# **Jacob Tramel**

Terraformer

Male Urthish of Engineers from Leagueheim Freefolk. Born in 4945 (72 years old) Height:  $167 \, \mathrm{cm}$  / Weight:  $61 \, \mathrm{kg}$ 

### Lifepaths

Race Urthish (124), Upbringing Average Class (5), Upbringing Country (15), Apprenticeship Academy Engineers (25), Early Career Scientist (48), Tour of Duty Standard Tour of Duty (double rounds) (20), Tour of Duty Stigmata Veteran (5013) (20), Race Balance Urthish Balance (16), Worldly Benefits Friends & Rewards (7).

### **Primary Attributes**

| Strength 4                    | Constitution  |              | 4               | Body      |                           | 3                 | Movement       | 4  |
|-------------------------------|---------------|--------------|-----------------|-----------|---------------------------|-------------------|----------------|----|
| Intellect 7                   | Willpower     |              | 5               | Temper    | Temper                    |                   | Presence       | 6  |
| Tech 8                        | Reflexes      |              | 4               | Agility   | Agility                   |                   | Awareness      | 6  |
| Secondary Attributes          |               |              |                 |           |                           |                   |                |    |
| Recovery 8                    | Stamina       |              | 1               | Endurance |                           | 35                | Stun           | 7  |
| Resistance 11                 | Damage        |              | 0               | Tolerand  | Tolerance                 |                   | Humanity       | 50 |
| Passion 11                    | Wyrd          |              | 11              | Speed     | Speed                     |                   | Run            | 8  |
| Skills                        |               |              |                 |           |                           |                   |                |    |
| Academia                      | 5 > Stigmata  |              |                 | 2         | > Artificial Intelligence |                   | 3              |    |
| Athletics                     | 3 Lore        |              |                 | 5         | > Biology                 |                   | 1              |    |
| Beastcraft                    | 1 > Gargoyles |              |                 |           | 2                         | > Chemistry       |                | 1  |
| Cybernetics                   | 1             | > Sathr      | aists           | iists     |                           | > Engineering     |                | 3  |
| Demolition                    | 1 > Secor     |              | d Republic Tech |           | 3                         | > Geology         |                | 3  |
| Fight                         | 2             | > Shara      | s               |           | 2                         |                   | > Oceanography |    |
| Focus                         | 3 > Symbiots  |              |                 |           | 1                         | > Physics         |                | 3  |
| Heavy Weapons                 | 1 Observe     |              |                 |           | 3                         | > Quantum Physics |                | 2  |
| Inquiry                       | 2 Persuasion  |              |                 |           | 2                         | > Terraforming    |                | 5  |
| Leadership                    | 1             | 1 Redemption |                 |           | 3                         | Seduction         |                | 1  |
| <b>Linguistics</b> 3 > Forbic |               | lden Lore    |                 | 4         | Stealth                   |                   | 1              |    |
| > Imperial Battle Slang       | 2             | > Mech       |                 |           | 4                         | Stoic 1           | 1ind           | 1  |
| > Urthish                     | 2             | > Volt       |                 |           | 4                         | Teach             | ing            | 3  |
| > Urthtech                    | 3             | 3 Remedy     |                 |           | 1                         | Think Machine     |                | 4  |
| Local Expert                  | 1             | Science      | е               |           | 9                         | Warfa             | re             | 1  |

## Blessings/Curses

Innovative (2):

Unnerving (-2):

### Benefices/Afflictions

Ally (Cost:2):

Assets (Cost:3): 3000

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

Gossip Network (Cost:2): Planetwide

#### **Shortcuts**

Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (7), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (7), Iron will:WIL + Stoic Mind (6)

### Narrative

## Generated with **Dramatis Personae**

Oct. 18, 2020, 3:30 p.m.