

The Military

These **private details are secrets** known only to one character each. As a player you, ideally, only share this secret information *in game* and *in character* at an appropriate role-playing opportunity.

Once you had a life, but that was all taken from you when they made you join the military. Perhaps you enthusiastically signed up to defend your nation, or as the clearest path to power within it? Perhaps you were forcibly conscripted, torn from your families' arms? Either way, your life before is like a fading dream, your life now a constant struggle of rage, power and cruelty. You do not know from one moment to the next when the whims of your military commanders will call upon you to suffer, nor when such rage within you drives you to inflict it upon the innocent. Deep down, you hope for some kind of change...

You serve in the military, perhaps as a valued commander, more likely as an ordinary foot soldier. You know the names and personalities of the Wolf's key lieutenants, and know very well the divisions of power within the military.

You automatically succeed on charisma checks with military lower ranked (i.e., with less levels than yourself), as long as you aren't recognized as a deserter or traitor to the Wolf's cause. Of the Wolf himself you know almost nothing.

You are proficient in ONE of the following skills or proficiencies, depending on your character's role in the military; Animal Handling (for wolf handlers), Insight (popular among commanders), Medicine (for field medics), Survival (for hunters and trackers), proficiency in climbing and spelunking (for mountaineers), trapsetting (for manhunters), or siege equipment (for large scale siege weapons).



Sons of the Wolf
(c) Dr Joe Ireland 2020
The Wolf in the Sky