

# IGNACIO ROLAS DE HAZAT

Male Urthish Castillan Baronnet of Royale House Hazat from Aragon Nobility. Born in 4982 (35 years old)  
Height: 182cm / Weight:76kg

## 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	4	Reflexes	6	Agility	4	Awareness	7

## Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	12
Resistance	11	Damage	1	Tolerance	11	Humanity	55
Passion	11	Wyrd	11	Speed	3	Run	10

## Skills

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

## 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

## Gear

### 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 (TOXLA) (RA) (LL) (RL)

### Energy Shield

Dueling 10/20 Hits:15 usage:(Soft Medium - )

## Shortcuts

Surgically implant cyberTEC + Cybernetics6  
Avoid being hitAGI + Dodge6  
Keep focused on a taskWIL + Focus9  
Give orders to subsidiariesPRE + Leadership11  
FencingREF + Melee8  
Notice somethingAWA + Observe11  
Convince someone with argumentsPRE + Persuasion6  
Stabilize woundsINT + Remedy9  
Fire a ranged weaponREF + Shoot12

## Narrative

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