

Imperial Troopers

Typical Imperial Colonial Troopers
Male Urthish Private of Emperor Alexius Primus from Byzantium Secundus
Freefolk. Born in 4995 (22 years old)
Height: 174cm / Weight:72kg

Primary Attributes

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

Secondary Attributes

Recovery	12	Stamina	2	Endurance	55	Stun	11
Resistance	9	Damage	1	Tolerance	9	Humanity	45
Passion	8	Wyrd	9	Speed	3	Run	10

Skills

Academia	2	Impress	2	Persuasion	2
Acrobatics	2	Linguistics	1	Redemption	1
Athletics	4	▪ Urthish	2	▪ Mech	2
Beastcraft	1	Local Expert	2	Remedy	2
Bureaucracy	1	▪ Imperial Dominion	1	Search	1
Dodge	3	▪ New Odessa	1	Seduction	1
Driving	2	Lore	2	Shadowing	1
▪ Hovertank	1	▪ Byzantium	1	Shoot	4
		Secundus			
▪ Landcraft	1	▪ House Keddah	1	Streetwise	2
Fight	5	Melee	3	Survival	1
Focus	2	Observe	2	Teaching	2

Blessings/Curses

Bold (2) , Callous (-2) .

Benefices/Afflictions

Assets (Cost:5 5000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Raise Rank by one (Cost:2) .

Talents

Weapons

1 Dirk . MELEE . WA:o . J . E . DC:2D6+1 . STR:2 . RNG:o . ST . £4
2 Imperial Rifle . RIF . WA:o . N . E . DC:6D6+2 . Cal:7.62 . ROF:2o . Clip:21 .
RNG:4oo . VR . £2oo

Armor

Plastic Mesh Chain Mail Medium SP:8 (TO)(LA)(RA)(LL)(RL)

Shortcuts

Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (7),
Fencing:REF + Melee (9), Notice something:AWA + Observe (6), Convince someone
with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (5), Search a
place:AWA + Search (5), Charm others:PRE + Seduction (5), Fire a ranged
weapon:REF + Shoot (10)

Lifepaths

Race Urthish (124), Upbringing Average Class (5), Upbringing Country (15),
Apprenticeship Guildhall Muster (25), Early Career Mercenary Soldier (48), Race
Balance Urthish Balance (16), Worldly Benefits Promotion & Rewards (7).

Narrative

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