

Janus Van De Gould

Imperial Courier

Male Urthish Teutonic of Emperor Alexius Primus from Rampart Freefolk. Born in 4986 (31 years old)

Height: 168.94729999999998cm / Weight:63.09654167911562kg

Lifepaths

Race Urthish (124), **Race** Urthish Balance (16), **Upbringing** Average Class (5), **Upbringing** Town (15), **Apprenticeship** Guildhall Charioteers (25), **Early Career** Starship Pilot (48), **Tour of Duty** Cohort (20), **Worldly Benefits** High Promotion (7).

Primary Attributes

Strength	3	Constitution	4	Body	5	Movement	4
Intellect	8	Willpower	6	Temper	3	Presence	9
Tech	4	Reflexes	7	Agility	3	Awareness	5

Secondary Attributes

Recovery	7	Stamina	2	Endurance	45	Stun	9
Resistance	15	Damage	0	Tolerance	9	Humanity	45
Passion	8	Wyrd	15	Speed	4	Run	8

Skills

Academia	2	Focus	2	Persuasion	2
Athletics	3	Gunnery	1	Redemption	1
Bureaucracy	1	Impress	2	> <i>Tinkering</i>	2
Disguise	1	Inquiry	2	Remedy	2
Driving	4	Linguistics	1	Search	2
> <i>Celestial Sailing</i>	4	> <i>Urthish</i>	2	Seduction	3
> <i>Heavy Transport Vehicle</i>	2	Lore	1	Sensors	5
> <i>Railway</i>	1	> <i>Jumpweb</i>	2	Shoot	2
> <i>Skycraft Piloting</i>	3	Magna Carta	2	Sneak	1
Empathy	1	Melee	1	Stealth	1
Etiquette	3	Navigation	1	Teaching	2
Fight	2	Observe	3	Think Machine	1

Blessings/Curses

Curious (2):

Nosy (-2):

Benefices/Afflictions

Cash (Cost:3): 600

Cohort Badge (Cost:3):

Commission (Cost:3): Ensign / Apprentice / Associate / Private / Associate

Rise Rank by Two (Cost:4):

Weapons

"Firecracker"Heavy Pistol . P . WA:-1 . L . C . DC:4D6+1 . Cal:47 . ROF:6 . Clip:16 . RNG:60 . VR . £350

Bachelor Rapier . MELEE . WA:0 . N . E . DC:3D6 . STR:3 . RNG:1 . ST . £10

Armor

Synthsilk Soft SP:3 (TOXLA)RA(LLXRL)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Discern emotions:AWA + Empathy (4), Keep focused on a task:WIL + Focus (8), Fencing:REF + Melee (8), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (11), Stabilize wounds:INT + Remedy (10), Charm others:PRE + Seduction (12), Fire a ranged weapon:REF + Shoot (9)

Narrative