

URFEYD AL-KONEN

Urfeyd al-Konen is the Deputy Chairman of the Sorcerers Union of Australia. Founded in 1893, the SUA's charter is to negotiate and obtain fair working conditions for the sorcerers of the country, by any means necessary and legal. Urfeyd himself is more "muscle" than a bureaucrat. Dropping out of school early, he left home and lived on his raw power, doing heavy lifting jobs for local construction yards and the occasional unarmed robbery. His natural talent with the gestalt caught the attention of the SUA, and he was recruited as an enforcer. Thanks to circumstance and cronyism, he rose quickly through the ranks to hold his present position of power. Though rarely seen at the negotiating table, he is often on the picket lines, exhorting the "troops" or throwing police barraround like so many rag dolls (before running away and having an alibi fabricated). He has never yet been convicted.

Despite his name, Urfeyd is of mostly Scandanavian extraction. He has a shock of red hair, and is tall and muscular. Urfeyd is extremely strong and fit, able to take more abuse than your average horse. In his line of work, he needs to be - his most frequent contracts are for mining companies, and require him to channel enormous quantities of energy into scooping out vast pits in the ground, lifting haulers full of ore, and the occasional daring rescue of trapped workers. He has built up a reputation for being very reliable, and it is mostly deserved. Although Urfeyd is ambitious and unwilling to tolerate anybody who gets in his way, he is not really a bad person - he simply does not fit well into civilised society.

Urfeyd has...

- Great strength. (D8)
- Decent agility. (D10)
- Extraordinary health. (D6)
- No interest in knowledge of the world. (D30)
- Below average powers of perception. (D20)
- Average luck. (D12)
- Vast magical power. (D8)

Urfeyd is...

- Rather intimidating. (D10)
- Extremely good at making the gestalt with electrical generators. (D8)
- An accurate and powerful sorcerer. (D10)
- Not good at paperwork. (D20)
- Even worse at mathematics and logical thinking. (D30)
- No more creative than the average person. (D12)
- An amateur at the noble art of fisticuffs. (D12)