# Ignacio Rolas de Hazat

Male Urthish Castillan Baronnet of Royale House Hazat from Aragon Nobility. Born in 4982 (35 years

Height: 177cm / Weight: 75kg

#### Lifepaths

Race Urthish (124), 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), Race Balance Urthish Balance (16), Worldly Benefits Promotion & Friends (7).

#### **Primary Attributes**

Strength	5	Constitution		6	Body	6	Movement	5
Intellect	5	Willpower		7	Temper	4	Presence	4
Tech	5	Reflexes		6	Agility	4	Awareness	7
Secondary Attr	ibute	s						
Recovery	11	Stamina		2	Endurance	60	Stun	12
Resistance	11	Damage		1	Tolerance	11	Humanity	55
Passion	11	Wyrd		11	Speed	3	Run	10
Skills								
Academia		2 Leade		ship	nip 4		> Mech	
Acrobatics		1	Linguistics		3	Remedy		4
Athletics		5	> Kurgan		2	Sensors		2
Bribery	ibery		> Urthish		2	Shoot	Shoot	
Cybernetics		2	> Vuldro	ok	2	Stealth		1
Demolition		1	Local Expert		2	Stoic Body		3
Dodge		2	> Hargard		2	Stoic Mind		1
Dogma		1	> Stigmata		1	Survival		2
> Vuldrok Erdgheist		2	Melee		2	Teaching		2
Fight		4	Navigat	ion	1	Think N	1achine	1
Focus		2	Observe	9	4	Warfar	е	5
Gambling		1	Persuas	sion	2	Impres	S	3
Redemption		1						

#### Blessings/Curses

Disciplined (2):

Vengeful (-2):

War Trauma (-2):

### Benefices/Afflictions

Ally (Cost:4):

Cash (Cost:1): 100

Nobility (Cost:3): Knight

Raise Rank by one (Cost:2):

Well-Traveled (Cost:3): Major house Fief

De Aragonesque Rapier . MELEE . WA:1 . L . P . DC:3D6+3 . STR:3 . RNG:1 . VR . £50 Scravers Medium Revolver . P . WA:O . L . C . DC:2D6+3 . Cal:.40 . R0F:3 . Clip:6 . RNG:50 . VR . £230

# **Leather Armor**

(TO)(LA)(RA)(LL)(RL) Soft SP:4

**Energy Shield** 

usage:(Soft - - ) <u>Standard</u> 10/15 Hits:10

# **Shortcuts**

Avoid being hit:AGI + Dodge (6), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (8), Fencing:REF + Melee (8), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (9), Fire a ranged weapon:REF + Shoot (12), Iron will:WIL + Stoic Mind (8)

### Narrative