Escher Colbray

Male Urthish Teutonic Crafter of Pneumatic Order of Engineers from Rampart Freefolk. Born in 4966 (51 years old)

Height: 182cm / Weight:84kg

Lifepaths

Race Urthish (124), Race Urthish Balance (16), Upbringing Average Class (5), Upbringing City (15), Apprenticeship Guildhall Engineer (25), Early Career Scientist (48), Tour of Duty Entrepreneur (20), Worldly Benefits Promotion & Rewards (7).

Primary Attributes

Strength	3	Constitution		3	Body		4	Movement	3
Intellect	9	Willpower		5	Temper		4	Presence	7
Tech	8	Reflexes		4	Agility		4	Awareness	7
Secondary Attributes									
Recovery	6	Stamina		1	Endurance		35	Stun	7
Resistance	12	Damage		0	Tolerance		9	Humanity	45
Passion	11	Wyrd		13	Speed		2	Run	6
Skills									
Academia		5	> Rampa	ırt Unde	Underworld 1		> Chemistry		2
Athletics		2	Lore		1		> Engineering		3
Bureaucracy		3 > Enginee		ers	1		> Physics		1
Fight		2 Magna Ca		arta	2		> Terraforming		2
Focus		4 Observe			3		Seduction		1
Inquiry		4 Persuasio		ion	4		Shoot		1
Knavery		1	1 Politics		2		Streetwise		1
Leadership		2	Redemp	tion	3		Teaching		2
Linguistics		2	> Forbide	den Loi	re	1	Think M	lachine	3
> Urthish		1	> Mech			2	Trading	J	2
> Urthtech		3	> Volt			4	Local E	xpert	1
Science		4							

Blessings/Curses

Innovative (2):

Unnerving (-2):

Benefices/Afflictions

Assets (Cost:5): 5000

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

Freelancer Investment (Cost:2): +2 Assets

Raise Rank by one (Cost:2):

Weapons

Armor

 $Dreksel\ Laser\ Pistol\ .\ P\ .\ WA:1\ .\ P\ .\ D\ .\ D\ C:3D6\ .\ Cal:FSC:3x18x15\ .\ ROF:2\ .\ Clip:15\ .\ RNG:80\ .\ ST\ .\ £300\ .$

Spacesuit Sp:3 (TO)(LA)(RA)(LL)(RL)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - -)

Shortcuts

Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (9), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (11), Charm others:PRE + Seduction (8), Fire a ranged weapon:REF + Shoot (5)

Narrative

Generated with **Dramatis Personae**