Anità Cassidio del Mar

Fierce like the viper

Female Urthish Castillan Maid of Royale House Hazat from Vera Cruz Nobility. Born in 4985 (32 years old)

Height: 174cm / Weight: 50kg

Lifepaths

Race Urthish (124), Upbringing Rural Estate Hazat (20), Apprenticeship Military Soldier (25), Early Career Military Command Soldier (48), Tour of Duty Caliphate Wars Veteran (5011) (20), Tour of Duty Errant Knight (20), Race Balance Urthish Balance (16), Worldly Benefits Promotion & Friends (7).

Primary Attributes

Strength	5	Consti	Constitution		Body		6	Movement	7
Intellect	4	Willpo	Willpower		Temper		4	Presence	5
Tech	3	Reflex	Reflexes		Agility		5	Awareness	6
Secondary Attributes									
Recovery	10	Stamir	Stamina		Endurance		55	Stun	11
Resistance	11	Damag	Damage		Tolerance		10	Humanity	50
Passion	10	Wyrd		11	Speed		4	Run	14
Skills									
Academia		3	3 Leader		4		Remedy		3
Athletics		7	7 Linguis		2		Riding		1
Bribery		2	2 > Kurgo		2		Search		3
Cybernetics		1	1 > Urthi		2		Shoot		5
Demolition		1	1 Local E		1		Stealth		1
Dodge		5	> Miret		1		Stoic Body		2
Etiquette		3	3 Melee		5		Stoic Mind		1
Fight		4	Observe		4	4 Survival		2	
Focus		3	Persua	sion	2	2	Teachi	ng	2
Gambling		1	Redem	ption	1		Warfar	е	5
Impress		4	> Mech		1				

Blessings/Curses

Disciplined (2):

Vengeful (-2):

War Trauma (-2):

Benefices/Afflictions

Ally (Cost:4):

<u>Cash</u> (Cost:1): 100

Nobility (Cost:3): Knight

Raise Rank by one (Cost:2):

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

Armor

<u>Leather Armor</u> Soft SP:4 (TO)(LA)(RA)(LL)(RL)

Energy Shield

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

Shortcuts

Avoid being hit:AGI + Dodge (10), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (12), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (7), Fire a ranged weapon:REF + Shoot (12), Iron will:WIL + Stoic Mind (7)

Narrative

A proud Hazat maiden, Anità lives to serve her liege, Duke Cassius Rolas de Hazat. She will give life way before selling her peers to a foe.

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