## **Brennick Williamson**

Male Urthish Boss of Scraver from Unknown Freefolk. Born in 4972 (45 years old) Height: 167cm / Weight: 61kg

### Lifepaths

Race Urthish (124), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Academy Engineers (25), Early Career Mercenary Combat Engineer (48), Tour of Duty Cybernetics Tweaked (20), Race Balance Urthish Balance (16), Worldly Benefits Friends (7).

#### **Primary Attributes**

| Strength             | 3  | Constitution |                               | 4   | Body      |        | 5                         | Movement     | 4  |
|----------------------|----|--------------|-------------------------------|-----|-----------|--------|---------------------------|--------------|----|
| Intellect            | 7  | Willpower    |                               | 4   | Temper    |        | 4                         | Presence     | 3  |
| Tech                 | 8  | Reflexes     |                               | 5   | Agility   |        | 4                         | Awareness    | 6  |
| Secondary Attributes |    |              |                               |     |           |        |                           |              |    |
| Recovery             | 7  | Stamina      |                               | 2   | Endurance |        | 45                        | Stun         | 9  |
| Resistance           | 7  | Damage       |                               | 0   | Tolerance |        | 8                         | Humanity     | 40 |
| Passion              | 10 | Wyrd         | Wyrd                          |     | Speed     | peed 3 |                           | Run          | 8  |
| Skills               |    |              |                               |     |           |        |                           |              |    |
| Academia             |    | 2            | > Urthish                     |     |           | 2      | > Volt                    |              | 3  |
| Athletics            |    | 2            | > Urthtech                    |     |           | 1      | Remedy                    |              | 1  |
| Cybernetics          |    | 3            | 3 Local Expert                |     |           | 2      | Science                   |              | 4  |
| Demolition           |    | 1            | 1 > Avaneir Underground       |     |           | 2      | > Artificial Intelligence |              | 2  |
| Driving              |    | 1            | > Cybernetics Black<br>Market |     |           | 1      | > Cybernetics             |              | 3  |
| > Hovertank          |    | 2            | Lore                          |     |           | 1      | > Engineering             |              | 3  |
| Fight                |    | 4            | > CyberEvolutionaries         |     |           | 1      | > Robotics                |              | 2  |
| Focus                |    | 2            | Observe                       |     |           | 4      | Shoot                     |              | 2  |
| Heavy Weapons        |    | 1            | Persuasi                      | on  |           | 2      | Streetw                   | <i>i</i> ise | 2  |
| Inquiry              |    | 2            | Redempt                       | ion |           | 3      | Teachi                    | ng           | 2  |
| Knavery              |    | 2            | > Forbidden Lore              |     |           | 3      | Think Machine             |              | 1  |
| Linguistics          |    | 2            | > Mech                        |     |           | 5      |                           |              |    |

#### Blessings/Curses

Innovative (2):

Unnerving (-2):

# Benefices/Afflictions

Ally (Cost:1):

Cash (Cost:1): 100

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

Contact (Cost:1):

Gossip Network (Cost:2): Planetwide

Medium Cyber Package (Cost:20): One notable enhancement.

Outlaw (Cost:-4):

Passage Contract (Cost:2): Tramp Freighter

# Weapons

## Armor

D'Rouge-Glace Glassfiber Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL) Model VI

**Energy Shield** 

10/30 <u>Assault</u> Hits:20 usage:(Soft Medium Hard )

Shortcuts

Surgically implant cyber:TEC + Cybernetics (11), Keep focused on a task:WIL + Focus (6), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (5), Stabilize wounds:INT + Remedy (8), Fire a ranged weapon:REF + Shoot (7)

Narrative

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