

Street People

These are folk that you might find in the streets, but not the usual suspects. There are no thieves guild members, no shop keeps, no guards.

Mary 'Milky' Martigan – Milky as she is known, is a fortyish year old female. Her name comes from her extremely pale skin, which held her in good stead as a sex worker when she was younger. Now though she acts as a sort of street mother to the younger women who have found their way into prostitution. Since Milky has taken charge no pimp has dared cross over River Street, leaving the girls to keep the money they earn. She earns her keep as a midwife now, and looks after the children of her 'girls' when needed.

Bill the Catch – Bill has made his living as a ratcatcher for over thirty years now. Old before his time, and with a face covered in pox marks, he's prowled the back alleys and sewers of the city for decades. A quick shot with a sling, perilously so, he's no stranger to a scrap. He might not be as quick as he once was, but he makes up for that with near legendary endurance. He's also been known to trade a rumor or two, and is an expert at finding lost items.

Amrin, Tommo, and Sitch – Three young boys aged 8, 7, and 5 respectively are orphans. They have been living on the streets for a bit over a year now, and it shows. Their clothes are threadbare, and they are dangerously skinny. They have been living in the ruins of an old well house, begging for scraps from the inns and passersby. Amrin, the eldest, has been trying to learn pick-pocketing from some of the older boys in the area. Tommo has made friends with some of the alley cats, and they sometimes bring him things. Sitch has become fascinated with the old well, though he doesn't know why. He dreams

about it at night, dreams that his parents are calling to him from its stygian depths.

Two-finger Jane – This woman of near 30 was once a duelist for hire. After ending up on the wrong end of some gambling debts three fingers of her main hand were cut off. She proceeded to hunt down and kill the loan shark with her off hand. Since then she has given up gambling, and teaches fighting lessons to anyone willing to pay. Rumor has it she's an assassin, but most don't believe that. After all, she's got a crippled hand, right?

'Mad' Eric – Eric was once a young dockworker, freshly married, and working on building a good life for himself. Then the whistling plague swept through the city, killing his pregnant wife, his parents, and many of his friends. Eric was left a broken man, and his mind fled within itself. He now wanders near the docks he used to work, ranting and raving at times, at others weeping endlessly. He is difficult to talk too, but he sees things. Things that others don't, or can't, see.

Alora – Alora is the oldest of three daughters. She works at the Golden Wheel as a barmaid. She's pretty, which catches the eye of the drunken patrons of the bar, but she has so far managed to tactfully spurn their advances. She keeps little of what she earns for herself, instead using it to keep her aging mother and younger sisters alive. As such, she's always on the lookout for ways to earn more money that don't involve sex.

Lugar Hamrin – Lugar was an apprentice blacksmith for a number of years. Just before he would have been allowed to take his journeyman test though he was kicked out of his master Israk's smithy for reasons he has never revealed. No other master would take him on, so guildless Lugar ekes out a living doing what repairs he can on the makeshift forge he's built on the back of Trevor's Livery.