Maaraf Tongren

Slayer Agent

Female Urthish of Slayers Guild from Byzantium Secundus Freefolk. Born in 4979 (38 years old) Height: 172cm / Weight:67kg

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		5	Temper	5	Presence	3
Tech	4	Reflexes		7	Agility	7	Awareness	7
Secondary Attributes								
Recovery	10	Stamina		1	Endurance	45	Stun	9
Resistance	8	Damage		1	Tolerance	10	Humanity	50
Passion	12	Wyrd		12	Speed	4	Run	8
Skills								
Academia		2	Impress		1	Observ	е	4
Athletics		3	Inquiry		3	Persua	sion	2
Cryptography		2	Knavery		3	Remed	у	1
Disguise		2 Linguisti		ics	1	Search		3
Dodge		4	> Urthish	1	2	Shadov	ving	3
Driving		1	Local Ex	pert	1	Shoot		4
> Landcraft		1	> Avaneii	r	1	Spycra	ft	3
Fight		2	Lore		1	Streetv	vise	5
Focus		4	> Hidden	Martyrs	s 1	Teachi	ng	2
Forgery		2	Melee		5	Think N	1achine	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

Passage Contract (Cost:2): Tramp Freighter

Weapons

 $A vaneir \, "Guardian \, Angel" \, Light \, Revolver \, . \, P \, . \, WA:0 \, . \, P \, . \, C \, . \, DC:1D6+2 \, . \, Cal:0.32 \, . \, ROF:3 \, . \, Clip:6 \, . \, RNG:50 \, . \, Clip:6 \, . \,$ ST.£90

 $\label{lem:mitchau} \textbf{Mitchau} \ \textbf{"Conquest"} \ \textbf{Assault} \ \textbf{Rifle} \ . \ \textbf{RIF} \ . \ \textbf{WA:1.N.P.DC:6D6+2.Cal:7.62mm} \ . \ \textbf{ROF:20.Clip:41.RNG:400} \ .$.VR.£600

Armor

Polymer Knit Medium SP:6 (TO)(LA)(RA)

Energy Shield

10/15 Hits:10 usage:(Soft - -) Standard

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