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		Awareness 3			
Secondary	Attrib	utes								
Recovery	12	Stam	ina	3	Endura	nce	65	Stun		13
Resistance	8	Dama	Damage 2		Toleran	ice	11	Huma	nity	55
Passion	10	Wyrd	8 Sp		Speed		3	Run		10
Skills										
Academia		2	Figh	t		6	Orato	ry		1
Acrobatics		3	Focus			3	Persuasion			2
Athletics		4	Linguistics			1	Remedy			2
Bribery		1	■ Ur	thish		1	Shoot	:		4
Bureaucracy		1	1 Lore			3	Stoic Body			5
Dodge		4	4 • Grail System			1	Surgery			1
Dogma 1		 Holy Terra System 		1	Survival		2			
 Church of th 	ıe	2	■ No	where Syst	em	1	Teach	ing		3
Celestial Sun										
Empathy		3	Mele	ee		4	Warf	are		2
Etiquette		1	Obse	erve		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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