

## Telia Asharid

Female Urthish Enquist of from none Freefolk. Born in 4997 (25 years old)

Height: 181cm / Weight: 65kg

### Primary Attributes

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

### Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	8	Damage	1	Tolerance	10	Humanity	50
Passion	12	Wyrd	8	Speed	3	Run	12

### Skills

Academia	2	Gambling	3	<b>Redemption</b>	1
Acrobatics	1	Impress	1	■ <i>Tinkering</i>	1
Athletics	4	Inquiry	1	Security	2
Beastcraft	1	Knavery	3	Shoot	4
Bureaucracy	2	<b>Linguistics</b>	2	Sneak	1
Dodge	3	■ <i>Scravers' Cant</i>	2	Stealth	5
Fight	2	■ <i>Urthish</i>	2	Streetwise	5
Focus	2	Observe	3	Teaching	2
Forgery	2	Persuasion	2		

### Blessings/Curses

Lucky at cards (2) , Possessive (-2) .

### Benefices/Afflictions

Ally (Cost:1) , Cash (Cost:1 100) , Cash (Cost:3 600) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Contact (Cost:1) , Gossip Network (Cost:2 You have a network of informants planetwide. ) , Light Cyber Package (Cost:10 This is the benefice for getting a 10 pts cyberdevice attached to the characters body. ) , Passage Contract (Cost:2 Tramp Freighter) , Rise Rank By 2 (Cost:4) .

### Talents

### Weapons

1 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4

### Armor

Leather Jerkin                      Soft                      SP:4                      (TO)(LA)(RA)

### Shortcuts

Notice something (AWA + Observe = 10), Swimming (BOD + Athletics = 9), Fire a ranged weapon (REF + Shoot = 9), Avoid being hit (AGI + Dodge = 8), Roll to cover (MOV + Acrobatics = 7), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Convince someone with bullshit (PRE + Knavery = 6), Fill shipment border transit documents (INT + Bureaucracy = 5), Convince someone with arguments (PRE + Persuasion = 5), Deduce from data (INT + Inquiry = 4)

### Lifepaths

**Race** Urthish (140), **Upbringing** Country (15), **Upbringing** Poor Class (5), **Apprenticeship** Street Scravers (25), **Early Career** Thief (48), **Tour of Duty** Cybernetics Touched (10), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Tour of Duty** Standard Tour (single round) (10), **Worldly Benefits** Friends (7), **Worldly Benefits** High Promotion (7).

### Narrative

Generated with **Dramatis Personae**

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