

De Automatum Legis Chapter I - The Three

First campaign for the discord team.

Mountains

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

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

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

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

Dramatis Personae

Would-be clockmakers

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

Tough guys

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

Other Talents

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



1.1 Master Clockmaker

The man

highly qualified engineer whose speciality is clockworking, the art of building automats. One could easily assume that such a carrier domain might be totally inapropriate in the empire for many reasons, but, like his master Olem Ratugas before him, he worked his path through power groups and the Church to ensure that none might easily harm his business. In 4983 AD, Radugas founded the High College of the Clockwork, based at first on Istakhr. At first, it was an undercover activity, the goal of the clockmaker being to reproduce golem having the shape of humans, but bearing no real sentiance. What Ratugas achieved at this time with his apprentice was to make dolls having at best the temper of a domesticated dog. This was the first generation. They needed to be tamed, or educated, as they have no natural feral state, to be able to do simple tasks, like carrying water in the desert. The first batch of automats that made the Brotherhood famous in the Empire was a special unit, the white faces, used on Stigmata, deployed with equipment and weapons and going through enemy lines without being detected, passing for dead if they attracted the attention of the symbiots. This was a great success and the emperor saw a great interest in a technology that would allow to resist the symbiots. The Church did not officially sanctioned the brotherhood, but an Act from the Patriarch, Lex Automata was dispatched in the high instances of the Church when the white faces helped the rescue of the first Manifest Light platoon.

The whole epic is built around one character, Master Balthazar Zemeckis of the POE. He is a

To these days, the clockwork is supposed to be closely watched by the Church, but as its usage is highly restricted by financial matters and the specifications clearly written and shared to whoever needs them, the business is flourishing.

Zemeckis is the heir of the High College of the Clockwork. The numbers of Clockmakers is really scarce, around 300 members at best in the empire, and 150 of them are only maintaining existing automats. One hundred more are barely reproducing existing automats from Radugas initial works, replacing the ones that cannot be repaired. 25 of the last 50 members have only achieved, once or twice, to create a generation II automat. the last 25 are the true clockmakers, dispatched in the whole empire. Only five of them, Zemeckis included, are able to compare their work to the work of Radugas, expending even the innovation to create generation III and IV prototypes.

Friends & Foes

Clockworking Inner Council

- Balthazar Zemeckis, Samarkand, Istakhr, Al-Malik fiefs.
- Mae Lin Breguet*, Avaneir, Rampart, Li Halan fiefs.
- Ivan Ipsevicz * , Lyonesse, Delphi, Hawkwood fiefs
- Harvenor Russel*, Corinth, Tethys, Imperial fiefs
- Kiera Zeneter*, Deleb, Pentateuch, Church fiefs

Entourage

Relatives to Zemeckis

- Ionia Zemeckis*, daughter
- Ellen Zemeckis*, wife
- Massic Antillies*, butler

1.1.1 Shadows from the past

1.1.2 Clockmaker Hiring

1.2 Future missions

Ideas for adventures

Veteran duty

A special client comes to Zemeckis house for assistance. He is the one who helps when desrt marauders comes around.

Delivery on hostile environement

A simple first mission: deliver three automats in Stigmata.

A missing cog

Thieves

New player in town

Inquisitors visit

Happy Birthday Ionia

The inner Council

Ellen and the Golden Apple

Clockmaker Apprentice

Secret Sands

Where we discover interesting things about one of the main ingredient in automat construction.

header 5

bla bla bla. bla bla bla.

header 6

bla bla bla. bla bla bla. bla bla bla. bla bla. bla bla. bla bla bla.

1.2.1 Samarkand

Big map of Samarkand



Balthazar Zemeckis

Male Urthish Kaanic Master of from none Freefolk. Born in 4954 (67 years old) Height: 191cm / Weight:112kg

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

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

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

[000436 / balthazar_zemeckis]

Ellen Zemeckis (†)

Harvenor Russel (†)

Ionia Zemeckis (†)

Ivan Ipsevicz (†)

Kiera Zeneter (†)

Mae Lin Breguet (†)

Massic Antillies (†)

Chapter II - Prometeus

Mission

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

Bomb

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

2.1 Arrival

- 2.1.1 Outworlders
- 2.1.2 Istakhr Autochtons
- 2.1.3 Others
- 2.2 The Grand Tour
- 2.2.1 Security Guys
- 2.2.2 Technical Staff
- 2.2.3 Other Positions
- 2.3 Learning
- 2.3.1 The Life in Syracuse
- 2.3.2 Daily Duties
- 2.4 Desert Integrists
- 2.4.1 Enemies at the gates



2.4.2 What's really beyond

Chapter III - Medusa

Introducing Katarina Szdreiov*

Katarina Szdreiov (†)



Chapter IV - The Scorpion

Chapter V - Dies Irae

zaffarelli@gmail.com

Arsen Floxman (TBD)

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

Primary Attributes

Strength	3	Ir	ntellect	9	Tech		8
Constitution	4	W	7illpower	4	Reflex	xes	4
Body	3	Te	emper	4	Agility	y	3
Movement	4	Pı	resence	6	Aware	eness	8
Secondary A	ttribu	tes					
Recovery	7	Stamina	1	Endurance	35	Stun	
Resistance	10	Damage	0	Tolerance	8	Huma	nity

Recovery	7	Stain	IIIa	1	Endura	nce	35	Stull	7
Resistance	10	Dama	age	0	Toleran	ce	8	Humanity	40
Passion	12	Wyrd		13	Speed		2	Run	8
Skills									
Academia		4	■ Latin	n		1	■ Volt		3
Athletics		2	■ Urth	ish		2	Scienc	e	3
Beastcraft		1	Urth	tech		3	Artif	icial	3
							Intellig	gence	
Bureaucracy		2	Lore			2	Math	hematics	3
Cryptography	y	3	■ Leag	ueheim		1	■ Robo	otics	3
			Systen	2					
Cybernetics		2	Und	erworld		2	Shoot		2
Etiquette		2	Obser	ve		3	Street	wise	1
Fight		2	Persua	asion		2	Teach	ing	3
Focus		3	Reder	nption		3	Think	Machine	5
Inquiry		4	■ Forb	idden Lo	re	5	Lingu	istics	3

Blessings/Curses

Innovative (2), Unnerving (-2).

3

Benefices/Afflictions

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

Talents

Mech

Shortcuts

Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 13), Deduce from data (INT + Inquiry = 13), Notice something (AWA + Observe = 11), Fill shipment border transit documents (INT + Bureaucracy = 11), Convince someone with arguments (PRE + Persuasion = 8), Keep focused on a task (WIL + Focus = 7), Fire a ranged weapon (REF + Shoot = 6), Fight/Martial Arts (REF + Fight = 6), Swimming (BOD + Athletics = 5)

Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Wealthy Class (5), Apprenticeship Academy Engineers (25), Early Career Scientist (48), Tour of Duty Craftman (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits High Promotion (7).

Narrative

Think Machine Specialist

$Generated\ with\ \textbf{Dramatis}\ \textbf{Personae}$

Nov. 25, 2021, 7:42 p.m.

Ashur Templa (TBD)

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

Primary Attributes

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

Movement	5	Presence			4		Awar	eness	3	
Secondary I	Attribu	ıtes								
Recovery	12	Stam	ina	3	Endura	nce	65	Stun		13
Resistance	8	Dama	age	2	Toleran	ice	11	Huma	nity	55
Passion	10	Wyrd		8	Speed		3	Run		10
Skills										
Academia		2	Fight			6	Orato	ry		1
Acrobatics		3	Focus			3	Persu	asion		2
Athletics		4	Lingu	istics		1	Reme	dy		2
Bribery		1	Urth	nish		1	Shoot			4
Bureaucracy		1	Lore			3	Stoic 1	Body		5
Dodge		4	■ Gra	il System	!	1	Surge	ry		1
Dogma		1	 Holy 	y Terra S	ystem	1	Surviv	7al		2
 Church of th 	ie	2	■ Nou	vhere Sys	tem	1	Teach	ing		3
Celestial Sun										
Empathy		3	Melee	!		4	Warfa	re		2
Etiquette		1	Obser	ve		3				

Blessings/Curses

Clueless (-2), Disciplined (2).

Benefices/Afflictions

Basic Mantok (Cost:6), Cash (Cost:3 600), Ordained (Cost:3 Novitiate / Apprentice / Novitiate), Rise Rank By 2 (Cost:4), Superior Mantok Technique (Cost:4).

Talents

Shortcuts

Swimming (BOD + Athletics = 12), Fight/Martial Arts (REF + Fight = 11), Discern emotions (AWA + Empathy = 10), Melee (REF + Melee = 9), Fire a ranged weapon (REF + Shoot = 9), Avoid being hit (AGI + Dodge = 9), Roll to cover (MOV + Acrobatics = 8), Keep focused on a task (WIL + Focus = 7), Notice something (AWA + Observe = 6), Convince someone with arguments (PRE + Persuasion = 6), Stabilize wounds (INT + Remedy = 5), Fill shipment border transit documents (INT + Bureaucracy = 4), Apply surgery on wounded (INT + Surgery = 4)

Lifepaths

Race Urthish (140), Upbringing Brother Battle Rookie (20), Apprenticeship Brother Battle Trainee (25), Early Career Brother Battle Monk (48), Tour of Duty Pilgrim Escort (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits High Promotion (7).

Narrative

Veteran of the three pilgrimage roads (Byzantium Secundus to Grail, Byzantium Secundus to Nowhere, Byzantium Secundus to Holy Terra)

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Nov. 21, 2021, 5:30 p.m.

Augustus Zeneter (TBD)

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

Primary Attributes

Strength	4	Inte	llect	8	Tech		4
Constitution	4	Will	power	5	Refle	exes	7
Body	4	Tem	per	3	Agili	ty	3
Movement	3	Pres	ence	10	Awai	eness	5
Secondary A	ttribu	ites					
Recovery	8	Stamina	1	Endurance	40	Stun	

Secondary	Attrib	utes						
Recovery	8	Stam	ina	1	Endurance	40	Stun	8
Resistance	15	Dam	age	0	Tolerance	8	Humanity	40
Passion	8	Wyro	ł	15	Speed	4	Run	6
Skills								
Academia		2	Imp	oress	1	Persu	ıasion	4
Athletics		3	Inq	uiry	1	Politi	cs	2
Bureaucracy		2	Kna	very	2	Rede	mption	1
Driving		4	Lea	dership	1	■ Tin	kering	2
 Celestial Sa 	iling	4	Lin	guistics	1	Reme	edy	2
 Heavy Tran 	sport	3	■ <i>U</i>	rthish	2	Sedu	ction	2
Vehicle								
 Railway 		2	Lor	e	1	Senso	ors	2
■ Skycraft Pil	oting	4	■ Ju	mpweb	2	Shoo	t	1
Empathy		1	Maş	gna Carta	3	Teacl	ning	2
Fight		2	Mel	ee	1	Thinl	x Machine	2

Blessings/Curses

Curious (2), Nosy (-2).

Benefices/Afflictions

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

Trading

3

2

3

Navigation

Observe

2

Talents

Focus

Gunnery

Shortcuts

Convince someone with arguments (PRE + Persuasion = 14), Charm others (PRE + Seduction = 12), Give orders to subsidiaries (PRE + Leadership = 11), Fly an aircraft (REF + Driving (Skycraft Piloting) = 11), Stabilize wounds (INT + Remedy = 10), Fight/Martial Arts (REF + Fight = 9), Deduce from data (INT + Inquiry = 9), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 8), Notice something (AWA + Observe = 8), Melee/Fencing (REF + Melee = 8), Fire a ranged weapon (REF + Shoot = 8), Keep focused on a task (WIL + Focus = 7), Inspire Faith to others (TEM + Empathy = 4)

Lifepaths

Race Urthish (140), Upbringing Average Class (5), Upbringing Town (15),
Apprenticeship Guildhall Charioteers (25), Early Career Starship Pilot (48), Tour of
Duty Entrepreneur (20), Tour of Duty Standard Tour of Duty (double rounds) (20),
Worldly Benefits Promotion & Friends (7).

Narrative

Logistics

Generated with **Dramatis Personae**

Nov. 21, 2021, 4:23 a.m.

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

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

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

Caius Branna (TBD)

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

Primary Attributes

Strength	7		Intellect				Tech	Tech		
Constitution	5		Will	power	5	Reflexes		exes	6	
Body	6		Tem	iper	3		Agility		5	
Movement	4		Pres	sence	4		Awaı	eness	5	
Secondary .	Attrib	utes								
Recovery	12	Stam	ina	2	Endura	ance	55	Stun		11
Resistance	9	Dama	age	2	Tolera	ıce	8	Huma	nity	40
Passion	8	Wyrd	l	11	Speed		3	Run		8
Skills										
Academia		2	Inqu	ıiry		1	■ Med	ch		1
Acrobatics		3	Knav	very		1	Reme	edy		3
Athletics		4	Ling	uistics		1	Searc	h		1
Dodge		2	■ Ur	thish		2	Secur	ity		3
Driving		1	Lore	:		1	Sedu	ction		1
 Landcraft 		2	■ Cr	iticorum	System	2	Shade	owing		2
Etiquette		1	Mele	ee		5	Shoot	t		4

Observe

Persuasion

Redemption

2

Blessings/Curses

Bold (2), Callous (-2).

Benefices/Afflictions

Ally (Cost:2), Assets (Cost:3 3000), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Gossip Network (Cost:2 Planetwide), Martial Arts (Base) (Cost:6 Basic Actions from +1 to +3 Requires Fight 3).

Streetwise

Survival

Teaching

2

3

Talents

Fight

Focus

Impress

Shortcuts

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

Lifepaths

Race Urthish (140), Upbringing Average Class (5), Upbringing City (15),
Apprenticeship Street Muster (25), Early Career Mercenary Soldier (48), Tour of
Duty League Enforcer (20), Tour of Duty Standard Tour of Duty (double rounds)
(20), Worldly Benefits Friends & Rewards (7).

Narrative

 $Bodyguard, close\ combat\ specialist$

Generated with **Dramatis Personae**

Nov. 21, 2021, 1:50 a.m.

Dina Ashamid (TBD)

Medic

Female Urthish Kaanic of from none Freefolk. Born in 4993 (29 years old) Height: 164cm / Weight:56kg

Primary Attributes

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

Secondary Attributes									
Recovery	6	Stam	ina	1	Endura	nce	30	Stun	6
Resistance	12	Dama	age	0	Toleran	ice	10	Humanity	50
Passion	11	Wyrd	l	14	Speed		3	Run	6
Skills									
Academia		4	Urtl	ntech		3	Scien	ce	3
Alchemy		2	Lore			1	 Biol 	ogy	2
Athletics		2	Crit	icorum S	System	2	 Cyb 	ernetics	2
Cybernetics		2	Obser	ve		3	 Phy 	sics	3
Empathy		4	Persu	asion		2	Seduc	ction	3
Fight		2	Rede	nption		3	Shoot		1
Focus		4	■ Forl	oidden L	ore	1	Street	twise	1
Inquiry		3	■ Mec	h		2	Surge	ery	6
Linguistics		2	■ Volt	:		4	Teach	ing	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) .

Remedy

Think Machine

Talents

Urthish

Shortcuts

Stabilize wounds (INT + Remedy = 14), Apply surgery on wounded (INT + Surgery = 14), Deduce from data (INT + Inquiry = 11), Surgically implant cyber (TEC + Cybernetics = 10), Notice something (AWA + Observe = 10), Keep focused on a task (WIL + Focus = 10), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 9), Charm others (PRE + Seduction = 9), Fight/Martial Arts (REF + Fight = 8), Discern emotions (AWA + Empathy = 8), Convince someone with arguments (PRE + Persuasion = 8), Fire a ranged weapon (REF + Shoot = 7), Swimming (BOD + Athletics = 5)

Lifepaths

Race Urthish (140), Upbringing Average Class (5), Upbringing City (15), Apprenticeship Guildhall Engineer (25), Early Career Scientist (48), Tour of Duty Lodge of the Physicians (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits High Promotion (7).

Narrative

Famous Surgeon

Generated with **Dramatis Personae**

Nov. 21, 2021, 5:33 p.m.

Ernst Szinkevicz (TBD)

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

Primary Attributes

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

Secondary	Attrib	utes							
Recovery	10	Stam	ina	1	Endura	nce	50	Stun	10
Resistance	11	Dama	age	0	Toleran	ce	10	Humanity	50
Passion	11	Wyrd	l	11	Speed		3	Run	10
Skills									
Academia		4	Knave	ery		3	Persua	asion	2
Acting		2	Lingu	istics		1	Reden	nption	1
Athletics		2	■ Urti	Urthish			■ Meci	h	1
Disguise		3	Lore	Lore			Search	1	3
Empathy		2	■ Cad	lavus Sys	tem	2	Seduction		2
Etiquette		4	■ Hou	ise Decad	los	2	Sneak		1
Fight		2	Melee	?		2	Spycra	aft	2
Focus		3	Navig	gation		1	Stealtl	h	2
Forgery		3	Obser	ve		4	Street	wise	2
Gambling		2	Orato	ry		3	Surviv	al	1
Impress		1	Perfo	rmance		2	Teach	ing	2

Interrogation

Blessings/Curses

Suspicious (2), Vain (-2).

Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Gossip Network (Cost:2 Planetwide) , Householder (Cost:1) .

Comedia

2

Talents

Inquiry

Dancing

Shortcuts

Notice something (AWA + Observe = 12), Search a place (AWA + Search = 11), Keep focused on a task (WIL + Focus = 10), Deduce from data (INT + Inquiry = 8), Melee (REF + Melee = 7), Fight/Martial Arts (REF + Fight = 7), Convince someone with bullshit (PRE + Knavery = 7), Swimming (BOD + Athletics = 6), Convince someone with arguments (PRE + Persuasion = 6), Charm others (PRE + Seduction = 6), Discern emotions (AWA + Empathy = 5)

Lifepaths

Race Urthish (140), Upbringing Landless Decados (20), Apprenticeship Diplomacy Intrigue (25), Early Career Defrocked Noble (48), Tour of Duty Traveller (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Friends & Rewards (7).

Narrative

Hedonist

$Generated\ with\ \textbf{Dramatis}\ \textbf{Personae}$

Nov. 21, 2021, 5:57 p.m.

Farad Dragonscale (TBD)

Male Urthish Teutonic of from none Nobility. Born in 4997 (25 years old) Height: 174cm / Weight:79kg

Primary Attributes

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

Movement	4	Presence 6			6		Awar	eness 3	
Secondary	Attribu	utes							
Recovery	11	Stam	ina	1	Endura	ance	50	Stun	10
Resistance	12	Dama	age	1	Tolera	nce	11	Humanity	55
Passion	8	Wyrd	l	11	Speed		3	Run	8
Skills									
Academia		3	Lingu	uistics		2	Persu	asion	2
Acrobatics		3	■ Sig	ns Lang	иаде	2	Reme	dy	1
Athletics		8	Urt	hish		2	Ridin	g	2
Dodge		5	Lore			4	Searc	h	2
Empathy		1	■ Ha	rgard Sy	stem	1	Seduction		1
Etiquette		3	Jun	ıpweb		1	Shoot		1
Fight		3	Len	nminkai	nen	2	Sneak	:	1
			Syster	m					
Focus		2	Vul	drok Sta	ır	1	Stealt	h	1
			Natio	ns					
Impress		3	Mele	e		8	Teach	ing	2
Leadership		2	Obse	rve		4	Warfare		2

Blessings/Curses

Prideful (-2), Unyielding (2).

Benefices/Afflictions

Ally (Cost:4), Cash (Cost:1100), Imperial Charter (Cost:4), Rise Rank by 1 (Cost:2).

Talents

Shortcuts

 $\label{eq:mee} Melee = 14), Swimming (BOD + Athletics = 12), Avoid being hit (AGI + Dodge = 11), Fight/Martial Arts (REF + Fight = 9), Keep focused on a task (WIL + Focus = 8), Give orders to subsidiaries (PRE + Leadership = 8), Convince someone with arguments (PRE + Persuasion = 8), Roll to cover (MOV + Acrobatics = 7), Notice something (AWA + Observe = 7), Fire a ranged weapon (REF + Shoot = 7), Charm others (PRE + Seduction = 7), Stabilize wounds (INT + Remedy = 6), Discern emotions (AWA + Empathy = 6), Search a place (AWA + Search = 5)$

Lifepaths

Race Urthish (140), Upbringing Landless Hawkwood (20), Apprenticeship Leisure Duelist (25), Early Career Questing (48), Tour of Duty Errant Knight (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Promotion & Friends (7).

Narrative

Sword for hire

Generated with **Dramatis Personae**

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

Harvenor Russel

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

Primary Attributes

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

Secondary Attributes

Secondary	Attribi	ıtes						
Recovery	6	Stam	ina	1	Endurance	30	Stun	6
Resistance	6	Dama	age	0	Tolerance	6	Humanity	30
Passion	6	Wyrd	l	6	Speed	2	Run	6
Skills								
Academia		2	Focus		2	Obse	rve	2
Athletics		2	Lingu	istics	1	Persu	ıasion	2
Fight		2	Urth	ish	1	Teacl	ning	2

Talents

Shortcuts

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

Lifepaths

Race Urthish (140).

Narrative

Generated with **Dramatis Personae**

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

Horace Lamibi (TBD)

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

Primary Attributes

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

Secondary I	Attribu	ites							
Recovery	8	Stami	ina	2	Endura	nce	45	Stun	9
Resistance	9	Dama	ıge	0	Toleran	ce	10	Humanity	50
Passion	14	Wyrd		11	Speed		3	Run	10
Skills									
Academia		2	Knave	ry		4	Reden	nption	1
Acrobatics		2	Leadership			1	Tink	1	
Athletics		3	Linguistics			2	Securi	ity	2
Bureaucracy		3	■ Scra	■ Scravers' Cant			Shoot		3
Dodge		3	Urth	ish		2	Sneak		4
Fight		2	Lore			1	Stealtl	h	3
Focus		2	Criti	corum S	System	2	Street	wise	4
Forgery		2	Magna	a Carta		2	Teach	ing	2
Gambling		2	Obser	ve		4	Tradir	ıg	2
Impress		1	Persua	asion		4	Inquir	y	2
Politics		2							

Blessings/Curses

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

Benefices/Afflictions

Ally (Cost:2), Assets (Cost:3 3000), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Freelancer Investment (Cost:2 +2 Assets), Gossip Network (Cost:2 Planetwide).

Talents

Shortcuts

Notice something (AWA + Observe = 13), Fill shipment border transit documents (INT + Bureaucracy = 9), Swimming (BOD + Athletics = 8), Prepare a legal case (INT + Magna Carta = 8), Fire a ranged weapon (REF + Shoot = 8), Deduce from data (INT + Inquiry = 8), Convince someone with bullshit (PRE + Knavery = 8), Convince someone with arguments (PRE + Persuasion = 8), Avoid being hit (AGI + Dodge = 8), Roll to cover (MOV + Acrobatics = 7), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Give orders to subsidiaries (PRE + Leadership = 5)

Lifenaths

Race Urthish (140), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Street Scravers (25), Early Career Thief (48), Tour of Duty Entrepreneur (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Friends & Rewards (7).

Narrative

Multi-purpose Asset

Generated with **Dramatis Personae**

Nov. 21, 2021, 5:13 p.m.

Ionia Zemeckis

Female Urthish Enquist of from none Freefolk. Born in 5022 (0 years old) Height: 150cm / Weight:50kg

Primary Attributes

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

Secondary Attributes

Recovery	6	Stami	ina	1	Endurance	30	Stun	6
Resistance	6	Dama	ıge	0	Tolerance	6	Humanity	30
Passion	6	Wyrd		6	Speed	2	Run	6
Skills								
Academia		2	Focus		2	Obse	rve	2
Athletics		2	Lingu	istics	1	Persu	ıasion	2
Fight		2	Urth	ish	1	Teacl	ning	2

Talents

Shortcuts

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

Lifepaths

Race Urthish (140).

Narrative

Generated with **Dramatis Personae**

Nov. 21, 2021, 3:48 a.m.

Ivan Ipsevicz

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

Primary Attributes

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

Secondary Attributes

6	Stam	ina	1	Endurance	30	Stun	6
6	Dam	age	0	Tolerance	6	Humanity	30
6	Wyrc	l	6	Speed	2	Run	6
	2	Focus	3	2	Obse	rve	2
	2	Lingu	iistics	1	Persu	asion	2
	2	■ Urt	hish	1	Teacl	ning	2
	6	6 Dam 6 Wyro	6 Damage 6 Wyrd 2 Focus 2 Lingu	6 Damage 0 6 Wyrd 6 2 Focus 2 Linguistics	6 Damage o Tolerance 6 Wyrd 6 Speed 2 Focus 2 2 Linguistics 1	6 Damage O Tolerance 6 6 Wyrd 6 Speed 2 2 Focus 2 Obser 2 Linguistics 1 Persu	6 Damage o Tolerance 6 Humanity 6 Wyrd 6 Speed 2 Run 2 Focus 2 Observe 2 Linguistics 1 Persuasion

Talents

Shortcuts

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

Lifepaths

Race Urthish (140).

Narrative

Generated with **Dramatis Personae**

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

Jeb Solustran (TBD)

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

Primary Attributes

Strength	5		Intelle	ct	6		Tech		4
Constitution	4		Willpo	wer	6		Reflex	æs	4
Body	5		Tempe	er	3		Agility	7	5
Movement	4		Preser	ice	7		Aware	eness	7
Secondary A	ttribu	tes							
Recovery	9	Stami	na	2	Endu	rance	45	Stun	
Resistance	13	Dama	ge	1	Toler	ance	9	Humai	nity
Passion	10	Wyrd		10	Speed	d	2	Run	
Skills									
Academia		4	Impre	SS		1	Remed	ly	
Acting		1	Inquir	y		2	Securi	ty	

Interrogation

Knavery

Cryptography 1 Etiquette 4

1

1

4

2

Linguistics Urthish Stealth 2 Magna Carta Streetwise 3 Melee Teaching 2 1 Observe Think Machine 4 2 Oratory 2 Trading

1

1

Seduction

Shadowing

Shoot

9 45 8

> 1 3

> 2.

Forgery Gambling Persuasion 3

Blessings/Curses

Mammon (-2), Shrewd (2).

Benefices/Afflictions

Assets (Cost:5 5000), Cash (Cost:1 100), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Contact (Cost:1), Gossip Network (Cost:2 Planetwide), Martial Arts (Base) (Cost:6 Basic Actions from +1 to +3 Requires Fight 3), Rise Rank by 1 (Cost:2).

Talents

Athletics

Bribery

Fight

Focus

Bureaucracy

Shortcuts

Notice something (AWA + Observe = 11), Convince someone with arguments (PRE + $^{\circ}$ 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)

Race Urthish (140), Upbringing Average Class (5), Upbringing Town (15), Apprenticeship Street Reeves (25), Early Career Market Money Lender (48), Tour of Duty League Enforcer (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Promotion & Rewards (7).

Narrative

Bail Bondsman

Generated with **Dramatis Personae**

Nov. 21, 2021, 4:32 p.m.

Katarina Szdreiov

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

Primary Attributes

Strength	5		Inte	llect	6		Tech		3	
Constitution	4		Will	power	5		Reflexes		5	
Body	4		Temper		5		Agility		5	
Movement	4		Presence		6		Awareness		7	
Secondary A	\ttribu	ıtes								
Recovery	9	Stam	ina	1	Enduran	ce	40	Stun		8
Resistance	11	Dama	age	1	Tolerance	e	10	Huma	nity	50
Passion	12	Wyrd		11	Speed		3	Run		8
Skills										
Academia		2	Forg	ery	;	1	Orato	ry		2
Athletics		3	Impi	ress	;	1	Persua	asion		2
Cryptography	ÿ	2	Inqu	iry	3	3	Ridin	3		1
Disguise		1	Knav	ery	2	2	Seduc	tion		4
Dodge		1	Ling	uistics	:	1	Spycra	aft		3
Empathy		2	■ Ur	thish	:	1	Stealtl	h		1
Etiquette		5	Mele	ee	3	3	Street	wise		1

Observe

Occult Arts

2

Blessings/Curses

Prideful (-2), Unyielding (2).

Benefices/Afflictions

Ally (Cost:4), Cash (Cost:1 100), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3), Rise Rank by 1 (Cost:2).

Teaching

Think Machine

2

Talents

Fight

Focus

Shortcuts

Notice something (AWA + Observe = 11), Charm others (PRE + Seduction = 10), Deduce from data (INT + Inquiry = 9), Melee (REF + Melee = 8), Convince someone with bullshit (PRE + Knavery = 8), Convince someone with arguments (PRE + Persuasion = 8), Swimming (BOD + Athletics = 7), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Discern emotions (AWA + Empathy = 7), Avoid being hit (AGI + Dodge = 6)

Lifepaths

Race Urthish (140), Upbringing Landless Hawkwood (20), Apprenticeship
Diplomacy Intrigue (25), Early Career Spy (48), Tour of Duty Diplomatic Mission
(20), Tour of Duty Native Psychic (20), Worldly Benefits Promotion & Friends (7).

Narrative

Generated with **Dramatis Personae**

Nov. 25, 2021, 11:01 p.m.

Kiera Zeneter

Female Urthish Teutonic of from none Freefolk. Born in 4980 (41 years old) Height: 150cm / Weight:50kg

Primary Attributes

Strength	3		Intelle	ect	7	Tech		8	
Constitution	3		Willpe	ower	4	Refle	xes	4	
Body	3		Temp	er	4	Agili	ty	3	
Movement	3		Prese	nce	8	Awar	eness	6	
Secondary A	\ttribu	ites							
Recovery	6	Stam	ina	1	Endurance	30	Stun		6
Resistance	12	Dama	age	0	Tolerance	8	Huma	nity	40
Passion	10	Wyrd		11	Speed	2	Run		6
Skills									
Academia		3	■ Latin	n	1	■ Forl	bidden Lo	re	1
Athletics		3	Urth	ish	2	■ Med	:h		3
Fight		2	Urth	tech	3	■ Volt	:		3
Focus		3	Obser	ve	2	Sedu	ction		1

Blessings/Curses

Innovative (2), Unnerving (-2).

3

3

Persuasion

Redemption

Benefices/Afflictions

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

2 Teaching

3 Think Machine

2

Talents

Inquiry

Linguistics

Shortcuts

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

Lifepaths

Race Urthish (140), Upbringing Town (15), Upbringing Wealthy Class (5), Apprenticeship Academy Engineers (25), Early Career Scientist (48), Worldly Benefits High Promotion (7).

Narrative

Generated with **Dramatis Personae**

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

Lorem Zenski (skornett)

Spiritual Guide

Male Urthish Castillan of from none Church. Born in 4995 (27 years old) Height: 171cm / Weight:62kg

Primary Attributes

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

Movement	3		Presence 8				Awa	reness 7	
Secondary I	Attribu	utes							
Recovery	7	Stam	ina	1	Endura	ance	35	Stun	7
Resistance	13	Dama	age	0	Tolera	nce	13	Humanity	65
Passion	15	Wyrd	l	11	Speed		2	Run	6
Skills									
Academia		4	Focu	ıs		9	Reme	edy	1
Alchemy		2	Inqu	ıiry		2	Sedu	ction	3
Athletics		2	Ling	uistics		3	Stoic	Body	1
Dogma		2	■ La	tin		4	Stoic	Mind	3
 Church of th 	ie	3	■ Sig	gns Lang	иаде	2	Stree	twise	1
Celestial Sun									
 Omega Gosj 	pels	2	■ Ur	thish		2	Surge	ery	1
Empathy		2	Obs	erve		4	Teacl	ning	2
Etiquette		2	Occi	ılt Arts		1	Fight		2
Persuasion		3							

Blessings/Curses

Curious (2), Subtle (-2).

Benefices/Afflictions

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

Talents

Shortcuts

Keep focused on a task (WIL + Focus = 14), Notice something (AWA + Observe = 11), Convince someone with arguments (PRE + Persuasion = 11), Charm others (PRE + Seduction = 11), Discern emotions (AWA + Empathy = 10), Deduce from data (INT + Inquiry = 10), Stabilize wounds (INT + Remedy = 9), Apply surgery on wounded (INT + Remedy = 9), Apply surger+ Surgery = 9), Iron will (WIL + Stoic Mind = 8), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 5)

Lifepaths

Race Urthish (140), Upbringing Average Class (5), Upbringing City (15), Apprenticeship Eskatonic Order Monastery (25), Early Career Monk (48), Tour of Duty Native Theurge (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Friends & Rewards (7).

Answer to the Zemeckis call for assistance from Manifest Light

Generated with **Dramatis Personae**

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

Luther Van Crow (TBD)

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

/				-r	_	8	-,	
Movement	5	Presence		4	Awai	reness 6		
Secondary A	Attribu	ites						
Recovery	8	Stam	ina	1	Endurance	40	Stun	8
Resistance	9	Dama	age	0	Tolerance	10	Humanity	50
Passion	11	Wyrd		11	Speed	3	Run	10
Skills								
Academia		2	■ U	rthish	2	Scien	ice	5
Acrobatics		2	■ U	rthtech	3	■ Astr	ronomy	1
Athletics		4	Lor	e	2	■ Cyl	pernetics	2
Beastcraft		1	■ Ju	mpweb	3	■ Eng	gineering	2
Dodge		1	■ S ₁	pacesuit	1	 Ma 	thematics	2
Driving		2	Mel	ee	1	Phy	vsics	2
■ Battle Mech		1	Nav	igation	4	Secui	rity	1
 Construction 	ı Mech	1	Obs	erve	3	Senso	ors	4
Fight		2	Pers	suasion	2	Shoo	t	2
Focus		3	Red	emption	3	Surge	ery	2
Gunnery		5	■ M	ech	2	Teach	ning	2
Inquiry		1	■ Ti	nkerina	1	Think	« Machine	3

Blessings/Curses

Linguistics

Remedy

Innovative (2), Unnerving (-2).

3

Volt

Benefices/Afflictions

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

■ Latin

Talents

Shortcuts

Surgically implant cyber (TEC + Cybernetics = 10), Maintain celestial ship propelers 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), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits High Promotion (7).

Narrative

Young & enthousiastic scientist

Generated with **Dramatis Personae**

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

Mae Lin Breguet

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

Primary Attributes

3
3
3

Secondary Attributes

occonual y	ALLIII	นเธร						
Recovery	6	Stami	ina	1	Endurance	30	Stun	6
Resistance	6	Dama	age	0	Tolerance	6	Humanity	30
Passion	6	Wyrd		6	Speed	2	Run	6
Skills								
Academia		2	Focus		2	Obser	ve	2
Athletics		2	Lingu	istics	1	Persu	asion	2
Fight		2	Urti	nish	1	Teach	ing	2

Talents

Shortcuts

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

Lifepaths

Race Urthish (140).

Narrative

Generated with **Dramatis Personae**

Nov. 2, 2021, 10:23 p.m.

Marcus Zemeckis (huitzy_kawek)

Male Urthish Kaanic of from none Freefolk. Born in 4998 (24 years old) Height: 172cm / Weight:63kg

Primary Attributes

Strength	3	Intell	ect	8	Tech		10
Constitution	4	Willp	ower	6	Reflex	xes	4
Body	4	Temp	er	3	Agilit	y	3
Movement	4	Prese	nce	4	Awar	eness	7
Secondary A	ttribu	tes					
Recovery	7	Stamina	1	Endurance	40	Stun	
Resistance	10	Damage	0	Tolerance	9	Huma	nity
Passion	10	Wyrd	12	Speed	2	Run	
01.111							

Recovery	7	Stami	na	1	Endurar	ıce	40	Stun	8
Resistance	10	Dama	ge	0	Tolerand	ce	9	Humanity	45
Passion	10	Wyrd		12	Speed		2	Run	8
Skills									
Academia		3	■ Urth	ish		2	■ Mech		3
Arts		1	Urthi	tech		2	■ Volt		2
 Sculpture 		4	Lore			3	Science	e	4
Athletics		2	 Aylor 	ı Systen	!	2	■ Clock	working	2
Cybernetics		3	■ Clock	working	7	1	■ Cyber	rnetics	2
Driving		1	■ Leagu	ueheim		1	■ Engir	neering	3
			System						
■ Celestial Sai	ling	1	Melee			1	Sensor	S	1
Fight		2	Observ	7e		7	Streetv	vise	1
Focus		4	Persua	sion		2	Teachi	ng	2
Inquiry		2	Reden	ption		3	Think l	Machine	3
Linguistics		3	■ Clock	working	7	3	 Latin 		2

Blessings/Curses

■ Forbidden Lore

Innovative (2), Unnerving (-2).

Benefices/Afflictions

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

Talents

Shortcuts

Notice something (AWA + Observe = 14), Maintain celestial ship propelers thrust (TEC + Science (Engineering) = 13), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 13), Surgically implant cyber (TEC + Cybernetics = 12), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 11), Keep focused on a task (WIL + Focus = 10), Deduce from data (INT + Inquiry = 10), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 6), Convince someone with arguments (PRE + Persuasion = 6), Melee (REF + Melee = 5)

Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Wealthy Class (5),
Apprenticeship Academy Engineers (25), Early Career Starship Engineer (48), Tour
of Duty Clockmaker (20), Tour of Duty Standard Tour of Duty (double rounds) (20),
Worldly Benefits Friends & Rewards (7).

Narrative

Nephew of Balthazar Zemeckis

Generated with **Dramatis Personae**

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

Marx Whenger (zaharielle)

Male Urthish Teutonic of from none Freefolk. Born in 4996 (26 years old) Height: 187cm / Weight:95kg

Primary Attributes

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

WIOVCIIICIIC	7		Tresciree				1100 01	CHC55 J	
Secondary	Attribu	ıtes							
Recovery	14	Stam				ince	65	Stun	13
Resistance	9	Dama	amage 2 Tol			ıce	9	Humanity	45
Passion	7	Wyrd	d 10 Speed				4	Run	8
Skills									
Academia		2	Impr	ess		3	Reme	dy	2
Acrobatics		2	2 Knavery		1	Searc	h	1	
Athletics		4	4 Linguistics		1	Secur	ity	2	
Beastcraft		1	Urt	hish		2	Seduction		1
Bureaucracy		1	Lore			1	Shadowing		2
Cryptograph	y	1	■ Gw	ynneth S	System	2	Shoot		5
Cybernetics		1	Mele	e		3	Street	twise	2
Dodge		4	Obse	rve		4	Survi	val	5
Fight		4	Persu	ıasion		2	Teach	ing	2
Focus		2	2 Redemption			1	Think	2	
Forgery 2 • Mech				1	Warfa	are	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) .

Talents

Weapons

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

Shortcuts

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

Lifepaths

Race Urthish (140), Upbringing Average Class (5), Upbringing Country (15), Apprenticeship Street Muster (25), Early Career Mercenary Soldier (48), Tour of Duty Corporate Militia (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Promotion & Rewards (7).

Narrative

Recovery & Special Ops.

Generated with **Dramatis Personae**

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

Meihan Li Halan (TBD)

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

Primary Attributes

Strength	6		Intell	ect	5		Tech		3	
Constitution	5		Willp	ower	4		Reflex	kes	6	
Body	6		Temp	er	7		Agility	y	4	
Movement	4		Prese	nce	5		Aware	eness	5	
Secondary A	\ttribu	ites								
Recovery	11	Stam	ina	2	Endura	nce	55	Stun		11
Resistance	9	Dama	ıge	1	Toleran	ice	11	Huma	nity	55
Passion	12	Wyrd		11	Speed		3	Run		8
Skills										
Academia		3	Focus			3	Persua	asion		2
Athletics		6	Impre	ess		2	Remed	dy		2
Bureaucracy		2	Leade	rship		5	Shoot			5
Dodge		3	Lingu	istics		2	Stoic I	3ody		1
Dogma		1	Lati	n		2	Stoic I	Mind		2
 Church of the 	e	1	Urtl	iish		2	Surviv	al		3
Celestial Sun										
Etiquette		1	Melee	!		4	Teachi	ing		2

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) .

Observe

Warfare

Talents

Fight

Shortcuts

Swimming (BOD + Athletics = 12), Fire a ranged weapon (REF + Shoot = 11), Fight/Martial Arts (REF + Fight = 11), Melee (REF + Melee = 10), Give orders to subsidiaries (PRE + Leadership = 10), Notice something (AWA + Observe = 8), Stabilize wounds (INT + Remedy = 7), Keep focused on a task (WIL + Focus = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Convince someone with arguments (PRE + Persuasion = 7), Avoid being hit (AGI + Dodge = 7), Iron will (WIL + Stoic Mind = 6)

Lifepaths

Race Urthish (140), Upbringing Rural Estate Li Halan (20), Apprenticeship Military Soldier (25), Early Career Military Command Soldier (48), Tour of Duty Military Officer (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits High Promotion (7).

Narrative

Field Veteran

Generated with **Dramatis Personae**

Nov. 21, 2021, 6 p.m.

Neve Sledad (TBD)

Sculptor

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

Primary Attributes

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

Secondary Attributes

Secondary I	ALLIIDI	162							
Recovery	9	Stam	ina	1	Endura	nce	40	Stun	8
Resistance	10	Dama	age	1	Toleran	ce	11	Humanity	55
Passion	14	Wyrd	l	12	Speed		3	Run	8
Skills									
Academia		4	Fight			2	Melee		2
Arts		2	Focus			2	Obser	ve	6
Poetry		1	Forge	ry		1	Persu	asion	3
0 1 1		_				_	D 1		_

Poetry	1	Forgery	1	Persuasion	3
 Sculpture 	5	Impress	1	Redemption	1
Athletics	2	Inquiry	2	Tinkering	2
Beastcraft	1	Linguistics	4	Remedy	1
Bureaucracy	2	 Franken 	1	Science	1
Dodge	2	 Graceful Tongue 	1	 Biology 	3
Driving	2	Latin	2	Seduction	3
 Heavy Transport 	2	Urthish	2	Streetwise	1
Vehicle					

Teaching

Trading

1

3

Empathy Etiquette

■ Landcraft

Blessings/Curses

3

Lore

■ Rampart System

Spacesuit

Curious (2), Nosy (-2). Benefices/Afflictions

Assets (Cost:7 10000) .

Talents

Shortcuts

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

Lifepaths

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

Narrative

Generated with **Dramatis Personae**

Nov. 21, 2021, 6:03 p.m.

Quaid oj Sallak (TBD)

An ukari void of bitterness

Male Ur Ukar Mo'jun Plastician of from none Freefolk. Born in 4998 (23 years old) Height: 183 cm / Weight: 72 kg

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 I	Attribu	ites							
Recovery	12	Stami	ina	1	Endura	Endurance		Stun	10
Resistance	10	Dama	ıge	1	Toleran	ce	11	Humanity	55
Passion	12	Wyrd		8	Speed		3	Run	8
Skills									
Academia		2	Focus			2	Politic	es	1
Alchemy		1	Impress			1	Scienc	ce	1
Arts		1	Linguistics			3	■ Biole	ogy	2
 Sculpture 		3	■ Ba'a	mon car	vings	1	Seduc	tion	2
Athletics		2	Ukan	ri		2	Shoot	1	
Disguise		1	Urth	ish		2	Stealt	h	2
Dodge		2	Melee			2	Street	wise	1
Empathy		5	Obser	ve		5	Teach	ing	2
Etiquette		3	Occult	Arts		2	Tradii	ng	2
Fight		4	Persua	asion		1			

Blessings/Curses

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

Benefices/Afflictions

Assets (Cost:5 5000) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3) , Ostracism (Mild) (Cost:-2) , Rise Rank by 1 (Cost:2) .

Talents

Shortcuts

Notice something (AWA + Observe = 11), Discern emotions (AWA + Empathy = 11), Fight/Martial Arts (REF + Fight = 9), Melee (REF + Melee = 7), Keep focused on a task (WIL + Focus = 7), Charm others (PRE + Seduction = 7), Avoid being hit (AGI + Dodge = 7), Swimming (BOD + Athletics = 6), Fire a ranged weapon (REF + Shoot = 6), Convince someone with arguments (PRE + Persuasion = 6)

Lifepaths

Race Ur Ukar (140), **Upbringing** Aylon Spawn (20), **Apprenticeship** Clan Warrior (25), **Early Career** Lodge of Matter (48), **Tour of Duty** Native Psychic (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Promotion & Rewards (7).

Narrative

Generated with **Dramatis Personae**

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

Quintus Hoffman (TBD)

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

Primary Attributes

Strength	4	Intellect	9	Tech	4
Constitution	4	Willpower	5	Reflexes	3
Body	3	Temper	5	Agility	3
Movement	3	Presence	9	Awareness	8
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Secondary <i>I</i>	Attribu	ites							
Recovery	8	Stam	ina	1	Endurar	ıce	35	Stun	7
Resistance	14	Dama	amage c		Tolerand	ce	10	Humanity	50
Passion	13	Wyrd		12 S _I			2	Run	6
Skills									
Academia		5	Impre	ess		1	Obser	ve	4
Athletics		3	Inquiry			4	Orato	ry	4
Bribery		2	Leade	Leadership		2	Persua	asion	2
Bureaucracy		4	Lingu	istics		2	Politic	s	3
Cryptography	y	1	■ Latin	n		2	Seduc	tion	5
Cybernetics		1	Urth	ish		2	Teach	ing	2
Etiquette		4	Lore			1	Think	Machine	3
Fight		2	■ Gwy	nneth S	ystem	2	Tradir	ng	1
Focus		4	Magn	a 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 + $^{\circ}$ Persuasion = 11), Keep focused on a task (WIL + Focus = 9), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 5)

Lifepaths

 $\textbf{Race} \ \textbf{Urthish} \ \textbf{(140)}, \textbf{Upbringing} \ \textbf{Average} \ \textbf{Class} \ \textbf{(5)}, \textbf{Upbringing} \ \textbf{Town} \ \textbf{(15)},$ Apprenticeship Guildhall Reeves (25), Early Career Scholar (48), Tour of Duty Corporate Executive (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), Worldly Benefits Promotion & Friends (7).

Narrative

Corporate Lawyer

Generated with **Dramatis Personae**

Nov. 21, 2021, 5:24 p.m.

Shamij Al Jabra (dogan)

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

Primary Attributes

Strength	6		Intelle	ect	5		Tech		4
Constitution	4		Willpo	ower	5		Reflex	es	4
Body	4		Tempe	er	5		Agility		3
Movement	5		Preser	ıce	6		Aware	eness	10
Secondary A	ttribu	tes							
Recovery	10	Stami	na	1	Endura	ince	40	Stun	
Resistance	11	Dama	ge	1	Tolerar	ice	10	Huma	nity
Passion	15	Wyrd		9	Speed		2	Run	
Skills									
Academia		2	Impre	SS		3	Persua	sion	
Alchemy		1	Inquir	У		4	Scienc	e	

Athletics 2 Interrogation Dodge 2 Knavery Driving 2 Linguistics

1

Knavery 4 Seduction

Linguistics 2 Shadowing

- Scravers' Cant 2 Shoot

Archaeology

Trading

8 50 10

2

2

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2

7

2

Vehicle ■ Landcraft Urthish Sneak 1 2 Empathy Streetwise 1 Lore 2 Fight 5 Aylon System 2 Teaching

Focus 2 • Poisons & Drugs 3
Gambling 2 Observe 4

Blessings/Curses

Heavy Transport

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

Benefices/Afflictions

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

Talents

Shortcuts

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

Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Guildhall Scraver (25), Early Career Market Merchant (48), Tour of Duty Street Cartel Thug (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Friends (7).

Narrative

Specialities & Rare Goods Provider

Generated with **Dramatis Personae**

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

Siliestro Venga (TBD)

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

Primary Attributes

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

Secondary Attributes										
Recovery	9	Stam	ina	1	Endur	Endurance		Stun	9	
Resistance	13	Dama	age	ge 0 Toler			14	Humanity	70	
Passion	13	Wyrd	l	9 Speed			2	Run	8	
Skills										
Academia		2	Inqu	ıiry		2	Politi	cs	1	
Athletics		3	Ling	Linguistics			Reme	edy	4	
Beastcraft		2	■ G1	raceful T	ongue	2	Ridin	ıg	1	
Dogma		2	■ La	tin		2	Sedu	ction	5	
 Church of the 	he	5	■ U1	rthish		2	Stree	twise	1	
Celestial Sun										
 Ukar Banja 	ık	1	Mag	na Cart	a	1	Surge	ery	4	
Empathy		2	Obs	Observe			Teacl	ning	3	
Fight		2	Orat	tory		3	Focus	S	4	

Blessings/Curses

Persuasion

Austere (-2), Pious (2).

Benefices/Afflictions

Ally (Cost:4) , Cash (Cost:1 100) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3) , Ordained (Cost:3 Novitiate / Apprentice / Novitiate) , Rise Rank by 1 (Cost:2)

Talents

Shortcuts

Charm others (PRE + Seduction = 12), Stabilize wounds (INT + Remedy = 10), Keep focused on a task (WIL + Focus = 10), Discern emotions (AWA + Empathy = 10), Apply surgery on wounded (INT + Surgery = 10), Notice something (AWA + Observe = 9), Convince someone with arguments (PRE + Persuasion = 9), Deduce from data (INT + Inquiry = 8), Swimming (BOD + Athletics = 7), Prepare a legal case (INT + Magna Carta = 7), Fight/Martial Arts (REF + Fight = 5)

Lifepaths

Race Urthish (140), Upbringing Average Class (5), Upbringing Country (15), Apprenticeship Orthodox Parish (25), Early Career Missionary (48), Tour of Duty Native Theurge (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Promotion & Friends (7).

Narrative

Envoy of the Orthodox Church

Generated with **Dramatis Personae**

Nov. 21, 2021, 5:43 p.m.

Zatromos Radul Al-Malik (TBD)

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

Primary Attributes

Strength	4		Intellect		9		Tech		3	
Constitution	4	Willpow		wer	8		Reflexes		6	
Body	3	Temper		er	5		Agility	,	3	
Movement	3	Presence		ice	6		Awareness		6	
Secondary Attributes										
Recovery	8	Stami	na	1	Endura	nce	35	Stun		7
Resistance	14	Damage		0	Toleran	ce	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

Urthish

Automats

Philosophy

■ Criticorum System

Lore

Melee

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1

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2

2

1

Shoot

Stealth

Teaching

Trading

Focus

Think Machine

3

1

2

2

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

Driving

Empathy

Etiquette

Fight

Observe

■ Skimmer bike

■ Skycraft Piloting

Shortcuts

Notice something (AWA + Observe = 11), Keep focused on a task (WIL + Focus = 11), Convince someone with arguments (PRE + Persuasion = 10), Charm others (PRE + Seduction = 10), Melee (REF + Melee = 9), Fly an aircraft (REF + Driving (Skycraft Piloting) = 8), Fight/Martial Arts (REF + Fight = 8), Convince someone with bullshit (PRE + Knavery = 8), Fire a ranged weapon (REF + Shoot = 7), Discern emotions (AWA + Empathy = 6), Swimming (BOD + Athletics = 5), Avoid being hit (AGI + Dodge = 4)

Lifepaths

Race Urthish (140), Upbringing High Court al-Malik (20), Apprenticeship Leisure Dandy (25), Early Career Court Ambassador (48), Tour of Duty Dilletante (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Rich Rewards (7).

Narrative

Clockwork amateur

Generated with **Dramatis Personae**

Nov. 21, 2021, 5:43 p.m.