

# De Automatum Legis Chapter I - The Three

First campaign for the discord team.

## Mountains

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

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

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

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

### Dramatis Personae

#### Would-be clockmakers

- Marcus Zemeckis, nephew of Master Zemeckis
- Quaid oj Sallak, ur ukar enthousiast
- Luther Van Crow\*, academia interrata freshman
- Arsen Floxman, think machine specialist

#### Tough guys

- Caius Branna, bodyguard
- Shamij Al Jabra, specialities provider
- Augustus Zeneter, logistics specialist
- Jeb Solustran, tax collector
- Marx Whenger, security et recovery ops

#### Other Talents

- Dina Ashamid, de physika sapien (medic)
- Quintus Hoffman, attorney at law
- Zatromos Radul Al-Malik, mecene
- Siliestro Venga, church envoy
- Neve Sledad, sculptor
- Horace Lamibi, fixer
- Lorem Zenski\*, confessor
- Farad Dragonscale, errant knight
- Meihan Li Halan, field veteran
- Ernst Szinkevicz, le masque
- Ashur Templa, divine weapon
- Farad Dragonscale, le masque





### Balthazar Zemeckis

Male Urthish Kaanic Master of from none Freefolk.

Born in 4954 (67 years old) Height: 191cm / Weight:112kg

STR:4 CON:5 BOD:5 MOV:4 INT:6 WIL:4 TEM:6 PRE:6 TEC:10 REF:4 AGI:3 AWA:7  
**REC:9 STA:2 END:50 STU:10 RES:10 DMG:0 TOL:10 HUM:50 PAS:13 WYR:10**  
**SPD:2 RUN:8**

**Skills:** Academia[3], Alchemy[1], Arts[3], Athletics[3], Beastcraft[2], Cybernetics[5], Fight[2], Focus[3], Inquiry[2], Leadership[3], Linguistics[2], Lore[4], Observe[6], Persuasion[2], Redemption[3], Science[3], Seduction[3], Shoot[1], Teaching[4], Think Machine[3], Arts (Litterature)[1], Arts (Music)[1], Arts (Sculpture)[8], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Lore (Automats)[3], Lore (Clockworking)[3], Lore (Istakhr System)[2], Lore (Philosophy)[3], Redemption (Clockworking)[5], Redemption (Forbidden Lore)[5], Redemption (Mech)[5], Redemption (Volt)[4], Science (Clockworking)[6], Science (Cybernetics)[4].

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

[000436 / balthazar\_zemeckis]

Ellen Zemeckis (†)

Harvenor Russel (†)

Ionía Zemeckis (†)

Ivan Ipsevicz (†)

Kiera Zeneter (†)

Mae Lin Breguet (†)

Massic Antillies (†)

## Chapter II - Prometheus

### Mission

Deliver an automat to a client. The rendez-vous is in Samarkand Agora (the Istakhr Market). The buyer is Abdul Mofat al-Malik.

### Bomb

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

## 2.1 Arrival

### 2.1.1 Outworlders

### 2.1.2 Istakhr Autochtons

### 2.1.3 Others

## 2.2 The Grand Tour

### 2.2.1 Security Guys

### 2.2.2 Technical Staff

### 2.2.3 Other Positions

## 2.3 Learning

### 2.3.1 The Life in Syracuse

### 2.3.2 Daily Duties

## 2.4 Desert Integrists

### 2.4.1 Enemies at the gates

## 2.4.2 What's really beyond

# Chapter III - Medusa

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Introducing [Katarina Szdreiov\\*](#)

**Katarina Szdreiov** (†)

# Chapter IV - The Scorpion

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# Chapter V - Dies Irae

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zaffarelli@gmail.com

# Arsen Floxman (TBD)

Male Urthish Teutonic of from none Freefolk. Born in 4994 (28 years old)  
 Height: 171cm / Weight:62kg

## Primary Attributes

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

## 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 | ▪ <i>Latin</i>          | 1 | ▪ <i>Volt</i>        | 3 |
| Athletics     | 2 | ▪ <i>Urthish</i>        | 2 | <b>Science</b>       | 3 |
| Beastcraft    | 1 | ▪ <i>Urthtech</i>       | 3 | ▪ <i>Artificial</i>  | 3 |
|               |   |                         |   | <i>Intelligence</i>  |   |
| Bureaucracy   | 2 | <b>Lore</b>             | 2 | ▪ <i>Mathematics</i> | 3 |
| Cryptography  | 3 | ▪ <i>Leagueheim</i>     | 1 | ▪ <i>Robotics</i>    | 3 |
|               |   | <i>System</i>           |   |                      |   |
| Cybernetics   | 2 | ▪ <i>Underworld</i>     | 2 | Shoot                | 2 |
| Etiquette     | 2 | Observe                 | 3 | Streetwise           | 1 |
| Fight         | 2 | Persuasion              | 2 | Teaching             | 3 |
| Focus         | 3 | <b>Redemption</b>       | 3 | Think Machine        | 5 |
| Inquiry       | 4 | ▪ <i>Forbidden Lore</i> | 5 | <b>Linguistics</b>   | 3 |
| ▪ <i>Mech</i> | 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), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** High Promotion (7).

## Narrative

Think Machine Specialist

# Ashur Templa (TBD)

Male Urthish Kaanic of from none Church. Born in 4997 (25 years old)  
 Height: 178cm / Weight:69kg

## Primary Attributes

|              |   |           |   |           |   |
|--------------|---|-----------|---|-----------|---|
| Strength     | 7 | Intellect | 3 | Tech      | 3 |
| Constitution | 5 | Willpower | 4 | Reflexes  | 5 |
| Body         | 8 | Temper    | 7 | 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               | 6 | Oratory    | 1 |
| Acrobatics      | 3 | Focus               | 3 | Persuasion | 2 |
| Athletics       | 4 | Linguistics         | 1 | Remedy     | 2 |
| Bribery         | 1 | ▪ Urthish           | 1 | Shoot      | 4 |
| Bureaucracy     | 1 | Lore                | 3 | Stoic Body | 5 |
| Dodge           | 4 | ▪ Grail System      | 1 | Surgery    | 1 |
| Dogma           | 1 | ▪ Holy Terra System | 1 | Survival   | 2 |
| ▪ Church of the | 2 | ▪ Nowhere System    | 1 | Teaching   | 3 |
| Celestial Sun   |   |                     |   |            |   |
| 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), **Tour of Duty** Standard Tour of Duty (double rounds) (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 (TBD)

Male Urthish Teutonic of from none Freefolk. Born in 4995 (27 years old)  
 Height: 168cm / Weight:68kg

## Primary Attributes

|              |   |           |    |           |   |
|--------------|---|-----------|----|-----------|---|
| Strength     | 4 | Intellect | 8  | Tech      | 4 |
| Constitution | 4 | Willpower | 5  | Reflexes  | 7 |
| Body         | 4 | Temper    | 3  | Agility   | 3 |
| Movement     | 3 | Presence  | 10 | 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 |
| Vehicle                    |   |                    |   |                    |   |
| ▪ <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:1 100 ) , 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), Charm others (PRE + Seduction = 12), Give orders to subsidiaries (PRE + Leadership = 11), Fly an aircraft (REF + Driving (Skycraft Piloting) = 11), Stabilize wounds (INT + Remedy = 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/Fencing (REF + Melee = 8), Fire a ranged weapon (REF + Shoot = 8), Keep focused on a task (WIL + Focus = 7), Inspire Faith to others (TEM + 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), **Tour of Duty** Standard Tour of Duty (double rounds) (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 | 6 | Tech      | 10 |
| Constitution | 5 | Willpower | 4 | Reflexes  | 4  |
| Body         | 5 | Temper    | 6 | Agility   | 3  |
| Movement     | 4 | Presence  | 6 | Awareness | 7  |

### 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 | ▪ Clockworking   | 5 |
| Alchemy       | 1 | <b>Linguistics</b> | 2 | ▪ Forbidden Lore | 5 |
| <b>Arts</b>   | 3 | ▪ Urthish          | 2 | ▪ Mech           | 5 |
| ▪ Litterature | 1 | ▪ Urthtech         | 3 | ▪ Volt           | 4 |
| ▪ Music       | 1 | <b>Lore</b>        | 4 | <b>Science</b>   | 3 |
| ▪ Sculpture   | 8 | ▪ Automats         | 3 | ▪ Clockworking   | 6 |
| Athletics     | 3 | ▪ Clockworking     | 3 | ▪ Cybernetics    | 4 |
| Beastcraft    | 2 | ▪ Istakhr System   | 2 | Seduction        | 3 |
| Cybernetics   | 5 | ▪ Philosophy       | 3 | Shoot            | 1 |
| Fight         | 2 | Observe            | 6 | 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

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Generated with **Dramatis Personae**

Nov. 20, 2021, 12:59 a.m.

# Caius Branna (TBD)

Male Urthish Mendere Private of from none Freefolk. Born in 4995 (27 years old)  
 Height: 177cm / Weight:74kg

## Primary Attributes

|              |   |           |   |           |   |
|--------------|---|-----------|---|-----------|---|
| Strength     | 7 | Intellect | 5 | Tech      | 5 |
| Constitution | 5 | Willpower | 5 | Reflexes  | 6 |
| Body         | 6 | 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                      | 5 | Shoot         | 4 |
| Fight              | 7 | 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 Planetwide ) , Martial Arts (Base) (Cost:6 Basic Actions from +1 to +3 Requires Fight 3 ) .

## Talents

## Shortcuts

Avoid being hit:AGI + Dodge (7), Keep focused on a task:WIL + Focus (7), Deduce from data:INT + Inquiry (6), Fencing:REF + Melee (11), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (8), Search a place:AWA + Search (6), Charm others:PRE + Seduction (5), Fire a ranged weapon:REF + Shoot (10)

## 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), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Friends & Rewards (7).

## Narrative

Bodyguard, close combat specialist

# Dina Ashamid (TBD)

Medic

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

Height: 164cm / Weight:56kg

## Primary Attributes

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

## 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              | 6 |
| <b>Linguistics</b> | 2 | ▪ <i>Volt</i>              | 4 | Teaching             | 2 |
| ▪ <i>Urthish</i>   | 2 | Remedy                     | 6 | 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), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** High Promotion (7).

## Narrative

Famous Surgeon

# Ernst Szinkevicz (TBD)

Male Urthish Teutonic of from none Nobility. Born in 4996 (26 years old)  
 Height: 172cm / Weight:71kg

## Primary Attributes

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

## 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 Planetwide ) ,  
 Householder (Cost:1 ) .

## Talents

## 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), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Friends & Rewards (7).

## Narrative

Hedonist

## Farad Dragonscale (TBD)

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

Height: 174cm / Weight: 79kg

### 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 | <b>Linguistics</b>            | 2 | Persuasion | 2 |
| Acrobatics | 3 | ▪ <i>Signs Language</i>       | 2 | Remedy     | 1 |
| Athletics  | 8 | ▪ <i>Urthish</i>              | 2 | Riding     | 2 |
| Dodge      | 5 | <b>Lore</b>                   | 4 | Search     | 2 |
| Empathy    | 1 | ▪ <i>Hargard System</i>       | 1 | Seduction  | 1 |
| Etiquette  | 3 | ▪ <i>Jumpweb</i>              | 1 | Shoot      | 1 |
| Fight      | 3 | ▪ <i>Lemminkainen System</i>  | 2 | Sneak      | 1 |
| Focus      | 2 | ▪ <i>Vuldrok Star Nations</i> | 1 | Stealth    | 1 |
| 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:1 100) , 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), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Promotion & Friends (7).

### Narrative

Sword for hire

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Generated with **Dramatis Personae**

Nov. 21, 2021, 5:45 p.m.

# Harvenor Russel

Male Urthish Castillan Master of from none Freefolk. Born in 4961 (61 years old)  
 Height: 164.15784cm / Weight:59.083587676360494kg

## 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 | <b>Linguistics</b> | 1 | Persuasion | 2 |
| Fight     | 2 | ■ <i>Urthish</i>   | 1 | Teaching   | 2 |

## Talents

## Shortcuts

Keep focused on a task:WIL + Focus (5), Notice something:AWA + Observe (5),  
 Convince someone with arguments:PRE + Persuasion (5)

## Lifepaths

**Race** Urthish (140).

## Narrative

# Horace Lamibi (TBD)

Male Urthish Castillan of from none Freefolk. Born in 4995 (27 years old)  
 Height: 174cm / Weight:60kg

## Primary Attributes

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

## 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 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), **Tour of Duty** Standard Tour of Duty (double rounds) (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 | 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 | <b>Linguistics</b> | 1 | Persuasion | 2 |
| Fight     | 2 | ▪ <i>Urthish</i>   | 1 | Teaching   | 2 |

## Talents

## Shortcuts

5/Notice something: AWA + Observe (5), 5/Keep focused on a task: WIL + Focus (5),  
 5/Convince someone with arguments: PRE + Persuasion (5)

## Lifepaths

**Race** Urthish (140).

## Narrative



# Ivan Ipsevicz

Male Urthish Castillan of from none Freefolk. Born in 4969 (52 years old)  
Height: 150cm / Weight:50kg

## 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

Keep focused on a task:WIL + Focus (5), Notice something:AWA + Observe (5),  
Convince someone with arguments:PRE + Persuasion (5)

## Lifepaths

**Race** Urthish (140).

## Narrative

# Jeb Solustran (TBD)

Male Urthish Enquist of from none Freefolk. Born in 4997 (25 years old)  
 Height: 168cm / Weight:56kg

## Primary Attributes

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

## 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 | ▪ <i>Urthish</i>   | 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 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), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Promotion & Rewards (7).

## Narrative

Bail Bondsman

# Katarina Szdreiov

Female Urthish Teutonic of from none Freefolk. Born in 4994 (28 years old)  
 Height: 173cm / Weight:63kg

## Primary Attributes

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

## Secondary Attributes

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

## Skills

|              |   |                    |   |               |   |
|--------------|---|--------------------|---|---------------|---|
| Academia     | 2 | Forgery            | 1 | Oratory       | 2 |
| Athletics    | 3 | Impress            | 1 | Persuasion    | 2 |
| Cryptography | 2 | Inquiry            | 3 | Riding        | 1 |
| Disguise     | 1 | Knavery            | 2 | Seduction     | 4 |
| Dodge        | 1 | <b>Linguistics</b> | 1 | Spycraft      | 3 |
| Empathy      | 2 | ▪ <i>Urthish</i>   | 1 | Stealth       | 1 |
| Etiquette    | 5 | Melee              | 3 | Streetwise    | 1 |
| Fight        | 2 | Observe            | 4 | Teaching      | 2 |
| Focus        | 2 | Occult Arts        | 2 | Think Machine | 2 |

## 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

## Shortcuts

Notice something (AWA + Observe = 11), Charm others (PRE + Seduction = 10), Deduce from data (INT + Inquiry = 9), Melee (REF + Melee = 8), Convince someone with bullshit (PRE + Knavery = 8), Convince someone with arguments (PRE + Persuasion = 8), Swimming (BOD + Athletics = 7), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Discern emotions (AWA + Empathy = 7), Avoid being hit (AGI + Dodge = 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 | ▪ <i>Latin</i>    | 1 | ▪ <i>Forbidden Lore</i> | 1 |
| Athletics   | 3 | ▪ <i>Urthish</i>  | 2 | ▪ <i>Mech</i>           | 3 |
| Fight       | 2 | ▪ <i>Urthtech</i> | 3 | ▪ <i>Volt</i>           | 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

Keep focused on a task:WIL + Focus (7), Deduce from data:INT + Inquiry (10), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (10), Charm others:PRE + Seduction (9)

## 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*  
 Nov. 21, 2021, 2:20 a.m.

# Lorem Zenski (skornett)

## Spiritual Guide

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

Height: 171cm / Weight:62kg

## Primary Attributes

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

## Secondary Attributes

|            |    |         |    |           |    |          |    |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery   | 7  | Stamina | 1  | Endurance | 35 | Stun     | 7  |
| Resistance | 13 | Damage  | 0  | Tolerance | 13 | Humanity | 65 |
| Passion    | 15 | Wyrd    | 11 | Speed     | 2  | Run      | 6  |

## Skills

|               |   |                |   |            |   |
|---------------|---|----------------|---|------------|---|
| Academia      | 4 | Focus          | 9 | Remedy     | 1 |
| Alchemy       | 2 | Inquiry        | 2 | Seduction  | 3 |
| Athletics     | 2 | Linguistics    | 3 | Stoic Body | 1 |
| Dogma         | 2 | Latin          | 4 | Stoic Mind | 3 |
| Church of the | 3 | Signs Language | 2 | Streetwise | 1 |

## Celestial Sun

|               |   |             |   |          |   |
|---------------|---|-------------|---|----------|---|
| Omega Gospels | 2 | Urthish     | 2 | Surgery  | 1 |
| Empathy       | 2 | Observe     | 4 | Teaching | 2 |
| Etiquette     | 2 | Occult Arts | 1 | Fight    | 2 |
| Persuasion    | 3 |             |   |          |   |

## Blessings/Curses

Curious (2) , Subtle (-2) .

## Benefices/Afflictions

Ally (Cost:2 ) , Assets (Cost:3 3000 ) , Gossip Network (Cost:2 Planetwide ) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3 ) , Ordained (Cost:3 Novitiate / Apprentice / Novitiate ) .

## Talents

## Shortcuts

Keep focused on a task (WIL + Focus = 14), Notice something (AWA + Observe = 11), Convince someone with arguments (PRE + Persuasion = 11), Charm others (PRE + Seduction = 11), Discern emotions (AWA + Empathy = 10), Deduce from data (INT + Inquiry = 10), Stabilize wounds (INT + Remedy = 9), Apply surgery on wounded (INT + Surgery = 9), Iron will (WIL + Stoic Mind = 8), Swimming (BOD + Athletics = 6), 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

Generated with **Dramatis Personae**

Nov. 28, 2021, 7:54 p.m.

Nov. 21, 2021, 9:06 p.m.

# Mae Lin Breguet

Female Urthish Sebacean of from none Freefolk. Born in 4966 (55 years old)  
 Height: 164.15784cm / Weight:56.3825656877898kg

## 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 | <b>Linguistics</b> | 1 | Persuasion | 2 |
| Fight     | 2 | ■ <i>Urthish</i>   | 1 | Teaching   | 2 |

## Talents

## Shortcuts

Keep focused on a task:WIL + Focus (5), Notice something:AWA + Observe (5),  
 Convince someone with arguments:PRE + Persuasion (5)

## Lifepaths

**Race** Urthish (140).

## Narrative

## Marcus Zemeckis (huitzy\_kawek)

Male Urthish Kaanic 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 | 6 | Reflexes  | 4  |
| Body         | 4 | Temper    | 3 | Agility   | 3  |
| Movement     | 4 | Presence  | 4 | Awareness | 7  |

### Secondary Attributes

|            |    |         |    |           |    |          |    |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery   | 7  | Stamina | 1  | Endurance | 40 | Stun     | 8  |
| Resistance | 10 | Damage  | 0  | Tolerance | 9  | Humanity | 45 |
| Passion    | 10 | Wyrd    | 12 | Speed     | 2  | Run      | 8  |

### Skills

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

### Blessings/Curses

Innovative (2) , Unnerving (-2) .

### Benefices/Afflictions

Ally (Cost: 2) , Ally (Cost: 4 Balthazar Zemeckis) , Assets (Cost: 3 3000) , Commission (Cost: 3 Ensign / Apprentice / Associate / Private / Associate) , Gossip Network (Cost: 2 Planetwide) .

### Talents

### Shortcuts

Notice something (AWA + Observe = 14), Maintain celestial ship propellers thrust (TEC + Science (Engineering) = 13), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 13), Surgically implant cyber (TEC + Cybernetics = 12), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 11), Keep focused on a task (WIL + Focus = 10), 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

Generated with **Dramatis Personae**

Nov. 25, 2021, 10:38 p.m.



## Marx Whenger (zaharielle)

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

Height: 187cm / Weight: 95kg

### Primary Attributes

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

### Secondary Attributes

|            |    |         |    |           |    |          |    |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery   | 14 | Stamina | 2  | Endurance | 65 | Stun     | 13 |
| Resistance | 9  | Damage  | 2  | Tolerance | 9  | Humanity | 45 |
| Passion    | 7  | Wyrd    | 10 | Speed     | 4  | Run      | 8  |

### Skills

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

### Blessings/Curses

Bold (2) , Callous (-2) .

### Benefices/Afflictions

Assets (Cost: 5 000) , Commission (Cost: 3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank by 1 (Cost: 2) .

### Talents

### Weapons

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

### Shortcuts

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

### 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** Standard Tour of Duty (double rounds  
(20), **Worldly Benefits** Promotion & Rewards (7).

### Narrative

Recovery & Special Ops.

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Generated with **Dramatis Personae**

Nov. 28, 2021, 2:58 p.m.

# Meihan Li Halan (TBD)

Male Urthish Enquist of from none Nobility. Born in 4988 (34 years old)  
 Height: 174cm / Weight:73kg

## Primary Attributes

|              |   |           |   |           |   |
|--------------|---|-----------|---|-----------|---|
| Strength     | 6 | Intellect | 5 | Tech      | 3 |
| Constitution | 5 | Willpower | 4 | Reflexes  | 6 |
| Body         | 6 | Temper    | 7 | 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       | 6 | Impress     | 2 | Remedy     | 2 |
| Bureaucracy     | 2 | Leadership  | 5 | Shoot      | 5 |
| Dodge           | 3 | Linguistics | 2 | Stoic Body | 1 |
| Dogma           | 1 | ▪ Latin     | 2 | Stoic Mind | 2 |
| ▪ Church of the | 1 | ▪ Urthish   | 2 | Survival   | 3 |
| Celestial Sun   |   |             |   |            |   |
| Etiquette       | 1 | Melee       | 4 | Teaching   | 2 |
| Fight           | 5 | Observe     | 3 | Warfare    | 5 |

## 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), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly**  
**Benefits** High Promotion (7).

## Narrative

Field Veteran

# Neve Sledad (TBD)

*Sculptor*  
 Female Urthish Protoenquist of from none Freefolk. Born in 4995 (27 years old)  
 Height: 170cm / Weight:59kg

## Primary Attributes

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

## Secondary Attributes

|            |    |         |    |           |    |          |    |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery   | 9  | Stamina | 1  | Endurance | 40 | Stun     | 8  |
| Resistance | 10 | Damage  | 1  | Tolerance | 11 | Humanity | 55 |
| Passion    | 14 | Wyrd    | 12 | Speed     | 3  | Run      | 8  |

## Skills

|                          |   |                          |   |                    |   |
|--------------------------|---|--------------------------|---|--------------------|---|
| Academia                 | 4 | Fight                    | 2 | Melee              | 2 |
| <b>Arts</b>              | 2 | Focus                    | 2 | Observe            | 6 |
| ▪ <i>Poetry</i>          | 1 | Forgery                  | 1 | Persuasion         | 3 |
| ▪ <i>Sculpture</i>       | 5 | Impress                  | 1 | <b>Redemption</b>  | 1 |
| Athletics                | 2 | Inquiry                  | 2 | ▪ <i>Tinkering</i> | 2 |
| Beastcraft               | 1 | <b>Linguistics</b>       | 4 | Remedy             | 1 |
| Bureaucracy              | 2 | ▪ <i>Franken</i>         | 1 | <b>Science</b>     | 1 |
| Dodge                    | 2 | ▪ <i>Graceful Tongue</i> | 1 | ▪ <i>Biology</i>   | 3 |
| <b>Driving</b>           | 2 | ▪ <i>Latin</i>           | 2 | Seduction          | 3 |
| ▪ <i>Heavy Transport</i> | 2 | ▪ <i>Urthish</i>         | 2 | Streetwise         | 1 |

|                    |   |                         |   |          |   |
|--------------------|---|-------------------------|---|----------|---|
| <i>Vehicle</i>     |   |                         |   |          |   |
| ▪ <i>Landcraft</i> | 3 | <b>Lore</b>             | 2 | Teaching | 3 |
| Empathy            | 4 | ▪ <i>Rampart System</i> | 1 | Trading  | 1 |
| Etiquette          | 5 | ▪ <i>Spacesuit</i>      | 2 |          |   |

## Blessings/Curses

Curious (2) , Nosy (-2) .

## Benefices/Afflictions

Assets (Cost:7 10000 ) .

## Talents

## Shortcuts

Notice something (AWA + Observe = 13), Discern emotions (AWA + Empathy = 11), Fill shipment border transit documents (INT + Bureaucracy = 9), Deduce from data (INT + Inquiry = 9), Convince someone with arguments (PRE + Persuasion = 9), Charm others (PRE + Seduction = 9), Stabilize wounds (INT + Remedy = 8), Melee (REF + Melee = 7), Fight/Martial Arts (REF + Fight = 7), Swimming (BOD + Athletics = 6), Keep focused on a task (WIL + Focus = 6), Avoid being hit (AGI + Dodge = 5)

## Lifepaths

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

## Narrative

# Quaid oj Sallak (TBD)

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

## Secondary Attributes

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

## Skills

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

## 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 = 7), 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 Matter (48), **Tour of Duty** Native Psychic (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Promotion & Rewards (7).

## Narrative

Generated with **Dramatis Personae**

Nov. 21, 2021, 5:15 p.m.

# Quintus Hoffman (TBD)

Male Urthish Teutonic of from none Freefolk. Born in 4995 (27 years old)  
 Height: 164cm / Weight:59kg

## Primary Attributes

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

## 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     | 5 | Impress           | 1 | Observe       | 4 |
| Athletics    | 3 | Inquiry           | 4 | Oratory       | 4 |
| Bribery      | 2 | Leadership        | 2 | Persuasion    | 2 |
| Bureaucracy  | 4 | Linguistics       | 2 | Politics      | 3 |
| Cryptography | 1 | ▪ Latin           | 2 | Seduction     | 5 |
| Cybernetics  | 1 | ▪ Urthish         | 2 | Teaching      | 2 |
| Etiquette    | 4 | Lore              | 1 | Think Machine | 3 |
| Fight        | 2 | ▪ Gwynneth System | 2 | Trading       | 1 |
| Focus        | 4 | Magna Carta       | 7 |               |   |

## 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), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Promotion & Friends (7).

## Narrative

Corporate Lawyer

# Shamij Al Jabra (dogan)

Male Urthish Mangalore of from none Freefolk. Born in 4996 (26 years old)  
 Height: 176cm / Weight:58kg

## Primary Attributes

|              |   |           |   |           |    |
|--------------|---|-----------|---|-----------|----|
| Strength     | 6 | Intellect | 5 | Tech      | 4  |
| Constitution | 4 | Willpower | 5 | Reflexes  | 4  |
| Body         | 4 | Temper    | 5 | Agility   | 3  |
| Movement     | 5 | Presence  | 6 | Awareness | 10 |

## Secondary Attributes

|            |    |         |   |           |    |          |    |
|------------|----|---------|---|-----------|----|----------|----|
| Recovery   | 10 | Stamina | 1 | Endurance | 40 | Stun     | 8  |
| Resistance | 11 | Damage  | 1 | Tolerance | 10 | Humanity | 50 |
| Passion    | 15 | Wyrd    | 9 | Speed     | 2  | Run      | 10 |

## Skills

|                          |   |                              |   |                      |   |
|--------------------------|---|------------------------------|---|----------------------|---|
| Academia                 | 2 | Impress                      | 3 | Persuasion           | 2 |
| Alchemy                  | 1 | Inquiry                      | 4 | <b>Science</b>       | 1 |
| Athletics                | 2 | Interrogation                | 1 | ▪ <i>Archaeology</i> | 4 |
| Dodge                    | 2 | Knavery                      | 4 | Seduction            | 2 |
| <b>Driving</b>           | 2 | <b>Linguistics</b>           | 2 | Shadowing            | 1 |
| ▪ <i>Heavy Transport</i> | 1 | ▪ <i>Scravers' Cant</i>      | 2 | Shoot                | 1 |
| <i>Vehicle</i>           |   |                              |   |                      |   |
| ▪ <i>Landcraft</i>       | 1 | ▪ <i>Urthish</i>             | 2 | Sneak                | 2 |
| Empathy                  | 1 | <b>Lore</b>                  | 2 | Streetwise           | 7 |
| Fight                    | 5 | ▪ <i>Aylon System</i>        | 2 | Teaching             | 2 |
| Focus                    | 2 | ▪ <i>Poisons &amp; Drugs</i> | 3 | Trading              | 2 |
| 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 Planetwide ) , Passage Contract (Cost:2 Tramp Freighter ) .

## Talents

## Shortcuts

Notice something (AWA + Observe = 14), Convince someone with bullshit (PRE + Knavery = 10), Fight/Martial Arts (REF + Fight = 9), Deduce from data (INT + Inquiry = 9), Convince someone with arguments (PRE + Persuasion = 8), Charm others (PRE + Seduction = 8), Keep focused on a task (WIL + Focus = 7), Swimming (BOD + Athletics = 6), Discern emotions (AWA + Empathy = 6), Fire a ranged weapon (REF + Shoot = 5), 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

# Siliestro Venga (TBD)

Male Urthish Castillan of from none Church. Born in 4995 (27 years old)  
 Height: 171cm / Weight:70kg

## Primary Attributes

|              |   |           |   |           |   |
|--------------|---|-----------|---|-----------|---|
| Strength     | 4 | Intellect | 6 | Tech      | 4 |
| Constitution | 5 | Willpower | 6 | Reflexes  | 3 |
| Body         | 4 | Temper    | 8 | Agility   | 3 |
| Movement     | 4 | Presence  | 7 | 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 | ▪ <i>Graceful Tongue</i> | 2 | Riding     | 1 |
| <b>Dogma</b>           | 2 | ▪ <i>Latin</i>           | 2 | Seduction  | 5 |
| ▪ <i>Church of the</i> | 5 | ▪ <i>Urthish</i>         | 2 | Streetwise | 1 |
| <i>Celestial Sun</i>   |   |                          |   |            |   |
| ▪ <i>Ukar Banjak</i>   | 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

## 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), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Promotion & Friends (7).

## Narrative

Envoy of the Orthodox Church

## Zatromos Radul Al-Malik (TBD)

Male Urthish Kaanic Knight of from none Nobility. Born in 4995 (26 years old)  
 Height: 167.749935cm / Weight: 67.2270943238123kg

### Primary Attributes

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

### 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 | ▪ <i>Graceful Tongue</i>   | 2 | Seduction     | 4 |
| <b>Driving</b>             | 2 | ▪ <i>Urthish</i>           | 3 | Shoot         | 1 |
| ▪ <i>Skimmer bike</i>      | 1 | <b>Lore</b>                | 3 | Stealth       | 1 |
| ▪ <i>Skycraft Piloting</i> | 2 | ▪ <i>Automats</i>          | 1 | Teaching      | 2 |
| Empathy                    | 1 | ▪ <i>Criticorum System</i> | 2 | Think Machine | 2 |
| Etiquette                  | 5 | ▪ <i>Philosophy</i>        | 2 | Trading       | 1 |
| Fight                      | 2 | Melee                      | 3 | Focus         | 3 |
| Observe                    | 5 |                            |   |               |   |

### 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

### 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), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Rich Rewards (7).

### Narrative

Clockwork amateur

Generated with **Dramatis Personae**

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