Peels

In the game: the sunk-boat scene at the end of Chapter 1

Peels is the old dockmaster of Stara Luka: gruff, a man of few words, who knows more than he says. He is the one the party meets by their sunk boat at the end of Chapter 1.



The painted concept sheet



TYPE	NPC
LOCATION	The dock, Stara Luka
AFFILIATION	Unconfirmed — awaiting the director
ROLE	Old dockmaster of Stara Luka
CLASS	Unconfirmed — awaiting the director
VOICE	Unconfirmed
3D MODEL	`chr_peels` vo (40k triangles, rigged, 1.72 m)
STATUS	In the game: the sunk-boat scene at the end of Chapter 1

Summary

- An old sailor on the dock of Stara Luka.
- At the end of Chapter 1 of the Prologue he stands at the pier where the party's boat lies sunk, and gives the party the Cut Splinter.

Appearance

- An old, weather-beaten man with long grey hair and a long, full grey-brown beard.
- A deep navy-black oilskin coat with a hood, a brown linen shirt, a rope belt and worn sea boots.
- In his portrait he sits at night in the rain beside a glowing ship's lantern.

Personality

- Gruff and few words. Knows more than he says (prologue plan, Cast).

Class and abilities

- **Class:** *Unconfirmed — awaiting the director* (see Talents). He has no combat abilities.

In the game

- **The end of Chapter 1:** the party comes home on Stalvan's door as a raft at dawn and finds its own boat sunk at the pier, where Peels stands. Talking to him is a main step, with a roll; he gives the **Cut Splinter** whichever way the roll goes, and then the party reports to Nana. Script: Chapter 1 script, Scene 8.

Story

- **The sunk boat:** he "saw nothing", and the player can tell he is hiding something. On the hull's cut: "That wasn't an axe. That was a thread." What he hides and why he keeps quiet: *Unconfirmed — awaiting the director*.
- **The witness:** he saw a hooded figure on the dock after midnight, and tells the party that no ship leaves the island except from Ragosa.
- **A Bigger Bag:** the leatherworker's side quest needs a coil of ship's rope from Peels.
- **Chapter 7 (optional, to decide):** at the far end of the northern dock, as the second boat sinks, stands Peels: "Ah. You. Again." Whether he appears there is an open decision.
- **His backstory, and what he knows:** *Unconfirmed — awaiting the director.*

Quotes

At the end of Chapter 1 (from the Chapter 1 script; which of these are voiced is *Unconfirmed*):

> *"That wasn't an axe. That was a thread."*

> *"Ah. You."*
>
> — ... "Went out on a boat. Came back on a door."

> *"Bottom of the harbour. Went down in the night. Nobody aboard."*

> *"Boats don't leak like that."*

> *"Saw nothing. Heard nothing. Slept like a stone."*

> *"I saw a door come round the point at sunrise. That's enough for one morning."*

> *"Someone wanted you to stay put."*

> *"Nothing sails from here now. Ragosa, maybe. Go see Nana. She's been up all night with your money."*

> *"Saw nothing."*
> — (his repeat line)

Voice

- His voice: *Unconfirmed*.

Design and model

- **Design sheet:** a T-pose image (`peels-pbr.jpg`) made from his avatar with Meshy image-to-image, then a Meshy 3D model.
- `chr_peels` **v0 (PEELS-NPC-1, 2026-10-01):** 1.72 m, 40,000 triangles, the shared 66-bone skeleton, matte colours close to the sheet. The long coat is weighted to swing with the legs. Clips: a 7-second idle, a second idle that looks out to sea, and a walk. The painted pass comes later.
- His rig is planned for re-use as sailors in Meneferu (re-dressed with an open shirt and a head rag).

Gallery



The sunk boat at the dock (concept scene).

Sources: new-design/ (avatars, peels_work); docs/world-bible.md (The cast); "plan - future for prologue.md" (Cast, Chapter 2, Chapter 7, Open decisions); docs/plan/meneferu/npcs.md; docs/decisions.md (2026-09-28, 2026-10-01, demo mode); sound-manager DB (no Peels rows)

Last updated: 2026-11-19 (WIKI-CLEAN-2)