

# IGNACIO ROLAS DE HAZAT

Male Urthish Castillan Baronnet of Royale House Hazat from Aragon Nobility. Born in 4982 (35 years old)  
Height: 182cm / Weight:76kg

## Lifepaths

**Race** Urthish (88), **Race** Urthish Balance (12), **Upbringing** Landless Hazat (20), **Apprenticeship** Military Soldier (25), **Early Career** Military Command Soldier (48), **Tour of Duty** Caliphate Wars Veteran (5011) (20), **Tour of Duty** Star Nations Veteran (5007) (20), **Worldly Benefits** Promotion and Friends (7).

## Primary Attributes

|           |   |              |   |         |   |           |   |
|-----------|---|--------------|---|---------|---|-----------|---|
| Strength  | 6 | Constitution | 5 | Body    | 4 | Movement  | 3 |
| Intellect | 4 | Willpower    | 5 | Temper  | 3 | Presence  | 3 |
| Tech      | 2 | Reflexes     | 5 | Agility | 3 | Awareness | 6 |

## Secondary Attributes

|            |    |         |   |           |    |          |    |
|------------|----|---------|---|-----------|----|----------|----|
| Recovery   | 11 | Stamina | 1 | Endurance | 50 | Stun     | 9  |
| Resistance | 8  | Damage  | 1 | Tolerance | 8  | Humanity | 40 |
| Passion    | 9  | Wyrd    | 9 | Speed     | 3  | Run      | 6  |

## Skills

|                     |   |                 |   |               |   |
|---------------------|---|-----------------|---|---------------|---|
| Academia            | 2 | Leadership      | 7 | Persuasion    | 2 |
| Athletics           | 5 | Linguistics     | 3 | Remedy        | 4 |
| Bribery             | 2 | > Kurgan        | 2 | Sensors       | 1 |
| Cybernetics         | 1 | > Urthish       | 1 | Shoot         | 6 |
| Demolition          | 1 | > Vuldrok       | 1 | Stealth       | 1 |
| Dodge               | 2 | Local Expert    | 2 | Stoic Body    | 1 |
| Dogma               | 1 | > Hargard       | 2 | Survival      | 2 |
| > Vuldrok Erdgheist | 1 | > undefined     | 1 | Teaching      | 2 |
| Fight               | 4 | Mech Redemption | 1 | Think Machine | 1 |
| Focus               | 2 | Melee           | 2 | Warfare       | 2 |
| Gambling            | 1 | Navigation      | 1 | Impress       | 2 |
| Observe             | 4 |                 |   |               |   |

## Blessings/Curses

Disciplined (2):  
Vengeful (-2):  
War Trauma (-2):

## Benefices/Afflictions

Advisor (Cost:5):  
Ally (Cost:4):  
Cash (Cost:1): 100  
Nobility (Cost:3): Knight  
Raise Rank by one (Cost:2):  
Well-Traveled (Cost:3): Major house Fief

## Gear

## Shortcuts

Avoid being hit (AGI + Dodge): **5**  
Keep focused on a task (WIL + Focus): **7**  
Give orders to subsidiaries (PRE + Leadership): **10**  
Fencing (REF + Melee): **7**  
Notice something (AWA + Observe): **10**  
Convince someone with arguments (PRE + Persuasion): **5**  
Fire a ranged weapon (REF + Shoot): **11**

## Attacks

### Defense

Armors stack:  
Head:0  
Right Arm:0 Torso:0 Left\_arm:0  
Right Leg:0 Left\_Leg:0

### Nameless

Physical:4 Spirit:3 Combat:4

## Narrative

Generated with *Dramatis Personae*