

# Abusus Non Tollit Usum

"Abuse do not forbid usage."  
-- The Stellar Apocryphon, Book 59, folio 5 (proscribed by the Church)

## Imperial Crew

### Typhoon crew

- Calistre d'Igneden (captain)(imperial cohort)
- Floyd Carnau\* (pilot)
- Hans Zdravos (engineer)
- Nathanael Stern\* (gunner)
- Marzis Dabrez (gunner)
- Ashoka Sensuki (gunner)
- Alia Croft
- Fiona D'Enguerrand

### Winterbreeze Escort crew

- Andrea Masseri (captain)
- Lucia Masseri\* (pilot)
- Gail Hardin (engineer)
- [fenton\_hardin was not found] (gunner)
- Annabella Masseri (gunner)

### Frigate the Hurrinace crew

- Syark Sir Sic\* (Etyri pilot)
- Clara Masseri (Imperial Questing Knight)
- Francesco Masseri (Amalthean Missionary)
- Ravi Lobahura (Eskatonic Deacon)
- Enzo Contura
- Nina Masseri\*

## Spaceships

Aeolus [Imperial Fleet | 6]  
Typhoon [Imperial Fleet | 4]  
Winterbreeze [Imperial Fleet | 5]

# Chapter III - Lost World: Verona

## History of Verona

### In The Hands of House Masseri

The Masseri arrived on Verona from Grail in 2715 AD

### The Ukar Fraud (3305 AD)

The ukar community present with the Masseri starts the *Shaduqai*, a mystic event supposed to append after the rebond of the ur ukar people with the annunaki.

### Clockwork: Third World (3834 AD)

Named **Clockwork** at first, Verona was the third World of House Masseri.

### Shelter from the Storm (3917 AD)

### Perpetual Lock Down (4133 AD)

In 4133 AD, House Masseri decided to solve the Kurgan invasion menace with the more extreme decision, shutting down the gate forever.

### Last fief of the House (4974 AD)

A group of imperial Masseri open the gate and reached Verona, the first newcomers since 4133 AD.

### Ennemy at the Gate (4998 AD)

### Assault (5000 AD)

Kurgans manage to go through the gate once more thanks to the treason of **Giacomo Kellerman\***. They are led by the mighty **Taashik Al Kalibann\***.

### Breaking the cog (5004 AD)

In 5004 AD, an incident happened on Verona terraforming engine. The failure caused all water to be removed from the low atmosphere, creating in the same move the deep thick steam cloak that now surrounds **Verona** and make it look like a tiny gas giant from a distance.

## The current situation

For six monthes, since the arrival of the last message from **Arno Sforza**, the **Sons of Sathra** and more generally the whole house Masseri have been waiting for the coming of the *imperiali*.

## Tricks in the Adventure

- The opportunity to gain knowledge of some of the secrets of the Sons of Sathra (Void Sensitivity).

## 3.1 Remini Space Station

### Command Center & Control of the Gate

Meeting with the leaders of the offworld refugees:

And the expedition:

- Clara Masseri
  - Fenton Hardin Masseri
  - Arno Sforza
  - Gail Hardin
  - Francesco Masseri
  - Annabella Masseri
  - Lucia Masseri\*
  - Alina Lecci
- Others non Masseri
- Jacob Tramel
  - Syark Sir Sic\*
  - Ravi Lobahura

## Population

Remini

- crew 56
  - marines 24
  - marauders 9
  - starfighter pilots 16
  - Sons of Sathra 16
- The station can support 150 persons.

3.1.1 Calm before the Storm

The Sons of Sathra

First encounter with the Masseri and the Sons of Sathra.  
Ionoc da Qa\*  
Mercucio di Medici\*

This is an H5

This is an H6

This is **strong** and this is *em*. This is **Saskia Varnovicz**

3.1.2 Sacred Moon

Sanctuary to all offworld refugees

House Masseri holds **Rotunda**, the first moon of *Penthac* the fifth planet of the Verona System as a refugees colony. It has been established centuries ago and is fully operational. It is here that all operation on the jumpgate are done, by a special mystical/religious order called the Navigators.

Old Acquaintances

Here, among the tunnels, the party will met an old friend, **Ravi Lobahura** who has decided to come help the community.

Landscape

Primo Rotunda is essentially an underground facility transformed into a giant shelter. With time, it has started to look like a refugee camp with more and more improvised solution to everyday problems transformed into permanent resources. A lot of underground culture is done in the alleys of Primo.

Population

Primo Rotunda

- Urthish: 34000
- Ur Ukar: 20000

Celestial Ships

- Civilian: 835
- Military: 123

3.1.3 The Fall

Test trip

From space, Verona appears as a gas giant. A test drive will be planed to see the capabilities of **[clarisse was not found]** on such a high profile approach.

Reaching the Ground

This operation is a really tough one, and can only be done only by the best pilots.

- The Hellcloud (20% of the trip), the higher layer of the atmosphere can disable all systems at any time if the ships goes through a node (electro magnetical node, source of terrible lightning bolts). A navigation check is needed every hour at **DV 24** to avoid one, and it takes **five hours** to go through this layer the **safe way**. An attempt can be made if **going straight** is an option, it takes only **one hour** but **3 checks** must be made at **DV 26**.

A failed check will damage the ship like a **standard medium blaster** gun shot.

- With winds reaching 500 km/h in the middle layer, the Purgatory, (between 20% and 70% of the trip), manoeuvre checks are needed every 30 minutes to avoid drifting to a solid obstacle (can be liquid water/hailstorm or a solid body part of the rings of Verona). The moons of Verona are actually at the 30%, 45% and 69% of the atmosphere. Two are obstacle that should be avoided and solid bodies that create gravity wells also, but the biggest at 69% can be detected from the Hellcloud and could have a slingshot effect if its gravity well is crossed from too close.
- The upper layer (70% to 71%) is liquid water. If not handled correctly it can be a terrible impact at contact.

The best way to reach the ground of Verona is by using an escape pod. House Masseri has a few that had been modified to handle the length of the trip.

3.2 Not a drill

The conclusions from the flight test should be obvious: it takes an ace to bring a lander down the ground. More than this, it can be really hazardous to find a place to land properly due to the global ground condition.

Numbers

<tt>TEC+Driving(Celestial Ship) DV 30</tt>

3.2.1 Hellcloud

3.2.2 Enemy presence

3.2.3 The Verona Resistance

Mud Troopers

Once on the ground, enemy fire will be very hard to endure. Fortunately, a unespected support from the Verona Resistance will help getting rid of the Kurgan scouts.

Team Alpha

Juliana Zino\*, sergeant, team leader.  
Aurelio Garusca\*, corporal.  
Massimo Mocchi\*, demolition specialist, private  
Lazaro Colpi\*, private

Team Beta

Lucia Doriana\*, corporal  
Lina Garibaldi\*,  
Tania Zalic\*, sniper  
Fabella Vocci\*, transmission specialist

Team Gamma

Lizzi Stenzo\* scout, close recon  
[falco was not found], scout, close recon  
Zahara oj Mahaiarsh, scout, close recon  
Rosa Alcone\*, sniper  
+ 14 [verona\_resistance\_fighters was not found]  
%PA\_TEC;Driving (Celestial Sailing);20%

3.3 Alra'ad yiildiz

**Bad Guys** The Kurgan al raa'ad yiildiz are the elite troops based on Verona.

Commander **Taashik Al Kalibann\*** is an honorable officer. Highly respected by his men and ennemies alike.

Prophetess **Zarosinia Al Shazaar\***

**Heroes from the Resistance**- Capitano **Lorenzo Carucci\***

- Capitano **Juliana Zino\***

- Capitano **Tonino Vanini\***

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### 3.3.1 Kurgan Recon Team

#### Open Battle

A patrol will soon be send when close to point 0, in a radius of 150 km. This patrol is a squadron of six Sharadiq Manned Battle Drones and three *Maruk AntiGrav shuttles*. Each Maruk as a crew of one pilot, one communication/navigator specialist and four Baratur Marines. The kurgan troopers are 95% male, in contrast with 70% women filling the ranks of the Resistance.

### 3.3.2 Tracked

### 3.3.3 Losing the pursuers

## 3.4 Emptiness & Loneliness

**World without Water**This episode is the discovery of Verona in its current state, with the dysfunctioning terraforming engine.

**Join the Resistance**

**The Kurgan Army**

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### 3.4.1 Mudworld

**Fixing the world**This is something that can be held in a few day with the correct engine shard to fix the terraforming engine. However, the recovery for verona, and to have it back to its terraformed allure will take between one and twelve years.

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### 3.4.2 The Resistance

### 3.4.3 Freeing Verona

**Alina Lecci**

**Servant of Giorgio and Fenton...**

Female Urthish Urthish Yeoman of House Masseri from Rampart I Avaneir Freefolk.

Born in 4993 (26 years old) Height: 168cm / Weight:59kg

STR:4 CON:4 BOD:5 MOV:5 INT:6 WIL:5 TEM:5 PRE:6 TEC:4 REF:8 AGI:3 AWA:8  
**REC:8 STA:2 END:45 STU:9 RES:11 DMG:0 TOL:10 HUM:50 PAS:13 WYR:14**  
**SPD:4 RUN:10**

**Skills:** Academia[2], Acrobatics[2], Athletics[3], Beastcraft[1], Bureaucracy[1], Dodge[2], Driving[2], Empathy[1], Fight[2], Focus[2], Gunnery[3], Impress[1], Inquiry[1], Knavery[1], Linguistics[2], Local Expert[2], Lore[1], Melee[1], Observe[4], Persuasion[2], Redemption[1], Remedy[3], Security[1], Sensors[1], Shoot[2], Streetwise[3], Teaching[2], Think Machine[1], Trading[1], Driving (Hovertank)[1], Driving (Landcraft)[1], Linguistics (Latin)[1], Linguistics (Urthish)[2], Local Expert (Avaneir)[2], Local Expert (Avaneir Recipes)[1], Lore (Jumpweb)[2], Redemption (Tinkering)[1].

**Shortcuts:**Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (6), Keep focused on a task:WIL + Focus (7), Deduce from data:INT + Inquiry (7), Fencing:REF + Melee (9), Notice something:AWA + Observe (12), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (9), Fire a ranged weapon:REF + Shoot (10)

[000272 / alina\_lecci]

**Annabella Masseri**

**Pretty & Serious Maid**

Female Urthish Urthish Knight of House Masseri from Grail Nobility.

Born in 4991 (26 years old) Height: 168cm / Weight:58kg

STR:5 CON:4 BOD:4 MOV:4 INT:6 WIL:7 TEM:5 PRE:6 TEC:4 REF:5 AGI:4 AWA:5  
**REC:9 STA:1 END:40 STU:8 RES:13 DMG:1 TOL:12 HUM:60 PAS:10 WYR:11**  
**SPD:3 RUN:8**

**Skills:** Academia[2], Athletics[2], Bureaucracy[1], Dodge[4], Empathy[1], Etiquette[2], Fight[2], Focus[2], Forgery[1], Gunnery[4], Impress[1], Leadership[2], Linguistics[1], Melee[4], Observe[2], Occult Arts[2], Persuasion[2], Remedy[2], Shoot[2], Streetwise[2], Teaching[3], Think Machine[1], Linguistics (Urthish)[2].

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

[000307 / annabella\_masseri]

**Arno Sforza**

**A drunk knight sleeping on a bar**

Male Urthish Urthish of House Masseri from Severus Nobility.

Born in 4966 (51 years old) Height: 171cm / Weight:63kg

STR:5 CON:4 BOD:5 MOV:4 INT:4 WIL:6 TEM:6 PRE:5 TEC:6 REF:8 AGI:4 AWA:6  
**REC:9 STA:2 END:45 STU:9 RES:11 DMG:1 TOL:12 HUM:60 PAS:12 WYR:12**  
**SPD:4 RUN:8**

**Skills:** Academia[3], Acrobatics[2], Athletics[3], Disguise[1], Dodge[4], Dogma[1], Driving[2], Empathy[2], Etiquette[1], Fight[2], Focus[2], Gunnery[5], Impress[2], Knavery[3], Linguistics[2], Local Expert[3], Lore[1], Melee[2], Observe[2], Occult Arts[2], Persuasion[3], Redemption[1], Remedy[2], Security[1], Sensors[4], Shoot[4], Stoic Mind[5], Streetwise[2], Teaching[2], Think Machine[2], Trading[2], Dogma (Sathraism)[2], Driving (Celestial Sailing)[9], Driving (Landcraft)[2], Linguistics (Rital)[2], Linguistics (Urthish)[2], Local Expert

[Curpertino][2], Local Expert (New Odessa)[2], Local Expert (Sangreal)[2], Lore (Jumpweb)[2], Redemption (Tinkering)[2].

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

[000310 / arno\_sforza]

**Aurelio Garusca** (†)

**Clara Masseri**

**A young lady with some temper**

Female Urthish Urthish of House Masseri from none Freefolk.

Born in 4993 (24 years old) Height: 174cm / Weight:68kg

STR:6 CON:5 BOD:5 MOV:4 INT:6 WIL:8 TEM:4 PRE:6 TEC:5 REF:7 AGI:5 AWA:6  
**REC:11 STA:2 END:50 STU:10 RES:14 DMG:1 TOL:12 HUM:60 PAS:10 WYR:13  
SPD:4 RUN:8**

**Skills:** Academia[2], Athletics[3], Dodge[4], Driving[2], Etiquette[3], Fight[5], Focus[2], Gunnery[1], Impress[4], Inquiry[2], Leadership[2], Linguistics[1], Local Expert[2], Magna Carta[2], Melee[3], Observe[2], Persuasion[3], Redemption[1], Remedy[2], Search[1], Seduction[1], Shadowing[1], Shoot[5], Streetwise[2], Survival[1], Teaching[3], Think Machine[1], Driving (Heavy Transport Vehicle)[2], Driving (Hovertank)[2], Linguistics (Urthish)[2], Local Expert (Curpertino)[1], Local Expert (Cybernetics Black Marke)[1], Redemption (Mech)[1].

**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)

[000277 / clara\_masseri]

**Fabella Vocci** (†)

**Fenton Hardin Masseri**

**Friend of Sigmeon D'Rouge-Glace**

Male Urthish Teutonic Knight of House Masseri from Cadavus Nobility.

Born in 4986 (31 years old) Height: 174cm / Weight:80kg

STR:5 CON:5 BOD:6 MOV:3 INT:4 WIL:6 TEM:4 PRE:3 TEC:6 REF:7 AGI:4 AWA:5  
**REC:10 STA:2 END:55 STU:11 RES:9 DMG:1 TOL:10 HUM:50 PAS:9 WYR:11  
SPD:4 RUN:6**

**Skills:** Academia[2], Athletics[4], Disguise[1], Dodge[2], Dogma[1], Driving[2], Empathy[1], Etiquette[2], Fight[5], Focus[2], Impress[1], Knavery[1], Leadership[1], Linguistics[1], Local Expert[1], Melee[3], Observe[2], Persuasion[3], Redemption[1], Remedy[2], Shadowing[2], Shoot[5], Stoic Body[1], Stoic Mind[1], Survival[2], Teaching[2], Warfare[1], Dogma (Sathraism)[1], Driving (Celestial Sailing)[3], Driving (Landcraft)[1], Linguistics (Urthish)[2], Local Expert (Acadia Province)[1], Redemption (Mech)[2].

**Shortcuts:**Avoid being hit:AGI + Dodge (6), Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (4), Fencing:REF + Melee (10), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (12), Iron will:WIL + Stoic Mind (7)

[000068 / fenton\_hardin\_masseri]

**Francesco Masseri**

**Certainly the wisest Masseri**

Male Urthish Urthish of Sanctuary Aeon from Grail Nobility.

Born in 4984 (33 years old) Height: 168cm / Weight:68kg

STR:4 CON:4 BOD:4 MOV:3 INT:6 WIL:8 TEM:7 PRE:6 TEC:4 REF:5 AGI:3 AWA:6  
**REC:8 STA:1 END:40 STU:8 RES:14 DMG:0 TOL:15 HUM:75 PAS:13 WYR:11  
SPD:3 RUN:6**

**Skills:** Academia[3], Arts[1], Athletics[2], Beastcraft[1], Dodge[2], Dogma[4], Empathy[3], Etiquette[2], Fight[2], Focus[4], Inquiry[1], Linguistics[4], Observe[3], Oratory[2], Persuasion[2], Remedy[4], Riding[1], Seduction[4], Stoic Mind[1], Streetwise[3], Surgery[4], Teaching[4], Arts (Music)[1], Dogma (Church of the Celestial Sun)[3], Dogma (Omega Gospels)[2], Dogma (Sathraism)[1], Dogma (Stellar Apocryphon)[2], Linguistics (Kurgan)[2], Linguistics (Latin)[2], Linguistics (Rital)[2], Linguistics (Urthish)[2].

**Shortcuts:**Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (10), Keep focused on a task:WIL + Focus (12), Deduce from data:INT + Inquiry (7), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (10), Charm others:PRE + Seduction (10), Iron will:WIL + Stoic Mind (9), Apply surgery on wounded:INT + Surgery (10)

[000309 / francesco\_masseri]

**Gail Hardin**

**A bad ass of a woman, showing more wisdom than her apparent age let know**

Female Urthish Urthish Crafter of Engineers from Daishan Freefolk.

Born in 4972 (45 years old) Height: 167cm / Weight:58kg

STR:4 CON:4 BOD:5 MOV:4 INT:7 WIL:4 TEM:3 PRE:7 TEC:7 REF:6 AGI:4 AWA:5  
**REC:8 STA:2 END:45 STU:9 RES:11 DMG:0 TOL:7 HUM:35 PAS:8 WYR:13  
SPD:3 RUN:8**

**Skills:** Academia[2], Athletics[3], Bureaucracy[2], Demolition[1], Driving[1], Fight[3], Focus[2], Heavy Weapons[1], Inquiry[2], Knavery[1], Leadership[1], Linguistics[2], Local Expert[2], Lore[1], Magna Carta[2], Observe[3], Persuasion[4], Politics[2], Redemption[3], Remedy[2], Science[3], Seduction[2], Shoot[3], Streetwise[1], Teaching[2], Think Machine[3], Trading[2], Driving (Landcraft)[2], Linguistics (Urthish)[2], Linguistics (Urthtech)[2], Local Expert (Curpertino)[2], Local Expert (New Odessa)[1], Lore (Grail System)[2], Redemption (Forbidden Lore)[2], Redemption (Mech)[5], Redemption (Volt)[2], Science (Cybernetics)[2], Science (Engineering)[2], Science (Robotics)[2].

**Shortcuts:**Keep focused on a task:WIL + Focus (6), Heavy weapon fire:REF + Heavy Weapons (7), Deduce from data:INT + Inquiry (9), Give orders to subsidiaries:PRE + Leadership (8), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (11), Stabilize wounds:INT + Remedy (9), Charm others:PRE + Seduction (9), Fire a ranged weapon:REF + Shoot (9), Surgically implant cyber:TEC + Cybernetics (9)

[000313 / gail\_hardin]

**Giacomo Kellerman** (†)

**Ionoc da Qa** (†)

**Jacob Tramel**

**Terraformer**

Male Urthish Urthish of Engineers from Leagueheim Freefolk.

Born in 4945 (72 years old) Height: 167cm / Weight:61kg

STR:4 CON:4 BOD:3 MOV:4 INT:7 WIL:5 TEM:5 PRE:6 TEC:8 REF:4 AGI:4 AWA:6  
**REC:8 STA:1 END:35 STU:7 RES:11 DMG:0 TOL:10 HUM:50 PAS:11 WYR:11**  
**SPD:2 RUN:8**

**Skills:** Academia[5], Athletics[3], Beastcraft[1], Cybernetics[1], Demolition[1], Fight[2], Focus[3], Heavy Weapons[1], Inquiry[2], Leadership[1], Linguistics[3], Local Expert[1], Lore[5], Observe[3], Persuasion[2], Redemption[3], Remedy[1], Science[9], Seduction[1], Stealth[1], Stoic Mind[1], Teaching[3], Think Machine[4], Warfare[1], Linguistics (Imperial Battle Slang)[2], Linguistics (Urthish)[2], Linguistics (Urthtech)[3], Local Expert (Stigmata)[2], Lore (Gargoyles)[2], Lore (Sathraists)[1], Lore (Second Republic Tech)[3], Lore (Shards)[2], Lore (Symbiots)[1], Redemption (Forbidden Lore)[4], Redemption (Mech)[4], Redemption (Volt)[4], Science (Artificial Intelligence)[3], Science (Biology)[1], Science (Chemistry)[1], Science (Engineering)[3], Science (Geology)[3], Science (Oceanography)[2], Science (Physics)[3], Science (Quantum Physics)[2], Science (Terraforming)[5].

**Shortcuts:**Keep focused on a task:WIL + Focus (8), Heavy weapon fire:REF + Heavy Weapons (5), Deduce from data:INT + Inquiry (9), Give orders to subsidiaries:PRE + Leadership (7), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (7), Iron will:WIL + Stoic Mind (6)

[000335 / jacob\_tramel]

**Juliana Zino** (†)

**Lazaro Colpi** (†)

**Lina Garibaldi** (†)

**Lizzi Stenzo** (†)

**Lorenzo Carucci** (†)

**Lucia Doriana** (†)

**Lucia Masseri** (†)

**Massimo Mocchi** (†)

**Mercucio di Medici** (†)

**Ravi Lobahura**  
**Eskatonic Confessor of Clara Masseri**  
Male Urthish Urthish of Eskatonic Order from Lemminkainen Freefolk.  
Born in 4984 (33 years old) Height: 171cm / Weight:70kg

STR:4 CON:5 BOD:4 MOV:4 INT:6 WIL:6 TEM:9 PRE:7 TEC:3 REF:3 AGI:4 AWA:5  
**REC:9 STA:1 END:45 STU:9 RES:13 DMG:0 TOL:15 HUM:75 PAS:14 WYR:9**  
**SPD:2 RUN:8**

**Skills:** Academia[3], Alchemy[2], Athletics[3], Beastcraft[2], Dogma[4], Empathy[1], Fight[2], Focus[5], Inquiry[1], Knavery[1], Linguistics[2], Observe[3], Occult Arts[1], Oratory[2], Persuasion[2], Remedy[1], Riding[1], Seduction[3], Stoic Mind[1], Streetwise[2], Surgery[1], Teaching[2], Dogma (Church of the Celestial Sun)[4], Dogma (Omega Gospels)[2], Dogma (Sathraism)[2], Dogma (Stellar Apocryphon)[4], Linguistics (Latin)[2], Linguistics (Urthish)[2].

**Shortcuts:**Discern emotions:AWA + Empathy (10), Keep focused on a task:WIL + Focus (11), Deduce from data:INT + Inquiry (7), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (7), Charm others:PRE + Seduction (10), Iron will:WIL + Stoic Mind (7), Apply surgery on wounded:INT + Surgery (7)

[000316 / ravi\_lobahura]

**Rosa Alcone** (†)

**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

STR:4 CON:4 BOD:4 MOV:4 INT:7 WIL:8 TEM:6 PRE:10 TEC:5 REF:5 AGI:4 AWA:8  
**REC:8 STA:1 END:40 STU:8 RES:18 DMG:0 TOL:14 HUM:70 PAS:14 WYR:12**  
**SPD:3 RUN:8**

**Skills:** Academia[5], Acrobatics[3], Athletics[4], Disguise[1], Empathy[4], Etiquette[5], Fight[3], Focus[2], Impress[1], Inquiry[2], Interrogation[1], Knavery[4], Leadership[5], Linguistics[3], Local Expert[3], Melee[1], Observe[4], Oratory[4], Persuasion[3], Politics[5], Seduction[6], Shoot[1], Spycraft[1], Stealth[2], Teaching[2], Linguistics (Kurgan)[1], Linguistics (Ukari)[1], Linguistics (Urthish)[3], Local Expert (Miret)[1], Local Expert (Rampart Li Halan)[1], Local Expert (Rampart Underworld)[1].

**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)

[000189 / saskia\_varnovicz]

**Syark Sir Sic** (†)

**Taashik Al Kalibann** (†)

**Tania Zalic** (†)

**Tonino Vanini** (†)

**Zahara oj Mahaiarsh**  
Female Ur Ukar Ur Ukar of from Zirione Freefolk.  
Born in 4991 (27 years old) Height: 168cm / Weight:58kg

STR:5 CON:5 BOD:6 MOV:5 INT:3 WIL:6 TEM:3 PRE:3 TEC:8 REF:7 AGI:6 AWA:4  
**REC:10 STA:2 END:55 STU:11 RES:9 DMG:1 TOL:9 HUM:45 PAS:7 WYR:10**  
**SPD:4 RUN:10**

**Skills:** Athletics[4], Dodge[1], Empathy[2], Fight[6], Focus[3], Impress[3], Linguistics[3], Lore[1], Melee[4], Observe[3], Occult Arts[1], Redemption[1], Remedy[2], Search[1], Sensors[1], Shadowing[1], Shoot[5], Sneak[2], Stealth[4], Stoic Body[2], Stoic Mind[2], Streetwise[2], Survival[3], Teaching[2], Warfare[2], Linguistics (Ba'amon carvings)[1], Linguistics (Rital)[1], Linguistics (Ukari)[4], Lore (Mudworld)[2], Redemption (Mech)[2].

**Shortcuts:**Avoid being hit:AGI + Dodge (7), Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (9), Fencing:REF + Melee (11), Notice something:AWA + Observe (7), Stabilize wounds:INT + Remedy (5), Search a place:AWA + Search (5), Fire a ranged weapon:REF + Shoot (12), Iron will:WIL + Stoic Mind (8)

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