Ignacio Rolas de Hazat

Male Urthish Castillan Baronnet of Royale House Hazat from Aragon Nobility. Born in 4982 (35 years old)
Height: 177.328855cm / Weight:75.69921627600125kg

Lifepaths

Race Urthish (124), **Race** Urthish Balance (16), **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 & 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 Attributes

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

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

Weapons

"Firecracker"Heavy Pistol . P . WA:-1 . L . C . DC:4D6+1 . Cal:.47 . ROF:6 . Clip:16 . RNG:60 . VR . £350
De Aragonesque Rapier . MELEE . WA:1 . L . P . DC:3D6+3 . STR:3 . RNG:1 . VR . £50

Armor

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

Energy Shield

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

Shortcuts

Surgically implant cyber:TEC + Cybernetics (7), Avoid being hit:AGI + Dodge (6), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (11), 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)

Narrative

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