Derek Paracelsus (Skornett)

Successful Provider of the League, Consigliere of Sio Tronen

Male Urthish Enquist Consigliere of from none Freefolk. Born in 4994 (27 years old) Height: 171cm / Weight:70kg

Primary Attributes

Strength	4	Intellect	7	Tech	5					
Constitution	5	Willpower	5	Reflexes	6					
Body	4	Temper	4	Agility	3					
Movement	4	Presence	8	Awareness	7					
Secondary Attributes										

Movement	4	Presence			8	Awa	Awareness 7						
Secondary Attributes													
Recovery	9	Stam	ina	1	Endurance	45	Stun	9					
Resistance	13	Dama	age	0	Tolerance	9	Humanity	45					
Passion	11	Wyrd	l	13	Speed	3	Run	8					
Skills													
Academia	emia 2		Focus		2	Obse	Observe						
Acrobatics		1	Forgery		2	Pers	Persuasion						
Alchemy		1	Gam	oling	1	Polit	ics	2					
Athletics		2	Gunnery		1	Redemption		1					
Bureaucracy		3	Impr	ess	1	■ Tin	ıkering	1					
Cryptograph	y	1	Inqui	ry	3	Rem	edy	2					
Cybernetics		1	Knav	ery	5	Secu	rity	2					
Dodge		1	Lead	ership	1	Sedu	ection	2					
Dogma		1	Ling	iistics	2	Snea	k	1					
 Kurgan El-l 	Diin	1	■ Kui	gan	2	Stree	etwise	6					

Blessings/Curses

■ Celestial Sailing

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

Driving

Landcraft

Magna Carta

Etiquette

Armor

<u>Armored Mesh Spacesuit</u> Medium SP:8

2

1

1

1

Urthish

Jumpweb

■ Poisons & Drugs

Lore

P:8 (HE)(TO)(LA)(RA)(LL)(RL)

2

Teaching

2 Trading

2 Fight

Think Machine

2

5

Shortcuts

Avoid being hit:AGI + Dodge (4), Keep focused on a task:WIL + Focus (7), Deduce from data:INT + Inquiry (10), Give orders to subsidiaries:PRE + Leadership (9), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (13), Stabilize wounds:INT + Remedy (9), Charm others:PRE + Seduction (10)

Race Urthish (140), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Streets Charioteers (25), Early Career Market Merchant (48), Tour of Duty Corporate Militia (20), Tour of Duty Entrepreneur (20), Worldly Benefits Promotion & Friends (7).

Narrative

Lifepaths

Generated with **Dramatis Personae**

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