

Denis De Bray

Male Urthish of Eskatonic Order from Rampart Freefolk. Born in 4987 (30 years old)  
Height: 178cm / Weight:84kg

Lifepaths

**Race** Urthish (124), **Race** Urthish Balance (16), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Eskatonic Order Monastery (25), **Early Career** Monk (48), **Tour of Duty** Caliphate Wars Veteran (5011) (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Promotion & Friends (7).

Primary Attributes

Strength	4	Constitution	5	Body	4	Movement	4
Intellect	8	Willpower	6	Temper	7	Presence	8
Tech	3	Reflexes	4	Agility	3	Awareness	6

Secondary Attributes

Recovery	9	Stamina	1	Endurance	40	Stun	9
Resistance	14	Damage	0	Tolerance	13	Humanity	65
Passion	13	Wyrd	12	Speed	2	Run	8

Skills

Academia	4	Focus	7	> Mech	1
Alchemy	2	Gambling	1	Remedy	4
Athletics	2	Inquiry	3	Seduction	1
Bribery	2	Linguistics	4	Shoot	2
Cybernetics	1	> Franken	2	Stealth	1
Demolition	1	> Kurgan	2	Stoic Body	3
Dodge	4	> Latin	4	Stoic Mind	2
Dogma	2	> Urthish	2	Streetwise	1
> Church of the Celestial Sun	3	Observe	4	Surgery	3
> Omega Gospels	1	Occult Arts	3	Teaching	3
Empathy	3	Persuasion	2	Fight	2
Redemption	1				

Blessings/Curses

Curious (2):  
Subtle (-2):  
War Trauma (-2):

Benefices/Afflictions

Ally (Cost:4):  
Cash (Cost:1): 100  
Ordained (Cost:3): Novitiate / Apprentice / Novitiate  
Raise Rank by one (Cost:2):  
Well-Traveled (Cost:3): Major house Fief

Weapons

Staff . MELEE . WA:1 . N . E . DC:2d6+1 . STR:3 . RNG:1 . ST . £4

Armor

Leather Armor                      Soft                      SP:4                      (TO)X(LA)X(RA)X(LL)X(RL)

Shortcuts

Surgically implant cyber:TEC + Cybernetics (4), Avoid being hit:AGI + Dodge (7), Discern emotions:AWA + Empathy (10), Keep focused on a task:WIL + Focus (13), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (10), Stabilize wounds:INT + Remedy (12), Charm others:PRE + Seduction (9), Fire a ranged weapon:REF + Shoot (6), Iron will:WIL + Stoic Mind (8), Apply surgery on wounded:INT + Surgery (11)

Narrative