Alia 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 Attributes									
Recovery	7	Stamina		1	Endurance		40	Stun	8
Resistance	13	Damage		0	Tolerance 14		14	Humanity	70
Passion	16	Wyrd		10	Speed		2	Run	6
Skills									
Academia		3 Linguistic		cs		2	Redemption		1
Alchemy		2	> Latin			2	> Forbio	den Lore	1
Athletics		2	> Urthish			2	Remedy	1	1
Beastcraft		1	Local Exp	ert		1	Riding		1
Dogma		1	> Avaneir			1	Search		5
> Church of the		3 Lore				1	Seducti	Seduction	
Celestial Sun		·	2010		•				3
Empathy		1	> Pre Regency Artefact			1	Stoic Mind		3
Fight		2	Observe			4	Streetwise		3
Focus		5	Occult Art	:S		6	Surgery	1	1
Inquiry		2	Oratory			2	Teachir	ng	2
Knavery		1	Persuasio	n		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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