

Juan Garvex

Vet pilot

Male Urthish Captain of Charioteers from Vera Cruz Freefolk. Born in 4959 (58 years old)

Height: 150cm / Weight:50kg

Lifepaths

Race Urthish (124), **Upbringing** Average Class (5), **Upbringing** Town (15), **Apprenticeship** Academy Charioteers (25), **Early Career** Starship Gunner (48), **Tour of Duty** Caliphate Wars Veteran (5011) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

Primary Attributes

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

Secondary Attributes

| | | | | | | | |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery | 6 | Stamina | 1 | Endurance | 35 | Stun | 7 |
| Resistance | 14 | Damage | 0 | Tolerance | 10 | Humanity | 50 |
| Passion | 10 | Wyrd | 12 | Speed | 4 | Run | 10 |

Skills

| | | | | | |
|--------------------------|---|--------------------|---|--------------------|---|
| Academia | 2 | Gunnery | 3 | > <i>Mech</i> | 1 |
| Acrobatics | 2 | Impress | 1 | > <i>Tinkering</i> | 1 |
| Athletics | 4 | Inquiry | 1 | Remedy | 3 |
| Bribery | 2 | Linguistics | 2 | Security | 1 |
| Cybernetics | 1 | > <i>Kurgan</i> | 2 | Seduction | 2 |
| Demolition | 1 | > <i>Urthish</i> | 1 | Sensors | 1 |
| Dodge | 2 | Lore | 2 | Shoot | 3 |
| Driving | 2 | > <i>Jumpweb</i> | 1 | Stealth | 1 |
| > <i>Heavy Transport</i> | 2 | > <i>Spacesuit</i> | 2 | Stoic Body | 1 |
| <i>Vehicle</i> | | | | | |
| > <i>Landcraft</i> | 3 | Melee | 1 | Teaching | 2 |
| Fight | 2 | Observe | 2 | Think Machine | 1 |
| Focus | 2 | Persuasion | 2 | Gambling | 1 |

Redemption 2

Blessings/Curses

Curious (2):

Nosy (-2):

War Trauma (-2):

Benefices/Afflictions

Cash (Cost:3): 600

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

Rise Rank by Two (Cost:4):

Well-Traveled (Cost:3): Major house Fief

Shortcuts

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

Narrative

Generated with ***Dramatis Personae***

Nov. 7, 2020, 1:34 p.m.