

JANUS VAN GOULD

Generated with *Dramatis Personae*

Male Urthish Teutonic of Charioteers from Rampart Freefolk. Born in 4986 (31 years old)  
Height: 182cm / Weight:85kg

Lifepaths

**Race** Urthish (124), **Race** Urthish Balance (16), **Upbringing** Average Class (5), **Upbringing** Town (15),  
**Apprenticeship** Guildhall Charioteers (25), **Early Career** Starship Pilot (48), **Tour of Duty** Cohort (20),  
**Worldly Benefits** High Promotion (7).

Primary Attributes

Strength	3	Constitution	4	Body	5	Movement	4
Intellect	8	Willpower	6	Temper	3	Presence	9
Tech	4	Reflexes	7	Agility	3	Awareness	5

Secondary Attributes

Recovery	7	Stamina	2	Endurance	40	Stun	9
Resistance	15	Damage	0	Tolerance	9	Humanity	45
Passion	8	Wyrd	15	Speed	4	Run	8

Skills

Academia	2	Impress	2	Persuasion	2
Athletics	3	Inquiry	2	Remedy	2
Bureaucracy	1	Linguistics	2	Search	1
Celestial Sailing	4	> Urthish	1	Seduction	3
Disguise	1	> undefined	1	Sensors	5
Driving	3	Local Expert	1	Shoot	1
> Heavy Transport Vehicle	2	> undefined	1	Skycraft Piloting	2
> Railway	1	Lore	2	Sneak	1
> undefined	1	> Jumpweb	1	Stealth	1
Empathy	1	> undefined	2	Teaching	2
Etiquette	3	Magna Carta	2	Think Machine	1
Fight	2	Melee	1	Tinkering	2
Focus	2	Navigation	1	Gunnery	1
Observe	3				

Blessings/Curses

Curious (2):  
Nosy (-2):

Benefices/Afflictions

Cash (Cost:3): 600  
Cohort Badge (Cost:3):  
Commission (Cost:3): Ensign / Apprentice / Associate / Private / Associate  
Rise Rank by Two (Cost:4):

Gear

Weapons

"Firecracker"Heavy Pistol . P . WA:-1 . L . C . DC:4D6+1 . Cal:47 . ROF:6 . Clip:16 . RNG:60 . VR . £350  
Bachelor Rapier . MELEE . WA:0 . N . E . DC:3D6 . STR:3 . RNG:1 . ST . £10

Armor

Synthsilk Soft SP:3 (TOXLA)RA(LLXRL)

Energy Shield

Standard 10/20 Hits:10 usage:(Soft - - )

Shortcuts

Discern emotionsAWA + Empathy4Keep focused on a taskWIL +  
Focus8FencingREF + Melee8Notice somethingAWA + Observe8Convince  
someone with argumentsPRE + Persuasion11Stabilize woundsINT +  
Remedy10Charm othersPRE + Seduction12Fire a ranged weaponREF + Shoot8

Narrative