

# DE AUTOMATUM LEGIS

## Introduction

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 has recruited specialists in their domains, and sizing the talent of a person is something he is really good at.

## Prerolled

To be sure the guys are provided the good people to be hired, 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.

## Players

- **Marcus Zemeckis**, nephew of Master Zemeckis
- **Shamij Al Jabra**, specialities provider
- **Marx Whenger**, security et recovery ops
- **Lorem Zenski**, manifest light envoy

## Guests

- **Arsen Floxman\***
- **Caius Branna\***
- **Ashur Templa\***
- **Augustus Zeneter\***
- **Neve Sledad\***
- **Siliestro Venga\***
- **Zatromos Radul Al-Malik\***
- **Ernst Szinkevicz\***
- **Quaid oj Sallak\***

# I - THE SERPENT OF SYRACUSE

## Master Balthazar Theodore Zemeckis

The whole epic is built around one character, Master **Balthazar Zemeckis** of the POE. He is a highly qualified engineer whose speciality is clockworking, the art of building automats.

One could easily assume that such a carrier domain might be totally inappropriate 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 4982 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 sentience. 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.

## 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

## Relatives

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

## 1.1 MASTER CLOCKMAKER

### The man

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.

100 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

- Cardinal **Aldron Moxlaw**

### 1.1.1 Shadows from the past

#### Ratugas Legacy

There are some things that are better left unsaid, and only a few people know them. One of the most important is the origin of the Clockworking. Only the inner Council is aware about that.

### 1.1.2 Clockmaker Hiring

## 1.2 THE DESERT

The Afid desert close to Syracuse is a place of mystery. Among the Sihid tribes of this hostile area, there is a legend that says the Afid talks to some of the wisest men. One of those is named **Abu Al-Shadiraz\*** and has a very famous suq in the Bazaar.

With one sparkle or through barter (the sihid do not accept outworld currency has he says it corrupts the reading).

Really clear inspiration from Cowboy Bebop sands reading given to Spyke in Asteroid Blues.

### 1.2.1 Enemies at the gates

### 1.2.2 What's really beyond

## 1.3 THE GRAND TOUR

### 1.3.1 Security Guys

### 1.3.2 Technical Staff

### 1.3.3 Syracuse

### 1.3.4 Samarkand

*Big map of Samarkand*

## 1.4 THE LIFE IN SYRACUSE



## 1.4.1 Learning

## 1.4.2 Daily Duties

## 1.4.3 Guilders Afterworks

### The Holo Dance Up Contest

One of the activities en vogue

**Alicia Bregen\***

**Demetra Darof\***

Here is the place to keep in touch with keys representative of the guild in Istakhr, especially younger ones.

Security Manager:

Ex-Lieutenant **Charlie Groff** (musters).

## 1.5 FUTURE MISSIONS

### Ideas for adventures

This act is a summary of potential adventures that could be made in the context.

#### Never mess with Stigmata vets

A special client, a Brother Battle veteran looking for cyber improvements comes to pay a visit to the right person, his old freidn Zemeckis. He helps when desert Sihid marauders comes around Syracuse and try to raid the town and start to siege the Hacienda.

#### The Missing Cog

Clockworker **Djihad Carcer\*** has sent a message to Master Zemeckis: There's might be a rogue automat on the system Malignatus. He has witnessed the machine violent behaviors and was hurt in his attempt to fix it. He managed to isolate the automat in a draining room of the city sewers and is looking for solution with all other guildmembers he was able to gather around, but as the rain season is approaching, he asked for expertize to handle the problem before the Decados find out who, or more exactly what has caused ten murders in the city.

#### Russel Legacy

As Harvenor Russel is getting holder, he has seriously considered leaving his position. In 5021 AD he already left the chair of Intendant of the Lodge to Zemeckis, but he feels that he might better fit in the background. Leaving his position of one of the Grand Masters could be done to one of his two apprentices, or he might ask the Inner Council to handle that themselves. Such a position is a really interesting one to many...

#### Clockmaker Apprentice

Zemeckis wants to formalize things by choosing an official apprentice. He decides to create an event for that, a small tournament for which he will call the inner council and a few key customers that will decide the best creation.

#### Thieves

New player in town

Inquisitors visit

Happy Birthday Ionia

Delivery on hostile environnement

A simple first mission: deliver three automats in Stigmata.

Ellen and the Golden Apple

Secret Sands

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

### header 5

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**bla bla** bla. bla bla bla. bla bla bla. bla bla bla. bla bla bla. bla bla bla.  
bla bla bla.

### header 6

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

## 1.6 INTERSTELLAR SCHEMES

### The Political Situation

The Emperor does not seem to be ready to make a step to solve the issue with House Gesar. The current status quo might endanger the Empire if the Kurgan manage to recover and act with no further support of the Kaiser.

In the Landstradt, factions spawning...

#### The Benefactii

This goup wants to act against Alexius to bring a new leadership to the Empire.

**Valterez Vauxhall\***

**[talud\_brotherhood was not found]**

**ABRU AL-SHADIRAZ** (†)

#### ALDRON MOXLAW

Male Urthish Sebacean of from none Freefolk.

Born in 4961 (61 years old) Height: 150cm / Weight:50kg

**STR:5 CON:5 BOD:3 MOV:4 INT:4 WIL:5 TEM:8 PRE:6 TEC:3 REF:4 AGI:3**

**AWA:9**

REC:10 STA:1 END:40 STU:8 RES:11 DMG:1

TOL:13 HUM:65 PAS:17 WYR:8 SPD:2 RUN:8

**Skills:** Academia[3], Athletics[4], Dogma[3], Empathy[4], Etiquette[1], Fight[2], Focus[3], Impress[4], Inquiry[4], Interrogation[2], Linguistics[2], Lore[5], Observe[5], Occult Arts[1], Oratory[2], Persuasion[4], Politics[1], Remedy[1], Search[2], Seduction[2], Shadowing[1], Shoot[4], Stealth[1], Stoic Body[1], Streetwise[1], Teaching[2], Dogma (Church of the Celestial Sun)[3], Dogma (Omega Gospels)[1], Dogma (Sathraism)[1], Linguistics (Latin)[2], Linguistics (Urthish)[2], Lore (Engineers Guild)[1], Lore (Heresy)[2], Lore (House al-Malik)[2], Lore (Penitents)[2], Lore (Synecullum)[1].

**Shortcuts:** Notice something (AWA + Observe = 14), Discern emotions (AWA + Empathy = 12), Search a place (AWA + Search = 11), Convince someone with arguments (PRE + Persuasion = 10), Keep focused on a task (WIL + Focus = 8), Fire a ranged weapon (REF + Shoot = 8), Deduce from data (INT + Inquiry = 8), Charm others (PRE + Seduction = 8), Swimming (BOD + Athletics = 7), Fight/Martial Arts (REF + Fight = 6), Stabilize wounds (INT + Remedy = 5)

**[000467 / aldron\_moxlaw]**

## ALICIA BREGEN (†)

### 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[4], Science[2], Seduction[3], Shoot[1], Teaching[4], Think Machine[3], Arts (Literature)[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:** Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 15), Surgically implant cyber (TEC + Cybernetics = 14), Notice something (AWA + Observe = 13), Give orders to subsidiaries (PRE + Leadership = 9), Charm others (PRE + Seduction = 9), Swimming (BOD + Athletics = 8), Deduce from data (INT + Inquiry = 8), Convince someone with arguments (PRE + Persuasion = 8), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 6), Fire a ranged weapon (REF + Shoot = 5)

**[000436 / balthazar\_zemeckis]**

### CHARLIE GROFF

#### Enforcer of the Medusa

Male Urthish Mangalore of from none Freefolk.

Born in 4982 (40 years old) Height: 179cm / Weight: 74kg

**STR:6 CON:5 BOD:5 MOV:4 INT:3 WIL:5 TEM:4 PRE:4 TEC:6 REF:6 AGI:5 AWA:3**

REC:11 STA:2 END:50 STU:10 RES:9 DMG:1

TOL:9 HUM:45 PAS:7 WYR:9 SPD:3 RUN:8

**Skills:** Academia[2], Athletics[4], Beastcraft[1], Dodge[1], Fight[5], Focus[2], Impress[2], Linguistics[1], Melee[2], Observe[2], Persuasion[2], Redemption[1], Remedy[2], Search[1], Seduction[1], Shadowing[1], Shoot[4], Streetwise[2], Survival[1], Teaching[2], Linguistics (Urthish)[1], Redemption (Mech)[2].

**Shortcuts:** Fight/Martial Arts (REF + Fight = 11), Fire a ranged weapon (REF + Shoot = 10), Swimming (BOD + Athletics = 9), Melee (REF + Melee = 8), Keep focused on a task (WIL + Focus = 7), Convince someone with arguments (PRE + Persuasion = 6), Avoid being hit (AGI + Dodge = 6), Stabilize wounds (INT + Remedy = 5), Notice something (AWA + Observe = 5), Charm others (PRE + Seduction = 5), Search a place (AWA + Search = 4)

**[000490 / charlie\_groff]**

### DEMETRA DAROF (†)

### DJIHAB CARCERO (†)

### ELLEN ZEMECKIS (†)

### HARVENOR RUSSEL (†)

### IONIA ZEMECKIS (†)

### IVAN IPSEVICZ

#### Master Clockmaker

Male Urthish Castellan of from none Freefolk.

Born in 4969 (52 years old) Height: 150cm / Weight: 50kg

**STR:3 CON:3 BOD:3 MOV:3 INT:8 WIL:4 TEM:6 PRE:5 TEC:8 REF:5 AGI:3 AWA:9**

REC:6 STA:1 END:30 STU:6 RES:9 DMG:0

TOL:10 HUM:50 PAS:15 WYR:13 SPD:3 RUN:6

**Skills:** Academia[3], Arts[1], Athletics[2], Cybernetics[5], Etiquette[1], Fight[2], Focus[3], Inquiry[3], Knavery[1], Linguistics[2], Observe[8], Oratory[1], Persuasion[2], Redemption[2], Science[2], Seduction[1], Shoot[1], Streetwise[3], Teaching[2], Think Machine[2], Arts (Sculpture)[8], Linguistics (Urthish)[2], Linguistics (Urthtech)[2], Redemption (Clockworking)[4], Redemption (Mech)[2], Science (Clockworking)[4], Science (Cybernetics)[4].

**Shortcuts:** Notice something (AWA + Observe = 17), Surgically implant cyber (TEC + Cybernetics = 12), Deduce from data (INT + Inquiry = 11), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Convince someone with arguments (PRE + Persuasion = 7), Fire a ranged weapon (REF + Shoot = 6), Convince someone with bullshit (PRE + Knavery = 6), Charm others (PRE + Seduction = 6), Swimming (BOD + Athletics = 5)

**[000435 / ivan\_ipsevicz]**

### KIERA ZENETER (†)

### MAE LIN BREGUET (†)

### MASSIC ANTILLIES (†)

### VALTEREZ VAUXHALL (†)

## V - THE TIGER OF ISTAKHR

### Synopsis

The men of Zemeckis are on a mission, where they are supposed to deliver an automat to an Al-Malik Noble, **Abdul Mofat al-Malik\***. The automat is to be used by Mofat granddaughter, **Sheirinselli**, a thirteen years old girl, and only granddaughter of the Mofat branch. She had, a few months ago an accident that caused her to lose sight. As performing surgery to implant cyberoptic was thought upon, the specialist consulted, Master Zemeckis, discouraged the cyberimplantation at such a young age, before the end of body full growth.

### 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.

## 5.1 PREPARING THE DELIVERY

### The Product

It's a Gen II automat that is supposed to be delivered, a special issue innuendo designed for **Sheirinselli** in three months, specially handcrafted by master Zemeckis.

### Taming

The taming requires a Science (Clockworking) at DV 15. A roll is done every 5 minutes. The success margins are summed up, and once 20 is reached the taming is done. The tamer and the owner must be there for the whole duration of the session.

## Transportation

The transportation will be done by four agents: a clockworker, a security agent, a spiritual agent and a driver. A McGerren 44 has been prepared for this delivery, already loaded with the deliverable.

It's in fact a Gen III machine, a thing that the tamer can realize during the taming, which is much more easy than expected. The taming requires of course the presence of the person for which the automat is supposed to be, and all attending to the taming, the tamer included must wear a special fabric mask.

## 5.2 THE BAZAAR

This act is about the arrival of the PC to Samarkand.

### Arik-al-tassoar Thugs

### 5.2.1 Nova Stressos Soirée Avant-Garde

The soirée, that is supposed to be a recurring event held every 16th of the month is a meeting for the elite to discuss luxury goods, special items and about all the wonders of the Empire that can be found in the Bazaar. Of course, none of most of the people here never set foot in a suq, but they are reach enough to have servants to do their shopping for them.

Here, when transactions are done, it's usually on a £10K basis, whether it is about rare whyskies, Haute Couture Fashion, Automats, Starships or Cyber implants.

#### People of Note

- **Karlinova Streßhäus\*** is the host. with a solid reputation being a real hedonist, she is gallant and vain, as most might expect. This seems to be drawn to interest by every single guest that would attend to the Soirée, but she really has her targets according to what she has in mind.
- **Alfonso Gradinier** is an Haute Couture famous weirdo. Really talented, he is totally unbearable when in public. In rare occasion he might seem a more tolerable person when he is taken alone on a conversation with someone who really show interest on him or his work.
- **[tara was not found]** is the mysterious assistant of Nova Stressos.

#### Major Attendants

- **Lord Clinton Austruy**: Hawkwood aging playboy, and his entourage of bodyguards and models (3+5 escorts).
- **Erian Li Halan**: A Li Halan lady a bit lost in the soirée. She came here to satisfy a family needs to dive into the elite and get some support on a system on which they are not that much present, no escort
- **Don Antonio Ragos**: An outcast from House Hazat, heavily cybernetized + 3 escorts
- **Bishop Naralian**: A church representative that apparently came has a watch to how the things are held. After a few drinks, it becomes obvious his watching is more on the almost naked ladies. Might be caught with one or two girls late at night. He's here with two escorts, Sergeant Vanderen and private Londscale (hardened muster women under Church contract that have no other choice than let him do his things). They tend to keep some distance.
- Sir **Edwig Torenson**: Rare brand whyskies specialist, +2 escorts.
- **Neiad Shafeer Al-Malik**: Called the Princess of the desert, this low rank al-Malik maid is a master in the Sihid desert belly dances. + 4

escorts

- Emmett Van Gelder & Portia Justinian: An odd couple, clearly paramours

## Madoc Customers

There are two strangers from House Juandastaas attending to Nova Stressos soirée. They came here knowing there might be Zemeckis agent, so they would be able to talk business with them: They need to know if automats would be able to reach the dephts of the seas to help Oro'yms recover valuables.

**Fritz Faroë\*** is a Knight, and **Gareth Süskin\*** is his advisor.

## 5.2.2 Supports

**Wilson Nolland\***

**Kleria Van Dyke\***

**Vedel Klugzman\***

### ABDUL MOFAT AL-MALIK (†)

#### ALFONSO GRADINIER

**Grand Couturier**

Male Urthish Teutonic of from none Freefolk.

Born in 4967 (55 years old) Height: 169cm / Weight: 60kg

**STR:5 CON:4 BOD:4 MOV:4 INT:6 WIL:4 TEM:6 PRE:6 TEC:5 REF:6 AGI:3**

**AWA:7**

REC:9 STA:1 END:40 STU:8 RES:10 DMG:1

TOL:10 HUM:50 PAS:13 WYR:12 SPD:3 RUN:8

**Skills:** Academia[4], Arts[2], Athletics[2], Driving[2], Empathy[5], Fight[2], Focus[4], Impress[3], Inquiry[1], Linguistics[3], Lore[2], Observe[6], Performance[2], Persuasion[3], Redemption[1], Remedy[1], Seduction[3], Streetwise[1], Teaching[4], Trading[1], Arts (Couture)[7], Arts (Music)[3], Driving (Heavy Transport Vehicle)[2], Driving (Landcraft)[3], Linguistics (Franken)[2], Linguistics (Latin)[2], Linguistics (Urthish)[2], Lore (Fashion)[6], Lore (Spacesuit)[2], Performance (Catwalk)[4], Performance (Dancing)[3], Redemption (Tinkering)[4].

**Shortcuts:** Notice something (AWA + Observe = 13), Discern emotions (AWA + Empathy = 11), Convince someone with arguments (PRE + Persuasion = 9), Charm others (PRE + Seduction = 9), Keep focused on a task (WIL + Focus = 8), Fight/Martial Arts (REF + Fight = 8), Stabilize wounds (INT + Remedy = 7), Deduce from data (INT + Inquiry = 7), Swimming (BOD + Athletics = 6)

**[000487 / alfonso\_gradinier]**

### ARIK-AL-TASSOAR THUGS

**Leading Scraver Gang in Samarkand**

Male Urthish Kaanic Associate of from Istakhr / Samarkand Freefolk.

Born in 5002 (20 years old) Height: 150cm / Weight: 50kg

PHY:5 MEN:4 COM:5 REC:11 STA:1 END:45 STU:9 RES:6 DMG:1

TOL:7 HUM:35 PAS:12 WYR:10 SPD:2 RUN:10

**Skills:** Academia[2], Alchemy[2], Athletics[2], Bribery[2], Bureaucracy[1], Dodge[2], Fight[4], Focus[2], Gambling[1], Impress[2], Inquiry[2], Knavery[3], Linguistics[2], Lore[2], Melee[2], Observe[4], Persuasion[2], Shoot[3], Stealth[1], Streetwise[8], Teaching[2], Trading[2], Linguistics (Scravens' Canb)[2], Linguistics (Urthish)[2], Lore (Istakhr System)[2], Lore (Poisons & Drugs)[2].

**Shortcuts:** Notice something (AWA + Observe = 12), Fight/Martial Arts (REF + Fight = 8), Deduce from data (INT + Inquiry = 8), Fire a ranged weapon (REF + Shoot = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Avoid being hit (AGI + Dodge = 7), Swimming (BOD + Athletics = 6), Melee (REF + Melee = 6), Convince someone with bullshit (PRE + Knavery = 6), Keep focused on a task (WIL + Focus = 5), Convince someone with arguments (PRE + Persuasion = 5)

[000466 / arikaltassoar\_thugs]

FRITZ FAROË (+)

GARETH SÜSKIN (+)

KARLINOVA STRESSHAÜS (+)

KLERIA VAN DYKE (+)

VEDEL KLUGZMAN (+)

WILSON NOLLAND (+)

zaffarelli@gmail.com

# Abdul Mofat al-Malik

Male Urthish Enquist of from none Freefolk. Born in 4953 (68 years old)  
 Height: 150cm / Weight:50kg

## Primary Attributes

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

## Secondary Attributes

Recovery	o	Stamina	-1	Endurance	o	Stun	o
Resistance	o	Damage	-2	Tolerance	o	Humanity	o
Passion	o	Wyrd	o	Speed	o	Run	o

## Talents

## Shortcuts

## Narrative

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Generated with **Dramatis Personae**  
 Nov. 11, 2021, 11 p.m.

# Abru Al-Shadiraz

*Sihid tribe elder*

Male Urthish Kaanic of from Istakhr / Afid Desert Freefolk. Born in 4909 (113 years old)  
 Height: 171.55257cm / Weight:62.50093631594287kg

## Primary Attributes

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

## Secondary Attributes

Recovery	7	Stamina	1	Endurance	35	Stun	7
Resistance	7	Damage	0	Tolerance	7	Humanity	35
Passion	7	Wyrd	6	Speed	2	Run	8

## Skills

Academia	2	<b>Linguistics</b>	1	Shadowing	1
Athletics	2	■ <i>Urthish</i>	1	Survival	1
Beastcraft	1	Navigation	1	Teaching	2
Fight	2	Observe	3	Focus	2
Persuasion	2				

## Talents

## Shortcuts

Notice something (AWA + Observe = 7), Keep focused on a task (WIL + Focus = 6),  
 Swimming (BOD + Athletics = 5), Fight/Martial Arts (REF + Fight = 5), Convince  
 someone with arguments (PRE + Persuasion = 5)

## Lifepaths

**Race** Urthish (140), **Upbringing** Sihid Desert Nomad (20).

## Narrative

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Generated with **Dramatis Personae**  
 Dec. 5, 2021, 2:22 a.m.



## Aldron Moxlaw

Male Urthish Sebacean of from none Freefolk. Born in 4961 (61 years old)

Height: 150cm / Weight: 50kg

### Primary Attributes

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

### Secondary Attributes

Recovery	10	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	1	Tolerance	13	Humanity	65
Passion	17	Wyrd	8	Speed	2	Run	8

### Skills

Academia	3	Interrogation	2	Oratory	2
Athletics	4	<b>Linguistics</b>	2	Persuasion	4
<b>Dogma</b>	3	▪ <i>Latin</i>	2	Politics	1
▪ <i>Church of the</i>	3	▪ <i>Urthish</i>	2	Remedy	1
<i>Celestial Sun</i>					
▪ <i>Omega Gospels</i>	1	<b>Lore</b>	5	Search	2
▪ <i>Sathraism</i>	1	▪ <i>Engineers Guild</i>	1	Seduction	2
Empathy	4	▪ <i>Heresy</i>	2	Shadowing	1
Etiquette	1	▪ <i>House al-Malik</i>	2	Shoot	4
Fight	2	▪ <i>Penitents</i>	2	Stealth	1
Focus	3	▪ <i>Synecullum</i>	1	Stoic Body	1
Impress	4	Observe	5	Streetwise	1
Inquiry	4	Occult Arts	1	Teaching	2

### Benefices/Afflictions

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

### Talents

### Shortcuts

Notice something (AWA + Observe = 14), Discern emotions (AWA + Empathy = 12),  
Search a place (AWA + Search = 11), Convince someone with arguments (PRE +  
Persuasion = 10), Keep focused on a task (WIL + Focus = 8), Fire a ranged weapon  
(REF + Shoot = 8), Deduce from data (INT + Inquiry = 8), Charm others (PRE +  
Seduction = 8), Swimming (BOD + Athletics = 7), Fight/Martial Arts (REF + Fight =  
6), Stabilize wounds (INT + Remedy = 5)

### Lifepaths

**Race** Urthish (140), **Upbringing** Average Class (5), **Upbringing** Town (15),  
**Apprenticeship** Temple Avesti Parish (25), **Early Career** Inquisitor (48), **Tour of  
Duty** Noble Confessor (20), **Tour of Duty** Native Theurge (20), **Worldly Benefits**  
High Promotion (7).

### Narrative

Generated with **Dramatis Personae**

Dec. 18, 2021, 2:45 p.m.

# Alfonso Gradinier

Grand Couturier

Male Urthish Teutonic of from none Freefolk. Born in 4967 (55 years old)

Height: 169cm / Weight:60kg

## Primary Attributes

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

## Secondary Attributes

Recovery	9	Stamina	1	Endurance	40	Stun	8
Resistance	10	Damage	1	Tolerance	10	Humanity	50
Passion	13	Wyrd	12	Speed	3	Run	8

## Skills

Academia	4	Impress	3	▪ Catwalk	4
Arts	2	Inquiry	1	▪ Dancing	3
▪ Couture	7	Linguistics	3	Persuasion	3
▪ Music	3	▪ Franken	2	Redemption	1
Athletics	2	▪ Latin	2	▪ Tinkering	4
Driving	2	▪ Urthish	2	Remedy	1
▪ Heavy Transport	2	Lore	2	Seduction	3
Vehicle					
▪ Landcraft	3	▪ Fashion	6	Streetwise	1
Empathy	5	▪ Spacesuit	2	Teaching	4
Fight	2	Observe	6	Trading	1
Focus	4	Performance	2		

## Blessings/Curses

Curious (2) , Nosy (-2) , Prideful (-2) .

## Benefices/Afflictions

Addiction (Cost:-2 ) , Ally (Cost:2 ) , Assets (Cost:3 3000 ) , Fallen from Grace (Cost:-3 ) , Gossip Network (Cost:2 You have a network of informants planetwide. ) .

## Talents

## Shortcuts

Notice something (AWA + Observe = 13), Discern emotions (AWA + Empathy = 11), Convince someone with arguments (PRE + Persuasion = 9), Charm others (PRE + Seduction = 9), Keep focused on a task (WIL + Focus = 8), Fight/Martial Arts (REF + Fight = 8), Stabilize wounds (INT + Remedy = 7), Deduce from data (INT + Inquiry = 7), Swimming (BOD + Athletics = 6)

## Lifepaths

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

## Narrative

Generated with **Dramatis Personae**

Dec. 12, 2021, 4:01 a.m.

# Alicia Bregen

Female Urthish Kaanic of from none Freefolk. Born in 4990 (32 years old)  
 Height: 150cm / Weight:50kg

## Primary Attributes

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

## Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	10	Damage	0	Tolerance	8	Humanity	40
Passion	11	Wyrd	12	Speed	2	Run	6

## Skills

Academia	3	▪ <i>Urthish</i>	1	▪ <i>Mech</i>	3
Athletics	2	▪ <i>Urthtech</i>	3	▪ <i>Volt</i>	3
Fight	2	Observe	3	Seduction	1
Focus	3	Persuasion	2	Streetwise	1
Inquiry	3	<b>Redemption</b>	3	Teaching	2
<b>Linguistics</b>	2	▪ <i>Forbidden Lore</i>	1	Think Machine	2

## Blessings/Curses

Innovative (2) , Unnerving (-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

Deduce from data (INT + Inquiry = 11), Notice something (AWA + Observe = 10), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 9), Convince someone with arguments (PRE + Persuasion = 8), Keep focused on a task (WIL + Focus = 7), Charm others (PRE + Seduction = 7), Fight/Martial Arts (REF + Fight = 6), Swimming (BOD + Athletics = 5)

## Lifepaths

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

## Narrative

Generated with **Dramatis Personae**  
 Dec. 18, 2021, 2:42 p.m.

# Arik-al-tassoar Thugs

Leading Scraver Gang in Samarkand

Male Urthish Kaanic Associate of from Istakhr / Samarkand Freefolk. Born in 5002 (20 years old)  
Height: 150cm / Weight:50kg

## Primary Attributes

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

## Secondary Attributes

Recovery	11	Stamina	1	Endurance	45	Stun	9
Resistance	6	Damage	1	Tolerance	7	Humanity	35
Passion	12	Wyrd	10	Speed	2	Run	10

## Skills

Academia	2	Impress	2	Melee	2
Alchemy	2	Inquiry	2	Observe	4
Athletics	2	Knavery	3	Persuasion	2
Bribery	2	Linguistics	2	Shoot	3
Bureaucracy	1	▪ Scravens' Cant	2	Stealth	1
Dodge	2	▪ Urthish	2	Streetwise	8
Fight	4	Lore	2	Teaching	2
Focus	2	▪ Istakhr System	2	Trading	2
Gambling	1	▪ Poisons & Drugs	2		

## Blessings/Curses

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

## Talents

## Weapons

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

## Armor

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

## Shortcuts

Notice something (AWA + Observe = 12), Fight/Martial Arts (REF + Fight = 8), Deduce from data (INT + Inquiry = 8), Fire a ranged weapon (REF + Shoot = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Avoid being hit (AGI + Dodge = 7), Swimming (BOD + Athletics = 6), Melee (REF + Melee = 6), Convince someone with bullshit (PRE + Knavery = 6), Keep focused on a task (WIL + Focus = 5), Convince someone with arguments (PRE + Persuasion = 5)

## Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Street Scravens (25), Nameless Kit Samarkand Cartel Thug (40).

## Narrative

# Arsen Floxman (TBD)

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

## Primary Attributes

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

## Secondary Attributes

Recovery	7	Stamina	1	Endurance	35	Stun	7
Resistance	10	Damage	0	Tolerance	8	Humanity	40
Passion	12	Wyrd	13	Speed	2	Run	8

## Skills

Academia	4	▪ <i>Latin</i>	1	▪ <i>Volt</i>	3
Athletics	2	▪ <i>Urthish</i>	2	<b>Science</b>	3
Beastcraft	1	▪ <i>Urthtech</i>	3	▪ <i>Artificial</i>	3
				<i>Intelligence</i>	
Bureaucracy	2	<b>Lore</b>	2	▪ <i>Mathematics</i>	3
Cryptography	3	▪ <i>Leagueheim</i>	1	▪ <i>Robotics</i>	3
		<i>System</i>			
Cybernetics	2	▪ <i>Underworld</i>	2	Shoot	2
Etiquette	2	Observe	3	Streetwise	1
Fight	2	Persuasion	2	Teaching	3
Focus	3	<b>Redemption</b>	3	Think Machine	5
Inquiry	4	▪ <i>Forbidden Lore</i>	5	<b>Linguistics</b>	3
▪ <i>Mech</i>	3				

## 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 ) .

## Talents

## 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

# Ashur Templa

Male Urthish Kaanic of from none Church. Born in 4997 (25 years old)  
 Height: 184cm / Weight:72kg

## 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

## Secondary Attributes

Recovery	12	Stamina	3	Endurance	65	Stun	13
Resistance	8	Damage	2	Tolerance	11	Humanity	55
Passion	10	Wyrd	8	Speed	3	Run	10

## Skills

Academia	2	Fight	6	Oratory	1
Acrobatics	3	Focus	3	Persuasion	2
Athletics	4	Linguistics	1	Remedy	2
Bribery	1	▪ Urthish	1	Shoot	4
Bureaucracy	1	Lore	3	Stoic Body	5
Dodge	4	▪ Grail System	1	Surgery	1
Dogma	1	▪ Holy Terra System	1	Survival	2
▪ Church of the	2	▪ Nowhere System	1	Teaching	3
Celestial Sun					
Empathy	3	Melee	4	Warfare	2
Etiquette	1	Observe	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)

## Augustus Zeneter (TBD)

Male Urthish Teutonic of from none Freefolk. Born in 4995 (27 years old)  
 Height: 173cm / Weight:70kg

### Primary Attributes

Strength	4	Intellect	8	Tech	4
Constitution	4	Willpower	5	Reflexes	7
Body	4	Temper	3	Agility	3
Movement	3	Presence	10	Awareness	5

### Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	15	Damage	0	Tolerance	8	Humanity	40
Passion	8	Wyrd	15	Speed	4	Run	6

### Skills

Academia	2	Impress	1	Persuasion	4
Athletics	3	Inquiry	1	Politics	2
Bureaucracy	2	Knavery	2	<b>Redemption</b>	1
<b>Driving</b>	4	Leadership	1	▪ <i>Tinkering</i>	2
▪ <i>Celestial Sailing</i>	4	<b>Linguistics</b>	1	Remedy	2
▪ <i>Heavy Transport</i>	3	▪ <i>Urthish</i>	2	Seduction	2
Vehicle					
▪ <i>Railway</i>	2	<b>Lore</b>	1	Sensors	2
▪ <i>Skycraft Piloting</i>	4	▪ <i>Jumpweb</i>	2	Shoot	1
Empathy	1	Magna Carta	3	Teaching	2
Fight	2	Melee	1	Think Machine	2
Focus	2	Navigation	2	Trading	3
Gunnery	3	Observe	3		

### 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) .

### Talents

### Shortcuts

Convince someone with arguments (PRE + Persuasion = 14), Convince someone with bullshit (PRE + Knavery = 12), Charm others (PRE + Seduction = 12), Prepare a legal case (INT + Magna Carta = 11), Give orders to subsidiaries (PRE + Leadership = 11), Fly an aircraft (REF + Driving (Skycraft Piloting) = 11), Stabilize wounds (INT + Remedy = 10), Fill shipment border transit documents (INT + Bureaucracy = 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 (REF + Melee = 8), Fire a ranged weapon (REF + Shoot = 8), Swimming (BOD + Athletics = 7), Keep focused on a task (WIL + Focus = 7), Discern emotions (AWA + 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**

Dec. 11, 2021, 12:40 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

## 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

Generated with **Dramatis Personae**

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: 182cm / Weight:76kg

## Primary Attributes

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

## Secondary Attributes

Recovery	12	Stamina	2	Endurance	55	Stun	11
Resistance	9	Damage	2	Tolerance	8	Humanity	40
Passion	8	Wyrd	11	Speed	3	Run	8

## Skills

Academia	2	Inquiry	1	▪ <i>Mech</i>	1
Acrobatics	3	Knavery	1	Remedy	3
Athletics	4	<b>Linguistics</b>	1	Search	1
Dodge	2	▪ <i>Urthish</i>	2	Security	3
<b>Driving</b>	1	<b>Lore</b>	1	Seduction	1
▪ <i>Landcraft</i>	2	▪ <i>Criticorum System</i>	2	Shadowing	2
Etiquette	1	Melee	5	Shoot	4
Fight	7	Observe	4	Streetwise	3
Focus	2	Persuasion	2	Survival	1
Impress	3	<b>Redemption</b>	1	Teaching	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 You have a network of informants planetwide. ) , Martial Arts (Base) (Cost:6 Basic Actions from +1 to +3 Requires Fight 3 ) .

## Talents

## Shortcuts

Fight/Martial Arts (REF + Fight = 13), Melee (REF + Melee = 11), Swimming (BOD + Athletics = 10), Fire a ranged weapon (REF + Shoot = 10), Notice something (AWA + Observe = 9), Stabilize wounds (INT + Remedy = 8), Roll to cover (MOV + Acrobatics = 7), Keep focused on a task (WIL + Focus = 7), Avoid being hit (AGI + Dodge = 7), Search a place (AWA + Search = 6), Deduce from data (INT + Inquiry = 6), Convince someone with arguments (PRE + Persuasion = 6), Convince someone with bullshit (PRE + Knavery = 5), Charm others (PRE + Seduction = 5)

## 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

# Charlie Groff

*Enforcer of the Medusa*

Male Urthish Mangalore of from none Freefolk. Born in 4982 (40 years old)

Height: 179cm / Weight:74kg

## Primary Attributes

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

## Secondary Attributes

Recovery	11	Stamina	2	Endurance	50	Stun	10
Resistance	9	Damage	1	Tolerance	9	Humanity	45
Passion	7	Wyrđ	9	Speed	3	Run	8

## Skills

Academia	2	▪ <i>Urthish</i>	1	Seduction	1
Athletics	4	Melee	2	Shadowing	1
Beastcraft	1	Observe	2	Shoot	4
Dodge	1	Persuasion	2	Streetwise	2
Fight	5	<b>Redemption</b>	1	Survival	1
Focus	2	▪ <i>Mech</i>	2	Teaching	2
Impress	2	Remedy	2	<b>Linguistics</b>	1
Search	1				

## 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 You have a network of informants planetwide. ) , Medium Cyber Package (Cost:20 One notable enhancement. ) .

## Talents

## Shortcuts

Fight/Martial Arts (REF + Fight = 11), Fire a ranged weapon (REF + Shoot = 10), Swimming (BOD + Athletics = 9), Melee (REF + Melee = 8), Keep focused on a task (WIL + Focus = 7), Convince someone with arguments (PRE + Persuasion = 6), Avoid being hit (AGI + Dodge = 6), Stabilize wounds (INT + Remedy = 5), Notice something (AWA + Observe = 5), Charm others (PRE + Seduction = 5), Search a place (AWA + Search = 4)

## Lifepaths

**Race** Urthish (140), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Guildhall Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Cybernetics Tweaked (20), **Worldly Benefits** Friends & Rewards (7).

## Narrative

Generated with **Dramatis Personae**

Dec. 19, 2021, 3:26 p.m.

# Djihad Carcero

*New Clockmaker of Malignatus*

Male Urthish Kaanic of from none Freefolk. Born in 4987 (35 years old)

Height: 169.15784cm / Weight:60.883184566657064kg

## Primary Attributes

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

## Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	10	Damage	0	Tolerance	8	Humanity	40
Passion	12	Wyrd	12	Speed	2	Run	6

## Skills

Academia	3	▪ <i>Urthish</i>	1	<b>Science</b>	2
<b>Arts</b>	1	▪ <i>Urthtech</i>	3	▪ <i>Clockworking</i>	2
▪ <i>Sculpture</i>	4	Observe	5	▪ <i>Cybernetics</i>	2
Athletics	2	Persuasion	2	Seduction	1
Cybernetics	2	<b>Redemption</b>	4	Shoot	1
Fight	2	▪ <i>Clockworking</i>	2	Streetwise	1
Focus	3	▪ <i>Forbidden Lore</i>	1	Teaching	2
Inquiry	3	▪ <i>Mech</i>	2	Think Machine	2
<b>Linguistics</b>	2	▪ <i>Volt</i>	4		

## Blessings/Curses

Innovative (2) , Unnerving (-2) .

## Benefices/Afflictions

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

## Talents

## Shortcuts

Notice something (AWA + Observe = 13), Surgically implant cyber (TEC + Cybernetics = 11), Deduce from data (INT + Inquiry = 11), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 10), Convince someone with arguments (PRE + Persuasion = 8), Keep focused on a task (WIL + Focus = 7), Charm others (PRE + Seduction = 7), Fight/Martial Arts (REF + Fight = 6), Swimming (BOD + Athletics = 5), Fire a ranged weapon (REF + Shoot = 5)

## Lifepaths

**Race** Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15),

**Apprenticeship** Guildhall Engineer (25), **Early Career** Scientist (48), **Tour of Duty** Clockmaker (20), **Tour of Duty** Standard Tour (single round) (10), **Worldly Benefits** Promotion & Rewards (7).

## Narrative

Generated with *Dramatis Personae*

Dec. 19, 2021, 1:59 p.m.

# Ernst Szinkevicz

Male Urthish Teutonic of from none Nobility. Born in 4996 (26 years old)  
 Height: 178cm / Weight:74kg

## 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 Attributes

Recovery	10	Stamina	1	Endurance	50	Stun	10
Resistance	11	Damage	0	Tolerance	10	Humanity	50
Passion	11	Wyrd	11	Speed	3	Run	10

## Skills

Academia	4	Knavery	3	Persuasion	2
Acting	2	<b>Linguistics</b>	1	<b>Redemption</b>	1
Athletics	2	▪ <i>Urthish</i>	2	▪ <i>Mech</i>	1
Disguise	3	<b>Lore</b>	2	Search	3
Empathy	2	▪ <i>Cadavus System</i>	2	Seduction	2
Etiquette	4	▪ <i>House Decados</i>	2	Sneak	1
Fight	2	Melee	2	Spycraft	2
Focus	3	Navigation	1	Stealth	2
Forgery	3	Observe	4	Streetwise	2
Gambling	2	Oratory	3	Survival	1
Impress	1	<b>Performance</b>	2	Teaching	2
Inquiry	2	▪ <i>Comedia</i>	2	Interrogation	2
▪ <i>Dancing</i>	1				

## Blessings/Curses

Suspicious (2) , Vain (-2) .

## Benefices/Afflictions

Ally (Cost:2 ) , Assets (Cost:3 3000 ) , Gossip Network (Cost:2 You have a network of informants planetwide. ) , Householder (Cost:1 ) .

## Talents

## 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

# Fritz Faroë

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

## Primary Attributes

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

## Secondary Attributes

Recovery	7	Stamina	1	Endurance	35	Stun	7
Resistance	13	Damage	0	Tolerance	11	Humanity	55
Passion	11	Wyrd	12	Speed	2	Run	8

## Skills

Academia	4	Inquiry	2	Persuasion	3
Athletics	2	Knavery	3	Search	1
Empathy	2	<b>Linguistics</b>	1	Seduction	4
Etiquette	6	▪ <i>Urthish</i>	2	Stealth	2
Fight	2	Navigation	1	Survival	1
Focus	2	Observe	4	Teaching	2
Forgery	1	Oratory	5		

## Benefices/Afflictions

Ally (Cost:2 ) , Assets (Cost:3 3000 ) , Gossip Network (Cost:2 You have a network of informants planetwide. ) , Nobility (Cost:3 Knight ) .

## Talents

## Shortcuts

Notice something (AWA + Observe = 11), Deduce from data (INT + Inquiry = 10), Charm others (PRE + Seduction = 10), Keep focused on a task (WIL + Focus = 9), Convince someone with bullshit (PRE + Knavery = 9), Convince someone with arguments (PRE + Persuasion = 9), Search a place (AWA + Search = 8), Fight/Martial Arts (REF + Fight = 6), Discern emotions (AWA + Empathy = 6), Swimming (BOD + Athletics = 5)

## Lifepaths

**Race** Urthish (140), **Upbringing** Outerbelt Juandaastas (20), **Apprenticeship** Diplomacy Intrigue (25), **Early Career** Court Ambassador (48), **Tour of Duty** Traveller (20), **Worldly Benefits** Friends & Rewards (7).

## Narrative

Generated with **Dramatis Personae**  
 Dec. 19, 2021, 2:05 p.m.

# Gareth Süskin

Male Urthish Urthish of from none Freefolk. Born in 4988 (34 years old)  
 Height: 169cm / Weight:60kg

## Primary Attributes

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

## Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	13	Damage	0	Tolerance	10	Humanity	50
Passion	14	Wyrd	11	Speed	2	Run	6

## Skills

Academia	4	Inquiry	3	Persuasion	2
Athletics	3	<b>Linguistics</b>	2	<b>Redemption</b>	1
Bureaucracy	1	▪ <i>Latin</i>	2	▪ <i>Volt</i>	6
Cybernetics	1	▪ <i>Urthish</i>	2	Seduction	3
Etiquette	2	Magna Carta	1	Teaching	2
Fight	2	Observe	4	Think Machine	1
Focus	3	Occult Arts	2	Impress	1
Oratory	2				

## Blessings/Curses

Mammon (-2) , Shrewd (2) .

## Benefices/Afflictions

Assets (Cost:7 10000 ) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3 ) .

## Talents

## Shortcuts

Notice something (AWA + Observe = 12), Charm others (PRE + Seduction = 12), Deduce from data (INT + Inquiry = 11), Convince someone with arguments (PRE + Persuasion = 11), Prepare a legal case (INT + Magna Carta = 9), Fill shipment border transit documents (INT + Bureaucracy = 9), Keep focused on a task (WIL + Focus = 7), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 5)

## Lifepaths

**Race** Urthish (140), **Upbringing** Average Class (5), **Upbringing** Town (15), **Apprenticeship** Guildhall Reeves (25), **Early Career** Scholar (48), **Tour of Duty** Native Psychic (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Rich Rewards (7).

## Narrative

Generated with **Dramatis Personae**  
 Dec. 19, 2021, 2:05 p.m.

# Harvenor Russel

Master Clockmaker

Male Urthish Teutonic Master of from none Freefolk. Born in 4961 (61 years old)  
Height: 164cm / Weight:59kg

## Primary Attributes

Strength	3	Intellect	7	Tech	10
Constitution	3	Willpower	4	Reflexes	4
Body	3	Temper	4	Agility	3
Movement	3	Presence	8	Awareness	8

## Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	12	Damage	0	Tolerance	8	Humanity	40
Passion	12	Wyrd	11	Speed	2	Run	6

## Skills

Academia	3	▪ Latin	1	▪ Volt	3
Arts	1	▪ Urthish	2	Science	2
▪ Sculpture	8	▪ Urthtech	3	▪ Clockworking	4
Athletics	3	Observe	6	▪ Cybernetics	4
Cybernetics	4	Persuasion	2	Seduction	1
Fight	2	Redemption	4	Teaching	2
Focus	3	▪ Clockworking	4	Think Machine	2
Inquiry	3	▪ Forbidden Lore	1	Linguistics	3
▪ Mech	3				

## 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 ) .

## Talents

## Shortcuts

Surgically implant cyber (TEC + Cybernetics = 14), Notice something (AWA + Observe = 14), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 11), Deduce from data (INT + Inquiry = 10), Convince someone with arguments (PRE + Persuasion = 10), Charm others (PRE + Seduction = 9), Keep focused on a task (WIL + Focus = 7), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 6)

## Lifepaths

**Race** Urthish (140), **Upbringing** Town (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Engineers (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** High Promotion (7).

## Narrative

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Dec. 19, 2021, 2:15 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	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

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



# Ivan Ipsevicz

Master Clockmaker

Male Urthish Castillan of from none Freefolk. Born in 4969 (52 years old)

Height: 150cm / Weight:50kg

## Primary Attributes

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

## Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	9	Damage	0	Tolerance	10	Humanity	50
Passion	15	Wyrd	13	Speed	3	Run	6

## Skills

Academia	3	Knavery	1	▪ Mech	2
<b>Arts</b>	1	<b>Linguistics</b>	2	<b>Science</b>	2
▪ Sculpture	8	▪ Urthish	2	▪ Clockworking	4
Athletics	2	▪ Urthtech	2	▪ Cybernetics	4
Cybernetics	5	Observe	8	Seduction	1
Etiquette	1	Oratory	1	Shoot	1
Fight	2	Persuasion	2	Streetwise	3
Focus	3	<b>Redemption</b>	2	Teaching	2
Inquiry	3	▪ Clockworking	4	Think Machine	2

## Blessings/Curses

Innovative (2) , Unnerving (-2) .

## Benefices/Afflictions

Assets (Cost:5 5000 ) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) , Medium Cyber Package (Cost:20 One notable enhancement. ) , Rise Rank by 1 (Cost:2 ) .

## Talents

## Shortcuts

Notice something (AWA + Observe = 17), Surgically implant cyber (TEC + Cybernetics = 12), Deduce from data (INT + Inquiry = 11), Keep focused on a task (WIL + Focus = 7), Fight/Martial Arts (REF + Fight = 7), Convince someone with arguments (PRE + Persuasion = 7), Fire a ranged weapon (REF + Shoot = 6), Convince someone with bullshit (PRE + Knavery = 6), Charm others (PRE + Seduction = 6), Swimming (BOD + Athletics = 5)

## Lifepaths

**Race** Urthish (140), **Upbringing** City (15), **Upbringing** Poor Class (5), **Apprenticeship** Street Engineer (25), **Early Career** Scholar (48), **Tour of Duty** Clockmaker (20), **Tour of Duty** Clockmaker (20), **Tour of Duty** Cybernetics Tweaked (20), **Worldly Benefits** Promotion & Rewards (7).

## Narrative

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Dec. 19, 2021, 2:18 p.m.

# Karlinova Streßhäus

Female Urthish Sebacean of from none Nobility. Born in 4991 (31 years old)  
 Height: 177cm / Weight:70kg

## Primary Attributes

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

## Secondary Attributes

Recovery	8	Stamina	2	Endurance	55	Stun	11
Resistance	8	Damage	0	Tolerance	12	Humanity	60
Passion	16	Wyrd	11	Speed	3	Run	8

## Skills

Academia	2	Focus	2	Remedy	1
Alchemy	2	Forgery	3	Security	1
Athletics	4	Gambling	1	Seduction	1
Beastcraft	1	Gunnery	1	Shadowing	1
Bribery	2	Impress	1	Shoot	3
Bureaucracy	3	Knavery	5	Sneak	2
Dodge	2	Leadership	4	Streetwise	1
Driving	1	Linguistics	1	Teaching	2
▪ Celestial Sailing	2	▪ Urthish	3	Think Machine	1
Empathy	1	Melee	2	Warfare	3
Etiquette	2	Observe	2	Fight	3
Persuasion	3				

## Blessings/Curses

Suspicious (2) , Vain (-2) .

## Benefices/Afflictions

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

## Talents

## Shortcuts

Swimming (BOD + Athletics = 10), Notice something (AWA + Observe = 10), Fire a ranged weapon (REF + Shoot = 9), Fight/Martial Arts (REF + Fight = 9), Discern emotions (AWA + Empathy = 9), Convince someone with bullshit (PRE + Knavery = 9), Melee (REF + Melee = 8), Give orders to subsidiaries (PRE + Leadership = 8), Fill shipment border transit documents (INT + Bureaucracy = 8), Convince someone with arguments (PRE + Persuasion = 7), Stabilize wounds (INT + Remedy = 6), Keep focused on a task (WIL + Focus = 6), Avoid being hit (AGI + Dodge = 6), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 5), Charm others (PRE + Seduction = 5)

## Lifepaths

**Race** Urthish (140), **Upbringing** Rural Estate Decados (20), **Apprenticeship** Defrocked Noble (25), **Early Career** Military Command Starman (48), **Tour of Duty** Junkie in satin (20), **Tour of Duty** Military Officer (20), **Worldly Benefits** Promotion & Friends (7).

## Narrative

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 Dec. 19, 2021, 1:32 a.m.

# Kiera Zeneter

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

## Primary Attributes

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

## Secondary Attributes

Recovery	6	Stamina	1	Endurance	30	Stun	6
Resistance	12	Damage	0	Tolerance	8	Humanity	40
Passion	10	Wyrd	11	Speed	2	Run	6

## Skills

Academia	3	▪ <i>Latin</i>	1	▪ <i>Forbidden Lore</i>	1
Athletics	3	▪ <i>Urthish</i>	2	▪ <i>Mech</i>	3
Fight	2	▪ <i>Urthtech</i>	3	▪ <i>Volt</i>	3
Focus	3	Observe	2	Seduction	1
Inquiry	3	Persuasion	2	Teaching	2
Linguistics	3	Redemption	3	Think Machine	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) .

## Talents

## Shortcuts

Deduce from data (INT + Inquiry = 10), Convince someone with arguments (PRE + Persuasion = 10), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 9), Charm others (PRE + Seduction = 9), Notice something (AWA + Observe = 8), Keep focused on a task (WIL + Focus = 7), Swimming (BOD + Athletics = 6), Fight/Martial Arts (REF + Fight = 6)

## 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**  
 Dec. 19, 2021, 1:27 a.m.

# Kleria Van Dyke

Female Urthish Teutonic of from none Freefolk. Born in 5022 (0 years old)  
Height: 169.15784cm / Weight:58.099893525674055kg

## 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

Swimming (BOD + Athletics = 5), Notice something (AWA + Observe = 5), Keep focused on a task (WIL + Focus = 5), Fight/Martial Arts (REF + Fight = 5), Convince someone with arguments (PRE + Persuasion = 5)

## Lifepaths

**Race** Urthish (140).

## Narrative

# Lorem Zenski (skornett)

## Spiritual Guide

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

## Primary Attributes

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

## Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	13	Damage	0	Tolerance	13	Humanity	65
Passion	16	Wyrd	11	Speed	2	Run	6

## Skills

Academia	4	Etiquette	2	Occult Arts	3
Alchemy	2	Fight	2	Persuasion	3
Athletics	3	Focus	9	Remedy	3
<b>Dogma</b>	4	Inquiry	4	Seduction	3
▪ Church of the	3	<b>Linguistics</b>	3	Stoic Body	1

## Celestial Sun

▪ Omega Gospels	2	▪ Latin	4	Stoic Mind	5
▪ Stellar Apocryphon	1	▪ Signs Language	2	Streetwise	1
▪ Symbiot Lifeweb	1	▪ Urthish	2	Surgery	2
Empathy	4	Observe	4	Teaching	2

## Blessings/Curses

Curious (2) , Subtle (-2) .

## Benefices/Afflictions

Ally (Cost:2 ) , Assets (Cost:3 3000 ) , Gossip Network (Cost:2 You have a network of informants planetwide. ) , Occult Mastery 1 (Cost:6 Main Path: Power Level 1, 2 & 3 ) , Ordained (Cost:3 Novitiate / Apprentice / Novitiate ) .

## Talents

## Weapons

1 Ceramique 136 . P . WA:1 . J . C . DC:1D6+3 . Cal: . ROF:2 . Clip:10 . RNG:50 . VR . £80  
 2 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4

## Armor

Samarkand Sawoq Medium SP:5 (TO)(LA)(RA)(LL)(RL)

## Energy Shield

Sawoq Field 8/12 Hits:12 usage:(Soft Medium - )

## Shortcuts

Keep focused on a task (WIL + Focus = 14), Notice something (AWA + Observe = 12), Discern emotions (AWA + Empathy = 12), Deduce from data (INT + Inquiry = 12), Stabilize wounds (INT + Remedy = 11), Convince someone with arguments (PRE + Persuasion = 11), Charm others (PRE + Seduction = 11), Iron will (WIL + Stoic Mind = 10), Apply surgery on wounded (INT + Surgery = 10), Swimming (BOD + Athletics = 7), 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).

## Narrative

Answer to the Zemeckis call for assistance from Manifest Light

Generated with **Dramatis Personae**

Dec. 9, 2021, 7:47 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

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	<b>Linguistics</b>	1	Persuasion	2
Fight	2	▪ <i>Urthish</i>	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 (140).

## Narrative

## Marcus Zemeckis (huitzy\_kawek)

*Clockworking Apprentice*

Male Urthish Kaanic Apprentice of from none Freefolk. Born in 4998 (24 years old)

Height: 172cm / Weight:63kg

### Primary Attributes

Strength	3	Intellect	8	Tech	10
Constitution	4	Willpower	7	Reflexes	4
Body	4	Temper	3	Agility	3
Movement	4	Presence	4	Awareness	8

### Secondary Attributes

Recovery	7	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	0	Tolerance	10	Humanity	50
Passion	11	Wyrd	12	Speed	2	Run	8

### Skills

Academia	3	▪ <i>Ukari</i>	1	▪ <i>Mech</i>	3
Alchemy	1	▪ <i>Urthish</i>	2	▪ <i>Volt</i>	3
<b>Arts</b>	1	▪ <i>Urthtech</i>	2	<b>Science</b>	3
▪ <i>Sculpture</i>	4	<b>Lore</b>	3	▪ <i>Clockworking</i>	4
Athletics	2	▪ <i>Aylon System</i>	2	▪ <i>Cybernetics</i>	2
Cybernetics	3	▪ <i>Clockworking</i>	2	▪ <i>Engineering</i>	5
<b>Driving</b>	1	▪ <i>Leagueheim</i>	1	Sensors	1
		<i>System</i>			
▪ <i>Celestial Sailing</i>	2	Melee	1	Streetwise	1
Fight	2	Observe	7	Teaching	2
Focus	4	Persuasion	2	Think Machine	3
Inquiry	2	<b>Redemption</b>	4	<b>Xenology</b>	1
<b>Linguistics</b>	4	▪ <i>Clockworking</i>	3	▪ <i>Ur Ukari</i>	3
▪ <i>Latin</i>	2	▪ <i>Forbidden Lore</i>	5		

### Blessings/Curses

Innovative (2) , Unnerving (-2) .

### Benefices/Afflictions

Ally (Cost:2 Wilson Nolland) , Ally (Cost:4 Balthazar Zemeckis) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) , Gossip Network (Cost:2 You have a network of informants planetwide. ) .

### Talents

### Weapons

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

### Armor

Samarkand Sawoq Medium SP:5 (TO)(LA)(RA)(LL)(RL)

### Energy Shield

Sawoq Field 8/12 Hits:12 usage:(Soft Medium -)

### Shortcuts

Notice something (AWA + Observe = 15), Maintain celestial ship propellers thrust (TEC + Science (Engineering) = 15), Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 15), Surgically implant cyber (TEC + Cybernetics = 12), Sailing a spaceship (TEC + Driving (Celestial Sailing) = 12), Keep focused on a task (WIL + Focus = 11), 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. Sister: Leslie Zemeckis (23) Brother: Tomas Zemeckis (16)

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Dec. 6, 2021, 11:20 p.m.

# Marx Whenger (zaharielle)

Field Operator

Male Urthish Teutonic Sergeant of from none Freefolk. Born in 4996 (26 years old)

Height: 187cm / Weight:95kg

## Primary Attributes

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

## Secondary Attributes

Recovery	14	Stamina	2	Endurance	65	Stun	13
Resistance	10	Damage	2	Tolerance	10	Humanity	50
Passion	8	Wyrd	11	Speed	4	Run	8

## Skills

Academia	2	Impress	3	▪ Mech	1
Acrobatics	2	Knavery	1	Remedy	2
Athletics	4	<b>Linguistics</b>	2	Search	1
Beastcraft	1	▪ Urthish	2	Security	2
Bureaucracy	1	▪ Vuldrok	1	Seduction	1
Cryptography	1	<b>Lore</b>	2	Sensors	1
Cybernetics	1	▪ Gwynmeth System	2	Shadowing	2
Dodge	4	▪ Hargard System	2	Shoot	5
<b>Dogma</b>	1	Melee	3	Streetwise	2
▪ Vuldrok Erdgheist	1	Navigation	1	Survival	5
Fight	4	Observe	5	Teaching	2
Focus	2	Persuasion	2	Think Machine	3
Forgery	2	<b>Redemption</b>	1	Warfare	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 ) , Well-Traveled (Cost:3 Major house Fief ) .

## Talents

## Weapons

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

## Armor

<u>Samarkand Sawoq</u>	Medium	SP:5	(TO)(LA)(RA)(LL)(RL)
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## Energy Shield

<u>Sawoq Field</u>	8/12	Hits:12	usage:(Soft Medium - )
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## Shortcuts

Fire a ranged weapon (REF + Shoot = 12), Fight/Martial Arts (REF + Fight = 11), Swimming (BOD + Athletics = 10), Melee (REF + Melee = 10), Notice something (AWA + Observe = 9), Avoid being hit (AGI + Dodge = 9), Keep focused on a task (WIL + Focus = 8), Stabilize wounds (INT + Remedy = 6), Roll to cover (MOV + Acrobatics = 6), Convince someone with arguments (PRE + Persuasion = 6), Search a place (AWA + Search = 5), Fill shipment border transit documents (INT + Bureaucracy = 5), Convince someone with bullshit (PRE + Knavery = 5), Charm others (PRE + Seduction = 5)

## 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** Star Nations Veteran (5007) (20), **Worldly Benefits** Promotion & Rewards (7).

## Narrative

Recovery & Special Ops.



# 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

Recovery	9	Stamina	1	Endurance	40	Stun	8
Resistance	10	Damage	1	Tolerance	11	Humanity	55
Passion	14	Wyrd	12	Speed	3	Run	8

## Skills

Academia	4	Fight	2	Melee	2
<b>Arts</b>	2	Focus	2	Observe	6
▪ Poetry	1	Forgery	1	Persuasion	3
▪ Sculpture	5	Impress	1	<b>Redemption</b>	1
Athletics	2	Inquiry	2	▪ Tinkering	2
Beastcraft	1	<b>Linguistics</b>	4	Remedy	1
Bureaucracy	2	▪ Franken	1	<b>Science</b>	1
Dodge	2	▪ Graceful Tongue	1	▪ Biology	3
<b>Driving</b>	2	▪ Latin	2	Seduction	3
▪ Heavy Transport	2	▪ Urthish	2	Streetwise	1

<i>Vehicle</i>					
▪ Landcraft	3	<b>Lore</b>	2	Teaching	3
Empathy	4	▪ Rampart System	1	Trading	1
Etiquette	5	▪ Spacesuit	2		

## Blessings/Curses

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

# 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: 183cm / Weight:72kg

## 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 Attributes

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

## Skills

Academia	2	Focus	2	Politics	1
Alchemy	1	Impress	1	<b>Science</b>	1
<b>Arts</b>	1	<b>Linguistics</b>	3	■ <i>Biology</i>	2
■ <i>Sculpture</i>	3	■ <i>Ba'amon carvings</i>	1	Seduction	2
Athletics	2	■ <i>Ukari</i>	2	Shoot	1
Disguise	1	■ <i>Urthish</i>	2	Stealth	2
Dodge	2	Melee	2	Streetwise	1
Empathy	5	Observe	5	Teaching	2
Etiquette	3	Occult Arts	2	Trading	2
Fight	4	Persuasion	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

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Dec. 12, 2021, 2:54 a.m.

# Shamij Al Jabra (dogan)

Fixer

Male Urthish Mangalore Associate of from none Freefolk. Born in 4996 (26 years old)

Height: 176cm / Weight:58kg

## Primary Attributes

Strength	6	Intellect	6	Tech	4
Constitution	4	Willpower	5	Reflexes	4
Body	4	Temper	5	Agility	3
Movement	5	Presence	7	Awareness	10

## Secondary Attributes

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

## Skills

Academia	2	Impress	5	Persuasion	2
Alchemy	1	Inquiry	4	<b>Science</b>	1
Athletics	2	Interrogation	1	■ <i>Archaeology</i>	4
Dodge	2	Knavery	7	Seduction	2
<b>Driving</b>	2	<b>Linguistics</b>	2	Shadowing	1
■ <i>Heavy Transport</i>	1	■ <i>Scravers' Cant</i>	2	Shoot	3

<i>Vehicle</i>					
■ <i>Landcraft</i>	1	■ <i>Urthish</i>	2	Sneak	4
Empathy	1	<b>Lore</b>	2	Streetwise	7
Fight	5	■ <i>Aylon System</i>	2	Teaching	2
Focus	2	■ <i>Poisons &amp; Drugs</i>	5	Trading	5
Gambling	2	Observe	4		

## Blessings/Curses

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 You have a network of informants planetwide. ) , Passage Contract (Cost:2 Tramp Freighter ) .

## Talents

## Weapons

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

2 Scravers Light Revolver . P . WA:0 . J . C . DC:1D6+2 . Cal.:32 . ROF:3 . Clip:6 . RNG:50 . ST . £110

## Armor

Samarkand Sawoq      Medium      SP:5      (TO)(LA)(RA)(LL)(RL)

## Energy Shield

Sawoq Field      8/12      Hits:12      usage:(Soft Medium - )

## Shortcuts

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

# Siliestro Venga (TBD)

Male Urthish Castillan of from none Church. Born in 4995 (27 years old)  
 Height: 176cm / Weight:72kg

## 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	Stamina	1	Endurance	45	Stun	9
Resistance	13	Damage	0	Tolerance	14	Humanity	70
Passion	13	Wyrd	9	Speed	2	Run	8

## Skills

Academia	2	Inquiry	2	Politics	1
Athletics	3	<b>Linguistics</b>	3	Remedy	4
Beastcraft	2	▪ <i>Graceful Tongue</i>	2	Riding	1
<b>Dogma</b>	2	▪ <i>Latin</i>	2	Seduction	5
▪ <i>Church of the</i>	5	▪ <i>Urthish</i>	2	Streetwise	1
<i>Celestial Sun</i>					
▪ <i>Ukar Banjak</i>	1	Magna Carta	1	Surgery	4
Empathy	2	Observe	4	Teaching	3
Fight	2	Oratory	3	Focus	4
Persuasion	2				

## Blessings/Curses

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

Vedel Klugzman

Male Urthish Teutonic of from none Freefolk. Born in 4974 (48 years old)  
Height: 150cm / Weight:50kg

Primary Attributes

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

Secondary Attributes

Recovery	o	Stamina	-1	Endurance	o	Stun	o
Resistance	o	Damage	-2	Tolerance	o	Humanity	o
Passion	o	Wyrd	o	Speed	o	Run	o

Talents

Shortcuts

Narrative

Wilson Nolland

Male Urthish Castillan of from none Freefolk. Born in 4975 (47 years old)  
Height: 150cm / Weight:50kg

Primary Attributes

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

Secondary Attributes

Recovery	o	Stamina	-1	Endurance	o	Stun	o
Resistance	o	Damage	-2	Tolerance	o	Humanity	o
Passion	o	Wyrđ	o	Speed	o	Run	o

Talents

Shortcuts

Narrative

## Zatromos Radul Al-Malik

Male Urthish Kaanic Knight of from none Nobility. Born in 4995 (26 years old)

Height: 172cm / Weight: 69kg

### Primary Attributes

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

### Secondary Attributes

Recovery	8	Stamina	1	Endurance	35	Stun	7
Resistance	14	Damage	0	Tolerance	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	<b>Linguistics</b>	2	Riding	2
Dodge	1	▪ <i>Graceful Tongue</i>	2	Seduction	4
<b>Driving</b>	2	▪ <i>Urthish</i>	3	Shoot	1
▪ <i>Skimmer bike</i>	1	<b>Lore</b>	3	Stealth	1
▪ <i>Skycraft Piloting</i>	2	▪ <i>Automats</i>	1	Teaching	2
Empathy	1	▪ <i>Criticorum System</i>	2	Think Machine	2
Etiquette	5	▪ <i>Philosophy</i>	2	Trading	1
Fight	2	Melee	3	Focus	3
Observe	5				

### 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

### 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

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Dec. 19, 2021, 12:30 a.m.