Imperial Troopers

Typical Imperial Colonial Troopers

Male Urthish Private of Imperial Forces from Byzantium Secundus Freefolk. Born in 4995 (22 years old)
Height: 174cm / Weight:72kg

Primary Attributes

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

Secondary Attributes

Recovery	12	Stamina	2	Endurance	55	Stun	11
Resistance	9	Damage	1	Tolerance	9	Humanity	45
Passion	8	Wyrd	9	Speed	3	Run	10

Skills

Academia	2	Impress	2	Persuasion	2
Acrobatics	2	**Linguistics**	1	**Redemption**	1
Athletics	4	▪ *Urthish*	2	▪ *Mech*	2
Beastcraft	1	**Local Expert**	2	Remedy	2
Bureaucracy	1	▪ *Imperial Dominion*	1	Search	1
Dodge	3	▪ *New Odessa*	1	Seduction	1
Driving	2	**Lore**	2	Shadowing	1
▪ *Hovertank*	1	▪ *Byzantium Secundus*	1	Shoot	4
▪ *Landcraft*	1	▪ *House Keddah*	1	Streetwise	2
Fight	**5**	Melee	3	Survival	1
Focus	2	Observe	2	Teaching	2

Blessings/Curses

Bold (2) , Callous (-2) .

Benefices/Afflictions

Assets (Cost:5 5000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Raise Rank by one (Cost:2) .

Weapons

1 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4
2 Imperial Rifle . RIF . WA:0 . N . E . DC:6D6+2 . Cal:7.62 . ROF:20 . Clip:21 . RNG:400 . VR . £200

Armor

Plastic Mesh Chain Mail	Medium	SP:8	(TO)(LA)(RA)(LL)(RL)

Shortcuts

Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (7), Fencing:REF + Melee (9), Notice something:AWA + Observe (6), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (5), Search a place:AWA + Search (5), Charm others:PRE + Seduction (5), Fire a ranged weapon:REF + Shoot (10)

Lifepaths

Race Urthish (124), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Guildhall Muster (25), **Early Career** Mercenary Soldier (48), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Rewards (7).

Narrative