Hailen De Soto

Josef Baranov Fiancee

Female Urthish Teutonic Baronnet of Royale House Hawkwood from Tethys Nobility. Born in 4986 (31 years old)

Height: 168cm / Weight:65kg

Lifepaths

Race Urthish (124), Race Urthish Balance (16), Upbringing High Court Hawkwood (20), Apprenticeship Leisure Dandy (25), Early Career Military Command Starman (48), Tour of Duty Fief Holder (20), Worldly Benefits Promotion & Friends (7).

Primary Attributes

	Strength	4	Constitution		5	Body		4	Movement	3
	Intellect	8	Willpower		4	Temper		6	Presence	8
	Tech	4	Reflexes		7	Agility		3	Awareness	5
	Secondary Attri	butes	3							
	Recovery	9	Stamina		1	Endurance		40	Stun	9
	Resistance	12	Damage		0	Tolerance		10	Humanity	50
	Passion	11	Wyrd		15	Speed		4	Run	6
	Skills									
	Academia		3	Gunnery			1	Persua	sion	2
	Arts		1	Impress			2	Remedy	y	1
	> Poetry		2 Leadershi		ip	6		Riding		1
	Athletics	hletics 3 Linguistic		cs	1		Science		1	
	Driving		2	> Urthish			3	> Engin	eering	1
	> Celestial Sailing 2 Lo		Local Exp	Local Expert		1	Security		1	
> Skimmer bike		2	> Acadia Province			2	Seduction		4	
	Empathy		3	Lore			2	Shoot		3
	Etiquette		3	> House D	ecado)	ecados		Teaching		2
	Fight	ght 2 > House H		awkwood		1	Think Machine		1	
	Focus		3	Melee			2	Warfar	е	1
	Gambling		3	Observe			3			

Blessings/Curses

Prideful (-2):

Unyielding (2):

Benefices/Afflictions

Ally (Cost:4):

Cash (Cost:1): 100

Nobility (Cost:3): Knight

Raise Rank by one (Cost:2):

Retinue (Cost:3):

Weapons

Avaneir Blaster Pistol. P. WA: 0. J. P. DC:5D6. Cal:FSC:5x30. ROF: 1. Clip:10. RNG:30. VR. £700

Armor

Half Plastic Plate Hard SP:6 (TO)(LA)(RA)

Energy Shield

<u>Dueling</u> 10/20 Hits:15 usage:(Soft Medium -)

Shortcuts

Discern emotions:AWA + Empathy (9), Keep focused on a task:WIL + Focus (7), Give orders to subsidiaries:PRE + Leadership (14), Fencing:REF + Melee (9), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (10), Stabilize wounds:INT + Remedy (9), Charm others:PRE + Seduction (12), Fire a ranged weapon:REF + Shoot (10)

Narrative