# 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	6	Intellect	6	Tech	3
Constitution	5	Willpower	3	Reflexes	4
Body	4	Temper	4	Agility	5
Movement	5	Presence	3	Awareness	8

## **Secondary Attributes**

Recovery	11	Stamina		1	Endurance		45	Stun	9
Resistance	6	Damage		1	Tolerance		7	Humanity	35
Passion	12	Wyrd		10	Speed		2	Run	10
Skills									
Academia		2	Impre	ess	:	2	Melee		2
Alchemy		2	Inquiry		:	2	Observe		4
Athletics		2	Knave	ery		3	Persua	asion	2
Bribery		2	Lingu	istics	:	2	Shoot		3
Bureaucracy		1	<ul><li>Scra</li></ul>	ivers' Ca	nt	2	Stealtl	1	1
Dodge		2	<ul><li>Urth</li></ul>	nish	:	2	Street	wise	8
Fight		4	Lore		:	2	Teachi	ing	2
Focus		2	■ Ista	khr Syst	em :	2	Tradir	ıg	2

## **Blessings/Curses**

Lucky at cards (2), Possessive (-2).

# **Talents** Weapons

Gambling

1 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4

■ Poisons & Drugs

### Armor

Leather Jerkin Soft SP:4 (TO)(LA)(RA)

# **Shortcuts**

Notice something (AWA + Observe = 12), Fight/Martial Arts (REF + Fight = 8), Deduce from data (INT + Inquiry = 8), Fire a ranged weapon (REF + Shoot = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Avoid being hit (AGI + Dodge = 7), Swimming (BOD + Athletics = 6), Melee (REF + Melee = 6), Convince someone with bullshit (PRE + Knavery = 6), Keep focused on a task (WIL + Focus = 5), Convince someone with arguments (PRE + Persuasion = 5)

# Lifepaths

Race Urthish (140), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Street Scravers (25), Nameless Kit Samarkand Cartel Thug (40).

## **Narrative**

#### Generated with **Dramatis Personae**

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