

Philostrate Arbogast

Male Urthish Teutonic Captain of Charioteers from Tethys Freefolk. Born in 4976 (41 years old)  
Height: 183cm / Weight:82kg

Lifepaths

**Race** Urthish (124), **Race** Urthish Balance (16), **Upbringing** Country (15), **Upbringing** Poor Class (5), **Apprenticeship** Guildhall Charioteers (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Entrepreneur (20), **Worldly Benefits** Promotion & Friends (7).

Primary Attributes

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

Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	10
Resistance	11	Damage	1	Tolerance	10	Humanity	50
Passion	9	Wyrd	12	Speed	4	Run	8

Skills

Academia	2	Knavery	2	Persuasion	4
Athletics	4	Leadership	1	Politics	2
Beastcraft	1	Linguistics	2	Redemption	2
Bureaucracy	2	> Urthish	1	> Mech	1
Celestial Sailing	5	> Urthtech	1	> Tinkering	2
Dodge	1	Local Expert	1	Remedy	2
Driving	2	> Miret guilds	1	Sensors	2
> Heavy Transport Vehicle	2	Lore	1	Shadowing	1
> Railway	1	> Jumpweb	1	Shoot	3
Empathy	1	Magna Carta	2	Streetwise	1
Fight	4	Melee	2	Survival	1
Focus	2	Navigation	2	Teaching	2
Impress	2	Observe	2	Trading	2

Blessings/Curses

Curious (2):

Nosy (-2):

Benefices/Afflictions

Ally (Cost:4):

Cash (Cost:1): 100

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

Freelancer Investment (Cost:2): +2 Assets

Raise Rank by one (Cost:2):

Weapons

Avaneir Blaster Pistol . P . WA:0 . J . P . DC:5D6 . Cal:FSC:5x30 . ROF:1 . Clip:10 . RNG:30 . VR . £700

Banshee SMG . SMG . WA:1 . L . P . DC:3D6 . Cal:.40 . ROF:3 . Clip:20 . RNG:150 . ST . £350

Maüer "Hankerschief" C-13 . P . WA:1 . P . R . DC:1D6 . Cal:5mm . ROF:2 . Clip:8 . RNG:50 . ST . £150

Armor

Stiffsynth Medium SP:7 (TOX(LA)X(RA)X(LL)X(RL)

Shortcuts

Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (6), Keep focused on a task:WIL + Focus (7), Give orders to subsidiaries:PRE + Leadership (7), Fencing:REF + Melee (9), Notice something:AWA + Observe (6), Convince someone with arguments:PRE + Persuasion (10), Stabilize wounds:INT + Remedy (7), Fire a ranged weapon:REF + Shoot (10)

Narrative