Mythra Standfill

Anger made flying daggers

Female Urthish of Invisible Path from Leagueheim Freefolk. Born in 4988 (29 years old) Height: 174.934125cm / Weight:62.64427036705461kg

Lifepaths

Race Urthish (124), Race Urthish Balance (16), Upbringing Average Class (5), Upbringing Country (15), Apprenticeship Academy Scravers (25), Early Career Thief (48), Tour of Duty Native Psychic (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Promotion & Rewards (7).

Primary Attributes

Strength	6	Constitution		5	Body		5	Movement	5
Intellect	3	Willpower		5	Temper		7	Presence	4
Tech	3	Reflexes		4	Agility		4	Awareness	7
Secondary Attributes									
Recovery	11	Stamina		2	Endurance		50	Stun	10
Resistance	9	Damag	e	1	Toleranc	е	12	Humanity	60
Passion	14	Wyrd		7	Speed		2	Run	10
Skills									
Academia		2	Inquiry			2	> Tinke	ring	1
Acrobatics		1	Knavery			1	Security	1	1
Athletics		4	Linguistic	cs		2	Seducti	on	1
Beastcraft		1	> Scraver	s' Cant		2	Shoot		1
Bureaucracy		1	> Urthish			1	Sneak		2
Dodge		1	Local Exp	ert		1	Stealth		2
Fight		3	> Rampar	t Unde	rworld	1	Stoic Mi	nd	1
Focus		2	Observe			3	Streetw	ise	2
Forgery		1	Occult Art	:S		3	Teachin	ıg	2
Gambling		2	Persuasio	n		2	Impress	3	2
Redemption		1							

Blessings/Curses

Possessive (-2):

The Man (2):

Benefices/Afflictions

Assets (Cost:5): 5000

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

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

 $\underline{\text{Occult Mastery 2}}$ (Cost:9): Main Path: Power Level 4 & 5

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

Raise Rank by one (Cost:2):

Weapons

 $\hbox{Ma\"{u}er "Hankerschief" C-13.P.WA:1.P.R.DC:1D6.Cal:5mm.ROF:2.Clip:8.RNG:50.ST.£150 } \\$

Armor

<u>Leather Jerkin</u> Soft SP:4 (TO)(LA)(RA)

Shortcuts

Avoid being hit:AGI + Dodge (5), Keep focused on a task:WIL + Focus (7), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (6), Charm others:PRE + Seduction (5), Fire a ranged weapon:REF + Shoot (5), Iron will:WIL + Stoic Mind (6)

Narrative

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