

Civillians

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Defining a Civilian

Statuses

- **Bored**—The typical status of civilians. Prone to stopping for idle chats with anyone, admiring views and artwork or generally not paying too much attention.
 - **FOV:** 90 degrees—**Notice:** -1
- **Panicked**—Looking everywhere because something is not right, and they know it. A panicked civilian has either spotted something unusual but not yet identified it as a thief - or they have been alerted by a guard. A panicked civilian's first action will be to attack if they are a soldier or mage, otherwise they will flee to the nearest guard and alert them.
 - **FOV:** 180 degrees—**Notice:** +1

Skills

- **Alertness**—Ability to notice changes in the environment
- **Hearing**—Ability to hear unusual sounds
- **Speed**—How quickly they move. Speed+3 = inches moved each turn.
- **Weapon skill**—How quickly they will kill you

Type of Civilian

- **Guest**—A: 1 H: 1 S: 1 W: 1 —\$10
- **Servant**—A: 1 H: 1 S: 2 W: 1 —\$20
- **Noble Guest**—A: 2 H: 2 S: 1 W: 2 —\$30

Health

A civilian has 3 health levels.

Equipment

- **Sword**—Melee weapon
- **Armour**—To protect against more violent thieves.
 - Effect: Damage is halved

Traits

Used to personalise civilians. A civilian may have one trait or no traits.

- **Obese**—Halve speed (round down, speed must be at least 2 originally). The civilian's body cannot be moved by a single thief (two thieves could move the body).
- **Veteran**—Once per game, the Owner may change this civilian's status to panicked and nominate a point within at most 6 of a thief as the area from which the panic came.“
- **Drunkard**—All skills are at 1 point. This civilian is noisy and generates 5 points of sound. On the plus side, this civilian is free and you can have as many as you want.
- **Soldier**—This civilian is ex-military and has their old service equipment: Armour and Sword.
- **Mage**—This civilian is a mage and may cast fireballs once per turn which act like fire arrows.

Using a Civilian

Wander Routes

Civilians have a limited number of routes they can take. A civilian in a line route will travel up and down it for the entire game. A civilian in a circle route will travel around it the entire game.

Stationary

- Available for: Guest and Noble Guest
- Description: Requires two or more civilians to be in the same room and facing each other. They are in conversation.

Single Room

- Available for: All
- Description: Draw a circle within one room. The room must contain things to look at (see [Distractions](#))

Adjacent Rooms

- Available for: Guest and Noble Guest
- Description: Draw a line between two adjacent rooms.

View the trophy

- Available for: Guest and Noble Guest
- Description: Draw a line from a guest bedroom to the trophy room.

Kitchen staff

- Available for: Servant
- Description: Draw a line from the kitchen to each guest bedroom. The route changes to a different bedroom destination each time the servant reaches the kitchen.

Detection

- [Detection](#)

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