

Uther Cyprian Hawkwood

A mighty knight bearing the sigil of the Phoenix Guard
Male Urthish Teutonic Knight of Emperor Alexius Primus from Ravenna Nobility. Born in 4984 (33 years old)
Height: 182cm / Weight:88kg

Lifepaths

Race Urthish (124), **Race** Urthish Balance (16), **Upbringing** High Court Hawkwood (20), **Apprenticeship** Leisure Duelist (25), **Early Career** Court Duelist (48), **Tour of Duty** Imperial Cadet (20), **Worldly Benefits** High Promotion (7).

Primary Attributes

| | | | | | | | |
|-----------|---|--------------|---|---------|---|-----------|---|
| Strength | 6 | Constitution | 6 | Body | 4 | Movement | 5 |
| Intellect | 5 | Willpower | 5 | Temper | 6 | Presence | 6 |
| Tech | 4 | Reflexes | 8 | Agility | 6 | Awareness | 4 |

Secondary Attributes

| | | | | | | | |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery | 12 | Stamina | 1 | Endurance | 50 | Stun | 10 |
| Resistance | 11 | Damage | 1 | Tolerance | 11 | Humanity | 55 |
| Passion | 10 | Wyrd | 13 | Speed | 4 | Run | 10 |

Skills

| | | | | | |
|------------------|---|--------------------|---|------------|---|
| Academia | 2 | Impress | 1 | Melee | 7 |
| Acrobatics | 3 | Leadership | 1 | Observe | 2 |
| Athletics | 4 | Linguistics | 1 | Persuasion | 2 |
| Dodge | 4 | > Urthish | 2 | Remedy | 2 |
| Empathy | 2 | Local Expert | 1 | Sneak | 1 |
| Etiquette | 4 | > Rampart Nobility | 1 | Teaching | 2 |
| Fight | 2 | Lore | 1 | Focus | 2 |
| > House Hawkwood | 1 | | | | |

Blessings/Curses

Prideful (-2):
Unyielding (2):

Benefices/Afflictions

Cash (Cost:3): 600
Fencing Actions (Silver sword) (Cost:10): Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4
Nobility (Cost:3): Knight
Rise Rank by Two (Cost:4):

Weapons

Armor

Plastic Scale Mail Medium SP:7 (TOXLA)RA(LL)RL)

Energy Shield

Dueling 10/20 Hits:15 usage:(Soft Medium -)

Shortcuts

Avoid being hit:AGI + Dodge (10), Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (7), Give orders to subsidiaries:PRE + Leadership (7), Fencing:REF + Melee (15), Notice something:AWA + Observe (6), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (7)

Narrative