### **KLENDA VIG**

Young Engineer

Female Urthish Teutonic Countess of Engineers from Cadavus Nobility. Born in 4990 (27 years old) Height: 165cm / Weight:52kg

## Lifepaths

Race Urthish (124), Race Urthish Balance (16), Upbringing Average Class (5), Upbringing Country (15), Apprenticeship Street Engineer (25), Early Career Mercenary Combat Engineer (48), Tour of Duty Street Cartel Thug (20), Worldly Benefits Promotion & Rewards (7).

### **Primary Attributes**

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

# **Secondary Attributes**

Recovery	10	Stamina	2	Endurance	50	Stun	10
Resistance	9	Damage	1	Tolerance	8	Humanity	40
Passion	10	Wyrd	12	Speed	3	Run	10

2	Interrogation	1	> Tinkering	1
1	Knavery	1	> Volt	2
3	Linguistics	2	Remedy	1
1	> Urthish	1	Science	3
1	> Urthtech	2	> Chemistry	2
1	Local Expert	2	> Cybernetics	2
1	> Rampart Underworld	1	> Engineering	3
2	> Veneto Province	1	Seduction	1
5	Observe	3	Shadowing	1
2	Persuasion	2	Shoot	4
1	Redemption	4	Streetwise	3
2	> Forbidden Lore	2	Teaching	2
1	> Mech	5	Think Machine	1
	1 3 1 1 1 1 2 5 2 1	1 Knavery 3 Linguistics 1 > Urthish 1 > Urthtech 1 Local Expert 1 > Rampart Underworld 2 > Veneto Province 5 Observe 2 Persuasion 1 Redemption 2 > Forbidden Lore	1       Knavery       1         3       Linguistics       2         1       > Urthish       1         1       > Urthtech       2         1       Local Expert       2         1       > Rampart Underworld       1         2       > Veneto Province       1         5       Observe       3         2       Persuasion       2         1       Redemption       4         2       > Forbidden Lore       2	1 Knavery 1 > Volt 3 Linguistics 2 Remedy 1 > Urthish 1 Science 1 > Urthtech 2 > Chemistry 1 Local Expert 2 > Cybernetics 1 > Rampart Underworld 1 > Engineering 2 > Veneto Province 1 Seduction 5 Observe 3 Shadowing 2 Persuasion 2 Shoot 1 Redemption 4 Streetwise 2 > Forbidden Lore 2 Teaching

# Blessings/Curses

Innovative (2):

Unnerving (-2):

## **Benefices/Afflictions**

Assets (Cost:5): 5000

Commission (Cost:3): Ensign / Apprentice / Associate / Private / Associate Raise Rank by one (Cost:2):

#### Gear

## Weapons

 $\mathsf{Dirk}.\,\mathsf{MELEE}.\,\mathsf{WA:}0.\,\mathsf{J.E.DC:}2\mathsf{D6+}1.\,\mathsf{STR:}2.\,\mathsf{RNG:}0.\,\mathsf{ST.£4}$ 

Dreksel Laser Pistol . P . WA:1 . P . P . DC:3D6 . Cal:FSC:3x18x15 . R0F:2 . Clip:15 . RNG:80 . ST . £300

Armor

**Synthsilk** Soft SP:3 (TO)(LA)(RA)(LL)(RL)

# **Shortcuts**

Avoid being hitAGI + Dodge5Keep focused on a taskWIL + Focus6Notice somethingAWA + Observe9Convince someone with argumentsPRE +

Persuasion7Stabilize woundsINT + Remedy7Charm othersPRE + Seduction6Fire a ranged weaponREF + Shoot10

# Narrative