Maaraf Tongren

Slayer Agent

Female Urthish of Slayers Guild from Byzantium Secundus Freefolk. Born in 4979 (38 years old) Height: 172cm / Weight:64kg

Lifepaths

Ctronath

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).

Dody

Primary Attributes

Constitution

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 Attri	butes	3							
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	e	4
Athletics		3	Inquiry			3	Persua	sion	2
Cryptography		2	Knavery			3	Remedy	1	1
Disguise		2 Linguistio		cs	1		Search		3
Dodge		4 > Urthish			2		Shadowing		3
Driving	riving 1 Local Ex		Local Exp	oert 1		1	Shoot		4
> Landcraft		1	> Avaneir			1	Spycraf	t	3
Fight		2	Lore			1	Streetw	rise	5
Focus		4	> Hidden	Martyrs	;	1	Teachir	ng	2
Forgery		2	Melee			5	Think M	lachine	2

Blessings/Curses

Bold (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 10/20 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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