Uther Cyprian Hawkwood

A mighty knight bearing the sigil of the Phoenix Guard

Constitution

Male Urthish Teutonic Knight of Emperor Alexius Primus from Ravenna Nobility. Born in 4984 (33 years old)

Height: 182cm / Weight:88kg

Lifepaths

Strength

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).

Body

Movement

5

6

Primary Attributes

Intellect	5	Willpower		5	Temper		6	Presence	6
Tech	4	Reflexes		8	Agility		6	Awareness	4
Secondary Attri	butes	3							
Recovery	12	Stamina		1	Endurance	Endurance		Stun	10
Resistance	11	Damage		1	Tolerance		11	Humanity	55
Passion	10	Wyrd		13	Speed		4	Run	10
Skills									
Academia		2	Impress		1	ı	Melee		7
Acrobatics		3	Leadersh	ip	1	l	Observe	!	2
Athletics		4	Linguisti	cs	1	l	Persuas	ion	2
Dodge		4	> Urthish		2	2	Remedy	•	2
Empathy		2	Local Exp	pert	1	l	Sneak		1
Etiquette		4	> Rampai	t Nobili	ty 1	l	Teachin	g	2
Fight		2	Lore		1	l	Focus		2
> House Hawkwood	d	1							
	Tech Secondary Attri Recovery Resistance Passion Skills Academia Acrobatics Athletics Dodge Empathy Etiquette Fight	Tech 4 Secondary Attributes Recovery 12 Resistance 11 Passion 10 Skills Academia Acrobatics Athletics Dodge Empathy Etiquette	Tech 4 Reflexion Secondary Attributes Recovery 12 Stamin Resistance 11 Damage Passion 10 Wyrd Skills Academia 2 Acrobatics 3 Athletics 4 Dodge 4 Empathy 2 Etiquette 4 Fight 2 Secondary Attributes 4 Acrobatics 4	Tech 4 Reflexes Secondary Attributes Recovery 12 Stamina Resistance 11 Damage Passion 10 Wyrd Skills Academia 2 Impress Acrobatics 3 Leadersh Athletics 4 Linguisti Dodge 4 > Urthish Empathy 2 Local Exp Etiquette 4 > Rampon	Tech 4 Reflexes 8 Secondary Attributes Recovery 12 Stamina 1 Resistance 11 Damage 1 Passion 10 Wyrd 13 Skills Academia 2 Impress Acrobatics 3 Leadership Athletics 4 Linguistics Dodge 4 > Urthish Empathy 2 Local Expert Etiquette 4 > Rampart Nobilit Fight 2 Lore	Tech 4 Reflexes 8 Agility Secondary Attributes Recovery 12 Stamina 1 Endurance Resistance 11 Damage 1 Tolerance Passion 10 Wyrd 13 Speed Skills Academia 2 Impress Acrobatics 3 Leadership 1 Athletics 4 Linguistics Dodge 4 > Urthish 2 Empathy 2 Local Expert Etiquette 4 > Rampart Nobility Fight 2 Lore	Tech 4 Reflexes 8 Agility Secondary Attributes Recovery 12 Stamina 1 Endurance Resistance 11 Damage 1 Tolerance Passion 10 Wyrd 13 Speed Skills Academia 2 Impress 1 Acrobatics 3 Leadership 1 Athletics 4 Linguistics 1 Dodge 4 > Urthish 2 Empathy 2 Local Expert 1 Etiquette 4 > Rampart Nobility 1 Fight 2 Lore 1	Tech 4 Reflexes 8 Agility 6 Secondary Attributes Recovery 12 Stamina 1 Endurance 50 Resistance 11 Damage 1 Tolerance 11 Passion 10 Wyrd 13 Speed 4 Skills Academia 2 Impress 1 Melee Acrobatics 3 Leadership 1 Observe Athletics 4 Linguistics 1 Persuas Dodge 4 > Urthish 2 Remedy Empathy 2 Local Expert 1 Sneak Etiquette 4 > Rampart Nobility 1 Teaching Fight 2 Lore 1 Focus	Tech 4 Reflexes 8 Agility 6 Awareness Secondary Attributes Recovery 12 Stamina 1 Endurance 50 Stun Resistance 11 Damage 1 Tolerance 11 Humanity Passion 10 Wyrd 13 Speed 4 Run Skills Academia 2 Impress 1 Melee Acrobatics 3 Leadership 1 Observe Athletics 4 Linguistics 1 Persuasion Dodge 4 > Urthish 2 Remedy Empathy 2 Local Expert 1 Sneak Etiquette 4 > Rampart Nobility 1 Teaching Fight 2 Local Expert 1 Focus

Blessings/Curses

Prideful (-2):

Unyielding (2):

Benefices/Afflictions

Cash (Cost:3): 600

Dark Secret (Cost:-3):

Fencing Actions (Silver sword) (Cost:10): Manoeuvers 1, 2, 3 and 4 Requires Melee Skill at 4

Fencing Gold to Platinium (Cost:6):

Fencing Silver To Gold (Cost:5):

Indebted (Cost:-5):

Nobility (Cost:3): Knight

Obligation (Cost:-3):

Rise Rank by Two (Cost:4):

Weapons

Armor

Plastic Scale Mail Medium SP:7 (TO)(LA)(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

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