Alia Croft (Marie)

Wandering Priestess

Female Urthish Illuminata of Eskatonic Order from Rampart / Avaneir Freefolk. Born in 4987 (30 years old)

Height: 167cm / Weight: 64kg

Lifepaths

Race Urthish (124), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Eskatonic Order Monastery (25), Early Career Missionary (48), Tour of Duty Native Theurge (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Race Balance Urthish Balance (16), Worldly Benefits High Promotion (7).

Primary Attributes

Strength	3	Constitution		4	Body		4	Movement	3
Intellect	7	Willpower		6	Temper		8	Presence	7
Tech	3	Reflexes		3	Agility		3	Awareness	8
Secondary Attr	ribute	s							
Recovery	7	Stamina		1	Endurance		40	Stun	8
Resistance	13	Damage		0	Tolerance		14	Humanity	70
Passion	16	Wyrd		10	Speed	2		Run	6
Skills									
Academia		3	3 Linguistics			2	Redemption		1
Alchemy		2 > Latin				2	> Forbidden Lore		1
Athletics		2	> Urthisl	1	2		Remedy		1
Beastcraft		1 Local Expert				1	Riding		1
Dogma		1	> Avanei	r		1	Search		5
> Church of the Celestial Sun		3	Lore		1		Seduction		3
Empathy		1	1 > Pre Regency Artefacts			1	Stoic Mind		3
Fight		2	2 Observe			4	Streetwise		3
Focus		5	Occult Arts			6	Surgery		1
Inquiry		2	Oratory			2	Teaching		2
Knavery		1	Persuas	ion		2			

Blessings/Curses

Curious (2):

Subtle (-2):

Benefices/Afflictions

Cash (Cost:3): 600

 $\underline{\text{Occult Mastery 1}}$ (Cost:6): Main Path: Power Level 1, 2 & 3

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

Rise Rank by Two (Cost:4):

Weapons

 $\mathsf{Dirk} \, . \, \mathsf{MELEE} \, . \, \mathsf{WA:} 0 \, . \, \mathsf{J} \, . \, \mathsf{E} \, . \, \mathsf{DC:} \mathsf{2D6+1} \, . \, \mathsf{STR:} 2 \, . \, \mathsf{RNG:} 0 \, . \, \mathsf{ST} \, . \, \mathsf{\pounds4}$

Scravers Light Revolver . P . WA:O . J . C . DC:1d6+2 . Cal:.32 . R0F:3 . Clip:6 . RNG:50 . ST . £110

Armor

<u>Leather Jerkin</u> Soft SP:4 (TO)(LA)(RA)

Shortcuts

Discern emotions:AWA + Empathy (9), Keep focused on a task:WIL + Focus (11), Notice something:AWA + Observe (12), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (10), Iron will:WIL + Stoic Mind (9), Apply surgery on wounded:INT + Surgery (8)

Narrative

Occult powers: Celestial Alignment (LVL 1), Divine Revelation (LVL 2), Rending the Veil of Unreason (LVL 3)

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