

Ragabash-Silent-Striders-336

Ragabash Silent Striders

Greetings, cub. Your questions are... blunt. But the path of the Ragabash requires a clear gaze. I will answer as honestly as the desert wind.

? The Ragabash's Truth

What motivates you most?

- **Wisdom and understanding** - *The Silent Striders lost their way home because they did not understand the threat until it was too late. Knowledge is the key to finding the path back and understanding why we wander.*

How do you view technology?

- **A tool to adapt and survive** - *We walk among the humans and their concrete canyons. We must be able to use their tricks to move unseen, gather information, and survive. It is a necessary mask and a functional harness.*

Your ideal community would be:

- **Open to outsiders and diversity** - *We are wanderers, and every stop, every friend, every unexpected ally is a node in the vast network we rely on. We learn from all who are not servants of the Wyrms.*

When faced with conflict, you prefer to:

- **Outthink and manipulate** - *A direct fight draws attention and expends unnecessary Gnosis and blood. The best victory is one where the enemy defeats themselves, or never knows they were opposed.*

How do you feel about rules and tradition?

- **Adapt them to new times** - *Our Traditions were forged for a different time and place. They are guides, not chains. If a Tradition stops us from moving, from learning, or from surviving, it must be bent until it is useful again.*

A corrupt official endangers the city. You:

- **Work from the shadows, sabotage their plans** - *Exposing them draws the heat to me and my pack. Crippling their network, making their schemes unravel, and forcing them to flee is cleaner, quieter, and allows us to vanish again.*

You encounter a helpless animal suffering. You:

- **Heal or comfort it, then teach others** - *A Ragabash is not always a destroyer; sometimes we must be healers. But the suffering of one is a lesson for the many. Why did this happen? How can we prevent it from being repeated?*

Your group is divided on a decision. You:

- **Listen, mediate, and suggest options** - *The Ragabash is the questioner. I listen to all sides, poke at the weak points of their arguments, and offer a perspective none of them considered—the third, unnoticed door.*

A stranger requests refuge. You:

- **Approach cautiously, consult with peers** - *My duty is to the pack and the mission. I am wary of all who cross our path; the Wyrms' nets are cast wide. Generosity must be tempered with vigilance.*

You witness injustice. You:

- **Plot a clever and discreet response** - *A Ragabash acts like a shadow. I will not ignore it, but I will not announce my presence. The response must be subtle, effective, and leave no trace back to me.*

Which resonates with you?

- **Mystical exploration of spiritual realms** - *Our tribe is eternally cut off from the lands of the dead. We are driven to understand the spirit worlds, to find the knowledge to mend the broken spirit path to our homeland.*

For you, leadership should be:

- **Earned through respect** - *Respect is earned by competence, wisdom, and results. A born leader or a brute will fail when the true test comes. I follow those who can show me the way.*

How do you treat secrets?

- **Protect and use strategically** - *Information is the most valuable currency a Silent Strider possesses. A secret is a hidden knife, a future bargain, or a necessary shield. It is not shared carelessly.*

How do you view modern human society?

- **Best kept at a distance** - *It is a sprawling mess of noise and forgetfulness. It serves as a necessary screen and a temporary hunting ground, but it is not home. Stay long enough, and you become mired in its decay.*

If given supernatural power, you'd:

- **Unravel ancient mysteries** - *The greatest need of the Silent Striders is to understand **why** we were cursed and **how** to break the curse. The answer lies not in fighting, but in unearthing forbidden knowledge.*

Would you like me to use this profile to sketch out a strategy for infiltrating a small city to track down a rogue spirit?

Revision #1

Created 2026-03-02 20:43:17 UTC by Lester

Updated 2026-03-02 20:43:17 UTC by Lester