Ignacio Rolas de Hazat

Male Urthish Castillan Baronnet of Royale House Hazat from Aragon Nobility. Born in 4982 (35 years

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	Reflex	Reflexes		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	Leadership		4		> Mech		1
Acrobatics		1	Linguistics			3 Remedy		ly	4
Athletics		5	> Kurgan		2 Sensors		rs	2	
Bribery		2	> Urthi	sh		2	Shoot		6
Cybernetics		2	> Vuldı	ok		2	Stealth	١	1
Demolition		1	Local Expert			2 Stoic E		Body	3
Dodge		2	> Hargard		2 Stoic Mind		1ind	1	
Dogma		1	> Stigmata		1		Survival		2
> Vuldrok Erdgheist		2	Melee		2		Teaching		2
Fight		4	Naviga	tion		1	Think	Machine	1
Focus		2	Observ	е		4	Warfaı	re	5
Gambling		1	Persua	sion		2	Impres	SS	3

Blessings/Curses

Disciplined (2):

Vengeful (-2):

Redemption

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

De Aragonesque Rapier . MELEE . WA:1 . L . P . DC:3D6+3 . STR:3 . RNG:1 . VR . £50 Scravers Medium Revolver . P . WA:O . L . C . DC:2D6+3 . Cal:.40 . R0F:3 . Clip:6 . RNG:50 . VR . £230

(TO)(LA)(RA)(LL)(RL) **Leather Armor** Soft SP:4

Energy Shield

10/15 usage:(Soft - -) <u>Standard</u> Hits:10

Shortcuts

Avoid being hit:AGI + Dodge (6), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (8), 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), Iron will:WIL + Stoic Mind (8)

Narrative