

Magnus Sullington

A large fellow with a certain taste for violence.

Male Urthish Teutonic Knight of Royale House Hawkwood from Lemminkainen Nobility. Born in 4982 (35 years old)
Height: 178cm / Weight:76kg

Lifepaths

Race Urthish (124), **Upbringing** Landless Hawkwood (20), **Apprenticeship** Military Soldier (25), **Early Career** Military Command Soldier (48), **Tour of Duty** Star Nations Veteran (5007)(20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Friends & Rewards (7).

Primary Attributes

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

Secondary Attributes

| | | | | | | | |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery | 12 | Stamina | 3 | Endurance | 60 | Stun | 12 |
| Resistance | 9 | Damage | 2 | Tolerance | 8 | Humanity | 40 |
| Passion | 9 | Wyrd | 13 | Speed | 4 | Run | 8 |

Skills

| | | | | | |
|---------------------|---|---------------------|---|---------------|---|
| Academia | 2 | > Urthish | 2 | Riding | 1 |
| Athletics | 5 | > Vuldrok | 2 | Sensors | 1 |
| Dodge | 2 | Local Expert | 2 | Shoot | 4 |
| Dogma | 1 | > Hargard | 2 | Stoic Body | 1 |
| > Vuldrok Erdgheist | 1 | > Imperial Dominion | 1 | Stoic Mind | 1 |
| Fight | 4 | Melee | 3 | Survival | 3 |
| Focus | 3 | Navigation | 1 | Teaching | 2 |
| Impress | 3 | Observe | 4 | Think Machine | 1 |
| Leadership | 4 | Persuasion | 2 | Warfare | 4 |
| Linguistics | 2 | Remedy | 2 | | |

Blessings/Curses

Prideful (-2):

Unyielding (2):

Benefices/Afflictions

Ally (Cost:2):

Assets (Cost:3): 3000

Gossip Network (Cost:2): Planetwide

Nobility (Cost:3): Knight

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

Weapons

Armor

Synthsilk Soft SP:3 (TOXLA)RA(LL)RL)

Energy Shield

Streetcrafted 5/10 Hits:5 usage:(Soft - -)

Shortcuts

Avoid being hit:AGI + Dodge (7), Keep focused on a task:WIL + Focus (7), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (10), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (8), Fire a ranged weapon:REF + Shoot (11), Iron will:WIL + Stoic Mind (5)

Narrative

Right arm of Clawrence Hapsburgh