

Vlad Danielof

Captain of the Mantis

Male Urthish Teutonic Captain of Royale House Decados from Severus Freefolk. Born in 4984 (33 years old)  
Height: 180cm / Weight:78kg

Lifepaths

**Race** Urthish (124), **Race** Urthish Balance (16), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Muster (25), **Early Career** Royale House Soldier (48), **Tour of Duty** Security Enforcer (20), **Worldly Benefits** High Promotion (7).

Primary Attributes

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

Secondary Attributes

Recovery	10	Stamina	2	Endurance	50	Stun	10
Resistance	11	Damage	1	Tolerance	9	Humanity	45
Passion	10	Wyrd	11	Speed	3	Run	8

Skills

Academia	3	Leadership	2	<b>Redemption</b>	1
Athletics	2	<b>Linguistics</b>	1	> <i>Mech</i>	2
Bureaucracy	2	> <i>Urthish</i>	1	Remedy	2
Dodge	2	<b>Local Expert</b>	1	Search	2
<b>Driving</b>	2	> <i>Hargard</i>	1	Security	3
> <i>Battle Mech</i>	1	<b>Lore</b>	4	Seduction	1
> <i>Hovertank</i>	1	> <i>House Decados</i>	1	Sensors	1
Empathy	1	> <i>House Li Halan</i>	1	Shoot	5
Etiquette	3	> <i>Jakovian Agency</i>	1	Streetwise	3
Fight	3	> <i>Musters</i>	1	Surveillance	2
Focus	2	Magna Carta	2	Teaching	2
Impress	1	Melee	1	Think Machine	1
Inquiry	1	Observe	4	Interrogation	1
Persuasion	2				

Blessings/Curses

Bold (2):

Callous (-2):

Benefices/Afflictions

Cash (Cost:3): 600

Commission (Cost:3): Ensign / Apprentice / Associate / Private / Associate

Rise Rank by Two (Cost:4):

Weapons

Banshee SMG . SMG . WA:1 . L . P . DC:3D6 . Cal.:40 . ROF:3 . Clip:20 . RNG:150 . ST . £350  
Decados "Maiden Escort" Palm Blaster . P . WA:2 . P . R . DC:2D6+3 . Cal: . ROF:1 . Clip:5 . RNG:20 . VR . £1000  
Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4

Armor

Plastic Scale Mail Medium SP:7 (TOX\LA\RA\LL\RL)

Shortcuts

Avoid being hit:AGI + Dodge (7), Discern emotions:AWA + Empathy (4), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (7), Fencing:REF + Melee (7), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (7), Charm others:PRE + Seduction (6), Fire a ranged weapon:REF + Shoot (11)

Narrative