

Profile



Name: Carston Billis

Born: Elkin Empire, 1258

Parents: Jek & Lora Billis (deceased, 1274)

Siblings: Ellie Billis (deceased, 1274)

Characteristics

Physical: Portly, slow, strong

Mental: Stable, pessimistic

Social: Caring, gruff

Relationships: None

Group Affiliation: Empire sympathizer

Backstory

Carston Billis inherited his tavern, *The Broken Stile*, upon the murder of his parents and younger sister in the village of Tremesia. While this village was once considered safe, a group of bandits took up residence in a cave nearby and began forcing the villagers to pay tribute.

Carston's father, Jek, refused to pay and was subsequently terrorized by the bandits. This culminated in the murder of Jek, Lora, and his younger sister Ellie in the tavern. Carston, however, had snuck out that night to drink with friends. Upon returning home and finding his family dead, he pled with his local lord for help and joined the group of soldiers dispatched to destroy the bandits. Unfortunately, the leader of the gang escaped in the chaos of battle.

During the fighting, he lost his thumb and was brought back to the tavern. He holds both the local lord and empire soldiers in high regard.

Quirks & flaws

Physical: Missing right thumb

Mental: Enraged in the presence of bandits, prone to drinking

Social: Suspicious of outsiders

Basics

Playable Character: No

Available: Can join party after "Let's Take a Rest" Questline

Attack: Slow, physical, heavy damage. Increase in movement speed, strength, and defense when fighting bandits

Defense: High

Perks:

- "Do you Know *Everybody*?"
 - 10% discount at merchants & inns within the borders of Elkin Empire

Journey

Want: To finally get revenge on the bandit leader (antagonist commander).

Need: To discard his prejudice and extreme nationalism.

Barrier: His unwillingness to associate with outsiders.

He holds blind trust in the empire and refuses to believe it is corrupt. Suspicious of all outsiders due to the murder of his family, he must learn to trust others despite his own prejudice.



Through interacting with others outside of the empire, he learns to make friends and rely upon those who are dissimilar to him. His change of heart is tested when he sees the cruelty his empire is subjecting others to, and must take up arms to defend his new friends.