Derek Paracelsus (Skornett)

Successful Provider of the League, Consigliere of Sio Tronen

Male Urthish Enquist of from none Freefolk. Born in 4994 (27 years old) Height: 171.34203cm / Weight:70.38998842246788kg

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													
9	Stamina		1	Endurance		45	Stun	9					
13	Dama	age	0	Tolerand	ce	9	Humanity	45					
11	Wyrd		13	Speed		3	Run	8					
	2	Focus			2	Observ	ve	6					
	1	Forge	ry		2	Persua	asion	5					
	1	Gamb	ling		1	Politic	S	2					
	2	Gunne	ery		1	Reden	nption	1					
	3	Impre	SS		1	Tink	ering	1					
y	1	Inquir	y		3	Remed	ły	2					
	9 13 11	9 Stam 13 Dama 11 Wyrd 2 1 1 2 3	9 Stamina 13 Damage 11 Wyrd 2 Focus 1 Forget 1 Gamb 2 Gunne 3 Impre	9 Stamina 1 13 Damage 0 11 Wyrd 13 2 Focus 1 Forgery 1 Gambling 2 Gunnery 3 Impress	9 Stamina 1 Endurar 13 Damage 0 Tolerand 11 Wyrd 13 Speed 2 Focus 1 Forgery 1 Gambling 2 Gunnery 3 Impress	9 Stamina 1 Endurance 13 Damage 0 Tolerance 11 Wyrd 13 Speed 2 Focus 2 1 Forgery 2 1 Gambling 1 2 Gunnery 1 3 Impress 1	9 Stamina 1 Endurance 45 13 Damage 0 Tolerance 9 11 Wyrd 13 Speed 3 2 Focus 2 Observ 1 Forgery 2 Persua 1 Gambling 1 Politic 2 Gunnery 1 Reden 3 Impress 1 • Tink	9					

Cybernetics Knavery Security Dodge Leadership Seduction Dogma Linguistics 2 Sneak 1 Streetwise Kurgan El-Diin Kurgan 2 1 Urthish Teaching 2 2

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Driving 2 ■ Celestial Sailing 1 Lore Think Machine 2 ■ Landcraft Jumpweb Trading 1 2 5 ■ Poisons & Drugs Fight Etiquette 1 Magna Carta

Blessings/Curses

Curious (2), Nosy (-2).

Benefices/Afflictions

Ally (Cost:4), Cash (Cost:1100), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Freelancer Investment (Cost:2+2 Assets), Rise Rank by 1 (Cost:2).

Talents

Armor

<u>Armored Mesh Spacesuit Medium</u> SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

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)

Lifepaths

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

Generated with **Dramatis Personae**

Oct. 28, 2021, 7:50 a.m.