Mythra Standfill

Anger made flying daggers

Female Urthish of Invisible Path from Leagueheim Freefolk. Born in 4988 (29 years old) Height: 174cm / Weight:62kg

Lifepaths

Race Urthish (124), 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), Race Balance Urthish Balance (16), Worldly Benefits Promotion & Rewards (7).

Primary Attributes

	Strength	6	Constitution		5	Body		5	Movement	5
	Intellect	3	Willpower Reflexes		5	Temper Agility		7	Presence	4
	Tech	3			4			4	Awareness	7
Secondary Attributes										
	Recovery	11	Stamina Damage		2	Endurance		50	Stun	10
	Resistance	9			1	Tolerand	Tolerance		Humanity	60
	Passion	14	Wyrd		7	Speed		2	Run	10
	Skills									
	Academia		2	Inquiry			2	> Tinke	ring	1
	Acrobatics		1	Knavery			1	Securit	у	1
	Athletics		4 Linguisti 1 > Scraver		cs	2 Cant 2		Seduction		1
	Beastcraft				s' Cant			Shoot		1
	Bureaucracy		1	> Urthish			1	Sneak		2
	Dodge		1	Local Exp	ert		1	Stealth		2
	Fight		3	> Rampar	t Unde	Underworld 1		Stoic Mind		1
	Focus		2	Observe			3	Streetw	rise	2
	Forgery		1	Occult Art	ts		3	Teachir	ng	2
	Gambling		2	Persuasio	n		2	Impres	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

 $\underline{0ccult\ Mastery\ 1}\ (Cost:6):\ Main\ Path:\ Power\ Level\ 1,\ 2\ \&\ 3\\ \underline{0ccult\ Mastery\ 2}\ (Cost:9):\ Main\ Path:\ Power\ Level\ 4\ \&\ 5$

 $\underline{\text{Occult Mastery 3}}$ (Cost:13): Main Path: Powers Level 6 & 7

Raise Rank by one (Cost:2):

Weapons

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

Armor

Leather Jerkin 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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