

Nicklas Lorrenz

Leader of the Grail Charioteers

Male Urthish Commander of Charioteers from Cadiz Freefolk. Born in 4973 (44 years old)
Height: 165cm / Weight:60kg

Primary Attributes

| | | | | | |
|--------------|---|-----------|---|-----------|---|
| Strength | 4 | Intellect | 9 | Tech | 5 |
| Constitution | 3 | Willpower | 6 | Reflexes | 7 |
| Body | 4 | Temper | 3 | Agility | 3 |
| Movement | 4 | Presence | 7 | Awareness | 6 |

Secondary Attributes

| | | | | | | | |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery | 7 | Stamina | 1 | Endurance | 35 | Stun | 7 |
| Resistance | 13 | Damage | 0 | Tolerance | 9 | Humanity | 45 |
| Passion | 9 | Wyrd | 16 | Speed | 4 | Run | 8 |

Skills

| | | | | | |
|-------------------|---|--------------|---|---------------|---|
| Academia | 4 | Impress | 1 | Persuasion | 2 |
| Athletics | 2 | Inquiry | 1 | Politics | 1 |
| Bribery | 2 | Leadership | 2 | Redemption | 2 |
| Bureaucracy | 2 | Linguistics | 2 | Tinkering | 3 |
| Cryptography | 1 | Latin | 2 | Volt | 3 |
| Driving | 4 | Urthish | 2 | Remedy | 2 |
| Celestial Sailing | 4 | Lore | 3 | Sensors | 2 |
| Heavy Transport | 2 | House Keddah | 2 | Shoot | 1 |
| Vehicle | | | | | |
| Railway | 1 | Jumpweb | 2 | Streetwise | 1 |
| Skycraft Piloting | 2 | Killroys | 1 | Teaching | 2 |
| Empathy | 1 | Magna Carta | 3 | Think Machine | 2 |
| Fight | 2 | Melee | 1 | Trading | 1 |
| Focus | 4 | Navigation | 3 | Gunnery | 1 |
| Observe | 4 | | | | |

Blessings/Curses

Curious (2) , Nosy (-2) , War Trauma (-2) .

Benefices/Afflictions

Cash (Cost:3 600) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Dark Secret (Cost:-3) , Rise Rank by Two (Cost:4) .

Weapons

1 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4
2 Escoral medium pistol . P . WA:1 . J . R . DC:2D6+4 . Cal.:40 . ROF:0 . Clip:9 .
RNG:25 . VR . £400

Armor

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

Energy Shield

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

Shortcuts

Discern emotions:AWA + Empathy (4), Keep focused on a task:WIL + Focus (10), Deduce from data:INT + Inquiry (10), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (8), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (11), Fire a ranged weapon:REF + Shoot (8)

Lifepaths

Race Urthish (124), Upbringing City (15), Upbringing Wealthy Class (5), Apprenticeship Guildhall Charioteers (25), Early Career Starship Pilot (48), Tour of Duty Corporate Executive (20), Race Balance Urthish Balance (16), Worldly Benefits High Promotion (7).

Narrative