

Character Name	Player Name:
Oroym Asimir	

Concept:
Demon of Business!

HARMONY:
3

Race:	Origin:
Fairest (Ifrit)	Outisde (City of Brass)

Affiliation:
Independent Cartel

FOUNDATIONS:

ATTRIBUTES:	DERIVED ATTRIBUTES:
Agility	2 Initiative 7
Might	3 Movement 4
Intuition	3 Sprint 9
Wits	4 Phys Def 8
Presence	4 Mental Def 9
	Armor

MAX HEALTH	28
(current)	

MAX INJURIES	2
(Current)	

MAX ENERGY	11
(Current)	

SKILLS:		SKILL POWER:	KNACK:
Athletics		(Might) 3	
Close Combat	Expert	(Might) 3	Tougness
Command	Master	(Presence) 4	Intimidation, Taskmaster
Empathy	Trained	(Intuition) 3	
Electronics		(Wits) 4	
Firearms	Trained	(Agility) 2	
Mechanics		(Wits) 4	
Medicine		(Wits) 4	
Nature		(Intuition) 3	
Occult	Expert	(Wits) 4	Petition Contract
Relate		(Presence) 4	
Stealth		(Agility) 2	
Streetwise	Master	(Intuition) 3	Danger Sense, Well Connected

Trained = +3 to skill roll
 Expert = +5 to skill roll
 Master = +6 to skill roll

(skill roll bonuses
 are not cumulative)

Untrained Skill Bonus =
 1/2 associated attribute
 (Round down)

ASPECTS:

Firey Essence (Heat Resistance, Scalding Blast, Hurlled Flame)
Elemental Arts (Mater of Fire)
Extraordinary Awareness (Night Eyes)
Skill Mastery (Command, Streetwise)
Industrial Influence (Greater)
Criminal Influence (Greater)
Material Wealth (Lap of Luxury)

TALENT COST:

4
3
1
4
4
4
5

CONTRACTS:

A multitude of deals with a wide variety of beings both mortal and supernatural

SPELLS:

None

SPECIAL EQUIPMENT:

True Cinder: Restores 8 Health and 2 Energy, burns and smoulders user's clothing (1)
Talents: Mystical uber-currency of the universe. Each provides +1 Max Energy. (2)