### **Marzis Dabrez**

Young intern of the Cartel

Male Urthish Teutonic Associate of Scravers (Van Dyke Cartel) from Vera Cruz Freefolk. Born in 4999 (18 years old)

Height: 182cm / Weight:75kg

#### Lifepaths

Race Urthish (124), Race Urthish Balance (16), Upbringing Average Class (5), Upbringing Town (15), Apprenticeship Guildhall Scraver (25), Early Career Mercenary Soldier (48), Worldly Benefits Friends (7)

#### **Primary Attributes**

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6	Constitution		4	Body	5	Movement	4
4	Willpower		6	Temper	4	Presence	6
4	Reflexes		6	Agility	4	Awareness	6
ibute	S						
10	Stamina		2	Endurance	55	Stun	9
12	Damage		1	Tolerance	10	Humanity	50
10	Wyrd		10	Speed	3	Run	8
	2 Inquiry			2	Remedy		1
	4	Knavery		1	Seduct	ion	2
	2 Linguistic		CS	2	Shadowing		1
	1 > Scravers		rs' Cant	2	Shoot		4
	3 > Urthish			1	Skycraft Piloting		3
	1	Melee		2	Sneak		1
	4	Observe		2	Streetv	vise	1
	2	Persuasi	on	2	Surviva	nl .	1
	1	Redempt	ion	1	Teachi	ng	2
	2	> Mech		1			
	4 4 <b>ibute</b> 10 12	4 Willpor 4 Reflex ibutes 10 Stamir 12 Damac 10 Wyrd  2 4 2 1 3 1 4 2 1	4 Willpower 4 Reflexes ibutes 10 Stamina 12 Damage 10 Wyrd  2 Inquiry 4 Knavery 2 Linguisti 1 > Scraver 3 > Urthish 1 Melee 4 Observe 2 Persuasii 1 Redempt	4 Willpower 6 4 Reflexes 6 ibutes  10 Stamina 2 12 Damage 1 10 Wyrd 10  2 Inquiry 4 Knavery 2 Linguistics 1 > Scravers' Cant 3 > Urthish 1 Melee 4 Observe 2 Persuasion 1 Redemption	4         Willpower         6         Temper           4         Reflexes         6         Agility           ibutes         3         Endurance           10         Stamina         2         Endurance           12         Damage         1         Tolerance           10         Wyrd         10         Speed           2         Inquiry         2           4         Knavery         1           2         Linguistics         2           1         > Scravers' Cant         2           3         > Urthish         1           1         Melee         2           4         Observe         2           2         Persuasion         2           1         Redemption         1	4         Willpower         6         Temper         4           4         Reflexes         6         Agility         4           ibutes         10         Stamina         2         Endurance         55           12         Damage         1         Tolerance         10           10         Wyrd         10         Speed         3           2         Inquiry         2         Remed           4         Knavery         1         Seduct           2         Linguistics         2         Shadow           1         > Scravers' Cant         2         Shoot           3         > Urthish         1         Skycra           1         Melee         2         Sneak           4         Observe         2         Streetw           2         Persuasion         2         Surviva           1         Redemption         1         Teaching	4 Willpower 6 Temper 4 Presence 4 Reflexes 6 Agility 4 Awareness  ibutes  10 Stamina 2 Endurance 55 Stun 12 Damage 1 Tolerance 10 Humanity 10 Wyrd 10 Speed 3 Run  2 Inquiry 2 Remedy 4 Knavery 1 Seduction 2 Linguistics 2 Shadowing 1 > Scravers' Cant 2 Shoot 3 > Urthish 1 Skycraft Piloting 1 Melee 2 Sneak 4 Observe 2 Streetwise 2 Persuasion 2 Survival 1 Redemption 1 Teaching

#### Blessings/Curses

Lucky at cards (2):

Possessive (-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

Passage Contract (Cost:2): Tramp Freighter

## Weapons

Dirk . MELEE . WA:O . J . E . DC:2D6+1 . STR:2 . RNG:O . ST . £4

 $\label{lem:mitchau} \textit{"Penumbra" Shotgun . RIF . WA:-1 . L . P . DC:5d6 . Cal: . ROF:1 . Clip:6 . RNG:15 . ST . £250 . RNG:15 . RNG:15 . ST . £250 . RNG:15 . RNG:15 . ST . £250 . RNG:15 . RNG:15 . RNG:15 . ST . £250 . RNG:15 . RN$ 

# Armor

<u>Leather Armor</u> Soft SP:4 (TO)(LA)(RA)(LL)(RL)

#### Shortcuts

Avoid being hit:AGI + Dodge (6), Keep focused on a task:WIL + Focus (8), Fencing:REF + Melee (8), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (5), Charm others:PRE + Seduction (8), Fire a ranged weapon:REF + Shoot (10)

## Narrative

Marzis is the personal assistant of Boss Floy Carnau.

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