

# JUAN MORALES

Male Urthish of Royale House Hazat from Sutek Freefolk. Born in 4976 (41 years old)  
Height: 180cm / Weight:79kg

## Primary Attributes

Strength	8	Constitution	8	Body	4	Movement	5
Intellect	6	Willpower	6	Temper	5	Presence	6
Tech	4	Reflexes	5	Agility	6	Awareness	5

## Secondary Attributes

Recovery	18	Stamina	1	Endurance	60	Stun	14
Resistance	10	Damage	2	Tolerance	9	Humanity	45
Passion	10	Wyrd	11	Speed	3	Run	10

## Skills

Academia	5	Forgery	2	Search	6
Arts	1	Heavy Weapons	1	Sensors	7
> <i>Painting</i>	2	Leadership	1	Shadowing	2
Athletics	2	Local Expert	2	Sneak	7
Beastcraft	2	> <i>Miret</i>	1	Spycraft	2
Cryptography	4	> <i>Veneto Province</i>	1	Stealth	2
Dodge	1	Lore	1	Stoic Mind	2
Driving	1	> <i>Order of the Mantis</i>	2	Streetwise	4
> <i>Hovertank</i>	2	Mech Redemption	2	Teaching	2
Etiquette	2	Observe	3	Think Machine	2
Fight	2	Oratory	4	Tinkering	9
Focus	4	Persuasion	2	Volt Redemption	4

## Talents

Banshee Captain (7x3+21=42):

## Gear

### Weapons

Banshee SMG . SMG . WA:1 . L . P . DC:3D6 . Cal.:40 . ROF:3 . Clip:20 . RNG:150 . ST . £350  
Scimitar . MELEE . WA:0 . N . P . DC:4D6+1 . STR:3 . RNG:1 . ST . £20

### Armor

Stiffsynth Medium SP:7 (HE)(TO)(LA)(RA)(LL)(RL)

## Shortcuts

- Avoid being hit (AGI + Dodge): 7
- Keep focused on a task (WIL + Focus): 10
- Give orders to subsidiaries (PRE + Leadership): 7
- Notice something (AWA + Observe): 8
- Convince someone with arguments (PRE + Persuasion): 8
- Iron will (WIL + Stoic Mind): 8

## Attacks

Scimitar: Roll:5+1D12 Dmg:4-24 (+str:2)  
Banshee SMG: Roll:6+1D12 Dmg:3-18

## Defense

Armors stack: Stiffsynth  
Head:7  
Right Arm:7 Torso:7 Left\_arm:7  
Right Leg:7 Left\_Leg:7

## Nameless

Physical:6 Spirit:5 Combat:5

## Narrative