



This adventure is centered in Veneto's Salt Province of the Rampart system, in the Garden Worlds. In the small town of Miret, players will have to handle House Li Halan corruption and purge its ranks from multiple sinners...

After a while, the story will go to Rampart's capital Avaneir where more important events will be encountered.

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... zaffarelli@gmail.com

Algire Benata

A Decados in words, a servitor of the emperor in actions

Male Urthish Castilian Imperial Questing Knight of Emperor Alexius Primus from Severus Nobility. Born in 4961 (56 years old)

Height: 178cm / Weight: 83kg

Primary Attributes

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

Secondary Attributes

Recovery	12	Stamina	2	Endurance	60	Stun	12
Resistance	12	Damage	1	Tolerance	13	Humanity	65
Passion	13	Wyrd	13	Speed	4	Run	10

Skills

Academia	2	■ <i>Imperial Battle Slang</i>	2	Remedy	1
Athletics	4	■ <i>Urthish</i>	2	Search	1
Dodge	2	■ Local Expert	1	Seduction	2
Etiquette	4	■ <i>Rampart Nobility</i>	1	Shoot	4
Fight	5	■ Lore	2	Stealth	1
Focus	2	■ <i>Jakovian Agency</i>	2	Stoic Body	1
Impress	4	■ <i>Jumpweb</i>	3	Stoic Mind	1
Inquiry	4	Magna Carta	4	Survival	1
Knavery	1	Melee	3	Teaching	2
Leadership	2	Observe	4	Warfare	3
Linguistics	2	Persuasion	4		

Blessings/Curses

Suspicious (2) , Vain (-2) .

Benefices/Afflictions

Cash (Cost:3 600) , Imperial Charter (Cost:4) , Rise Rank By 2 (Cost:4) .

Talents

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

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

Lifepaths

Race Urthish (124), **Upbringing** High Court Decados (20), **Apprenticeship** Military Soldier (25), **Early Career** Questing (48), **Tour of Duty** Questing Knight (40), **Tour of Duty** Standard Tour (single round) (10), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

Narrative

Ostracized Decados turned IQK

Arlan Secato

A strange little man with no charisma

Male Urthish Kalinthi Red Priest of Temple Avesti from Byzantium Secundus

Freefolk. Born in 4966 (51 years old)

Height: 168cm / Weight: 61kg

Primary Attributes

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

Secondary Attributes

Recovery	9	Stamina	1	Endurance	35	Stun	7
Resistance	13	Damage	1	Tolerance	16	Humanity	80
Passion	15	Wyrd	10	Speed	2	Run	8

Skills

Academia	3	▪ <i>Urthish</i>	3	Persuasion	2
Athletics	3	▪ Local Expert	1	Search	1
Dogma	1	▪ <i>Acadia Province</i>	1	Seduction	1
▪ <i>Church of the</i>	3	▪ Lore	5	Shadowing	1
<i>Celestial Sun</i>					
Etiquette	3	▪ <i>Antinomy</i>	2	Shoot	2
Fight	2	▪ <i>Favyana Coven</i>	1	Stealth	1
Focus	5	▪ <i>Heresy</i>	2	Stoic Body	1
Impress	2	▪ <i>Invisible Path</i>	1	Stoic Mind	2
		<i>Coven</i>			
Inquiry	2	▪ <i>Kalinthi</i>	1	Streetwise	2
Interrogation	1	Observe	5	Surgery	1
Linguistics	2	Occult Arts	2	Teaching	2
▪ <i>Latin</i>	2	Oratory	2		

Blessings/Curses

Austere (-2), Pious (2).

Benefices/Afflictions

Cash (Cost:3 600), Dark Secret (Cost:-2), Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3), Occult Mastery 2 (Cost:9 Main Path: Power Level 4 & 5), Ordained (Cost:3 Novitiate / Apprentice / Novitiate), Rise Rank By 2 (Cost:4).

Talents

Armor

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

Shortcuts

Keep focused on a task:WIL + Focus (13), Deduce from data:INT + Inquiry (8), Notice something:AWA + Observe (12), Convince someone with arguments:PRE + Persuasion (7), Search a place:AWA + Search (8), Charm others:PRE + Seduction (6), Fire a ranged weapon:REF + Shoot (6), Iron will:WIL + Stoic Mind (10), Apply surgery on wounded:INT + Surgery (7)

Lifepaths

Race Urthish (124), **Upbringing** City (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Orthodox Cathedral (25), **Early Career** Inquisitor (48), **Tour of Duty** Kalinthi Envoy (20), **Tour of Duty** Native Theurge (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

Narrative

The representative of the Kalinthi on Rampart.

Artus de Glam

Very Rich Dilettante

Male Urthish Urthish Marquis of Royale House Hawkwood from Ravenna Nobility.

Born in 4965 (52 years old)

Height: 170cm / Weight: 69kg

Primary Attributes

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

Secondary Attributes

Recovery	8	Stamina	2	Endurance	45	Stun	9
Resistance	14	Damage	0	Tolerance	10	Humanity	50
Passion	11	Wyrd	14	Speed	3	Run	6

Skills

Academia	3	Impress	1	Melee	3
Arts	2	Knavery	2	Observe	4
▪ Holovid	1	Leadership	4	Oratory	5
▪ Painting	2	Linguistics	1	Persuasion	5
Athletics	2	▪ Urthish	3	Riding	1
Driving	1	Local Expert	2	Security	1
▪ Skimmer bike	2	▪ Imperial Dominion	2	Seduction	4
Empathy	2	▪ Rampart Nobility	2	Shoot	1
Etiquette	5	Lore	3	Stealth	1
Fight	2	▪ Finance	1	Teaching	2
Focus	2	▪ House Hawkwood	1	Gambling	3
▪ Imperial Eye	1				

Blessings/Curses

Prideful (-2), Unyielding (2).

Benefices/Afflictions

Cash (Cost:3 600), Nobility (Cost:3 Knight), Retinue (Cost:3), Rise Rank By 2 (Cost:4), Rise Rank By 8 (Cost:16).

Talents

Armor

Synthsilk Soft SP:3 (TO)(LA)(RA)(LL)(RL)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Discern emotions:AWA + Empathy (7), Keep focused on a task:WIL + Focus (7), Give orders to subsidiaries:PRE + Leadership (13), Fencing:REF + Melee (9), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (14), Charm others:PRE + Seduction (13), Fire a ranged weapon:REF + Shoot (7)

Lifepaths

Race Urthish (140), **Upbringing** High Court Hawkwood (20), **Apprenticeship** Leisure Dandy (25), **Early Career** Court Ambassador (48), **Tour of Duty** Fief Holder (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** High Promotion (7).

Narrative

Artus is a dirk. But he used to be a paramour of Saskia Varnovicz.

Astrid Rochefort

Lord Commander of Avaneir Militia. The owl

Male Urthish Captain of Le Métier from Rampart Freefolk. Born in 4973 (44 years old)

Height: 171cm / Weight: 57kg

Primary Attributes

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

Secondary Attributes

Recovery	9	Stamina	2	Endurance	45	Stun	9
Resistance	10	Damage	1	Tolerance	10	Humanity	50
Passion	10	Wyrd	12	Speed	3	Run	10

Skills

Academia	3	Gambling	1	Observe	3
Athletics	2	Impress	1	Persuasion	2
Bribery	2	Inquiry	4	Redemption	1
Bureaucracy	1	Knavery	1	■ Mech	2
Cybernetics	1	Linguistics	2	Remedy	2
Demolition	1	■ Kurgan	2	Security	3
Dodge	3	■ Urthish	1	Sensors	1
Driving	1	Local Expert	1	Shoot	5
■ Landcraft	3	■ Avaneir	1	Stealth	1
Empathy	1	Lore	2	Stoic Body	1
Etiquette	2	■ House	2	Streetwise	3
		D'Rouge-Glace			
Fight	3	■ House Li Halan	1	Surveillance	1
Focus	2	Magna Carta	2	Teaching	2

Blessings/Curses

Bold (2), Callous (-2), War Trauma (-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

Armor

Avaneir Anti Riot Suit Medium SP:6 (HE)(TO)(LA)(RA)(LL)(RL)

Shortcuts

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

Lifepaths

Race Urthish (124), **Upbringing** City (15), **Upbringing** Poor Class (5), **Apprenticeship** Academy Muster (25), **Early Career** Royale House Soldier (48), **Tour of Duty** Caliphate Wars Veteran (5011) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Rewards (7).

Narrative

Generated with **Dramatis Personae**

March 26, 2021, 11:03 p.m.

Azuria Dulac

Female Urthish Urthish of Charioteers from none Freefolk. Born in 5017 (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

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

LifePaths

Race Urthish (124), Race Balance Urthish Balance (16).

Narrative

Generated with **Dramatis Personae**

March 28, 2021, 11:21 p.m.

Bertram Van Gelder

Lord of the House

Male Urthish Baronnet of House Van Gelder from Malignatus Nobility. Born in 4971

(46 years old)

Height: 174cm / Weight: 66kg

Primary Attributes

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

Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	11	Damage	1	Tolerance	10	Humanity	50
Passion	8	Wyrd	12	Speed	4	Run	10

Skills

Academia	3	▪ <i>Urthish</i>	2	Remedy	2
Acrobatics	3	▪ Local Expert	1	Riding	1
Acting	1	▪ <i>Avaneir</i>	1	Search	2
Alchemy	1	▪ Lore	5	Security	1
Athletics	7	▪ <i>House Decados</i>	1	Shoot	3
Disguise	2	▪ <i>House Hawkwood</i>	2	Stoic Body	1
Dodge	6	▪ <i>House Hazat</i>	1	Stoic Mind	3
Etiquette	4	▪ <i>House Li Halan</i>	2	Survival	2
Fight	3	▪ <i>House al-Malik</i>	1	Teaching	2
Focus	3	Melee	7	Warfare	1
Leadership	1	Observe	3	Linguistics	1
Persuasion	2				

Blessings/Curses

Loyal (2), Secretive (-2).

Benefices/Afflictions

Assets (Cost:5 5000), Fencing Actions (Silver sword) (Cost:10 Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4), Nobility (Cost:3 Knight), Rise Rank by 1 (Cost:2).

Talents

Armor

Synthsilk Soft SP:3 (TO)(LA)(RA)(LL)(RL)

Energy Shield

Dueling 10/20 Hits:15 usage:(Soft Medium -)

Shortcuts

Avoid being hit:AGI + Dodge (12), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (6), Fencing:REF + Melee (15), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (6), Search a place:AWA + Search (6), Fire a ranged weapon:REF + Shoot (11), Iron will:WIL + Stoic Mind (9)

Lifepaths

Race Urthish (124), **Upbringing** Roaming Van Gelder (20), **Apprenticeship** Military Soldier (25), **Early Career** Court Duelist (48), **Tour of Duty** Errant Knight (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Rewards (7).

Narrative

Generated with **Dramatis Personae**

March 26, 2021, 11 p.m.

Calistre d'Igneden (Taz/Alex)

Poet & Diplomat

Male Urthish Teutonic Knight of House D'Rouge-Glace from Rampart / Acadia /

Gastonberg Nobility. Born in 4993 (24 years old)

Height: 173cm / Weight: 65kg

Primary Attributes

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

Secondary Attributes

Recovery	10	Stamina	2	Endurance	50	Stun	10
Resistance	12	Damage	1	Tolerance	9	Humanity	45
Passion	8	Wyrd	10	Speed	3	Run	10

Skills

Academia	3	Leadership	3	Melee	4
Arts	1	Linguistics	2	Observe	5
▪ Poetry	3	▪ Franken	2	Occult Arts	2
Athletics	4	▪ Urthish	2	Persuasion	3
Disguise	3	Local Expert	4	Seduction	5
Dodge	4	▪ Famous Authors	1	Shadowing	2
Empathy	7	▪ Miret	1	Shoot	3
Etiquette	4	▪ Rampart Nobility	3	Stealth	3
Fight	2	▪ Veneto Province	1	Stoic Mind	5
Focus	3	Lore	4	Streetwise	2
Forgery	3	▪ Grail System	1	Survival	4
Impress	3	▪ House	2	Teaching	2
		D'Rouge-Glace			
Inquiry	2	▪ Rampart System	2	Think Machine	2
Interrogation	2	▪ Rimpache System	1	Knavery	2
Magna Carta	2				

Blessings/Curses

Just (2) , Righteous (-2) .

Benefices/Afflictions

Nobility (Cost:3 Knight) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3) .

Talents

Weapons

1 Bachelor Rapier . MELEE . WA:1 . L . E . DC:3D6 . STR:3 . RNG:1 . ST . £16

Armor

Leather Armor Soft SP:4 (TO)(LA)(RA)(LL)(RL)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Avoid being hit:AGI + Dodge (10), Discern emotions:AWA + Empathy (11), Keep focused on a task:WIL + Focus (8), Deduce from data:INT + Inquiry (7), Give orders to subsidiaries:PRE + Leadership (10), Fencing:REF + Melee (9), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (10), Charm others:PRE + Seduction (12), Fire a ranged weapon:REF + Shoot (8), Iron will:WIL + Stoic Mind (10)

Lifepaths

Tour of Duty Full Free Customization (300).

Narrative

Knight and youngest son of Count Yves d'Igneden D'Rouge-Glace. Recently exiled from Igneden following an argument with his father. Secretly kept the link with the Count and actively works for the benefit of their House.

Casper Sterling Hawkwood

Husband of a shrew

Male Urthish Duke of Royale House Hawkwood from Ravenna Nobility. Born in 4963 (54 years old)

Height: 174cm / Weight: 72kg

Primary Attributes

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

Secondary Attributes

Recovery	11	Stamina	2	Endurance	50	Stun	10
Resistance	12	Damage	1	Tolerance	10	Humanity	50
Passion	11	Wyrd	13	Speed	4	Run	8

Skills

Academia	2	■ <i>Imperial Battle Slang</i>	2	Observe	4
Athletics	4	■ <i>Urthish</i>	2	Persuasion	2
Dodge	1	■ <i>Vuldrok</i>	2	Remedy	3
Dogma	1	Local Expert	3	Sensors	2
■ <i>Vuldrok Erdgheist</i>	1	■ <i>Hargard</i>	2	Shoot	4
Etiquette	3	■ <i>Rampart Nobility</i>	1	Stealth	1
Fight	4	■ <i>Stigmata</i>	2	Stoic Body	1
Focus	2	Lore	2	Stoic Mind	3
Heavy Weapons	1	■ <i>Jumpweb</i>	1	Survival	2
Impress	2	■ <i>Symbiots</i>	1	Teaching	2
Leadership	5	Melee	2	Think Machine	2
Linguistics	3	Navigation	2	Warfare	4

Blessings/Curses

Prideful (-2), Unyielding (2).

Benefices/Afflictions

Cash (Cost:3 600), Nobility (Cost:3 Knight), Rise Rank By 2 (Cost:4),

Well-Traveled (Cost:3 Major house Fief).

Talents

Weapons

1 Westham Blade . MELEE . WA:1 . L . P . DC:3D6+2 . STR:3 . RNG:1 . VR . £100

Armor

Synthsilk Soft SP:3 (TO)(LA)(RA)(LL)(RL)

Powered Ceramsteel Hard SP:14 (HE)(TO)(LA)(RA)(LL)(RL)

Plate

Energy Shield

Battle 10/40 Hits:30 usage:(Soft Medium Hard)

Shortcuts

Avoid being hit:AGI + Dodge (6), Keep focused on a task:WIL + Focus (7), Heavy weapon fire:REF + Heavy Weapons (8), Give orders to subsidiaries:PRE + Leadership (12), Fencing:REF + Melee (9), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (9), Fire a ranged weapon:REF + Shoot (11), Iron will:WIL + Stoic Mind (8)

Lifepaths

Race Urthish (124), **Upbringing** High Court Hawkwood (20), **Apprenticeship** Military Soldier (25), **Early Career** Military Command Soldier (48), **Tour of Duty** Star Nations Veteran (5007) (20), **Tour of Duty** Stigmata Veteran (5013) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

Narrative

Cassius Rolas de Hazat

His Highness Cassius de Hazat

Male Urthish Castilian Duke of Royale House Hazat from Aragon Nobility. Born in 4964 (53 years old)

Height: 168cm / Weight: 63kg

Primary Attributes

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

Secondary Attributes

Recovery	7	Stamina	2	Endurance	45	Stun	9
Resistance	10	Damage	0	Tolerance	12	Humanity	60
Passion	15	Wyrd	14	Speed	4	Run	8

Skills

Academia	2	Impress	3	Redemption	1
Athletics	2	Leadership	5	▪ <i>Mech</i>	1
Bribery	2	Linguistics	3	Remedy	4
Cybernetics	1	▪ <i>Imperial Battle Slang</i>	2	Science	3
Demolition	1	▪ <i>Kurgan</i>	2	▪ <i>Astronomy</i>	1
Dodge	1	▪ <i>Urthish</i>	3	▪ <i>Engineering</i>	1
Driving	1	Local Expert	2	▪ <i>Physics</i>	1
▪ <i>Celestial Sailing</i>	2	▪ <i>Imperial Dominion</i>	1	Shoot	5
Etiquette	3	▪ <i>Stigmata</i>	2	Stealth	2
Fight	2	Lore	1	Stoic Body	1
Focus	2	▪ <i>Symbiots</i>	1	Stoic Mind	1
Gambling	1	Melee	5	Teaching	2
Gunnery	2	Observe	2	Think Machine	2
Heavy Weapons	1	Persuasion	2	Warfare	3

Blessings/Curses

Disciplined (2), Vengeful (-2), War Trauma (-2).

Benefices/Afflictions

Cash (Cost:3 600), Dark Secret (Cost:-1), 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), Rise Rank By 4 (Cost:8), Well-Traveled (Cost:3 Major house Fief).

Talents

Armor

Armored Mesh Spacesuit Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

Energy Shield

Assault 10/30 Hits:20 usage:(Soft Medium Hard)

Shortcuts

Avoid being hit:AGI + Dodge (6), Keep focused on a task:WIL + Focus (7), Heavy weapon fire:REF + Heavy Weapons (8), Give orders to subsidiaries:PRE + Leadership (10), Fencing:REF + Melee (12), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (11), Fire a ranged weapon:REF + Shoot (12), Iron will:WIL + Stoic Mind (6)

Lifepaths

Race Urthish (140), **Upbringing** High Court Hazat (20), **Apprenticeship** Military Starman (25), **Early Career** Military Command Starman (48), **Tour of Duty** Caliphate Wars Veteran (5011) (20), **Tour of Duty** Standard Tour (single round) (10), **Tour of Duty** Stigmata Veteran (5013) (20), **Worldly Benefits** High Promotion (7).

Narrative

Famous Hazat warlord. Leader of an elite squadron, the Conquistadores. Renown for his harsh personality, the Duke judges people with their actions. He has a twin sister that stands very close, to him, Annizze.

Chihiro Li Halan

Female Urthish Urthish of Royale House Li Halan from none Freefolk. Born in 5017

(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

Keep focused on a task: WIL + Focus (5), Notice something: AWA + Observe (5),

Convince someone with arguments: PRE + Persuasion (5)

Lifepaths

Race Urthish (124), Race Balance Urthish Balance (16).

Narrative

Generated with **Dramatis Personae**

March 29, 2021, 12:42 a.m.

Clara Masseri

A young lady with some temper

Female Urthish of House Masseri from none Freefolk. Born in 4993 (24 years old)

Height: 174cm / Weight: 68kg

Primary Attributes

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

Secondary Attributes

Recovery	11	Stamina	2	Endurance	50	Stun	10
Resistance	14	Damage	1	Tolerance	12	Humanity	60
Passion	10	Wyrd	13	Speed	4	Run	8

Skills

Academia	2	Inquiry	2	Redemption	1
Athletics	3	Leadership	2	■ <i>Mech</i>	1
Dodge	4	Linguistics	1	Remedy	2
Driving	2	■ <i>Urthish</i>	2	Search	1
■ <i>Heavy Transport</i>	2	Local Expert	2	Seduction	1
<i>Vehicle</i>					
■ <i>Hovertank</i>	2	■ <i>Cupertino</i>	1	Shadowing	1
Etiquette	3	■ <i>Cybernetics Black</i>	1	Shoot	5
		Market			
Fight	5	Magna Carta	2	Streetwise	2
Focus	2	Melee	3	Survival	1
Gunnery	1	Observe	2	Teaching	3
Impress	4	Persuasion	3	Think Machine	1

Blessings/Curses

Beautiful (2) , Bold (2) , Impetuous (-2) .

Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Dark Secret (Cost:-1) , Gossip Network (Cost:2 Planetwide) , Imperial Charter (Cost:4) .

Talents

Shortcuts

Avoid being hit:AGI + Dodge (9), Keep focused on a task:WIL + Focus (10), Deduce from data:INT + Inquiry (8), Give orders to subsidiaries:PRE + Leadership (8), Fencing:REF + Melee (10), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (8), Search a place:AWA + Search (7), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (12)

Lifepaths

Race Urthish (124), **Upbringing** Grail Masseri (20), **Apprenticeship** Military Starman (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Questing Knight (40), **Race Balance** Urthish Balance (16), **Worldly Benefits** Friends & Rewards (7).

Narrative

Generated with **Dramatis Personae**

March 26, 2021, 10:56 p.m.

Claudia Ibis Li Halan

Countess

Female Urthish Urthish of Royale House Li Halan from none Freefolk. Born in 5017
(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	Wyrds	6	Speed	2	Run	6

Skills

Academia	2	Focus	2	Observe	2
Athletics	2	Linguistics	1	Persuasion	2
Fight	2	▪ Urthish	1	Teaching	2

Talents

Shortcuts

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

Lifepaths

Race Urthish (124), Race Balance Urthish Balance (16).

Narrative

Generated with **Dramatis Personae**

March 29, 2021, 12:48 a.m.

Cosmo Lefu D'RougeGlace

Leader of the North D'Rouge-Glace

Male Urthish Count of House D'Rouge-Glace from Rampart / Acadia / Gastonberg

Nobility. Born in 4969 (48 years old)

Height: 167cm / Weight: 68kg

Primary Attributes

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

Secondary Attributes

Recovery	7	Stamina	1	Endurance	40	Stun	8
Resistance	12	Damage	0	Tolerance	10	Humanity	50
Passion	11	Wyrd	14	Speed	4	Run	6

Skills

Academia	3	Focus	2	Observe	2
Arts	1	Gambling	1	Occult Arts	1
▪ Poetry	2	Gunnery	2	Persuasion	2
Athletics	2	Impress	3	Remedy	2
Dodge	1	Leadership	7	Security	1
Driving	1	Linguistics	1	Seduction	1
▪ Celestial Sailing	2	▪ Urthish	2	Shoot	4
Empathy	1	Local Expert	1	Teaching	2
Etiquette	2	▪ Rampart Nobility	1	Think Machine	2
Fight	2	Melee	3	Warfare	1

Benefices/Afflictions

Cash (Cost:3 600), Nobility (Cost:3 Knight), Retinue (Cost:3), Rise Rank By 2 (Cost:4).

Talents

Weapons

1 Rapier . MELEE . WA:0 . L . C . DC:3D6 . STR:3 . RNG:1 . UR . £8

Armor

D'Rouge-Glace Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)
Glassfiber Model VI

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Avoid being hit:AGI + Dodge (4), Discern emotions:AWA + Empathy (7), Keep focused on a task:WIL + Focus (6), Give orders to subsidiaries:PRE + Leadership (15), Fencing:REF + Melee (10), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (10), Stabilize wounds:INT + Remedy (9), Charm others:PRE + Seduction (9), Fire a ranged weapon:REF + Shoot (11)

Lifepaths

Race Urthish (124), Upbringing Acadia D'Rouge-Glace (20), Apprenticeship Military Starman (25), Early Career Military Command Starman (48), Tour of Duty Fief Holder (20), Race Balance Urthish Balance (16), Worldly Benefits High Promotion (7).

Narrative

Generated with **Dramatis Personae**

March 26, 2021, 10:53 p.m.

Dionatar Hawkwood

Female Urthish Urthish of Emperor Alexius Primus from none Freefolk. Born in 5017 (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

Keep focused on a task:WIL + Focus (5), Notice something:AWA + Observe (5),

Convince someone with arguments:PRE + Persuasion (5)

Lifepaths

Race Urthish (124), Race Balance Urthish Balance (16).

Narrative

Generated with **Dramatis Personae**

March 29, 2021, 1:06 a.m.

Escher Colbray

Master Engineer of Draco Station

Male Urthish Teutonic Crafter of Engineers from Rampart Freefolk. Born in 4966 (51 years old)

Height: 165cm / Weight: 60kg

Primary Attributes

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

Secondary Attributes

Recovery	6	Stamina	1	Endurance	35	Stun	7
Resistance	12	Damage	0	Tolerance	9	Humanity	45
Passion	11	Wyrd	13	Speed	2	Run	6

Skills

Academia	5	▪ <i>Rampart Underworld</i>	1	▪ <i>Chemistry</i>	2
Athletics	2	▪ Lore	1	▪ <i>Engineering</i>	3
Bureaucracy	3	▪ <i>Engineers Guild</i>	1	▪ <i>Physics</i>	1
Fight	2	▪ <i>Magna Carta</i>	2	▪ <i>Terraforming</i>	2
Focus	4	▪ <i>Observe</i>	3	▪ <i>Seduction</i>	1
Inquiry	4	▪ <i>Persuasion</i>	4	▪ <i>Shoot</i>	1
Knavery	1	▪ <i>Politics</i>	2	▪ <i>Streetwise</i>	1
Leadership	2	▪ Redemption	3	▪ <i>Teaching</i>	2
Linguistics	2	▪ <i>Forbidden Lore</i>	1	▪ <i>Think Machine</i>	3
▪ <i>Urthish</i>	1	▪ <i>Mech</i>	2	▪ <i>Trading</i>	2
▪ <i>Urttech</i>	3	▪ <i>Volt</i>	4	▪ Local Expert	1
Science	4				

Blessings/Curses

Innovative (2), Unnerving (-2).

Benefices/Afflictions

Assets (Cost:5 5000), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Freelancer Investment (Cost:2 +2 Assets), Rise Rank by 1 (Cost:2).

Talents

Armor

Spacesuit Soft SP:3 (HE)(TO)(LA)(RA)(LL)(RL)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (13), Give orders to subsidiaries:PRE + Leadership (9), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (11), Charm others:PRE + Seduction (8), Fire a ranged weapon:REF + Shoot (5)

Lifepaths

Race Urthish (124), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Engineer (25), **Early Career** Scientist (48), **Tour of Duty** Entrepreneur (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Rewards (7).

Narrative

Generated with **Dramatis Personae**

March 26, 2021, 10:45 p.m.

Eva Lise Decados

Weirdo in a gown

Female Urthish Urthish Countess of Royale House Decados from Cadavus Nobility.

Born in 4973 (44 years old)

Height: 164cm / Weight: 56kg

Primary Attributes

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

Secondary Attributes

Recovery	9	Stamina	1	Endurance	40	Stun	8
Resistance	9	Damage	1	Tolerance	10	Humanity	50
Passion	13	Wyrd	15	Speed	4	Run	6

Skills

Academia	3	Gambling	1	Remedy	2
Acting	1	Gunnery	2	Science	1
Arts	1	Impress	2	▪ <i>Cybernetics</i>	1
▪ <i>Sculpture</i>	3	Knavery	3	Sensors	2
Athletics	2	Leadership	4	Shoot	5
Driving	1	Linguistics	1	Surgery	1
▪ <i>Celestial Sailing</i>	2	▪ <i>Urthish</i>	3	Teaching	2
Etiquette	2	Melee	3	Think Machine	4
Fight	2	Observe	3	Trading	1
Focus	3	Persuasion	2	Warfare	2

Blessings/Curses

Suspicious (2) , Vain (-2) .

Benefices/Afflictions

Big Cyber Package (Cost:40 At least 2 major enhancements.) , Cash (Cost:3 600) , Nobility (Cost:3 Knight) , Rise Rank By 2 (Cost:4) , Rise Rank By 3 (Cost:6) .

Talents

Shortcuts

Keep focused on a task:WIL + Focus (7), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (10), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (10), Fire a ranged weapon:REF + Shoot (12), Apply surgery on wounded:INT + Surgery (9), Surgically implant cyber:TEC + Cybernetics (5)

Lifepaths

Race Urthish (140), Upbringing Rural Estate Decados (20), Apprenticeship Military Starman (25), Early Career Military Command Starman (48), Tour of Duty Dillettante (20), Tour of Duty Cybernetics Loaded For Bear (40), Worldly Benefits High Promotion (7).

Narrative

Generated with *Dramatis Personae*

April 5, 2021, 12:57 p.m.

Fergus Rouge

A tall and silent bearded knight

Male Urthish Teutonic none of House D'Rouge-Glace from Rampart / Acadia /

Igneden Freefolk. Born in 4974 (43 years old)

Height: 176cm / Weight: 74kg

Primary Attributes

Strength	6	Intellect	4	Tech	4
Constitution	5	Willpower	5	Reflexes	8
Body	6	Temper	5	Agility	4
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	3	Linguistics	1	Remedy	3
Arts	1	▪ <i>Urthish</i>	2	Science	1
▪ Poetry	1	Local Expert	2	▪ <i>Biology</i>	2
Athletics	4	▪ <i>Acadia Province</i>	1	Security	3
Bureaucracy	1	▪ <i>Rampart Nobility</i>	1	Shoot	6
Dodge	2	Lore	1	Stoic Body	1
Etiquette	1	▪ <i>House</i>	2	Stoic Mind	1
		<i>D'Rouge-Glace</i>			
Fight	4	Magna Carta	1	Survival	2
Focus	2	Melee	3	Teaching	2
Impress	3	Observe	4	Think Machine	1
Interrogation	1	Occult Arts	1	Warfare	3
Leadership	4	Persuasion	2		

Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Gossip Network (Cost:2 Planetwide) , Nobility (Cost:3 Knight) .

Talents

Weapons

1 Imperial Rifle . RIF . WA:0 . N . E . DC:6D6+2 . Cal:7.62 . ROF:20 . Clip:21 . RNG:400 . VR . £200
2 Two-Handed Sword . MELEE . WA:1 . N . R . DC:6D6 . STR:6 . RNG:2 . ST . £30

Armor

<u>Plastic Plate</u>	Hard	SP:10 (HE)(TO)(LA)(RA)(LL)(RL)
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Shortcuts

Avoid being hit:AGI + Dodge (6), Keep focused on a task:WIL + Focus (7), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (11), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (7), Fire a ranged weapon:REF + Shoot (14), Iron will:WIL + Stoic Mind (6)

Lifepaths

Race Urthish (140), **Upbringing** Acadia D'Rouge-Glace (20), **Apprenticeship** Military Soldier (25), **Early Career** Military Command Soldier (48), **Tour of Duty** Security Enforcer (20), **Worldly Benefits** Friends & Rewards (7).

Narrative

Working tightly with his cousin Sigmeon. Most of his lineage has been killed by the al-Malik during the Emperor Wars II.

Floyd Carnau (Chninkel)

Stakeholder of the Van Dyke Cartel

Male Urthish Teutonic Boss of Scravers from Byzantium Secundus Freefolk. Born in 4986 (31 years old)

Height: 172cm / Weight: 67kg

Generated with **Dramatis Personae**

April 7, 2021, 5:34 p.m.

Primary Attributes

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

Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	0	Tolerance	12	Humanity	60
Passion	12	Wyrd	11	Speed	2	Run	8

Skills

Academia	4	▪ <i>Scravers' Cant</i>	2	Remedy	2
Alchemy	4	▪ <i>Urthish</i>	2	Riding	2
Athletics	3	▪ <i>Urttech</i>	2	Science	2
Bribery	1	Local Expert	4	▪ <i>Biology</i>	5
Bureaucracy	2	▪ <i>Cybernetics Black</i>	2	▪ <i>Cybernetics Market</i>	4
Cybernetics	4	▪ <i>Miret</i>	1	Search	5
Dodge	2	▪ <i>Rampart Underworld</i>	3	Seduction	2
Driving	4	▪ <i>Veneto Province</i>	1	Sensors	1
▪ <i>Celestial Sailing</i>	1	Lore	3	Shoot	4
▪ <i>Landcraft</i>	2	▪ <i>Byzantium Secundus System</i>	2	Sneak	3
▪ <i>Skimmer bike</i>	2	▪ <i>Grail System</i>	1	Stealth	2
▪ <i>Skycraft Piloting</i>	3	▪ <i>Rampart System</i>	1	Streetwise	5
Empathy	3	Observe	3	Surgery	5
Fight	2	Persuasion	2	Survival	1
Focus	2	Redemption	3	Teaching	4
Inquiry	2	▪ <i>Forbidden Lore</i>	4	Think Machine	4
Knavery	3	▪ <i>Tinkering</i>	4	Trading	2
Linguistics	3	▪ <i>Volt</i>	3		

Blessings/Curses

Innovative (2) , Unnerving (-2) .

Benefices/Afflictions

Ally (Cost:4) , Assets (Cost:3 3000) , Commission (Cost:7 Commander / Fellow / Boss / Lieutenant / Manager) , Fallen from Grace (Cost:-2) , Orphan (Cost:-1) .

Talents

Armor

Polymer Knit Medium SP:6 (TO)(LA)(RA)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (9), Keep focused on a task:WIL + Focus (8), Deduce from data:INT + Inquiry (9), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (9), Search a place:AWA + Search (11), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (8), Apply surgery on wounded:INT + Surgery (12), Surgically implant cyber:TEC + Cybernetics (11)

Lifepaths

Tour of Duty Full Free Customization (300).

Narrative

Associate of the Van Dyke cartel. Specialized into biology and cybernetics. Eager to establish new businesses in the south of the Salt Province where mining seems to be fruitful.

Giorgio Masseri

Between a mercenary and a noble

Male Urthish of House Masseri from Count Nobility. Born in 4968 (49 years old)

Height: 167cm / Weight: 61kg

Primary Attributes

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

Secondary Attributes

Recovery	9	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	1	Tolerance	11	Humanity	55
Passion	11	Wyrd	13	Speed	4	Run	8

Skills

Academia	2	Fight	2	Melee	1
Athletics	2	Focus	3	Observe	2
Bribery	2	Gambling	1	Persuasion	3
Cybernetics	1	Gunnery	2	Redemption	2
Demolition	1	Impress	2	■ Mech	1
Disguise	1	Knavery	1	■ Tinkering	2
Dodge	2	Leadership	2	Remedy	3
Dogma	1	Linguistics	3	Science	1
■ Sathraism	2	■ Kurgan	2	■ Astronomy	2
Driving	3	■ Ukaris	1	Shoot	5
■ Celestial Sailing	4	■ Urthish	2	Stealth	1
■ Heavy Transport	2	Local Expert	1	Stoic Body	1
Vehicle					
■ Railway	1	■ Avaneir	1	Teaching	2
Empathy	2	Lore	1	Think Machine	1
Etiquette	2	■ Dervishes Coven	1	Warfare	1

Blessings/Curses

Curious (2) , Nosy (-2) , War Trauma (-2) .

Benefices/Afflictions

Cash (Cost:3 600) , Nobility (Cost:3 Knight) , Rise Rank By 2 (Cost:4) , Well-Traveled (Cost:3 Major house Fief) .

Talents

Armor

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

Shortcuts

Avoid being hit:AGI + Dodge (6), Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (8), Fencing:REF + Melee (8), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (9), Fire a ranged weapon:REF + Shoot (12)

Lifepaths

Race Urthish (124), **Upbringing** Vengeful Masseri (20), **Apprenticeship** Guildhall Charioteers (25), **Early Career** Military Command Starman (48), **Tour of Duty** Caliphate Wars Veteran (5011) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

Narrative

Generated with **Dramatis Personae**

March 26, 2021, 10:37 p.m.

Hassan Van Dyke

Administrator fro the Van Dyke Cartel

Male Urthish Enquist Genin of Scravers from Isthakhr Freefolk. Born in 4993 (24 years old)

Height: 168cm / Weight:55kg

Primary Attributes

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

Secondary Attributes

Recovery	9	Stamina	1	Endurance	35	Stun	7
Resistance	13	Damage	1	Tolerance	10	Humanity	50
Passion	11	Wyrd	10	Speed	2	Run	8

Skills

Academia	3	Inquiry	3	Magna Carta	2
Athletics	3	Interrogation	1	Observe	2
Bureaucracy	1	Knavery	3	Persuasion	3
Etiquette	2	Linguistics	3	Security	1
Fight	3	■ <i>Latin</i>	1	Seduction	3
Focus	2	■ <i>Scravers' Cant</i>	2	Sneak	1
Forgery	4	■ <i>Urthish</i>	2	Streetwise	2
Gambling	2	Lore	1	Teaching	3
Impress	1	■ <i>Finance</i>	2	Trading	3

Blessings/Curses

Gracious (2) , Possessive (-2) , The Man (2) .

Benefices/Afflictions

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

Talents

Shortcuts

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

Lifepaths

Race Urthish (124), **Upbringing** Town (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Scravers (25), **Early Career** Market Money Lender (48), **Tour of Duty** Standard Tour (single round) (10), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Friends (7).

Narrative

Van dyke buyer

Generated with **Dramatis Personae**

March 26, 2021, 10:35 p.m.

Horatius Kurotomi

Female Urthish Urthish of Emperor Alexius Primus from none Freefolk. Born in 5017 (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

Keep focused on a task:WIL + Focus (5), Notice something:AWA + Observe (5),

Convince someone with arguments:PRE + Persuasion (5)

Lifepaths

Race Urthish (124), Race Balance Urthish Balance (16).

Narrative

Generated with **Dramatis Personae**

March 27, 2021, 1:50 p.m.

Irène de Glacemer

Famous Diplomat

Female Urthish Teutonic Countess of House D'Rouge-Glace from Rampart / Acadia / Glacemer Nobility. Born in 4960 (57 years old)

Height: 164cm / Weight: 56kg

Primary Attributes

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

Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	17	Damage	0	Tolerance	13	Humanity	65
Passion	11	Wyrd	12	Speed	3	Run	6

Skills

Academia	3	Inquiry	1	■ <i>House D'Rouge-Glace</i>	2
Arts	2	Knavery	3	Melee	1
■ Poetry	2	Leadership	3	Observe	4
■ Rhetoric	2	Linguistics	2	Occult Arts	1
Athletics	2	■ Franken	2	Oratory	4
Dodge	1	■ Urthish	2	Persuasion	3
Empathy	2	Local Expert	3	Science	1
Etiquette	6	■ Acadia Province	1	■ Geology	2
Fight	2	■ Rampart Nobility	1	Security	1
Focus	2	■ Veneto Province	1	Seduction	5
Gambling	1	Lore	2	Stealth	2
Impress	2	■ Heresy	1	Teaching	2

Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:1 100) , Nobility (Cost:3 Knight) , Retinue (Cost:3) , Rise Rank by 1 (Cost:2) .

Talents

Armor

Padded Clothing Soft SP:1 (TO)(LA)(RA)(LL)(RL)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (7), Keep focused on a task:WIL + Focus (10), Deduce from data:INT + Inquiry (8), Give orders to subsidiaries:PRE + Leadership (12), Fencing:REF + Melee (6), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (12), Charm others:PRE + Seduction (14)

Lifepaths

Race Urthish (124), Upbringing Acadia D'Rouge-Glace (20), Apprenticeship Diplomacy Intrigue (25), Early Career Court Ambassador (48), Tour of Duty Fief Holder (20), Race Balance Urthish Balance (16), Worldly Benefits Promotion & Friends (7).

Narrative

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March 26, 2021, 10:32 p.m.

Josef Baranof (Fish)

aka Lord Baranof

Male Urthish Teutonic Baron of Royale House Decados from Pandemonium / The

Hub Nobility. Born in 4994 (23 years old)

Height: 173cm / Weight: 65kg

Primary Attributes

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

Secondary Attributes

Recovery	7	Stamina	1	Endurance	35	Stun	7
Resistance	15	Damage	0	Tolerance	11	Humanity	55
Passion	12	Wyrd	13	Speed	3	Run	6

Skills

Academia	2	Impress	1	▪ Poisons & Drugs	2
Athletics	2	Inquiry	1	Melee	4
Dodge	1	Knavery	4	Observe	5
Driving	1	Leadership	3	Oratory	4
▪ Skimmer bike	2	Linguistics	1	Persuasion	3
Empathy	2	▪ Urthish	2	Politics	2
Etiquette	5	Local Expert	2	Security	1
Fight	2	▪ Cybernetics Black Market	2	Seduction	5
Focus	2	▪ Miret	2	Sneak	1
Forgery	2	Lore	2	Stealth	3
Gambling	1	▪ House Decados	2	Teaching	2

Blessings/Curses

Suspicious (2) , Vain (-2) .

Benefices/Afflictions

Assets (Cost:5 5000) , Medium Cyber Package (Cost:20 One notable enhancement.) , Nobility (Cost:3 Knight) , Retinue (Cost:3) , Rise Rank by 1 (Cost:2) , Vendetta (Cost:-3) .

Talents

Weapons

1 Bachelor Rapier . MELEE . WA:1 . N . E . DC:3D6 . STR:3 . RNG:1 . ST . £10

Armor

Synthsilk Soft SP:3 (TO)(LA)(RA)(LL)(RL)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Avoid being hit:AGI + Dodge (4), Discern emotions:AWA + Empathy (6), Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (8), Give orders to subsidiaries:PRE + Leadership (11), Fencing:REF + Melee (10), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (11), Charm others:PRE + Seduction (13)

Lifepaths

Race Urthish (140), **Upbringing** Landless Decados (20), **Apprenticeship** Diplomacy Intrigue (25), **Early Career** Court Ambassador (48), **Tour of Duty** Fief Holder (20), **Tour of Duty** Cybernetics Tweaked (20), **Worldly Benefits** Promotion & Rewards (7).

Narrative

Young baron fighting a vendetta plotted against him by his house.

Kyoko Zee M'ai

Coven member

Female Urthish Kaanic Ensign of Royale House Li Halan from Rampart / Avaneir

Nobility. Born in 4979 (38 years old)

Height: 168cm / Weight: 59kg

Primary Attributes

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

Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	9	Damage	0	Tolerance	10	Humanity	50
Passion	15	Wyrd	12	Speed	2	Run	8

Skills

Academia	3	Inquiry	4	Observe	4
Athletics	2	Linguistics	2	Occult Arts	4
Bureaucracy	1	▪ Latin	2	Oratory	1
Cryptography	2	▪ Urthish	1	Persuasion	2
Disguise	2	Local Expert	1	Politics	2
Dodge	1	▪ Miret guilds	1	Seduction	1
Etiquette	2	Lore	2	Spycraft	3
Fight	2	▪ Finance	1	Streetwise	2
Focus	4	▪ Jumpweb	1	Teaching	2
Forgery	1	Magna Carta	1	Think Machine	2
Impress	1	Melee	1		

Blessings/Curses

Mammon (-2), Shrewd (2).

Benefices/Afflictions

Assets (Cost:5 5000), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Dark Secret (Cost:-2), Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3), Occult Mastery 2 (Cost:9 Main Path: Power Level 4 & 5), Occult Mastery 3 (Cost:13 Main Path: Powers Level 6 & 7), Rise Rank by 1 (Cost:2).

Talents

Armor

Synthsilk Soft SP:3 (TO)(LA)(RA)(LL)(RL)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Avoid being hit:AGI + Dodge (5), Keep focused on a task:WIL + Focus (8), Deduce from data:INT + Inquiry (12), Fencing:REF + Melee (5), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (7), Charm others:PRE + Seduction (6)

Lifepaths

Race Urthish (124), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Reeves (25), **Early Career** Spy (48), **Tour of Duty** Native Psychic (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Tour of Duty** Standard Tour (single round) (10), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Rewards (7).

Narrative

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Generated with **Dramatis Personae**

March 26, 2021, 10:21 p.m.

Larusso Van Gelder

Assassin for hire

Male Urthish Teutonic Knight of House Van Gelder from Severus Nobility. Born in 4989 (28 years old)

Height: 176cm / Weight: 79kg

Primary Attributes

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

Secondary Attributes

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

Skills

Academia	2	Focus	3	Persuasion	2
Acrobatics	1	Impress	1	Remedy	2
Acting	3	Inquiry	2	Search	2
Alchemy	2	Linguistics	1	Security	2
Athletics	4	▪ Urthish	2	Shadowing	3
Disguise	2	Local Expert	1	Sneak	1
Dodge	6	▪ Rampart Li Halan	1	Stoic Mind	1
Empathy	2	Melee	8	Surveillance	2
Etiquette	1	Observe	2	Teaching	2
Fight	5	Occult Arts	2		

Blessings/Curses

Loyal (2), Secretive (-2).

Benefices/Afflictions

Assets (Cost: 7 10000), Fencing Actions (Silver sword) (Cost: 10 Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4), Nobility (Cost: 3 Knight), Occult Mastery 1 (Cost: 6 Main Path: Power Level 1, 2 & 3).

Talents

Armor

Studded Leather Medium SP:5 (TO)(LA)(RA)(LL)(RL)

Energy Shield

Dueling 10/20 Hits: 15 usage: (Soft Medium -)

Shortcuts

Avoid being hit: AGI + Dodge (12), Discern emotions: AWA + Empathy (8), Keep focused on a task: WIL + Focus (8), Deduce from data: INT + Inquiry (7), Fencing: REF + Melee (14), Notice something: AWA + Observe (7), Convince someone with arguments: PRE + Persuasion (5), Stabilize wounds: INT + Remedy (7), Search a place: AWA + Search (7), Iron will: WIL + Stoic Mind (6)

Lifepaths

Race Urthish (140), **Upbringing** Roaming Van Gelder (20), **Apprenticeship** Leisure Duelist (25), **Early Career** Court Duelist (48), **Tour of Duty** Native Psychic (20), **Tour of Duty** Slayers Guild Agent (30), **Worldly Benefits** Rich Rewards (7).

Narrative

An ally to House Decados and the Van Dyke Cartel.

Maaraf Tongren

Slayer Agent

Female Urthish of Slayers from Byzantium Secundus Freefolk. Born in 4979 (38 years old)

Height: 172cm / Weight: 67kg

Primary Attributes

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

Secondary Attributes

Recovery	10	Stamina	1	Endurance	45	Stun	9
Resistance	8	Damage	1	Tolerance	10	Humanity	50
Passion	12	Wyrd	12	Speed	4	Run	8

Skills

Academia	2	Impress	1	Observe	4
Athletics	3	Inquiry	3	Persuasion	2
Cryptography	2	Knavery	3	Remedy	1
Disguise	2	Linguistics	1	Search	3
Dodge	4	▪ Urthish	2	Shadowing	3
Driving	1	Local Expert	1	Shoot	4
▪ Landcraft	1	▪ Avaneir	1	Spycraft	3
Fight	2	Lore	1	Streetwise	5
Focus	4	▪ Hidden Martyrs	1	Teaching	2
Forgery	2	Melee	5	Think Machine	2

Blessings/Curses

Bold (2) , Callous (-2) .

Benefices/Afflictions

Ally (Cost:1) , Cash (Cost:1 100) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Contact (Cost:1) , Gossip Network (Cost:2 Planetwide) , Passage Contract (Cost:2 Tramp Freighter) .

Talents

Armor

Polymer Knit Medium SP:6 (TO)(LA)(RA)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Avoid being hit:AGI + Dodge (11), Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (8), Fencing:REF + Melee (12), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (5), Stabilize wounds:INT + Remedy (6), Search a place:AWA + Search (10), Fire a ranged weapon:REF + Shoot (11)

Lifepaths

Race Urthish (124), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Street Muster (25), Early Career Spy (48), Tour of Duty Standard Tour of Duty (double rounds) (20), Race Balance Urthish Balance (16), Worldly Benefits Friends (7).

Narrative

Generated with *Dramatis Personae*

March 26, 2021, 10:12 p.m.

Magu Li Halan

Female Urthish Urthish of Royale House Li Halan from none Freefolk. Born in 5017

(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

Keep focused on a task: WIL + Focus (5), Notice something: AWA + Observe (5),

Convince someone with arguments: PRE + Persuasion (5)

Lifepaths

Race Urthish (124), Race Balance Urthish Balance (16).

Narrative

Generated with **Dramatis Personae**

March 27, 2021, 1:33 p.m.

Mireille D'RougeGlace

Female Urthish Urthish of House D'Rouge-Glace from none Freefolk. Born in 5017

(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

Keep focused on a task: WIL + Focus (5), Notice something: AWA + Observe (5),

Convince someone with arguments: PRE + Persuasion (5)

Lifepaths

Race Urthish (124), Race Balance Urthish Balance (16).

Narrative

Generated with **Dramatis Personae**

March 27, 2021, 1:29 p.m.

Mythra Standfill

Anger made flying daggers

Female Urthish of Invisible Path from Leagueheim Freefolk. Born in 4988 (29 years old)

Height: 174cm / Weight: 62kg

Primary Attributes

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

Secondary Attributes

Recovery	11	Stamina	2	Endurance	50	Stun	10
Resistance	9	Damage	1	Tolerance	12	Humanity	60
Passion	14	Wyrd	7	Speed	2	Run	10

Skills

Academia	2	Inquiry	2	■ <i>Tinkering</i>	1
Acrobatics	1	Knavery	1	Security	1
Athletics	4	Linguistics	2	Seduction	1
Beastcraft	1	■ <i>Scravers' Cant</i>	2	Shoot	1
Bureaucracy	1	■ <i>Urthish</i>	1	Sneak	2
Dodge	1	Local Expert	1	Stealth	2
Fight	3	■ <i>Rampart</i>	1	Stoic Mind	1
		<i>Underworld</i>			
Focus	2	Observe	3	Streetwise	2
Forgery	1	Occult Arts	2	Teaching	2
Gambling	2	Persuasion	2	Impress	2
Redemption	1				

Blessings/Curses

Possessive (-2), The Man (2).

Benefices/Afflictions

Assets (Cost:5 5000), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3), Occult Mastery 2 (Cost:9 Main Path: Power Level 4 & 5), Occult Mastery 3 (Cost:13 Main Path: Powers Level 6 & 7), Rise Rank by 1 (Cost:2).

Talents

Armor

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

Shortcuts

Avoid being hit:AGI + Dodge (5), Keep focused on a task:WIL + Focus (7), Deduce from data:INT + Inquiry (5), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (6), Charm others:PRE + Seduction (5), Fire a ranged weapon:REF + Shoot (5), Iron will:WIL + Stoic Mind (6)

Lifepaths

Race Urthish (124), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Academy Scravers (25), **Early Career** Thief (48), **Tour of Duty** Native Psychic (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Rewards (7).

Narrative

Generated with **Dramatis Personae**

March 26, 2021, 10:06 p.m.

Owen Calabra

Male Urthish Urthish of Invisible Path from none Freefolk. Born in 4981 (36 years old)

Height: 145cm / Weight: 48kg

Primary Attributes

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

Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	6	Damage	0	Tolerance	6	Humanity	30
Passion	6	Wyrd	6	Speed	2	Run	6

Skills

Academia	2	Focus	2	Observe	2
Athletics	2	Linguistics	1	Persuasion	2
Fight	2	▪ Urthish	1	Teaching	2

Talents

Shortcuts

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

Lifepaths

Race Urthish (124), **Race Balance** Urthish Balance (16).

Narrative

Generated with **Dramatis Personae**

March 28, 2021, 10:51 p.m.

Peng Li Halan

Female Urthish Urthish of Royale House Li Halan from none Freefolk. Born in 5017

(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

Keep focused on a task: WIL + Focus (5), Notice something: AWA + Observe (5),

Convince someone with arguments: PRE + Persuasion (5)

Lifepaths

Race Urthish (124), Race Balance Urthish Balance (16).

Narrative

Generated with **Dramatis Personae**

March 27, 2021, 1:24 p.m.

Rafic Abdul Cheikan Al Malik

Female Urthish of Royale House Al-Malik from none Freefolk. Born in 5017

(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

Keep focused on a task: WIL + Focus (5), Notice something: AWA + Observe (5),

Convince someone with arguments: PRE + Persuasion (5)

Lifepaths

Race Urthish (124), Race Balance Urthish Balance (16).

Narrative

Generated with **Dramatis Personae**

March 27, 2021, 1:22 p.m.

Roman Van Dyke

Female Urthish Urthish of Scravers from none Freefolk. Born in 5017 (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

Keep focused on a task:WIL + Focus (5), Notice something:AWA + Observe (5),

Convince someone with arguments:PRE + Persuasion (5)

LifePaths

Race Urthish (124), Race Balance Urthish Balance (16).

Narrative

Generated with **Dramatis Personae**

March 27, 2021, 1:20 p.m.

Saskia Varnovicz

Stunning young woman with purple eyes and killing smile, archetype of the wolf in sheep's clothing.

Female Urthish Teutonic Countess of Royale House Decados from Cadavus Nobility.

Born in 4973 (44 years old)

Height: 168cm / Weight: 59kg

Generated with **Dramatis Personae**

Nov. 1, 2021, 5:34 p.m.

Primary Attributes

Strength	4	Intellect	7	Tech	5
Constitution	4	Willpower	8	Reflexes	5
Body	4	Temper	6	Agility	4
Movement	4	Presence	10	Awareness	8

Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	18	Damage	0	Tolerance	14	Humanity	70
Passion	14	Wyrd	12	Speed	3	Run	8

Skills

Academia	5	Knavery	4	Observe	4
Acrobatics	3	Leadership	5	Oratory	4
Athletics	4	Linguistics	3	Persuasion	3
Disguise	1	■ Kurgan	1	Politics	5
Empathy	4	■ Ukaris	1	Seduction	6
Etiquette	5	■ Urthish	3	Shoot	1
Fight	3	Local Expert	3	Spycraft	1
Focus	2	■ Miret	1	Stealth	2
Impress	1	■ Rampart Li Halan	1	Teaching	2
Inquiry	2	■ Rampart	1	Interrogation	1
		Underworld			
Melee	1				

Blessings/Curses

Beautiful (2) , Casanova (2) , Suspicious (2) , Vain (-2) .

Benefices/Afflictions

Assets (Cost:9 15000) , Cash (Cost:3 600) , Dark Secret (Cost:-3) , Dark Secret (Cost:-2) , Dark Secret (Cost:-1) , Nobility (Cost:3 Knight) , Paramours (Cost:9 The character has so many lovers and paramours that it can use it as a network for information and help.) , Rise Rank By 2 (Cost:4) , Rise Rank By 5 (Cost:10) .

Talents

Weapons

1 Decados Crescent Dirk . MELEE . WA:1 . J . P . DC:2D6+3 . STR:2 . RNG:0 . ST . £10

Armor

Synthsilk Soft SP:3 (TO)(LA)(RA)(LL)(RL)

Energy Shield

Dueling 10/20 Hits:15 usage:(Soft Medium -)

Shortcuts

Discern emotions:AWA + Empathy (10), Keep focused on a task:WIL + Focus (10), Deduce from data:INT + Inquiry (9), Give orders to subsidiaries:PRE + Leadership (15), Fencing:REF + Melee (6), Notice something:AWA + Observe (12), Convince someone with arguments:PRE + Persuasion (13), Charm others:PRE + Seduction (16), Fire a ranged weapon:REF + Shoot (6)

Lifepaths

Race Urthish (140), **Upbringing** High Court Decados (20), **Apprenticeship** Diplomacy Intrigue (25), **Early Career** Court Ambassador (48), **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), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** High Promotion (7).

Narrative

AKA Lady Varnovicz. Current leader and representative of House Decados in the Salt Province. A major asset for Duke Hiram Decados, that consider Saskia as the next Salandra Decados... forgetting sometimes that the last one is still in the action. She is a central character in the Epic and cannot be killed.

Sigmeon D'Rouge-Glace

A charismatic entrepreneur of House D'Rouge-Glace

Male Urthish Teutonic Baron of House D'Rouge-Glace from Rampart / Acadia /

Igneden Nobility. Born in 4968 (49 years old)

Height: 168cm / Weight: 68kg

Primary Attributes

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

Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	12	Damage	0	Tolerance	10	Humanity	50
Passion	10	Wyrd	13	Speed	3	Run	6

Skills

Academia	4	▪ <i>Urthish</i>	2	▪ <i>Mech</i>	3
Arts	1	▪ <i>Urthtech</i>	3	▪ <i>Volt</i>	3
▪ <i>Poetry</i>	1	Local Expert	2	Science	5
Athletics	2	▪ <i>Cybernetics Black</i>	3	▪ <i>Biology</i>	2
		Market			
Bureaucracy	2	▪ <i>Rampart Nobility</i>	1	▪ <i>Cybernetics</i>	5
Dodge	1	<i>Magna Carta</i>	2	▪ <i>Engineering</i>	4
Etiquette	4	Melee	1	▪ <i>Genetics</i>	4
Fight	3	Observe	3	▪ <i>Physics</i>	3
Focus	3	Occult Arts	2	Teaching	2
Inquiry	2	Persuasion	5	Think Machine	5
Knavery	1	Politics	2	Trading	2
Leadership	2	Redemption	3	Linguistics	2
▪ <i>Forbidden Lore</i>	4				

Blessings/Curses

Innovative (2) , Unnerving (-2) .

Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Black sheep (Cost:-2) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Fallen from Grace (Cost:-2) , Freelancer Investment (Cost:2 +2 Assets) , Gossip Network (Cost:2 Planetwide) .

Talents

Armor

Stiffsynth Medium SP:7 (TO)(LA)(RA)(LL)(RL)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Avoid being hit:AGI + Dodge (5), Keep focused on a task:WIL + Focus (8), Deduce from data:INT + Inquiry (9), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (7), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (12), Surgically implant cyber:TEC + Cybernetics (13)

Lifepaths

Race Urthish (124), **Upbringing** Acadia D'Rouge-Glace (20), **Apprenticeship** Academy Engineers (25), **Early Career** Scientist (48), **Tour of Duty** Entrepreneur (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Friends & Rewards (7).

Narrative

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Su Tung Li Halan

Female Urthish Urthish of Royale House Li Halan from none Freefolk. Born in 5017

(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

Keep focused on a task: WIL + Focus (5), Notice something: AWA + Observe (5),

Convince someone with arguments: PRE + Persuasion (5)

Lifepaths

Race Urthish (124), Race Balance Urthish Balance (16).

Narrative

Generated with **Dramatis Personae**

March 27, 2021, 1:13 p.m.

Taylor Sterling Hawkwood

A renowned warlord in a lady's gown

Female Urthish Teutonic Baroness of Royale House Hawkwood from Ravenna

Nobility. Born in 4980 (37 years old)

Height: 171cm / Weight:60kg

Primary Attributes

Strength	6	Intellect	7	Tech	4
Constitution	4	Willpower	4	Reflexes	5
Body	4	Temper	4	Agility	4
Movement	4	Presence	9	Awareness	7

Secondary Attributes

Recovery	10	Stamina	1	Endurance	40	Stun	8
Resistance	13	Damage	1	Tolerance	8	Humanity	40
Passion	11	Wyrd	12	Speed	3	Run	8

Skills

Academia	2	Knavery	1	Persuasion	2
Arts	1	Leadership	5	Remedy	1
▪ Poetry	2	Linguistics	1	Riding	1
Athletics	4	▪ Urthish	2	Security	1
Dodge	2	Local Expert	1	Seduction	3
Empathy	1	▪ Rampart folk	2	Shoot	2
Etiquette	4	Lore	1	Stealth	1
Fight	3	▪ House Li Halan	2	Survival	1
Focus	2	▪ undefined	1	Teaching	2
Gambling	1	Melee	3	Warfare	4
Impress	3	Observe	4	Inquiry	1
Oratory	1				

Blessings/Curses

Beautiful (2) , Prideful (-2) , Unyielding (2) .

Benefices/Afflictions

Assets (Cost:5 5000) , Fencing Actions (Bronze sword) (Cost:6 Manoeuvres 1, 2 and 3
Requires Melee Skill at 3) , Nobility (Cost:3 Knight) , Retinue (Cost:3) , Rise Rank by 1 (Cost:2) .

Talents

Armor

Synthsilk Soft SP:3 (TO)(LA)(RA)(LL)(RL)

Energy Shield

Dueling 10/20 Hits:15 usage:(Soft Medium -)

Shortcuts

Avoid being hit:AGI + Dodge (6), Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (6), Deduce from data:INT + Inquiry (8), Give orders to subsidiaries:PRE + Leadership (14), Fencing:REF + Melee (8), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (11), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (12), Fire a ranged weapon:REF + Shoot (7)

Lifepaths

Race Urthish (124), **Upbringing** Rural Estate Hawkwood (20), **Apprenticeship** Diplomacy Intrigue (25), **Early Career** Military Command Soldier (48), **Tour of Duty** Fief Holder (20), **Tour of Duty** Standard Tour (single round) (10), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Rewards (7).

Narrative

Lady Sterling is the new leader of the Hawkwood forces in the Rampart system. She raised to this seat after the demise of Baron Lawrence Hapsburgh.

Vlad Danielof

Captain of the Mantis

Male Urthish Teutonic Captain of Royale House Decados from Severus Freefolk.

Born in 4984 (33 years old)

Height: 173cm / Weight: 72kg

Primary Attributes

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

Secondary Attributes

Recovery	10	Stamina	2	Endurance	50	Stun	10
Resistance	11	Damage	1	Tolerance	9	Humanity	45
Passion	10	Wyrd	11	Speed	3	Run	8

Skills

Academia	3	Leadership	2	Redemption	1
Athletics	2	Linguistics	1	▪ <i>Mech</i>	2
Bureaucracy	2	▪ <i>Urthish</i>	1	Remedy	2
Dodge	2	Local Expert	1	Search	2
Driving	2	▪ <i>Hargard</i>	1	Security	3
▪ <i>Battle Mech</i>	1	Lore	4	Seduction	1
▪ <i>Hovertank</i>	1	▪ <i>House Decados</i>	1	Sensors	1
Empathy	1	▪ <i>House Li Halan</i>	1	Shoot	5
Etiquette	3	▪ <i>Jakovian Agency</i>	1	Streetwise	3
Fight	3	▪ <i>Musters</i>	1	Surveillance	2
Focus	2	Magna Carta	2	Teaching	2
Impress	1	Melee	1	Think Machine	1
Inquiry	1	Observe	4	Interrogation	1
Persuasion	2				

Blessings/Curses

Bold (2) , Callous (-2) .

Benefices/Afflictions

Cash (Cost:3 600) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank By 2 (Cost:4) .

Talents

Armor

Plastic Scale Mail Medium SP:7 (TO)(LA)(RA)(LL)(RL)

Shortcuts

Avoid being hit:AGI + Dodge (7), Discern emotions:AWA + Empathy (4), Keep focused on a task:WIL + Focus (8), Deduce from data:INT + Inquiry (6), Give orders to subsidiaries:PRE + Leadership (7), Fencing:REF + Melee (7), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (7), Search a place:AWA + Search (9), Charm others:PRE + Seduction (6), Fire a ranged weapon:REF + Shoot (11)

Lifepaths

Race Urthish (124), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Muster (25), **Early Career** Royale House Soldier (48), **Tour of Duty** Security Enforcer (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

Narrative

Generated with **Dramatis Personae**

March 26, 2021, 9:58 p.m.

Yussuf Meknes

Mysterious stranger

Male Urthish Enquist Baronnet of Royale House Al-Malik from none Nobility. Born in 4976 (41 years old)

Height: 145cm / Weight: 48kg

Primary Attributes

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

Secondary Attributes

Recovery	6	Stamina	1	Endurance	35	Stun	7
Resistance	13	Damage	0	Tolerance	10	Humanity	50
Passion	9	Wyrd	13	Speed	3	Run	8

Skills

Academia	3	Leadership	2	Persuasion	4
Athletics	2	Linguistics	3	Politics	2
Bribery	2	▪ Graceful Tongue	2	Redemption	3
Bureaucracy	3	▪ Urthish	2	▪ Forbidden Lore	3
Cybernetics	1	▪ Urthtech	4	▪ Mech	3
Etiquette	2	Local Expert	1	▪ Volt	3
Fight	2	▪ Miret	2	Science	1
Focus	3	Lore	1	▪ Cybernetics	4
Forgery	2	▪ House al-Malik	2	Teaching	2
Inquiry	2	Magna Carta	3	Think Machine	3
Knavery	1	Observe	2	Trading	2

Blessings/Curses

Gracious (2) , Impetuous (-2) , Innovative (2) , Unnerving (-2) .

Benefices/Afflictions

Assets (Cost:7 10000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Freelancer Investment (Cost:2 +2 Assets) , Medium Cyber Package (Cost:20 One notable enhancement.) .

Talents

Shortcuts

Keep focused on a task:WIL + Focus (9), Deduce from data:INT + Inquiry (10), Give orders to subsidiaries:PRE + Leadership (9), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (11), Surgically implant cyber:TEC + Cybernetics (12)

Lifepaths

Race Urthish (140) , **Upbringing** High Court al-Malik (20) , **Apprenticeship** Academy Engineers (25) , **Early Career** Scientist (48) , **Tour of Duty** Entrepreneur (20) , **Tour of Duty** Cybernetics Tweaked (20) , **Worldly Benefits** Rich Rewards (7) .

Narrative

Generated with **Dramatis Personae**

April 9, 2021, 9:42 a.m.

Yves d'Igneden

Famous Strategist of the House

Male Urthish Teutonic Count of House D'Rouge-Glace from Rampart / Acadia /

Igneden Nobility. Born in 4952 (65 years old)

Height: 173cm / Weight: 72kg

Primary Attributes

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

Secondary Attributes

Recovery	10	Stamina	2	Endurance	50	Stun	10
Resistance	12	Damage	1	Tolerance	11	Humanity	55
Passion	12	Wyrd	13	Speed	4	Run	8

Skills

Academia	3	Focus	3	Occult Arts	1
Arts	1	Impress	4	Persuasion	2
▪ Poetry	1	Leadership	5	Politics	3
Athletics	4	Linguistics	2	Remedy	3
Cryptography	1	▪ Urthish	2	Science	1
Dodge	3	▪ Vuldrok	2	▪ Architecture	1
Dogma	2	Local Expert	4	Sensors	2
▪ Church of the	2	▪ Acadia Province	3	Shoot	4
<i>Celestial Sun</i>					
▪ Vuldrok Erdgheist	1	▪ Hargard	2	Stoic Body	1
Driving	1	▪ Imperial Dominion	1	Stoic Mind	1
▪ Celestial Sailing	2	▪ Rampart Nobility	1	Survival	2
Empathy	2	Melee	3	Teaching	2
Etiquette	4	Navigation	2	Think Machine	1
Fight	4	Observe	4	Warfare	6

Blessings/Curses

Austere (-2) , Condescending (-2) , Disciplined (2) .

Benefices/Afflictions

Assets (Cost:6 7500) , Cash (Cost:3 600) , Nobility (Cost:3 Knight) , Rise Rank By 2 (Cost:4) , Well-Traveled (Cost:3 Major house Fief) .

Talents

Weapons

1 Rapier . MELEE . WA:o . L . C . DC:3D6 . STR:3 . RNG:1 . UR . £8

Armor

Half Plastic Plate Hard SP:6 (TO)(LA)(RA)

Energy Shield

Battle 10/40 Hits:30 usage:(Soft Medium Hard)

Shortcuts

Avoid being hit:AGI + Dodge (7), Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (12), Fencing:REF + Melee (10), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (9), Fire a ranged weapon:REF + Shoot (11), Iron will:WIL + Stoic Mind (6)

Lifepaths

Race Urthish (124), **Upbringing** Acadia D'Rouge-Glace (20), **Apprenticeship** Military Soldier (25), **Early Career** Military Command Soldier (48), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Tour of Duty** Star Nations Veteran (5007) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

Narrative

Famous leader of the House D'Rouge-Glace. ok