# Sister Croft (Marie)

Wandering Priestess

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

Height: 168cm / Weight:67kg

### Lifepaths

Race Urthish (124), Race Urthish Balance (16), 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), 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 A	ttribute	s							
Recovery	7	Stamina		1	Endurance		35	Stun	8
Resistance	13	Damage		0	Tolerance		14	Humanity	70
Passion	16	Wyrd		10	Speed		2	Run	6
Skills									
Academia		3	Linguist	ics	2		Redemption		1
Alchemy		2 > Latin			2		> Forbidden Lore		1
Athletics		2	> Urthis	h		2	Remed	у	1
Beastcraft	1 Local Ex			cpert	t 1		Riding		1
Dogma		1	> Avane	ir		1	Search		5
> Church of the	> Church of the 3 Lore 1 Seduction							ion	3
Celestial Sun		3 Lore		ı		Seauction		J	
Empathy		1 > Pre Regeno			Artefacts	1 Stoic Mind		lind	3
Fight		2	Observe			4	Streetv	vise	3
Focus		5	Occult A	rts		6	Surger	у	1
Inquiry		2	Oratory			2	Teachi	ng	2
Knavery		1	Persuas	inn		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

#### ∆rm∩r

<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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