Maaraf Tongren

Slayer Agent

Female Urthish of Slayers from Byzantium Secundus Freefolk. Born in 4979 (38 years old) Height: $172 \, \text{cm}$ / Weight: $67 \, \text{kg}$

Lifepaths

Race Urthish (124), 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), Race Balance Urthish Balance (16), Worldly Benefits Friends (7).

Primary Attributes

| Strength | 5 | Constitution | | 5 | Body | 4 | Movement | 4 |
|---------------|----------|------------------------|--------------------|----|-----------|--------|----------------------|----|
| Intellect | 5 | Willpower Reflexes | | 5 | Temper | 5 | Presence | 3 |
| Tech | 4 | | | 7 | Agility | 7 | Awareness | 7 |
| Secondary Att | tributes | 3 | | | | | | |
| Recovery | 10 | Stamina Damage | | 1 | Endurance | 45 | Stun | 9 |
| Resistance | 8 | | | 1 | Tolerance | 10 | Humanity | 50 |
| Passion | 12 | Wyrd | | 12 | Speed | 4 | Run | 8 |
| Skills | | | | | | | | |
| Academia | | 2 Impress | | S | 1 | Observ | Observe | |
| Athletics | | 3 Inquiry 2 Knavery | | | 3 | Persua | Persuasion Remedy | |
| Cryptography | | | | у | 3 | Remed | | |
| Disguise | | 2 Linguistics | | 1 | Searcl | Search | | |
| Dodge | | 4 > Urthish | | sh | 2 | Shado | Shadowing | |
| Driving | | 1 | 1 Local Expert | | 1 | Shoot | Shoot | |
| > Landcraft | | 1 | > Avaneir | | 1 | Spycra | Spycraft | |
| Fight | | 2 | Lore | | 1 | Street | Streetwise | |
| Focus | | 4 | 4 > Hidden Martyrs | | 1 | Teach | Teaching | |
| Forgery | | 2 | Melee | | 5 | Think | Machine | 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

 $\underline{\textit{Passage Contract}}\, (\textit{Cost:2}) \!\!: \mathsf{Tramp}\, \mathsf{Freighter}$

Armor Polymer Knit

<u>Polymer Knit</u> Medium SP:6 (TO)(LA)(RA)

Energy Shield

Standard 10/15 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

Generated with **Dramatis Personae**