

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

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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	4	Reflexes	3
Body	3	Temper	3	Agility	3
Movement	4	Presence	3	Awareness	4

Secondary Attributes

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

Skills

Academia	2	Linguistics	1	Shadowing	1
Athletics	2	▪ Urthish	1	Survival	1
Beastcraft	1	Navigation	1	Teaching	2
Fight	2	Observe	3	Focus	2
Persuasion	2				

Talents

Shortcuts

Notice something (AWA + Observe = 7), Keep focused on a task (WIL + Focus = 6), Swimming (BOD + Athletics = 5), Fight/Martial Arts (REF + Fight = 5), Convince someone with arguments (PRE + Persuasion = 5)

Lifepaths

Race Urthish (140), Upbringing Sihid Desert Nomad (20).

Narrative

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Dec. 23, 2021, 8:27 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	Linguistics	2	Persuasion	4
Dogma	3	▪ Latin	2	Politics	1
▪ Church of the	3	▪ Urthish	2	Remedy	1
<i>Celestial Sun</i>					
▪ Omega Gospels	1	Lore	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

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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
Arts	2	Inquiry	1	■ <i>Dancing</i>	3
■ <i>Couture</i>	7	Linguistics	3	Persuasion	3
■ <i>Music</i>	3	■ <i>Franken</i>	2	Redemption	1
Athletics	2	■ <i>Latin</i>	2	■ <i>Tinkering</i>	4
Driving	2	■ <i>Urthish</i>	2	Remedy	1
■ <i>Heavy Transport</i>	2	Lore	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	Performance	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

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

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	Linguistics	2	Science	4
Acrobatics	1	▪ <i>Urthish</i>	2	▪ <i>Engineering</i>	4
Arts	2	▪ <i>Urthtech</i>	3	▪ <i>Physics</i>	2
▪ <i>Couture</i>	3	Observe	3	▪ <i>Quantum Physics</i>	5
▪ <i>Holovid</i>	2	Performance	1	▪ <i>Sensors</i>	7
Athletics	2	▪ <i>Dancing</i>	5	Seduction	1
Cryptography	1	Persuasion	2	Streetwise	1
Disguise	1	Redemption	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

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

Secondary Attributes

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

Skills

Academia	2	Gambling	1	■ <i>Istakhr System</i>	2
Alchemy	2	Impress	2	■ <i>Poisons & Drugs</i>	2
Athletics	2	Inquiry	2	Observe	3
Bribery	1	Knavery	3	Persuasion	2
Bureaucracy	1	Linguistics	2	Shoot	2
Dodge	1	■ <i>Scravers' Cant</i>	2	Stealth	1
Fight	3	■ <i>Urthish</i>	2	Streetwise	5
Focus	2	Lore	2	Teaching	2

Blessings/Curses

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

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 = 11), Deduce from data (INT + Inquiry = 7), Fill shipment border transit documents (INT + Bureaucracy = 6), Fight/Martial Arts (REF + Fight = 6), Convince someone with bullshit (PRE + Knavery = 6), Avoid being hit (AGI + Dodge = 6), Swimming (BOD + Athletics = 5), Keep focused on a task (WIL + Focus = 5), Fire a ranged weapon (REF + Shoot = 5), Convince someone with arguments (PRE + Persuasion = 5)

Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Street Scravers (25), Nameless Kit Cartel Kit (10).

Narrative

Generated with **Dramatis Personae**

Dec. 29, 2021, 12:27 a.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	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	■ 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	5
Inquiry	4	■ Forbidden Lore	5	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	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	▪ <i>Urthish</i>	1	Shoot	4
Bureaucracy	1	Lore	3	Stoic Body	5
Dodge	4	▪ <i>Grail System</i>	1	Surgery	1
Dogma	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	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	Redemption	1
Driving	4	Leadership	1	▪ <i>Tinkering</i>	2
▪ <i>Celestial Sailing</i>	4	Linguistics	1	Remedy	2
▪ <i>Heavy Transport</i>	3	▪ <i>Urthish</i>	2	Seduction	2
<i>Vehicle</i>					
▪ <i>Railway</i>	2	Lore	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	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	▪ <i>Clockworking</i>	5
Alchemy	1	Linguistics	2	▪ <i>Forbidden Lore</i>	5
Arts	3	▪ <i>Urthish</i>	2	▪ <i>Mech</i>	5
▪ <i>Litterature</i>	1	▪ <i>Urthtech</i>	3	▪ <i>Volt</i>	4
▪ <i>Music</i>	1	Lore	4	Science	3
▪ <i>Sculpture</i>	8	▪ <i>Automats</i>	3	▪ <i>Clockworking</i>	6
Athletics	3	▪ <i>Clockworking</i>	3	▪ <i>Cybernetics</i>	4
Beastcraft	2	▪ <i>Istakhr System</i>	2	Seduction	3
Cybernetics	5	▪ <i>Philosophy</i>	3	Shoot	1
Fight	2	Observe	6	Teaching	4
Focus	3	Persuasion	2	Think Machine	3
Inquiry	2	Redemption	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	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	Linguistics	1	Search	1
Dodge	2	■ <i>Urthish</i>	2	Security	3
Driving	1	Lore	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	Redemption	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	6	Intellect	3	Tech	6
Constitution	6	Willpower	5	Reflexes	6
Body	6	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	Linguistics	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	5	Redemption	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

Generated with **Dramatis Personae**

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

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
Driving	1	Knavery	1	Seduction	2
■ Celestial Sailing	2	Leadership	5	Shoot	4
Empathy	2	Linguistics	1	Teaching	2
Etiquette	5	■ 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
Arts	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	6	Intellect	5	Tech	6
Constitution	4	Willpower	5	Reflexes	6
Body	6	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	7	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 Legionnaire

Ur Ukar warriors of the Infamous Dark Legion

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

Height: 160cm / Weight: 50kg

Primary Attributes

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

Secondary Attributes

Recovery	11	Stamina	1	Endurance	50	Stun	10
Resistance	8	Damage	1	Tolerance	9	Humanity	45
Passion	9	Wyrd	8	Speed	3	Run	12

Skills

Acrobatics	1	Impress	1	Observe	3
Alchemy	1	Knavery	1	Shoot	3
Athletics	4	Linguistics	2	Stealth	4
Dodge	4	■ Ba'amon carvings	2	Surveillance	1
Empathy	2	■ Ukari	2	Survival	2
Etiquette	1	Lore	1	Teaching	2
Fight	6	■ Kordeth System	2	Warfare	1
Focus	3	Melee	4		

Blessings/Curses

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

Benefices/Afflictions

Ostracism (Mild) (Cost:-2).

Talents

Weapons

1 Ukar 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

Fight/Martial Arts (REF + Fight = 11), Avoid being hit (AGI + Dodge = 11), Melee (REF + Melee = 9), Swimming (BOD + Athletics = 8), Notice something (AWA + Observe = 8), Keep focused on a task (WIL + Focus = 8), Fire a ranged weapon (REF + Shoot = 8), Roll to cover (MOV + Acrobatics = 7), Discern emotions (AWA + Empathy = 6), Convince someone with bullshit (PRE + Knavery = 4)

Lifepaths

Race Ur Ukar (140), **Upbringing** Kordeth Spawn (20), **Apprenticeship** Clan Warrior (25), **Nameless Kit** Dark Legionnaire Kit (20), **Nameless Kit** Trooper Kit (20).

Narrative

Generated with **Dramatis Personae**

Dec. 29, 2021, 12:09 a.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	Lore	1	Science	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	Redemption	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	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	Science	3
Alchemy	2	Lore	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	Redemption	3	Shoot	1
Focus	4	■ <i>Forbidden Lore</i>	1	Streetwise	1
Inquiry	3	■ <i>Mech</i>	2	Surgery	6
Linguistics	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), **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: 169.15784cm / Weight: 60.883184566657064kg

Primary Attributes

Strength	3	Intellect	8	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	12	Speed	2	Run	6

Skills

Academia	3	▪ <i>Urthish</i>	1	Science	2
Arts	1	▪ <i>Urthtech</i>	3	▪ <i>Clockworking</i>	2
▪ <i>Sculpture</i>	4	Observe	5	▪ <i>Cybernetics</i>	2
Athletics	2	Persuasion	2	Seduction	1
Cybernetics	2	Redemption	4	Shoot	1
Fight	2	▪ <i>Clockworking</i>	2	Streetwise	1
Focus	3	▪ <i>Forbidden Lore</i>	1	Teaching	2
Inquiry	3	▪ <i>Mech</i>	2	Think Machine	2
Linguistics	2	▪ <i>Volt</i>	4		

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

Shortcuts

Notice something (AWA + Observe = 13), Surgically implant cyber (TEC + Cybernetics = 11), Deduce from data (INT + Inquiry = 11), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 10), Convince someone with arguments (PRE + Persuasion = 8), Keep focused on a task (WIL + Focus = 7), Charm others (PRE + Seduction = 7), Fight/Martial Arts (REF + Fight = 6), Swimming (BOD + Athletics = 5), Fire a ranged weapon (REF + Shoot = 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

Generated with **Dramatis Personae**

Dec. 19, 2021, 1:59 p.m.

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

Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	13	Damage	0	Tolerance	10	Humanity	50
Passion	9	Wyrd	14	Speed	4	Run	8

Skills

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

Blessings/Curses

Curious (2) , Nosy (-2) .

Benefices/Afflictions

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

Talents

Shortcuts

Stabilize wounds (INT + Remedy = 9), Notice something (AWA + Observe = 9), Fight/Martial Arts (REF + Fight = 9), Convince someone with arguments (PRE + Persuasion = 9), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 8), Prepare a legal case (INT + Magna Carta = 8), Melee (REF + Melee = 8), Keep focused on a task (WIL + Focus = 8), Fly an aircraft (REF + Driving (Skycraft Piloting) = 8), Fire a ranged weapon (REF + Shoot = 8), Convince someone with bullshit (PRE + Knavery = 8), Charm others (PRE + Seduction = 8), Swimming (BOD + Athletics = 7)

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

Generated with **Dramatis Personae**

Dec. 19, 2021, 12:20 a.m.

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	■ Redemption	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	■ Science	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

Male Urthish Urthish of from none Freefolk. Born in 4985 (37 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

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. 23, 2021, 9:06 a.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	6	Tech	8
Constitution	4	Willpower	4	Reflexes	4
Body	4	Temper	6	Agility	4
Movement	3	Presence	7	Awareness	6

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
Arts	3	Gambling	1	■ <i>Volt</i>	2
■ <i>Cooking</i>	3	Inquiry	2	Riding	1
■ <i>Painting</i>	1	Leadership	1	Science	3
■ <i>Sculpture</i>	4	Linguistics	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
Dogma	1	Observe	5	Shoot	2
■ <i>Church of the</i>	1	Oratory	2	Teaching	2
<i>Celestial Sun</i>					
Empathy	6	Persuasion	2	Think Machine	2
Etiquette	4	Redemption	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 Castillan of from none Freefolk. Born in 5022 (0 years old)

Height: 150cm / 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

Generated with **Dramatis Personae**

Dec. 30, 2021, 1:04 a.m.

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	Linguistics	1	Security	5
Alchemy	1	▪ Urthish	2	Seduction	3
Athletics	3	Lore	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	Redemption	1	Think Machine	3
Forgery	2	▪ Mech	2	Impress	3
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)
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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	6	Intellect	4	Tech	3
Constitution	5	Willpower	5	Reflexes	8
Body	4	Temper	6	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	5	Impress	3	Shadowing	2
Bribery	1	Knavery	4	Sneak	3
Disguise	4	Linguistics	1	Stoic Mind	3
Dodge	7	▪ Urthish	2	Streetwise	1
Empathy	3	Melee	10	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
Dogma	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	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	Linguistics	1	Redemption	1
Athletics	2	▪ <i>Urthish</i>	2	▪ <i>Mech</i>	1
Disguise	3	Lore	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	Performance	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

Male Urthish Protoenquist of from none Freefolk. Born in 5022 (0 years old)

Height: 150cm / Weight: 50kg

Primary Attributes

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

Secondary Attributes

Recovery	7	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	Inquiry	2	Persuasion	3
Athletics	2	Knavery	3	Search	1
Empathy	2	Linguistics	1	Seduction	4
Etiquette	6	▪ Urthish	2	Stealth	2
Fight	2	Navigation	1	Survival	1
Focus	2	Observe	4	Teaching	2
Forgery	1	Oratory	5		

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

Shortcuts

Notice something (AWA + Observe = 11), 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), Search a place (AWA + Search = 8), Fight/Martial Arts (REF + Fight = 6), Discern emotions (AWA + Empathy = 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. 19, 2021, 2:05 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	8	Tech	4
Constitution	3	Willpower	5	Reflexes	3
Body	3	Temper	6	Agility	3
Movement	3	Presence	9	Awareness	8

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	Redemption	1
Cryptography	2	Linguistics	2	■ Volt	6
Cybernetics	1	■ Latin	2	Seduction	3
Empathy	2	■ Urthish	2	Shoot	1
Etiquette	2	Lore	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

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

Height: 180cm / Weight: 75kg

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

Generated with **Dramatis Personae**

Dec. 29, 2021, 7:45 p.m.

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

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	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	Redemption	1
Acrobatics	2	Leadership	1	▪ <i>Tinkering</i>	1
Athletics	3	Linguistics	2	Security	2
Bureaucracy	3	▪ <i>Scravers' Cant</i>	2	Shoot	3
Dodge	3	▪ <i>Urthish</i>	2	Sneak	4
Fight	2	Lore	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	6
Constitution	4	Willpower	5	Reflexes	4
Body	4	Temper	5	Agility	3
Movement	4	Presence	9	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	5	Focus	5	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	■ Science	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	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	Linguistics	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	6	Intellect	3	Tech	5
Constitution	7	Willpower	5	Reflexes	5
Body	6	Temper	6	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	8	Speed	3	Run	10

Skills

Academia	3	Focus	2	Search	1
Acrobatics	2	Forgery	2	Security	3
Athletics	5	Impress	1	Sensors	1
Beastcraft	1	Knavery	2	Shadowing	1
Bureaucracy	6	Leadership	2	Shoot	4
Cryptography	1	Linguistics	1	Streetwise	3
Cybernetics	3	▪ Urthish	2	Surveillance	1
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

Shortcuts

Swimming (BOD + Athletics = 11), Melee (REF + Melee = 9), Fire a ranged weapon (REF + Shoot = 9), Fill shipment border transit documents (INT + Bureaucracy = 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), 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), Stabilize wounds (INT + Remedy = 4)

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

Generated with **Dramatis Personae**

Dec. 30, 2021, 2:34 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
Driving	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: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 Castillan of from none Freefolk. Born in 5021 (0 years old)

Height: 150cm / 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

Generated with **Dramatis Personae**

Nov. 7, 2021, 3:53 p.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	6	Tech	3
Constitution	4	Willpower	5	Reflexes	5
Body	4	Temper	5	Agility	5
Movement	4	Presence	8	Awareness	7

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	Linguistics	2	Riding	1
Cryptography	2	▪ <i>Saudi</i>	1	Seduction	4
Disguise	1	▪ <i>Urthish</i>	2	Spycraft	3
Dodge	2	Lore	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	Xenology	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	7	Intellect	6	Tech	5
Constitution	4	Willpower	5	Reflexes	5
Body	6	Temper	4	Agility	5
Movement	4	Presence	4	Awareness	8

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	Redemption	1
Athletics	4	Knavery	3	■ <i>Mech</i>	2
Cybernetics	1	Leadership	3	Remedy	1
Dodge	2	Linguistics	3	Seduction	4
Driving	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	7	Lore	1	Streetwise	5
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	8	Tech	4
Constitution	3	Willpower	6	Reflexes	5
Body	3	Temper	4	Agility	5
Movement	3	Presence	8	Awareness	7

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

Celestial Sun

Empathy	2	■ Urthish	2	Spycraft	3
Etiquette	7	Lore	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	6
Constitution	4	Willpower	5	Reflexes	7
Body	5	Temper	6	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	Linguistics	2	Remedy	2
Athletics	6	■ <i>Latin</i>	1	Security	1
Beastcraft	1	■ <i>Urthish</i>	2	Sensors	1
Bureaucracy	2	Lore	1	Shoot	5
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	Redemption	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**

Dec. 30, 2021, 10:53 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	8	Tech	3
Constitution	4	Willpower	5	Reflexes	3
Body	4	Temper	8	Agility	3
Movement	3	Presence	8	Awareness	8

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	9	Remedy	3
Dogma	4	Inquiry	4	Seduction	3
■ <i>Church of the</i>	3	Linguistics	3	Stoic Body	1
<i>Celestial Sun</i>					
■ <i>Omega Gospels</i>	2	■ <i>Latin</i>	4	Stoic Mind	5
■ <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	8
Constitution	4	Willpower	5	Reflexes	6
Body	4	Temper	5	Agility	4
Movement	5	Presence	4	Awareness	6

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	Science	5
Acrobatics	2	▪ <i>Urthtech</i>	3	▪ <i>Astromony</i>	1
Athletics	4	Lore	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
Driving	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	Redemption	3	Surgery	2
Gunnery	5	▪ <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
Arts	1	■ <i>Urthtech</i>	2	Science	3
■ <i>Sculpture</i>	4	Lore	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
Driving	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	Redemption	4	Xenology	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	7	Intellect	4	Tech	5
Constitution	7	Willpower	6	Reflexes	7
Body	6	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	Linguistics	2	Search	1
Beastcraft	1	■ <i>Urthish</i>	2	Security	2
Bureaucracy	1	■ <i>Vuldrok</i>	1	Seduction	1
Cryptography	1	Lore	2	Sensors	1
Cybernetics	1	■ <i>Gwynneth System</i>	2	Shadowing	2
Dodge	4	■ <i>Hargard System</i>	2	Shoot	5
Dogma	1	Melee	3	Streetwise	2
■ <i>Vuldrok Erdgheist</i>	1	Navigation	1	Survival	5
Fight	4	Observe	5	Teaching	2
Focus	2	Persuasion	2	Think Machine	3
Forgery	2	Redemption	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.

Meihan Li Halan

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

Height: 181cm / Weight: 76kg

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
<i>Celestial Sun</i>					
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), 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: 168cm / Weight: 50kg

Primary Attributes

Strength	7	Intellect	5	Tech	5
Constitution	7	Willpower	7	Reflexes	6
Body	7	Temper	7	Agility	8
Movement	6	Presence	3	Awareness	10

Secondary Attributes

Recovery	14	Stamina	3	Endurance	70	Stun	14
Resistance	10	Damage	2	Tolerance	14	Humanity	70
Passion	17	Wyrd	11	Speed	3	Run	12

Skills

Academia	4	Impress	2	Security	1
Acrobatics	8	Inquiry	4	Seduction	2
Athletics	5	Knavery	2	Shadowing	1
Bureaucracy	1	Linguistics	1	Shoot	2
Cryptography	2	▪ Urthish	2	Sneak	4
Disguise	1	Melee	2	Spycraft	3
Dodge	5	Observe	6	Stealth	6
Empathy	3	Persuasion	3	Streetwise	5
Fight	2	Redemption	1	Teaching	2
Focus	2	▪ Tinkering	1	Think Machine	2
Forgery	2	Remedy	1	Trading	1
Gambling	1	Search	1		

Blessings/Curses

Bold (2) , Callous (-2) .

Benefices/Afflictions

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

Talents

Shortcuts

Notice something (AWA + Observe = 16), Roll to cover (MOV + Acrobatics = 14), Avoid being hit (AGI + Dodge = 13), Swimming (BOD + Athletics = 12), Search a place (AWA + Search = 11), Discern emotions (AWA + Empathy = 10), Keep focused on a task (WIL + Focus = 9), Deduce from data (INT + Inquiry = 9), Melee (REF + Melee = 8), Fire a ranged weapon (REF + Shoot = 8), Fight/Martial Arts (REF + Fight = 8), Stabilize wounds (INT + Remedy = 6), Fill shipment border transit documents (INT + Bureaucracy = 6), Convince someone with arguments (PRE + Persuasion = 6), Convince someone with bullshit (PRE + Knavery = 5), Charm others (PRE + Seduction = 5)

LifePaths

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

Street Muster (25), Early Career Lodge of the Artists (48), Early Career Spy (48),

Early Career Thief (48), Worldly Benefits Promotion & Friends (7).

Narrative

Generated with **Dramatis Personae**

Dec. 29, 2021, 9:54 a.m.

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
Arts	2	Forgery	1	Observe	6
▪ Poetry	2	Impress	1	Persuasion	4
▪ Sculpture	5	Inquiry	2	Redemption	1
Athletics	2	Knavery	1	▪ Tinkering	4
Beastcraft	2	Linguistics	4	Remedy	2
Bureaucracy	2	▪ Franken	2	Science	2
Dodge	2	▪ Graceful Tongue	2	▪ Biology	2
Driving	2	▪ Latin	2	▪ Clockworking	1
▪ Heavy Transport	2	▪ Urthish	2	Seduction	4
Vehicle					
▪ Landcraft	3	Lore	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	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	Fight	4	Occult Arts	3
Alchemy	1	Focus	2	Persuasion	1
Arts	1	Impress	1	Politics	1
▪ Sculpture	5	Linguistics	3	Seduction	2
Athletics	2	▪ Ba'amon carvings	1	Shoot	1
Disguise	1	▪ Ukari	2	Stealth	2
Dodge	2	▪ Urthish	2	Streetwise	1
Empathy	5	Melee	3	Teaching	2
Etiquette	1	Observe	5	Trading	2

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	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), **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
Arts	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
Dogma	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	4
Constitution	4	Willpower	4	Reflexes	5
Body	4	Temper	3	Agility	4
Movement	4	Presence	4	Awareness	4

Secondary Attributes

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

Skills

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

Talents

Weapons

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

Armor

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

Shortcuts

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

Lifepaths

Race Urthish (140), **Nameless Kit** Al-Malik Kit (10), **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**

Dec. 19, 2021, 5:26 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	6	Intellect	4	Tech	6
Constitution	6	Willpower	7	Reflexes	7
Body	6	Temper	4	Agility	6
Movement	3	Presence	3	Awareness	6

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	Linguistics	2	Redemption	1
Athletics	3	▪ <i>Ba'amon carvings</i>	1	▪ <i>Mech</i>	1
Dodge	4	▪ <i>Ukari</i>	1	Remedy	1
Empathy	2	Lore	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	6	Intellect	6	Tech	4
Constitution	4	Willpower	5	Reflexes	4
Body	4	Temper	5	Agility	3
Movement	5	Presence	7	Awareness	10

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

Siliestro Venga

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

Height: 176cm / Weight: 72kg

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	Linguistics	3	Remedy	4
Beastcraft	2	▪ Graceful Tongue	2	Riding	1
Dogma	2	▪ Latin	2	Seduction	5
▪ Church of the	5	▪ 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	6	Intellect	4	Tech	6
Constitution	5	Willpower	6	Reflexes	7
Body	6	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	6
Fight	5	Melee	5	Streetwise	3
Focus	2	Observe	5	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 Castillan 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	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. 28, 2021, 11:01 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	8	Tech	3
Constitution	5	Willpower	6	Reflexes	3
Body	3	Temper	7	Agility	3
Movement	3	Presence	8	Awareness	6

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
Arts	1	Impress	2	Oratory	5
■ Couture	1	Inquiry	2	Persuasion	3
Athletics	2	Linguistics	2	Seduction	4
Dogma	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	Redemption	1
Acrobatics	1	Impress	1	■ Tinkering	1
Athletics	4	Inquiry	1	Security	2
Beastcraft	1	Knavery	3	Shoot	4
Bureaucracy	2	Linguistics	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

Generated with **Dramatis Personae**

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	6	Intellect	5	Tech	4
Constitution	5	Willpower	5	Reflexes	7
Body	6	Temper	5	Agility	6
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	5	Impress	3	Persuasion	2
Athletics	7	Leadership	6	Remedy	3
Bureaucracy	2	Linguistics	2	Riding	1
Dodge	2	■ Imperial Battle	2	Shoot	5
		<i>Slang</i>			
Dogma	1	■ Urthish	2	Stealth	1
■ Church of the	1	Lore	3	Stoic Body	2
<i>Celestial Sun</i>					
Driving	1	■ Automats	1	Stoic Mind	4
■ Hovertank	1	■ Stigmata System	2	Survival	2
Fight	5	■ Symbiots	2	Teaching	2
Focus	2	Melee	4	Warfare	6
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	8	Tech	5
Constitution	5	Willpower	3	Reflexes	7
Body	5	Temper	6	Agility	3
Movement	4	Presence	7	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	7	Persuasion	2
Dodge	2	Linguistics	1	Remedy	2
Driving	1	▪ <i>Urthish</i>	3	Science	1
▪ <i>Celestial Sailing</i>	4	Lore	4	▪ <i>Astronomy</i>	1
Empathy	1	▪ <i>Aylon System</i>	2	Search	1
Etiquette	2	▪ <i>Jumpweb</i>	2	Shoot	5
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

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	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	Linguistics	2	Riding	2
Dodge	1	▪ Graceful Tongue	2	Seduction	4
Driving	2	▪ Urthish	3	Shoot	1
▪ Skimmer bike	1	Lore	3	Stealth	1
▪ Skycraft Piloting	2	▪ Automats	1	Teaching	2
Empathy	1	▪ Criticorum System	2	Think Machine	2
Etiquette	5	▪ Philosophy	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

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	8	Tech	7
Constitution	4	Willpower	5	Reflexes	5
Body	4	Temper	5	Agility	3
Movement	3	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	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	Redemption	2	Shoot	1
Fight	2	▪ <i>Mech</i>	1	Streetwise	1
Focus	3	▪ <i>Volt</i>	2	Surgery	3
Inquiry	3	Remedy	7	Teaching	2
Linguistics	2	Science	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