

## Erik Erikson

Gender	Hero status	Allegiance	Role	Apparent Age	Year of Birth
Male	No	<a href="#">Kingdom of Skyss (Board of Trade)</a>	Field Operative	35	~739 AM

## Stories/Function

Erik Erikson serves as a senior support operative and specialised wagon master for the [Board of Trade](#). Partnered with [Olaf Gunnarson](#), Erik provides the technical and terrestrial expertise required to support operations. During the 774 AM campaign on the [Continent of Osnines](#), he was essential in maintaining the “horse merchant” ruse that allowed the [Department of Resolutions](#) to extract the hero [Noren](#) from the [Kingdom of Cottalem](#). His work is defined by a commitment to operational security and the successful traversal of the continental road networks.

## Description

Erik is characterised by his professional diligence and a physical appearance featuring a notable blond beard and ruddy cheeks that darken when he is subject to social embarrassment. Unlike the high-ranking [Heroes](#) of Skyss who often carry ancestral or magical weapons, Erik is a pragmatic combatant who wields a sword with disciplined efficiency.

He possesses a remarkable ability to blend into local populations, frequently operating at the front of logistical trains to manage provision procurement and checkpoint interactions. His temperament is defined by a quiet fortitude; he is capable of maintaining a “cavalry-style” march for days and remains unflappable even when bluffing the sentries at fortified river gates like [Minhaton](#).

## Personal Life

Erik was first met by the seekers at the [Board of Trade](#) mission in [Beretha](#), where he assisted in the initial intelligence briefing regarding the Salician succession crisis and the Cottalemnese invasion. When the mission became an overland extraction, Erik took command of the party's heavy transport.

During the crossing of the fortified city of [Minhaton](#), Erik personally managed the wagon containing the catatonic [Noren](#). He successfully bluffed the city guards, convincing them that the incapacitated hero was merely a heavy sleeper recovering from a night watch. At the [Wheel Inn](#), he used state funds to rapidly expand the party's horse-train to facilitate their rapid move to the west coast.

His service culminated in the high-stakes dash to the derelict fort at [Ocaso](#). Despite sustaining a significant injury from an arrow to the shoulder and having three more embedded in his shield, Erik maintained his seat and reached the extraction point. He was subsequently evacuated by the *Seagull* and returned to [Kronstadt](#) for medical recovery.

# Relationships

## People

- [Olaf Gunnarson](#): His senior operational partner and constant companion.
- [Yngvild the Fierce](#): The hero whose terrestrial mission he supported.
- [Noren](#): The subject of the extraction whom Erik protected during the transit.
- [Jerre](#): A former cavalry trooper with whom Erik coordinated logistics and shared looking after the horses.

## Places

- [Beretha](#): The city where his involvement in the mission commenced.
- [Minhaton](#): The site of his successful smuggling operation through the river gates.
- [Riggin Dale](#): The agricultural region where he managed the group's remounts.
- [Ocaso](#): The coastal terminal where he was wounded in the line of duty.

## Concepts

- [Board of Trade](#): The commercial and intelligence authority that employs him.
- [Department of Resolutions](#): The specialised Skyssian unit to which he believed his 774 AM mission was attached.

<a href="#">Skyss - Story Background</a>	<a href="#">Characters</a>	<a href="#">Skyss - Places</a>	<a href="#">Pantheons of the World</a>	<a href="#">Other Background</a>
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[fantasy](#), [world-building](#), [skyss chars](#), [Skyss](#), [Erik](#), [Beretha](#), [BoT](#), [Fierce](#), [2026](#), [Player: James](#)

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