

Gunslingers

An epic at the heart of the Third War against the Kurgans, in 5025 AD.

Chapter I - Dead Man Walking

Everything starts with **Durman Gropf*** hiring guys for a special mission. It's 5025 now, and the War against the Kurgans as turned to some kind of status quo.
The business is simple: recover a young Hawkwood noble that fled from the Black Lion fiefs to the Outer Rings. The reward is astonishing: 50000£, but the bounty must be taken alive.
The noble is Aisha Hawkwood, not a boy but a girl, and daughter of Emperor Alexius Primus and Salandra Hawkwood.

1.1 Station Business

1.1.1 Backwater World

1.2 Let's get even

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Durman Gropf

Male Urthish Castillan of from none Freefolk. Born in 4990 (35 years old)
Height: 185cm / Weight:50kg

Primary Attributes

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

Secondary Attributes

Recovery	o	Stamina	-1	Endurance	o	Stun	o
Resistance	o	Damage	-2	Tolerance	o	Humanity	o
Passion	o	Wyrd	o	Speed	o	Run	o

Talents

Shortcuts

Narrative

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