Maaraf Tongren

Slayer Agent

Female Urthish of Slayers Guild from Byzantium Secundus Freefolk. Born in 4979 (38 years old) Height: 172.539395cm / Weight:67.2489448135353kg

Lifepaths

Race Urthish (124), Race Urthish Balance (16), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Street Muster (25), Early Career Spy (48), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Friends (7).

Primary Attributes

Strength	5	Constitution		5	Body		4	Movement	4
Intellect	5	Willpower		5	Temper		5	Presence	3
Tech	4	Reflexes		7	Agility		7	Awareness	7
Secondary Attributes									
Recovery	10	Stamina		1	Endurance		45	Stun	9
Resistance	8	Damage		1	Tolerance	10		Humanity	50
Passion	12	Wyrd		12	Speed		4	Run	8
Skills									
Academia		2	Impress			1	Observe	9	4
Athletics		3	Inquiry			3	Persuas	sion	2
Cryptography		2	Knavery			3	Remedy	1	1
Disguise		2 Linguistio		cs	1		Search		3
Dodge		4 > Urthish			2		Shadowing		3
Driving		1	Local Ex	pert		1	Shoot		4
> Landcraft		1	> Avaneir			1	Spycraf	t	3
Fight		2	Lore			1	Streetw	rise	5
Focus		4	> Hidden	Martyrs	3	1	Teachir	ng	2
Forgery		2	Melee			5	Think M	lachine	2

Blessings/Curses

<u>Bold</u> (2):

Callous (-2):

Benefices/Afflictions

Ally (Cost:1):

Cash (Cost:1): 100

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

Contact (Cost:1):

Gossip Network (Cost:2): Planetwide

 $\underline{\textit{Passage Contract}}\, (\textit{Cost:2}) \!\!: \mathsf{Tramp}\, \mathsf{Freighter}$

Weapons

Avaneir "Guardian Angel" Light Revolver . P . WA:0 . P . C . DC:1D6+2 . Cal:0.32 . R0F:3 . Clip:6 . RNG:50 . ST . £90

 $\label{lem:michau conquest"} \textit{Assault Rifle . RIF . WA:1 . N . P . DC:6D6+2 . Cal:7.62mm . ROF:20 . Clip:41 . RNG:400 . VR . £600 \\$

Armor

Polymer Knit Medium SP:6 (TO)(LA)(RA)

Energy Shield

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

Shortcuts

Avoid being hit:AGI + Dodge (11), Keep focused on a task:WIL + Focus (9), Fencing:REF + Melee (12), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (5), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (11)

Narrative

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