Donistar Lugh

Commander of the Divine Weapon Outpost in Grail

Male Urthish Master of Brother Battle from De Moley Freefolk. Born in 4950 (67 years old) Height: 150cm / Weight:50kg

Lifepaths

Race Urthish (124), **Upbringing** Brother Battle Rookie (20), **Apprenticeship** Brother Battle Trainee (25), **Early Career** Brother Battle Monk (48), **Tour of Duty** Native Theurge (20), **Tour of Duty** Stigmata Veteran (5013) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

Primary Attributes

,									
Strength	7	Constitution		5	Body		6	Movement	4
Intellect	3	Willpower		5	Temper		7	Presence	4
Tech	3	Reflexes		5	Agility		6	Awareness	4
Secondary Attributes									
Recovery	12	Stamina		2	Endurance		55	Stun	11
Resistance	9	Damage		2	Tolerance		12	Humanity	60
Passion	11	Wyrd		8	Speed		3	Run	8
Skills									
Academia		2 Linguis			ics 2		Remedy		3
Athletics		3	> Imper	ial Battle	Slang	3	Shoot		4
Cybernetics		1	> Urthis	h		1	Stealth		1
Dodge		2	Local E	xpert		2	Stoic Bo	ıdy	4
Dogma		2	> Grail F	Pilgrims		3	Stoic Mi	nd	1
> Church of the		2	> Stigm	ata		2	Surgery		1
Celestial Sun									
> Symbiot Lifew	eb	1	Lore			1	Survival		3
Fight		6	> Symbi	ots		2	Teachin	g	2
Focus		3	Melee			3	Warfare		2
Heavy Weapons		1	Observe	!		2	Leaders	hip	1
Persuasion		2							

Blessings/Curses

Clueless (-2):

Disciplined (2):

Benefices/Afflictions

Basic Mantok (Cost:6):

Cash (Cost:3): 600

Free Benefice (4) (Cost:4): Occult Power LVL 4

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

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

Rise Rank by Two (Cost:4):

Superior Mantok Technique (Cost:4):

Shortcuts

Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (5), Fencing:REF + Melee (8), Notice something:AWA + Observe (6), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (9), Iron will:WIL + Stoic Mind (6), Apply surgery on wounded:INT + Surgery (4)

Narrative

Generated with **Dramatis Personae**

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