

# Ignacio Rolas de Hazat

Male Urthish Castillan Baronnet of Royale House Hazat from Aragon Nobility. Born in 4982 (35 years old)  
Height: 177cm / Weight:75kg

## Lifepaths

**Race** Urthish (124), **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), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Friends (7).

## Primary Attributes

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

## Secondary Attributes

Recovery	11	Stamina	2	Endurance	60	Stun	12
Resistance	11	Damage	1	Tolerance	11	Humanity	55
Passion	11	Wyrd	11	Speed	3	Run	10

## Skills

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

## 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

## 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 (TOX)LA(XRA)LL(XRL)

## Energy Shield

Standard 10/15 Hits:10 usage:(Soft - - )

## Shortcuts

Surgically implant cyber:TEC + Cybernetics (7), Avoid being hit:AGI + Dodge (6), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (11), Fencing:REF + Melee (8), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (9), Fire a ranged weapon:REF + Shoot (12)

## Narrative