

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

Skills

Academia	2	Interrogation	1	> <i>Tinkering</i>	1
Alchemy	1	Knavery	1	> <i>Volt</i>	2
Athletics	3	Linguistics	2	Remedy	1
Beastcraft	1	> <i>Urthish</i>	1	Science	3
Demolition	1	> <i>Urthtech</i>	2	> <i>Chemistry</i>	2
Dodge	1	Local Expert	2	> <i>Cybernetics</i>	2
Driving	1	> <i>Rampart Underworld</i>	1	> <i>Engineering</i>	3
> <i>Landcraft</i>	2	> <i>Veneto Province</i>	1	Seduction	1
Fight	5	Observe	3	Shadowing	1
Focus	2	Persuasion	2	Shoot	4
Heavy Weapons	1	Redemption	4	Streetwise	3
Impress	2	> <i>Forbidden Lore</i>	2	Teaching	2
Inquiry	1	> <i>Mech</i>	5	Think Machine	1

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):

Weapons

Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4
Dreksel Laser Pistol . P . WA:1 . P . P . DC:3D6 . Cal:FSC:3x18x15 . ROF:2 . Clip:15 . RNG:80 . ST . £300

Armor

Synthsilk Soft SP:3 (TOXLA)RA(LL)RL)

Shortcuts

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

Narrative

Generated with **Dramatis Personae**