

Aster Sirkis

Male Urthish Aster of Sanctuary Aeon from Byzantium Secundus Freefolk. Born in 4970 (47 years old)
Height: 175cm / Weight:71kg

Lifepaths

Race Urthish (124), **Race** Urthish Balance (16), **Upbringing** Poor Class (5), **Upbringing** Serfdom (15), **Apprenticeship** Sanctuary Aeon Monastery (25), **Early Career** Monk (48), **Tour of Duty** Chapter Monk (30), **Worldly Benefits** High Promotion (7).

Primary Attributes

| | | | | | | | |
|-----------|---|--------------|---|---------|----|-----------|---|
| Strength | 4 | Constitution | 5 | Body | 5 | Movement | 4 |
| Intellect | 5 | Willpower | 7 | Temper | 10 | Presence | 6 |
| Tech | 3 | Reflexes | 4 | Agility | 3 | Awareness | 5 |

Secondary Attributes

| | | | | | | | |
|------------|----|---------|---|-----------|----|----------|----|
| Recovery | 9 | Stamina | 2 | Endurance | 45 | Stun | 10 |
| Resistance | 13 | Damage | 0 | Tolerance | 17 | Humanity | 85 |
| Passion | 15 | Wyrd | 9 | Speed | 2 | Run | 8 |

Skills

| | | | | | |
|-------------------------------|---|-------------|---|------------|---|
| Academia | 3 | Fight | 2 | Persuasion | 3 |
| Alchemy | 1 | Focus | 6 | Remedy | 4 |
| Athletics | 2 | Inquiry | 1 | Stoic Body | 1 |
| Beastcraft | 1 | Knavery | 1 | Stoic Mind | 3 |
| Dodge | 2 | Linguistics | 2 | Streetwise | 1 |
| Dogma | 2 | > Latín | 2 | Surgery | 4 |
| > Church of the Celestial Sun | 2 | > Urthish | 2 | Teaching | 2 |
| > Stellar Apocryphon | 1 | Melee | 2 | Empathy | 4 |
| Observe | 3 | | | | |

Blessings/Curses

Compassionate (2):

Gullible (-2):

Benefices/Afflictions

Cash (Cost:3): 600

Escaped Serf (Cost:-2):

Obligation (Cost:-1):

Occult Mastery (Cost:3): Atonement Rituals level 1 and 2 (Amalthean list)

Ordained (Cost:3): Novitiate / Apprentice / Novitiate

Rise Rank by Two (Cost:4):

Vow of Celibacy (Cost:-1):

Weapons

Armor

| | | | |
|----------------------|------|------|------------------|
| Chapter Flowing Robe | Soft | SP:6 | (TOXLA)RA(LLXRL) |
|----------------------|------|------|------------------|

Shortcuts

Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (14), Keep focused on a task:WIL + Focus (13), Fencing:REF + Melee (6), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (9), Iron will:WIL + Stoic Mind (10), Apply surgery on wounded:INT + Surgery (9)

Narrative