Avrel Solustan

A old men

Strangth

Male Urthish of Hesychast Priest from Malignatus Freefolk. Born in 4903 (114 years old)

Intellect

Height: 168cm / Weight:62kg

Primary Attributes

| Strengtn 4 | | Intellect | | | 7 | Tecn | Tecn | | | | |
|--|---------------|---------------------|-------------------------------|------------------------------|------|-----------|------------------------|------------|------|----|--|
| Constitution 4 Body 4 | | Willpower Temper | | | 5 | Refle | Reflexes Agility | | | | |
| | | | | | 10 | Agili | | | | | |
| Movement 4 | | Prese | | nce | 8 | Awar | eness | 5 | | | |
| Secondary Attributes | | | | | | | | | | | |
| | Recovery | 8 | Stam | ina | 1 | Endurance | 40 | Stun | | 8 | |
| | Resistance | 13 | Dama | age | 0 | Tolerance | 15 | Huma | nity | 75 | |
| | Passion 15 | | Wyrd | | 10 | Speed | 2 | Run | | 8 | |
| | Skills | | | | | | | | | | |
| Academia | | 5 | Fight | | 2 | Obsei | Observe | | 3 | | |
| Alchemy Athletics | | 2 | Focus Inquiry | | 8 | Occul | Occult Arts Oratory | | | | |
| | | 3 | | | 1 | Orato | | | | | |
| Beastcraft | | 1 | Linguistics | | 2 | Persu | Persuasion | | | | |
| Dogma | | | 3 | Latin | | 5 | Politi | Politics | | | |
| Church of the | | 3 • Urthish | | 3 | Reme | Remedy | | | | | |
| | Celestial Sun | | | | | | | | | | |
| Sathraism | | 1 | 1 Lore | | 3 | Stoic | Stoic Body | | 1 | | |
| Stellar Apocryphon | | | 1 | Antinomy | | 1 | Stoic | Stoic Mind | | 3 | |
| Empathy | | | 3 | Dervishes | | 1 | Surge | Surgery | | 1 | |
| Etiquette | | 1 | Eskatonic | | 1 | Teach | Teaching | | | | |

Blessings/Curses

Curious (2), Subtle (-2).

Benefices/Afflictions

Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3), Occult Mastery 2 (Cost:9 Main Path: Power Level 4 & 5), Occult Mastery 3 (Cost:13 Main Path: Powers Level 6 & 7), Ordained (Cost:3 Novitiate / Apprentice / Novitiate).

Worldshapers

Talents

Shortcuts

Discern emotions:AWA + Empathy (13), Keep focused on a task:WIL + Focus (13), Deduce from data:INT + Inquiry (8), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (12), Stabilize wounds:INT + Remedy (8), Iron will:WIL + Stoic Mind (8), Apply surgery on wounded:INT + Surgery (8)

Lifepaths

Race Urthish (124), Upbringing Country (15), Upbringing Wealthy Class (5), Apprenticeship Eskatonic Order Monastery (25), Early Career Monk (48), Tour of Duty Native Theurge (20), Tour of Duty Noble Confessor (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Race Balance Urthish Balance (16).

Narrative

A true Ermit

Generated with **Dramatis Personae**

Feb. 21, 2021, 3:12 p.m.