

# Farad Ashara

Male Urthish Protoenquist of Invisible Path from none Freefolk. Born in 4976 (41 years old)  
Height: 173cm / Weight:65kg

## Lifepaths

**Race** Urthish (124), **Upbringing** High Court al-Malik (20), **Apprenticeship** Leisure Dandy (25), **Early Career** Spy (48), **Tour of Duty** Native Psychic (20), **Tour of Duty** Standard Tour (single round)(10), **Race Balance** Urthish Balance (16), **Worldly Benefits** Friends (7).

## Primary Attributes

|           |   |              |   |         |   |           |   |
|-----------|---|--------------|---|---------|---|-----------|---|
| Strength  | 5 | Constitution | 5 | Body    | 5 | Movement  | 5 |
| Intellect | 7 | Willpower    | 6 | Temper  | 7 | Presence  | 4 |
| Tech      | 3 | Reflexes     | 6 | Agility | 4 | Awareness | 6 |

## Secondary Attributes

|            |    |         |    |           |    |          |    |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery   | 10 | Stamina | 2  | Endurance | 50 | Stun     | 10 |
| Resistance | 10 | Damage  | 1  | Tolerance | 13 | Humanity | 65 |
| Passion    | 13 | Wyrd    | 13 | Speed     | 3  | Run      | 10 |

## Skills

|                       |   |                           |   |               |   |
|-----------------------|---|---------------------------|---|---------------|---|
| Academia              | 3 | Focus                     | 4 | Melee         | 2 |
| <b>Arts</b>           | 1 | Forgery                   | 1 | Observe       | 3 |
| > <i>Music</i>        | 1 | Gambling                  | 1 | Occult Arts   | 4 |
| Athletics             | 2 | Inquiry                   | 2 | Persuasion    | 2 |
| Cryptography          | 2 | <b>Linguistics</b>        | 2 | Riding        | 1 |
| Disguise              | 1 | > <i>Graceful Tongue</i>  | 2 | Seduction     | 1 |
| Dodge                 | 1 | > <i>Urthish</i>          | 2 | Shoot         | 2 |
| <b>Driving</b>        | 1 | <b>Local Expert</b>       | 1 | Spycraft      | 3 |
| > <i>Skimmer bike</i> | 1 | > <i>Rampart Nobility</i> | 1 | Streetwise    | 1 |
| Empathy               | 3 | <b>Lore</b>               | 2 | Teaching      | 2 |
| Etiquette             | 2 | > <i>Hidden Martyrs</i>   | 2 | Think Machine | 3 |
| Fight                 | 2 | > <i>House al-Malik</i>   | 2 |               |   |

## Blessings/Curses

Gracious (2):

Impetuous (-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

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

Passage Contract (Cost:2): Tramp Freighter

## Weapons

Decados Crescent Dirk . MELEE . WA:1 . J . P . DC:2D6+3 . STR:2 . RNG:0 . ST . £10

## Armor

Leather Armor Soft SP:4 (TOXLA)RA(LLXRL)

## Shortcuts

Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (10), Keep focused on a task:WIL + Focus (10), Fencing:REF + Melee (8), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (6), Charm others:PRE + Seduction (5), Fire a ranged weapon:REF + Shoot (8)

## Narrative

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