD

Private Profile (Character & Universe)

[7] Rough Background: The son of a wealthy trading family, Wilhelm is a man with a wife and daughter. After taking control of part of the family business quickly, his daughter contracted a mysterious disease. Since then, he has hunted for a cure, and now is leading an expedition into the desert to try and find a cure.

[8] Important Moments:

- The first time Wilhelm imbued a stone.
- Marriage to his wife, Anna
- Birth of his daughter, Nina
- The first time he killed someone, a bandit from a group attacking a caravan he was a part of.
- Nina contracting a deadly illness.
- The setting-off of the expedition.

[9] Character Relationships:

- Anna (his wife): He loves her, but his time away from her, as well as Nina's disease, has made him and her grow distant.
- Nina (his daughter): Wilhelm does his best to take care of his daughter, who knows he's away, trying to help her.
- His parents: Wilhelm maintains a good relationship with his parents.
- His employees: Although Wilhelm likely would not be in the position he is in at this age if not for his birth, as a competent and brave leader, many of the people working for him respect him.

[10] Motives: While adventurous, and wanting to expand the knowledge of his world, more than anything he wants to cure his daughter's sickness.

[11] Likes: His family, adventuring, imbuing stones, using imbued stones, learning things.

[12] Dislikes: Disease, bandits, monsters, the King of Kalhar, paperwork.

[13] Misc. Character Info: The chest he carries strapped to his shoulder is filled with rings which have imbued stones in them. The ring on his right finger isn't actually imbued, but a "poison ring" which has a small compartment to hold things in, if flipped open.

[14] Homeworld: Wilhelm's homeworld is quite large, and in it, many precious stones can become powerful through a process where they are 'imbued.' Stones are imbued by magic water from extremely rare springs. Dealing with this water can injure or kill people who aren't very careful, as it reacts to magical energies within people and these particular stones. Each type of precious stone is imbued differently. For example, a ruby and a turquoise would do different things.

When people run their energy (generated by a small organ, though that and a lot of anatomy largely aren't thoroughly understood by the people of that world) through fully imbued stones, the stones then release their magical effect.

Often kingdoms are self-contained large areas, with minimal trade due to the monsters which roam. At this point there have been no recorded successful attempts to circumnavigate the globe. Cartography is very limited, and often maps beyond specific ranges are very inaccurate and different from each other. Most settlements are moderately large towns located along trade routes. It is not uncommon for border towns to be founded and then eradicated by the vicious creatures within the span of five years.

Wilhelm comes from the Mistborn Kingdom, named for the heavy fogs which emanate from the swamps. The Kingdom is unusual in that it has many of the rare springs required to imbue gems. Much of the swampland is untamed, but they eke out a living.

Their closest neighbor, Roshire, located to the North of the Mistborn, is an agricultural kingdom, which exports food for many, in spite of the harsh roads and monsters.

Adamatia is a mountain kingdom to the Northeast of Mistborn, and closer to Roshire. From there many of the precious stones are produced to be imbued. Maps of the area on the other side of those mountains are very few and unreliable.

Stormlight is almost due West of Mistborn. A seaside kingdom, it has a sea trade route along the coast. The lack of major shallow-water sea monsters allow for a trade to be extraordinarily long, despite only one major connection so far. The town gets its name from the storms which often ravage the coast on and off throughout the year.

Kalhar is a kingdom to the North of Stormlight, at this time only accessible by ship. Despite being on the same landmass, because Kalhar is within a desert filled with deadly animals, land travel is nearly impossible. Kalhar's main city is based on a river delta near the ocean, with a very few other towns and cities farther inland along the river. It is known for being the exclusive provider of certain stones unavailable in the Southern Kingdoms, such as lapis lazuli.

Private Profile (Backstory)

[15] Backstory: Wilhelm was born to an upper-class merchant family in the Kingdom of The Mistborn. From a young age he learned how to read and write, as well as speak the language of the neighboring Roshirians. He was taught the family trade by his father: delivery of imbued stones.

The imbuing process and the mystical power of imbued stones fascinated Wilhelm, and he took an apprenticeship on the side learning about the process. It became a hobby of his, despite it taking over an hour to imbue a single stone. Wilhem never got into making jewelry himself, he found it far less interesting, despite rings being the most effective way to make stones easily accessible.

While Wilhem would devote his free time to imbuing stones, much more of his education was in high society and in the family business. He learned about the trade routes, the various kings, barons, and guilds which ruled the land. He learned about which monsters were the most dangerous to trade in which locations, and how to deploy men to fight them. In short, he learned how to manage trade caravans on his own in person.

At the age of 12 he met his bride-to-be, Anna. As was common for those in such notable families, it was an arranged marriage. In spite of the marriage being arranged, the two ended up hitting it off rather well, and they were married at 18. In the next year, they would have their

daughter, Nina, who they loved very much, but who Wilhelm was often unable to see due to being away on business. He took every chance to do paperwork near home he got, as much as he loathed paperwork, so that he could be around his family.

In dealing with bandits, Wilhelm found a surprisingly good ally in poison. He strongly disliked fighting, but when it came to protecting his enterprise, the people on his wagons, and himself (and by extension his family), he found poison to be most effective. Most often it would be a liquid toxin, or a powder mixed into a liquid.

By his twenty-first birthday, Wilhelm had been given full control of a large portion of his family's company, as he had proven himself a competent leader. Him and his wife and daughter moved to a decent-sized house relatively close to the Northern border of the Mistborn Kingdom.

Tragically, things took a sudden turn for the worst when Wilhelm was 24. His 5-year old daughter contracted a severe illness. Despite his wealth, as well as the wealth of both his sets of parents, the doctors were unable to do anything. Since that time Nina has remained almost entirely bed-ridden.

In order to find a cure, Wilhelm began to travel to the other nations in order to try and find the best doctors on his own. Neither Roshire nor the Mistborn were able to find a cure, of course, so he first went to Adamatia, to see if perhaps a type of imbued stone could cure his daughter. Despite the libraries and extensive information within that country, the stones which would normally provide a way to heal an individual had no effect on his daughter, or at least did nothing against her particular ailment.

Beginning to become desperate, he visited the Stormlight, whose doctors had never heard of an ailment with such symptoms. It was then that he took a boat to Kalhar, where he heard rumor of a desert oasis deep within the interior of the continent where a tribe of people with healers beyond that of everywhere else existed.

Had it not been two years since his daughter contracted the virus he likely would not have believed such a story, but it was one oft-repeated throughout Kalhar. In his desperation, he reached out to the King of Kalhar, requesting an expeditionary force to go and discover this hidden oasis. The King refused, and Wilhelm returned home upset but undeterred.

Wilhelm would then ask the King of Mistborn if he would fund an expedition through Kalhar. Likely almost solely due to the influence of his parents and in-laws, his request was granted, and he began to put together a team of people to adventure into the desert.

During the months of preparation, Wilhelm, who had become a little rusty at his imbuing skills, would practice them again, and using encyclopedias learn how each known stone would function. He began to stockpile stones, as expensive as they were, and wear them so at any time he could have access to their magic power.

After almost a year, the expedition was prepared. Enough equipment to supply the expedition members of Wilhelm, over thirty other men, and the desert guides who would be hired upon reaching Kalhar, was loaded onto boats in Stormlight. Wilhelm kissed his family goodbye, promising to return, before setting off down the road towards Stormlight, and onto the boat headed for Kalhar.

Private Profile (Roleplay & Game)

[16] Right Before: Wilhelm and gang are unloading the ships at the docks on Kalhar, getting ready to recruit their guides, and likely head off into the desert in the next week or two.

[17] Unique Weapons: Any unique weapons will be based off of Wilhelms rings with imbued stones.

[18] Unique Equipment: Any unique equipment will be based off of Wilhelms rings with imbued stones.

[19] Unique Abilities: Any unique abilities will be based off of Wilhelms rings with imbued stones.

[20] Unique Roleplay: Wilhelm will probably speak in an exaggerated German accent, ja.

[21] Additional Information: Nothing yet.

Miscellaneous

[22] Character Hopes: Let's have some fun. I do hope they succeed, but if they don't, such is life. Somewhat hope they fight but since this isn't a death game that's unlikely.

[23] Character Zone: At the forward edge of the character zone sits a somewhat small lawn, and behind that an expansive one-story villa, with well-trimmed hedges, as well as several columned breezeways. Farther within the zone, beyond the villa, sits a low spot. It's a large marshy swamp, only traversable by a small boardwalk, or by slogging through the mud. At the heart of the swamp, not visible from the outside, sits a crystal clear spring.

Patron Information

[24] Patron: Elos

[25] Patron Reward: (Objective #1) Ring of Holding: a bronze and ruby ring which grants the wielder the ability to transfer weights between objects and the ring with a reduced overall weight. Activation requires the ring to touch an object and can only work when worn. Deactivation requires only a thought by the wearer. Up to 10,000 pounds can be stored on the ring at a 0.1% efficiency (10,000 pounds = 10 pound ring). The ring can only reduce any specific object's weight by 50% and it cannot be used on living things.

(Objective #2) Ring of Warding: a silver and sapphire ring which grants the wielder the ability to avoid threats pertaining to freak occurrence. Randomly wandering beasts, aimless thieves, etc. will not find their way to the wielder. Threats that specifically target the wearer will be unimpeded.

(Objective #3) Ring of Charging: a meteorite and emerald ring which grants the wielder temporary strength. The wearer's physical abilities are diminished by roughly ~10% while wearing it and that lost ability is stored within the ring. When activated the user taps into that pooled up energy which grants them up to 1000% more physical strength. The duration cannot exceed 5 minutes (which typically takes 24 hours of charging).

(Objective #4) Ring of Communication: an indestructible glass ring with unknown runes etched on it that grants the wielder the ability to understand all spoken languages created and spoken by beings of Creation. All speech by the wearer is understood by all.

(Objective #5) Ring of Mending: a gold and diamond ring which grants the wielder the ability to channel extremely fast regeneration on a nearby living thing. Does not reverse nor stall aging. Cures all manner of wound and disease.

[26] Character Specific Objectives:

- **Objective #1** — Share the tales of three adventures with other players. Report the reactions to your tale to Elos. They can be reported as they come or all three at once, any combination, order, or time is fine as long as it occurs during the game (days 1-5).
- **Objective #2** — Talk to the other gods and inquire about stories of grand adventure. Talk to at least 5 gods.
- **Objective #3** — Learn of the worlds of other players. Report to Elos the details of your favorite world on Day 5.
- **Objective #4** — Exchange 3 items with other players. You can gift, be gifted, or trade these items.
- **Objective #5** — Help two players with their own goals, ambitions, objectives, etc. Report each instance to Elos.

[27] Desired Patron-Character Relationship: Elos should stick to mostly replying to Wilhelm's comments toward her. Is okay with her replying to a parent comment if the situation fits. Keep the "Elos-ism"s to low-medium levels — fun but not super wacky. Okay with most things otherwise and willing to go on an adventure or two if given the opportunity. Wants to feel it out.

[28] Day 0 PM Details: Wilhelm had just arrived in Kalhar to do business when he is tricked by Elos into joining the game. The relationship may start rocky, with him being very surprised and immediately worried about his daughter. Otherwise, the details of the PM will be a surprise.

[29] Weapons

Tier 1 Weapon (10 ATK)

Name: Pyrite Rings

Tier: 1

Description: Fool's gold indeed. Wilhelm channels his energy into the cut Pyrite inlaid on a ring before quickly pulling off the ring and throwing it. This is because the ring will begin to outgas highly toxic and flammable gas, and lots of it. Wilhelm will definitely try to throw this as far away from himself and as close to the enemy as possible. If he can't avoid a close quarters fight, he either won't use the ring in-character, or will use it out of desperation. The gas can also linger for a while.

Tier 2 Weapon (8 ATK)

Name: Opal Rings

Tier: 2

Description: Wilhelm channels energy through an opal on a ring. The opal will start to glow, before a few seconds later exploding with a loud noise and a bright flash. Pieces will go flying at high speed. While usually Wilhelm will throw these rings after sending energy through them, these rings the opals are inlaid on are custom-made so that there's a solid back so the pieces usually won't fly back into Wilhelm's face if he doesn't get the ring off. The shards, though fast, usually aren't enough to kill, and the noise/flash will be used more to disorient people and then move in, so more like a flashbang than a gun. That said, who knows, maybe in close quarters Wilhelm would try to use the shards to land a finishing blow by pressing the stone up against an enemy's eye or throat or something.

Tier 3 Weapon (7 ATK)

Name: Magnetite Ring

Tier: 3

Description: Wilhelm channels energy through a Magnetite crystal, causing it to emit a powerful magnetic field around the area, thereby pulling anything metal towards it. If Wilhelm didn't have experience with this, it would be more of a detriment to him, given how much metal is on his body, but he has two ways of avoiding this as a detriment: first, he can use it as a strength. For instance, throwing the ring on the ground towards the enemy, then throwing his box high, then letting it speed towards the enemy to bash into them, as the rings inside would be pulled towards it. Alternatively, he can also use a second magnetite ring, which he can add energy to to either push himself away from or pull himself towards the other, depending on which pole faces the first activated one. As one might expect, the rings also magnetize metal on and around enemies.

Tier 4 Weapon (6 ATK)

Name: Lapis Lazuli Rings

Tier: 4

Description: Wilhelm channels energy through one or more of his Lapis Lazuli rings, suddenly creating a large amount of hot and dark-blue smoke, which he launches attacks from. He has difficulty seeing through the smoke, but he's practiced enough he should be at an advantage against other characters who can't sense presences.

Tier 5 Weapon (5 ATK)

Name: Fists

Tier: 5

Description: Wilhelm doesn't use any of his magic stones, he just uses the rings like brass knuckles to beat the tar out of people.

[30] Traits

Note: The traits list is still being expanded upon. You'll be notified once it's finalized.

Trait #1

Original Trait Name: Duelist

Cost: 4

Character Trait Name:

Trait Explanation: Wilhelm fights bandits, who are mutual enemies.

Trait #2 (optional)

Original Trait Name: Crusade

Cost: 4

Character Trait Name:

Trait Explanation: Wilhelm fights bandits, who are murderous guys usually.

Trait #3 (optional)

Original Trait Name: Starter Item

Cost: 1

Character Trait Name:

Trait Explanation: I uhuh guess say he had something in his chest full of rings. He's a trader, he carries stuff around.

Trait #4 (optional)

Original Trait Name: Lucky Penny

Cost: 1

Character Trait Name: Lucky Ring

Trait Explanation: Wilhelm is... good at finding stuff to trade I guess?

Character Insurance

Interactions: Any girl child characters will remind him of his daughter? He thinks men can be helpful and work for him.

Character Routes: Don't have any in mind. I know a lot of people like to play a character who evolves or changes, but in this case I think it would be good for Wilhelm to be a simple man who just wants to save his daughter and stay true to his wife.

An ally is killed: Be extremely angry, upset the ally will never see their family again.

You kill another player: Likely feel remorse, think it didn't have to be done.

You are backstabbed: Be sad and angry at the same time. Why would you backstab Wilhelm?