# AU Implementation Mystic Assignment NPC

## Marlinsvik: Jerome

*Voicetype: MaleBrute*

Physical Appearance:

Nord with the largest possible weight, 40 years old with black, shoulder-length hair and a short beard. Carries a woodcutter's axe. Although unaggressive, he is very strong.



Bio:

His background is a mystery. He speaks in a monotonous and somewhat brutish way, leaving out certain words and referring to himself in the third person. He looks after Wiske, a young orphaned girl.

Residence: 1. Jerome's House

The house where Jerome and Wiske live. Jerome has a standard single bed, and Wiske a child-sized bed.

Schedule:

* 0:00-6:00: Sleep
* 6:00-8:00: Breakfast at home
* 8:00-13:00: Does farming work in the patch of crops
* 13:00-18:00: Chops firewood at the wood chopping block, interspersed with carrying wood to the wood pile
* 18:00-20:00: Dinner at home
* 20:00-22:00: Sandbox at home
* 22:00-0:00: Sleep

Greetings

* [Initial] New stranger arrives in the village. Jerome bids welcome. If not start trouble.
* [if player has completed Find Wiske's Doll] Found Wiske's missing doll. Jerome thankful. Doll as well.
* [if currently chopping wood] Jerome not like these axes for cutting. Break many each month.
* [if inside his house] Jerome like to sleep on both ears. That why have double bed.
* Crops are tough to grow in northern cold. Means Jerome must farm harder.
* Many wild beasts not venture out here. Too cold. Also scared of Jerome.
* No place better than home. If forget mead hall.
* Don't be a stranger. Oops, too late.