

# Hushing Breeze

Prima Ballerina

Female Urthish Sebacean of from none Freefolk. Born in 4989 (33 years old)

Height: 168cm / Weight:50kg

## Primary Attributes

Strength	7	Intellect	5	Tech	5
Constitution	7	Willpower	7	Reflexes	6
Body	7	Temper	7	Agility	8
Movement	6	Presence	3	Awareness	10

## Secondary Attributes

Recovery	14	Stamina	3	Endurance	70	Stun	14
Resistance	10	Damage	2	Tolerance	14	Humanity	70
Passion	17	Wyrd	11	Speed	3	Run	12

## Skills

Academia	4	Impress	2	Security	1
Acrobatics	8	Inquiry	4	Seduction	2
Athletics	5	Knavery	2	Shadowing	1
Bureaucracy	1	<b>Linguistics</b>	1	Shoot	2
Cryptography	2	▪ <i>Urthish</i>	2	Sneak	4
Disguise	1	Melee	2	Spycraft	3
Dodge	5	Observe	6	Stealth	6
Empathy	3	Persuasion	3	Streetwise	5
Fight	2	<b>Redemption</b>	1	Teaching	2
Focus	2	▪ <i>Tinkering</i>	1	Think Machine	2
Forgery	2	Remedy	1	Trading	1
Gambling	1	Search	1		

## Blessings/Curses

Bold (2) , Callous (-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

Notice something (AWA + Observe = 16), Roll to cover (MOV + Acrobatics = 14), Avoid being hit (AGI + Dodge = 13), Swimming (BOD + Athletics = 12), Search a place (AWA + Search = 11), Discern emotions (AWA + Empathy = 10), Keep focused on a task (WIL + Focus = 9), Deduce from data (INT + Inquiry = 9), Melee (REF + Melee = 8), Fire a ranged weapon (REF + Shoot = 8), Fight/Martial Arts (REF + Fight = 8), Stabilize wounds (INT + Remedy = 6), Fill shipment border transit documents (INT + Bureaucracy = 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** City (15), **Upbringing** Poor Class (5), **Apprenticeship** Street Muster (25), **Early Career** Lodge of the Artists (48), **Early Career** Spy (48), **Early Career** Thief (48), **Worldly Benefits** Promotion & Friends (7).

## Narrative

Generated with *Dramatis Personae*

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