

Osir Yei / Jakub

MOTIVATIONS

[IDEAL] For Glory +d8

[BOND] For Friends +d6

[SELF] For My Future +d10

METHODS

Cunning +d6

Eloquence +d8

Force +d6

Grace +d6

Knowledge +d10

Will +d4

SKILLS

Academics (Chemistry) +d6

Academics (Medicine) +d6

Academics (Literature) +d6

Athletics

Bureaucracy & Law

Combat (Close) +d8

Combat (Ranged)

Craft ()

Etiquette +d8

Drive & Pilot

Fight +d8

First-Aid

Observe & Search

Perform()

Persuade +d6

Repair

Sneak +d8

Survive

Trick +d6

DISTINCTIONS +d8/DP

[ORIGIN] A street orphan from Illium raised to be a scientist

[CAREER] Personal Escort

[CAREER] Tutor

[TWIST] Lucky opportunity made me realise my talent as an assassin

TALENTS +d8/DP or exrt

#1 Vouchsafe (people who can hide you; Knowledge)

#2 Expert in the Field (Knowledge)

#3 Fast Talk (Eloquence)

#4 Bleeding Cut (Force)

ASSETS (RATED)

Purse +d6

Military sabre +d6

A bag with expert analysis tools and chemicals +d4

PROPS (CARRIED)

several academic books on poetry and philosophy, a decent flat, concealed weapons, disguise kit, basic medical kit, torchlight

DRAMA POINTS

3

STAMINA POINTS

14

CONDITIONS & COMPLICATIONS

Highly illegal samples +d10

Black protocol research +d8

EXPERIENCE

4

PATH OF BLOODY KNIVES

(xp 1) Defeat a threat by killing someone, or several someones. (xp 2) Slay a person or beast mightier than you.

PATH OF GIVING HANDS

(xp 1) Help someone who cannot help themselves. (xp 2) Save someone from a threat as bad as, or worse than, death.



