

Clayton Briggs (Huitzy Kawek)

Benevolent Scientist

Male Urthish Sebacean Apprentice of from none Freefolk. Born in 4993 (28 years old)
Height: 171cm / Weight:63kg

Primary Attributes

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

Secondary Attributes

Recovery	9	Stamina	2	Endurance	45	Stun	9
Resistance	10	Damage	1	Tolerance	8	Humanity	40
Passion	10	Wyrd	13	Speed	3	Run	8

Skills

Academia	2	Knavery	2	Remedy	1
Alchemy	1	Leadership	1	Science	3
Athletics	2	Linguistics	2	▪ <i>Engineering</i>	2
Bureaucracy	2	▪ <i>Urthish</i>	2	▪ <i>Physics</i>	2
Demolition	1	▪ <i>Urthtech</i>	2	▪ <i>Robotics</i>	2
Dodge	1	Magna Carta	2	Seduction	2
Empathy	2	Observe	4	Shadowing	2
Fight	5	Persuasion	4	Shoot	3
Focus	2	Politics	2	Streetwise	3
Heavy Weapons	1	Redemption	3	Teaching	4
Impress	2	▪ <i>Forbidden Lore</i>	2	Think Machine	3
Inquiry	2	▪ <i>Mech</i>	4	Trading	2
Interrogation	1	▪ <i>Volt</i>	4		

Blessings/Curses

Innovative (2) , Unnerving (-2) .

Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Freelancer Investment (Cost:2 +2 Assets) , Gossip Network (Cost:2 Planetwide) .

Talents

Armor

Armored Mesh Spacesuit Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

Shortcuts

Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (7), Heavy weapon fire:REF + Heavy Weapons (6), Deduce from data:INT + Inquiry (10), Give orders to subsidiaries:PRE + Leadership (6), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (9), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (8)

Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Engineer (25), **Early Career** Mercenary Combat Engineer (48), **Tour of Duty** Entrepreneur (20), **Tour of Duty** Street Cartel Thug (20), **Worldly Benefits** Friends & Rewards (7).

Narrative

Generated with **Dramatis Personae**

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