# Arik-al-tassoar Thugs

Leading Scraver Gang in Samarkand

Male Urthish Kaanic Associate of from Istakhr / Samarkand Freefolk. Born in 5002 (20 years old)

Height: 150cm / Weight:50kg

## **Primary Attributes**

Strength	4	Intellect	5	Tech	3
Constitution	4	Willpower	3	Reflexes	3
Body	3	Temper	4	Agility	5
Movement	5	Presence	3	Awareness	8

Secondary Attributes												
Recovery	8	Stamina		1	Endurance		35	Stun	7			
Resistance	6	Damage		0	Tolerance		7	Humanity	35			
Passion	12	Wyrd		8	Speed		2	Run	10			
Skills												
Academia		2	Gambling			1	<ul> <li>Istakhr System</li> </ul>		2			
Alchemy		2	Impre	ess.		2	<ul> <li>Poisons &amp; Drugs</li> </ul>		2			
Athletics		2	Inqui	·y		2	Observe		3			
Bribery		1	Knavery			3	Persua	2				
Bureaucracy		1	Linguistics			2	Shoot		2			
Dodge		1	■ Scravers' Cant		ıt	2	Stealth		1			
Fight		3	■ Urth	ish		2	Street	wise	5			
Focus		2	Lore			2	Teachi	ing	2			

## **Blessings/Curses**

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

## **Talents**

#### Weapons

1 Ceramique 136 . P . WA:1 . J . C . DC:1D6+3 . Cal: . ROF:2 . Clip:10 . RNG:50 . VR .

2 Dirk . MELEE . WA:o . 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 = 11), Deduce from data (INT + Inquiry = 7), Fill shipment border transit documents (INT + Bureaucracy = 6), Fight/Martial Arts (REF + Fight = 6), Convince someone with bullshit (PRE + Knavery = 6), Avoid being hit (AGI + Dodge = 6), Swimming (BOD + Athletics = 5), Keep focused on a task (WIL + Focus = 5), Fire a ranged weapon (REF + Shoot = 5), Convince someone with arguments (PRE + Persuasion = 5)

## Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Street Scravers (25), Nameless Kit Cartel Kit (10).

#### **Narrative**

#### Generated with **Dramatis Personae**

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