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

## **Secondary Attributes**

	Recovery	8	Stam	ina	1	Endurar	ıce	45	Stun	9
	Resistance	7	Dama	age	0	Tolerand	ce	7	Humanity	35
	Passion	9	Wyrd	l	8	Speed		2	Run	8
	Skills									
	Academia		2	Focus			3	Lore		3
	Alchemy		2	Forge	ry		1	■ Istal	khr System	2
	Athletics		2	House	eholdin	g	1	■ Phil	osophy	1
	Beastcraft		1	Impre	ess		2	■ Pois	ons & Drugs	2
	Bribery		1	Inqui	ry		1	Obser	ve	2

# Bureaucracy 2 Knavery Dogma 1 Leadership - Church of the 1 Linguistics

 1
 Politics
 1

 3
 Search
 1

3

Persuasion

1

# Celestial Sun

Empathy	2	<ul> <li>Graceful Tongue</li> </ul>	1	Streetwise	2
Etiquette	2	■ Scravers' Cant	1	Teaching	2
Fight	3	<ul><li>Urthish</li></ul>	3	Think Machine	1

## **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

<u>Leather Jerkin</u> Soft SP:4 (TO)(LA)(RA)

## **Shortcuts**

Notice something (AWA + Observe = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Convince someone with arguments (PRE + Persuasion = 7), Swimming (BOD + Athletics = 6), Search a place (AWA + Search = 6), Keep focused on a task (WIL + Focus = 6), Fight/Martial Arts (REF + Fight = 6), Discern emotions (AWA + Empathy = 6), Deduce from data (INT + Inquiry = 6), Give orders to subsidiaries (PRE + Leadership = 5), Convince someone with bullshit (PRE + Knavery = 5)

# Lifepaths

Race Urthish (140), Nameless Kit Cartel Kit (20), Nameless Kit Al-Malik Kit (20), Nameless Kit Imperial Citizen Kit (20).

# **Narrative**

# Generated with **Dramatis Personae**

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