Derek Paracelsus (Skornett)

League official

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

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Movement	4		Presence		8		Awareness		7				
Secondary Attributes													
Recovery	9	Stam	ina	1	Endurance		45	Stun		9			
Resistance	13	Dama	age	0	Toleran	ice	9 Human		nity	45			
Passion	11	Wyrd		13	Speed		3	Run		8			
Skills													
Academia		2	Focus			2	 Observe 			6			
Acrobatics		1	Forgery			2	Persuasion			5			
Alchemy		1	Gambling			1	Politics			2			
Athletics		2	Gunnery			1	Redemption			1			
Bureaucracy		3	Impress			1	 Tinkering 			1			
Cryptography		1	Inquiry			3	Remedy			2			
Cybernetics		1	Knavery			5	Security			2			
Dodge		1	Leadership			1	Seduction			2			
Dogma		1	Lingu	iistics		2	Sneak			1			
 Kurgan El-1 	Diin	1	Kur	gan		2	Street	wise		6			
Driving		2	Urti	hish		2	Teach	ing		2			
 Celestial Sa 	iling	1	Lore			2	Think	Machin	e	2			
 Landcraft 		1	 Jumpweb 			2	Trading		5				

Blessings/Curses

Etiquette

Magna Carta

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).

■ Poisons & Drugs

Fight

Talents

Weapons

1 Dirk . MELEE . WA:o . J . E . DC:2D6+1 . STR:2 . RNG:o . ST . £4 2 Scravers Light Revolver . P . WA:O . J . C . DC:1D6+2 . Cal:.32 . ROF:3 . Clip:6 . RNG:50 . ST . £110

Armor

Armored Mesh Spacesuit Medium 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

Successful Provider of the League, Consigliere of Sio Tronen. Betrayed by the board members, frowning at his humanist views and how he managed to have the ear of Sio Tronen so easily.