# Nessa Ericks

*Artist and art forger, warehouse worker, caretaker.*

Nessa Ericks is a young woman in her early twenties. She’s average height and underweight, with dark skin and dark hair that she keeps cut short. Her clothes are clean but well-worn and bear a number of patches and paint splatters.

Like so many young people of Coalridge, she was born into poverty. Her parents both worked in the factories, and for a time, they made enough money to support Nessa and her younger brothers. Seven years ago, an explosion destroyed half the factory where they worked. Her father was killed, and her mother’s legs were injured to the point where she is unable to walk without excruciating pain.

Nessa, who had always had a talent for art, set aside her dreams of being a painter and took a job working in a warehouse, keeping the shelves stocked with supplies. She works long days for little pay to support her family. But at night, she turns to her art. These days, she doesn’t paint many original pieces. The real money is in forgeries: in her case, skilled imitations of famous artists.

This talent for forgery earned her the attention of Lord Winfield, a wealthy nobleman with an appreciation for art. He hired her to create forgeries matching the work of an artist he had killed, but after her ghost turned up, Nessa soured on the arrangement. After meeting the Magpies and Winfield’s death, Nessa returned to Coalridge and her family. The Magpies pay her regularly for forgeries now, and it’s enough for her family to get by. She still dreams of the day when she’ll be known for her own work… but that day seems a long way off.

## Friendly Contact

Nessa doesn’t have a lot of interest in the politics of Duskwall; she wants to care for her family and paint, in that order. Crews who are sympathetic to the poor of Coalridge are likely to earn her good will, but she’s most interested in those who are able to support her financially. Hiring her for forgeries or original art will win her over, so long as the crew isn’t known for cruelty or depravity.

## Rival

Crews that take advantage of the poor, or of Nessa and her family specifically, will earn Nessa’s ire. She lacks influence and connections beyond Coalridge, but crews with a bad reputation may find themselves immortalized in art as demons, ghosts, or worse monsters.