

# Abdul Mofat al-Malik

*The Tiger of Istakhr*

Male Urthish Enquist Duke of from none Nobility. Born in 4953 (68 years old)

Height: 179cm / Weight: 75kg

## Primary Attributes

Strength	6	Intellect	6	Tech	4
Constitution	5	Willpower	7	Reflexes	7
Body	6	Temper	5	Agility	5
Movement	5	Presence	9	Awareness	5

## Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	16	Damage	1	Tolerance	12	Humanity	60
Passion	10	Wyrd	13	Speed	4	Run	10

## Skills

Academia	2	Leadership	8	Oratory	5
Arts	1	Linguistics	3	Persuasion	4
▪ Literature	2	▪ Graceful Tongue	2	Politics	6
Athletics	6	▪ Saudi	2	Remedy	2
Bureaucracy	2	▪ Urthish	2	Security	5
Dodge	3	Lore	8	Seduction	3
Dogma	1	▪ Aylon System	2	Shoot	6
▪ Church of the	2	▪ Criticorum System	2	Spycraft	2
Celestial Sun					
Empathy	3	▪ House al-Malik	2	Stoic Body	3
Etiquette	5	▪ Istakhr System	2	Stoic Mind	1
Fight	5	▪ Jumpweb	2	Survival	3
Focus	3	▪ Kordeth System	2	Teaching	3
Gambling	1	▪ Musters	1	Trading	1
Impress	5	▪ Verbannung System	1	Warfare	5
Inquiry	2	Magna Carta	3	Xenology	2
Interrogation	4	Melee	4	▪ Kurgan	1
Knavery	1	Observe	4	▪ Ur Ukar	2

## Blessings/Curses

Gracious (2) , Impetuous (-2) .

## Benefits/Afflictions

Assets (Cost:5 5000) , Black sheep (Cost:-2) , Dark Secret (Cost:-3) , Enemy (Cost:-3) , Nobility (Cost:3 Knight) , Retinue (Cost:3) , Rise Rank by 1 (Cost:2) , Rise Rank By 4 (Cost:8) .

## Talents

## Weapons

1 Al-Malik 958 "Space Ops" . P . WA:2 . J . C . DC:2D6+1 . Cal:n/a . ROF:1 . Clip:8 . RNG:30 . ST . £240

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

3 Zaalen Stinger (Obun Stunner) . EX . WA:2 . J . R . DC:3D6 . Cal:FSC . ROF:1 . Clip:15 . RNG:20 . ST . £3000

## Armor

Powered Ceramsteel Plate Hard SP:14 (HE)(TO)(LA)(RA)(LL)(RL)

## Energy Shield

Assault 10/30 Hits:20 usage:(Soft Medium Hard )

## 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)

## LifePaths

Race Urthish (140), Upbringing Rural Estate al-Malik (20), Apprenticeship Military Soldier (25), Early Career Military Command Soldier (48), Tour of Duty Diplomatic Mission (20), Tour of Duty Fief Holder (20), Tour of Duty Military Officer (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Promotion & Rewards (7).

## Narrative

Generated with **Dramatis Personae**

Dec. 26, 2021, 11:16 p.m.

# Abru Al-Shadiraz

Sihid tribe elder

Male Urthish Kaanic of from Istakhr / Afid Desert Freefolk. Born in 4909 (113 years old)

Height: 171cm / Weight: 62kg

## Primary Attributes

Strength	3	Intellect	3	Tech	3
Constitution	4	Willpower	8	Reflexes	3
Body	3	Temper	9	Agility	3
Movement	4	Presence	4	Awareness	7

## Secondary Attributes

Recovery	7	Stamina	1	Endurance	35	Stun	7
Resistance	12	Damage	0	Tolerance	17	Humanity	85
Passion	16	Wyrd	6	Speed	2	Run	8

## Skills

Academia	2	▪ <i>Urthish</i>	2	Riding	4
Athletics	2	▪ <b>Lore</b>	1	Shadowing	1
Beastcraft	4	▪ <i>Istakhr System</i>	2	Stoic Mind	5
Fight	2	Navigation	1	Survival	1
Focus	6	Observe	3	Teaching	2
Linguistics	2	Occult Arts	2	▪ <i>Saudi</i>	4
Persuasion	2				

## Benefices/Afflictions

Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3) , Occult Mastery 2 (Cost:9 Main Path: Power Level 4 & 5) , Occult Mastery 3 (Cost:13 Main Path: Powers Level 6 & 7) , Occult Mastery 4 (Cost:8 Main Path: Power Level 8) , Occult Mastery 5 (Cost:9 Main Path: Power Level 9) .

## Talents

### Weapons

1 Staff . MELEE . WA:1 . N . E . DC:2D6+1 . STR:3 . RNG:1 . ST . £4

## Armor

Istakhr Sihid Nomad      Soft      SP:4      (HE)(TO)(LA)(RA)(LL)(RL)  
Outfit

## 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)

## Lifepaths

Race Urthish (140), **Upbringing** Sihid Desert Nomad (20), **Apprenticeship** Custom Apprenticeship (25), **Early Career** Custom Early Career (48), **Tour of Duty** Native Psychic (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Custom Worldly Benefits (7).

## Narrative

Generated with **Dramatis Personae**

Dec. 31, 2021, 7:07 p.m.

## Aldron Moxlaw

*Cardinal of the Temple Avesti*

Male Urthish Sebacean of from none Freefolk. Born in 4961 (61 years old)

Height: 150cm / Weight: 50kg

### Primary Attributes

Strength	5	Intellect	4	Tech	3
Constitution	5	Willpower	5	Reflexes	4
Body	3	Temper	8	Agility	3
Movement	4	Presence	6	Awareness	9

### Secondary Attributes

Recovery	10	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	1	Tolerance	13	Humanity	65
Passion	17	Wyrd	8	Speed	2	Run	8

### Skills

Academia	3	Interrogation	2	Oratory	2
Athletics	4	<b>Linguistics</b>	2	Persuasion	4
<b>Dogma</b>	3	▪ Latin	2	Politics	1
▪ Church of the	3	▪ Urthish	2	Remedy	1
<i>Celestial Sun</i>					
▪ Omega Gospels	1	<b>Lore</b>	5	Search	2
▪ Sathraism	1	▪ Engineers Guild	1	Seduction	2
Empathy	4	▪ Heresy	2	Shadowing	1
Etiquette	1	▪ House al-Malik	2	Shoot	4
Fight	2	▪ Penitents	2	Stealth	1
Focus	3	▪ Syneculum	1	Stoic Body	1
Impress	4	Observe	5	Streetwise	1
Inquiry	4	Occult Arts	1	Teaching	2

### Benefices/Afflictions

Cash (Cost:3 600) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3) , Ordained (Cost:3 Novitiate / Apprentice / Novitiate ) , Rise Rank By 2 (Cost:4) .

### Talents

#### Weapons

1 Escorl medium pistol . P . WA:1 . J . R . DC:2D6+4 . Cal:.40 . ROF:0 . Clip:9 .  
RNG:25 . VR . £400

#### Armor

Avestite Fireproof Robes Soft SP:4 (HE)(TO)(LA)(RA)(LL)(RL)

### 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)

### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Town (15), **Apprenticeship** Temple Avesti Parish (25), **Early Career** Inquisitor (48), **Tour of Duty** Noble Confessor (20), **Tour of Duty** Native Theurge (20), **Worldly Benefits** High Promotion (7).

### Narrative

Generated with **Dramatis Personae**

Dec. 30, 2021, 11:42 p.m.

# Alfonso Gradinier

*Grand Couturier*

Male Urthish Teutonic of from none Freefolk. Born in 4967 (55 years old)

Height: 169cm / Weight: 60kg

## Primary Attributes

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

## Secondary Attributes

Recovery	9	Stamina	1	Endurance	40	Stun	8
Resistance	10	Damage	1	Tolerance	10	Humanity	50
Passion	13	Wyrd	12	Speed	3	Run	8

## Skills

Academia	4	Impress	3	■ <i>Catwalk</i>	4
<b>Arts</b>	2	Inquiry	1	■ <i>Dancing</i>	3
■ <i>Couture</i>	7	<b>Linguistics</b>	3	Persuasion	3
■ <i>Music</i>	3	■ <i>Franken</i>	2	<b>Redemption</b>	1
Athletics	2	■ <i>Latin</i>	2	■ <i>Tinkering</i>	4
<b>Driving</b>	2	■ <i>Urthish</i>	2	Remedy	1
■ <i>Heavy Transport</i>	2	<b>Lore</b>	2	Seduction	3
<i>Vehicle</i>					
■ <i>Landcraft</i>	3	■ <i>Fashion</i>	6	Streetwise	1
Empathy	5	■ <i>Spacesuit</i>	2	Teaching	4
Fight	2	Observe	6	Trading	1
Focus	4	<b>Performance</b>	2		

## Blessings/Curses

Curious (2) , Nosy (-2) , Prideful (-2) .

## Benefices/Afflictions

Addiction (Cost:-2) , Ally (Cost:2) , Assets (Cost:3 3000) , Fallen from Grace (Cost:-3) , Gossip Network (Cost:2 You have a network of informants planetwide. ) .

## Talents

### 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)

## Lifepaths

Race Urthish (140), **Upbringing** City (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Charioteers (25), **Early Career** Lodge of the Artists (48), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Friends & Rewards (7).

## Narrative

Generated with **Dramatis Personae**

Dec. 28, 2021, 4:13 p.m.

## Alicia Bregen

Female Urthish Kaanic of from none Freefolk. Born in 4990 (32 years old)

Height: 150cm / Weight: 50kg

### Primary Attributes

Strength	3	Intellect	<b>8</b>	Tech	<b>8</b>
Constitution	3	Willpower	4	Reflexes	4
Body	3	Temper	4	Agility	3
Movement	3	Presence	<b>8</b>	Awareness	<b>7</b>

### Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	12	Damage	0	Tolerance	8	Humanity	40
Passion	11	Wyrd	12	Speed	2	Run	6

### Skills

Academia	3	<b>Linguistics</b>	2	<b>Science</b>	4
Acrobatics	1	▪ <i>Urthish</i>	2	▪ <i>Engineering</i>	4
<b>Arts</b>	2	▪ <i>Urthtech</i>	3	▪ <i>Physics</i>	2
▪ <i>Couture</i>	3	Observe	3	▪ <i>Quantum Physics</i>	<b>5</b>
▪ <i>Holovid</i>	2	<b>Performance</b>	1	▪ <i>Sensors</i>	<b>7</b>
Athletics	2	▪ <i>Dancing</i>	<b>5</b>	Seduction	1
Cryptography	1	Persuasion	2	Streetwise	1
Disguise	1	<b>Redemption</b>	3	Teaching	3
Fight	2	▪ <i>Forbidden Lore</i>	3	Think Machine	2
Focus	3	▪ <i>Mech</i>	3	Inquiry	3
▪ <i>Volt</i>	3				

### Blessings/Curses

Innovative (2) , Unnerving (-2) .

### Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:1 100) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank by 1 (Cost:2) .

### Talents

#### Shortcuts

Maintain celestial ship propellers 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), Fight/Martial Arts (REF + Fight = 6), Swimming (BOD + Athletics = 5), Roll to cover (MOV + Acrobatics = 4)

### Lifepaths

**Race** Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Academy Engineers (25), **Early Career** Scientist (48), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Promotion & Friends (7).

### Narrative

Generated with **Dramatis Personae**

Dec. 29, 2021, 7:15 p.m.

## Antonio Ragos

A heavily cybernetized knight

Male Urthish Castilian Knight of from none Nobility. Born in 4989 (33 years old)

Height: 150cm / Weight: 50kg

### Primary Attributes

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

### Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	9	Damage	1	Tolerance	10	Humanity	50
Passion	10	Wyrd	11	Speed	4	Run	10

### Skills

Academia	3	Focus	2	Politics	3
Acrobatics	2	Impress	3	Remedy	3
Athletics	5	Leadership	1	Shoot	4
Cybernetics	3	Linguistics	1	Stoic Body	1
Dodge	3	■ Urthish	2	Stoic Mind	3
Empathy	2	Melee	5	Survival	1
Etiquette	2	Observe	4	Teaching	2
Fight	3	Persuasion	2	Warfare	1

### Blessings/Curses

Disciplined (2) , Vengeful (-2) .

### Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Fencing Actions (Silver sword) (Cost:10 Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4) , Gossip Network (Cost:2 You have a network of informants worldwide.) , Medium Cyber Package (Cost:20 One notable enhancement.) , Nobility (Cost:3 Knight) .

### Talents

#### 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)

### Lifepaths

Race Urthish (140), Upbringing Landless Hazat (20), Apprenticeship Military Soldier (25), Early Career Court Duelist (48), Tour of Duty House Duellist (20), Tour of Duty Cybernetics Tweaked (20), Worldly Benefits Friends & Rewards (7).

### Narrative

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Generated with **Dramatis Personae**

Dec. 26, 2021, 11:36 p.m.

## Arik-al-tassoar Thugs

*Leading Scraver Gang in Samarkand*

Male Urthish Kaanic Associate of from Istakhr / Samarkand Freefolk. Born in 5002

(20 years old)

Height: 150cm / Weight: 50kg

### Primary Attributes

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

### Secondary Attributes

Recovery	8	Stamina	1	Endurance	45	Stun	9
Resistance	7	Damage	0	Tolerance	7	Humanity	35
Passion	9	Wyrd	8	Speed	2	Run	8

### Skills

Academia	2	Focus	3	Lore	3
Alchemy	2	Forgery	1	▪ <i>Istakhr System</i>	2
Athletics	2	Householding	1	▪ <i>Philosophy</i>	1
Beastcraft	1	Impress	2	▪ <i>Poisons &amp; Drugs</i>	2
Bribery	1	Inquiry	1	Observe	2
Bureaucracy	2	Knavery	1	Persuasion	3
Dogma	1	Leadership	1	Politics	1
▪ <i>Church of the Celestial Sun</i>	1	Linguistics	3	Search	1
Empathy	2	▪ <i>Graceful Tongue</i>	1	Streetwise	2
Etiquette	2	▪ <i>Scravers' Cant</i>	1	Teaching	2
Fight	3	▪ <i>Urthish</i>	3	Think Machine	1

### Talents

### Weapons

1 Ceramique 136 . P . WA:1 . J . C . DC:1D6+3 . Cal: . ROF:2 . Clip:10 . RNG:50 . VR . £80

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

### Armor

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

### Shortcuts

Notice something (AWA + Observe = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Convince someone with arguments (PRE + Persuasion = 7), Swimming (BOD + Athletics = 6), Search a place (AWA + Search = 6), Keep focused on a task (WIL + Focus = 6), Fight/Martial Arts (REF + Fight = 6), Discern emotions (AWA + Empathy = 6), Deduce from data (INT + Inquiry = 6), Give orders to subsidiaries (PRE + Leadership = 5), Convince someone with bullshit (PRE + Knavery = 5)

### Lifepaths

Race Urthish (140), **Nameless Kit** Cartel Kit (20), **Nameless Kit** Al-Malik Kit (20), **Nameless Kit** Imperial Citizen Kit (20).

### Narrative

Generated with **Dramatis Personae**

Jan. 2, 2022, 8:51 p.m.

## Arsen Floxman

Male Urthish Teutonic of from none Freefolk. Born in 4994 (28 years old)

Height: 171cm / Weight: 62kg

### Primary Attributes

Strength	3	Intellect	<b>9</b>	Tech	<b>8</b>
Constitution	4	Willpower	4	Reflexes	4
Body	3	Temper	4	Agility	3
Movement	4	Presence	<b>6</b>	Awareness	<b>8</b>

### Secondary Attributes

Recovery	7	Stamina	1	Endurance	35	Stun	7
Resistance	10	Damage	0	Tolerance	8	Humanity	40
Passion	12	Wyrd	13	Speed	2	Run	8

### Skills

Academia	4	■ Latin	1	■ Volt	3
Athletics	2	■ Urthish	2	■ Science	3
Beastcraft	1	■ Urthtech	3	■ Artificial Intelligence	3
Bureaucracy	2	■ Lore	2	■ Mathematics	3
Cryptography	3	■ Leagueheim System	1	■ Robotics	3
Cybernetics	2	■ Underworld	2	Shoot	2
Etiquette	2	Observe	3	Streetwise	1
Fight	2	Persuasion	2	Teaching	3
Focus	3	Redemption	3	Think Machine	<b>5</b>
Inquiry	4	■ Forbidden Lore	<b>5</b>	Linguistics	3
■ Mech	3				

### Blessings/Curses

Innovative (2), Unnerving (-2).

### Benefices/Afflictions

Cash (Cost:3 600), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Rise Rank By 2 (Cost:4).

### Talents

#### Shortcuts

Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 13), Deduce from data (INT + Inquiry = 13), Notice something (AWA + Observe = 11), Fill shipment border transit documents (INT + Bureaucracy = 11), Convince someone with arguments (PRE + Persuasion = 8), Keep focused on a task (WIL + Focus = 7), Fire a ranged weapon (REF + Shoot = 6), Fight/Martial Arts (REF + Fight = 6), Swimming (BOD + Athletics = 5)

### Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Wealthy Class (5), Apprenticeship Academy Engineers (25), Early Career Scientist (48), Tour of Duty Craftman (20), Worldly Benefits High Promotion (7).

### Narrative

Think Machine Specialist

## Ashur Templa

Male Urthish Kaanic of from none Church. Born in 4997 (25 years old)

Height: 184cm / Weight: 72kg

### Primary Attributes

Strength	<b>7</b>	Intellect	3	Tech	3
Constitution	5	Willpower	4	Reflexes	5
Body	<b>8</b>	Temper	<b>7</b>	Agility	5
Movement	5	Presence	4	Awareness	3

### Secondary Attributes

Recovery	12	Stamina	3	Endurance	65	Stun	13
Resistance	8	Damage	2	Tolerance	11	Humanity	55
Passion	10	Wyrd	8	Speed	3	Run	10

### Skills

Academia	2	Fight	<b>6</b>	Oratory	1
Acrobatics	3	Focus	3	Persuasion	2
Athletics	4	<b>Linguistics</b>	1	Remedy	2
Bribery	1	▪ <i>Urthish</i>	1	Shoot	4
Bureaucracy	1	<b>Lore</b>	3	Stoic Body	<b>5</b>
Dodge	4	▪ <i>Grail System</i>	1	Surgery	1
<b>Dogma</b>	1	▪ <i>Holy Terra System</i>	1	Survival	2
▪ <i>Church of the</i>	2	▪ <i>Nowhere System</i>	1	Teaching	3
<i>Celestial Sun</i>					
Empathy	3	Melee	4	Warfare	2
Etiquette	1	Observe	3		

### Blessings/Curses

Clueless (-2) , Disciplined (2) .

### Benefices/Afflictions

Basic Mantok (Cost:6) , Cash (Cost:3 600) , Ordained (Cost:3 Novitiate / Apprentice / Novitiate ) , Rise Rank By 2 (Cost:4) , Superior Mantok Technique (Cost:4) .

### Talents

#### Shortcuts

Swimming (BOD + Athletics = 12), Fight/Martial Arts (REF + Fight = 11), Discern emotions (AWA + Empathy = 10), Melee (REF + Melee = 9), Fire a ranged weapon (REF + Shoot = 9), Avoid being hit (AGI + Dodge = 9), Roll to cover (MOV + Acrobatics = 8), Keep focused on a task (WIL + Focus = 7), Notice something (AWA + Observe = 6), Convince someone with arguments (PRE + Persuasion = 6), Stabilize wounds (INT + Remedy = 5), Fill shipment border transit documents (INT + Bureaucracy = 4), Apply surgery on wounded (INT + Surgery = 4)

### Lifepaths

Race Urthish (140), Upbringing Brother Battle Rookie (20), Apprenticeship Brother Battle Trainee (25), Early Career Brother Battle Monk (48), Tour of Duty Pilgrim Escort (20), Worldly Benefits High Promotion (7).

### Narrative

Veteran of the three pilgrimage roads (Byzantium Secundus to Grail, Byzantium Secundus to Nowhere, Byzantium Secundus to Holy Terra)

## Augustus Zeneter

Male Urthish Teutonic of from none Freefolk. Born in 4995 (27 years old)

Height: 173cm / Weight: 70kg

### Primary Attributes

Strength	4	Intellect	<b>8</b>	Tech	4
Constitution	4	Willpower	5	Reflexes	<b>7</b>
Body	4	Temper	3	Agility	3
Movement	3	Presence	<b>10</b>	Awareness	5

### Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	15	Damage	0	Tolerance	8	Humanity	40
Passion	8	Wyrd	15	Speed	4	Run	6

### Skills

Academia	2	Impress	1	Persuasion	4
Athletics	3	Inquiry	1	Politics	2
Bureaucracy	2	Knavery	2	<b>Redemption</b>	1
<b>Driving</b>	4	Leadership	1	▪ <i>Tinkering</i>	2
▪ <i>Celestial Sailing</i>	4	<b>Linguistics</b>	1	Remedy	2
▪ <i>Heavy Transport</i>	3	▪ <i>Urthish</i>	2	Seduction	2
<i>Vehicle</i>					
▪ <i>Railway</i>	2	<b>Lore</b>	1	Sensors	2
▪ <i>Skycraft Piloting</i>	4	▪ <i>Jumpweb</i>	2	Shoot	1
Empathy	1	Magna Carta	3	Teaching	2
Fight	2	Melee	1	Think Machine	2
Focus	2	Navigation	2	Trading	3
Gunnery	3	Observe	3		

### Blessings/Curses

Curious (2), Nosy (-2).

### Benefices/Afflictions

Ally (Cost:4), Cash (Cost:100), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Freelancer Investment (Cost:2 +2 Assets), Rise Rank by 1 (Cost:2).

### Talents

#### Shortcuts

Convince someone with arguments (PRE + Persuasion = 14), Convince someone with bullshit (PRE + Knavery = 12), Charm others (PRE + Seduction = 12), Prepare a legal case (INT + Magna Carta = 11), Give orders to subsidiaries (PRE + Leadership = 11), Fly an aircraft (REF + Driving (Skycraft Piloting) = 11), Stabilize wounds (INT + Remedy = 10), Fill shipment border transit documents (INT + Bureaucracy = 10), Fight/Martial Arts (REF + Fight = 9), Deduce from data (INT + Inquiry = 9), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 8), Notice something (AWA + Observe = 8), Melee (REF + Melee = 8), Fire a ranged weapon (REF + Shoot = 8), Swimming (BOD + Athletics = 7), Keep focused on a task (WIL + Focus = 7), Discern emotions (AWA + Empathy = 4)

### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Town (15), **Apprenticeship** Guildhall Charioteers (25), **Early Career** Starship Pilot (48), **Tour of Duty** Entrepreneur (20), **Worldly Benefits** Promotion & Friends (7).

### Narrative

Logistics

## Balthazar Zemeckis

Male Urthish Kaanic Master of from none Freefolk. Born in 4954 (67 years old)

Height: 191cm / Weight: 112kg

### Primary Attributes

Strength	4	Intellect	<b>6</b>	Tech	<b>10</b>
Constitution	5	Willpower	4	Reflexes	4
Body	5	Temper	<b>6</b>	Agility	3
Movement	4	Presence	<b>6</b>	Awareness	<b>7</b>

### Secondary Attributes

Recovery	9	Stamina	2	Endurance	50	Stun	10
Resistance	10	Damage	0	Tolerance	10	Humanity	50
Passion	13	Wyrd	10	Speed	2	Run	8

### Skills

Academia	3	Leadership	3	▪ <i>Clockworking</i>	<b>5</b>
Alchemy	1	<b>Linguistics</b>	2	▪ <i>Forbidden Lore</i>	<b>5</b>
<b>Arts</b>	3	▪ <i>Urthish</i>	2	▪ <i>Mech</i>	<b>5</b>
▪ <i>Litterature</i>	1	▪ <i>Urthtech</i>	3	▪ <i>Volt</i>	4
▪ <i>Music</i>	1	<b>Lore</b>	4	<b>Science</b>	3
▪ <i>Sculpture</i>	<b>8</b>	▪ <i>Automats</i>	3	▪ <i>Clockworking</i>	<b>6</b>
Athletics	3	▪ <i>Clockworking</i>	3	▪ <i>Cybernetics</i>	4
Beastcraft	2	▪ <i>Istakhr System</i>	2	Seduction	3
Cybernetics	<b>5</b>	▪ <i>Philosophy</i>	3	Shoot	1
Fight	2	Observe	<b>6</b>	Teaching	4
Focus	3	Persuasion	2	Think Machine	3
Inquiry	2	<b>Redemption</b>	3		

### Blessings/Curses

Gracious (2) , Innovative (2) , Subtle (-2) , Unnerving (-2) .

### Benefices/Afflictions

Ally (Cost:5) , Assets (Cost:5 5000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Dark Secret (Cost:-3 Origins of clockworking) , Dark Secret (Cost:-2 Inglorious alliance) , Enemy (Cost:-3) , Obligation (Cost:-1 Enforce Lex Automata) , Rise Rank by 1 (Cost:2) , Rise Rank By 2 (Cost:4 Inglorious alliance) .

### Talents

### Weapons

1 Al-Malik 958 "Space Ops" . P . WA:2 . J . C . DC:2D6+1 . Cal:n/a . ROF:1 . Clip:8 .  
RNG:30 . ST . £240

### Armor

Priest Robes Soft SP:1 (TO)(LA)(RA)(LL)(RL)

### Energy Shield

Dueling 10/20 Hits:15 usage:(Soft Medium - )

### Shortcuts

Keep focused on a task:WIL + Focus (7), Deduce from data:INT + Inquiry (8), Give orders to subsidiaries:PRE + Leadership (9), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (8), Charm others:PRE + Seduction (9), Fire a ranged weapon:REF + Shoot (5), Surgically implant cyber:TEC + Cybernetics (14)

### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Country (15),  
**Apprenticeship** Guildhall Engineer (25), **Early Career** Scientist (48), **Tour of Duty** Clockmaker (20), **Tour of Duty** Clockmaker (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Promotion & Rewards (7).

### Narrative

## Caius Branna

Male Urthish Mendere Private of from none Freefolk. Born in 4995 (27 years old)

Height: 182cm / Weight: 76kg

### Primary Attributes

Strength	<b>7</b>	Intellect	5	Tech	5
Constitution	5	Willpower	5	Reflexes	<b>6</b>
Body	<b>6</b>	Temper	3	Agility	5
Movement	4	Presence	4	Awareness	5

### Secondary Attributes

Recovery	12	Stamina	2	Endurance	55	Stun	11
Resistance	9	Damage	2	Tolerance	8	Humanity	40
Passion	8	Wyrd	11	Speed	3	Run	8

### Skills

Academia	2	Inquiry	1	■ <i>Mech</i>	1
Acrobatics	3	Knavery	1	Remedy	3
Athletics	4	<b>Linguistics</b>	1	Search	1
Dodge	2	■ <i>Urthish</i>	2	Security	3
<b>Driving</b>	1	<b>Lore</b>	1	Seduction	1
■ <i>Landcraft</i>	2	■ <i>Criticorum System</i>	2	Shadowing	2
Etiquette	1	Melee	<b>5</b>	Shoot	4
Fight	<b>7</b>	Observe	4	Streetwise	3
Focus	2	Persuasion	2	Survival	1
Impress	3	<b>Redemption</b>	1	Teaching	2

### Blessings/Curses

Bold (2) , Callous (-2) .

### Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Gossip Network (Cost:2 You have a network of informants planetwide. ) , Martial Arts (Base) (Cost:6 Basic Actions from +1 to +3 Requires Fight 3) .

### Talents

#### Shortcuts

Fight/Martial Arts (REF + Fight = 13), Melee (REF + Melee = 11), Swimming (BOD + Athletics = 10), Fire a ranged weapon (REF + Shoot = 10), Notice something (AWA + Observe = 9), Stabilize wounds (INT + Remedy = 8), Roll to cover (MOV + Acrobatics = 7), Keep focused on a task (WIL + Focus = 7), Avoid being hit (AGI + Dodge = 7), Search a place (AWA + Search = 6), Deduce from data (INT + Inquiry = 6), Convince someone with arguments (PRE + Persuasion = 6), Convince someone with bullshit (PRE + Knavery = 5), Charm others (PRE + Seduction = 5)

### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Street Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** League Enforcer (20), **Worldly Benefits** Friends & Rewards (7).

### Narrative

Bodyguard, close combat specialist

Generated with **Dramatis Personae**

Dec. 27, 2021, 1:29 a.m.

# Charlie Groff

*Enforcer of the Medusa*

Male Urthish Mangalore of from none Freefolk. Born in 4982 (40 years old)

Height: 183cm / Weight: 85kg

## Primary Attributes

Strength	<b>6</b>	Intellect	3	Tech	<b>6</b>
Constitution	<b>6</b>	Willpower	5	Reflexes	<b>6</b>
Body	<b>6</b>	Temper	4	Agility	5
Movement	4	Presence	4	Awareness	3

## Secondary Attributes

Recovery	12	Stamina	2	Endurance	60	Stun	12
Resistance	9	Damage	1	Tolerance	9	Humanity	45
Passion	7	Wyrd	9	Speed	3	Run	8

## Skills

Academia	2	Impress	3	Search	4
Athletics	4	<b>Linguistics</b>	1	Seduction	1
Beastcraft	1	▪ Urthish	2	Shadowing	1
Dodge	4	Melee	4	Shoot	4
Empathy	2	Observe	2	Streetwise	2
Etiquette	2	Persuasion	2	Survival	1
Fight	<b>5</b>	<b>Redemption</b>	1	Teaching	2
Focus	2	▪ Mech	2	Heavy Weapons	2
Remedy	2				

## Blessings/Curses

Bold (2), Callous (-2).

## Benefices/Afflictions

Ally (Cost:2), Assets (Cost:3 3000), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Gossip Network (Cost:2 You have a network of informants planetwide.), Medium Cyber Package (Cost:20 One notable enhancement.).

## Talents

### Weapons

1 Tarskin B30 . P . WA:0 . J . C . DC:5D6+2 . Cal:n/a . ROF:1 . Clip:10 . RNG:45.0 . ST .  
£970

## Armor

Plastic Mesh Chain Mail Medium SP:8 (TO)(LA)(RA)(LL)(RL)

## 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)

## Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Guildhall Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Cybernetics Tweaked (20), **Worldly Benefits** Friends & Rewards (7).

## Narrative

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Dec. 30, 2021, 1:03 a.m.

# Christian Longsdale Hawkwood

A High Ranked Hawkwood officer

Male Urthish Teutonic Duke of from none Nobility. Born in 4966 (56 years old)

Height: 173cm / Weight: 70kg

## Primary Attributes

Strength	4	Intellect	<b>9</b>	Tech	3
Constitution	4	Willpower	4	Reflexes	<b>7</b>
Body	4	Temper	5	Agility	3
Movement	3	Presence	<b>8</b>	Awareness	<b>6</b>

## Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	12	Damage	0	Tolerance	9	Humanity	45
Passion	11	Wyrd	16	Speed	4	Run	6

## Skills

Academia	3	Gambling	1	Oratory	1
Acting	1	Gunnery	2	Persuasion	2
Athletics	2	Impress	2	Remedy	2
<b>Driving</b>	1	Knavery	1	Seduction	2
■ Celestial Sailing	2	Leadership	<b>5</b>	Shoot	4
Empathy	2	Linguistics	1	Teaching	2
Etiquette	<b>5</b>	■ Urthish	3	Think Machine	3
Fight	2	Melee	3	Trading	1
Focus	3	Observe	4	Warfare	1

## Blessings/Curses

Prideful (-2), Unyielding (2) .

## Benefices/Afflictions

Cash (Cost:3 600) , Nobility (Cost:3 Knight) , Rise Rank By 2 (Cost:4) .

## Talents

### 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)

### LifePaths

Race Urthish (140), Upbringing High Court Hawkwood (20), Apprenticeship Military Starman (25), Early Career Military Command Starman (48), Tour of Duty Dilletante (20), Tour of Duty Diplomatic Mission (20), Worldly Benefits High Promotion (7).

### Narrative

Generated with **Dramatis Personae**

Dec. 30, 2021, 11:44 p.m.

## Clinton Austruy

### Aging Playboy

Male Urthish Baron of from none Nobility. Born in 4955 (67 years old)

Height: 182.328855cm / Weight: 77.83364657714996kg

### Primary Attributes

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

### Secondary Attributes

Recovery	11	Stamina	2	Endurance	60	Stun	12
Resistance	13	Damage	1	Tolerance	11	Humanity	55
Passion	11	Wyrd	9	Speed	2	Run	10

### Skills

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

### Blessings/Curses

Prideful (-2), Unyielding (2).

### Benefices/Afflictions

Addiction (Cost:-1), Ally (Cost:4), Cash (Cost:1 100), Householder (Cost:1), Rise Rank by 1 (Cost:2).

### Talents

### Weapons

1 Westham Blade . MELEE . WA:1 . L . P . DC:3D6+2 . STR:3 . RNG:1 . VR . £260

### Armor

Noble Teutonic Suit      Soft      SP:3      (HE)(TO)(LA)(RA)(LL)(RL)  
(unisex)

### Energy Shield

Standard      10/15      Hits:10      usage:(Soft - - )

### 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)

### Lifepaths

Race Urthish (140), Upbringing High Court Hawkwood (20), Apprenticeship Defrocked Noble (25), Early Career Defrocked Noble (48), Tour of Duty Junkie in satin (20), Tour of Duty Landlord (20), Worldly Benefits Promotion & Friends (7).

### Narrative

Always here with three maids and five bodyguards

## Clio Longsdale

*Escort for Bishop Naralian*

Female Urthish Romanovish Private of from none Freefolk. Born in 4995 (27 years old)

Height: 178cm / Weight:70kg

### Primary Attributes

Strength	<b>6</b>	Intellect	5	Tech	<b>6</b>
Constitution	4	Willpower	5	Reflexes	<b>6</b>
Body	<b>6</b>	Temper	4	Agility	5
Movement	3	Presence	5	Awareness	5

### Secondary Attributes

Recovery	10	Stamina	2	Endurance	50	Stun	10
Resistance	10	Damage	1	Tolerance	9	Humanity	45
Passion	9	Wyrd	11	Speed	3	Run	6

### Skills

Academia	2	▪ <i>Urthish Lore</i>	1	Search	1
Athletics	3	▪ <i>Istakhr System</i>	2	Security	4
Dodge	1	▪ <i>Rampart System</i>	1	Seduction	2
Empathy	1		2	Shadowing	3
Etiquette	2	Melee	3	Shoot	4
Fight	<b>7</b>	Observe	4	Streetwise	3
Focus	3	Persuasion	2	Surveillance	3
Impress	2	Redemption	1	Survival	1
Inquiry	2	▪ <i>Mech Remedy</i>	2	Teaching	2
Linguistics	1		3		

### Blessings/Curses

Bold (2) , Callous (-2) .

### Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Gossip Network (Cost:2 You have a network of informants planetwide. ) , Martial Arts (Base) (Cost:6 Basic Actions from +1 to +3 Requires Fight 3) .

### Talents

### Weapons

1 Al-malik Light Blaster . P . WA:3 . J . C . DC:3D6 . Cal:n/a . ROF:1 . Clip:8 . RNG:30 .  
ST . £460

### Armor

Plastic Mesh Chain Mail Medium SP:8 (TO)(LA)(RA)(LL)(RL)

### 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)

### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** League Enforcer (20), **Worldly Benefits** Friends & Rewards (7).

### Narrative

## Dark Legionaire

*Ur Ukar warriors of the Infamous Dark Legion*

Male Ur Ukar Ur Ukar of from none Freefolk. Born in 4992 (30 years old)

Height: 165cm / Weight: 50kg

### Primary Attributes

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

### Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	6	Damage	0	Tolerance	7	Humanity	35
Passion	8	Wyrd	6	Speed	2	Run	12

### Skills

Acrobatics	1	Linguistics	2	Shoot	2
Athletics	4	▪ Ba'amon carvings	2	Stealth	3
Dodge	2	▪ Ukari	2	Surveillance	1
Empathy	2	Lore	1	Survival	1
Etiquette	1	▪ Kordeth System	1	Teaching	2
Fight	3	Melee	2	Warfare	1
Focus	3	Observe	2		

### Blessings/Curses

Bitter (-2), Sensitive Touch (2).

### Benefices/Afflictions

Ostracism (Mild) (Cost:-2).

### Talents

### Weapons

1 Ukari Krax . MELEE . WA:2 . J . R . DC:3D6+2 . STR:3 . RNG:2 . VR . £5000

### Armor

Kadak Armor      Soft      SP:6      (TO)(LA)(RA)(LL)(RL)

### Shortcuts

Swimming (BOD + Athletics = 8), Avoid being hit (AGI + Dodge = 8), Roll to cover (MOV + Acrobatics = 7), Notice something (AWA + Observe = 6), Keep focused on a task (WIL + Focus = 6), Fight/Martial Arts (REF + Fight = 6), Discern emotions (AWA + Empathy = 6), Melee (REF + Melee = 5), Fire a ranged weapon (REF + Shoot = 5)

### Lifepaths

Race Ur Ukar (140), **Nameless Kit** Dark Legionaire Kit (20), **Nameless Kit** Trooper Kit (20).

### Narrative

Generated with **Dramatis Personae**

Jan. 2, 2022, 2:56 p.m.

## Demetra Darof

*Master of Volt*

Female Urthish Teutonic of from none Freefolk. Born in 4993 (29 years old)

Height: 169cm / Weight: 58kg

### Primary Attributes

Strength	4	Intellect	10	Tech	9
Constitution	4	Willpower	4	Reflexes	4
Body	3	Temper	4	Agility	3
Movement	3	Presence	7	Awareness	7

### Secondary Attributes

Recovery	8	Stamina	1	Endurance	35	Stun	7
Resistance	11	Damage	0	Tolerance	8	Humanity	40
Passion	11	Wyrd	14	Speed	2	Run	6

### Skills

Academia	3	<b>Lore</b>	1	<b>Science</b>	4
Athletics	2	▪ Robotics	1	▪ Cybernetics	1
Bureaucracy	4	Magna Carta	2	▪ Engineering	6
Fight	2	Observe	5	▪ Quantum Physics	6
Focus	3	Persuasion	4	▪ Robotics	2
Inquiry	3	Politics	2	Seduction	2
Knavery	1	<b>Redemption</b>	4	Shoot	3
Leadership	1	▪ Forbidden Lore	3	Streetwise	2
Linguistics	2	▪ Mech	2	Teaching	3
▪ Urthish	1	▪ Tinkering	1	Think Machine	4
▪ Urthtech	3	▪ Volt	4	Trading	2

### Blessings/Curses

Innovative (2) , Unnerving (-2) .

### Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:100) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) , Freelancer Investment (Cost:2 +2 Assets) , Rise Rank by 1 (Cost:2) .

### Talents

#### Shortcuts

Maintain celestial ship propellers 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), Convince someone with arguments (PRE + Persuasion = 11), Surgically implant cyber (TEC + Cybernetics = 10), 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)

### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Engineer (25), **Early Career** Scientist (48), **Tour of Duty** Entrepreneur (20), **Tour of Duty** Freelance Scientist (20), **Worldly Benefits** Promotion & Friends (7).

### Narrative

Generated with **Dramatis Personae**

Dec. 30, 2021, 1:37 a.m.

# Dina Ashamid

## Medic

Female Urthish Kaanic of from none Freefolk. Born in 4993 (29 years old)

Height: 169cm / Weight: 58kg

## Primary Attributes

Strength	3	Intellect	<b>8</b>	Tech	<b>8</b>
Constitution	3	Willpower	<b>6</b>	Reflexes	<b>6</b>
Body	3	Temper	4	Agility	3
Movement	3	Presence	<b>6</b>	Awareness	<b>7</b>

## Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	12	Damage	0	Tolerance	10	Humanity	50
Passion	11	Wyrd	14	Speed	3	Run	6

## Skills

Academia	4	■ <i>Urthtech</i>	3	<b>Science</b>	3
Alchemy	2	<b>Lore</b>	1	■ <i>Biology</i>	2
Athletics	2	■ <i>Criticorum System</i>	2	■ <i>Cybernetics</i>	2
Cybernetics	2	Observe	3	■ <i>Physics</i>	3
Empathy	4	Persuasion	2	Seduction	3
Fight	2	<b>Redemption</b>	3	Shoot	1
Focus	4	■ <i>Forbidden Lore</i>	1	Streetwise	1
Inquiry	3	■ <i>Mech</i>	2	Surgery	<b>6</b>
<b>Linguistics</b>	2	■ <i>Volt</i>	4	Teaching	2
■ <i>Urthish</i>	2	Remedy	<b>6</b>	Think Machine	2

## Blessings/Curses

Innovative (2), Unnerving (-2).

## Benefices/Afflictions

Cash (Cost:3 600), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Rise Rank By 2 (Cost:4).

## Talents

### Shortcuts

Stabilize wounds (INT + Remedy = 14), Apply surgery on wounded (INT + Surgery = 14), Deduce from data (INT + Inquiry = 11), Surgically implant cyber (TEC + Cybernetics = 10), Notice something (AWA + Observe = 10), Keep focused on a task (WIL + Focus = 10), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 9), Charm others (PRE + Seduction = 9), Fight/Martial Arts (REF + Fight = 8), Discern emotions (AWA + Empathy = 8), Convince someone with arguments (PRE + Persuasion = 8), Fire a ranged weapon (REF + Shoot = 7), Swimming (BOD + Athletics = 5)

## Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Engineer (25), **Early Career** Scientist (48), **Tour of Duty** Lodge of the Physicians (20), **Worldly Benefits** High Promotion (7).

## Narrative

Famous Surgeon

# Djihab Cacerero

New Clockmaker of Malignatus

Male Urthish Kaanic of from none Freefolk. Born in 4987 (35 years old)

Height: 169cm / Weight: 60kg

## Primary Attributes

Strength	4	Intellect	<b>8</b>	Tech	<b>9</b>
Constitution	3	Willpower	4	Reflexes	5
Body	3	Temper	4	Agility	4
Movement	3	Presence	<b>6</b>	Awareness	<b>8</b>

## Secondary Attributes

Recovery	7	Stamina	1	Endurance	30	Stun	6
Resistance	10	Damage	0	Tolerance	8	Humanity	40
Passion	12	Wyrd	13	Speed	3	Run	6

## Skills

Academia	4	<b>Lore</b>	<b>5</b>	■ Mech	2
<b>Arts</b>	1	■ Automats	1	■ Volt	4
■ Sculpture	4	■ Clockworking	2	<b>Science</b>	2
Athletics	2	■ House Decados	2	■ Clockworking	4
Cybernetics	2	■ Istakhr System	2	■ Cybernetics	3
Fight	2	■ Malignatus System	2	Seduction	3
Focus	3	Melee	1	Shoot	3
Inquiry	3	Observe	<b>5</b>	Streetwise	2
<b>Linguistics</b>	3	Persuasion	2	Teaching	2
■ Ruski	1	<b>Redemption</b>	4	Think Machine	4
■ Urthish	2	■ Clockworking	<b>5</b>	■ Urthtech	3
■ Forbidden Lore	2				

## Blessings/Curses

Innovative (2), Unnerving (-2).

## Benefices/Afflictions

Assets (Cost: 5 5000), Commission (Cost: 3 Ensign / Apprentice / Associate / Private / Associate), Rise Rank by 1 (Cost: 2).

## Talents

## Weapons

1 Decados Crescent Dirk . MELEE . WA:1 . J . P . DC:2D6+3 . STR:2 . RNG:0 . ST . £10  
 2 Petrof D15 "Cadiz Coat" . P . WA:-2 . P . R . DC:3D6 . Cal:n/a . ROF:1 . Clip:4 .  
 RNG:30 . UR . £420

## Armor

Imperial Metropolis      Soft      SP:2      (TO)(LA)(RA)(LL)(RL)  
Worker Outfit

## 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)

## Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15),  
**Apprenticeship** Guildhall Engineer (25), **Early Career** Scientist (48), **Tour of Duty** Clockmaker (20), **Tour of Duty** Standard Tour (single round) (10), **Worldly Benefits** Promotion & Rewards (7).

## Narrative

# Drunn Paarlkretzzer

Male Urthish Teutonic of from none Freefolk. Born in 4979 (43 years old)

Height: 173cm / Weight: 64kg

## Primary Attributes

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

## Secondary Attributes

Recovery	9	Stamina	1	Endurance	45	Stun	9
Resistance	13	Damage	0	Tolerance	10	Humanity	50
Passion	10	Wyrd	14	Speed	4	Run	8

## Skills

Academia	2	Knavery	4	Politics	1
Athletics	4	Linguistics	2	Redemption	2
Beastcraft	1	▪ Urthish	2	▪ Tinkering	1
Dogma	1	▪ Vuldrok	2	▪ Volt	3
▪ Vuldrok Erdgheist	2	Lore	3	Remedy	2
Driving	3	▪ Hargard System	2	Seduction	1
▪ Celestial Sailing	4	▪ House Gesar	1	Sensors	4
▪ Landcraft	2	▪ Jumpweb	4	Shoot	4
▪ Skycraft Piloting	2	Magna Carta	1	Streetwise	2
Fight	2	Melee	3	Teaching	2
Focus	3	Navigation	4	Think Machine	2
Gunnery	1	Observe	4	Trading	1
Impress	3	Persuasion	2		

## Blessings/Curses

Curious (2), Nosy (-2).

## Benefices/Afflictions

Ally (Cost:4), Cash (Cost:100), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Rise Rank by 1 (Cost:2), Well-Traveled (Cost:3 Major house Fief).

## Talents

## Weapons

1 Al-malik Light Blaster . P. WA:3 . J. C. DC:3D6 . Cal:n/a . ROF:1 . Clip:8 . RNG:30 .  
ST . £460  
2 Dirk . MELEE . WA:0 . J. E. DC:2D6+1 . STR:2 . RNG:0 . ST . £4

## Armor

League Merchant Soft SP:1 (TO)(LA)(RA)(LL)(RL)  
Vestment (unisex)

## Energy Shield

Standard 10/15 Hits:10 usage:(Soft - - )

## 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)

## Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Streets Charioteers (25), **Early Career** Starship Pilot (48), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Tour of Duty** Star Nations Veteran (5007) (20), **Worldly Benefits** Promotion & Friends (7).

## Narrative

# Edwig Peyrigmann

*Lead Terraformer*

Male Urthish Urthish of from none Freefolk. Born in 4950 (72 years old)

Height: 169cm / Weight: 60kg

## Primary Attributes

Strength	3	Intellect	12	Tech	9
Constitution	3	Willpower	4	Reflexes	4
Body	3	Temper	4	Agility	3
Movement	3	Presence	6	Awareness	8

## Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	10	Damage	0	Tolerance	8	Humanity	40
Passion	12	Wyrd	16	Speed	2	Run	6

## Skills

Academia	5	■ <i>Urthish</i>	2	■ <i>Botany</i>	4
Athletics	2	■ <i>Urthtech</i>	4	■ <i>Engineering</i>	4
Beastcraft	1	■ <i>Observe</i>	3	■ <i>Geology</i>	6
Bureaucracy	3	■ <i>Oratory</i>	1	■ <i>Oceanography</i>	4
Etiquette	2	■ <i>Persuasion</i>	2	■ <i>Terraforming</i>	3
Fight	2	■ <b>Redemption</b>	3	■ <i>Zoology</i>	5
Focus	5	■ <i>Forbidden Lore</i>	3	■ <i>Stoic Mind</i>	3
Inquiry	4	■ <i>Mech</i>	3	■ <i>Streetwise</i>	1
Linguistics	3	■ <i>Volt</i>	3	■ <i>Teaching</i>	4
■ <i>Latin</i>	1	■ <b>Science</b>	6	■ <i>Think Machine</i>	4

## Blessings/Curses

Innovative (2), Unnerving (-2).

## Benefices/Afflictions

Cash (Cost:3 600), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Rise Rank By 2 (Cost:4).

## Talents

### Weapons

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

### Armor

Imperial Metropolis      Soft      SP:2      (TO)(LA)(RA)(LL)(RL)  
worker outfit

## Shortcuts

Deduce from data (INT + Inquiry = 16), Fill shipment border transit documents (INT + Bureaucracy = 15), Maintain celestial ship propellers 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)

## Lifepaths

Race Urthish (140), **Upbringing** City (15), **Upbringing** Wealthy Class (5),  
**Apprenticeship** Academy Engineers (25), **Early Career** Scientist (48), **Tour of Duty** Craftman (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** High Promotion (7).

## Narrative

Generated with **Dramatis Personae**

Dec. 29, 2021, 9:51 a.m.

# Edwig Torenson

Whiskies and wine specialist

Male Urthish Teutonic of from Avaneir Freefolk. Born in 4955 (67 years old)

Height: 171cm / Weight: 62kg

## Primary Attributes

Strength	3	Intellect	<b>6</b>	Tech	4
Constitution	4	Willpower	5	Reflexes	<b>6</b>
Body	3	Temper	5	Agility	3
Movement	4	Presence	<b>10</b>	Awareness	<b>7</b>

## Secondary Attributes

Recovery	7	Stamina	1	Endurance	35	Stun	7
Resistance	15	Damage	0	Tolerance	10	Humanity	50
Passion	12	Wyrd	12	Speed	3	Run	8

## Skills

Academia	4	Gambling	2	<b>Redemption</b>	1
<b>Arts</b>	1	Impress	1	▪ <i>Tinkering</i>	2
▪ <i>Cooking</i>	2	Inquiry	4	Remedy	2
Athletics	3	Knavery	3	<b>Science</b>	1
Beastcraft	1	<b>Linguistics</b>	2	▪ <i>Botany</i>	3
Bureaucracy	3	▪ <i>Latin</i>	2	Seduction	3
<b>Driving</b>	1	▪ <i>Urthish</i>	2	Sneak	2
▪ <i>Landcraft</i>	2	<b>Lore</b>	1	Streetwise	4
Etiquette	2	▪ <i>Oenologia</i>	3	Teaching	3
Fight	3	Observe	3	Trading	<b>5</b>
Focus	2	Persuasion	4		

## Blessings/Curses

Curious (2) , Nosy (-2) .

## Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Gossip Network (Cost:2 You have a network of informants planetwide. ) .

## Talents

## Weapons

1 Knife . MELEE . WA:0 . P . E . DC:1D6+1 . STR:1 . RNG:0 . ST . £2

## Armor

Imperial Metropolis      Soft      SP:2      (TO)(LA)(RA)(LL)(RL)  
Worker Outfit

## 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)

## Lifepaths

Race Urthish (140), **Upbringing** Town (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Streets Charioteers (25), **Early Career** Market Merchant (48), **Tour of Duty** Craftman (20), **Worldly Benefits** Friends & Rewards (7).

## Narrative

Generated with **Dramatis Personae**

Jan. 1, 2022, 12:40 p.m.

## Ellen Zemeckis

Female Urthish Teutonic of from none Freefolk. Born in 4980 (42 years old)

Height: 171cm / Weight: 65kg

### Primary Attributes

Strength	3	Intellect	<b>6</b>	Tech	<b>8</b>
Constitution	4	Willpower	4	Reflexes	4
Body	4	Temper	<b>6</b>	Agility	4
Movement	3	Presence	<b>7</b>	Awareness	<b>6</b>

### Secondary Attributes

Recovery	7	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	0	Tolerance	10	Humanity	50
Passion	12	Wyrd	10	Speed	2	Run	6

### Skills

Academia	4	Focus	3	■ <i>Mech</i>	1
<b>Arts</b>	3	Gambling	1	■ <i>Volt</i>	2
■ <i>Cooking</i>	3	Inquiry	2	Riding	1
■ <i>Painting</i>	1	Leadership	1	<b>Science</b>	3
■ <i>Sculpture</i>	4	<b>Linguistics</b>	2	■ <i>Clockworking</i>	2
Athletics	3	■ <i>Urthish</i>	2	■ <i>Cybernetics</i>	2
Bureaucracy	1	■ <i>Urthtech</i>	2	■ <i>Engineering</i>	1
Cybernetics	3	Magna Carta	1	Seduction	3
<b>Dogma</b>	1	Observe	<b>5</b>	Shoot	2
■ <i>Church of the</i>	1	Oratory	2	Teaching	2
<i>Celestial Sun</i>					
Empathy	<b>6</b>	Persuasion	2	Think Machine	2
Etiquette	4	<b>Redemption</b>	3	Fight	2
■ <i>Clockworking</i>	2				

### Blessings/Curses

Disciplined (2) , Innovative (2) , Righteous (-2) , Unnerving (-2) .

### Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Gossip Network (Cost:2 You have a network of informants planetwide.) .

### Talents

### Weapons

1 Al-Malik Stiletto . MELEE . WA:1 . P. P. DC:2D6 . STR:1 . RNG:1 . ST. £10  
 2 Al-malik Light Blaster . P. WA:3 . J. C. DC:3D6 . Cal:n/a . ROF:1 . Clip:8 . RNG:30 .  
 ST. £460

### Armor

League Merchant Robes Soft SP:1 (TO)(LA)(RA)(LL)(RL)

### 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 propellers 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)

### Lifepaths

Race Urthish (140), **Upbringing** Nouvelle Vague Justinian (20), **Apprenticeship** Guildhall Engineer (25), **Early Career** Scholar (48), **Tour of Duty** Clockmaker (20), **Worldly Benefits** Friends & Rewards (7).

### Narrative

# Ellion Makka

Nomadic Sihid Dancer

Female Urthish Mendere of from none Freefolk. Born in 4996 (26 years old)

Height: 176cm / Weight: 62kg

## Primary Attributes

Strength	5	Intellect	4	Tech	5
Constitution	4	Willpower	4	Reflexes	5
Body	5	Temper	6	Agility	7
Movement	4	Presence	8	Awareness	4

## Secondary Attributes

Recovery	9	Stamina	2	Endurance	45	Stun	9
Resistance	12	Damage	1	Tolerance	10	Humanity	50
Passion	10	Wyrd	9	Speed	3	Run	8

## Skills

Academia	6	Empathy	5	Persuasion	3
Acrobatics	1	Etiquette	2	Politics	1
Acting	3	Fight	2	<b>Redemption</b>	1
Athletics	2	Focus	3	■ Tinkering	1
Beastcraft	5	Impress	1	Remedy	1
Bribery	1	Knavery	1	Riding	1
Bureaucracy	1	Linguistics	2	Seduction	4
Disguise	1	■ Saudi	2	Stoic Body	1
<b>Dogma</b>	1	■ Urthish	2	Streetwise	4
■ Sihid Desert	2	Observe	4	Teaching	2
<i>Folklore</i>					
Driving	1	Performance	1	Trading	2
■ Landcraft	1	■ Dancing	6		

## Blessings/Curses

Curious (2) , Gracious (2) , Nosy (-2) .

## Benefices/Afflictions

Cash (Cost:1 100) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Gossip Network (Cost:2 You have a network of informants planetwide. )

## Talents

## Weapons

1 Al-Malik Stiletto . MELEE . W.A:1 . P . P . DC:2D6 . STR:1 . RNG:1 . ST . £10

## Armor

Istakhr Sihid Nomad      Soft      SP:4      (HE)(TO)(LA)(RA)(LL)(RL)  
Outfit

## Shortcuts

Charm others (PRE + Seduction = 12), Discern emotions (AWA + Empathy = 11), Convince someone with arguments (PRE + Persuasion = 11), Convince someone with bullshit (PRE + Knavery = 9), Notice something (AWA + Observe = 8), Swimming (BOD + Athletics = 7), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Stabilize wounds (INT + Remedy = 5), Roll to cover (MOV + Acrobatics = 5), Fill shipment border transit documents (INT + Bureaucracy = 5)

## Lifepaths

Race Urthish (140), **Upbringing** Samarkand Citizen (20), **Apprenticeship** Streets Charioteers (25), **Early Career** Lodge of the Artists (48), **Tour of Duty** Live Performer (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Custom Worldly Benefits (7).

## Narrative

# Emma Vanderen

*Escort for Bishop Naralian*

Female Urthish Teutonic Sergeant of from none Freefolk. Born in 4988 (34 years old)

Height: 182cm / Weight: 86kg

## Primary Attributes

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

## Secondary Attributes

Recovery	11	Stamina	2	Endurance	60	Stun	12
Resistance	10	Damage	1	Tolerance	9	Humanity	45
Passion	8	Wyrd	11	Speed	3	Run	6

## Skills

Academia	3	Inquiry	1	Search	1
Acrobatics	1	<b>Linguistics</b>	1	Security	5
Alchemy	1	▪ Urthish	2	Seduction	3
Athletics	3	<b>Lore</b>	2	Shadowing	1
Bureaucracy	2	▪ Bannockburn System	1	Shoot	4
Cryptography	1	▪ Istakhr System	1	Streetwise	3
Cybernetics	2	Melee	2	Surveillance	5
Dodge	3	Observe	5	Survival	1
Fight	5	Persuasion	2	Teaching	2
Focus	2	<b>Redemption</b>	1	Think Machine	3
Forgery	2	▪ Mech	2	Impress	4
Remedy	4				

## Blessings/Curses

Bold (2) , Callous (-2) .

## Benefices/Afflictions

Assets (Cost:5 5000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Light Cyber Package (Cost:10 This is the benefice for getting a 10 pts cyberdevice attached to the characters body.) , Rise Rank by 1 (Cost:2) .

## Talents

## Weapons

1 Al-malik Light Blaster . P . WA:3 . J . C . DC:3D6 . Cal:n/a . ROF:1 . Clip:8 . RNG:30 .  
ST . £460

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

## Armor

Plastic Mesh Chain Mail Medium SP:8 (TO)(LA)(RA)(LL)(RL)

## 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)

## Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15),  
**Apprenticeship** Guildhall Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Corporate Militia (20), **Tour of Duty** Cybernetics Touched (10), **Tour of Duty** Standard Tour (single round) (10), **Worldly Benefits** Promotion & Rewards (7).

## Narrative

# Emmett Van Gelder

A festive guest

Male Urthish Teutonic of from none Freefolk. Born in 4988 (34 years old)

Height: 150cm / Weight: 50kg

## Primary Attributes

Strength	<b>6</b>	Intellect	4	Tech	3
Constitution	5	Willpower	5	Reflexes	<b>8</b>
Body	4	Temper	<b>6</b>	Agility	7
Movement	4	Presence	4	Awareness	5

## Secondary Attributes

Recovery	11	Stamina	1	Endurance	45	Stun	9
Resistance	9	Damage	1	Tolerance	11	Humanity	55
Passion	11	Wyrd	12	Speed	4	Run	8

## Skills

Academia	3	Fight	2	Persuasion	3
Acrobatics	3	Focus	2	Remedy	2
Alchemy	2	Forgery	2	Security	1
Athletics	<b>5</b>	Impress	3	Shadowing	2
Bribery	1	Knavery	4	Sneak	3
Disguise	4	Linguistics	1	Stoic Mind	3
Dodge	<b>7</b>	▪ Urthish	2	Streetwise	1
Empathy	3	Melee	<b>10</b>	Teaching	2
Etiquette	3	Observe	4		

## Blessings/Curses

Loyal (2) , Secretive (-2) .

## Benefices/Afflictions

Addiction (Cost:-1) , Ally (Cost:2) , Assets (Cost:3 3000) , Fencing Actions (Silver sword) (Cost:10 Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4) , Gossip Network (Cost:2 You have a network of informants planetwide. ) , Nobility (Cost:3 Knight) .

## Talents

### 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)

### Lifepaths

Race Urthish (140), Upbringing Roaming Van Gelder (20), Apprenticeship Leisure Duelist (25), Early Career Court Duelist (48), Tour of Duty House Duellist (20), Tour of Duty Junkie in satin (20), Worldly Benefits Friends & Rewards (7).

## Narrative

Generated with **Dramatis Personae**

Dec. 29, 2021, 9:57 a.m.

## Errian Li Halan

A wise lady

Female Urthish Kaanic Baroness of from none Nobility. Born in 4974 (0 years old)

Height: 172cm / Weight: 66kg

### Primary Attributes

Strength	3	Intellect	8	Tech	4
Constitution	4	Willpower	7	Reflexes	4
Body	4	Temper	7	Agility	3
Movement	3	Presence	8	Awareness	7

### Secondary Attributes

Recovery	7	Stamina	1	Endurance	40	Stun	8
Resistance	15	Damage	0	Tolerance	14	Humanity	70
Passion	14	Wyrd	12	Speed	2	Run	6

### Skills

Academia	2	Knavery	4	Occult Arts	1
Athletics	4	Leadership	2	Oratory	5
Bureaucracy	2	Linguistics	3	Persuasion	3
Dodge	1	Latin	2	Remedy	1
<b>Dogma</b>	3	Urthish	2	Seduction	6
Church of the	2	Xin	1	Shoot	3
Celestial Sun					
Omega Gospels	1	Lore	4	Stealth	2
Stellar Apocryphon	1	Gargoyles	3	Stoic Mind	1
Empathy	3	Jumpweb	2	Teaching	2
Etiquette	8	Midian System	2	Think Machine	1
Fight	3	Rampart System	2	Warfare	2
Focus	3	Melee	2	Xenology	1
Inquiry	1	Observe	5	Ur Ukar	1

### Blessings/Curses

Guilty (-2), Pious (2).

### Benefices/Afflictions

Cash (Cost:3 600), Dark Secret (Cost:-2), Nobility (Cost:3 Knight), Rise Rank By 2 (Cost:4).

### Talents

#### Weapons

1 Avaneir Blaster Pistol . P . WA:0 . J . P . DC:3D6+1 . Cal:n/a . ROF:1 . Clip:10 .  
RNG:30 . VR . £730

2 Avaneir Rapier . MELEE . WA:-1 . L . E . DC:3D6 . STR:3 . RNG:1 . ST . £6

#### Armor

Avaneir Anti Riot Suit Medium SP:6 (HE)(TO)(LA)(RA)(LL)(RL)

#### Energy Shield

Standard 10/15 Hits:10 usage:(Soft - - )

#### 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)

#### Lifepaths

Race Urthish (140), Upbringing Rural Estate Li Halan (20), Apprenticeship Diplomacy Intrigue (25), Early Career Court Ambassador (48), Tour of Duty Diplomatic Mission (20), Tour of Duty Military Officer (20), Worldly Benefits High Promotion (7).

#### Narrative

## Ernst Szinkevitz

Male Urthish Teutonic of from none Nobility. Born in 4996 (26 years old)

Height: 178cm / Weight: 74kg

### Primary Attributes

Strength	4	Intellect	<b>6</b>	Tech	4
Constitution	<b>6</b>	Willpower	<b>7</b>	Reflexes	5
Body	4	Temper	3	Agility	4
Movement	5	Presence	4	Awareness	<b>8</b>

### Secondary Attributes

Recovery	10	Stamina	1	Endurance	50	Stun	10
Resistance	11	Damage	0	Tolerance	10	Humanity	50
Passion	11	Wyrd	11	Speed	3	Run	10

### Skills

Academia	4	Knavery	3	Persuasion	2
Acting	2	<b>Linguistics</b>	1	<b>Redemption</b>	1
Athletics	2	▪ <i>Urthish</i>	2	▪ <i>Mech</i>	1
Disguise	3	<b>Lore</b>	2	Search	3
Empathy	2	▪ <i>Cadavus System</i>	2	Seduction	2
Etiquette	4	▪ <i>House Decados</i>	2	Sneak	1
Fight	2	Melee	2	Spycraft	2
Focus	3	Navigation	1	Stealth	2
Forgery	3	Observe	4	Streetwise	2
Gambling	2	Oratory	3	Survival	1
Impress	1	<b>Performance</b>	2	Teaching	2
Inquiry	2	▪ <i>Comedia</i>	2	Interrogation	2
▪ <i>Dancing</i>	1				

### Blessings/Curses

Suspicious (2) , Vain (-2) .

### Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Gossip Network (Cost:2 You have a network of informants planetwide. ) , Householder (Cost:1) .

### Talents

### Weapons

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

### Armor

Samarkand Sawoq      Medium      SP:5      (TO)(LA)(RA)(LL)(RL)

### Energy Shield

Sawoq Field      8/12      Hits:12      usage:(Soft Medium - )

### Shortcuts

Notice something (AWA + Observe = 12), Search a place (AWA + Search = 11), Keep focused on a task (WIL + Focus = 10), Deduce from data (INT + Inquiry = 8), Melee (REF + Melee = 7), Fight/Martial Arts (REF + Fight = 7), Convince someone with bullshit (PRE + Knavery = 7), Swimming (BOD + Athletics = 6), Convince someone with arguments (PRE + Persuasion = 6), Charm others (PRE + Seduction = 6), Discern emotions (AWA + Empathy = 5)

### Lifepaths

Race Urthish (140), **Upbringing** Landless Decados (20), **Apprenticeship** Diplomacy Intrigue (25), **Early Career** Defrocked Noble (48), **Tour of Duty** Traveller (20), **Worldly Benefits** Friends & Rewards (7).

### Narrative

Hedonist

## Farad Dragonscale

Male Urthish Teutonic of from none Nobility. Born in 4997 (25 years old)

Height: 179cm / Weight: 81kg

### Primary Attributes

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

### Secondary Attributes

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

### Skills

Academia	3	Linguistics	2	Persuasion	2
Acrobatics	3	▪ Signs Language	2	Remedy	1
Athletics	8	▪ Urthish	2	Riding	2
Dodge	5	Lore	4	Search	2
Empathy	1	▪ Hargard System	1	Seduction	1
Etiquette	3	▪ Jumpweb	1	Shoot	1
Fight	3	▪ Lemminkainen	2	Sneak	1
		System			
Focus	2	▪ Vuldrok Star	1	Stealth	1
		Nations			
Impress	3	Melee	8	Teaching	2
Leadership	2	Observe	4	Warfare	2

### Blessings/Curses

Prideful (-2), Unyielding (2).

### Benefices/Afflictions

Ally (Cost:4), Cash (Cost:100), Imperial Charter (Cost:4), Rise Rank by 1 (Cost:2).

### Talents

#### Shortcuts

Melee (REF + Melee = 14), Swimming (BOD + Athletics = 12), Avoid being hit (AGI + Dodge = 11), Fight/Martial Arts (REF + Fight = 9), Keep focused on a task (WIL + Focus = 8), Give orders to subsidiaries (PRE + Leadership = 8), Convince someone with arguments (PRE + Persuasion = 8), Roll to cover (MOV + Acrobatics = 7), Notice something (AWA + Observe = 7), Fire a ranged weapon (REF + Shoot = 7), Charm others (PRE + Seduction = 7), Stabilize wounds (INT + Remedy = 6), Discern emotions (AWA + Empathy = 6), Search a place (AWA + Search = 5)

### Lifepaths

Race Urthish (140), Upbringing Landless Hawkwood (20), Apprenticeship Leisure Duelist (25), Early Career Questing (48), Tour of Duty Errant Knight (20), Worldly Benefits Promotion & Friends (7).

### Narrative

Sword for hire

Generated with **Dramatis Personae**

Dec. 27, 2021, 1:30 a.m.

# Fritz Faroe

Supporter of the Oro'ym

Male Urthish Protoenquist of from none Nobility. Born in 4994 (28 years old)

Height: 172cm / Weight: 62kg

## Primary Attributes

Strength	4	Intellect	<b>8</b>	Tech	5
Constitution	4	Willpower	<b>7</b>	Reflexes	4
Body	3	Temper	4	Agility	3
Movement	4	Presence	<b>6</b>	Awareness	<b>7</b>

## Secondary Attributes

Recovery	8	Stamina	1	Endurance	35	Stun	7
Resistance	13	Damage	0	Tolerance	11	Humanity	55
Passion	11	Wyrd	12	Speed	2	Run	8

## Skills

Academia	4	▪ <i>Signs Language</i>	1	▪ <i>Biology</i>	1
Athletics	2	▪ <i>Urthish</i>	2	▪ <i>Botany</i>	1
Empathy	4	<b>Lore</b>	2	▪ <i>Oceanography</i>	3
Etiquette	<b>6</b>	▪ <i>Oro'ym</i>	4	Search	3
Fight	2	▪ <i>Ur Artefacts</i>	1	Seduction	4
Focus	2	Navigation	1	Stealth	2
Forgery	1	Observe	4	Survival	2
Inquiry	2	Oratory	<b>5</b>	Teaching	2
Knavery	3	Persuasion	3	<b>Xenology</b>	1
Linguistics	3	<b>Science</b>	4	▪ <i>Oro'ym</i>	4
▪ <i>Oro'ym</i>	2	▪ <i>Archaeology</i>	2		

## Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Gossip Network (Cost:2 You have a network of informants planetwide.) , Nobility (Cost:3 Knight) .

## Talents

### Weapons

1 Knife . MELEE . WA:0 . P. E. DC:1D6+1 . STR:1 . RNG:0 . ST. £2

### Armor

Istakhr Sihid Nomad      Soft      SP:4      (HE)(TO)(LA)(RA)(LL)(RL)  
Outfit

### 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)

### Lifepaths

Race Urthish (140), Upbringing Outerbelt Juandaastas (20), Apprenticeship Diplomacy Intrigue (25), Early Career Court Ambassador (48), Tour of Duty Traveller (20), Worldly Benefits Friends & Rewards (7).

### Narrative

Generated with **Dramatis Personae**

Dec. 31, 2021, 6:45 p.m.

## Gareth Süskin

Male Urthish Urthish of from none Freefolk. Born in 4988 (34 years old)

Height: 169cm / Weight: 60kg

### Primary Attributes

Strength	3	Intellect	<b>8</b>	Tech	4
Constitution	3	Willpower	5	Reflexes	3
Body	3	Temper	<b>6</b>	Agility	3
Movement	3	Presence	<b>9</b>	Awareness	<b>8</b>

### Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	14	Damage	0	Tolerance	11	Humanity	55
Passion	14	Wyrd	11	Speed	2	Run	6

### Skills

Academia	4	Inquiry	3	Oratory	4
Athletics	3	Interrogation	2	Persuasion	2
Bureaucracy	1	Knavery	1	<b>Redemption</b>	1
Cryptography	2	<b>Linguistics</b>	2	■ Volt	<b>6</b>
Cybernetics	1	■ Latin	2	Seduction	3
Empathy	2	■ Urthish	2	Shoot	1
Etiquette	2	<b>Lore</b>	1	Spycraft	4
Fight	2	■ Madoc System	2	Stoic Body	1
Focus	3	Magna Carta	2	Stoic Mind	2
Forgery	3	Observe	4	Teaching	2
Impress	1	Occult Arts	3	Think Machine	2

### Blessings/Curses

Mammon (-2), Shrewd (2).

### Benefices/Afflictions

Assets (Cost:7 10000), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3).

### Talents

#### Weapons

1 Scravers Light Revolver . P . WA:0 . J . C . DC:1D6+2 . Cal:.32 . ROF:3 . Clip:6 .  
RNG:50 . ST . £110

#### Armor

Synthsilk Soft SP:3 (TO)(LA)(RA)(LL)(RL)

#### Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

#### 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)

#### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Town (15), **Apprenticeship** Guildhall Reeves (25), **Early Career** Scholar (48), **Tour of Duty** Native Psychic (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Rich Rewards (7).

#### Narrative

# Garwin Lyondras

Master Physician

Male Urthish Teutonic Master of from none Freefolk. Born in 4979 (43 years old)

Height: 169cm / Weight: 60kg

## Primary Attributes

Strength	3	Intellect	7	Tech	8
Constitution	3	Willpower	7	Reflexes	7
Body	3	Temper	4	Agility	3
Movement	3	Presence	8	Awareness	6

## Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	15	Damage	0	Tolerance	11	Humanity	55
Passion	10	Wyrd	14	Speed	4	Run	6

## Skills

Academia	5	■ <i>Urthtech</i>	3	■ <i>Biology</i>	4
Alchemy	2	■ <b>Lore</b>	1	■ <i>Cybernetics</i>	4
Athletics	3	■ <i>Istakhr System</i>	2	■ <i>Genetics</i>	3
Cybernetics	4	■ <i>Observe</i>	3	■ <i>Physika</i>	6
Empathy	2	■ <i>Persuasion</i>	3	■ <i>Seduction</i>	2
Etiquette	1	■ <b>Redemption</b>	3	■ <i>Shoot</i>	1
Fight	2	■ <i>Forbidden Lore</i>	3	■ <i>Surgery</i>	7
Focus	3	■ <i>Mech</i>	2	■ <i>Teaching</i>	2
Inquiry	3	■ <i>Volt</i>	4	■ <i>Think Machine</i>	2
Linguistics	2	■ <i>Remedy</i>	5	■ <b>Xenology</b>	1
■ <i>Urthish</i>	2	■ <b>Science</b>	4	■ <i>Ur Ukar</i>	1

## Blessings/Curses

Innovative (2), Unnerving (-2).

## Benefices/Afflictions

Cash (Cost:3 600), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Rise Rank By 2 (Cost:4).

## Talents

## Weapons

1 Al-Malik Stiletto . MELEE . WA:1 . P . P . DC:2D6 . STR:1 . RNG:1 . ST . £10

## Armor

League Merchant Robes Soft SP:1 (TO)(LA)(RA)(LL)(RL)

## 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)

## Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Town (15), **Apprenticeship** Guildhall Engineer (25), **Early Career** Scientist (48), **Tour of Duty** Lodge of the Physicians (20), **Tour of Duty** Lodge of the Physicians (20), **Worldly Benefits** High Promotion (7).

## Narrative

Master Physician in Istakhr

# Harvenor Russel

*Master Clockmaker*

Male Urthish Teutonic Master of from none Freefolk. Born in 4961 (61 years old)

Height: 164cm / Weight: 59kg

## Primary Attributes

Strength	3	Intellect	7	Tech	10
Constitution	3	Willpower	4	Reflexes	4
Body	3	Temper	4	Agility	3
Movement	3	Presence	8	Awareness	8

## Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	12	Damage	0	Tolerance	8	Humanity	40
Passion	12	Wyrd	11	Speed	2	Run	6

## Skills

Academia	3	■ Latin	1	■ Volt	3
Arts	1	■ Urthish	2	■ Science	2
■ Sculpture	8	■ Urthtech	3	■ Clockworking	4
Athletics	3	Observe	6	■ Cybernetics	4
Cybernetics	4	Persuasion	2	Seduction	1
Fight	2	Redemption	4	Teaching	2
Focus	3	■ Clockworking	4	Think Machine	2
Inquiry	3	■ Forbidden Lore	1	Linguistics	3
■ Mech	3				

## Blessings/Curses

Innovative (2), Unnerving (-2).

## Benefices/Afflictions

Cash (Cost:3 600), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Rise Rank By 2 (Cost:4).

## Talents

### 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)

## Lifepaths

Race Urthish (140), **Upbringing** Town (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Engineers (25), **Early Career** Scientist (48), **Tour of Duty** Clockmaker (20), **Tour of Duty** Clockmaker (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** High Promotion (7).

## Narrative

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Generated with **Dramatis Personae**

Dec. 19, 2021, 2:15 p.m.

## Horace Lamibi

Male Urthish Castellan of from none Freefolk. Born in 4995 (27 years old)

Height: 175cm / Weight: 58kg

### Primary Attributes

Strength	4	Intellect	<b>6</b>	Tech	3
Constitution	4	Willpower	5	Reflexes	5
Body	5	Temper	5	Agility	5
Movement	5	Presence	4	Awareness	<b>9</b>

### Secondary Attributes

Recovery	8	Stamina	2	Endurance	45	Stun	9
Resistance	9	Damage	0	Tolerance	10	Humanity	50
Passion	14	Wyrd	11	Speed	3	Run	10

### Skills

Academia	2	Knavery	4	<b>Redemption</b>	1
Acrobatics	2	Leadership	1	▪ <i>Tinkering</i>	1
Athletics	3	<b>Linguistics</b>	2	Security	2
Bureaucracy	3	▪ <i>Scravers' Cant</i>	2	Shoot	3
Dodge	3	▪ <i>Urthish</i>	2	Sneak	4
Fight	2	<b>Lore</b>	1	Stealth	3
Focus	2	▪ <i>Criticorum System</i>	2	Streetwise	4
Forgery	2	Magna Carta	2	Teaching	2
Gambling	2	Observe	4	Trading	2
Impress	1	Persuasion	4	Inquiry	2
Politics	2				

### Blessings/Curses

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

### Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Freelancer Investment (Cost:2 +2 Assets) , Gossip Network (Cost:2 You have a network of informants planetwide.) .

### Talents

#### Shortcuts

Notice something (AWA + Observe = 13), Fill shipment border transit documents (INT + Bureaucracy = 9), Swimming (BOD + Athletics = 8), Prepare a legal case (INT + Magna Carta = 8), Fire a ranged weapon (REF + Shoot = 8), Deduce from data (INT + Inquiry = 8), Convince someone with bullshit (PRE + Knavery = 8), Convince someone with arguments (PRE + Persuasion = 8), 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), Give orders to subsidiaries (PRE + Leadership = 5)

### Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Street Scravers (25), Early Career Thief (48), Tour of Duty Entrepreneur (20), Worldly Benefits Friends & Rewards (7).

### Narrative

Multi-purpose Asset

## Ionia Zemeckis

Female Urthish Enquist of from none Freefolk. Born in 5022 (0 years old)

Height: 150cm / Weight: 50kg

### Primary Attributes

Strength	3	Intellect	5	Tech	<b>6</b>
Constitution	4	Willpower	5	Reflexes	4
Body	4	Temper	5	Agility	3
Movement	4	Presence	<b>9</b>	Awareness	5

### Secondary Attributes

Recovery	7	Stamina	1	Endurance	40	Stun	8
Resistance	14	Damage	0	Tolerance	10	Humanity	50
Passion	10	Wyrd	9	Speed	2	Run	8

### Skills

Academia	<b>5</b>	Focus	<b>5</b>	Science	2
Arts	1	Gambling	1	▪ Engineering	1
▪ Sculpture	2	Inquiry	3	▪ Mathematics	2
Athletics	2	Knavery	2	Seduction	4
Beastcraft	2	Linguistics	3	Sneak	1
Bribery	1	▪ Ba'amon carvings	1	Stoic Body	1
Bureaucracy	1	▪ Franken	1	Streetwise	2
Empathy	4	▪ Urthish	2	Teaching	2
Etiquette	3	Observe	3	Trading	2
Fight	3	Persuasion	3		

### Benefices/Afflictions

Ally (Cost:1) , Cash (Cost:1 100) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Contact (Cost:1) , Gossip Network (Cost:2 You have a network of informants planetwide.) , Passage Contract (Cost:2 Tramp Freighter) .

### Talents

#### 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 propellers thrust (TEC + Science (Engineering) = 7), Fight/Martial Arts (REF + Fight = 7), Swimming (BOD + Athletics = 6), Fill shipment border transit documents (INT + Bureaucracy = 6)

### Lifepaths

Race Urthish (140), Upbringing Samarkand Citizen (20), Apprenticeship Study (25), Early Career Market Merchant (48), Worldly Benefits Friends (7).

### Narrative

Generated with **Dramatis Personae**

Dec. 30, 2021, 12:55 a.m.

# Ivan Ipsevicz

*Master Clockmaker*

Male Urthish Castillan of from none Freefolk. Born in 4969 (52 years old)

Height: 150cm / Weight: 50kg

## Primary Attributes

Strength	3	Intellect	8	Tech	8
Constitution	3	Willpower	4	Reflexes	5
Body	3	Temper	6	Agility	3
Movement	3	Presence	5	Awareness	9

## Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	9	Damage	0	Tolerance	10	Humanity	50
Passion	15	Wyrd	13	Speed	3	Run	6

## Skills

Academia	3	Knavery	1	■ <i>Mech</i>	2
Arts	1	Linguistics	2	■ <b>Science</b>	2
■ <i>Sculpture</i>	8	■ <i>Urthish</i>	2	■ <i>Clockworking</i>	4
Athletics	2	■ <i>Urthtech</i>	2	■ <i>Cybernetics</i>	4
Cybernetics	5	Observe	8	Seduction	1
Etiquette	1	Oratory	1	Shoot	1
Fight	2	Persuasion	2	Streetwise	3
Focus	3	Redemption	2	Teaching	2
Inquiry	3	■ <i>Clockworking</i>	4	Think Machine	2

## Blessings/Curses

Innovative (2), Unnerving (-2).

## Benefices/Afflictions

Assets (Cost:5 5000), Commission (Cost:3 Ensign / Apprentice / Associate / Private /

Associate), Medium Cyber Package (Cost:20 One notable enhancement.), Rise

Rank by 1 (Cost:2).

## Talents

### 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)

### Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship

Street Engineer (25), Early Career Scholar (48), Tour of Duty Clockmaker (20), Tour

of Duty Clockmaker (20), Tour of Duty Cybernetics Tweaked (20), Worldly Benefits

Promotion & Rewards (7).

## Narrative

Generated with **Dramatis Personae**

Dec. 19, 2021, 2:18 p.m.

## Jeb Solistran

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

Height: 176cm / Weight: 65kg

### Primary Attributes

Strength	5	Intellect	<b>6</b>	Tech	4
Constitution	4	Willpower	<b>6</b>	Reflexes	4
Body	5	Temper	3	Agility	5
Movement	4	Presence	<b>7</b>	Awareness	<b>7</b>

### Secondary Attributes

Recovery	9	Stamina	2	Endurance	45	Stun	9
Resistance	13	Damage	1	Tolerance	9	Humanity	45
Passion	10	Wyrd	10	Speed	2	Run	8

### Skills

Academia	4	Impress	1	Remedy	1
Acting	1	Inquiry	2	Security	3
Athletics	3	Interrogation	1	Seduction	2
Bribery	1	Knavery	1	Shadowing	1
Bureaucracy	1	<b>Linguistics</b>	1	Shoot	2
Cryptography	1	▪ Urthish	2	Stealth	1
Etiquette	4	Magna Carta	3	Streetwise	1
Fight	4	Melee	1	Teaching	2
Focus	2	Observe	4	Think Machine	2
Forgery	2	Oratory	2	Trading	1
Gambling	1	Persuasion	3		

### Blessings/Curses

Mammon (-2), Shrewd (2).

### Benefices/Afflictions

Assets (Cost:5 5000), Cash (Cost:1 100), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Contact (Cost:1), Gossip Network (Cost:2 You have a network of informants planetwide.), Martial Arts (Base) (Cost:6 Basic Actions from +1 to +3 Requires Fight 3), Rise Rank by 1 (Cost:2).

### Talents

#### Shortcuts

Notice something (AWA + Observe = 11), Convince someone with arguments (PRE + Persuasion = 10), Prepare a legal case (INT + Magna Carta = 9), Charm others (PRE + Seduction = 9), Swimming (BOD + Athletics = 8), Keep focused on a task (WIL + Focus = 8), Fight/Martial Arts (REF + Fight = 8), Deduce from data (INT + Inquiry = 8), Convince someone with bullshit (PRE + Knavery = 8), Stabilize wounds (INT + Remedy = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Fire a ranged weapon (REF + Shoot = 6), Melee (REF + Melee = 5)

### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Town (15), **Apprenticeship** Street Reeves (25), **Early Career** Market Money Lender (48), **Tour of Duty** League Enforcer (20), **Worldly Benefits** Promotion & Rewards (7).

### Narrative

Bail Bondsman

Generated with **Dramatis Personae**

Dec. 27, 2021, 1:31 a.m.

# Jeirak Crastel

Mutasih Security Coordinator

Male Urthish Castillan of from none Freefolk. Born in 4976 (46 years old)

Height: 185cm / Weight: 87kg

## Primary Attributes

Strength	<b>6</b>	Intellect	4	Tech	5
Constitution	<b>7</b>	Willpower	5	Reflexes	5
Body	<b>6</b>	Temper	<b>6</b>	Agility	5
Movement	5	Presence	3	Awareness	4

## Secondary Attributes

Recovery	13	Stamina	2	Endurance	65	Stun	13
Resistance	8	Damage	1	Tolerance	11	Humanity	55
Passion	10	Wyrd	9	Speed	3	Run	10

## Skills

Academia	3	Focus	2	Search	1
Acrobatics	2	Forgery	2	Security	<b>6</b>
Athletics	<b>5</b>	Impress	1	Sensors	1
Beastcraft	1	Knavery	2	Shadowing	1
Bureaucracy	<b>6</b>	Leadership	2	Shoot	<b>6</b>
Cryptography	2	Linguistics	1	Streetwise	<b>5</b>
Cybernetics	3	■ Urthish	2	Surveillance	<b>5</b>
Dodge	4	Melee	4	Teaching	2
Empathy	1	Observe	4	Think Machine	2
Etiquette	4	Persuasion	2	Warfare	2
Fight	3	Remedy	1		

## Blessings/Curses

Bold (2) , Callous (-2) .

## Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:1 100) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank by 1 (Cost:2) .

## Talents

### Weapons

1 Al-malik Light Blaster . P . WA:3 . J . C . DC:3D6 . Cal:n/a . ROF:1 . Clip:8 . RNG:30 .  
ST . £460

### Armor

Plastic Mesh Chain Mail Medium SP:8 (TO)(LA)(RA)(LL)(RL)

### 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)

### Lifepaths

Race Urthish (140), Upbringing Country (15), Upbringing Poor Class (5), Apprenticeship Street Muster (25), Early Career Royale House Soldier (48), Tour of Duty Corporate Militia (20), Tour of Duty Military Officer (20), Worldly Benefits Promotion & Friends (7).

### Narrative

The Leader of the Musaih of South Quadrant

# Kahia Sahurun

*Handmaid for the Ruby*

Female Urthish Enquist of from none Freefolk. Born in 4978 (44 years old)

Height: 169cm / Weight: 58kg

## Primary Attributes

Strength	3	Intellect	8	Tech	4
Constitution	3	Willpower	4	Reflexes	4
Body	4	Temper	6	Agility	3
Movement	3	Presence	9	Awareness	9

## Secondary Attributes

Recovery	6	Stamina	1	Endurance	35	Stun	7
Resistance	13	Damage	0	Tolerance	10	Humanity	50
Passion	15	Wyrd	12	Speed	2	Run	6

## Skills

Academia	5	Inquiry	3	Observe	4
Athletics	3	Leadership	1	Oratory	4
Bureaucracy	3	Linguistics	2	Persuasion	4
Cybernetics	1	▪ Latin	3	Politics	4
Empathy	2	▪ Urthish	3	Science	1
Etiquette	4	Lore	2	▪ Mathematics	4
Fight	2	▪ Philosophy	1	Seduction	2
Focus	4	▪ Space Warfare	3	Teaching	5
Impress	1	Magna Carta	1	Think Machine	2

## Blessings/Curses

Mammon (-2), Shrewd (2).

## Benefices/Afflictions

Ally (Cost:2), Assets (Cost:3 3000), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Gossip Network (Cost:2 You have a network of informants planetwide.).

## Talents

### Weapons

1 Al-Malik Stiletto . MELEE . WA:1 . P . DC:2D6 . STR:1 . RNG:1 . ST . £10  
2 Al-malik Light Blaster . P . WA:3 . J . C . DC:3D6 . Cal:n/a . ROF:1 . Clip:8 . RNG:30 .  
ST . £460

## Armor

Synthsilk      Soft      SP:3      (TO)(LA)(RA)(LL)(RL)

## Shortcuts

Notice something (AWA + Observe = 13), Convince someone with arguments (PRE + Persuasion = 13), Fill shipment border transit documents (INT + Bureaucracy = 11), Deduce from data (INT + Inquiry = 11), Charm others (PRE + Seduction = 11), Give orders to subsidiaries (PRE + Leadership = 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)

## Lifepaths

Race Urthish (140), Upbringing Town (15), Upbringing Wealthy Class (5), Apprenticeship Guildhall Reeves (25), Early Career Scholar (48), Tour of Duty Noble Confessor (20), Worldly Benefits Friends & Rewards (7).

## Narrative

Generated with **Dramatis Personae**

Jan. 1, 2022, 12:21 a.m.

## Karinova Strelshaüs

Female Urthish Sebacean Walgrafina of from none Nobility. Born in 4991 (31 years old)

Height: 177cm / Weight: 70kg

### Primary Attributes

Strength	3	Intellect	5	Tech	3
Constitution	5	Willpower	4	Reflexes	6
Body	6	Temper	8	Agility	4
Movement	4	Presence	6	Awareness	8

### Secondary Attributes

Recovery	8	Stamina	2	Endurance	55	Stun	11
Resistance	10	Damage	0	Tolerance	12	Humanity	60
Passion	16	Wyrd	11	Speed	3	Run	8

### Skills

Academia	4	Focus	3	Persuasion	3
Acrobatics	2	Forgery	3	Remedy	1
Alchemy	2	Gambling	2	Security	2
Athletics	4	Gunnery	1	Seduction	3
Beastcraft	1	Impress	1	Shadowing	3
Bribery	2	Knavery	5	Shoot	3
Bureaucracy	3	Leadership	4	Sneak	2
Dodge	2	Linguistics	1	Streetwise	1
<b>Driving</b>	1	▪ Urthish	3	Teaching	2
▪ Celestial Sailing	2	Lore	1	Think Machine	3
Empathy	2	▪ Jumpweb	2	Warfare	3
Etiquette	4	Melee	2	Fight	3
Observe	2				

### Blessings/Curses

Suspicious (2) , Vain (-2) .

### Benefices/Afflictions

Addiction (Cost:-1) , Ally (Cost:4) , Cash (Cost:1 100) , Nobility (Cost:3 Knight) , Rise Rank by 1 (Cost:2) .

### Talents

### Weapons

1 Decados "Maiden Escort" Palm Blaster . P . WA:2 . P . R . DC:2D6+3 . Cal:n/a .  
ROF:1 . Clip:5 . RNG:30 . VR . £690  
2 Decados Crescent Dirk . MELEE . WA:1 . J . P . DC:2D6+3 . STR:2 . RNG:0 . ST . £10

### Armor

Decados Tarovski Dress Soft SP:0 (TO)  
(Mantis Gown)

### Energy Shield

Standard 10/15 Hits:10 usage:(Soft - - )

### 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)

### Lifepaths

Race Urthish (140), Upbringing Rural Estate Decados (20), Apprenticeship Defrocked Noble (25), Early Career Military Command Starman (48), Tour of Duty Junkie in satin (20), Tour of Duty Military Officer (20), Worldly Benefits Promotion & Friends (7).

### Narrative

## Kasmir Razzula

Male Urthish Castellan of from none Freefolk. Born in 4966 (56 years old)

Height: 173cm / Weight: 64kg

### Primary Attributes

Strength	4	Intellect	<b>8</b>	Tech	<b>6</b>
Constitution	3	Willpower	<b>6</b>	Reflexes	<b>7</b>
Body	<b>6</b>	Temper	3	Agility	3
Movement	3	Presence	<b>7</b>	Awareness	<b>6</b>

### Secondary Attributes

Recovery	7	Stamina	2	Endurance	45	Stun	9
Resistance	13	Damage	0	Tolerance	9	Humanity	45
Passion	9	Wyrd	15	Speed	4	Run	6

### Skills

Academia	2	Gunnery	3	▪ <i>Tinkering</i>	2
Athletics	2	Impress	1	Remedy	3
Cryptography	2	Inquiry	1	Security	2
Demolition	2	Linguistics	1	Seduction	1
<b>Driving</b>	4	▪ <i>Urthish</i>	2	Sensors	3
▪ <i>Celestial Sailing</i>	<b>6</b>	<b>Lore</b>	1	Shoot	1
▪ <i>Heavy Transport</i>	2	▪ <i>Jumpweb</i>	1	Spycraft	2
<b>Vehicle</b>					
▪ <i>Railway</i>	1	Magna Carta	1	Streetwise	1
▪ <i>Skycraft Piloting</i>	1	Melee	2	Survival	2
Empathy	1	Navigation	4	Teaching	2
Etiquette	1	Observe	7	Think Machine	1
Fight	4	Persuasion	2	Focus	2
<b>Redemption</b>	1				

### Blessings/Curses

Curious (2), Nosy (-2).

### Benefices/Afflictions

Cash (Cost:3 600), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Martial Arts (Base) (Cost:6 Basic Actions from +1 to +3 Requires Fight 3), Rise Rank By 2 (Cost:4).

### Talents

#### Shortcuts

Notice something (AWA + Observe = 13), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 12), Stabilize wounds (INT + Remedy = 11), Fight/Martial Arts (REF + Fight = 11), Prepare a legal case (INT + Magna Carta = 9), Melee (REF + Melee = 9), Deduce from data (INT + Inquiry = 9), Convince someone with arguments (PRE + Persuasion = 9), Swimming (BOD + Athletics = 8), Keep focused on a task (WIL + Focus = 8), Fly an aircraft (REF + Driving (Skycraft Piloting) = 8), Fire a ranged weapon (REF + Shoot = 8), Charm others (PRE + Seduction = 8), Discern emotions (AWA + Empathy = 4)

#### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Charioteers (25), **Early Career** Starship Pilot (48), **Tour of Duty** League Enforcer (20), **Tour of Duty** Icon Veteran (5019) (20), **Worldly Benefits** High Promotion (7).

#### Narrative

Generated with **Dramatis Personae**

Dec. 31, 2021, 12:57 a.m.

## Katarina Szdreibov

Female Urthish Teutonic of from none Freefolk. Born in 4994 (28 years old)

Height: 173cm / Weight: 63kg

### Primary Attributes

Strength	5	Intellect	<b>6</b>	Tech	3
Constitution	4	Willpower	5	Reflexes	5
Body	4	Temper	5	Agility	5
Movement	4	Presence	<b>8</b>	Awareness	<b>7</b>

### Secondary Attributes

Recovery	9	Stamina	1	Endurance	40	Stun	8
Resistance	13	Damage	1	Tolerance	10	Humanity	50
Passion	12	Wyrd	11	Speed	3	Run	8

### Skills

Academia	2	Inquiry	4	Persuasion	3
Acrobatics	2	Knavery	2	Remedy	2
Athletics	3	<b>Linguistics</b>	2	Riding	1
Cryptography	2	▪ <i>Saudi</i>	1	Seduction	4
Disguise	1	▪ <i>Urthish</i>	2	Spycraft	3
Dodge	2	<b>Lore</b>	2	Stealth	1
Empathy	2	▪ <i>Gwynneth System</i>	2	Stoic Mind	2
Etiquette	5	▪ <i>Penitents</i>	1	Streetwise	2
Fight	2	Melee	3	Teaching	2
Focus	3	Observe	4	Think Machine	2
Forgery	1	Occult Arts	2	<b>Xenology</b>	1
Impress	1	Oratory	2	▪ <i>Kurgan</i>	1

### Blessings/Curses

Prideful (-2), Unyielding (2).

### Benefices/Afflictions

Ally (Cost:4), Cash (Cost:1 100), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3), Rise Rank by 1 (Cost:2).

### Talents

### Weapons

1 Hawkwood Light Blaster . P . WA:1 . J . C . DC:3D6 . Cal:n/a . ROF:1 . Clip:8 .  
RNG:30 . ST . £440

### Armor

Cyneticsilk Soft SP:10 (HE)(TO)(LA)(RA)(LL)(RL)

### Energy Shield

Standard 10/15 Hits:10 usage:(Soft - - )

### 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)

### Lifepaths

Race Urthish (140), **Upbringing** Landless Hawkwood (20), **Apprenticeship** Diplomacy Intrigue (25), **Early Career** Spy (48), **Tour of Duty** Diplomatic Mission (20), **Tour of Duty** Native Psychic (20), **Worldly Benefits** Promotion & Friends (7).

### Narrative

## Kiera Zeneter

Female Urthish Teutonic of from none Freefolk. Born in 4980 (41 years old)

Height: 150cm / Weight: 50kg

### Primary Attributes

Strength	3	Intellect	7	Tech	8
Constitution	3	Willpower	4	Reflexes	4
Body	3	Temper	4	Agility	3
Movement	3	Presence	8	Awareness	6

### Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	12	Damage	0	Tolerance	8	Humanity	40
Passion	10	Wyrd	11	Speed	2	Run	6

### Skills

Academia	3	▪ Latin	1	▪ Forbidden Lore	1
Athletics	3	▪ Urthish	2	▪ Mech	3
Fight	2	▪ Urthtech	3	▪ Volt	3
Focus	3	Observe	2	Seduction	1
Inquiry	3	Persuasion	2	Teaching	2
Linguistics	3	Redemption	3	Think Machine	2

### Blessings/Curses

Innovative (2) , Unnerving (-2) .

### Benefices/Afflictions

Cash (Cost:3 600) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank By 2 (Cost:4) .

### Talents

#### 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)

#### Lifepaths

Race Urthish (140), **Upbringing** Town (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Engineers (25), **Early Career** Scientist (48), **Worldly Benefits** High Promotion (7).

#### Narrative

Generated with **Dramatis Personae**

Dec. 19, 2021, 1:27 a.m.

## Kleria Van Dyke

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

Height: 179.934125cm / Weight: 64.4347806624888kg

### Primary Attributes

Strength	<b>7</b>	Intellect	<b>6</b>	Tech	5
Constitution	4	Willpower	5	Reflexes	5
Body	<b>6</b>	Temper	4	Agility	5
Movement	4	Presence	4	Awareness	<b>8</b>

### Secondary Attributes

Recovery	11	Stamina	2	Endurance	50	Stun	10
Resistance	9	Damage	2	Tolerance	9	Humanity	45
Passion	12	Wyrd	11	Speed	3	Run	8

### Skills

Academia	2	Inquiry	3	Persuasion	2
Alchemy	1	Interrogation	1	<b>Redemption</b>	1
Athletics	4	Knavery	3	■ <i>Mech</i>	2
Cybernetics	1	Leadership	3	Remedy	1
Dodge	2	<b>Linguistics</b>	3	Seduction	4
<b>Driving</b>	2	■ <i>Saudi</i>	1	Shadowing	4
■ <i>Landcraft</i>	4	■ <i>Scravers' Cant</i>	2	Shoot	4
■ <i>Skycraft Piloting</i>	2	■ <i>Urthish</i>	2	Sneak	3
Fight	<b>7</b>	<b>Lore</b>	1	Streetwise	<b>5</b>
Focus	2	■ <i>Istakhr System</i>	1	Survival	2
Gambling	2	Melee	2	Teaching	2
Impress	4	Observe	3		

### Blessings/Curses

Possessive (-2), The Man (2).

### Benefices/Afflictions

Ally (Cost:1), Cash (Cost:100), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Contact (Cost:1), Gossip Network (Cost:2 You have a network of informants planetwide.), Passage Contract (Cost:2 Tramp Freighter).

### Talents

### Weapons

1 Jahnisak .454 UHP .P. WA:4 .L. C. DC:4D6+2 .Cal.:454 .ROF:3 .Clip:15 .RNG:50 .VR. £1000

### Armor

Armored Mesh Spacesuit Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

### 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)

### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Academy Scravers (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Street Cartel Thug (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Friends (7).

### Narrative

## Laura Klugzman

Female Urthish Teutonic Knight of from none Nobility. Born in 4997 (25 years old)

Height: 170cm / Weight: 58kg

### Primary Attributes

Strength	4	Intellect	<b>8</b>	Tech	4
Constitution	3	Willpower	<b>6</b>	Reflexes	5
Body	3	Temper	4	Agility	5
Movement	3	Presence	<b>8</b>	Awareness	<b>7</b>

### Secondary Attributes

Recovery	7	Stamina	1	Endurance	30	Stun	6
Resistance	14	Damage	0	Tolerance	10	Humanity	50
Passion	11	Wyrd	13	Speed	3	Run	6

### Skills

Academia	<b>5</b>	Inquiry	2	Observe	<b>5</b>
Athletics	3	Knavery	4	Oratory	<b>5</b>
Cryptography	2	Leadership	1	Persuasion	3
Dogma	1	<b>Linguistics</b>	2	Riding	2
■ Church of the	1	■ Saudi	2	Seduction	<b>6</b>

### Celestial Sun

Empathy	2	■ Urthish	2	Spycraft	3
Etiquette	<b>7</b>	<b>Lore</b>	1	Stealth	2
Fight	2	■ Istakhr System	2	Teaching	2
Focus	2	Magna Carta	1	Think Machine	1
Impress	1	Melee	2		

### Blessings/Curses

Prideful (-2), Unyielding (2).

### Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Gossip Network (Cost:2 You have a network of informants planetwide.) , Nobility (Cost:3 Knight) .

### Talents

### Weapons

1 Rapier . MELEE . WA:0 . L . C . DC:3D6 . STR:3 . RNG:1 . UR . £8

### Armor

Sebacean Country Noble Soft SP:1 (TO)  
Villegiature (female)

### Energy Shield

Standard 10/15 Hits:10 usage:(Soft - - )

### 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)

### Lifepaths

Race Urthish (140), Upbringing Landless Hawkwood (20), Apprenticeship

Diplomacy Intrigue (25), Early Career Court Ambassador (48), Tour of Duty

Diplomatic Mission (20), Worldly Benefits Friends & Rewards (7).

### Narrative

Daughter of Vedel

## Lin Bartowski

Tallahud officer

Female Urthish Kaanic Commander of from none Freefolk. Born in 4985 (37 years old)

Height: 176cm / Weight: 56kg

### Primary Attributes

Strength	5	Intellect	3	Tech	<b>6</b>
Constitution	4	Willpower	5	Reflexes	<b>7</b>
Body	5	Temper	<b>6</b>	Agility	3
Movement	5	Presence	4	Awareness	5

### Secondary Attributes

Recovery	9	Stamina	2	Endurance	45	Stun	9
Resistance	9	Damage	1	Tolerance	11	Humanity	55
Passion	11	Wyrd	10	Speed	4	Run	10

### Skills

Academia	2	Leadership	2	■ <i>Mech</i>	1
Acrobatics	2	<b>Linguistics</b>	2	Remedy	2
Athletics	<b>6</b>	■ <i>Latin</i>	1	Security	1
Beastcraft	1	■ <i>Urthish</i>	2	Sensors	1
Bureaucracy	2	<b>Lore</b>	1	Shoot	<b>5</b>
Dodge	2	■ <i>Jumpweb</i>	1	Streetwise	1
Fight	4	Melee	2	Teaching	2
Focus	2	Observe	2	Think Machine	1
Gunnery	3	Persuasion	2	Warfare	2
Impress	1	<b>Redemption</b>	1		

### Blessings/Curses

Bold (2), Callous (-2).

### Benefices/Afflictions

Cash (Cost:3 600), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Medium Cyber Package (Cost:20 One notable enhancement.), Rise

Rank By 2 (Cost:4).

### Talents

#### 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)

### Lifepaths

Race Urthish (140), **Upbringing** Country (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Muster (25), **Early Career** Starship Gunner (48), **Tour of Duty** Military Officer (20), **Tour of Duty** Cybernetics Tweaked (20), **Worldly Benefits** High Promotion (7).

### Narrative

Generated with **Dramatis Personae**

Jan. 2, 2022, 2:54 p.m.

## **Lorem Zenski (skornett)**

### *Spiritual Guide*

Male Urthish Castilian Novitiate of from none Church. Born in 4995 (27 years old)

Height: 171cm / Weight: 62kg

### **Primary Attributes**

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

### **Secondary Attributes**

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	13	Damage	0	Tolerance	13	Humanity	65
Passion	16	Wyrd	11	Speed	2	Run	6

### **Skills**

Academia	4	Etiquette	2	Occult Arts	3
Alchemy	2	Fight	2	Persuasion	3
Athletics	3	Focus	<b>9</b>	Remedy	3
<b>Dogma</b>	4	Inquiry	4	Seduction	3
■ <i>Church of the</i>	3	<b>Linguistics</b>	3	Stoic Body	1
<i>Celestial Sun</i>					
■ <i>Omega Gospels</i>	2	■ <i>Latin</i>	4	Stoic Mind	<b>5</b>
■ <i>Stellar Apocryphon</i>	1	■ <i>Signs Language</i>	2	Streetwise	1
■ <i>Symbiot Lifeweb</i>	1	■ <i>Urthish</i>	2	Surgery	2
Empathy	4	Observe	4	Teaching	2

### **Blessings/Curses**

Curious (2) , Subtle (-2) .

### **Benefices/Afflictions**

Ally (Cost:2) , Assets (Cost:3 3000) , Gossip Network (Cost:2 You have a network of informants planetwide. ) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3) , Ordained (Cost:3 Novitiate / Apprentice / Novitiate) .

### **Talents**

### **Weapons**

1 Ceramique 136 . P . WA:1 . J . C . DC:1D6+3 . Cal: . ROF:2 . Clip:10 . RNG:50 . VR . £80

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

### **Armor**

Samarkand Sawoq      Medium      SP:5      (TO)(LA)(RA)(LL)(RL)

### **Energy Shield**

Sawoq Field      8/12      Hits:12      usage:(Soft Medium - )

### **Shortcuts**

Keep focused on a task (WIL + Focus = 14), Notice something (AWA + Observe = 12), Discern emotions (AWA + Empathy = 12), Deduce from data (INT + Inquiry = 12), Stabilize wounds (INT + Remedy = 11), Convince someone with arguments (PRE + Persuasion = 11), Charm others (PRE + Seduction = 11), Iron will (WIL + Stoic Mind = 10), Apply surgery on wounded (INT + Surgery = 10), Swimming (BOD + Athletics = 7), Fight/Martial Arts (REF + Fight = 5)

### **Lifepaths**

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Eskatonic Order Monastery (25), **Early Career** Monk (48), **Tour of Duty** Native Theurge (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Friends & Rewards (7).

### **Narrative**

Answer to the Zemeckis call for assistance from Manifest Light

## Luther Van Crow

Male Urthish Teutonic of from none Freefolk. Born in 4995 (26 years old)

Height: 173cm / Weight: 57kg

### Primary Attributes

Strength	4	Intellect	5	Tech	<b>8</b>
Constitution	4	Willpower	5	Reflexes	<b>6</b>
Body	4	Temper	5	Agility	4
Movement	5	Presence	4	Awareness	<b>6</b>

### Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	9	Damage	0	Tolerance	10	Humanity	50
Passion	11	Wyrd	11	Speed	3	Run	10

### Skills

Academia	2	▪ <i>Urthish</i>	2	<b>Science</b>	<b>5</b>
Acrobatics	2	▪ <i>Urthtech</i>	3	▪ <i>Astromony</i>	1
Athletics	4	<b>Lore</b>	2	▪ <i>Cybernetics</i>	2
Beastcraft	1	▪ <i>Jumpweb</i>	3	▪ <i>Engineering</i>	2
Dodge	1	▪ <i>Spacesuit</i>	1	▪ <i>Mathematics</i>	2
<b>Driving</b>	2	Melee	1	▪ <i>Physics</i>	2
▪ <i>Battle Mech</i>	1	Navigation	4	Security	1
▪ <i>Construction Mech</i>	1	Observe	3	Sensors	3
Fight	2	Persuasion	2	Shoot	2
Focus	3	<b>Redemption</b>	3	Surgery	2
Gunnery	<b>5</b>	▪ <i>Mech</i>	2	Teaching	2
Inquiry	1	▪ <i>Tinkering</i>	1	Think Machine	3
Linguistics	3	▪ <i>Volt</i>	1	▪ <i>Latin</i>	1
Remedy	1				

### Blessings/Curses

Innovative (2), Unnerving (-2).

### Benefices/Afflictions

Cash (Cost:3 600), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Rise Rank By 2 (Cost:4).

### Talents

#### Shortcuts

Surgically implant cyber (TEC + Cybernetics = 10), Maintain celestial ship propellers thrust (TEC + Science (Engineering) = 10), Notice something (AWA + Observe = 9), Swimming (BOD + Athletics = 8), Keep focused on a task (WIL + Focus = 8), Fire a ranged weapon (REF + Shoot = 8), Fight/Martial Arts (REF + Fight = 8), Roll to cover (MOV + Acrobatics = 7), Melee (REF + Melee = 7), Apply surgery on wounded (INT + Surgery = 7), Stabilize wounds (INT + Remedy = 6), Deduce from data (INT + Inquiry = 6), Convince someone with arguments (PRE + Persuasion = 6), Avoid being hit (AGI + Dodge = 5)

### Lifepaths

Race Urthish (140), Upbringing Country (15), Upbringing Wealthy Class (5), Apprenticeship Academy Engineers (25), Early Career Starship Gunner (48), Tour of Duty Academia Interrata Freshman (20), Worldly Benefits High Promotion (7).

### Narrative

Young & enthusiastic scientist

## Mae Lin Breguet

Female Urthish Sebacean of from none Freefolk. Born in 4966 (55 years old)

Height: 164cm / Weight: 56kg

### Primary Attributes

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

### Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	6	Damage	0	Tolerance	6	Humanity	30
Passion	6	Wyrd	6	Speed	2	Run	6

### Skills

Academia	2	Focus	2	Observe	2
Athletics	2	Linguistics	1	Persuasion	2
Fight	2	▪ Urthish	1	Teaching	2

### Talents

### 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)

### Lifepaths

Race Urthish (140).

### Narrative

Generated with **Dramatis Personae**

Dec. 27, 2021, 1:37 a.m.

## Marcus Zemeckis (huitzy\_kawek)

Clockworking Apprentice

Male Urthish Kaanic Apprentice of from none Freefolk. Born in 4998 (24 years old)

Height: 172cm / Weight: 63kg

### Primary Attributes

Strength	3	Intellect	8	Tech	10
Constitution	4	Willpower	7	Reflexes	4
Body	4	Temper	3	Agility	3
Movement	4	Presence	4	Awareness	8

### Secondary Attributes

Recovery	7	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	0	Tolerance	10	Humanity	50
Passion	11	Wyrd	12	Speed	2	Run	8

### Skills

Academia	3	■ <i>Ukari</i>	1	■ <i>Mech</i>	3
Alchemy	1	■ <i>Urthish</i>	2	■ <i>Volt</i>	3
<b>Arts</b>	1	■ <i>Urthtech</i>	2	<b>Science</b>	3
■ <i>Sculpture</i>	4	<b>Lore</b>	3	■ <i>Clockworking</i>	4
Athletics	2	■ <i>Aylon System</i>	2	■ <i>Cybernetics</i>	2
Cybernetics	3	■ <i>Clockworking</i>	2	■ <i>Engineering</i>	5
<b>Driving</b>	1	■ <i>Leagueheim</i>	1	Sensors	1
		System			
■ <i>Celestial Sailing</i>	2	Melee	1	Streetwise	1
Fight	2	Observe	7	Teaching	2
Focus	4	Persuasion	2	Think Machine	3
Inquiry	2	<b>Redemption</b>	4	<b>Xenology</b>	1
Linguistics	4	■ <i>Clockworking</i>	3	■ <i>Ur Ukar</i>	3
■ <i>Latin</i>	2	■ <i>Forbidden Lore</i>	5		

### Blessings/Curses

Innovative (2) , Unnerving (-2) .

### Benefits/Afflictions

Ally (Cost:2 Wilson Nolland) , Ally (Cost:4 Balthazar Zemeckis) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Gossip Network (Cost:2 You have a network of informants planetwide.) .

### Talents

#### Weapons

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

#### Armor

Samarkand Sawoq      Medium      SP:5      (TO)(LA)(RA)(LL)(RL)

#### Energy Shield

Sawoq Field      8/12      Hits:12      usage:(Soft Medium - )

#### Shortcuts

Notice something (AWA + Observe = 15), Maintain celestial ship propellers thrust (TEC + Science (Engineering) = 15), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 15), Surgically implant cyber (TEC + Cybernetics = 12), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 12), Keep focused on a task (WIL + Focus = 11), Deduce from data (INT + Inquiry = 10), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 6), Convince someone with arguments (PRE + Persuasion = 6), Melee (REF + Melee = 5)

#### Lifepaths

Race Urthish (140), **Upbringing** City (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Engineers (25), **Early Career** Starship Engineer (48), **Tour of Duty** Clockmaker (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Friends & Rewards (7).

#### Narrative

Nephew of Balthazar Zemeckis. Sister: Leslie Zemeckis (23) Brother: Tomas Zemeckis (16)

## Marx Whenger (zaharielle)

### Field Operator

Male Urthish Teutonic Sergeant of from none Freefolk. Born in 4996 (26 years old)

Height: 187cm / Weight: 95kg

### Primary Attributes

Strength	<b>7</b>	Intellect	4	Tech	5
Constitution	<b>7</b>	Willpower	<b>6</b>	Reflexes	<b>7</b>
Body	<b>6</b>	Temper	4	Agility	5
Movement	4	Presence	4	Awareness	4

### Secondary Attributes

Recovery	14	Stamina	2	Endurance	65	Stun	13
Resistance	10	Damage	2	Tolerance	10	Humanity	50
Passion	8	Wyrd	11	Speed	4	Run	8

### Skills

Academia	2	Impress	3	■ <i>Mech</i>	1
Acrobatics	2	Knavery	1	Remedy	2
Athletics	4	<b>Linguistics</b>	2	Search	1
Beastcraft	1	■ <i>Urthish</i>	2	Security	2
Bureaucracy	1	■ <i>Vuldrok</i>	1	Seduction	1
Cryptography	1	<b>Lore</b>	2	Sensors	1
Cybernetics	1	■ <i>Gwynneth System</i>	2	Shadowing	2
Dodge	4	■ <i>Hargard System</i>	2	Shoot	<b>5</b>
<b>Dogma</b>	1	Melee	3	Streetwise	2
■ <i>Vuldrok Erdgheist</i>	1	Navigation	1	Survival	<b>5</b>
Fight	4	Observe	<b>5</b>	Teaching	2
Focus	2	Persuasion	2	Think Machine	3
Forgery	2	<b>Redemption</b>	1	Warfare	4

### Blessings/Curses

Bold (2) , Callous (-2) .

### Benefices/Afflictions

Assets (Cost:5 5000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank by 1 (Cost:2) , Well-Traveled (Cost:3 Major house Fief) .

### Talents

### Weapons

1 Mitchau Medium Revolver . P . WA:1 . L . P . DC:2D6+3 . Cal:.40 . ROF:3 . Clip:6 .  
RNG:50 . ST . £210

### Armor

Samarkand Sawoq      Medium      SP:5      (TO)(LA)(RA)(LL)(RL)

### Energy Shield

Sawoq Field      8/12      Hits:12      usage:(Soft Medium - )

### Shortcuts

Fire a ranged weapon (REF + Shoot = 12), Fight/Martial Arts (REF + Fight = 11), Swimming (BOD + Athletics = 10), Melee (REF + Melee = 10), Notice something (AWA + Observe = 9), Avoid being hit (AGI + Dodge = 9), Keep focused on a task (WIL + Focus = 8), Stabilize wounds (INT + Remedy = 6), Roll to cover (MOV + Acrobatics = 6), Convince someone with arguments (PRE + Persuasion = 6), Search a place (AWA + Search = 5), Fill shipment border transit documents (INT + Bureaucracy = 5), Convince someone with bullshit (PRE + Knavery = 5), Charm others (PRE + Seduction = 5)

### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Street Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Corporate Militia (20), **Tour of Duty** Star Nations Veteran (5007) (20), **Worldly Benefits** Promotion & Rewards (7).

### Narrative

Recovery & Special Ops.

## Massic Antillies

*Servant of Zemeckis*

Male Urthish Castillan of from none Freefolk. Born in 4974 (48 years old)

Height: 182cm / Weight: 69kg

### Primary Attributes

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

### Secondary Attributes

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

### Skills

Academia	2	Etiquette	2	■ <i>Istakhr System</i>	2
Acrobatics	2	Fight	2	■ <i>Sihid Culture</i>	2
<b>Arts</b>	1	Focus	3	■ <i>Sutek System</i>	2
■ <i>Cooking</i>	2	Householding	5	Melee	3
Athletics	3	Inquiry	3	Observe	5
Beastcraft	6	Knavery	1	Persuasion	2
Bureaucracy	3	Linguistics	3	Remedy	4
Dodge	3	■ <i>Iberian</i>	2	Security	3
<b>Driving</b>	1	■ <i>Saudi</i>	2	Streetwise	4
■ <i>Landcraft</i>	2	■ <i>Urthish</i>	2	Teaching	2
Empathy	2	Lore	3	Think Machine	2

### Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:1 100) , Escaped Serf (Cost:-2) , Obligation (Cost:-2 Master Zemeckis) , Obligation (Cost:-1) , Rise Rank by 1 (Cost:2) .

### Talents

### Weapons

1 Al-Malik Stiletto . MELEE . WA:1 . P . P . DC:2D6 . STR:1 . RNG:1 . ST . £10

### Armor

<u>Imperial Country</u>	Soft	SP:3	(TO)(LA)(RA)(LL)(RL)
<u>Laborer Outfit</u>			

### 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)

### Lifepaths

Race Urthish (140), **Upbringing** Poor Class (5), **Upbringing** Serfdom (15), **Apprenticeship** Householder Servant (25), **Early Career** Custom Early Career (48), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Promotion & Friends (7).

### Narrative

Generated with **Dramatis Personae**

Dec. 31, 2021, 8:27 p.m.

# Meihan Li Halan

Male Urthish Enquist of from none Nobility. Born in 4988 (34 years old)

Height: 181cm / Weight: 76kg

## Primary Attributes

Strength	<b>6</b>	Intellect	5	Tech	3
Constitution	5	Willpower	4	Reflexes	<b>6</b>
Body	<b>6</b>	Temper	<b>7</b>	Agility	4
Movement	4	Presence	5	Awareness	5

## Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	9	Damage	1	Tolerance	11	Humanity	55
Passion	12	Wyrd	11	Speed	3	Run	8

## Skills

Academia	3	Focus	3	Persuasion	2
Athletics	<b>6</b>	Impress	2	Remedy	2
Bureaucracy	2	Leadership	<b>5</b>	Shoot	<b>5</b>
Dodge	3	<b>Linguistics</b>	2	Stoic Body	1
<b>Dogma</b>	1	▪ Latin	2	Stoic Mind	2
▪ Church of the	1	▪ Urthish	2	Survival	3
<i>Celestial Sun</i>					
Etiquette	1	Melee	4	Teaching	2
Fight	<b>5</b>	Observe	3	Warfare	<b>5</b>

## Blessings/Curses

Guilty (-2), Pious (2).

## Benefices/Afflictions

Cash (Cost:3 600), Fencing Actions (Bronze sword) (Cost:6 Manoeuvres 1, 2 and 3

Requires Melee Skill at 3), Nobility (Cost:3 Knight), Rise Rank By 2 (Cost:4).

## Talents

### Shortcuts

Swimming (BOD + Athletics = 12), Fire a ranged weapon (REF + Shoot = 11),  
 Fight/Martial Arts (REF + Fight = 11), Melee (REF + Melee = 10), Give orders to  
 subsidiaries (PRE + Leadership = 10), Notice something (AWA + Observe = 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), Avoid being hit (AGI + Dodge = 7), Iron will  
 (WIL + Stoic Mind = 6)

## LifePaths

Race Urthish (140), Upbringing Rural Estate Li Halan (20), Apprenticeship Military  
 Soldier (25), Early Career Military Command Soldier (48), Tour of Duty Military  
 Officer (20), Worldly Benefits High Promotion (7).

## Narrative

Field Veteran

Generated with **Dramatis Personae**

Dec. 26, 2021, 11:37 p.m.

# Neiad Shafeer al-Malik

*Prima Ballerina*

Female Urthish Sebacean of from none Freefolk. Born in 4989 (33 years old)

Height: 181cm / Weight: 71kg

## Primary Attributes

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

## Secondary Attributes

Recovery	12	Stamina	2	Endurance	50	Stun	10
Resistance	9	Damage	2	Tolerance	10	Humanity	50
Passion	12	Wyrd	9	Speed	2	Run	8

## Skills

Academia	5	Knavery	2	Security	2
Acrobatics	8	Linguistics	1	Seduction	2
Acting	3	▪ Urthish	2	Shadowing	1
Athletics	4	Melee	2	Shoot	1
Dodge	3	Observe	6	Sneak	2
Empathy	5	Performance	1	Spycraft	2
Etiquette	2	▪ Dancing	3	Stealth	4
Fight	4	Persuasion	3	Streetwise	4
Focus	2	Politics	1	Teaching	2
Impress	1	Remedy	2	Trading	1
Inquiry	1	Search	1		

## Blessings/Curses

Bold (2) , Callous (-2) .

## Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:1 100) , Martial Arts (Base) (Cost:6 Basic Actions from +1 to +3 Requires Fight 3) , Rise Rank by 1 (Cost:2) .

## Talents

### Weapons

1 Decados "Maiden Escort" Palm Blaster . P . WA:2 . P . R . DC:2D6+3 . Cal:n/a .  
ROF:1 . Clip:5 . RNG:30 . VR . £690

### Armor

Noble Teutonic Suit      Soft      SP:3      (HE)(TO)(LA)(RA)(LL)(RL)  
(unisex)

### Shortcuts

Roll to cover (MOV + Acrobatics = 12), Notice something (AWA + Observe = 12), Discern emotions (AWA + Empathy = 11), Swimming (BOD + Athletics = 9), Avoid being hit (AGI + Dodge = 9), Fight/Martial Arts (REF + Fight = 8), Convince someone with arguments (PRE + Persuasion = 8), Stabilize wounds (INT + Remedy = 7), Search a place (AWA + Search = 7), Convince someone with bullshit (PRE + Knavery = 7), Charm others (PRE + Seduction = 7), Melee (REF + Melee = 6), Keep focused on a task (WIL + Focus = 6), Deduce from data (INT + Inquiry = 6), Fire a ranged weapon (REF + Shoot = 5)

### Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Street Muster (25), Early Career Lodge of the Artists (48), Tour of Duty League Enforcer (20), Tour of Duty Live Performer (20), Worldly Benefits Promotion & Friends (7).

### Narrative

# Neve Sledad

## Sculptor

Female Urthish Protoenquist of from none Freefolk. Born in 4995 (27 years old)

Height: 175cm / Weight: 61kg

## Primary Attributes

Strength	5	Intellect	7	Tech	4
Constitution	4	Willpower	4	Reflexes	5
Body	4	Temper	8	Agility	4
Movement	4	Presence	6	Awareness	7

## Secondary Attributes

Recovery	9	Stamina	1	Endurance	40	Stun	8
Resistance	10	Damage	1	Tolerance	12	Humanity	60
Passion	15	Wyrd	12	Speed	3	Run	8

## Skills

Academia	4	Focus	3	Melee	2
<b>Arts</b>	2	Forgery	1	Observe	6
▪ Poetry	2	Impress	1	Persuasion	4
▪ Sculpture	5	Inquiry	2	<b>Redemption</b>	1
Athletics	2	Knavery	1	▪ Tinkering	4
Beastcraft	2	Linguistics	4	Remedy	2
Bureaucracy	2	▪ Franken	2	<b>Science</b>	2
Dodge	2	▪ Graceful Tongue	2	▪ Biology	2
<b>Driving</b>	2	▪ Latin	2	▪ Clockworking	1
▪ Heavy Transport	2	▪ Urthish	2	Seduction	4
<b>Vehicle</b>					
▪ Landcraft	3	<b>Lore</b>	3	Streetwise	1
Empathy	5	▪ Clockworking	2	Teaching	3
Etiquette	3	▪ Rampart System	1	Trading	2
Fight	2	▪ Spacesuit	2		

## Blessings/Curses

Curious (2) , Handsome (1) , Nosy (-2) .

## Benefices/Afflictions

Assets (Cost:7 10000) .

## Talents

## Weapons

1 Al-Malik Stiletto . MELEE . WA:1 . P . P . DC:2D6 . STR:1 . RNG:1 . ST . £10

2 Hawkwood Light Blaster . P . WA:1 . J . C . DC:3D6 . Cal:n/a . ROF:1 . Clip:8 .  
RNG:30 . ST . £440

## Armor

Samarkand Sawoq      Medium      SP:5      (TO)(LA)(RA)(LL)(RL)

## Energy Shield

Sawoq Field      8/12      Hits:12      usage:(Soft Medium - )

## Shortcuts

Notice something (AWA + Observe = 13), Discern emotions (AWA + Empathy = 13), Convince someone with arguments (PRE + Persuasion = 10), Charm others (PRE + Seduction = 10), Stabilize wounds (INT + Remedy = 9), Fill shipment border transit documents (INT + Bureaucracy = 9), Deduce from data (INT + Inquiry = 9), Melee (REF + Melee = 7), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Convince someone with bullshit (PRE + Knavery = 7), Swimming (BOD + Athletics = 6), Avoid being hit (AGI + Dodge = 6)

## Lifepaths

Race Urthish (140), **Upbringing** City (15), **Upbringing** Wealthy Class (5),  
**Apprenticeship** Academy Charioteers (25), **Early Career** Lodge of the Artists (48),  
**Tour of Duty** Craftman (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Rich Rewards (7).

## Narrative

# Orlem Gradski

*Nova Stressos aide de camp*

Male Urthish Romanovish of from none Nobility. Born in 4986 (36 years old)

Height: 179cm / Weight: 73kg

## Primary Attributes

Strength	7	Intellect	4	Tech	3
Constitution	5	Willpower	5	Reflexes	6
Body	4	Temper	8	Agility	7
Movement	4	Presence	3	Awareness	6

## Secondary Attributes

Recovery	12	Stamina	1	Endurance	45	Stun	9
Resistance	8	Damage	2	Tolerance	13	Humanity	65
Passion	14	Wyrd	10	Speed	3	Run	8

## Skills

Academia	2	Impress	3	Observe	4
Acrobatics	3	Inquiry	2	Persuasion	2
Alchemy	1	Knavery	1	Politics	2
Athletics	6	Leadership	3	Remedy	2
Bureaucracy	2	Linguistics	1	Shoot	2
Dodge	6	▪ Urthish	2	Sneak	1
Empathy	3	Lore	2	Stoic Mind	3
Etiquette	2	▪ Jumpweb	2	Teaching	2
Fight	3	▪ Poisons & Drugs	2	Warfare	3
Focus	2	Melee	8		

## Blessings/Curses

Suspicious (2) , Vain (-2) .

## Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Fencing Actions (Silver sword) (Cost:10  
Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4) , Gossip Network (Cost:2 You  
have a network of informants worldwide.) , Nobility (Cost:3 Knight) .

## Talents

### Weapons

1 Decados Crescent Dirk . MELEE . WA:1 . J . P . DC:2D6+3 . STR:2 . RNG:0 . ST . £10  
2 Dreskel Sniper Blaster . RIF . WA:2 . N . R . DC:9D6 . Cal:n/a . ROF:1 . Clip:16 .  
RNG:90 . VR . £4950  
3 Severus Sting . MELEE . WA:1 . L . P . DC:3D6+1 . STR:2 . RNG:1 . ST . £30

### Armor

Cyneticsilk      Soft      SP:10      (HE)(TO)(LA)(RA)(LL)(RL)

### Energy Shield

Standard      10/15      Hits:10      usage:(Soft - - )

### 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)

### Lifepaths

Race Urthish (140), **Upbringing** High Court Decados (20), **Apprenticeship** Leisure  
Duelist (25), **Early Career** Court Duelist (48), **Tour of Duty** House Duellist (20), **Tour  
of Duty** Military Officer (20), **Worldly Benefits** Friends & Rewards (7).

### Narrative

## Portia Justinian

Female Urthish Teutonic Knight of from none Freefolk. Born in 4989 (33 years old)

Height: 171cm / Weight: 47kg

### Primary Attributes

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

### Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	13	Damage	0	Tolerance	13	Humanity	65
Passion	12	Wyrd	12	Speed	3	Run	12

### Skills

Academia	6	Fight	2	Oratory	4
Arts	3	Focus	2	Persuasion	3
▪ Literature	2	Gambling	1	Politics	2
▪ Poetry	4	Knavery	2	Riding	3
▪ Rhetoric	3	Leadership	1	Search	4
Athletics	8	Linguistics	1	Seduction	3
Dodge	4	▪ Urthish	3	Shoot	1
Dogma	1	Lore	1	Stealth	1
▪ Church of the	1	▪ Paradize System	2	Teaching	2
Celestial Sun					
Empathy	2	Melee	4	Think Machine	1
Etiquette	9	Observe	7		

### Blessings/Curses

Disciplined (2) , Righteous (-2) .

### Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Gossip Network (Cost:2 You have a network of informants planetwide. ) , Nobility (Cost:3 Knight) .

### Talents

#### Weapons

1 Dreskel Light Blaster . P . WA:-1 . J . C . DC:3D6+2 . Cal:n/a . ROF:1 . Clip:10 .  
RNG:30 . ST . £570  
2 Paradize Rapier . MELEE . WA:1 . L . R . DC:3D6+2 . STR:0 . RNG:1 . ST . £150

#### Armor

Synthsilk Soft SP:3 (TO)(LA)(RA)(LL)(RL)

#### Energy Shield

Standard 10/15 Hits:10 usage:(Soft - - )

#### 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)

#### Lifepaths

Race Urthish (140), Upbringing Rural Estate Justinian (20), Apprenticeship Leisure Dandy (25), Early Career Court Ambassador (48), Tour of Duty Errant Knight (20), Tour of Duty Errant Knight (20), Worldly Benefits Friends & Rewards (7).

#### Narrative

Paramour of Emmett Van Gelder

## Quaid oj Sallak

An ukari void of bitterness

Male Ur Ukar Mo'jun Plastician of from none Freefolk. Born in 4998 (23 years old)

Height: 183cm / Weight: 72kg

### Primary Attributes

Strength	<b>6</b>	Intellect	<b>3</b>	Tech	<b>7</b>
Constitution	<b>6</b>	Willpower	<b>5</b>	Reflexes	<b>5</b>
Body	<b>4</b>	Temper	<b>6</b>	Agility	<b>5</b>
Movement	<b>4</b>	Presence	<b>5</b>	Awareness	<b>6</b>

### Secondary Attributes

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

### Skills

Academia	<b>2</b>	Fight	<b>4</b>	Occult Arts	<b>3</b>
Alchemy	<b>1</b>	Focus	<b>2</b>	Persuasion	<b>1</b>
<b>Arts</b>	<b>1</b>	Impress	<b>1</b>	Politics	<b>1</b>
▪ Sculpture	<b>5</b>	Linguistics	<b>3</b>	Seduction	<b>2</b>
Athletics	<b>2</b>	▪ Ba'amon carvings	<b>1</b>	Shoot	<b>1</b>
Disguise	<b>1</b>	▪ Ukari	<b>2</b>	Stealth	<b>2</b>
Dodge	<b>2</b>	▪ Urthish	<b>2</b>	Streetwise	<b>1</b>
Empathy	<b>5</b>	Melee	<b>3</b>	Teaching	<b>2</b>
Etiquette	<b>1</b>	Observe	<b>5</b>	Trading	<b>2</b>

### Blessings/Curses

Bitter (-2) , Sensitive Touch (2) .

### Benefices/Afflictions

Assets (Cost:5 5000) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3) ,

Ostracism (Mild) (Cost:-2) , Rise Rank by 1 (Cost:2) .

### Talents

#### Shortcuts

Notice something (AWA + Observe = 11), Discern emotions (AWA + Empathy = 11), Fight/Martial Arts (REF + Fight = 9), Melee (REF + Melee = 8), Keep focused on a task (WIL + Focus = 7), Charm others (PRE + Seduction = 7), Avoid being hit (AGI + Dodge = 7), Swimming (BOD + Athletics = 6), Fire a ranged weapon (REF + Shoot = 6), Convince someone with arguments (PRE + Persuasion = 6)

#### Lifepaths

Race Ur Ukar (140), Upbringing Aylon Spawn (20), Apprenticeship Clan Warrior (25), Early Career Lodge of the Artists (48), Tour of Duty Native Psychic (20), Worldly Benefits Promotion & Rewards (7).

#### Narrative

Generated with **Dramatis Personae**

Dec. 27, 2021, 1:26 a.m.

## Quintus Hoffman

Male Urthish Teutonic of from none Freefolk. Born in 4995 (27 years old)

Height: 172cm / Weight: 69kg

### Primary Attributes

Strength	4	Intellect	<b>9</b>	Tech	4
Constitution	4	Willpower	5	Reflexes	3
Body	3	Temper	5	Agility	3
Movement	3	Presence	<b>9</b>	Awareness	<b>8</b>

### Secondary Attributes

Recovery	8	Stamina	1	Endurance	35	Stun	7
Resistance	14	Damage	0	Tolerance	10	Humanity	50
Passion	13	Wyrd	12	Speed	2	Run	6

### Skills

Academia	<b>5</b>	Impress	1	Observe	4
Athletics	3	Inquiry	4	Oratory	4
Bribery	2	Leadership	2	Persuasion	2
Bureaucracy	4	<b>Linguistics</b>	2	Politics	3
Cryptography	1	■ Latin	2	Seduction	<b>5</b>
Cybernetics	1	■ Urthish	2	Teaching	2
Etiquette	4	<b>Lore</b>	1	Think Machine	3
Fight	2	■ Gwynneth System	2	Trading	1
Focus	4	Magna Carta	<b>7</b>		

### Blessings/Curses

Mammon (-2), Shrewd (2).

### Benefices/Afflictions

Ally (Cost:4), Cash (Cost:1 100), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Rise Rank by 1 (Cost:2).

### Talents

#### Shortcuts

Prepare a legal case (INT + Magna Carta = 16), Charm others (PRE + Seduction = 14), Fill shipment border transit documents (INT + Bureaucracy = 13), Deduce from data (INT + Inquiry = 13), Notice something (AWA + Observe = 12), Give orders to subsidiaries (PRE + Leadership = 11), Convince someone with arguments (PRE + Persuasion = 11), Keep focused on a task (WIL + Focus = 9), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 5)

### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Town (15), **Apprenticeship** Guildhall Reeves (25), **Early Career** Scholar (48), **Tour of Duty** Corporate Executive (20), **Worldly Benefits** Promotion & Friends (7).

### Narrative

Corporate Lawyer

Generated with **Dramatis Personae**

Dec. 26, 2021, 11:39 p.m.

# Raifa Mofat Al-Malik

Count Mofat

Male Urthish Castellan of from none Freefolk. Born in 4983 (39 years old)

Height: 179cm / Weight: 75kg

## Primary Attributes

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

## Secondary Attributes

Recovery	10	Stamina	2	Endurance	55	Stun	11
Resistance	12	Damage	1	Tolerance	10	Humanity	50
Passion	9	Wyrd	13	Speed	3	Run	8

## Skills

Academia	3	Focus	2	Occult Arts	1
<b>Arts</b>	1	Impress	1	Oratory	2
▪ Music	1	Inquiry	1	Persuasion	2
Athletics	5	Interrogation	1	Politics	2
Beastcraft	1	Leadership	6	Remedy	1
Bribery	1	Linguistics	2	Shoot	3
Bureaucracy	6	▪ Graceful Tongue	2	Stoic Body	1
Dodge	1	▪ Urthish	2	Stoic Mind	1
<b>Dogma</b>	1	Lore	2	Survival	1
▪ Church of the	1	▪ Istakhr System	2	Teaching	2
<i>Celestial Sun</i>					
Driving	1	▪ Mutasih	3	Think Machine	1
▪ Landcraft	1	Magna Carta	3	Trading	1
Etiquette	4	Melee	1	Warfare	3
Fight	4	Observe	2		

## Blessings/Curses

Gracious (2) , Impetuous (-2) .

## Benefices/Afflictions

Assets (Cost:7 10000) , Oath of Fealty (Cost:-2) , Rise Rank by 1 (Cost:2) .

## Talents

### 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), Melee (REF + Melee = 7), Keep focused on a task (WIL + Focus = 7), Notice something (AWA + Observe = 6), Iron will (WIL + Stoic Mind = 6), Avoid being hit (AGI + Dodge = 5)

## Lifepaths

Race Urthish (140), **Upbringing** Rural Estate al-Malik (20), **Apprenticeship** Military Soldier (25), **Early Career** Landlord (48), **Tour of Duty** Landlord (20), **Tour of Duty** Military Officer (20), **Worldly Benefits** Rich Rewards (7).

## Narrative

Third son of Abdul Mofat

## Saharansafar Troopers

*Al-Malik Shock Troopers*

Male Urthish Enquist Legionnaire of from none Freefolk. Born in 4992 (30 years old)

Height: 169cm / Weight: 60kg

### Primary Attributes

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

### Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	8	Damage	0	Tolerance	7	Humanity	35
Passion	8	Wyrd	9	Speed	3	Run	8

### Skills

Academia	2	Inquiry	2	Persuasion	2
Athletics	5	Leadership	1	Politics	1
Dodge	2	Linguistics	2	Search	1
Empathy	2	▪ Graceful Tongue	1	Shoot	3
Etiquette	2	▪ Urthish	2	Surveillance	2
Fight	3	Lore	1	Teaching	2
Focus	3	▪ Philosophy	1	Think Machine	2
Gunnery	1	Melee	3	Warfare	2
Heavy Weapons	2	Observe	3		

### Talents

### Weapons

1 Al-Malik Stiletto . MELEE . WA:1 . P . P . DC:2D6 . STR:1 . RNG:1 . ST . £10  
 2 Saharansafar Assault Rifle . RIF . WA:2 . N . C . DC:7D6 . Cal:n/a . ROF:1 . Clip:12 .  
 RNG:90 . ST . £1570

### Armor

Plastic Mesh Chain Mail Medium SP:8 (TO)(LA)(RA)(LL)(RL)

### Shortcuts

Swimming (BOD + Athletics = 9), Notice something (AWA + Observe = 8), Melee (REF + Melee = 8), Fire a ranged weapon (REF + Shoot = 8), Fight/Martial Arts (REF + Fight = 8), Keep focused on a task (WIL + Focus = 7), Heavy weapon fire (REF + Heavy Weapons = 7), Search a place (AWA + Search = 6), Deduce from data (INT + Inquiry = 6), Convince someone with arguments (PRE + Persuasion = 6), Avoid being hit (AGI + Dodge = 6), Give orders to subsidiaries (PRE + Leadership = 5), Discern emotions (AWA + Empathy = 5)

### Lifepaths

Race Urthish (140), **Nameless Kit** Al-Malik Kit (20), **Nameless Kit** Legionnaire Kit (20), **Nameless Kit** Trooper Kit (20).

### Narrative

Those guys are the typical strike force for Abdul Mofat. He permanently has 3 legions (10k men each) of those men in the Istakhr system.

Generated with **Dramatis Personae**

Jan. 2, 2022, 9 p.m.

## Sanjuk oj Kaval

Female Ur Ukar Ur Ukar of from none Freefolk. Born in 4974 (48 years old)

Height: 175cm / Weight: 50kg

### Primary Attributes

Strength	<b>6</b>	Intellect	4	Tech	<b>6</b>
Constitution	<b>6</b>	Willpower	<b>7</b>	Reflexes	<b>7</b>
Body	<b>6</b>	Temper	4	Agility	<b>6</b>
Movement	3	Presence	3	Awareness	<b>6</b>

### Secondary Attributes

Recovery	12	Stamina	2	Endurance	60	Stun	12
Resistance	10	Damage	1	Tolerance	11	Humanity	55
Passion	10	Wyrd	11	Speed	4	Run	6

### Skills

Alchemy	2	<b>Linguistics</b>	2	<b>Redemption</b>	1
Athletics	3	▪ <i>Ba'amon carvings</i>	1	▪ <i>Mech</i>	1
Dodge	4	▪ <i>Ukari</i>	1	Remedy	1
Empathy	2	<b>Lore</b>	2	Shadowing	2
Fight	9	▪ <i>Kordeth System</i>	2	Shoot	4
Focus	2	▪ <i>Midian System</i>	1	Stealth	3
Impress	4	Melee	4	Streetwise	2
Interrogation	1	Observe	5	Survival	2
Knavery	2	Occult Arts	2	Teaching	2

### Blessings/Curses

Bitter (-2), Sensitive Touch (2).

### Benefices/Afflictions

Ally (Cost:2), Assets (Cost:3 3000), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Gossip Network (Cost:2 You have a network of informants planetwide.), Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3), Ostracism (Mild) (Cost:-2).

### Talents

### Weapons

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

### Armor

Spacesuit      Soft      SP:3      (HE)(TO)(LA)(RA)(LL)(RL)

### 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)

### Lifepaths

Race Ur Ukar (140), **Upbringing** Kordeth Spawn (20), **Apprenticeship** Clan Warrior (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Street Cartel Thug (20), **Tour of Duty** Native Psychic (20), **Worldly Benefits** Friends & Rewards (7).

### Narrative

Generated with **Dramatis Personae**

Dec. 31, 2021, 12:29 a.m.

# Shamij Al Jabra (dogan)

## Fixer

Male Urthish Mangalore Associate of from none Freefolk. Born in 4996 (26 years old)

Height: 176cm / Weight: 58kg

## Primary Attributes

Strength	<b>6</b>	Intellect	<b>6</b>	Tech	4
Constitution	4	Willpower	5	Reflexes	4
Body	4	Temper	5	Agility	3
Movement	5	Presence	<b>7</b>	Awareness	<b>10</b>

## Secondary Attributes

Recovery	10	Stamina	1	Endurance	40	Stun	8
Resistance	12	Damage	1	Tolerance	10	Humanity	50
Passion	15	Wyrd	10	Speed	2	Run	10

## Skills

Academia	2	Impress	<b>5</b>	Persuasion	2
Alchemy	1	Inquiry	4	<b>Science</b>	1
Athletics	2	Interrogation	1	■ Archaeology	4
Dodge	2	Knavery	<b>7</b>	Seduction	2
<b>Driving</b>	2	<b>Linguistics</b>	2	Shadowing	1
■ Heavy Transport	1	■ Scravers' Cant	2	Shoot	3
Vehicle					
■ Landcraft	1	■ Urthish	2	Sneak	4
Empathy	1	<b>Lore</b>	2	Streetwise	<b>7</b>
Fight	<b>5</b>	■ Aylon System	2	Teaching	2
Focus	2	■ Poisons & Drugs	<b>5</b>	Trading	<b>5</b>
Gambling	2	Observe	4		

## Blessings/Curses

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

## Benefices/Afflictions

Ally (Cost:1) , Cash (Cost:1 100) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Contact (Cost:1) , Gossip Network (Cost:2 You have a network of informants planetwide. ) , Passage Contract (Cost:2 Tramp Freighter) .

## Talents

## Weapons

1 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4  
 2 Scravers Light Revolver . P . WA:0 . J . C . DC:1D6+2 . Cal.:32 . ROF:3 . Clip:6 .  
 RNG:50 . ST . £110

## Armor

Samarkand Sawoq      Medium      SP:5      (TO)(LA)(RA)(LL)(RL)

## Energy Shield

Sawoq Field      8/12      Hits:12      usage:(Soft Medium - )

## Shortcuts

Notice something (AWA + Observe = 14), Convince someone with bullshit (PRE + Knavery = 14), Deduce from data (INT + Inquiry = 10), Fight/Martial Arts (REF + Fight = 9), Convince someone with arguments (PRE + Persuasion = 9), Charm others (PRE + Seduction = 9), Keep focused on a task (WIL + Focus = 7), Fire a ranged weapon (REF + Shoot = 7), Swimming (BOD + Athletics = 6), Discern emotions (AWA + Empathy = 6), Avoid being hit (AGI + Dodge = 5)

## Lifepaths

Race Urthish (140), **Upbringing** City (15), **Upbringing** Poor Class (5), **Apprenticeship** Guildhall Scraver (25), **Early Career** Market Merchant (48), **Tour of Duty** Street Cartel Thug (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Friends (7).

## Narrative

Specialities & Rare Goods Provider

## Sheisinselli Mofat al-Malik

Female Urthish Enquist of from none Nobility. Born in 5007 (15 years old)

Height: 169cm / Weight: 58kg

### Primary Attributes

Strength	3	Intellect	<b>8</b>	Tech	3
Constitution	3	Willpower	<b>8</b>	Reflexes	4
Body	3	Temper	<b>8</b>	Agility	3
Movement	3	Presence	<b>9</b>	Awareness	3

### Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	17	Damage	0	Tolerance	16	Humanity	80
Passion	11	Wyrd	12	Speed	2	Run	6

### Skills

Academia	4	Inquiry	1	▪ <i>Ur Ukar</i>	3
Athletics	2	Leadership	3	Observe	2
Beastcraft	1	<b>Linguistics</b>	<b>5</b>	Persuasion	3
Dogma	2	▪ <i>Ba'amon carvings</i>	2	Stoic Body	2
▪ <i>Church of the</i>	1	▪ <i>Graceful Tongue</i>	2	Stoic Mind	2
<i>Celestial Sun</i>					
▪ <i>Ukar Banjak</i>	2	▪ <i>Saudi</i>	2	Teaching	2
Empathy	1	▪ <i>Ukari</i>	2	Think Machine	2
Etiquette	3	▪ <i>Urthish</i>	3	<b>Xenology</b>	1
Fight	2	<b>Lore</b>	3	▪ <i>Ur Ukar</i>	2
Focus	<b>5</b>	▪ <i>Istakhr System</i>	2	Householding	2
▪ <i>Ur Obun</i>	1				

### Blessings/Curses

Curious (2) , Gracious (2) , Impetuous (-2) , Righteous (-2) .

### Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Gossip Network (Cost:2 You have a network of informants planetwide. ) .

### Talents

#### Weapons

1 Al-Malik Stiletto . MELEE . WA:1 . P . P . DC:2D6 . STR:1 . RNG:1 . ST . £10

#### Armor

Noble Teutonic Suit      Soft      SP:3      (HE)(TO)(LA)(RA)(LL)(RL)  
(unisex)

#### Energy Shield

Standard      10/15      Hits:10      usage:(Soft - - )

#### 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)

#### Lifepaths

Race Urthish (140), **Upbringing** High Court al-Malik (20), **Apprenticeship** Study (25), **Early Career** Custom Early Career (48), **Worldly Benefits** Friends & Rewards (7).

#### Narrative

## Siliestro Venga

Male Urthish Castillan of from none Church. Born in 4995 (27 years old)

Height: 176cm / Weight: 72kg

### Primary Attributes

Strength	4	Intellect	<b>6</b>	Tech	4
Constitution	5	Willpower	<b>6</b>	Reflexes	3
Body	4	Temper	<b>8</b>	Agility	3
Movement	4	Presence	<b>7</b>	Awareness	5

### Secondary Attributes

Recovery	9	Stamina	1	Endurance	45	Stun	9
Resistance	13	Damage	0	Tolerance	14	Humanity	70
Passion	13	Wyrd	9	Speed	2	Run	8

### Skills

Academia	2	Inquiry	2	Politics	1
Athletics	3	<b>Linguistics</b>	3	Remedy	4
Beastcraft	2	▪ Graceful Tongue	2	Riding	1
<b>Dogma</b>	2	▪ Latin	2	Seduction	<b>5</b>
▪ Church of the	<b>5</b>	▪ Urthish	2	Streetwise	1
<i>Celestial Sun</i>					
▪ Ukar Banjak	1	Magna Carta	1	Surgery	4
Empathy	2	Observe	4	Teaching	3
Fight	2	Oratory	3	Focus	4
Persuasion	2				

### Blessings/Curses

Austere (-2), Pious (2).

### Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:1 100) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3) , Ordained (Cost:3 Novitiate / Apprentice / Novitiate) , Rise Rank by 1 (Cost:2)

### Talents

### Weapons

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

### Armor

Samarkand Sawoq      Medium      SP:5      (TO)(LA)(RA)(LL)(RL)

### Energy Shield

Sawoq Field      8/12      Hits:12      usage:(Soft Medium - )

### Shortcuts

Charm others (PRE + Seduction = 12), Stabilize wounds (INT + Remedy = 10), Keep focused on a task (WIL + Focus = 10), Discern emotions (AWA + Empathy = 10), Apply surgery on wounded (INT + Surgery = 10), Notice something (AWA + Observe = 9), Convince someone with arguments (PRE + Persuasion = 9), Deduce from data (INT + Inquiry = 8), Swimming (BOD + Athletics = 7), Prepare a legal case (INT + Magna Carta = 7), Fight/Martial Arts (REF + Fight = 5)

### Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Orthodox Parish (25), **Early Career** Missionary (48), **Tour of Duty** Native Theurge (20), **Worldly Benefits** Promotion & Friends (7).

### Narrative

Envoy of the Orthodox Church

# Solomon Cuirias

## Man At Arms

Male Urthish Castellan Major of from none Freefolk. Born in 4970 (52 years old)

Height: 181cm / Weight: 76kg

## Primary Attributes

Strength	<b>6</b>	Intellect	4	Tech	<b>6</b>
Constitution	5	Willpower	<b>6</b>	Reflexes	<b>7</b>
Body	<b>6</b>	Temper	4	Agility	5
Movement	4	Presence	5	Awareness	5

## Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	11	Damage	1	Tolerance	10	Humanity	50
Passion	9	Wyrd	11	Speed	4	Run	8

## Skills

Academia	2	Inquiry	1	■ Mech	2
Acrobatics	1	Interrogation	1	Remedy	2
Athletics	4	Knavery	2	Search	1
Bureaucracy	2	Leadership	1	Security	3
Cryptography	1	Linguistics	1	Seduction	1
Cybernetics	1	■ Urthish	2	Shadowing	1
Dodge	2	Magna Carta	1	Shoot	<b>6</b>
Fight	<b>5</b>	Melee	<b>5</b>	Streetwise	3
Focus	2	Observe	<b>5</b>	Survival	1
Forgery	2	Persuasion	2	Teaching	2
Impress	2	Redemption	1	Think Machine	3

## Blessings/Curses

Bold (2) , Callous (-2) .

## Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Fencing Actions (Bronze sword) (Cost:6 Manoeuvres 1, 2 and 3 Requires Melee Skill at 3) , Gossip Network (Cost:2 You have a network of informants planetwide.) , Martial Arts (Base) (Cost:6 Basic Actions from +1 to +3 Requires Fight 3) .

## Talents

## Weapons

1 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4  
2 Scimitar . MELEE . WA:0 . N . P . DC:4D6+1 . STR:3 . RNG:1 . ST . £20

## Armor

Samarkand Sawoq      Medium      SP:5      (TO)(LA)(RA)(LL)(RL)

## 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)

## Lifepaths

Race Urthish (140), **Upbringing** Poor Class (5), **Upbringing** Town (15), **Apprenticeship** Guildhall Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Corporate Militia (20), **Tour of Duty** Security Enforcer (20), **Worldly Benefits** Friends & Rewards (7).

## Narrative

## Tallahud Members

Pirates serving W

Male Urthish Teutonic of from none Freefolk. Born in 4997 (25 years old)

Height: 179cm / Weight: 82kg

### Primary Attributes

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

### Secondary Attributes

Recovery	10	Stamina	2	Endurance	55	Stun	11
Resistance	7	Damage	0	Tolerance	8	Humanity	40
Passion	9	Wyrd	9	Speed	3	Run	8

### Skills

Academia	2	Forgery	3	Shadowing	1
Athletics	4	Householding	1	Shoot	4
Beastcraft	1	Impress	1	Spycraft	1
Bribery	1	Interrogation	1	Stealth	1
Bureaucracy	1	Knavery	1	Streetwise	1
Demolition	4	Linguistics	1	Surveillance	1
Dodge	2	■ Urthish	3	Survival	1
<b>Dogma</b>	1	Melee	1	Teaching	2
■ Church of the	1	Observe	2	Think Machine	2
<i>Celestial Sun</i>					
Etiquette	2	Persuasion	3	Warfare	2
Fight	4	Politics	1	Focus	2
Search	1				

### Talents

#### Shortcuts

Swimming (BOD + Athletics = 9), Fire a ranged weapon (REF + Shoot = 9),  
 Fight/Martial Arts (REF + Fight = 9), Notice something (AWA + Observe = 7), Avoid being hit (AGI + Dodge = 7), Search a place (AWA + Search = 6), Melee (REF + Melee = 6), Keep focused on a task (WIL + Focus = 6), Convince someone with arguments (PRE + Persuasion = 6), Fill shipment border transit documents (INT + Bureaucracy = 5), Convince someone with bullshit (PRE + Knavery = 4)

#### Lifepaths

Race Urthish (140), **Nameless Kit** Imperial Citizen Kit (20), **Nameless Kit** Pirate kit (20), **Nameless Kit** Terrorist Kit (20), **Nameless Kit** Trooper Kit (20).

#### Narrative

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Generated with **Dramatis Personae**

Jan. 2, 2022, 8:34 p.m.

# Tamun Naralian

Perv in church robes

Male Urthish Castillan Deacon of from none Church. Born in 4964 (58 years old)

Height: 169cm / Weight: 60kg

## Primary Attributes

Strength	3	Intellect	<b>8</b>	Tech	3
Constitution	5	Willpower	<b>6</b>	Reflexes	3
Body	3	Temper	<b>7</b>	Agility	3
Movement	3	Presence	<b>8</b>	Awareness	<b>6</b>

## Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	14	Damage	0	Tolerance	13	Humanity	65
Passion	13	Wyrd	11	Speed	2	Run	6

## Skills

Academia	3	Focus	4	Observe	4
<b>Arts</b>	1	Impress	2	Oratory	<b>5</b>
■ Couture	1	Inquiry	2	Persuasion	3
Athletics	2	Linguistics	2	Seduction	4
<b>Dogma</b>	1	■ Latin	4	Streetwise	1
■ Church of the	2	■ Urthish	3	Surgery	2
<i>Celestial Sun</i>					
Empathy	3	Lore	2	Teaching	2
Etiquette	3	■ Holy Terra System	2	Fight	2
■ Istakhr System	2				

## Blessings/Curses

Austere (-2), Pious (2).

## Benefices/Afflictions

Cash (Cost:3 600), Ordained (Cost:3 Novitiate / Apprentice / Novitiate), Rise Rank

By 2 (Cost:4).

## Talents

## Weapons

1 Al-Malik Stiletto . MELEE . WA:1 . P . P . DC:2D6 . STR:1 . RNG:1 . ST . £10

## Armor

Priest Robes Soft SP:1 (TO)(LA)(RA)(LL)(RL)

## 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)

## Lifepaths

Race Urthish (140), **Upbringing** City (15), **Upbringing** Wealthy Class (5),  
**Apprenticeship** Orthodox Cathedral (25), **Early Career** Preacher (48), **Worldly Benefits** High Promotion (7).

## Narrative

Generated with **Dramatis Personae**

Dec. 31, 2021, 12:34 a.m.

## Telia Asharid

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

Height: 181.1314899999999cm / Weight: 65.56202696588544kg

### Primary Attributes

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

### Secondary Attributes

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

### Skills

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

### Blessings/Curses

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

### Benefices/Afflictions

Ally (Cost:1) , Cash (Cost:1 100) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Contact (Cost:1) , Gossip Network (Cost:2 You have a network of informants planetwide.) , Passage Contract (Cost:2 Tramp Freighter) .

### Talents

#### Weapons

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

#### Armor

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

#### Shortcuts

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

#### Lifepaths

Race Urthish (140), Upbringing Country (15), Upbringing Poor Class (5), Apprenticeship Street Scravers (25), Early Career Thief (48), Worldly Benefits

Friends (7).

#### Narrative

Generated with **Dramatis Personae**

Dec. 29, 2021, 11:47 p.m.

# Valterez Vauxhall

## Imperial Corsair

Male Urthish Sebacean of from none Freefolk. Born in 4974 (48 years old)

Height: 178cm / Weight: 74kg

## Primary Attributes

Strength	5	Intellect	9	Tech	3
Constitution	5	Willpower	4	Reflexes	5
Body	5	Temper	8	Agility	3
Movement	4	Presence	7	Awareness	9

## Secondary Attributes

Recovery	10	Stamina	2	Endurance	50	Stun	10
Resistance	11	Damage	1	Tolerance	12	Humanity	60
Passion	17	Wyrd	14	Speed	3	Run	8

## Skills

Academia	4	Impress	3	Persuasion	2
Acting	1	Inquiry	3	Politics	3
Athletics	5	Interrogation	1	Remedy	1
Bribery	2	Knavery	2	Search	1
Bureaucracy	4	Leadership	6	Security	2
Cryptography	2	Linguistics	4	Seduction	3
Demolition	1	▪ Imperial Battle	2	Sensors	2
		Slang			
Dodge	2	▪ Scravers' Cant	2	Shadowing	1
Dogma	1	▪ Urthish	2	Shoot	3
▪ Vuldrok Erdgheist	1	▪ Vuldrok	1	Sneak	1
Driving	1	Lore	3	Spycraft	2
▪ Celestial Sailing	4	▪ Hargard System	2	Streetwise	3
Empathy	1	▪ Jumpweb	1	Survival	1
Fight	4	▪ Sathraists	1	Teaching	2
Focus	2	Melee	2	Think Machine	2
Forgery	4	Navigation	2	Warfare	4
Gambling	1	Observe	3	Gunnery	1
Oratory	1				

## Blessings/Curses

Possessive (-2), The Man (2).

## Benefices/Afflictions

Cash (Cost:3 600), Dark Secret (Cost:-3), Gossip Network (Cost:2 You have a network of informants planetwide.), Nobility (Cost:3 Knight), Obligation (Cost:-3), Retinue (Cost:4), Rise Rank By 2 (Cost:4), Well-Traveled (Cost:3 Major house Fief)

## Talents

## Weapons

1 Dirk . MELEE . WA:o . J . E . DC:2D6+1 . STR:2 . RNG:o . ST . £4  
 2 Dreskel Light Blaster . P . WA:-1 . J . C . DC:3D6+2 . Cal:n/a . ROF:1 . Clip:10 .  
 RNG:30 . ST . £570

## Armor

Armored Mesh Spacesuit Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

## Energy Shield

Dueling 10/20 Hits:15 usage:(Soft Medium - )

## 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)

## Lifepaths

Race Urthish (140), Upbringing Poor Class (5), Upbringing Town (15), Apprenticeship Academy Scravers (25), Early Career Military Command Starman (48), Tour of Duty Military Officer (20), Tour of Duty Traveller (20), Tour of Duty Crimelord (20), Tour of Duty Star Nations Veteran (5007) (20), Worldly Benefits High Promotion (7).

## Narrative

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Dec. 23, 2021, 10:20 p.m.

# Vedel Klugzman

Male Urthish Teutonic Knight of from none Nobility. Born in 4974 (48 years old)

Height: 181cm / Weight: 76kg

## Primary Attributes

Strength	<b>6</b>	Intellect	5	Tech	4
Constitution	5	Willpower	5	Reflexes	<b>7</b>
Body	<b>6</b>	Temper	5	Agility	<b>6</b>
Movement	4	Presence	5	Awareness	5

## Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	10	Damage	1	Tolerance	10	Humanity	50
Passion	10	Wyrd	12	Speed	4	Run	8

## Skills

Academia	<b>5</b>	Impress	3	Persuasion	2
Athletics	<b>7</b>	Leadership	<b>6</b>	Remedy	3
Bureaucracy	2	<b>Linguistics</b>	2	Riding	1
Dodge	2	▪ Imperial Battle	2	Shoot	<b>5</b>
		<i>Slang</i>			
<b>Dogma</b>	1	▪ Urthish	2	Stealth	1
▪ Church of the	1	<b>Lore</b>	3	Stoic Body	2
<i>Celestial Sun</i>					
<b>Driving</b>	1	▪ Automats	1	Stoic Mind	4
▪ Hovertank	1	▪ Stigmata System	2	Survival	2
Fight	<b>5</b>	▪ Symbiots	2	Teaching	2
Focus	2	Melee	4	Warfare	<b>6</b>
Heavy Weapons	3	Observe	3		

## Blessings/Curses

Prideful (-2), Unyielding (2).

## Benefices/Afflictions

Assets (Cost:5 5000), Nobility (Cost:3 Knight), Rise Rank by 1 (Cost:2).

## Talents

## Weapons

1 Hawkwood Light Blaster . P . WA:1 . J . C . DC:3D6 . Cal:n/a . ROF:1 . Clip:8 . RNG:30 . ST . £440
2 Rapier . MELEE . WA:0 . L . C . DC:3D6 . STR:3 . RNG:1 . UR . £8

## Armor

<u>Half Plastic Plate</u>	Hard	SP:6	(TO)(LA)(RA)
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## 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)

## Lifepaths

**Race** Urthish (140), **Upbringing** Landless Hawkwood (20), **Apprenticeship** Military Soldier (25), **Early Career** Military Command Soldier (48), **Tour of Duty** Military Officer (20), **Tour of Duty** Stigmata Veteran (5013) (20), **Worldly Benefits** Promotion & Rewards (7).

## Narrative

# Wilson Nolland

Male Urthish Teutonic of from none Nobility. Born in 4975 (47 years old)

Height: 177cm / Weight: 73kg

## Primary Attributes

Strength	4	Intellect	<b>8</b>	Tech	5
Constitution	5	Willpower	3	Reflexes	<b>7</b>
Body	5	Temper	<b>6</b>	Agility	3
Movement	4	Presence	<b>7</b>	Awareness	5

## Secondary Attributes

Recovery	9	Stamina	2	Endurance	50	Stun	10
Resistance	10	Damage	0	Tolerance	9	Humanity	45
Passion	11	Wyrd	15	Speed	4	Run	8

## Skills

Academia	4	Impress	2	Observe	2
Athletics	4	Inquiry	1	Oratory	1
Bureaucracy	2	Leadership	<b>7</b>	Persuasion	2
Dodge	2	<b>Linguistics</b>	1	Remedy	2
<b>Driving</b>	1	▪ <i>Urthish</i>	3	<b>Science</b>	1
▪ <i>Celestial Sailing</i>	4	<b>Lore</b>	4	▪ <i>Astronomy</i>	1
Empathy	1	▪ <i>Aylon System</i>	2	Search	1
Etiquette	2	▪ <i>Jumpweb</i>	2	Shoot	<b>5</b>
Fight	3	▪ <i>Space Warfare</i>	2	Survival	2
Focus	2	▪ <i>Spacesuit</i>	2	Teaching	2
Forgery	1	Melee	4	Think Machine	2
Gunnery	2	Navigation	1	Warfare	3

## Blessings/Curses

Prideful (-2), Unyielding (2).

## Benefices/Afflictions

Cash (Cost:3 600), Nobility (Cost:3 Knight), Rise Rank By 2 (Cost:4).

## Talents

### 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), Keep focused on a task (WIL + Focus = 5), Avoid being hit (AGI + Dodge = 5)

## Lifepaths

Race Urthish (140), **Upbringing** High Court Hawkwood (20), **Apprenticeship** Military Starman (25), **Early Career** Military Command Starman (48), **Tour of Duty** Military Officer (20), **Tour of Duty** Traveller (20), **Worldly Benefits** High Promotion (7).

## Narrative

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Generated with **Dramatis Personae**

Dec. 29, 2021, 9:36 a.m.

# Zahuras Mofat Al-Malik

*Abdul Security Officer*

Male Urthish Enquist Knight of from none Nobility. Born in 4976 (46 years old)

Height: 181cm / Weight: 77kg

## Primary Attributes

Strength	5	Intellect	5	Tech	4
Constitution	5	Willpower	5	Reflexes	8
Body	7	Temper	5	Agility	4
Movement	4	Presence	5	Awareness	5

## Secondary Attributes

Recovery	10	Stamina	3	Endurance	60	Stun	12
Resistance	10	Damage	1	Tolerance	10	Humanity	50
Passion	10	Wyrd	13	Speed	4	Run	8

## Skills

Academia	2	Fight	5	Remedy	2
Athletics	6	Focus	2	Security	3
Bureaucracy	2	Gunnery	2	Shoot	5
Cryptography	2	Impress	2	Spycraft	2
Demolition	2	Inquiry	3	Stoic Body	1
Dodge	2	Leadership	5	Stoic Mind	1
Driving	3	Linguistics	2	Surveillance	2
▪ Celestial Sailing	2	▪ Graceful Tongue	2	Survival	4
▪ Hovertank	2	▪ Urthish	2	Teaching	2
▪ Landcraft	1	Melee	3	Trading	1
Empathy	1	Observe	5	Warfare	5
Etiquette	1	Persuasion	2		

## Blessings/Curses

Gracious (2) , Impetuous (-2) .

## Benefices/Afflictions

Ally (Cost:1) , Cash (Cost:1 100) , Contact (Cost:1) , Gossip Network (Cost:2 You have a network of informants planetwide.) , Nobility (Cost:3 Knight) , Passage Contract (Cost:2 Tramp Freighter) .

## Talents

## Weapons

1 Al-Malik Stiletto . MELEE . WA:1 . P . P . DC:2D6 . STR:1 . RNG:1 . ST . £10
2 Al-malik Light Blaster . P . WA:3 . J . C . DC:3D6 . Cal:n/a . ROF:1 . Clip:8 . RNG:30 . ST . £460
3 Azureas Blade . MELEE . WA:1 . L . R . DC:3D6+2 . STR:2 . RNG:1 . VR . £300

## Armor

Samarkand Sawoq      Medium      SP:5      (TO)(LA)(RA)(LL)(RL)

## Energy Shield

Sawoq Field      8/12      Hits:12      usage:(Soft Medium - )

## 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)

## Lifepaths

Race Urthish (140), **Upbringing** Landless al-Malik (20), **Apprenticeship** Military Soldier (25), **Early Career** Military Command Soldier (48), **Tour of Duty** Military Officer (20), **Tour of Duty** Icon Veteran (5019) (20), **Worldly Benefits** Friends (7).

## Narrative

## Zatromos Radul Al-Malik

Male Urthish Kaanic Knight of from none Nobility. Born in 4995 (26 years old)

Height: 172cm / Weight: 69kg

### Primary Attributes

Strength	4	Intellect	<b>9</b>	Tech	3
Constitution	4	Willpower	<b>8</b>	Reflexes	<b>6</b>
Body	3	Temper	5	Agility	3
Movement	3	Presence	<b>6</b>	Awareness	<b>6</b>

### Secondary Attributes

Recovery	8	Stamina	1	Endurance	35	Stun	7
Resistance	14	Damage	0	Tolerance	13	Humanity	65
Passion	11	Wyrd	15	Speed	3	Run	6

### Skills

Academia	4	Gambling	2	Oratory	3
Acting	1	Knavery	2	Persuasion	4
Athletics	2	<b>Linguistics</b>	2	Riding	2
Dodge	1	▪ Graceful Tongue	2	Seduction	4
<b>Driving</b>	2	▪ Urthish	3	Shoot	1
▪ Skimmer bike	1	<b>Lore</b>	3	Stealth	1
▪ Skycraft Piloting	2	▪ Automats	1	Teaching	2
Empathy	1	▪ Criticorum System	2	Think Machine	2
Etiquette	<b>5</b>	▪ Philosophy	2	Trading	1
Fight	2	Melee	3	Focus	3
Observe	<b>5</b>				

### Blessings/Curses

Gracious (2) , Impetuous (-2) .

### Benefices/Afflictions

Assets (Cost:7 10000) , Fencing Actions (Bronze sword) (Cost:6 Manoeuvres 1, 2 and 3 Requires Melee Skill at 3) , Nobility (Cost:3 Knight) .

### Talents

### Weapons

1 Azureas Blade . MELEE . WA:1 . L . R . DC:3D6+2 . STR:2 . RNG:1 . VR . £300

### Armor

Samarkand Sawoq      Medium      SP:5      (TO)(LA)(RA)(LL)(RL)

### Energy Shield

Sawoq Field      8/12      Hits:12      usage:(Soft Medium - )

### Shortcuts

Notice something (AWA + Observe = 11), Keep focused on a task (WIL + Focus = 11), Convince someone with arguments (PRE + Persuasion = 10), Charm others (PRE + Seduction = 10), Melee (REF + Melee = 9), Fly an aircraft (REF + Driving (Skycraft Piloting) = 8), Fight/Martial Arts (REF + Fight = 8), Convince someone with bullshit (PRE + Knavery = 8), Fire a ranged weapon (REF + Shoot = 7), Discern emotions (AWA + Empathy = 6), Swimming (BOD + Athletics = 5), Avoid being hit (AGI + Dodge = 4)

### Lifepaths

Race Urthish (140), **Upbringing** High Court al-Malik (20), **Apprenticeship** Leisure Dandy (25), **Early Career** Court Ambassador (48), **Tour of Duty** Dilletante (20), **Worldly Benefits** Rich Rewards (7).

### Narrative

Clockwork amateur

# Zolondra Kreshia

A muscular woman in nurse clothes

Female Urthish Enquist of from none Freefolk. Born in 4980 (42 years old)

Height: 175cm / Weight: 67kg

## Primary Attributes

Strength	5	Intellect	<b>8</b>	Tech	<b>7</b>
Constitution	4	Willpower	5	Reflexes	5
Body	4	Temper	5	Agility	3
Movement	3	Presence	<b>6</b>	Awareness	<b>7</b>

## Secondary Attributes

Recovery	9	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	1	Tolerance	10	Humanity	50
Passion	12	Wyrd	13	Speed	3	Run	6

## Skills

Academia	3	▪ <i>Urthish</i>	3	▪ <i>Biology</i>	2
Alchemy	1	▪ <i>Urthtech</i>	1	▪ <i>Cybernetics</i>	2
Athletics	3	Observe	4	▪ <i>Physics</i>	2
Cybernetics	3	Oratory	1	▪ <i>Physika</i>	3
Empathy	3	Persuasion	2	Seduction	2
Etiquette	2	<b>Redemption</b>	2	Shoot	1
Fight	2	▪ <i>Mech</i>	1	Streetwise	1
Focus	3	▪ <i>Volt</i>	2	Surgery	3
Inquiry	3	Remedy	<b>7</b>	Teaching	2
Linguistics	2	<b>Science</b>	4	Think Machine	2

## Blessings/Curses

Innovative (2) , Unnerving (-2) .

## Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Gossip Network (Cost:2 You have a network of informants planetwide. ) .

## Talents

## Weapons

1 Al-Malik Stiletto . MELEE . WA:1 . P . P . DC:2D6 . STR:1 . RNG:1 . ST . £10

## Armor

League Merchant Soft SP:1 (TO)(LA)(RA)(LL)(RL)  
Vestment (unisex)

## 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)

## Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Engineer (25), **Early Career** Scholar (48), **Tour of Duty** Lodge of the Physicians (20), **Worldly Benefits** Friends & Rewards (7).

## Narrative

Personal Physician of Zemeckis