

## Jacob Tramel

## Terraformer

Male Urthish of Engineers from Leagueheim Freefolk. Born in 4945 (72 years old)

Height: 167cm / Weight: 61kg

## Lifepaths

**Race** Urthish (124), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Academy Engineers (25), **Early Career** Scientist (48), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Tour of Duty** Stigmata Veteran (5013) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Friends & Rewards (7).

## Primary Attributes

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

## Secondary Attributes

Recovery	8	Stamina	1	Endurance	35	Stun	7
Resistance	11	Damage	0	Tolerance	10	Humanity	50
Passion	11	Wyrd	11	Speed	2	Run	8

## Skills

Academia	5	> <i>Stigmata</i>	2	> <i>Artificial Intelligence</i>	3
Athletics	3	<b>Lore</b>	5	> <i>Biology</i>	1
Beastcraft	1	> <i>Gargoyles</i>	2	> <i>Chemistry</i>	1
Cybernetics	1	> <i>Sathraists</i>	1	> <i>Engineering</i>	3
Demolition	1	> <i>Second Republic Tech</i>	3	> <i>Geology</i>	3
Fight	2	> <i>Shards</i>	2	> <i>Oceanography</i>	2
Focus	3	> <i>Symbiots</i>	1	> <i>Physics</i>	3
Heavy Weapons	1	Observe	3	> <i>Quantum Physics</i>	2
Inquiry	2	Persuasion	2	> <i>Terraforming</i>	5
Leadership	1	<b>Redemption</b>	3	Seduction	1
<b>Linguistics</b>	3	> <i>Forbidden Lore</i>	4	Stealth	1
> <i>Imperial Battle Slang</i>	2	> <i>Mech</i>	4	Stoic Mind	1
> <i>Urthish</i>	2	> <i>Volt</i>	4	Teaching	3
> <i>Urthtech</i>	3	Remedy	1	Think Machine	4
<b>Local Expert</b>	1	<b>Science</b>	9	Warfare	1

## Blessings/Curses

### Innovative (2):

Unnerving (-2):

## Benefices/Afflictions

Ally (Cost:2):

Assets (Cost:3): 3000

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

### Gossip Network (Cost:2): Planetwide

## Shortcuts

Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (7), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (7), Iron will:WIL + Stoic Mind (6)

### Narrative