

# Tobias Frosth

A really kind young boy, sometimes mocked by other for his autistic manners

Male Urthish Teutonic Peasant of House D'Rouge-Glace from Rampart / Salt Province / Miret Serfdom. Born in 5000 (17 years old)

Height: 168cm / Weight:43kg

## Primary Attributes

|              |   |           |    |           |    |
|--------------|---|-----------|----|-----------|----|
| Strength     | 8 | Intellect | 12 | Tech      | 10 |
| Constitution | 6 | Willpower | 5  | Reflexes  | 9  |
| Body         | 8 | Temper    | 5  | Agility   | 9  |
| Movement     | 9 | Presence  | 8  | Awareness | 13 |

## Secondary Attributes

|            |    |         |    |           |    |          |    |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery   | 14 | Stamina | 3  | Endurance | 70 | Stun     | 14 |
| Resistance | 13 | Damage  | 2  | Tolerance | 10 | Humanity | 50 |
| Passion    | 18 | Wyrd    | 21 | Speed     | 5  | Run      | 18 |

## Skills

|                     |   |                    |   |            |   |
|---------------------|---|--------------------|---|------------|---|
| Academia            | 3 | Fight              | 2 | Security   | 1 |
| Acrobatics          | 1 | Focus              | 3 | Seduction  | 1 |
| Athletics           | 3 | <b>Linguistics</b> | 1 | Shadowing  | 1 |
| Bureaucracy         | 1 | ▪ <i>Urthish</i>   | 1 | Stealth    | 1 |
| Cryptography        | 1 | Observe            | 3 | Stoic Mind | 1 |
| Dodge               | 1 | Persuasion         | 2 | Teaching   | 2 |
| Empathy             | 1 | <b>Science</b>     | 1 | Etiquette  | 1 |
| ▪ <i>Artificial</i> | 1 |                    |   |            |   |

Intelligence

## Blessings/Curses

Clueless (-2) , Compassionate (2) , Curious (2) , Disciplined (2) , Innovative (2) .

## Benefices/Afflictions

Ally (Cost:5) .

## Talents

## Armor

Heavy Clothing                      Soft                      SP:2                      (TO)(LA)(RA)(LL)(RL)

## Shortcuts

Avoid being hit:AGI + Dodge (10), Discern emotions:AWA + Empathy (6), Keep focused on a task:WIL + Focus (8), Notice something:AWA + Observe (16), Convince someone with arguments:PRE + Persuasion (10), Charm others:PRE + Seduction (9), Iron will:WIL + Stoic Mind (6)

## Lifepaths

**Race** Urthish (124), **Tour of Duty** Full Free Customization (300), **Race Balance** Urthish Balance (16).

## Narrative

Tobias is a central character in the epic and cannot be killed. He likes simple things, like eating Miret noodles specialities and helping others. He is the host for the entity called **Saureyas\***.