DE AUTOMATUM LEGIS

Introduction

This epic is supposed to be a short one, built around five large dramas. It's about serving an innovative Master Engineer, helping him in his daily problems, etc...

At first, the players are hired by the engineer, and the only reason they have to do the job is that they are payed five time the standard amount. Of course, the man has recruited specialists in their domains, and sizing the talent of a person is something he is really good at.

During one of the early missions, they will get involved with major schemes at the scale of the Empire, with the **Benefactus**, the **Assydian** and **Madoc Preserve**.

Prerolled

To be sure the guys are provided the good people to be hired, multiple avatars are pre-rolled to fit different roles. Either players can switch between characters in a fixed set from a session to one other with, or keep the dormant avatars in a big pool where everybody is welcome to tap if he doesn't want to play its main character, this is not an issue. Just a decision to be made with the agreement of the players.

In any case, it might be important that the main cast of characters might be present in the epic at least as NPCs, as they may be linked to the main intrigue.

Players
- **Marcus Zemeckis**, nephew of Master Zemeckis
- **Shamij Al Jabra**, specialities provider
- **Marx Whenger**, security et recovery ops
- **Lorem Zenski**, manifest light envoy

Guest NPC
- **Neve Sledad**

PC Storage
Even if there are no guest NPC joining the campaign, every month a new character will be recruited to become a guest NPC.
- **Arsen Floxman**
- **Ashur Templa**
- **Augustus Zeneter**
- **Caius Branna**
- **Dina Ashamid**
- **Ernst Szinkevicz**
- **Farad Dragonscale**
- **Horace Lamibi**
- **Jeb Solustran**
- **Luther Van Crow**
- **Meihan Li Halan**
- **Quaid oj Sallak**
- **Quintus Hoffman**
- **Siliestro Venga**
- **Zatromos Radul Al-Malik**

I – THE SERPENT OF SYRACUSE

Master Balthazar Theodore Zemeckis

The whole epic is built around one character, Master **Balthazar Zemeckis** of the POE. He is a highly qualified engineer whose speciality is clockworking, the art of building automats.

One could easily assume that such a carrier domain might be totally inapropriate in the empire for many reasons, but, like his master *Olem Ratugas* before him, he worked his path through power groups and the Church to ensure that none might easily harm his business.

In 4982 AD, Radugas founded the High College of the Clockwork, based at first on Istakhr. At first, it was an undercover activity, the goal of the clockmaker being to reproduce golem having the shape of humans, but bearing no real sentiance. What Ratugas achieved at this time with his apprentice was to make dolls having at best the temper of a domesticated dog. This was the first generation. They needed to be tamed, or educated, as they have no natural feral state, to be able to do simple tasks, like carrying water in the desert. The first batch of automats that made the Brotherhood famous in the Empire was a special unit, the white faces, used on Stigmata, deployed with equipment and weapons and going through enemy lines without being detected, passing for dead if they attracted the attention of the symbiots. This was a great success and the emperor saw a great interest in a technology that would allow to resist the symbiots. The Church did not officially sanctioned the brotherhood, but an Act from the Patriarch, *Lex Automata* was dispatched in the high instances of the Church when the white faces helped the rescue of the first Manifest Light platoon.

Clockworking Inner Council

- **Balthazar Zemeckis**, Samarkand, Istakhr, Al-Malik fiefs.
- **Mae Lin Breguet**, Avaneir, Rampart, Li Halan fiefs.
- **Ivan Ipsevicz**, Lyonesse, Delphi, Hawkwood fiefs
- **Harvenor Russel**, Corinth, Tethys, Imperial fiefs
- **Kiera Zeneter**, Deleb, Pentateuch, Church fiefs

Relatives

- **Ionia Zemeckis**, daughter
- **Ellen Zemeckis**, wife

Servants

- **Massic Antillies**, butler
- **Zolondra Kreshia**, personal physician

1.1 MASTER CLOCKMAKER

The man

To these days, the clockwork is supposed to be closely watched by the Church, but as its usage is highly restricted by financial matters and the specifications clearly written and shared to whoever needs them, the business is flourishing.

Zemeckis is the heir of the High College of the Clockwork.

The numbers of Clockmakers is really scarce, around 300 members at best in the empire, and 150 of them are only maintaining existing automats.

100 more are barely reproducing existing automats from Radugas initial works, replacing the ones that cannot be repaired.

25 of the last 50 members have only achieved, once or twice, to create a generation II automat.

The last 25 are the true clockmakers, dispatched in the whole empire. Only five of them, Zemeckis included, are able to compare their work to the work of Radugas, expending even the innovation to create generation III and IV prototypes.

Friends

- Cardinal **Aldron Moxlaw**
- Master **Edwig Peyrigmann**

1.1.1 Shadows from the past

Ratugas Legacy

There are some things that are better left unsaid, and only a few people know them. One of the most important is the origin of the Clockworking. Only the inner Council is aware about that.

1.1.2 The Desert

The Afid desert close to Syracuse is a place of mystery. Among the Sihid tribes of this hostile area, there is a legend that says the Afid talks to some of the wisest men. One of those is named **Abru Al-Shadiraz** and has a very famous suq in the Bazaar.

With one sparkle or through barter (the sihid do not accept outworld currency has he says it corrupts the reading).

1.2 SAMARKAND AND THE BAZAAR

Samarkand, as a planetary capital, is a huge city.

Garwin Lyondras

1.2.1 Syracuse & around

1.2.2 Daily Duties

1.2.2 Supports

Benefices

Those are the roles connected to the benefices of the players characters.

Marcus

Zemeckis newphew was once in the merchant navy when he was a student. It is at that time that he served under command of captain **Wilson Nolland**. (Ally 2)

Shamij

- **Kleria Van Dyke** (Ally 1)
- Other Van dyke scravers, like **Telia Asharid** (Contact 1)

Lorem
Vedel Klugzman and his daughter **Laura Klugzman**

1.2.3 Guilders Afterworks
Night Activities
Here is the place to keep in touch with keys representative of the guild in Istakhr, especially younger ones.

The Holo Dance Up Contest
One of the activities en vogue in the guilder circles of Samarkand is this mirroring dance contests. You go on a sensor platform that is taking a live holosequence, back to bakc with another contestant on another platform. Superprinted indications show the move you have to do, and both contestants must synchronize.
The roll to handle this is a contested ~AWA+Performance (Dancing)~ between the participants. Current champion of the discipline is Crafter **Alicia Bregen**, who will enjoy wearing her **cloaking suit**(*) when contesting against a man (+4 to her).

(*) **This special suit is invisible to the sensors. It is setup to remove just the suit, not the wearer of the suit (one can easily guess this might be the first purpose of such a vestment).**

Stone to Flesh shots
A specialty of the house, this special cocktail, also called §Medusa's Gaze **is based on lemon and a special desert snake venom, the** White Arshic§. Not lethal once distilled like this, it has the property to freeze the muscular and nervous system of the drinker for one second ~CON+Athletics/DV 15~, with a fresh burst sensation.

The **White Arshic Extract**, when not used with lemon has the same effects for a duration from one to ten minutes, then putting the subject to sleep for as many hours. It can be lethal on a botched resistance roll (negative score). This extract can be acquired at **Apothecary Ramladan Suq** in the Bazaar for 3 dinars for 1 liter bottle (10 doses poison or 100 cocktails)

Regulars
- **Demetra Darof**, the best volt enginer of the city
- **Jeirak Crastel**, leader of the south quadrant mutasih
- **Ellion Makka**, sihid performer

Security Manager

Ex-Lieutenant **Charlie Groff** (musters) is in charge for the security here. A kind man, he will not hesistate to handle problems with a strong arm. He is strongly backed up by the Mutasih that often come to Darof for maintenance of their appliances.
Their commander Crastel can be found here on saturday nights having drink and diner as well.

1.3 FUTURE MISSIONS
Ideas for adventures
This act is a summary of potential adventures that could be made in the context.

Never mess with Stigmata vets
A special client, a Brother Battle veteran looking for cyber improvements comes to pay a visit to the right person, his old freidn Zemeckis. He helps when desert Sihid marauders comes around Syracuse and try to raid the town and start to siege the Haçienda.

The Missing Cog
Clockworker **Djihab Carcero** has sent a message to Master Zemeckis: There's might be a rogue automat on the system Malignatus. He has witnessed the machine violent behaviors and was hurt in his attempt to fix it. He managed to isolate the automat in a drainning room of the city sewers and is looking for solution with all other guildmembers he was able to gather around, but as the rain season is approaching, he asked for expertize to handle the problem before the Decados find out who, or more exactly what has caused ten murders in the city.

Russel Legacy
As Harvenor Russel is getting holder, he has seriously considered leaving his position. In 5021 AD he already left the chair of Intendant of the Lodge to Zemeckis, but he feels that he might better fit in the background. Leaving his position of one of the Grand Masters could be done to one of his two apprentices, or he might ask the Inner Council to handle that themselves. Such a position is a really interesting one to many...

Clockmaker Apprentice
Zemeckis wants to formalize things by choosing an official apprentice. He decides to create an event for that, a small tournament for which he will call the inner council and a few key customers that will decide the best creation.

Thieves
New player in town
Inquisitors visit
Happy Birthday Ionia
Delivery on hostile environement
A simple first mission: deliver three automats in Stigmata.

Ellen and the Golden Apple
Secret Sands
Where we discover interesting things about one of the main ingredient in automat construction.

Dramatis Personae

ABRU AL-SHADIRAZ
Sihid tribe elder
Male Kaanic of Hesychast Priest from Istakhr Freefolk.
Born in 4909 (113 years old) Height: 171cm / Weight:62kg
STR:3 CON:4 BOD:3 MOV:4
INT:3 WIL:8 TEM:9 PRE:4
TEC:3 REF:3 AGI:3 AWA:7
REC:7 STA:1 END:35 STU:7 RES:12 DMG:0
TOL:17 HUM:85 PAS:16 WYR:6 SPD:2 RUN:8
Skills: Academia[2], Athletics[2], Beastcraft[4], Fight[2], Focus[6], Linguistics[2], Lore[1], Navigation[1], Observe[3], Occult Arts[2], Persuasion[2], Riding[4], Shadowing[1], Stoic Mind[5], Survival[1], Teaching[3], Linguistics (Saudi)[4], Linguistics (Urthish)[2], Lore (Istakhr System)[2].
Occult powers:
Type: Psi, **Path:** FarHand, Omen, **Level/Darkside:** 9 / 0
Stigma: Dry atmosphere
Rituals: Far Arms (5) [PRE+Focus=10], Lifting Hand (1) [PRE+Focus=10], Throwing Hand (2) [WIL+Focus=14], Crushing Hand (3) [PRE+Fight=6], Shadows Gone By (6) [WIL+Observe=11], Shadows To Come (7) [WIL+Observe=11], Voice from the Past (8) [INT+Focus=9], Oracle (9) [WIL+Focus=14], Dueling Hand (4) [PRE+Melee=2].
Shortcuts: Keep focused on a task (WIL + Focus = 14), Iron will (WIL + Stoic Mind = 13), Notice something (AWA + Observe = 10), Convince someone with arguments (PRE + Persuasion = 6), Swimming (BOD + Athletics = 5), Fight/Martial Arts (REF + Fight = 5)
[000469 / abru_alshadiraz]

ALDRON MOXLAW
Cardinal of the Temple Avesti
Male Sebacean of Temple Avesti from Leagueheim Freefolk.
Born in 4961 (61 years old) Height: 150cm / Weight:50kg
STR:5 CON:5 BOD:3 MOV:4
INT:4 WIL:5 TEM:8 PRE:6
TEC:3 REF:4 AGI:3 AWA:9
REC:10 STA:1 END:40 STU:8 RES:11 DMG:1
TOL:13 HUM:65 PAS:17 WYR:8 SPD:2 RUN:8
Skills: Academia[3], Athletics[4], Dogma[3], Empathy[4], Etiquette[1], Fight[2], Focus[3], Impress[4], Inquiry[4], Interrogation[2], Linguistics[2], Lore[5], Observe[5], Occult Arts[1], Oratory[2], Persuasion[4], Politics[1], Remedy[1], Search[2], Seduction[2], Shadowing[1], Shoot[4], Stealth[1], Stoic Body[1], Streetwise[1], Teaching[2], Dogma (Church of the Celestial Sun)[3], Dogma (Omega Gospels)[1], Dogma (Sathraism)[1], Linguistics (Latin)[2], Linguistics (Urthish)[2], Lore (Engineers Guild)[1], Lore (Heresy)[2], Lore (House al-Malik)[2], Lore (Penitents)[2], Lore (Synecullum)[1].
Occult powers:
Type: Theurgy, **Path:** Avestites Rituals, Church Rituals, **Level/Darkside:** 5 / 0
Stigma: Flamming touch
Rituals: Knowing the False Heart (1) [AWA+Empathy=13], Scent of Evil (2) [AWA+Empathy=13], Sting of Conscience (3) [PRE+Impress=10], Torchbearing (4) [WIL+Focus=8], Fault of the Soulless (5) [WIL+Impress=9], The Prophet's Holy Blessing (1) [TEM+=6], The Devotional Liturgy (2) [TEM+=6], The Laying On of Hands (3) [TEM+=6].
Shortcuts: Notice something (AWA + Observe = 14), Discern emotions (AWA + Empathy = 12), Search a place (AWA + Search = 11), Convince someone with arguments (PRE + Persuasion = 10), Keep focused on a task (WIL + Focus = 8), Fire a ranged weapon (REF + Shoot = 8), Deduce from data (INT + Inquiry = 8), Charm others (PRE + Seduction = 8), Swimming (BOD + Athletics = 7), Fight/Martial Arts (REF + Fight = 6), Stabilize wounds (INT + Remedy = 5)
[000467 / aldron_moxlaw]

ALICIA BREGEN
Medusa Regular
Female Kaanic of Engineers from Criticorum Freefolk.
Born in 4990 (32 years old) Height: 170cm / Weight:53kg
STR:3 CON:3 BOD:4 MOV:4
INT:8 WIL:4 TEM:4 PRE:8
TEC:8 REF:4 AGI:3 AWA:7
REC:6 STA:1 END:35 STU:7 RES:12 DMG:0
TOL:8 HUM:40 PAS:11 WYR:12 SPD:2 RUN:8
Skills: Academia[3], Acrobatics[1], Arts[2], Athletics[2], Cryptography[1], Disguise[1], Fight[2], Focus[3], Inquiry[3], Linguistics[2], Observe[3], Performance[1], Persuasion[2], Redemption[3], Science[4], Seduction[1], Streetwise[1], Teaching[3], Think Machine[2], Arts (Couture)[3], Arts (Holovid)[2], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Performance (Dancing)[5], Redemption (Forbidden Lore)[3], Redemption (Mech)[3], Redemption (Volt)[3], Science (Engineering)[4], Science (Physics)[2], Science (Quantum Physics)[5], Science (Sensors)[7].
Shortcuts: Maintain celestial ship propelers thrust (TEC + Science (Engineering) = 12), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 11), Deduce from data (INT + Inquiry = 11), Notice something (AWA + Observe = 10), Convince someone with arguments (PRE + Persuasion = 10), Charm others (PRE + Seduction = 9), Keep focused on a task (WIL + Focus = 7), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 6), Roll to cover (MOV + Acrobatics = 5)
[000473 / alicia_bregen]

BALTHAZAR ZEMECKIS
Male Kaanic Master of Engineers from Istakhr Freefolk.
Born in 4954 (67 years old) Height: 191cm / Weight:112kg
STR:4 CON:5 BOD:5 MOV:4
INT:6 WIL:4 TEM:6 PRE:6
TEC:10 REF:4 AGI:3 AWA:7
REC:9 STA:2 END:50 STU:10 RES:10 DMG:0
TOL:10 HUM:50 PAS:13 WYR:10 SPD:2 RUN:8
Skills: Academia[3], Alchemy[1], Arts[3], Athletics[3], Beastcraft[2], Cybernetics[5], Fight[2], Focus[3], Inquiry[2], Leadership[3], Linguistics[2], Lore[4], Observe[6], Persuasion[2], Redemption[4], Science[2], Seduction[3], Shoot[1], Teaching[4], Think Machine[3], Arts (Litterature)[1], Arts (Music)[1], Arts (Sculpture)[8], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Lore (Automats)[3], Lore (Clockworking)[3], Lore (Istakhr System)[2], Lore (Philosophy)[3], Redemption (Clockworking)[5], Redemption (Forbidden Lore)[5], Redemption (Mech)[5], Redemption (Volt)[4], Science (Clockworking)[6], Science (Cybernetics)[4].
Shortcuts: Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 15), Surgically implant cyber (TEC + Cybernetics = 14), Notice something (AWA + Observe = 13), Give orders to subsidiaries (PRE + Leadership = 9), Charm others (PRE + Seduction = 9), Swimming (BOD + Athletics = 8), Deduce from data (INT + Inquiry = 8), Convince someone with arguments (PRE + Persuasion = 8), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 6), Fire a ranged weapon (REF + Shoot = 5)
[000436 / balthazar_zemeckis]

CHARLIE GROFF
Enforcer of the Medusa
Male Mangalore of Musters from De Moley Freefolk.
Born in 4982 (40 years old) Height: 183cm / Weight:85kg
STR:6 CON:6 BOD:6 MOV:4
INT:3 WIL:5 TEM:4 PRE:4
TEC:6 REF:6 AGI:5 AWA:3
REC:12 STA:2 END:60 STU:12 RES:9 DMG:1
TOL:9 HUM:45 PAS:7 WYR:9 SPD:3 RUN:8
Skills: Academia[2], Athletics[4], Beastcraft[1], Dodge[4], Empathy[2], Etiquette[2], Fight[5], Focus[2], Heavy Weapons[2], Impress[3], Linguistics[1], Melee[4], Observe[2], Persuasion[2], Redemption[1], Remedy[2], Search[4], Seduction[1], Shadowing[1], Shoot[4], Streetwise[2], Survival[1], Teaching[2], Linguistics (Urthish)[2], Redemption (Mech)[2].
Shortcuts: Fight/Martial Arts (REF + Fight = 11), Swimming (BOD + Athletics = 10), Melee (REF + Melee = 10), Fire a ranged weapon (REF + Shoot = 10), Avoid being hit (AGI + Dodge = 9), Heavy weapon fire (REF + Heavy Weapons = 8),

Search a place (AWA + Search = 7), Keep focused on a task (WIL + Focus = 7), Discern emotions (AWA + Empathy = 6), Convince someone with arguments (PRE + Persuasion = 6), Stabilize wounds (INT + Remedy = 5), Notice something (AWA + Observe = 5), Charm others (PRE + Seduction = 5)
[000490 / charlie_groff]

DEMETRA DAROF
Master of Volt
Female Teutonic of Engineers from Lemminkainen Freefolk.
Born in 4993 (29 years old) Height: 172cm / Weight:65kg
STR:4 CON:4 BOD:3 MOV:3
INT:10 WIL:4 TEM:4 PRE:7
TEC:9 REF:4 AGI:3 AWA:7
REC:8 STA:1 END:35 STU:7 RES:11 DMG:0
TOL:8 HUM:40 PAS:11 WYR:14 SPD:2 RUN:6
Skills: Academia[3], Athletics[2], Bureaucracy[4], Fight[2], Focus[3], Inquiry[3], Knavery[1], Leadership[1], Linguistics[2], Lore[1], Magna Carta[2], Observe[5], Persuasion[4], Politics[2], Redemption[4], Science[4], Seduction[2], Shoot[3], Streetwise[2], Teaching[3], Think Machine[4], Trading[2], Linguistics (Urthish)[1], Linguistics (Urthtech)[3], Lore (Robotics)[1], Redemption (Forbidden Lore)[3], Redemption (Mech)[2], Redemption (Tinkering)[2], Redemption (Volt)[5], Science (Cybernetics)[2], Science (Engineering)[6], Science (Quantum Physics)[7], Science (Robotics)[2].
Shortcuts: Maintain celestial ship propelers thrust (TEC + Science (Engineering) = 15), Fill shipment border transit documents (INT + Bureaucracy = 14), Deduce from data (INT + Inquiry = 13), Prepare a legal case (INT + Magna Carta = 12), Notice something (AWA + Observe = 12), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 12), Surgically implant cyber (TEC + Cybernetics = 11), Convince someone with arguments (PRE + Persuasion = 11), Charm others (PRE + Seduction = 9), Give orders to subsidiaries (PRE + Leadership = 8), Convince someone with bullshit (PRE + Knavery = 8), Keep focused on a task (WIL + Focus = 7), Fire a ranged weapon (REF + Shoot = 7), Fight/Martial Arts (REF + Fight = 6), Swimming (BOD + Athletics = 5)
[000472 / demetra_darof]

DJIHAB CARCERO
New Clockmaker of Malignatus
Male Kaanic of Engineers from Istakhr Freefolk.
Born in 4987 (35 years old) Height: 170cm / Weight:61kg
STR:4 CON:3 BOD:3 MOV:3
INT:8 WIL:4 TEM:4 PRE:6
TEC:9 REF:5 AGI:4 AWA:8
REC:7 STA:1 END:30 STU:6 RES:10 DMG:0
TOL:8 HUM:40 PAS:12 WYR:13 SPD:3 RUN:6
Skills: Academia[4], Arts[1], Athletics[2], Cybernetics[2], Fight[2], Focus[3], Inquiry[3], Linguistics[3], Lore[5], Melee[1], Observe[5], Persuasion[2], Redemption[4], Science[2], Seduction[3], Shoot[3], Streetwise[2], Teaching[2], Think Machine[4], Arts (Sculpture)[4], Linguistics (Ruski)[1], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Lore (Automats)[1], Lore (Clockworking)[2], Lore (House Decados)[2], Lore (Istakhr System)[2], Lore (Malignatus System)[2], Redemption (Clockworking)[5], Redemption (Forbidden Lore)[2], Redemption (Mech)[2], Redemption (Volt)[4], Science (Clockworking)[4], Science (Cybernetics)[3].
Shortcuts: Notice something (AWA + Observe = 13), Surgically implant cyber (TEC + Cybernetics = 12), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 11), Deduce from data (INT + Inquiry = 11), Charm others (PRE + Seduction = 9), Fire a ranged weapon (REF + Shoot = 8), Convince someone with arguments (PRE + Persuasion = 8), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Melee (REF + Melee = 6), Swimming (BOD + Athletics = 5)
[000483 / djihab_carcero]

EDWIG PEYRIGMANN
Lead Terraformer
Male Urthish Master Crafter of Engineers from Byzantium Secundus Freefolk.

Born in 4950 (72 years old) Height: 169cm / Weight:60kg
STR:3 CON:3 BOD:3 MOV:3
INT:12 WIL:4 TEM:4 PRE:6
TEC:9 REF:4 AGI:3 AWA:8
REC:6 STA:1 END:30 STU:6 RES:10 DMG:0
TOL:8 HUM:40 PAS:12 WYR:16 SPD:2 RUN:6
Skills: Academia[5], Athletics[2], Beastcraft[1], Bureaucracy[3], Etiquette[2], Fight[2], Focus[5], Inquiry[4], Linguistics[3], Observe[3], Oratory[1], Persuasion[2], Redemption[3], Science[6], Stoic Mind[3], Streetwise[1], Teaching[4], Think Machine[4], Linguistics (Latin)[1], Linguistics (Urthish)[2], Linguistics (Urthtech)[4], Redemption (Forbidden Lore)[3], Redemption (Mech)[3], Redemption (Volt)[3], Science (Botany)[4], Science (Engineering)[4], Science (Geology)[6], Science (Oceanography)[4], Science (Terraforming)[3], Science (Zoology)[5].
Shortcuts: Deduce from data (INT + Inquiry = 16), Fill shipment border transit documents (INT + Bureaucracy = 15), Maintain celestial ship propelers thrust (TEC + Science (Engineering) = 13), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 12), Notice something (AWA + Observe = 11), Keep focused on a task (WIL + Focus = 9), Convince someone with arguments (PRE + Persuasion = 8), Iron will (WIL + Stoic Mind = 7), Fight/Martial Arts (REF + Fight = 6), Swimming (BOD + Athletics = 5)
[000480 / edwig_peyrigmann]

ELLEN ZEMECKIS
Female Teutonic of Royale House Al-Malik from Gwynneth Freefolk.
Born in 4980 (42 years old) Height: 171cm / Weight:65kg
STR:3 CON:4 BOD:4 MOV:3
INT:6 WIL:4 TEM:6 PRE:7
TEC:8 REF:4 AGI:4 AWA:6
REC:7 STA:1 END:40 STU:8 RES:11 DMG:0
TOL:10 HUM:50 PAS:12 WYR:10 SPD:2 RUN:6
Skills: Academia[4], Arts[3], Athletics[3], Bureaucracy[1], Cybernetics[3], Dogma[1], Empathy[6], Etiquette[4], Fight[2], Focus[3], Gambling[1], Inquiry[2], Leadership[1], Linguistics[2], Magna Carta[1], Observe[5], Oratory[2], Persuasion[2], Redemption[3], Riding[1], Science[3], Seduction[3], Shoot[2], Teaching[2], Think Machine[2], Arts (Cooking)[3], Arts (Painting)[1], Arts (Sculpture)[4], Dogma (Church of the Celestial Sun)[1], Linguistics (Urthish)[2], Linguistics (Urthtech)[2], Redemption (Clockworking)[2], Redemption (Mech)[1], Redemption (Volt)[2], Science (Clockworking)[2], Science (Cybernetics)[2], Science (Engineering)[1].
Shortcuts: Discern emotions (AWA + Empathy = 12), Notice something (AWA + Observe = 11), Surgically implant cyber (TEC + Cybernetics = 10), Charm others (PRE + Seduction = 10), Maintain celestial ship propelers thrust (TEC + Science (Engineering) = 9), Convince someone with arguments (PRE + Persuasion = 9), Give orders to subsidiaries (PRE + Leadership = 8), Deduce from data (INT + Inquiry = 8), Swimming (BOD + Athletics = 7), Prepare a legal case (INT + Magna Carta = 7), Keep focused on a task (WIL + Focus = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Fire a ranged weapon (REF + Shoot = 6), Fight/Martial Arts (REF + Fight = 6)
[000456 / ellen_zemeckis]

ELLION MAKKA
Nomadic Sihid Strret Dancer
Female Mendere of Chorali from Istakhr Freefolk.
Born in 4996 (26 years old) Height: 176cm / Weight:62kg
STR:5 CON:4 BOD:5 MOV:4
INT:4 WIL:4 TEM:6 PRE:8
TEC:5 REF:5 AGI:7 AWA:4
REC:9 STA:2 END:45 STU:9 RES:12 DMG:1
TOL:10 HUM:50 PAS:10 WYR:9 SPD:3 RUN:8
Skills: Academia[6], Acrobatics[1], Acting[3], Athletics[2], Beastcraft[5], Bribery[1], Bureaucracy[2], Disguise[4], Dogma[1], Driving[1], Empathy[5], Etiquette[2], Fight[2], Focus[3], Impress[1], Knavery[2], Linguistics[2], Observe[4], Performance[1], Persuasion[3], Politics[1], Redemption[1], Remedy[1], Riding[3], Seduction[4], Stoic Body[4], Streetwise[4], Teaching[3], Trading[2], Dogma (Sihid Desert Folklore)[2], Driving (Landcraft)[1], Linguistics

(Saudi)[2], Linguistics (Urthish)[2], Performance (Dancing)[7], Redemption (Tinkering)[1].

Shortcuts: Charm others (PRE + Seduction = 12), Discern emotions (AWA + Empathy = 11), Convince someone with arguments (PRE + Persuasion = 11), Convince someone with bullshit (PRE + Knavery = 10), Notice something (AWA + Observe = 8), Swimming (BOD + Athletics = 7), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Fill shipment border transit documents (INT + Bureaucracy = 6), Stabilize wounds (INT + Remedy = 5), Roll to cover (MOV + Acrobatics = 5)
[000477 / ellion_makka]

GARWIN LYONDRAS
Master Physician
Male Teutonic Master of Engineers from Byzantium Secundus Freefolk.
Born in 4979 (43 years old) Height: 169cm / Weight:60kg
STR:3 CON:3 BOD:3 MOV:3
INT:7 WIL:7 TEM:4 PRE:8
TEC:8 REF:7 AGI:3 AWA:6
REC:6 STA:1 END:30 STU:6 RES:15 DMG:0
TOL:11 HUM:55 PAS:10 WYR:14 SPD:4 RUN:6
Skills: Academia[5], Alchemy[2], Athletics[3], Cybernetics[4], Empathy[2], Etiquette[1], Fight[2], Focus[3], Inquiry[3], Linguistics[2], Lore[1], Observe[3], Persuasion[3], Redemption[3], Remedy[5], Science[4], Seduction[2], Shoot[1], Surgery[7], Teaching[2], Think Machine[2], Xenology[1], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Lore (Istakhr System)[2], Redemption (Forbidden Lore)[3], Redemption (Mech)[2], Redemption (Volt)[4], Science (Biology)[4], Science (Cybernetics)[4], Science (Genetics)[3], Science (Physika)[6], Xenology (Ur Ukar)[1].
Shortcuts: Apply surgery on wounded (INT + Surgery = 14), Surgically implant cyber (TEC + Cybernetics = 12), Stabilize wounds (INT + Remedy = 12), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 11), Convince someone with arguments (PRE + Persuasion = 11), Keep focused on a task (WIL + Focus = 10), Deduce from data (INT + Inquiry = 10), Charm others (PRE + Seduction = 10), Notice something (AWA + Observe = 9), Fight/Martial Arts (REF + Fight = 9), Fire a ranged weapon (REF + Shoot = 8), Swimming (BOD + Athletics = 6), Discern emotions (AWA + Empathy = 6)
[000468 / garwin_lyondras]

HARVENOR RUSSEL
Master Clockmaker
Male Teutonic Master of Engineers from Byzantium Secundus Freefolk.
Born in 4961 (61 years old) Height: 164cm / Weight:59kg
STR:3 CON:3 BOD:3 MOV:3
INT:7 WIL:4 TEM:4 PRE:8
TEC:10 REF:4 AGI:3 AWA:8
REC:6 STA:1 END:30 STU:6 RES:12 DMG:0
TOL:8 HUM:40 PAS:12 WYR:11 SPD:2 RUN:6
Skills: Academia[3], Arts[1], Athletics[3], Cybernetics[4], Fight[2], Focus[3], Inquiry[3], Linguistics[3], Observe[6], Persuasion[2], Redemption[4], Science[2], Seduction[1], Teaching[2], Think Machine[2], Arts (Sculpture)[8], Linguistics (Latin)[1], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Redemption (Clockworking)[4], Redemption (Forbidden Lore)[1], Redemption (Mech)[3], Redemption (Volt)[3], Science (Clockworking)[4], Science (Cybernetics)[4].
Shortcuts: Surgically implant cyber (TEC + Cybernetics = 14), Notice something (AWA + Observe = 14), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 11), Deduce from data (INT + Inquiry = 10), Convince someone with arguments (PRE + Persuasion = 10), Charm others (PRE + Seduction = 9), Keep focused on a task (WIL + Focus = 7), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 6)
[000432 / harvenor_russel]

IONIA ZEMECKIS
Female Enquist of Royale House Al-Malik from Byzantium Secundus Freefolk.
Born in 5006 (16 years old) Height: 172cm / Weight:60kg

STR:3 CON:4 BOD:4 MOV:4
INT:5 WIL:5 TEM:5 PRE:9
TEC:6 REF:4 AGI:3 AWA:5
REC:7 STA:1 END:40 STU:8 RES:14 DMG:0
TOL:10 HUM:50 PAS:10 WYR:9 SPD:2 RUN:8
Skills: Academia[5], Arts[1], Athletics[2], Beastcraft[2], Bribery[1], Bureaucracy[1], Empathy[4], Etiquette[3], Fight[3], Focus[5], Gambling[1], Inquiry[3], Knavery[2], Linguistics[3], Observe[3], Persuasion[3], Science[2], Seduction[4], Sneak[1], Stoic Body[1], Streetwise[2], Teaching[2], Trading[2], Arts (Sculpture)[2], Linguistics (Ba'amon carvings)[1], Linguistics (Franken)[1], Linguistics (Urthish)[2], Science (Engineering)[1], Science (Mathematics)[2].
Shortcuts: Charm others (PRE + Seduction = 13), Convince someone with arguments (PRE + Persuasion = 12), Convince someone with bullshit (PRE + Knavery = 11), Keep focused on a task (WIL + Focus = 10), Discern emotions (AWA + Empathy = 9), Notice something (AWA + Observe = 8), Deduce from data (INT + Inquiry = 8), Maintain celestial ship propelers thrust (TEC + Science (Engineering) = 7), Fight/Martial Arts (REF + Fight = 7), Swimming (BOD + Athletics = 6), Fill shipment border transit documents (INT + Bureaucracy = 6)
[000455 / ionia_zemeckis]

IVAN IPSEVICZ
Master Clockmaker
Male Castillan of Engineers from Cadavus Freefolk.
Born in 4969 (52 years old) Height: 150cm / Weight:50kg
STR:3 CON:3 BOD:3 MOV:3
INT:8 WIL:4 TEM:6 PRE:5
TEC:8 REF:5 AGI:3 AWA:9
REC:6 STA:1 END:30 STU:6 RES:9 DMG:0
TOL:10 HUM:50 PAS:15 WYR:13 SPD:3 RUN:6
Skills: Academia[3], Arts[1], Athletics[2], Cybernetics[5], Etiquette[1], Fight[2], Focus[3], Inquiry[3], Knavery[1], Linguistics[2], Observe[8], Oratory[1], Persuasion[2], Redemption[2], Science[2], Seduction[1], Shoot[1], Streetwise[3], Teaching[2], Think Machine[2], Arts (Sculpture)[8], Linguistics (Urthish)[2], Linguistics (Urthtech)[2], Redemption (Clockworking)[4], Redemption (Mech)[2], Science (Clockworking)[4], Science (Cybernetics)[4].
Shortcuts: Notice something (AWA + Observe = 17), Surgically implant cyber (TEC + Cybernetics = 12), Deduce from data (INT + Inquiry = 11), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Convince someone with arguments (PRE + Persuasion = 7), Fire a ranged weapon (REF + Shoot = 6), Convince someone with bullshit (PRE + Knavery = 6), Charm others (PRE + Seduction = 6), Swimming (BOD + Athletics = 5)
[000435 / ivan_ipsevicz]

JEIRAK CRASTEL
Mutasih Security Coordinator
Male Castillan of Royale House Al-Malik from Aragon Freefolk.
Born in 4976 (46 years old) Height: 185cm / Weight:87kg
STR:6 CON:7 BOD:6 MOV:5
INT:4 WIL:5 TEM:6 PRE:3
TEC:5 REF:5 AGI:5 AWA:4
REC:13 STA:2 END:65 STU:13 RES:8 DMG:1
TOL:11 HUM:55 PAS:10 WYR:9 SPD:3 RUN:10
Skills: Academia[3], Acrobatics[2], Athletics[5], Beastcraft[1], Bureaucracy[6], Cryptography[2], Cybernetics[3], Dodge[4], Empathy[1], Etiquette[4], Fight[3], Focus[2], Forgery[2], Impress[1], Knavery[2], Leadership[2], Linguistics[1], Melee[4], Observe[4], Persuasion[2], Remedy[1], Search[1], Security[6], Sensors[1], Shadowing[1], Shoot[6], Streetwise[5], Surveillance[5], Teaching[2], Think Machine[2], Warfare[2], Linguistics (Urthish)[2].
Shortcuts: Swimming (BOD + Athletics = 11), Fire a ranged weapon (REF + Shoot = 11), Fill shipment border transit documents (INT + Bureaucracy = 10), Melee (REF + Melee = 9), Avoid being hit (AGI + Dodge = 9), Notice something (AWA + Observe = 8), Fight/Martial Arts (REF + Fight = 8), Roll to cover (MOV + Acrobatics = 7), Keep focused on a task (WIL + Focus = 7), Discern emotions (AWA + Empathy = 7), Stabilize wounds (INT + Remedy = 5), Search a place (AWA + Search = 5), Give orders to subsidiaries (PRE + Leadership = 5), Convince someone with bullshit (PRE + Knavery = 5), Convince someone with

arguments (PRE + Persuasion = 5)
[000478 / jeirak_crastel]

KIERA ZENETER
Female Teutonic of Engineers from Madoc Freefolk.
Born in 4980 (41 years old) Height: 150cm / Weight:50kg
STR:3 CON:3 BOD:3 MOV:3
INT:7 WIL:4 TEM:4 PRE:8
TEC:8 REF:4 AGI:3 AWA:6
REC:6 STA:1 END:30 STU:6 RES:12 DMG:0
TOL:8 HUM:40 PAS:10 WYR:11 SPD:2 RUN:6
Skills: Academia[3], Athletics[3], Fight[2], Focus[3], Inquiry[3], Linguistics[3], Observe[2], Persuasion[2], Redemption[3], Seduction[1], Teaching[2], Think Machine[2], Linguistics (Latin)[1], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Redemption (Forbidden Lore)[1], Redemption (Mech)[3], Redemption (Volt)[3].
Shortcuts: Deduce from data (INT + Inquiry = 10), Convince someone with arguments (PRE + Persuasion = 10), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 9), Charm others (PRE + Seduction = 9), Notice something (AWA + Observe = 8), Keep focused on a task (WIL + Focus = 7), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 6)
[000438 / kiera_zeneter]

KLERIA VAN DYKE
Female Teutonic of Scravers from Istakhr Freefolk.
Born in 4997 (25 years old) Height: 179cm / Weight:64kg
STR:7 CON:4 BOD:6 MOV:4
INT:6 WIL:5 TEM:4 PRE:4
TEC:5 REF:5 AGI:5 AWA:8
REC:11 STA:2 END:50 STU:10 RES:9 DMG:2
TOL:9 HUM:45 PAS:12 WYR:11 SPD:3 RUN:8
Skills: Academia[2], Alchemy[1], Athletics[4], Cybernetics[1], Dodge[2], Driving[2], Fight[7], Focus[2], Gambling[2], Impress[4], Inquiry[3], Interrogation[1], Knavery[3], Leadership[3], Linguistics[3], Lore[1], Melee[2], Observe[3], Persuasion[2], Redemption[1], Remedy[1], Seduction[4], Shadowing[4], Shoot[4], Sneak[3], Streetwise[5], Survival[2], Teaching[2], Driving (Landcraft)[4], Driving (Skycraft Piloting)[2], Linguistics (Saudi)[1], Linguistics (Scravers' Cant)[2], Linguistics (Urthish)[2], Lore (Istakhr System)[1], Redemption (Mech)[2].
Shortcuts: Fight/Martial Arts (REF + Fight = 12), Notice something (AWA + Observe = 11), Swimming (BOD + Athletics = 10), Fire a ranged weapon (REF + Shoot = 9), Deduce from data (INT + Inquiry = 9), Charm others (PRE + Seduction = 8), Stabilize wounds (INT + Remedy = 7), Melee (REF + Melee = 7), Keep focused on a task (WIL + Focus = 7), Give orders to subsidiaries (PRE + Leadership = 7), Fly an aircraft (REF + Driving (Skycraft Piloting) = 7), Convince someone with bullshit (PRE + Knavery = 7), Avoid being hit (AGI + Dodge = 7), Convince someone with arguments (PRE + Persuasion = 6)
[000476 / kleria_van_dyke]

LAURA KLUGZMAN
Female Teutonic Knight of Royale House Hawkwood from Delphi Nobility.
Born in 4997 (25 years old) Height: 170cm / Weight:58kg
STR:4 CON:3 BOD:3 MOV:3
INT:8 WIL:6 TEM:4 PRE:8
TEC:4 REF:5 AGI:5 AWA:7
REC:7 STA:1 END:30 STU:6 RES:14 DMG:0
TOL:10 HUM:50 PAS:11 WYR:13 SPD:3 RUN:6
Skills: Academia[5], Athletics[3], Cryptography[2], Dogma[1], Empathy[2], Etiquette[7], Fight[2], Focus[2], Impress[1], Inquiry[2], Knavery[4], Leadership[1], Linguistics[2], Lore[1], Magna Carta[1], Melee[2], Observe[5], Oratory[5], Persuasion[3], Riding[2], Seduction[6], Spycraft[3], Stealth[2], Teaching[2], Think Machine[1], Dogma (Church of the Celestial Sun)[1], Linguistics (Saudi)[2], Linguistics (Urthish)[2], Lore (Istakhr System)[2].
Shortcuts: Charm others (PRE + Seduction = 14), Notice something (AWA + Observe = 12), Convince someone with bullshit (PRE + Knavery = 12), Convince

someone with arguments (PRE + Persuasion = 11), Deduce from data (INT + Inquiry = 10), Prepare a legal case (INT + Magna Carta = 9), Give orders to subsidiaries (PRE + Leadership = 9), Keep focused on a task (WIL + Focus = 8), Melee (REF + Melee = 7), Fight/Martial Arts (REF + Fight = 7), Swimming (BOD + Athletics = 6), Discern emotions (AWA + Empathy = 6)
[000475 / laura_klugzman]

MAE LIN BREGUET
Female Sebacean of Engineers from Rampart Freefolk.
Born in 4966 (55 years old) Height: 164cm / Weight:56kg
STR:3 CON:3 BOD:3 MOV:3
INT:3 WIL:3 TEM:3 PRE:3
TEC:3 REF:3 AGI:3 AWA:3
REC:6 STA:1 END:30 STU:6 RES:6 DMG:0
TOL:6 HUM:30 PAS:6 WYR:6 SPD:2 RUN:6
Skills: Academia[2], Athletics[2], Fight[2], Focus[2], Linguistics[1], Observe[2], Persuasion[2], Teaching[2], Linguistics (Urthish)[1].
Shortcuts: Swimming (BOD + Athletics = 5), Notice something (AWA + Observe = 5), Keep focused on a task (WIL + Focus = 5), Fight/Martial Arts (REF + Fight = 5), Convince someone with arguments (PRE + Persuasion = 5)
[000437 / mae_lin_breguet]

MASSIC ANTILLIES
Servant of Zemeckis
Male Castillan of Royale House Al-Malik from Sutek Freefolk.
Born in 4974 (48 years old) Height: 182cm / Weight:69kg
STR:6 CON:6 BOD:5 MOV:6
INT:5 WIL:6 TEM:4 PRE:4
TEC:3 REF:5 AGI:4 AWA:6
REC:12 STA:2 END:55 STU:11 RES:10 DMG:1
TOL:10 HUM:50 PAS:10 WYR:10 SPD:3 RUN:12
Skills: Academia[2], Acrobatics[2], Arts[1], Athletics[3], Beastcraft[6], Bureaucracy[3], Dodge[3], Driving[1], Empathy[2], Etiquette[2], Fight[2], Focus[3], Householding[5], Inquiry[3], Knavery[1], Linguistics[3], Lore[3], Melee[3], Observe[5], Persuasion[2], Remedy[4], Security[3], Streetwise[4], Teaching[2], Think Machine[2], Arts (Cooking)[2], Driving (Landcraft)[2], Linguistics (Iberian)[2], Linguistics (Saudi)[2], Linguistics (Urthish)[2], Lore (Istakhr System)[2], Lore (Sihid Culture)[2], Lore (Sutek System)[2].
Shortcuts: Notice something (AWA + Observe = 11), Stabilize wounds (INT + Remedy = 9), Keep focused on a task (WIL + Focus = 9), Swimming (BOD + Athletics = 8), Roll to cover (MOV + Acrobatics = 8), Melee (REF + Melee = 8), Fill shipment border transit documents (INT + Bureaucracy = 8), Deduce from data (INT + Inquiry = 8), Fight/Martial Arts (REF + Fight = 7), Avoid being hit (AGI + Dodge = 7), Discern emotions (AWA + Empathy = 6), Convince someone with arguments (PRE + Persuasion = 6), Convince someone with bullshit (PRE + Knavery = 5)
[000457 / massic_antillies]

TELIA ASHARID
Female Enquist of Scravers from Istakhr Freefolk.
Born in 4997 (25 years old) Height: 181cm / Weight:65kg
STR:5 CON:6 BOD:5 MOV:6
INT:3 WIL:5 TEM:5 PRE:3
TEC:3 REF:5 AGI:5 AWA:7
REC:11 STA:2 END:55 STU:11 RES:8 DMG:1
TOL:10 HUM:50 PAS:12 WYR:8 SPD:3 RUN:12
Skills: Academia[2], Acrobatics[1], Athletics[4], Beastcraft[1], Bureaucracy[2], Dodge[3], Fight[2], Focus[2], Forgery[2], Gambling[3], Impress[1], Inquiry[1], Knavery[3], Linguistics[2], Observe[3], Persuasion[2], Redemption[1], Security[2], Shoot[4], Sneak[1], Stealth[5], Streetwise[5], Teaching[2], Linguistics (Scravers' Cant)[2], Linguistics (Urthish)[2], Redemption (Tinkering)[1].
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)
[000479 / telia_asharid]

VEDEL KLUGZMAN
Male Teutonic Knight of Royale House Hawkwood from Delphi Nobility.
Born in 4974 (48 years old) Height: 181cm / Weight:76kg
STR:6 CON:5 BOD:6 MOV:4
INT:5 WIL:5 TEM:5 PRE:5
TEC:4 REF:7 AGI:6 AWA:5
REC:11 STA:2 END:55 STU:11 RES:10 DMG:1
TOL:10 HUM:50 PAS:10 WYR:12 SPD:4 RUN:8
Skills: Academia[5], Athletics[7], Bureaucracy[2], Dodge[2], Dogma[1], Driving[1], Fight[5], Focus[2], Heavy Weapons[3], Impress[3], Leadership[6], Linguistics[2], Lore[3], Melee[4], Observe[3], Persuasion[2], Remedy[3], Riding[1], Shoot[5], Stealth[1], Stoic Body[2], Stoic Mind[4], Survival[2], Teaching[2], Warfare[6], Dogma (Church of the Celestial Sun)[1], Driving (Hovertank)[1], Linguistics (Imperial Battle Slang)[2], Linguistics (Urthish)[2], Lore (Automats)[1], Lore (Stigmata System)[2], Lore (Symbiots)[2].
Shortcuts: Swimming (BOD + Athletics = 13), Fire a ranged weapon (REF + Shoot = 12), Fight/Martial Arts (REF + Fight = 12), Melee (REF + Melee = 11), Give orders to subsidiaries (PRE + Leadership = 11), Heavy weapon fire (REF + Heavy Weapons = 10), Iron will (WIL + Stoic Mind = 9), Stabilize wounds (INT + Remedy = 8), Notice something (AWA + Observe = 8), Avoid being hit (AGI + Dodge = 8), Keep focused on a task (WIL + Focus = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Convince someone with arguments (PRE + Persuasion = 7)
[000471 / vedel_klugzman]

WILSON NOLLAND
Male Teutonic Captain of Charioteers from Delphi Nobility.
Born in 4975 (47 years old) Height: 177cm / Weight:73kg
STR:4 CON:5 BOD:5 MOV:4
INT:8 WIL:3 TEM:6 PRE:7
TEC:5 REF:7 AGI:3 AWA:5
REC:9 STA:2 END:50 STU:10 RES:10 DMG:0
TOL:9 HUM:45 PAS:11 WYR:15 SPD:4 RUN:8
Skills: Academia[4], Athletics[4], Bureaucracy[2], Dodge[2], Driving[1], Empathy[1], Etiquette[3], Fight[3], Focus[3], Forgery[1], Gunnery[3], Impress[2], Inquiry[1], Leadership[7], Linguistics[1], Lore[4], Melee[4], Navigation[1], Observe[2], Oratory[2], Persuasion[2], Politics[1], Redemption[1], Remedy[2], Science[2], Search[1], Shoot[5], Survival[2], Teaching[2], Think Machine[2], Warfare[3], Driving (Celestial Sailing)[4], Linguistics (Urthish)[3], Lore (Aylon System)[2], Lore (Jumpweb)[2], Lore (Spacesuit)[2], Lore (Space Warfare)[2], Redemption (Tinkering)[1], Science (Astronomy)[2], Science (Engineering)[1].
Shortcuts: Give orders to subsidiaries (PRE + Leadership = 14), Fire a ranged weapon (REF + Shoot = 12), Melee (REF + Melee = 11), Stabilize wounds (INT + Remedy = 10), Fill shipment border transit documents (INT + Bureaucracy = 10), Fight/Martial Arts (REF + Fight = 10), Swimming (BOD + Athletics = 9), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 9), Deduce from data (INT + Inquiry = 9), Convince someone with arguments (PRE + Persuasion = 9), Notice something (AWA + Observe = 7), Discern emotions (AWA + Empathy = 7), Search a place (AWA + Search = 6), Maintain celestial ship propelers thrust (TEC + Science (Engineering) = 6), Keep focused on a task (WIL + Focus = 6), Avoid being hit (AGI + Dodge = 5)
[000486 / wilson_nolland]

ZOLONDRA KRESHIA
A muscular woman in nurse clothes
Female Enquist of Engineers from Istakhr Freefolk.
Born in 4980 (42 years old) Height: 175cm / Weight:67kg
STR:5 CON:4 BOD:4 MOV:3
INT:8 WIL:5 TEM:5 PRE:6
TEC:7 REF:5 AGI:3 AWA:7

REC:9 STA:1 END:40 STU:8 RES:11 DMG:1
TOL:10 HUM:50 PAS:12 WYR:13 SPD:3 RUN:6
Skills: Academia[3], Alchemy[1], Athletics[3], Cybernetics[3], Empathy[3], Etiquette[2], Fight[2], Focus[3], Inquiry[3], Linguistics[2], Observe[4], Oratory[1], Persuasion[2], Redemption[2], Remedy[7], Science[3], Seduction[2], Shoot[1], Streetwise[1], Surgery[3], Teaching[2], Think Machine[2], Linguistics (Urthish)[3], Linguistics (Urthtech)[1], Redemption (Mech)[1], Redemption (Volt)[2], Science (Biology)[2], Science (Cybernetics)[2], Science (Physika)[5].
Shortcuts: Stabilize wounds (INT + Remedy = 15), Notice something (AWA + Observe = 11), Deduce from data (INT + Inquiry = 11), Apply surgery on wounded (INT + Surgery = 11), Surgically implant cyber (TEC + Cybernetics = 9), Keep focused on a task (WIL + Focus = 8), Discern emotions (AWA + Empathy = 8), Convince someone with arguments (PRE + Persuasion = 8), Charm others (PRE + Seduction = 8), Swimming (BOD + Athletics = 7), Fight/Martial Arts (REF + Fight = 7), Fire a ranged weapon (REF + Shoot = 6)
[000484 / zolondra_kreshia]

II – THE TIGER OF ISTAKHR

Synopsis

The men of Zemeckis are on a mission, where they are supposed to deliver an automat to an Al-Malik Noble, **Abdul Mofat al-Malik**. The automat is to be used by Mofat granddaughter, **Sheisinselli Mofat al-Malik**, a thriteen years old girl, and only granddaughter of the Mofat branch. She had, a few months ago an accident that caused her to lose sight. As performing surgery to implant cyberoptic was thought upon, the specialist consulted, Master Zemeckis, discouraged the cyberimplantation at such a young age, before the end of body full growth.

Mission

Deliver an automat to a client. The rendez-vous is in Samarkand Agora (the Istakhr Market). The buyer is Abdul Mofat al-Malik. The end user is the daughter of **Raifa Mofat Al-Malik**.

Bomb

After the transaction, a bomb explodes in the suq, killing a dozen Al-Malik men, injuring around one hundred people. The granddaughter of Abdul Mofat Al-Malik critically injured, in a coma, saved in extremis by the newly acquired automat.

2.1 INTERSTELLAR SCHEMES

The Political Situation

The Emperor does not seem to be ready to make a step to solve the issue with House Gesar. The current status quo might endanger the Empire if the Kurgan manage to recover and act with no further support of the Kaiser.
In the Landstradt, factions spawning...

The Benefactii

This goup wants to act against Alexius to bring a new leadership to the Empire.

Valterez Vauxhall
Tallahud Members

2.1.1 Benefactus

The *Benefactus* is a party of the **Terradom**, that report a few but really important figures. It was created recently during an important imperial consultation involving the status of House Gesar.

Goal: Destabilize the Tiger of Istakhr, Abdul Mofat, who's the only one that can handle the negotiation with the Gesar.

How: Hit where it hurts, by provoking his anger with a mortal terrorist attack on his beloved grandaughter.

Who: **Valterez Vauxhall** will organize the way the attacks will be conducted, and organize the Tallahud to do it.

2.1.2 The Assydian Circle

The Circle

They are opponents of the **Benefacus**. They are led by **Kasmir Razzula**. Their goal is leve the Empire and join House Gesar. Most of the members are technophiles.

As they have no real representation at the **Terradom**, they tend to be only a circle. No one on the Terradom would openly support them. They are based on the Bannockburn system.

Population

The group is currently an undercover movement, with many partisans on the Bannockburn system and on the Systems of the league.

Operations

Their current main objective is to acquire jumpkeys to House Gesar systems. Some of those new keys already exist, ten of them being under Charioteers juridiction with surveillance by both Church and Imperial operatives. They might be very hard to acquire. However, three other keys have been release undercover:
- One to the Tallahud fleet in case of special missions, currently held by Vauxhall second in command, commander **Lin Bartowski**.
- One to the Imperial Amber Legion of Bannockburn
- One to the diplomatic corp led by Abdul Mofat al-Malik and **Christian Longsdale Hawkwood** (the last one has the key).

2.1.3 Madoc Preserve

The Urth Elite

The Invisible Path plan to make his new High Quarters on the planet Madoc. The project is handled by one of the most trusted agent of the Coven, **Gareth Süskin**.
The objectives are quite simple: reach the depth of Madoc where there still are ur gargoyles, install a settlement here, which is possible according to the technical readings of a base at this depth, and close the place officially as as a nature preserve zone, has asked by the Oro'ym.
To do so, inspecting such a depth where even oro'ym can go, the only solution seems to be with automats. And about clockworking, Master Zemeckis seems to be the best.

2.2 NOVA STRESSOS SOIRÉE DU SEIZE

The 16th special

Every 16th of the month, the Decados noble Nova Stresso hold a special soirée in her mansion where the Elite in invited to exchange about political matters, object or people of note.

The Hostess

- **Karlinova Streßhaüs** is the host, having a solid reputation being a real hedonist. She is gallant and vain, as most might expect. She seems to bear interest to every single guest who's attending to the Soirée, but she really has her targets according to what she has in mind. She seems that vain, she is not.

- **Alfonso Gradinier** is an Haute Couture famous weirdo. Really talented, he is totally unbearable among people. In rare occasion he might seem more pleasant person when he is taken alone on a conversation with someone who really shows interest on him or his work. He might even show some interest to his interlocutor.
- **Katarina Szdreiov** is the mysterious assistant of Nova Stressos, recently in her service. Quite silent, she seems only to be there because of her looks, her stunning teutonic woman. This agent of the Hawkwoods has of course her own agendas against the Assydian circle.
- **Orlem Gradski** is Nova Stressos aide de camp. Silent. Efficient.

Cleaning Party

If some problems might appear during the party, Nova Stressos had aggreed with a special contract with the Arik Al Tassoar scraver cartel: they will clean up everything to avoid issues with the Mutasih. About 12 **Arik-al-tassoar Thugs** of the Cartel are roaming in the neighborhood, waiting for any need for intervention.

2.2.1 Bizarre Bazaar Nights
Avant-Garde

The soirée, that is supposed to be a recurring event held every 16th of the month is a meeting for the elite to discuss luxury goods, special items and about all the wonders of the Empire that can be found in the Bazaar. Of course, none of most of the people here never set foot in a suq, but they are reach enough to have servants to do their shopping for them.

Here, when transactions are done, it's usually on a £10K basis, whether it is about rare whyskies, Haute Couture Fashion, Automats, Starships or Cyber implants.

Major Attendants

- **Sheisinselli Mofat al-Malik** and her handmain **Kahia Sahurun**
- Lord **Clinton Austruy**: Hawkwood aging playboy, and his entourage of bodyguards and models (3+5 escorts).
- **Erian Li Halan**: A Li Halan lady a bit lost in the soirée. She came here to satisfy a family needs to dive into the elite and get some support on a system on which they are not that much present, no escort except for a friend, the ukar **Sanjuk oj Kaval**.
- Don **Antonio Ragos**: An outcast from House Hazat, heavily cybernetized + 3 escorts
- Bishop **Tamun Naralian**: A church representative that apparently came has a watch to how the things are held. After a few drinks, it becomes obvious his watching is more on the almost naked ladies. Might be caught with one or two girls late at night. He's here with two escorts, Sergeant **Emma Vanderen** and private **Clio Longsdale** (hardened muster women under Church contract that have no other choice than let him do his things). They tend to keep some distance.
- Sir **Edwig Torenson**: Rare brand whyskies specialist, +2 escorts.
- **Neiad Shafeer al-Malik**: Called the Princess of the desert, this low rank al-Malik maid is a master in the Sihid desert belly dances. + 4 escorts
- **Emmett Van Gelder** & **Portia Justinian**: An odd couple, clearly paramours

Lesser Attendants

- A few charioteers are here, selling or buying deverse things.
- Major **Solomon Cuirias**, a renowned master at arms.

Events of the Night

Assysian transactions

Madoc Preserve issues

Bully bullied
Where Sir Ragos de Hazat meets his match in the person of Emmett Van Gelder.

2.2.2 Assydian transactions
Special Contact
Among the VIP of the soirée stands the real contact of Karlinova, the Charioteer **Drunn Paarlkretzzer**, jumpkeys smugler extraordinaire.

Big map of Samarkand

2.2.3 Madoc Customers
Madoc Customers
There are two strangers from House Juandastaas attending to Nova Stressos soirée. They came here knowing there might be Zemeckis agent, so they would be able to talk business with them: They need to know if automats would be able to reach the dephts of the seas to help Oro'yms recover valuables.
Fritz Faroë is a Knight, and **Gareth Süskin** is his advisor.

2.3 THE RUBY OF ISTAKHR
The Product
It's a Gen II automat that is supposed to be delivered, a special issue innuendo designed for *Sheirinselli* in three months, specially handcrafted by master Zemeckis.

Taming
The taming requires a Science (Clockworking) at DV 15. A roll is done every 5 minutes. The success margins are summed up, and once 20 is reached the taming is done. The tamer and the owner must be there for the whole duration of the session.

Transportation
The transportation will be done by four agents: a clockworker, a security agent, a spiritual agent and a driver. A McGerren 44 has been prepared for this delivery, already loaded with the deliverable.

Discoveries
It's in fact a Gen III machine, a thing that the tamer can realize during the taming, which is much more easy than expected.
The taming requires of course the presence of the person for which the automat is supposed to be, and all attending to the taming, the tamer included must wear a special fabric mask.

2.3.1 The Automat

2.3.2 When things go wrong

Security Measures

The arrival of the coffin containing the product is supposed to be done from the back door of the suq. It is handled on the Mofat side by the chief of security, **Zahuras Mofat Al-Malik**. He has about twenty **Saharansafar Troopers** to be sure everything goes well.

The best customer ever

Noble down

The bomb is actually in the Physicians chest

Pale faces outworlders

The track of the Tallahud.

2.3.3 The Pursuit
Tallahud

As outworlders, the mercenaries serving W are ready to make what it takes to reach their rendez-vous point in Pharao. But they must reach their transport through the city of Samarkand.

Dark Legionaire

2.3.4 Off World
The Argonix

That's the Tallahud ship, an escort vessel that landed two weeks ago.

Dramatis Personae

ABDUL MOFAT AL-MALIK
The Tiger of Istakhr
Male Enquist Duke of Royale House Al-Malik from Istakhr Nobility.
Born in 4953 (68 years old) Height: 179cm / Weight:75kg
STR:6 CON:5 BOD:6 MOV:5
INT:6 WIL:7 TEM:5 PRE:9
TEC:4 REF:7 AGI:5 AWA:5
REC:11 STA:2 END:55 STU:11 RES:16 DMG:1
TOL:12 HUM:60 PAS:10 WYR:13 SPD:4 RUN:10
Skills: Academia[2], Arts[1], Athletics[6], Bureaucracy[2], Dodge[3], Dogma[1], Empathy[3], Etiquette[5], Fight[5], Focus[3], Gambling[1], Impress[5], Inquiry[2], Interrogation[4], Knavery[1], Leadership[8], Linguistics[3], Lore[8], Magna Carta[3], Melee[4], Observe[4], Oratory[5], Persuasion[4], Politics[6], Remedy[2], Security[5], Seduction[3], Shoot[6], Spycraft[2], Stoic Body[3], Stoic Mind[1], Survival[3], Teaching[3], Trading[1], Warfare[5], Xenology[2], Arts (Litterature)[2], Dogma (Church of the Celestial Sun)[2], Linguistics (Graceful Tongue)[2], Linguistics (Saudi)[2], Linguistics (Urthish)[2], Lore (Aylon System)[2], Lore (Criticorum System)[2], Lore (House al-Malik)[2], Lore (Istakhr System)[2], Lore (Jumpweb)[2], Lore (Kordeth System)[2], Lore (Musters Guild)[1], Lore (Verbannung System)[1], Xenology (Kurgan)[1], Xenology (Ur Ukar)[2].
Shortcuts: Give orders to subsidiaries (PRE + Leadership = 17), Fire a ranged weapon (REF + Shoot = 13), Convince someone with arguments (PRE + Persuasion = 13), Swimming (BOD + Athletics = 12), Fight/Martial Arts (REF + Fight = 12), Charm others (PRE + Seduction = 12), Melee (REF + Melee = 11), Keep focused on a task (WIL + Focus = 10), Convince someone with bullshit (PRE + Knavery = 10), Prepare a legal case (INT + Magna Carta = 9), Notice something (AWA + Observe = 9), Stabilize wounds (INT + Remedy = 8), Iron will (WIL + Stoic Mind = 8), Fill shipment border transit documents (INT + Bureaucracy = 8), Discern emotions (AWA + Empathy = 8), Deduce from data (INT + Inquiry = 8), Avoid being hit (AGI + Dodge = 8)
[000443 / abdul_mofat_almalik]

ALFONSO GRADINIER
Grand Couturier
Male Teutonic of Charioteers from Rampart Freefolk.
Born in 4967 (55 years old) Height: 169cm / Weight:60kg
STR:5 CON:4 BOD:4 MOV:4
INT:6 WIL:4 TEM:6 PRE:6
TEC:5 REF:6 AGI:3 AWA:7
REC:9 STA:1 END:40 STU:8 RES:10 DMG:1
TOL:10 HUM:50 PAS:13 WYR:12 SPD:3 RUN:8
Skills: Academia[4], Arts[2], Athletics[2], Driving[2], Empathy[5], Fight[2], Focus[4], Impress[3], Inquiry[1], Linguistics[3], Lore[2], Observe[6], Performance[2], Persuasion[3], Redemption[1], Remedy[1], Seduction[3], Streetwise[1], Teaching[4], Trading[1], Arts (Couture)[7], Arts (Music)[3], Driving (Heavy Transport Vehicle)[2], Driving (Landcraft)[3], Linguistics (Franken)[2], Linguistics (Latin)[2], Linguistics (Urthish)[2], Lore (Fashion)[6], Lore (Spacesuit)[2], Performance (Catwalk)[4], Performance (Dancing)[3], Redemption (Tinkering)[4].
Shortcuts: Notice something (AWA + Observe = 13), Discern emotions (AWA + Empathy = 11), Convince someone with arguments (PRE + Persuasion = 9), Charm others (PRE + Seduction = 9), Keep focused on a task (WIL + Focus = 8), Fight/Martial Arts (REF + Fight = 8), Stabilize wounds (INT + Remedy = 7), Deduce from data (INT + Inquiry = 7), Swimming (BOD + Athletics = 6)
[000487 / alfonso_gradinier]

ANTONIO RAGOS
A heavily cybernetized knight
Male Castillan Knight of Royale House Hazat from Aragon Nobility.
Born in 4989 (33 years old) Height: 150cm / Weight:50kg
STR:5 CON:6 BOD:5 MOV:5
INT:4 WIL:6 TEM:4 PRE:3
TEC:4 REF:7 AGI:5 AWA:6
REC:11 STA:2 END:55 STU:11 RES:9 DMG:1
TOL:10 HUM:50 PAS:10 WYR:11 SPD:4 RUN:10
Skills: Academia[3], Acrobatics[2], Athletics[5], Cybernetics[3], Dodge[3], Empathy[2], Etiquette[2], Fight[3], Focus[2], Impress[3], Leadership[1], Linguistics[1], Melee[5], Observe[4], Persuasion[2], Politics[3], Remedy[3], Shoot[4], Stoic Body[1], Stoic Mind[3], Survival[1], Teaching[2], Warfare[1], Linguistics (Urthish)[2].
Shortcuts: Melee (REF + Melee = 12), Fire a ranged weapon (REF + Shoot = 11), Swimming (BOD + Athletics = 10), Notice something (AWA + Observe = 10), Fight/Martial Arts (REF + Fight = 10), Iron will (WIL + Stoic Mind = 9), Keep focused on a task (WIL + Focus = 8), Avoid being hit (AGI + Dodge = 8), Stabilize wounds (INT + Remedy = 7), Roll to cover (MOV + Acrobatics = 7), Discern emotions (AWA + Empathy = 6), Convince someone with arguments (PRE + Persuasion = 5), Give orders to subsidiaries (PRE + Leadership = 4)
[000498 / antonio_ragos]

ARIK-AL-TASSOAR THUGS
Leading Scraver Gang in Samarkand - NAMELESS NPCs
Kaanic Associate of Scravers from Istakhr Freefolk.
PHY:4 MEN:4 COM:5
REC:8 STA:1 END:35 STU:7 RES:6 DMG:0
TOL:7 HUM:35 PAS:12 WYR:8 SPD:2 RUN:10
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)
[000466 / arikaltassoar_thugs]

CHRISTIAN LONGSDALE HAWKWOOD
A High Ranked Hawkwood officer
Male Teutonic Duke of Royale House Hawkwood from Ravenna Nobility.
Born in 4966 (56 years old) Height: 173cm / Weight:70kg
STR:4 CON:4 BOD:4 MOV:3
INT:9 WIL:4 TEM:5 PRE:8
TEC:3 REF:7 AGI:3 AWA:6
REC:8 STA:1 END:40 STU:8 RES:12 DMG:0
TOL:9 HUM:45 PAS:11 WYR:16 SPD:4 RUN:6
Skills: Academia[3], Acting[1], Athletics[2], Driving[1], Empathy[2], Etiquette[5], Fight[2], Focus[3], Gambling[1], Gunnery[2], Impress[2], Knavery[1], Leadership[5], Linguistics[1], Melee[3], Observe[4], Oratory[1], Persuasion[2], Remedy[2], Seduction[2], Shoot[4], Teaching[2], Think Machine[3], Trading[1], Warfare[1], Driving (Celestial Sailing)[2], Linguistics (Urthish)[3].
Shortcuts: Give orders to subsidiaries (PRE + Leadership = 13), Stabilize wounds (INT + Remedy = 11), Fire a ranged weapon (REF + Shoot = 11), Notice something (AWA + Observe = 10), Melee (REF + Melee = 10), Convince someone with arguments (PRE + Persuasion = 10), Charm others (PRE + Seduction = 10), Fight/Martial Arts (REF + Fight = 9), Convince someone with bullshit (PRE + Knavery = 9), Keep focused on a task (WIL + Focus = 7), Discern emotions (AWA + Empathy = 7), Swimming (BOD + Athletics = 6), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 5)
[000509 / christian_longsdale_hawkwood]

CLINTON AUSTRUY
Aging Playboy
Male Urthish Baron of Royale House Hawkwood from Byzantium Secundus Nobility.
Born in 4955 (67 years old) Height: 182cm / Weight:77kg
STR:5 CON:6 BOD:6 MOV:5
INT:5 WIL:7 TEM:4 PRE:6
TEC:3 REF:4 AGI:4 AWA:7
REC:11 STA:2 END:60 STU:12 RES:13 DMG:1
TOL:11 HUM:55 PAS:11 WYR:9 SPD:2 RUN:10

Skills: Academia[2], Alchemy[2], Arts[2], Athletics[2], Beastcraft[1], Bribery[5], Bureaucracy[3], Disguise[1], Dodge[1], Driving[1], Empathy[1], Etiquette[5], Fight[2], Focus[3], Forgery[5], Gambling[4], Impress[1], Knavery[5], Leadership[2], Linguistics[1], Lore[5], Magna Carta[2], Melee[1], Observe[2], Oratory[2], Persuasion[3], Politics[2], Redemption[1], Security[1], Seduction[5], Shadowing[1], Sneak[2], Streetwise[3], Teaching[2], Arts (Couture)[1], Arts (Poetry)[1], Driving (Landcraft)[1], Linguistics (Urthish)[2], Lore (Byzantium Secundus System)[2], Lore (Delphi System)[2], Lore (Gwynneth System)[2], Lore (Istakhr System)[2], Lore (Lemminkainen System)[2], Redemption (Mech)[1].

Shortcuts: Convince someone with bullshit (PRE + Knavery = 11), Charm others (PRE + Seduction = 11), Keep focused on a task (WIL + Focus = 10), Notice something (AWA + Observe = 9), Convince someone with arguments (PRE + Persuasion = 9), Swimming (BOD + Athletics = 8), Give orders to subsidiaries (PRE + Leadership = 8), Fill shipment border transit documents (INT + Bureaucracy = 8), Prepare a legal case (INT + Magna Carta = 7), Fight/Martial Arts (REF + Fight = 6), Melee (REF + Melee = 5), Discern emotions (AWA + Empathy = 5), Avoid being hit (AGI + Dodge = 5)
[000495 / clinton_austruy]

CLIO LONGSDALE
Escort for Bishop Naralian
Female Romanovish Private of Musters from Rampart Freefolk.
Born in 4995 (27 years old) Height: 178cm / Weight:70kg
STR:6 CON:4 BOD:6 MOV:3
INT:5 WIL:5 TEM:4 PRE:5
TEC:6 REF:6 AGI:5 AWA:5
REC:10 STA:2 END:50 STU:10 RES:10 DMG:1
TOL:9 HUM:45 PAS:9 WYR:11 SPD:3 RUN:6
Skills: Academia[2], Athletics[3], Dodge[1], Empathy[1], Etiquette[2], Fight[7], Focus[3], Impress[2], Inquiry[2], Linguistics[1], Lore[2], Melee[3], Observe[4], Persuasion[2], Redemption[1], Remedy[3], Search[1], Security[4], Seduction[2], Shadowing[3], Shoot[4], Streetwise[3], Surveillance[3], Survival[1], Teaching[2], Linguistics (Urthish)[1], Lore (Istakhr System)[1], Lore (Rampart System)[2], Redemption (Mech)[2].

Shortcuts: Fight/Martial Arts (REF + Fight = 13), Fire a ranged weapon (REF + Shoot = 10), Swimming (BOD + Athletics = 9), Notice something (AWA + Observe = 9), Melee (REF + Melee = 9), Stabilize wounds (INT + Remedy = 8), Keep focused on a task (WIL + Focus = 8), Deduce from data (INT + Inquiry = 7), Convince someone with arguments (PRE + Persuasion = 7), Charm others (PRE + Seduction = 7), Search a place (AWA + Search = 6), Avoid being hit (AGI + Dodge = 6), Discern emotions (AWA + Empathy = 5)
[000501 / clio_longsdale]

DARK LEGIONAIRE
Ur Ukar warriors of the Infamous Dark Legion – **NAMELESS NPCs**
Ur Ukar of Royale House Al-Malik from Kordeth Freefolk.
PHY:5 MEN:4 COM:6
REC:11 STA:1 END:50 STU:10 RES:8 DMG:1
TOL:9 HUM:45 PAS:9 WYR:8 SPD:3 RUN:12
Occult powers:
Type: Psi, **Path:** Soma, **Level/Darkside:** 1 / 1
Stigma:
Rituals: Toughening (1) [PRE+Athletics=7].
Shortcuts: Fight/Martial Arts (REF + Fight = 11), Avoid being hit (AGI + Dodge = 11), Melee (REF + Melee = 9), Swimming (BOD + Athletics = 8), Notice something (AWA + Observe = 8), Keep focused on a task (WIL + Focus = 8), Fire a ranged weapon (REF + Shoot = 8), Roll to cover (MOV + Acrobatics = 7), Discern emotions (AWA + Empathy = 6), Convince someone with bullshit (PRE + Knavery = 4)
[000506 / dark_legionaire]

DRUNN PAARLKRETZZER
Male Teutonic of Charioteers from Lemminkainen Freefolk.
Born in 4979 (43 years old) Height: 173cm / Weight:64kg
STR:4 CON:5 BOD:4 MOV:4
INT:7 WIL:6 TEM:4 PRE:7
TEC:5 REF:7 AGI:4 AWA:6
REC:9 STA:1 END:45 STU:9 RES:13 DMG:0
TOL:10 HUM:50 PAS:10 WYR:14 SPD:4 RUN:8
Skills: Academia[2], Athletics[4], Beastcraft[1], Dogma[1], Driving[3], Fight[2], Focus[3], Gunnery[1], Impress[3], Knavery[4], Linguistics[2], Lore[3], Magna Carta[1], Melee[3], Navigation[4], Observe[4], Persuasion[2], Politics[1], Redemption[2], Remedy[2], Seduction[1], Sensors[4], Shoot[4], Streetwise[2], Teaching[2], Think Machine[2], Trading[1], Dogma (Vuldrok Erdgheist)[2], Driving (Celestial Sailing)[4], Driving (Landcraft)[2], Driving (Skycraft Piloting)[2], Linguistics (Urthish)[2], Linguistics (Vuldrok)[2], Lore (Hargard System)[2], Lore (House Gesar)[1], Lore (Jumpweb)[4], Redemption (Tinkering)[1], Redemption (Volt)[3].

Shortcuts: Fire a ranged weapon (REF + Shoot = 11), Convince someone with bullshit (PRE + Knavery = 11), Notice something (AWA + Observe = 10), Melee (REF + Melee = 10), Stabilize wounds (INT + Remedy = 9), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 9), Keep focused on a task (WIL + Focus = 9), Fly an aircraft (REF + Driving (Skycraft Piloting) = 9), Fight/Martial Arts (REF + Fight = 9), Convince someone with arguments (PRE + Persuasion = 9), Swimming (BOD + Athletics = 8), Prepare a legal case (INT + Magna Carta = 8), Charm others (PRE + Seduction = 8)
[000491 / drunn_paarlkretzzer]

EDWIG TORENSON
Male Teutonic of House Torenson from Rampart Freefolk.
Born in 4955 (67 years old) Height: 171cm / Weight:62kg
STR:3 CON:4 BOD:3 MOV:4
INT:6 WIL:5 TEM:5 PRE:10
TEC:4 REF:6 AGI:3 AWA:7
REC:7 STA:1 END:35 STU:7 RES:15 DMG:0
TOL:10 HUM:50 PAS:12 WYR:12 SPD:3 RUN:8
Skills: Academia[4], Arts[1], Athletics[3], Beastcraft[1], Bureaucracy[3], Driving[1], Etiquette[2], Fight[3], Focus[2], Gambling[2], Impress[1], Inquiry[4], Knavery[3], Linguistics[2], Lore[1], Observe[3], Persuasion[4], Redemption[1], Remedy[2], Science[1], Seduction[3], Sneak[2], Streetwise[4], Teaching[3], Trading[5], Arts (Cooking)[2], Driving (Landcraft)[2], Linguistics (Latin)[2], Linguistics (Urthish)[2], Lore (Oenologia)[3], Redemption (Tinkering)[2], Science (Botany)[3].

Shortcuts: Convince someone with arguments (PRE + Persuasion = 14), Convince someone with bullshit (PRE + Knavery = 13), Charm others (PRE + Seduction = 13), Notice something (AWA + Observe = 10), Deduce from data (INT + Inquiry = 10), Fill shipment border transit documents (INT + Bureaucracy = 9), Fight/Martial Arts (REF + Fight = 9), Stabilize wounds (INT + Remedy = 8), Keep focused on a task (WIL + Focus = 7), Swimming (BOD + Athletics = 6)
[000497 / edwig_torenson]

EMMA VANDEREN
Escort for Bishop Naralian
Female Teutonic Sergeant of Musters from Bannockburn Freefolk.
Born in 4988 (34 years old) Height: 182cm / Weight:86kg
STR:5 CON:6 BOD:6 MOV:3
INT:5 WIL:6 TEM:3 PRE:4
TEC:6 REF:6 AGI:6 AWA:5
REC:11 STA:2 END:60 STU:12 RES:10 DMG:1
TOL:9 HUM:45 PAS:8 WYR:11 SPD:3 RUN:6
Skills: Academia[3], Acrobatics[1], Alchemy[1], Athletics[3], Bureaucracy[2], Cryptography[1], Cybernetics[2], Dodge[3], Fight[5], Focus[2], Forgery[2], Impress[4], Inquiry[1], Linguistics[1], Lore[2], Melee[2], Observe[5], Persuasion[2], Redemption[1], Remedy[4], Search[1], Security[5], Seduction[3], Shadowing[1], Shoot[4], Streetwise[3], Surveillance[5], Survival[1], Teaching[2], Think Machine[3], Linguistics (Urthish)[2], Lore (Bannockburn System)[1], Lore (Istakhr System)[1], Redemption (Mech)[2].

Shortcuts: Fight/Martial Arts (REF + Fight = 11), Notice something (AWA + Observe = 10), Fire a ranged weapon (REF + Shoot = 10), Swimming (BOD + Athletics = 9), Stabilize wounds (INT + Remedy = 9), Avoid being hit (AGI + Dodge = 9), Melee (REF + Melee = 8), Keep focused on a task (WIL + Focus = 8),

Fill shipment border transit documents (INT + Bureaucracy = 7), Charm others (PRE + Seduction = 7), Search a place (AWA + Search = 6), Deduce from data (INT + Inquiry = 6), Convince someone with arguments (PRE + Persuasion = 6), Roll to cover (MOV + Acrobatics = 4)
[000500 / emma_vanderen]

EMMETT VAN GELDER
A festive guest
Male Teutonic Knight of House Van Gelder from Cadiz Nobility.
Born in 4988 (34 years old) Height: 178cm / Weight:73kg
STR:6 CON:5 BOD:4 MOV:4
INT:4 WIL:5 TEM:6 PRE:4
TEC:3 REF:8 AGI:7 AWA:5
REC:11 STA:1 END:45 STU:9 RES:9 DMG:1
TOL:11 HUM:55 PAS:11 WYR:12 SPD:4 RUN:8
Skills: Academia[3], Acrobatics[3], Alchemy[2], Athletics[5], Bribery[1], Disguise[4], Dodge[7], Empathy[3], Etiquette[3], Fight[2], Focus[2], Forgery[2], Impress[3], Knavery[4], Linguistics[1], Melee[10], Observe[4], Persuasion[3], Remedy[2], Security[2], Shadowing[2], Sneak[3], Stoic Mind[3], Streetwise[1], Teaching[2], Linguistics (Urthish)[2].
Shortcuts: Melee (REF + Melee = 18), Avoid being hit (AGI + Dodge = 14), Fight/Martial Arts (REF + Fight = 10), Swimming (BOD + Athletics = 9), Notice something (AWA + Observe = 9), Discern emotions (AWA + Empathy = 9), Iron will (WIL + Stoic Mind = 8), Convince someone with bullshit (PRE + Knavery = 8), Roll to cover (MOV + Acrobatics = 7), Keep focused on a task (WIL + Focus = 7), Convince someone with arguments (PRE + Persuasion = 7), Stabilize wounds (INT + Remedy = 6)
[000502 / emmett_van_gelder]

ERIAN LI HALAN
A wise lady
Female Kaanic Baronness of Royale House Li Halan from Midian Nobility.
Born in 4974 (0 years old) Height: 172cm / Weight:66kg
STR:3 CON:4 BOD:4 MOV:3
INT:8 WIL:7 TEM:7 PRE:8
TEC:4 REF:4 AGI:3 AWA:7
REC:7 STA:1 END:40 STU:8 RES:15 DMG:0
TOL:14 HUM:70 PAS:14 WYR:12 SPD:2 RUN:6
Skills: Academia[2], Athletics[4], Bureaucracy[2], Dodge[1], Dogma[3], Empathy[3], Etiquette[8], Fight[3], Focus[3], Inquiry[1], Knavery[4], Leadership[2], Linguistics[3], Lore[4], Melee[2], Observe[5], Occult Arts[1], Oratory[5], Persuasion[3], Remedy[1], Seduction[6], Shoot[3], Stealth[2], Stoic Mind[1], Teaching[2], Think Machine[1], Warfare[2], Xenology[1], Dogma (Church of the Celestial Sun)[2], Dogma (Omega Gospels)[1], Dogma (Stellar Apocryphon)[1], Linguistics (Latin)[2], Linguistics (Urthish)[2], Linguistics (Xin)[1], Lore (Gargoyles)[3], Lore (Jumpweb)[2], Lore (Midian System)[2], Lore (Rampart System)[2], Xenology (Ur Ukar)[1].
Shortcuts: Charm others (PRE + Seduction = 14), Notice something (AWA + Observe = 12), Convince someone with bullshit (PRE + Knavery = 12), Convince someone with arguments (PRE + Persuasion = 11), Keep focused on a task (WIL + Focus = 10), Give orders to subsidiaries (PRE + Leadership = 10), Fill shipment border transit documents (INT + Bureaucracy = 10), Discern emotions (AWA + Empathy = 10), Stabilize wounds (INT + Remedy = 9), Deduce from data (INT + Inquiry = 9), Swimming (BOD + Athletics = 8), Iron will (WIL + Stoic Mind = 8), Fire a ranged weapon (REF + Shoot = 7), Fight/Martial Arts (REF + Fight = 7), Melee (REF + Melee = 6), Avoid being hit (AGI + Dodge = 4)
[000496 / erian_li_halan]

FRITZ FAROË
Supporter of the Oro'ym
Male Protoenquist of House Juandaastas from Grail Nobility.
Born in 4994 (28 years old) Height: 172cm / Weight:62kg
STR:4 CON:4 BOD:3 MOV:4
INT:8 WIL:7 TEM:4 PRE:6
TEC:5 REF:4 AGI:3 AWA:7
REC:8 STA:1 END:35 STU:7 RES:13 DMG:0
TOL:11 HUM:55 PAS:11 WYR:12 SPD:2 RUN:8
Skills: Academia[4], Athletics[2], Empathy[4], Etiquette[6], Fight[2], Focus[2], Forgery[1], Inquiry[2], Knavery[3], Linguistics[3], Lore[2], Navigation[1], Observe[4], Oratory[5], Persuasion[3], Science[4], Search[3], Seduction[4], Stealth[2], Survival[2], Teaching[2], Xenology[1], Linguistics (Oro'ym)[2], Linguistics (Signs Language)[1], Linguistics (Urthish)[2], Lore (Oro'ym)[4], Lore (Ur Artefacts)[1], Science (Archaeology)[2], Science (Biology)[1], Science (Botany)[1], Science (Oceanography)[3], Xenology (Oro'ym)[4].
Shortcuts: Notice something (AWA + Observe = 11), Search a place (AWA + Search = 10), Deduce from data (INT + Inquiry = 10), Charm others (PRE + Seduction = 10), Keep focused on a task (WIL + Focus = 9), Convince someone with bullshit (PRE + Knavery = 9), Convince someone with arguments (PRE + Persuasion = 9), Discern emotions (AWA + Empathy = 8), Fight/Martial Arts (REF + Fight = 6), Swimming (BOD + Athletics = 5)
[000488 / fritz_faroe]

GARETH SÜSKIN
Male Urthish of House Juandaastas from Midian Freefolk.
Born in 4988 (34 years old) Height: 169cm / Weight:60kg
STR:3 CON:3 BOD:3 MOV:3
INT:8 WIL:5 TEM:6 PRE:9
TEC:4 REF:3 AGI:3 AWA:8
REC:6 STA:1 END:30 STU:6 RES:14 DMG:0
TOL:11 HUM:55 PAS:14 WYR:11 SPD:2 RUN:6
Skills: Academia[4], Athletics[3], Bureaucracy[1], Cryptography[2], Cybernetics[1], Empathy[2], Etiquette[2], Fight[2], Focus[3], Forgery[3], Impress[1], Inquiry[3], Interrogation[2], Knavery[1], Linguistics[2], Lore[1], Magna Carta[2], Observe[4], Occult Arts[3], Oratory[4], Persuasion[2], Redemption[1], Seduction[3], Shoot[1], Spycraft[4], Stoic Body[1], Stoic Mind[2], Teaching[2], Think Machine[2], Linguistics (Latin)[2], Linguistics (Urthish)[2], Lore (Madoc System)[2], Redemption (Volt)[6].
Occult powers:
Type: Psi, **Path:** Vis Craft, **Level/Darkside:** 6 / 0
Stigma: Static shock for a few minutes
Rituals: Vis Eye (1) [AWA+Focus=11], Vis Drain (2) [WIL+Redemption (Volt)=11], Vis Flow (3) [WIL+Redemption (Volt)=11], Vis Shock (4) [REF+Fight=5], Vis Shield (5) [BOD+Stoic Body=4], Vis Bolt (6) [REF+Shoot=4].
Shortcuts: Notice something (AWA + Observe = 12), Charm others (PRE + Seduction = 12), Deduce from data (INT + Inquiry = 11), Convince someone with arguments (PRE + Persuasion = 11), Prepare a legal case (INT + Magna Carta = 10), Convince someone with bullshit (PRE + Knavery = 10), Fill shipment border transit documents (INT + Bureaucracy = 9), Keep focused on a task (WIL + Focus = 8), Discern emotions (AWA + Empathy = 8), Iron will (WIL + Stoic Mind = 7), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 5), Fire a ranged weapon (REF + Shoot = 4)
[000489 / gareth_suskin]

KAHIA SAHURUN
Handmaid for the Ruby
Female Enquist of Royale House Al-Malik from Criticorum Freefolk.
Born in 4978 (44 years old) Height: 170cm / Weight:59kg
STR:3 CON:3 BOD:4 MOV:3
INT:8 WIL:4 TEM:6 PRE:9
TEC:4 REF:4 AGI:3 AWA:9
REC:6 STA:1 END:35 STU:7 RES:13 DMG:0
TOL:10 HUM:50 PAS:15 WYR:12 SPD:2 RUN:6
Skills: Academia[5], Athletics[3], Bureaucracy[2], Cybernetics[1], Empathy[2], Etiquette[4], Fight[2], Focus[4], Impress[1], Inquiry[3], Leadership[1], Linguistics[2], Lore[2], Magna Carta[1], Observe[4], Oratory[4], Persuasion[4], Politics[4], Science[1], Seduction[2], Teaching[5], Think Machine[2], Linguistics (Latin)[3], Linguistics (Urthish)[3], Lore (Philosophy)[4], Lore (Space Warfare)[2], Science (Mathematics)[4].
Shortcuts: Notice something (AWA + Observe = 13), Convince someone with arguments (PRE + Persuasion = 13), Deduce from data (INT + Inquiry = 11), Charm others (PRE + Seduction = 11), Give orders to subsidiaries (PRE + Leadership = 10), Fill shipment border transit documents (INT + Bureaucracy =

10), Prepare a legal case (INT + Magna Carta = 9), Keep focused on a task (WIL + Focus = 8), Discern emotions (AWA + Empathy = 8), Swimming (BOD + Athletics = 7), Fight/Martial Arts (REF + Fight = 6)
[000481 / kahia_sahurun]

KARLINOVA STRESSHAÜS
Female Sebacean Walgrafina of Royale House Decados from Malignatus Nobility.
Born in 4991 (31 years old) Height: 177cm / Weight:70kg
STR:3 CON:5 BOD:6 MOV:4
INT:5 WIL:4 TEM:8 PRE:6
TEC:3 REF:6 AGI:4 AWA:8
REC:8 STA:2 END:55 STU:11 RES:10 DMG:0
TOL:12 HUM:60 PAS:16 WYR:11 SPD:3 RUN:8
Skills: Academia[4], Acrobatics[2], Alchemy[2], Athletics[4], Beastcraft[1], Bribery[2], Bureaucracy[3], Dodge[2], Driving[1], Empathy[2], Etiquette[4], Fight[3], Focus[3], Forgery[3], Gambling[2], Gunnery[1], Impress[1], Knavery[5], Leadership[4], Linguistics[1], Lore[1], Melee[2], Observe[2], Persuasion[3], Remedy[1], Security[2], Seduction[3], Shadowing[3], Shoot[3], Sneak[2], Streetwise[1], Teaching[2], Think Machine[3], Warfare[3], Driving (Celestial Sailing)[2], Linguistics (Urthish)[3], Lore (Jumpweb)[2].
Shortcuts: Convince someone with bullshit (PRE + Knavery = 11), Swimming (BOD + Athletics = 10), Notice something (AWA + Observe = 10), Give orders to subsidiaries (PRE + Leadership = 10), Discern emotions (AWA + Empathy = 10), Fire a ranged weapon (REF + Shoot = 9), Fight/Martial Arts (REF + Fight = 9), Convince someone with arguments (PRE + Persuasion = 9), Charm others (PRE + Seduction = 9), Melee (REF + Melee = 8), Fill shipment border transit documents (INT + Bureaucracy = 8), Keep focused on a task (WIL + Focus = 7), Stabilize wounds (INT + Remedy = 6), Roll to cover (MOV + Acrobatics = 6), Avoid being hit (AGI + Dodge = 6), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 5)
[000470 / karlinova_stresshaus]

KASMIR RAZZULA
Male Castillan of Charioteers from Freefolk.
Born in 4966 (56 years old) Height: 173cm / Weight:64kg
STR:4 CON:3 BOD:6 MOV:3
INT:8 WIL:6 TEM:3 PRE:8
TEC:5 REF:7 AGI:3 AWA:6
REC:7 STA:2 END:45 STU:9 RES:14 DMG:0
TOL:9 HUM:45 PAS:9 WYR:15 SPD:4 RUN:6
Skills: Academia[2], Athletics[2], Cryptography[2], Demolition[2], Driving[4], Empathy[1], Etiquette[1], Fight[4], Focus[2], Gunnery[3], Impress[1], Inquiry[1], Linguistics[1], Lore[1], Magna Carta[1], Melee[2], Navigation[4], Observe[7], Oratory[3], Persuasion[2], Politics[2], Redemption[1], Remedy[3], Security[2], Seduction[1], Sensors[3], Shoot[1], Spycraft[2], Streetwise[1], Survival[2], Teaching[2], Think Machine[1], Driving (Celestial Sailing)[6], Driving (Heavy Transport Vehicle)[2], Driving (Railway)[1], Driving (Skycraft Piloting)[3], Linguistics (Urthish)[2], Lore (Jumpweb)[2], Redemption (Tinkering)[2].
Shortcuts: Notice something (AWA + Observe = 13), Stabilize wounds (INT + Remedy = 11), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 11), Fight/Martial Arts (REF + Fight = 11), Fly an aircraft (REF + Driving (Skycraft Piloting) = 10), Convince someone with arguments (PRE + Persuasion = 10), Prepare a legal case (INT + Magna Carta = 9), Melee (REF + Melee = 9), Deduce from data (INT + Inquiry = 9), Charm others (PRE + Seduction = 9), Swimming (BOD + Athletics = 8), Keep focused on a task (WIL + Focus = 8), Fire a ranged weapon (REF + Shoot = 8), Discern emotions (AWA + Empathy = 4)
[000458 / kasmir_razzula]

KATARINA SZDREIOV
Female Teutonic of Royale House Hawkwood from Ravenna Freefolk.
Born in 4994 (28 years old) Height: 173cm / Weight:63kg
STR:5 CON:4 BOD:4 MOV:4
INT:6 WIL:5 TEM:5 PRE:8
TEC:3 REF:5 AGI:5 AWA:7
REC:9 STA:1 END:40 STU:8 RES:13 DMG:1
TOL:10 HUM:50 PAS:12 WYR:11 SPD:3 RUN:8
Skills: Academia[2], Acrobatics[2], Athletics[3], Cryptography[2], Disguise[1], Dodge[2], Empathy[2], Etiquette[5], Fight[2], Focus[3], Forgery[1], Impress[1], Inquiry[4], Knavery[2], Linguistics[2], Lore[2], Melee[3], Observe[4], Occult Arts[2], Oratory[2], Persuasion[3], Remedy[2], Riding[1], Seduction[4], Spycraft[3], Stealth[1], Stoic Mind[2], Streetwise[2], Teaching[2], Think Machine[2], Xenology[1], Linguistics (Saudi)[1], Linguistics (Urthish)[2], Lore (Gwynneth System)[2], Lore (Penitents)[1], Xenology (Kurgan)[1].
Occult powers:
Type: Psi, **Path:** Soma, **Level/Darkside:** 3 / 0
Stigma:
Rituals: Toughening (1) [PRE+Athletics=11], Strengthening (2) [WIL+Athletics=8], Quickening (3) [WIL+Athletics=8].
Shortcuts: Charm others (PRE + Seduction = 12), Notice something (AWA + Observe = 11), Convince someone with arguments (PRE + Persuasion = 11), Deduce from data (INT + Inquiry = 10), Convince someone with bullshit (PRE + Knavery = 10), Stabilize wounds (INT + Remedy = 8), Melee (REF + Melee = 8), Keep focused on a task (WIL + Focus = 8), Swimming (BOD + Athletics = 7), Iron will (WIL + Stoic Mind = 7), Fight/Martial Arts (REF + Fight = 7), Discern emotions (AWA + Empathy = 7), Avoid being hit (AGI + Dodge = 7), Roll to cover (MOV + Acrobatics = 6)
[000465 / katarina_szdreiov]

LIN BARTOWSKI
Tallahud officer
Female Kaanic Commander of Emperor Alexius Primus from Kish Freefolk.
Born in 4985 (37 years old) Height: 176cm / Weight:56kg
STR:5 CON:4 BOD:5 MOV:5
INT:3 WIL:5 TEM:6 PRE:4
TEC:6 REF:7 AGI:3 AWA:5
REC:9 STA:2 END:45 STU:9 RES:9 DMG:1
TOL:11 HUM:55 PAS:11 WYR:10 SPD:4 RUN:10
Skills: Academia[2], Acrobatics[2], Athletics[6], Beastcraft[1], Bureaucracy[2], Dodge[2], Fight[4], Focus[2], Gunnery[3], Impress[1], Leadership[2], Linguistics[2], Lore[1], Melee[2], Observe[2], Persuasion[2], Redemption[1], Remedy[2], Security[1], Sensors[1], Shoot[5], Streetwise[1], Teaching[2], Think Machine[1], Warfare[2], Linguistics (Latin)[1], Linguistics (Urthish)[2], Lore (Jumpweb)[1], Redemption (Mech)[1].
Shortcuts: Fire a ranged weapon (REF + Shoot = 12), Swimming (BOD + Athletics = 11), Fight/Martial Arts (REF + Fight = 11), Melee (REF + Melee = 9), Roll to cover (MOV + Acrobatics = 7), Notice something (AWA + Observe = 7), Keep focused on a task (WIL + Focus = 7), Give orders to subsidiaries (PRE + Leadership = 6), Convince someone with arguments (PRE + Persuasion = 6), Stabilize wounds (INT + Remedy = 5), Fill shipment border transit documents (INT + Bureaucracy = 5), Avoid being hit (AGI + Dodge = 5)
[000510 / lin_bartowski]

NEIAD SHAFEER AL-MALIK
Prima Ballerina
Female Sebacean of Le Masque from Byzantium Secundus Freefolk.
Born in 4989 (33 years old) Height: 168cm / Weight:50kg
STR:7 CON:7 BOD:7 MOV:6
INT:5 WIL:7 TEM:7 PRE:3
TEC:5 REF:6 AGI:8 AWA:10
REC:14 STA:3 END:70 STU:14 RES:10 DMG:2
TOL:14 HUM:70 PAS:17 WYR:11 SPD:3 RUN:12
Skills: Academia[4], Acrobatics[8], Athletics[5], Bureaucracy[1], Cryptography[2], Disguise[1], Dodge[5], Empathy[3], Fight[2], Focus[2], Forgery[2], Gambling[1], Impress[2], Inquiry[4], Knavery[2], Linguistics[1], Melee[2], Observe[6], Performance[1], Persuasion[3], Redemption[1], Remedy[1], Search[1], Security[1], Seduction[2], Shadowing[1], Shoot[2], Sneak[4], Spycraft[3], Stealth[6], Streetwise[5], Teaching[2], Think Machine[2], Trading[1], Linguistics (Urthish)[2], Performance (Dancing)[3], Redemption (Tinkering)[1].
Shortcuts: Notice something (AWA + Observe = 16), Roll to cover (MOV +

Acrobatics = 14), Avoid being hit (AGI + Dodge = 13), Swimming (BOD + Athletics = 12), Search a place (AWA + Search = 11), Discern emotions (AWA + Empathy = 10), Keep focused on a task (WIL + Focus = 9), Deduce from data (INT + Inquiry = 9), Melee (REF + Melee = 8), Fire a ranged weapon (REF + Shoot = 8), Fight/Martial Arts (REF + Fight = 8), Stabilize wounds (INT + Remedy = 6), Fill shipment border transit documents (INT + Bureaucracy = 6), Convince someone with arguments (PRE + Persuasion = 6), Convince someone with bullshit (PRE + Knavery = 5), Charm others (PRE + Seduction = 5)
[000504 / neiad_shafeer_almalik]

ORLEM GRADSKI
Nova Stressos aide de camp
Male Romanovish of Royale House Decados from Cadavus Nobility.
Born in 4986 (36 years old) Height: 179cm / Weight:73kg
STR:7 CON:5 BOD:4 MOV:4
INT:4 WIL:5 TEM:8 PRE:3
TEC:3 REF:6 AGI:7 AWA:6
REC:12 STA:1 END:45 STU:9 RES:8 DMG:2
TOL:13 HUM:65 PAS:14 WYR:10 SPD:3 RUN:8
Skills: Academia[2], Acrobatics[3], Alchemy[1], Athletics[6], Bureaucracy[2], Dodge[6], Empathy[3], Etiquette[2], Fight[3], Focus[2], Impress[3], Inquiry[2], Knavery[1], Leadership[3], Linguistics[1], Lore[2], Melee[8], Observe[4], Persuasion[2], Politics[2], Remedy[2], Shoot[2], Sneak[1], Stoic Mind[3], Teaching[2], Warfare[3], Linguistics (Urthish)[2], Lore (Jumpweb)[2], Lore (Poisons & Drugs)[2].
Shortcuts: Melee (REF + Melee = 14), Avoid being hit (AGI + Dodge = 13), Discern emotions (AWA + Empathy = 11), Swimming (BOD + Athletics = 10), Notice something (AWA + Observe = 10), Fight/Martial Arts (REF + Fight = 9), Iron will (WIL + Stoic Mind = 8), Fire a ranged weapon (REF + Shoot = 8), Roll to cover (MOV + Acrobatics = 7), Keep focused on a task (WIL + Focus = 7), Stabilize wounds (INT + Remedy = 6), Give orders to subsidiaries (PRE + Leadership = 6), Fill shipment border transit documents (INT + Bureaucracy = 6), Deduce from data (INT + Inquiry = 6), Convince someone with arguments (PRE + Persuasion = 5), Convince someone with bullshit (PRE + Knavery = 4)
[000508 / orlem_gradski]

PORTIA JUSTINIAN
Female Teutonic Knight of House Justinian from Paradize Freefolk.
Born in 4989 (33 years old) Height: 171cm / Weight:47kg
STR:4 CON:4 BOD:4 MOV:6
INT:7 WIL:7 TEM:6 PRE:6
TEC:3 REF:5 AGI:3 AWA:6
REC:8 STA:1 END:40 STU:8 RES:13 DMG:0
TOL:13 HUM:65 PAS:12 WYR:12 SPD:3 RUN:12
Skills: Academia[6], Arts[3], Athletics[8], Dodge[4], Dogma[1], Empathy[2], Etiquette[9], Fight[2], Focus[2], Gambling[1], Knavery[2], Leadership[1], Linguistics[1], Lore[1], Melee[4], Observe[7], Oratory[4], Persuasion[3], Politics[2], Riding[3], Search[4], Seduction[3], Shoot[1], Stealth[1], Teaching[2], Think Machine[1], Arts (Litterature)[2], Arts (Poetry)[4], Arts (Rhetoric)[3], Dogma (Church of the Celestial Sun)[1], Linguistics (Urthish)[3], Lore (Paradize System)[2].
Shortcuts: Notice something (AWA + Observe = 13), Swimming (BOD + Athletics = 12), Search a place (AWA + Search = 10), Melee (REF + Melee = 9), Keep focused on a task (WIL + Focus = 9), Convince someone with arguments (PRE + Persuasion = 9), Charm others (PRE + Seduction = 9), Discern emotions (AWA + Empathy = 8), Convince someone with bullshit (PRE + Knavery = 8), Give orders to subsidiaries (PRE + Leadership = 7), Fight/Martial Arts (REF + Fight = 7), Avoid being hit (AGI + Dodge = 7), Fire a ranged weapon (REF + Shoot = 6)
[000503 / portia_justinian]

RAIFA MOFAT AL-MALIK
Count Mofat
Male Enquist of Royale House Al-Malik from Istakhr Freefolk.
Born in 4983 (39 years old) Height: 179cm / Weight:75kg
STR:5 CON:5 BOD:6 MOV:4
INT:7 WIL:5 TEM:5 PRE:7
TEC:4 REF:6 AGI:4 AWA:4
REC:10 STA:2 END:55 STU:11 RES:12 DMG:1
TOL:10 HUM:50 PAS:9 WYR:13 SPD:3 RUN:8
Skills: Academia[3], Arts[1], Athletics[5], Beastcraft[1], Bribery[1], Bureaucracy[6], Dodge[1], Dogma[1], Driving[1], Empathy[1], Etiquette[4], Fight[4], Focus[2], Impress[1], Inquiry[1], Interrogation[1], Leadership[6], Linguistics[4], Lore[2], Magna Carta[3], Melee[1], Observe[2], Occult Arts[1], Oratory[2], Performance[1], Persuasion[2], Politics[3], Remedy[1], Seduction[1], Shoot[3], Stoic Body[1], Stoic Mind[1], Survival[1], Teaching[2], Think Machine[1], Trading[1], Warfare[3], Arts (Music)[2], Dogma (Church of the Celestial Sun)[2], Driving (Landcraft)[1], Linguistics (Graceful Tongue)[2], Linguistics (Saudi)[1], Linguistics (Ukari)[1], Linguistics (Urthish)[2], Lore (Istakhr System)[3], Lore (Mutasih)[3], Performance (Music)[4].
Shortcuts: Give orders to subsidiaries (PRE + Leadership = 13), Fill shipment border transit documents (INT + Bureaucracy = 13), Swimming (BOD + Athletics = 11), Prepare a legal case (INT + Magna Carta = 10), Fight/Martial Arts (REF + Fight = 10), Fire a ranged weapon (REF + Shoot = 9), Convince someone with arguments (PRE + Persuasion = 9), Stabilize wounds (INT + Remedy = 8), Deduce from data (INT + Inquiry = 8), Charm others (PRE + Seduction = 8), Melee (REF + Melee = 7), Keep focused on a task (WIL + Focus = 7), Notice something (AWA + Observe = 6), Iron will (WIL + Stoic Mind = 6), Discern emotions (AWA + Empathy = 6), Avoid being hit (AGI + Dodge = 5)
[000482 / raifa_mofat_almalik]

SAHARANSAFAR TROOPERS
Al-Malik Shock Troopers – NAMELESS NPCs
Enquist Legionnaire of Royale House Al-Malik from Istakhr Freefolk.
PHY:4 MEN:4 COM:4
REC:8 STA:1 END:40 STU:8 RES:8 DMG:0
TOL:7 HUM:35 PAS:7 WYR:9 SPD:3 RUN:8
Shortcuts: Swimming (BOD + Athletics = 9), Melee (REF + Melee = 8), Fire a ranged weapon (REF + Shoot = 8), Fight/Martial Arts (REF + Fight = 8), Notice something (AWA + Observe = 7), Heavy weapon fire (REF + Heavy Weapons = 7), Keep focused on a task (WIL + Focus = 6), Deduce from data (INT + Inquiry = 6), Convince someone with arguments (PRE + Persuasion = 6), Avoid being hit (AGI + Dodge = 6), Search a place (AWA + Search = 5), Give orders to subsidiaries (PRE + Leadership = 5), Discern emotions (AWA + Empathy = 5)
[000493 / saharansafar_troopers]

SANJUK OJ KAVAL
Female Ur Ukar of Scravers from Kordeth Freefolk.
Born in 4974 (48 years old) Height: 175cm / Weight:50kg
STR:6 CON:6 BOD:6 MOV:3
INT:4 WIL:7 TEM:4 PRE:3
TEC:6 REF:7 AGI:6 AWA:6
REC:12 STA:2 END:60 STU:12 RES:10 DMG:1
TOL:11 HUM:55 PAS:10 WYR:11 SPD:4 RUN:6
Skills: Alchemy[2], Athletics[3], Dodge[4], Empathy[2], Fight[9], Focus[2], Impress[4], Interrogation[1], Knavery[2], Linguistics[2], Lore[2], Melee[4], Observe[5], Occult Arts[2], Redemption[1], Remedy[1], Shadowing[2], Shoot[4], Stealth[3], Streetwise[2], Survival[2], Teaching[2], Linguistics (Ba'amon carvings)[1], Linguistics (Ukari)[1], Lore (Kordeth System)[2], Lore (Midian System)[1], Redemption (Mech)[1].
Occult powers:
Type: Psi, **Path:** Sixth Sense, **Level/Darkside:** 5 / 1
Stigma: Dimming light
Rituals: Sensitivity (1) [AWA+Observe=11], Darksense (2) [INT+Observe=9], Subtle Sight (3) [PRE+Observe=8], Premonition (4) [PRE+Observe=8].
Shortcuts: Fight/Martial Arts (REF + Fight = 16), Notice something (AWA + Observe = 11), Melee (REF + Melee = 11), Fire a ranged weapon (REF + Shoot = 11), Avoid being hit (AGI + Dodge = 10), Swimming (BOD + Athletics = 9), Keep focused on a task (WIL + Focus = 9), Discern emotions (AWA + Empathy = 6), Stabilize wounds (INT + Remedy = 5), Convince someone with bullshit (PRE + Knavery = 5)
[000511 / sanjuk_oj_kaval]

SHEISINSELLI MOFAT AL-MALIK

Female Enquist of Royale House Al-Malik from Istakhr Nobility.
Born in 5007 (15 years old) Height: 169cm / Weight:58kg
STR:3 CON:3 BOD:3 MOV:3
INT:8 WIL:8 TEM:8 PRE:9
TEC:3 REF:4 AGI:3 AWA:3
REC:6 STA:1 END:30 STU:6 RES:17 DMG:0
TOL:16 HUM:80 PAS:11 WYR:12 SPD:2 RUN:6
Skills: Academia[4], Athletics[2], Beastcraft[1], Dogma[2], Empathy[1], Etiquette[3], Fight[2], Focus[5], Householding[2], Inquiry[1], Leadership[3], Linguistics[5], Lore[3], Observe[2], Persuasion[3], Stoic Body[2], Stoic Mind[2], Teaching[2], Think Machine[2], Xenology[1], Dogma (Church of the Celestial Sun)[1], Dogma (Ukar Banjak)[2], Linguistics (Ba'amon carvings)[2], Linguistics (Graceful Tongue)[2], Linguistics (Saudi)[2], Linguistics (Ukari)[2], Linguistics (Urthish)[3], Lore (Istakhr System)[2], Lore (Ur Obun)[1], Lore (Ur Ukar)[3], Xenology (Ur Ukar)[2].
Shortcuts: Keep focused on a task (WIL + Focus = 13), Give orders to subsidiaries (PRE + Leadership = 12), Convince someone with arguments (PRE + Persuasion = 12), Iron will (WIL + Stoic Mind = 10), Discern emotions (AWA + Empathy = 9), Deduce from data (INT + Inquiry = 9), Fight/Martial Arts (REF + Fight = 6), Swimming (BOD + Athletics = 5), Notice something (AWA + Observe = 5)
[000485 / sheisinselli_mofat_almalik]

SOLOMON CUIRIAS

Man At Arms
Male Castillan Major of Musters from Criticorum Freefolk.
Born in 4970 (52 years old) Height: 181cm / Weight:76kg
STR:6 CON:5 BOD:6 MOV:4
INT:4 WIL:6 TEM:4 PRE:5
TEC:6 REF:7 AGI:5 AWA:5
REC:11 STA:2 END:55 STU:11 RES:11 DMG:1
TOL:10 HUM:50 PAS:9 WYR:11 SPD:4 RUN:8
Skills: Academia[2], Acrobatics[1], Athletics[4], Bureaucracy[2], Cryptography[1], Cybernetics[1], Dodge[2], Fight[5], Focus[2], Forgery[2], Impress[2], Inquiry[1], Interrogation[1], Knavery[2], Leadership[1], Linguistics[1], Magna Carta[1], Melee[5], Observe[5], Persuasion[2], Redemption[1], Remedy[2], Search[1], Security[3], Seduction[1], Shadowing[1], Shoot[6], Streetwise[3], Survival[1], Teaching[2], Think Machine[3], Linguistics (Urthish)[2], Redemption (Mech)[2].
Shortcuts: Fire a ranged weapon (REF + Shoot = 13), Melee (REF + Melee = 12), Fight/Martial Arts (REF + Fight = 12), Swimming (BOD + Athletics = 10), Notice something (AWA + Observe = 10), Keep focused on a task (WIL + Focus = 8), Convince someone with bullshit (PRE + Knavery = 7), Convince someone with arguments (PRE + Persuasion = 7), Avoid being hit (AGI + Dodge = 7), Stabilize wounds (INT + Remedy = 6), Search a place (AWA + Search = 6), Give orders to subsidiaries (PRE + Leadership = 6), Fill shipment border transit documents (INT + Bureaucracy = 6), Charm others (PRE + Seduction = 6), Roll to cover (MOV + Acrobatics = 5), Prepare a legal case (INT + Magna Carta = 5), Deduce from data (INT + Inquiry = 5)
[000505 / solomon_cuirias]

TALLAHUD MEMBERS

Pirates serving W - NAMELESS NPCs
Castillan of Scravers from Freefolk.
PHY:4 MEN:3 COM:4
REC:9 STA:1 END:45 STU:9 RES:6 DMG:0
TOL:6 HUM:30 PAS:7 WYR:7 SPD:2 RUN:10
Shortcuts: Swimming (BOD + Athletics = 8), Fire a ranged weapon (REF + Shoot = 8), Fight/Martial Arts (REF + Fight = 7), Notice something (AWA + Observe = 6), Avoid being hit (AGI + Dodge = 6), Melee (REF + Melee = 5), Keep focused on a task (WIL + Focus = 5), Convince someone with arguments (PRE + Persuasion = 5)
[000494 / tallahud_members]

TAMUN NARALIAN

Perv in church robes
Male Castillan Deacon of Orthodox Church from Holy Terra Church.
Born in 4964 (58 years old) Height: 169cm / Weight:60kg
STR:3 CON:5 BOD:3 MOV:3
INT:8 WIL:6 TEM:7 PRE:8
TEC:3 REF:3 AGI:3 AWA:6
REC:8 STA:1 END:40 STU:8 RES:14 DMG:0
TOL:13 HUM:65 PAS:13 WYR:11 SPD:2 RUN:6
Skills: Academia[3], Arts[1], Athletics[2], Dogma[1], Empathy[3], Etiquette[3], Fight[2], Focus[4], Impress[2], Inquiry[2], Linguistics[2], Lore[2], Observe[4], Oratory[5], Persuasion[3], Seduction[4], Streetwise[1], Surgery[2], Teaching[2], Arts (Couture)[1], Dogma (Church of the Celestial Sun)[2], Linguistics (Latin)[4], Linguistics (Urthish)[3], Lore (Holy Terra System)[2], Lore (Istakhr System)[2].
Shortcuts: Charm others (PRE + Seduction = 12), Convince someone with arguments (PRE + Persuasion = 11), Notice something (AWA + Observe = 10), Keep focused on a task (WIL + Focus = 10), Discern emotions (AWA + Empathy = 10), Deduce from data (INT + Inquiry = 10), Apply surgery on wounded (INT + Surgery = 10), Swimming (BOD + Athletics = 5), Fight/Martial Arts (REF + Fight = 5)
[000499 / tamun_naralian]

VALTEREZ VAUXHALL

Imperial Corsair
Male Sebacean of Emperor Alexius Primus from Ravenna Freefolk.
Born in 4974 (48 years old) Height: 178cm / Weight:74kg
STR:5 CON:5 BOD:5 MOV:4
INT:9 WIL:4 TEM:8 PRE:7
TEC:3 REF:5 AGI:3 AWA:9
REC:10 STA:2 END:50 STU:10 RES:11 DMG:1
TOL:12 HUM:60 PAS:17 WYR:14 SPD:3 RUN:8
Skills: Academia[4], Acting[1], Athletics[5], Bribery[2], Bureaucracy[4], Cryptography[2], Demolition[1], Dodge[2], Dogma[1], Driving[1], Empathy[1], Fight[4], Focus[2], Forgery[4], Gambling[1], Gunnery[1], Impress[3], Inquiry[3], Interrogation[1], Knavery[2], Leadership[6], Linguistics[4], Lore[3], Melee[2], Navigation[2], Observe[3], Oratory[1], Persuasion[2], Politics[3], Remedy[1], Search[1], Security[2], Seduction[3], Sensors[2], Shadowing[1], Shoot[3], Sneak[1], Spycraft[2], Streetwise[3], Survival[1], Teaching[2], Think Machine[2], Warfare[4], Dogma (Vuldrok Erdgheist)[1], Driving (Celestial Sailing)[4], Linguistics (Imperial Battle Slang)[2], Linguistics (Scravers' Cant)[2], Linguistics (Urthish)[2], Linguistics (Vuldrok)[1], Lore (Hargard System)[2], Lore (Jumpweb)[1], Lore (Sathraists)[1].
Shortcuts: Give orders to subsidiaries (PRE + Leadership = 13), Fill shipment border transit documents (INT + Bureaucracy = 13), Notice something (AWA + Observe = 12), Deduce from data (INT + Inquiry = 12), Swimming (BOD + Athletics = 10), Stabilize wounds (INT + Remedy = 10), Search a place (AWA + Search = 10), Charm others (PRE + Seduction = 10), Fight/Martial Arts (REF + Fight = 9), Discern emotions (AWA + Empathy = 9), Convince someone with bullshit (PRE + Knavery = 9), Convince someone with arguments (PRE + Persuasion = 9), Fire a ranged weapon (REF + Shoot = 8), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 7), Melee (REF + Melee = 7), Keep focused on a task (WIL + Focus = 6), Avoid being hit (AGI + Dodge = 5)
[000492 / valterez_vauxhall]

ZAHURAS MOFAT AL-MALIK

Abdul Security Officer
Male Enquist Knight of Royale House Al-Malik from Istakhr Nobility.
Born in 4976 (46 years old) Height: 181cm / Weight:77kg
STR:5 CON:5 BOD:7 MOV:4
INT:5 WIL:5 TEM:5 PRE:5
TEC:4 REF:8 AGI:4 AWA:5
REC:10 STA:3 END:60 STU:12 RES:10 DMG:1
TOL:10 HUM:50 PAS:10 WYR:13 SPD:4 RUN:8
Skills: Academia[2], Athletics[6], Bureaucracy[2], Cryptography[2], Demolition[2], Dodge[2], Driving[3], Empathy[1], Etiquette[1], Fight[5],

Focus[2], Gunnery[2], Impress[2], Inquiry[3], Leadership[5], Linguistics[2], Melee[3], Observe[5], Persuasion[2], Remedy[2], Security[3], Shoot[5], Spycraft[2], Stoic Body[1], Stoic Mind[1], Surveillance[2], Survival[4], Teaching[2], Trading[1], Warfare[5], Driving (Celestial Sailing)[2], Driving (Hovertank)[2], Driving (Landcraft)[1], Linguistics (Graceful Tongue)[2], Linguistics (Urthish)[2].

Shortcuts: Swimming (BOD + Athletics = 13), Fire a ranged weapon (REF + Shoot = 13), Fight/Martial Arts (REF + Fight = 13), Melee (REF + Melee = 11), Notice something (AWA + Observe = 10), Give orders to subsidiaries (PRE + Leadership = 10), Deduce from data (INT + Inquiry = 8), Stabilize wounds (INT + Remedy = 7), Keep focused on a task (WIL + Focus = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Convince someone with arguments (PRE + Persuasion = 7), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 6), Iron will (WIL + Stoic Mind = 6), Discern emotions (AWA + Empathy = 6), Avoid being hit (AGI + Dodge = 6)

[000446 / zahuras_mofat_almalik]

zaffarelli@gmail.com