

Jerre

Gender	Hero status	Allegiance	Role	Apparent Age	Year of Birth
Male	No	Kingdom of Cottalem	Cavalry Trooper / Guide	30	744 AM (30)

Stories/Function

Jerre serves as human anchor for Yngvild while Noren is incapacitated during the southern campaign of 774 AM. Originally a trooper within the Horse Guards of the [Kingdom of Cottalem](#), his function evolved from a simple riding instructor to an essential ally in the seekers' escape from the renegade [Rojden](#). Jerre provides the necessary understanding of horses for mobility and local knowledge required to navigate the Sierra Cobre and reach the sanctuary of [Estreham](#). His presence offers a grounding contrast to the high-stakes magical conflict, representing the resilience and inherent “humanity” of the ordinary soldier caught in the machinations of [Heroes](#).

Description

Jerre is described as an “older man” of approximately thirty winters, characterised by a well-maintained moustache and dark stubble. Physically, he is a “solid” and “muscular” individual, possessing the wide-legged gait and physical grace typical of a career cavalryman. He is an exceptionally skilled rider and was assigned to the detachment of [Major Duarte](#) during the siege of [Beretha](#). His temperament is defined by a blend of prudence and professional discipline; he frequently echoes the Skyssian maxim “No rush to die,” having learned it from a great uncle who shared the same philosophy.

Though Jerre lacks divine blood and is not recorded in the [Book of Heroes](#), he was the recipient of a unique magical enhancement. During the retreat from the Citadel, [Yngvild the Fierce](#) used her divine will to grant him permanent night vision, allowing him to see in total darkness as if it were bright moonlight. This transformation, while initially alarming to him, was essential for the party's nocturnal traversal of hostile territory.

Personal Life

Jerre was born in a large Cottalemnese town, the youngest son of an innkeeper. His childhood was spent in the stables, where he worked as a groom. Following his father's death, Jerre was evicted from the family inn by his eldest brother, fifteen years his senior, to make room for the brother's own children. Lacking an inheritance or a home, Jerre sought a career in the Horse Guards, viewing military service as an alternative to poverty and an opportunity for adventure.

During the Cottalemnese invasion of [Salicia](#), Jerre was assigned to escort Yngvild into [Beretha](#). During this operation, he demonstrated significant loyalty by acting as her “prisoner” to bypass sentries, an act of honour that solidified his bond with the seekers. His affection for Yngvild was noted by the sentient sword [Jafnadr](#), who suggested the trooper might be in love with her. Jerre provided critical care for [Noren](#) while the latter was catatonic under a [geas](#), using his experience with casualties to secure him during the flight to the [Temple of Clewg](#). He later found sanctuary at the [Troll's Head](#) and

assisted in the final rearguard action and extraction at [Ocaso](#).

Relationships

People

- [Yngvild the Fierce](#): An ally and object of his affection; Jerre provided her with essential training and protection.
- [Noren](#): A ward Jerre helped transport and defend during his recovery from a magical bond.
- [Inibrakemi Funeresdottir](#): A resolution agent with whom Jerre coordinated during the overland trek.
- [Erik Erikson](#): A logistical operative Jerre worked with during the purchase of spare mounts at [Riggin Dale](#).
- [Major Duarte](#): Jerre's former commanding officer whom he successfully abandoned at a wayside inn to aid the Skyssian mission.

Places

- [Kingdom of Cottalem](#): Jerre's homeland and the nation he served as a Horse Guard.
- [Beretha](#): The Salician city he helped infiltrate under the guise of a prisoner.

Skyss - Story Background	Characters	Skyss - Places	Pantheons of the World	Other Background
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[fantasy](#), [world-building](#), [skyss chars](#), [Skyss](#), [Jerre](#), [Fierce](#), [Cavalry](#), [2026](#), [Player: James](#)

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Last update: **11 Apr 2026 17:35**

