

# Arik-al-tassoar Thugs

Leading Scraver Gang in Samarkand

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

(20 years old)

Height: 150cm / Weight:50kg

## Primary Attributes

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

## Secondary Attributes

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

## Skills

Academia	2	Focus	3	■ <i>Philosophy</i>	1
Alchemy	2	Forgery	1	■ <i>Poisons &amp; Drugs</i>	2
Athletics	2	Impress	2	Melee	1
Beastcraft	1	Inquiry	1	Observe	2
Bureaucracy	2	Knavery	2	Persuasion	3
Dodge	1	<b>Linguistics</b>	3	Politics	1
<b>Dogma</b>	1	■ <i>Graceful Tongue</i>	1	Search	1
■ <i>Church of the</i>	1	■ <i>Scravens' Cant</i>	1	Streetwise	2

Celestial Sun

Empathy	1	■ <i>Urthish</i>	3	Teaching	2
Etiquette	2	<b>Lore</b>	3	Think Machine	1
Fight	3	■ <i>Istakhr System</i>	2		

## Talents

## Weapons

1 Ceramique 136 . P . WA:1 . J . C . DC:2D6 . Cal: . ROF:2 . Clip:10 . RNG:50 . VR . £100

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

## Armor

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

## Shortcuts

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

## Lifepaths

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

## Narrative

Generated with **Dramatis Personae**

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