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	Reflexes		6	Agility		4	Awareness	7
Secondary Attributes									
Recovery	11	Stamir	na	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		3		> Mech		1
Acrobatics		1	Linguistics		3	3	Remedy		4
Athletics		5	> Kurgo	an	2	2	Sensors	;	2
Bribery		2	> Urthi	sh	2	2	Shoot		6
Cybernetics		2	> Vuldr	ok	2	2	Stealth		1
Demolition		1	Local Expert		2	2	Stoic Body		3
Dodge		2	> Hargo	ard	2	2	Stoic M	nd	1
Dogma		1	> Stigmata		1	1	Survival		2
> Vuldrok Erdgheist		2	Melee		2 Teaching		2		
Fight		4	Naviga	tion	1	1	Think M	achine	1
Focus		2	Observ	е	L	4	Warfare	;	4
Gambling		1	Persua	sion	2	2	Impress	3	3
Redemption		1							

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

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

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

Shortcuts

Avoid being hit:AGI + Dodge (6), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (7), 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

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