

Manfred Douglas

Presumed Leader of the Killroys

Male Urthish of Charioteers from Leagueheim Freefolk. Born in 4964 (53 years old)

Height: 150cm / Weight:50kg

Lifepaths

**Race** Urthish (124), **Upbringing** City (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Charioteers (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

Primary Attributes

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

Secondary Attributes

|            |    |         |    |           |    |          |    |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery   | 8  | Stamina | 2  | Endurance | 45 | Stun     | 9  |
| Resistance | 11 | Damage  | 0  | Tolerance | 8  | Humanity | 40 |
| Passion    | 8  | Wyrd    | 13 | Speed     | 4  | Run      | 6  |

Skills

|                                  |   |                    |   |                    |   |
|----------------------------------|---|--------------------|---|--------------------|---|
| Academia                         | 2 | Inquiry            | 1 | <b>Redemption</b>  | 2 |
| Athletics                        | 3 | <b>Linguistics</b> | 2 | > <i>Mech</i>      | 1 |
| Dodge                            | 1 | > <i>Latin</i>     | 1 | > <i>Tinkering</i> | 1 |
| <b>Driving</b>                   | 2 | > <i>Urthish</i>   | 2 | Remedy             | 2 |
| > <i>Heavy Transport Vehicle</i> | 2 | <b>Lore</b>        | 1 | Shadowing          | 1 |
| > <i>Landcraft</i>               | 3 | > <i>Spacesuit</i> | 2 | Shoot              | 3 |
| Fight                            | 4 | Melee              | 2 | Streetwise         | 1 |
| Focus                            | 2 | Observe            | 3 | Survival           | 1 |
| Impress                          | 2 | Persuasion         | 2 | Teaching           | 2 |

Blessings/Curses

Curious (2):

Nosy (-2):

Benefices/Afflictions

Cash (Cost:3): 600

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

Rise Rank by Two (Cost:4):

Shortcuts

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

Narrative