

NAME: Etta		IEGACY. I1 /C.	arted with the	SEX: Female		
NAME: Etta		LEGACY: Lurker (Conse	orted with the	HEIGHT: 172 cm		
AGE: 25		Blood Birds)				
RANK: City Judge (2)		40.00		WEIGHT: 70 kg	Б.	
EXPERIENCE:		700		drafts/dinars: 150 C	D	
CULTU	JRE	CONC	EPT	CUL		
		_		Ĭ		
Borca	a	X. The He	eretic	Judge		
		ATTRIBUTES	& SKILLS —			
		, (TTKIB 0 T 2 0	0.01.1220			
BODY	◆◆◆ ◇◇◇	AGILITY	◆◆ ◇◇◇	CHARISMA	⟨ ◆◆◇◇◇	
ATHLETICS	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	CRAFTING	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	ARTS	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	
BRAWL	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	DEXTERITY	$\diamond\diamond\diamond\diamond\diamond\diamond$	CONDUCT	**	
FORCE	$\diamond\diamond\diamond\diamond\diamond\diamond$	NAVIGATION	$\diamond\diamond\diamond\diamond\diamond\diamond$	EXPRESSION	**	
MELEE	◆◆◆◇◇◇	MOBILITY	◆◆◇◇◇◇	LEADERSHIP	◆◇◇◇◇◇	
STAMINA	$\diamond \diamond \diamond \diamond \diamond \diamond$	PROJECTILES	$\diamond\diamond\diamond\diamond\diamond\diamond$	NEGOTIATION	$\diamond\diamond\diamond\diamond\diamond\diamond$	
TOUGHNESS	***	STEALTH	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	SEDUCTION	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	
		er 1		4.2		
INTELLECT		PSYCHE	***	INSTINCT	***	
ARTIFACT LORE	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	CUNNING	$\diamond \diamond \diamond \diamond \diamond \diamond$	EMPATHY	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	
ENGINEERING	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	DECEPTION	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	ORIENTEERING	$\diamond \diamond \diamond \diamond \diamond \diamond$	
FOCUS	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	DOMINATION	◆◆◇◇◇◇	PERCEPTION	$\diamond \diamond \diamond \diamond \diamond \diamond$	
LEGENDS	$\diamond \diamond \diamond \diamond \diamond \diamond$	FAITH	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	PRIMAL	$\diamond \diamond \diamond \diamond \diamond \diamond \diamond$	
MEDICINE	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	REACTION	$\diamond\diamond\diamond\diamond\diamond\diamond$	SURVIVAL	$\diamond\diamond\diamond\diamond\diamond\diamond$	
SCIENCE	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	WILLPOWER	$\diamond\diamond\diamond\diamond\diamond$	TAMING	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	
		ADVANT	AGES —	- A-2		
BACKGROUNDS		POTENTIALS		SCARS		
DACKGROUNDS		TOTENTIALS		SCARS		
ALLIES	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	Danger Sense	♦◊◊	GROUP NAME:		
AUTHORITY	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$		$\Diamond\Diamond\Diamond$	ALIGNMENT:		
NETWORK	$\diamond \diamond \diamond \diamond \diamond \diamond$		$\Diamond \Diamond \Diamond \Diamond$	CONSTELLATION:		
RENOWN	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$		$\Diamond \Diamond \Diamond \Diamond$			
RESOURCES	$\diamond \diamond \diamond \diamond \diamond \diamond$		♦♦♦	SCARS VALUE:		
SECRETS	$\diamond \diamond \diamond \diamond \diamond \diamond$			INFAMY	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	
		CONDI				
1		CONDI	HON —			
MODIFIERS		********		COMPLICATIONS		
+1D to exerting her		****	>>>>>>			
<u>in Justitian while in</u> (Authority)	uilliolifi	SPORE INFES				

♦♦♦♦♦♦♦♦♦♦♦♦♦♦



ARSENAL

VISUALS

Broad shouldered

practiced ease

WEAPONS	HANDLING	DISTANCE (-/-4D)	DAMAGE	MAG	PROPERTIES	ENC.	TECH	SLOTS
Knife	+1D	1	2+F/3		Smooth Running (2T)	1	11	1
Judgment Hammer	-2D	1	1+F	-	Blunt, Impact (3T)	3	III	2
					273			

ARMOR	ARMOR VALUE	PROPERTIES	ENC.	TECH	SLOTS
Judge's Hat and Coat	2		2	II	2

EQUIPMENT	ENC.	ENC.	TOTAL ENC.
Flask (Filled with distillate)	F. 75.		
Codex			
Judgement Tools			
Judicial badge			
The Dossier (Carrion Bird Blackmail material)			
		34.5	

ARTIFACTS	ACTIVATION	OPERATION	APPRAISAL VALUE



		ARCHE	TYPE -		A STATE OF THE STA		
JAME: Vesper		LEGACY:		SEX: Male			
AGE: 22				HEIGHT: 185 cm			
ANK: Finch (1)				WEIGHT: 84 kg			
EXPERIENCE:				DRAFTS/DINARS: 25 CI			
AFERIENCE.			P 6 2 P 1 P 3	DRAFTS/DINARS. 23 CI			
CULTU	IRE	CONC	EPT	CUL	Т		
				=	=		
Borca		XVIII. The	Zealot	Apocalyp	otics		
		ATTRIBUTES	& SKILLS —				
				and the stary			
BODY	(* * * * * * *	AGILITY	(*****	CHARISMA	***		
ATHLETICS	$\diamond \diamond \diamond \diamond \diamond \diamond$	CRAFTING	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	ARTS	\\\\\\\		
BRAWL	$\diamond \diamond \diamond \diamond \diamond \diamond$	DEXTERITY	♦♦ ♦♦♦	CONDUCT	$\diamond \diamond \diamond \diamond \diamond \diamond \diamond$		
FORCE	$\diamond \diamond \diamond \diamond \diamond \diamond$	NAVIGATION	$\diamond \diamond \diamond \diamond \diamond \diamond$	EXPRESSION	**		
MELEE	◆◆◇◇◇◇	MOBILITY	$\diamond \diamond \diamond \diamond \diamond \diamond$	LEADERSHIP	00000		
STAMINA	$\diamond \diamond \diamond \diamond \diamond \diamond$	PROJECTILES	$\diamond \diamond \diamond \diamond \diamond \diamond$	NEGOTIATION	♦ ♦♦♦♦		
TOUGHNESS	♦♦♦ ♦	STEALTH	$\diamond \diamond \diamond \diamond \diamond \diamond$	SEDUCTION	\\\\\		
INTELLECT	(PSYCHE	**	INSTINCT	***		
ARTIFACT LORE	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$	CUNNING	$\diamond \diamond \diamond \diamond \diamond \diamond$	EMPATHY	\\\\\		
ENGINEERING	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	DECEPTION	$\diamond \diamond \diamond \diamond \diamond \diamond$	ORIENTEERING	00000		
FOCUS	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	DOMINATION	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	PERCEPTION	♦♦♦♦♦		
LEGENDS	$\diamond \diamond \diamond \diamond \diamond \diamond$	FAITH	$\diamond \diamond \diamond \diamond \diamond \diamond$	PRIMAL	$\diamond \diamond \diamond \diamond \diamond \diamond \diamond$		
MEDICINE	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	REACTION	$\diamond \diamond \diamond \diamond \diamond \diamond$	SURVIVAL	$\diamond \diamond $		
SCIENCE	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	WILLPOWER	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	TAMING	\\\\\		
		ADVANT	AGES —				
BACKGROUNDS		▼POTENTIALS		SCARS			
ALLIES	♦ ♦♦♦♦	Crow's Nest	◆◇◇	GROUP NAME:			
AUTHORITY	♦♦♦♦♦			ALIGNMENT:			
NETWORK	♦♦ ♦♦♦			CONSTELLATION:			
RENOWN	♦			CCARCMALUE			
RESOURCES	♦ ♦♦♦♦			SCARS VALUE:	^^^^		
SECRETS	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$		$\qquad \qquad \diamond \diamond \diamond \qquad \qquad \\$	INFAMY	\\\\\\\\\\\\		
		CONDI	TION ———				
MODIFIERS +1D when in the con	mnany of	*****)	COMPLICATIONS			
Carrion Birds (Finch	Rank bonus)	◆◆◆◆◆◆◆◇◇◇◇◇◇ SPORE INFES	STATIONS				
+1D to friendly socia (Unsavory Connection		♦♦♦♦♦♦♦ ♦♦♦♦♦♦♦♦♦♦♦♦♦					
			$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$				



VISUALS

Gaze hardened from a year of

abuse from his Flock

WEAPONS	HANDLING	DISTANCE (-/-4D)	DAMAGE	MAG	PROPERTIES	ENC.	TECH	SLOTS
Blow	+2D	1	-	-	Dazed (F/3), Smooth Running (2T)		l	
Kick	+1D	1	<u>-</u>	-	Dazed (F/2)		1	
Brass Knuckles	+2D	1	1+F/2	-	Blunt		II	2
					100			
Water State of State								

ARMOR	ARMOR VALUE	PROPERTIES	ENC.	TECH	SLOTS
Leather Coat	2		2	I	2
2019					

EQUIPMENT	ENC.		ENC.	TOTAL ENC.
Donkey and cart (On loan from Wicker)		and the same better than the		
Stimulants (Rating 1, 1 dose)				
Carrion Birds insignia				
Compass				

ARTIFACTS	ACTIVATION	OPERATION	APPRAISAL VALUE		



	, ,	ARCHET	YPE —			
ME: Mika		LEGACY: Primordial (T	hinks with	SEX: Female		
GE: 18		her heart)	4/-	HEIGHT: 160 cm		
NK: Citizen (1)		Family Bond: Stukov (T	he Stukov Clan	WEIGHT: 55 kg		
PERIENCE:		has her back, even if sh		DRAFTS/DINARS: 78 CI)	
		,	8 8			
CULTU	RE	CONCE	PT	CUL	Г	
		Щ		94		
Borca		0. The Adve	nturer	Clanners (S	tukov)	
Dorca				Claimers (o	·	
		— ATTRIBUTES	& SKILLS —			
BODY	⟨ ♦♦♦♦♦	AGILITY	***	CHARISMA	***	
ATHLETICS	♦ ♦♦♦♦	CRAFTING	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$	ARTS	♦ ♦♦♦♦	
BRAWL	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	DEXTERITY	$\diamond \diamond \diamond \diamond \diamond \diamond$	CONDUCT	**	
FORCE	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	NAVIGATION	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	EXPRESSION	***	
MELEE	$\diamond\diamond\diamond\diamond\diamond\diamond$	MOBILITY	$\diamond\diamond\diamond\diamond\diamond\diamond$	LEADERSHIP	♦♦♦♦♦	
STAMINA	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	PROJECTILES	$\diamond \diamond \diamond \diamond \diamond \diamond$	NEGOTIATION	♦ ♦♦♦♦	
TOUGHNESS	$\diamond \diamond \diamond \diamond \diamond \diamond$	STEALTH	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	SEDUCTION	$\diamond \diamond \diamond \diamond \diamond \diamond$	
INTELLECT	⟨ ♦♦♦♦♦	PSYCHE	⟨ ◆◆◇◇◇	▼ INSTINCT	****	
ARTIFACT LORE	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$	CUNNING	♦ ♦♦♦♦	EMPATHY	♦ ♦♦♦♦	
ENGINEERING	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	DECEPTION	**	ORIENTEERING	\\\\\\\	
FOCUS	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	DOMINATION	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	PERCEPTION	♦ ♦♦♦♦	
LEGENDS	**	FAITH	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	PRIMAL	*	
MEDICINE	$\diamond\diamond\diamond\diamond\diamond\diamond$	REACTION	$\diamond\diamond\diamond\diamond\diamond\diamond$	SURVIVAL	♦ ♦♦♦♦	
SCIENCE	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	WILLPOWER	$\diamond \diamond \diamond \diamond \diamond \diamond$	TAMING	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	
		ADVANTA	AGES —			
BACKGROUNDS		POTENTIALS		SCARS		
ALLIES	**	Could Be Worse	$\diamond \diamond \diamond$	GROUP NAME:		
AUTHORITY	\\\\\\\\		$\Diamond \Diamond \Diamond$	ALIGNMENT:		
NETWORK	$\diamond \diamond \diamond \diamond \diamond \diamond$		$\Diamond \Diamond \Diamond$	CONSTELLATION:		
RENOWN	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$		$\Diamond \Diamond \Diamond$			
RESOURCES	$\diamond\diamond\diamond\diamond\diamond$		$\Diamond \Diamond \Diamond \Diamond$	SCARS VALUE:		
SECRETS	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$		$\Diamond \Diamond \Diamond$	INFAMY	00000	

MODIFIERS

+1D to social interactions with

denizens of Downtown or the

Rubble (Together as One)

+2 Resources and Allies while in Borca (Family Bond: Stukov) **♦♦♦♦♦**♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦

CONDITION -

♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦ SPORE INFESTATIONS

♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦♦ FLESHWOUNDS

> **♦♦♦♦**♦♦♦♦♦♦♦ TRAUMA

COMPLICATIONS

 \Diamond



ARSENAL

VISUALS

Short and lithe, covering up with layers of fabric

Close-cut dark hair
Resting look of annoyance

WEAPONS	HANDLING	DISTANCE (-/-4D)	DAMAGE	MAG	PROPERTIES	ENC.	TECH	SLOTS
Brass Knuckles	+2D	1	1+F/2	- '- - '-	Blunt		ll	1
Sling	-1D	5/15	2+F/3	1	Blunt	1	I	1
					- 1			

ARMOR	ARMOR VALUE	PROPERTIES	ENC.	TECH	SLOTS
Citizen's clothes	1		1	1	-

EQUIPMENT	ENC.		ENC.	TOTAL ENC.
Note with instructions for the job with Vesper		A CONTRACTOR OF THE PROPERTY O		
Lightning bolt medallion (Stukov symbol)		The state of the s		
Bottle of Brenni beer (To make journeys easier)				
Citizenship papers				

ARTIFACTS	ACTIVATION	OPERATION	APPRAISAL VALUE



BODY ATTRIBUTES & SKILLS ATHLETICS BRAWL CONCEPT ARTS CONCEPT ARTS CONCEC ACQUITY AGUSTY ACQUITY ACQUIT	AME: Kiefer		LEGACY: Family Bond: Stukov (While		SEX: Male		
Well let them help) Creature of Habit (Mind over Matter) CULTURE CONCEPT CULT Borca XX. The Righteous ATTRIBUTES & SKILLS ATTRIBUTES & SKILLS ATTRIBUTES & SKILLS CRAFTING ARTS CONDUCT ARTS CONDUCT CONDUCT CONDUCT CONDUCT CONDUCT CONDUCT ARTS CONDUCT CO			he's stuck with his family, he might as well let them help)				
CULTURE CONCEPT CULT Borca XX. The Righteous ATTRIBUTES & SKILLS ATTRIBUTES & SKILLS CHARISMA CRAFTING DEATERITY OCCOMPLICT							
Borca XX. The Righteous ATTRIBUTES & SKILLS ATHLETICS BRAWL APPROVED FORCE FORE						PD.	
Borca XX. The Righteous ATTRIBUTES & SKILLS CHARISMA ATTHERICS ATHLETICS ACCUMUNITY	PERIENCE:		Creature of Habit (MI	nd over Matter)	DRAFTS/DINARS: 130 C	-D	
ATTRIBUTES & SKILLS AGILITY	CULTU	RE	CONCEPT		CUL	Τ	
Borca XX. The Righteous Clanners (Stukov) ATTRIBUTES & SKILLS BRODY AGILITY AG					9		
ACTIFICAT LORE ENGINEERING FOCUS ENGINEERING ACTIFICAT LORE ENGINEERING FOCUS ENGINEERING ACTIFICAT LORE ACTIFICAT ACTIFICAT LORE ACTIFICAT ACTIFICATION ACTIFICAT ACTIFICATION ACTIFICAT ACTIFIC	Borca		XX. The Rig	ghteous		itukov)	
ARTHLETICS BRAWL OOOOOO DEXTERITY OOOOOOO NAVIGATION OOOOOO MELEE OOOOOO MELEE OOOOOO MELEE OOOOOO MELEE OOOOOO MOBILITY OOOOOO MEDICTILES OOOOOO MEDICTILES OOOOO MEDICTILES OOOOO MEDICTILES OOOOO MEDICTILES OOOOO MEGOTIATION OOO TOUGHNESS OOOOO FOUGHNESS OOOOOO FOUGHNESS OOOOOO FOUGHNESS OOOOOOOOO FOUGHNESS OOOOOOOOOOO FOUGHNESS OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO			ATTRIBUTES	& SKILLS —			
ARTHLETICS BRAWL OOOOOO DEXTERITY OOOOOOO NAVIGATION OOOOOO MELEE OOOOOO MELEE OOOOOO MELEE OOOOOO MELEE OOOOOO MOBILITY OOOOOO MEDICTILES OOOOOO MEDICTILES OOOOO MEDICTILES OOOOO MEDICTILES OOOOO MEDICTILES OOOOO MEGOTIATION OOO TOUGHNESS OOOOO FOUGHNESS OOOOOO FOUGHNESS OOOOOO FOUGHNESS OOOOOOOOO FOUGHNESS OOOOOOOOOOO FOUGHNESS OOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOO				<u> </u>			
BRAWL FORCE F	BODY		AGILITY	**	CHARISMA	*	
FORCE	ATHLETICS	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	CRAFTING	$\bullet \Diamond \Diamond \Diamond \Diamond \Diamond$	ARTS	\\\\\\\	
MELEE	BRAWL	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	DEXTERITY	$\Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond \Diamond$	CONDUCT	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	
STAMINA OOOOOO TOUGHNESS OOOOOO STEALTH OOOOOO SEDUCTION OO INTELLECT OOOOOO ARTIFACT LORE OOOOOO ENGINEERING OOOOOO ENGINEERING OOOOOO ORIENTEERING OOOOO OOOOOOO OOOOOOOO ENGINEERING OOOOO ORIENTEERING OOOOO ORIENTEERING OOOOO OOOOOO OOOOOOO OOOOOOO OOOOO	FORCE	$\diamond \diamond \diamond \diamond \diamond \diamond$	NAVIGATION	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	EXPRESSION	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	
TOUGHNESS	MELEE	$\diamond \diamond \diamond \diamond \diamond \diamond \diamond$	MOBILITY	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	LEADERSHIP	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	
ARTIFACT LORE ARTIFACT LORE ARTIFACT LORE ENGINEERING OOOOOOO ARTIFACT LORE ENGINEERING OOOOOO ARTIFACT LORE ENGINEERING OOOOOO ARTIFACT LORE ENGINEERING OORIENTEERING OORI	STAMINA	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	PROJECTILES	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	NEGOTIATION	$\diamond \diamond \diamond \diamond \diamond \diamond$	
ARTIFACT LORE \$\left(\circ \left(\circ \left(\circ \circ \left(\circ \cir	TOUGHNESS	$\diamond \diamond \diamond \diamond \diamond \diamond$	STEALTH	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	SEDUCTION	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	
ENGINEERING FOCUS FOC	INTELLECT	****	PSYCHE	***	INSTINCT	**	
FOCUS LEGENDS LEGENDS LEGENDS LEGENDS FAITH COOCCUP MEDICINE SCIENCE ADVANTAGES ADVANTAGES BACKGROUNDS POTENTIALS SCARS ALLIES AUTHORITY NETWORK RENOWN RESOURCES CONDITION ADVANTAGES COMPLICATIONS COMPLICATIONS MODIFIERS AUTHORITON COMPLICATIONS	ARTIFACT LORE	$\diamond \diamond \diamond \diamond \diamond \diamond$	CUNNING	**	EMPATHY	\\\\\\	
LEGENDS MEDICINE MEDICINE MEDICINE MEDICINE MEDICINE MEDICINE MILLES ALLIES AUTHORITY NETWORK REACHON MEDICINE MEDICINE MEDICINE MEDICINE MEDICINE MILLES ADVANTAGES SCARS MILLES AUTHORITY AUTHORITY METWORK METWO	ENGINEERING	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	DECEPTION	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	ORIENTEERING	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	
MEDICINE	FOCUS	$\diamond \diamond \diamond \diamond \diamond \diamond \diamond$	DOMINATION	$\diamond \diamond \diamond \diamond \diamond \diamond$	PERCEPTION	**	
ADVANTAGES BACKGROUNDS POTENTIALS SCARS ALLIES AUTHORITY AUTHO	LEGENDS	$\diamond \diamond \diamond \diamond \diamond \diamond \diamond$	FAITH	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	PRIMAL	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	
ADVANTAGES BACKGROUNDS POTENTIALS SCARS ALLIES AUTHORITY NETWORK POTENTIALS SCARS ALIGNMENT: CONSTELLATION: RENOWN RESOURCES SECRETS CONDITION MODIFIERS ADVANTAGES SCARS GROUP NAME: ALIGNMENT: CONSTELLATION: SCARS VALUE: SCARS ALIGNMENT: CONSTELLATION: CONSTELLATION: SCARS VALUE: SCARS ALIGNMENT: CONSTELLATION: CONDITION MODIFIERS COMPLICATIONS EGO	MEDICINE	$\diamond \diamond \diamond \diamond \diamond \diamond \diamond$	REACTION	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	SURVIVAL	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	
BACKGROUNDS ALLIES AUTHORITY NETWORK RENOWN RESOURCES SECRETS AUTHORITY CONSTELLATION: CONSTELLATIONS EGO	SCIENCE	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	WILLPOWER	◆◆◇◇◇	TAMING	$\Diamond\Diamond\Diamond\Diamond\Diamond\Diamond$	
ALLIES AUTHORITY AUTHORITY NETWORK ALIGNMENT: CONSTELLATION: CONSTELLATION: CONDITION MODIFIERS ALIGNMENT: CONSTELLATION: CONSTELLATION: CONDITION COMPLICATIONS EGO			ADVANT	AGES —			
ALLIES AUTHORITY AUTHORITY NETWORK ALIGNMENT: CONSTELLATION: CONSTELLATION: CONDITION MODIFIERS ALIGNMENT: CONSTELLATION: CONSTELLATION: CONDITION COMPLICATIONS EGO	BACKGROUNDS		POTENTIALS		SCARS		
AUTHORITY NETWORK NETWORK PENOWN RESOURCES SECRETS AUTHORITY ALIGNMENT: CONSTELLATION: SCARS VALUE: INFAMY COMPLICATIONS EGO COMPLICATIONS							
NETWORK RENOWN RESOURCES SECRETS CONSTELLATION:			Onyleiding	and the same and t			
RENOWN RESOURCES SECRETS CONDITION MODIFIERS COMPLICATIONS EGO						to the second	
RESOURCES SECRETS SECRETS SCARS VALUE: INFAMY OCUMPLICATIONS EGO COMPLICATIONS					CONSTELLATION:	7 10	
SECRETS					CCARCMALLE		
CONDITION MODIFIERS						^^^^	
MODIFIERS	SECKETS	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\			INFAMIY	\\\\\\	
EGO			CONDI	TION —			
	MODIFIERS				COMPLICATIONS		
talians, and +1D to INT+Medicine spore INFESTATIONS	+1D to social interactalians, and +1D to 1	The second secon	******	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\			

FLESHWOUNDS

♦♦♦♦♦♦♦♦♦♦♦ TRAUMA

+2 Resources and Allies while in

Borca (Family Bond: Stukov)



VISUALS

Tall and proud, with an

dirty or unclean

proud of that

ever-present look of superiority

Visible distaste for anything

Wearing a small pin with the Spitalian cross, and obviously

WEAPONS	HANDLING	DISTANCE (-/-4D)	DAMAGE	MAG	PROPERTIES	ENC.	TECH	SLOTS
Scalpel	+1D	1	3+F/4	-	Smooth Running (2T)	4	IV	
				and play				
	2 39							
ARMOR		ARMOR VALUE		PRO	PERTIES	ENC.	TECH	SLOT
Citizen's clothes		1			-	1	I	-
			100	10 W				J.E.W

EQUIPMENT	ENC.	ENC.	TOTAL ENC.
Bandage			
Tourniquet			
Healing Herbs			
Notebook (For observations of medical work)			
Reindeer medallion (Stukov symbol)			
Citizenship papers (By birthright)			
Spitalian Aide pin (Gives access to Public Hospitals)			

ARTIFACTS	ACTIVATION	OPERATION	APPRAISAL VALUE
			- 15-14 C