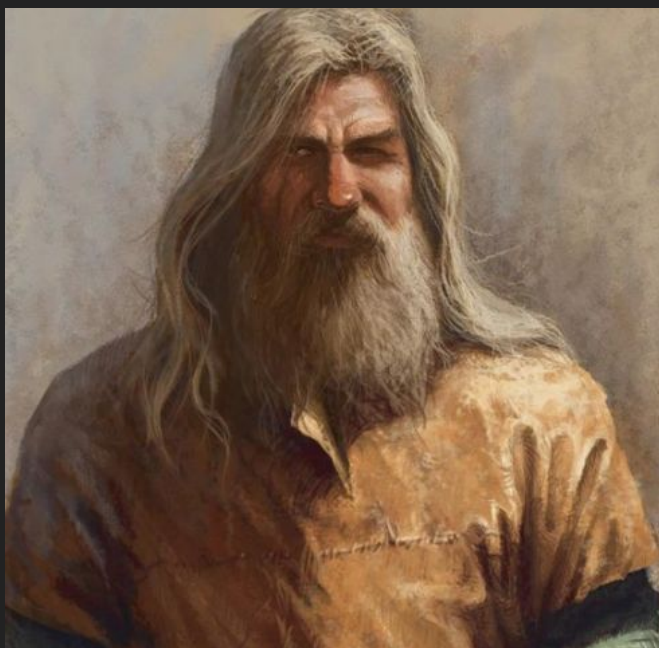


General

Lisandra grew up as part of a troupe of kids organized and cared for by an ex-Docker named Otis, or known to his kids as Father Otis. After an injury to his leg while working the docks, the man was left destitute, unable to work. To survive poverty in the Nettles, Otis helped hone the natural skills of young people to beg, cheat or steal what they needed to in order to survive. He is a charismatic man, well-loved by his makeshift family. The 'earnings' obtained by his kids were shared between the group and allowed Otis to live a comfortable life for a man with no prospects. As comfortable as the nettles can be, at least.

NOTE: *The crew knows that the voice Lisandra speaks with is not her natural way of speaking. It's a practiced voice she taught herself as part of her con.*

Current Crew



Father Otis (62) [Human]

Originally an old sailor who was forced into early retirement after a knee injury. During his decline into poverty, Otis took in a few kids who were more able bodied than him that needed homes after the war. He taught them to use a blade and their wits steal or cheat people out of coin to survive. He became well known in the Nettles as a sort of 'spiritual guide' for workers/kids that assists the Clergy, denoted by the fishhook amulet he wears. Getting on in years, Otis has not only his leg injury to contend with, but the ailment of age. He has a respiratory issue that makes physical activity very exhausting and spends a lot of his time on bed rest and confined to his home in the Nettles. To ensure it doesn't get any worse, he takes a few tinctures, herbal smokes and chest salves to help open his airways and keep him going which are prepared by Ella's mother.

Lisandra sends him some of her stipend every month with covers his medical expenses and a little extra to go towards food for the family.



Connor (27) [Human]

A Flint native orphaned during the war and ended up in Otis' crew, a couple years older than Lisandra, then known as Lyrie. He grew up picking pockets and running cons alongside her. The pair were close, but had a competitive rapport, always trying to outdo each other with their 'earnings'. Lyrie was also his first love, and he was often the one who comforted her through nights where spirits wouldn't let her rest. They shared a romance in their teenage years, but their relationship grew tense when Lyrie invented Lisandra and began a new con rubbing elbows with noblemen. On her last con, just before she got involved with the RHC, the pair had fought and have yet to reconnect since [that discussion](#).

Though he lives in the Nettles with the rest of the crew, Connor spends most of his time in the Strand. He works casually in the Stands loading the docks when able, running rigged games in pubs or resorting to the old pick-pocketing ways to get money for the rest of the crew back in the Nettles. He's also the primary caretaker of Otis in his old age since Lyrie 'left' and became 'Lisandra'. He knows she sends part of her stipend to Otis to still do her part, but she stopped visiting when she joined the RHC and he resentfully believes she 'left her family for greener pastures'.



Luka (18) [Half-elf]

Charismatic half-elf who loves his ale, always reserving a small portion of his winnings after work to spoil himself with drink.

Works part-time as a warf hand in the Strand, a job he got through Connor before he began working for Kell. Often gambles at the taverns near his work and is quite a talented card shark, following in Connor's footsteps.



Saph (14) [Human]

No one really knows Saph's story, as the girl has never spoken much. The theory is that something terrible left her an orphan at a very young age and drove the girl into a near-mute state. She speaks in as few words as possible to most of her 'family', save for those she has taken a special liking to such as Lisandra, Connor and a few of the kids her age. She refuses to speak at all with people she doesn't know, especially adults.

Saph is small for her age and very good at going unnoticed, which makes her a very talented little thief and pickpocket, but she mostly spends her time looking after Otis since Connor left to work for Kell.

She had made friends with Sophia and Maria, and is occasionally seen around Ella's family's home to play. Often seen with a handmade mermaid doll made of burlap, straw and wool.



Sean (14) [Human]

Surly young boy who is quite reserved. He has an excellent memory, remembering things in detail with astonishing accuracy. This makes him insufferable in sorting out disputes with siblings, but quite good at counting cards.

Not quite at the age allowed in taverns to play, Sean makes a little extra coin running courier jobs. He may or may not read the contents of said missives from time to time... the job is pretty boring for a kid this smart.



Oliver (13) [Halfling]

Very protective of his younger sister. They came to stay with Otis after his dad passed away recently. Close friends with Sean, having grown up in the same neighbourhood, the siblings knew Otis and turned to him and Sean for help, becoming part of the crew.



Carrie (11) [Halfling]

Carrie is a new addition to the family. She came to Otis along with her older brother Oliver after her father, a carpenter from the Nettles, fell ill and passed away. She has been with the crew for a couple of months and mostly spends her time helping around the house, or taking up odd jobs around the Nettles for a small bit of coin.



Boomer (8) [Human]

A rambunctious young boy who mostly stays around the house. His hobbies include playing poker with Otis when he has the energy, kicking around an old football and teasing Ally.



Ally (6) [Human]

A scrappy young girl who spends most of her time arguing with Boomer. She's even been known to take a bite out of the kid if he gets too close after riling her up.

She spends a lot of her time trying to help Saph with things around the house, but ultimately ends up getting into a row with Boomer and running off to her favourite spot in the Nettles, the creek with the Bottle Tree, particularly the far bank with all the twisted roots that make a little cave where she can hide in and draw, or make grass dolls to play with.



Kip (4) [Half-elf]

Was taken in after Lisandra was living in North Shore on Eustace's estate. Is especially attached to Saph, who is primarily responsible for looking after him.

Old Crew

Member's Lisandra grew up with, but are now no longer active parts of the crew.



Lissa (27) [Half-elf]

Developed a fey pepper habit thanks to an old boyfriend, and ended up working at his brothel to pay him back for the product.

Lyrie and Lissa never really got along well. Lyrie grew up quite enamoured with the girl, but Lissa found her attention 'annoying'. As Lyrie got older, the pair mostly bickered.



Jeremy (25) [Human]

A bit of a hothead, and not the sharpest tool in the shed, but Jeremy has a lot of care for his family. When growing up, he was pretty protective of Lyrie (much to her chagrin) and he is exceptionally protective of his younger brother Marcus.

Was arrested about a few years ago for petty theft and assault of a police officer. Would not know Lyrie had taken on her identity as Lisandra.



Marcus (23) [Human]

Jeremy's younger brother. Arrested alongside his brother on the same charges. Would not know Lyrie had taken on her identity as Lisandra.

He is much more reserved, and a little more intelligent than his older brother. When he was young he had a penchant for stealing books and was one of the most well-read of the old crew. He gifted Lyrie a book he stole once, as a failed attempt to confess a crush on her when they were kids. It was a book on how to learn Crysilli.