

**OI!** - This is a work in progress, and not ready to be used in the setting just yet!

# **Ok'sarv Radiz'wil**

Ok'sarv Radiz'wil is a NPC controlled by GM Luca who appears in the TBA plot.



## **Character Description**

Orange furred with a white, vaguely diamond-shaped crest on the forehead, with two piercing yellow eyes constantly judging whomever stands before him. Build wise, his body is wirier than the average Laibe, and it's possible to see his ribs against the skin if you look hard enough. His closest peers note that his starved, hungry look compliments his ruthlessness. His left ear has a noticeable nick in it from his time at the court when someone attempted to make an attempt on his life.

## **History and Relationship Notes**

Invitation into the Royal Family, or even looking upon the the Court is difficult for a Shukaren Laibes after The Great War (Neshaten) came and went, leaving a bitter taste everyone's mouths against people after their crimes. His motivation was initially very simple - he wanted to prove that the Shukaren Laibes could change, that they were not always the warlike, condescending wrongdoers that history had painted them as. He spent most of his days studying and learning how to become one with the Courts whilst living in quiet resentment against the world for that History had damned.

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And then one thing at a time, it all fell into place much to the derision of his peers. Tooth and nail he climbed the totem pole and used others, especially condescending Shukaren Daur as stepping stones. His ruthless ambition to get further and further to the top began to make something unwind. The simple motivation begun to corrupt as more derision, more slander, lies and rumour begun to surround Ok'sarv's ascent to power. It was no longer about his people any more when he was promoted to the position of Baron, and given a planet to govern...

In his spare time, he enjoys the great outdoors and exploring them, marking what he sees down on a personal map. He finds that the use of drones to map out areas is too quick and dirty - and that one has to be willing get their hands dirty if they want to truly experience what a place has to offer - no matter how large it is.

#### **Skill Areas**

- Communications: Fluent in Tinacen
- Leadership
- Humanities
- Survival
- Entertainment
- Fighting & Physical
- Chemicals

### Inventory

- Sharp Needler Pistol, coloured black with bone grips for looks
- Three magazines for the Needler Pistol
- A box of Type 21 Star'ling Frag grenades
- Bug-Out Bag containing:
  - Waterproof Manual
  - Compass
  - Maps of local area
  - Machete
  - Survival Knife
  - Wire Saw
  - Multitool
  - Sewing Kit
  - Water Purifying Pills
  - Hand-Cranked LED Lantern
  - Magnesium Alloy and Steel
  - 2 Camouflaged, Waterproof Tarpaulins
  - 2 20 metre lengths of rope
  - 3 balls of twine
  - 12 tins of preserved food
  - Tin Opener
  - First Aid Package

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