PABLO SATILLA

A heavily armed hazat trooper

Male Urthish Castillan Sargeant of Royale House Hazat from none Freefolk. Born in 4982 (35 years old)

Height: 183cm / Weight:84kg

Lifepaths

Race Urthish (124), Race Urthish Balance (16), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Guildhall Muster (25), Early Career Royale House Soldier (48), Worldly Benefits Promotion & Friends (7).

Primary Attributes

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

Secondary Attributes

Recovery	10	Stamina	1	Endurance	45	Stun	9
Resistance	8	Damage	1	Tolerance	9	Humanity	45
Passion	10	Wyrd	10	Speed	3	Run	10

Skills

3	Impress	2	Persuasion	2
2	Inquiry	1	Redemption	1
2	Knavery	1	> Mech	1
3	Linguistics	1	Remedy	1
2	> Urthish	1	Search	1
2	Local Expert	1	Security	2
1	> Miret	1	Sensors	1
1	Lore	2	Shoot	4
2	> House Hazat	2	Streetwise	4
3	> Kurga Caliphate	1	Surveillance	2
2	Observe	3	Teaching	2
	2 2 3 2 2 1 1 2 3	2 Inquiry 2 Knavery 3 Linguistics 2 > Urthish 2 Local Expert 1 > Miret 1 Lore 2 > House Hazat 3 > Kurga Caliphate	2 Inquiry 1 2 Knavery 1 3 Linguistics 1 2 > Urthish 1 2 Local Expert 1 1 > Miret 1 1 Lore 2 2 > House Hazat 2 3 > Kurga Caliphate 1	2 Inquiry 1 Redemption 2 Knavery 1 > Mech 3 Linguistics 1 Remedy 2 > Urthish 1 Search 2 Local Expert 1 Security 1 > Miret 1 Sensors 1 Lore 2 Shoot 2 > House Hazat 2 Streetwise 3 > Kurga Caliphate 1 Surveillance

Blessings/Curses

<u>Bold</u> (2):

Callous (-2):

Benefices/Afflictions

Ally (Cost:4):

Cash (Cost:1): 100

<u>Commission</u> (Cost:3): Ensign / Apprentice / Associate / Private / Associate

Raise Rank by one (Cost:2):

Gear

Weapons

Blaster Rifle . RIF . WA:O . N . P . DC:8D6 . Cal:FSC:8x48 . ROF:1 . Clip:8 . RNG:30 . ST . £1000

Armor

Plastic Scale Mail Medium SP:7 (TO)(LA)(RA)(LL)(RL)

Shortcuts

Avoid being hitAGI + Dodge9Discern emotionsAWA + Empathy5Keep focused on a taskWIL + Focus7Notice somethingAWA + Observe9Convince someone with argumentsPRE + Persuasion5Stabilize woundsINT + Remedy6Fire a ranged weaponREF + Shoot9

Narrative