

Elias Rastenberg

Male Urthish Leader of the Rampart Coven of Invisible Path from Tethys Freefolk. Born in 4973 (44 years old)
Height: 175cm / Weight:75kg

Lifepaths

Race Urthish (124), **Race** Urthish Balance (16), **Upbringing** City (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Reeves (25), **Early Career** Royale House Soldier (48), **Tour of Duty** Native Psychic (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** High Promotion (7).

Primary Attributes

Strength	4	Constitution	5	Body	4	Movement	4
Intellect	7	Willpower	6	Temper	6	Presence	4
Tech	4	Reflexes	4	Agility	4	Awareness	8

Secondary Attributes

Recovery	9	Stamina	1	Endurance	40	Stun	9
Resistance	10	Damage	0	Tolerance	12	Humanity	60
Passion	14	Wyrd	11	Speed	2	Run	8

Skills

Academia	4	Focus	2	Observe	3
Arts	1	Impress	1	Occult Arts	4
> <i>Rhetoric</i>	1	Inquiry	2	Oratory	2
Athletics	2	Linguistics	2	Persuasion	2
Bureaucracy	2	> <i>Latin</i>	2	Security	1
Dodge	2	> <i>Urthish</i>	2	Sensors	1
Driving	1	Local Expert	1	Shoot	2
> <i>Landcraft</i>	1	> <i>Avaneir</i>	1	Streetwise	1
Empathy	1	Lore	1	Surveillance	1
Etiquette	3	> <i>Heresy</i>	2	Teaching	2
Fight	2	Magna Carta	2		

Blessings/Curses

Mammon (-2):

Shrewd (2):

Benefices/Afflictions

Cash (Cost:3): 600

Commission (Cost:3): Ensign / Apprentice / Associate / Private / Associate

Dark Secret (Cost:-3):

Fallen from Grace (Cost:-3):

Occult Mastery 1 (Cost:6): Main Path: Power Level 1, 2 & 3

Occult Mastery 2 (Cost:9): Main Path: Power Level 4 & 5

Occult Mastery 3 (Cost:13): Main Path: Powers Level 6 & 7

Outlaw (Cost:-4):

Rise Rank by Two (Cost:4):

Weapons

Maüer "Hankerschief" C-13 . P . WA:1 . P . R . DC:1D6 . Cal:5mm . ROF:2 . Clip:8 . RNG:50 . ST . £150

Armor

Padded Clothing Soft SP:1 (TOXLA)RA(LL)RL)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Avoid being hit:AGI + Dodge (6), Discern emotions:AWA + Empathy (7), Keep focused on a task:WIL + Focus (8), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (6), Fire a ranged weapon:REF + Shoot (6)

Narrative