

## Donistar Lugh

Commander of the Divine Weapon Outpost in Grail

Male Urthish Master of Brother Battle from De Moley Freefolk. Born in 4950 (67 years old)

Height: 150cm / Weight:50kg

### Lifepaths

**Race** Urthish (124), **Upbringing** Brother Battle Rookie (20), **Apprenticeship** Brother Battle Trainee (25), **Early Career** Brother Battle Monk (48), **Tour of Duty** Native Theurge (20), **Tour of Duty** Stigmata Veteran (5013)(20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

### Primary Attributes

|           |   |              |   |         |   |           |   |
|-----------|---|--------------|---|---------|---|-----------|---|
| Strength  | 7 | Constitution | 5 | Body    | 6 | Movement  | 4 |
| Intellect | 3 | Willpower    | 5 | Temper  | 7 | Presence  | 4 |
| Tech      | 3 | Reflexes     | 5 | Agility | 6 | Awareness | 4 |

### Secondary Attributes

|            |    |         |   |           |    |          |    |
|------------|----|---------|---|-----------|----|----------|----|
| Recovery   | 12 | Stamina | 2 | Endurance | 55 | Stun     | 11 |
| Resistance | 9  | Damage  | 2 | Tolerance | 12 | Humanity | 60 |
| Passion    | 11 | Wyrd    | 8 | Speed     | 3  | Run      | 8  |

### Skills

|                                      |   |                                |   |            |   |
|--------------------------------------|---|--------------------------------|---|------------|---|
| Academia                             | 2 | <b>Linguistics</b>             | 2 | Remedy     | 3 |
| Athletics                            | 3 | > <i>Imperial Battle Slang</i> | 3 | Shoot      | 4 |
| Cybernetics                          | 1 | > <i>Urthish</i>               | 1 | Stealth    | 1 |
| Dodge                                | 2 | <b>Local Expert</b>            | 2 | Stoic Body | 4 |
| <b>Dogma</b>                         | 2 | > <i>Grail Pilgrims</i>        | 3 | Stoic Mind | 1 |
| > <i>Church of the Celestial Sun</i> | 2 | > <i>Stigmata</i>              | 2 | Surgery    | 1 |
| > <i>Symbiot Lifeweb</i>             | 1 | <b>Lore</b>                    | 1 | Survival   | 3 |
| Fight                                | 6 | > <i>Symbiots</i>              | 2 | Teaching   | 2 |
| Focus                                | 3 | Melee                          | 3 | Warfare    | 2 |
| Heavy Weapons                        | 1 | Observe                        | 2 | Leadership | 1 |
| Persuasion                           | 2 |                                |   |            |   |

### Blessings/Curses

Clueless (-2):

Disciplined (2):

### Benefices/Afflictions

Basic Mantok (Cost:6):

Cash (Cost:3): 600

Free Benefice (4) (Cost:4): Occult Power LVL 4

Occult Mastery 1 (Cost:6): Main Path: Power Level 1, 2 & 3

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

Rise Rank by Two (Cost:4):

Superior Mantok Technique (Cost:4):

### Shortcuts

Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (5), Fencing:REF + Melee (8), Notice something:AWA + Observe (6), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (9), Iron will:WIL + Stoic Mind (6), Apply surgery on wounded:INT + Surgery (4)

### Narrative

Generated with *Dramatis Personae*