

# Shamij Al Jabra (dogan)

Fixer

Male Urthish Mangalore Associate of from none Freefolk. Born in 4996 (26 years old)

Height: 176cm / Weight:58kg

## Primary Attributes

Strength	6	Intellect	6	Tech	4
Constitution	4	Willpower	5	Reflexes	4
Body	4	Temper	5	Agility	3
Movement	5	Presence	7	Awareness	10

## Secondary Attributes

Recovery	10	Stamina	1	Endurance	40	Stun	8
Resistance	12	Damage	1	Tolerance	10	Humanity	50
Passion	15	Wyrd	10	Speed	2	Run	10

## Skills

Academia	2	Impress	5	Persuasion	2
Alchemy	1	Inquiry	4	<b>Science</b>	1
Athletics	2	Interrogation	1	■ <i>Archaeology</i>	4
Dodge	2	Knavery	7	Seduction	2
<b>Driving</b>	2	<b>Linguistics</b>	2	Shadowing	1
■ <i>Heavy Transport</i>	1	■ <i>Scravers' Cant</i>	2	Shoot	3

<i>Vehicle</i>					
■ <i>Landcraft</i>	1	■ <i>Urthish</i>	2	Sneak	4
Empathy	1	<b>Lore</b>	2	Streetwise	7
Fight	5	■ <i>Aylon System</i>	2	Teaching	2
Focus	2	■ <i>Poisons &amp; Drugs</i>	5	Think Machine	2
Gambling	2	Observe	4	Trading	5

## Blessings/Curses

Lucky at cards (2) , Possessive (-2) .

## Benefices/Afflictions

Ally (Cost:1 Kleria Van Dyke) , Cash (Cost:1 100 ) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) , Contact (Cost:1 ) , Gossip Network (Cost:2 You have a network of informants planetwide. ) , Passage Contract (Cost:2 Tramp Freighter ) .

## Talents

## Weapons

1 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4

2 Scravers Light Revolver . P . WA:0 . J . C . DC:1D6+2 . Cal.:32 . ROF:3 . Clip:6 . RNG:50 . ST . £110

## Armor

Samarkand Sawoq      Medium      SP:5      (TO)(LA)(RA)(LL)(RL)

## Energy Shield

Sawoq Field      8/12      Hits:12      usage:(Soft Medium - )

## Shortcuts

Notice something (AWA + Observe = 14), Convince someone with bullshit (PRE + Knavery = 14), Deduce from data (INT + Inquiry = 10), Fight/Martial Arts (REF + Fight = 9), Convince someone with arguments (PRE + Persuasion = 9), Charm others (PRE + Seduction = 9), Keep focused on a task (WIL + Focus = 7), Fire a ranged weapon (REF + Shoot = 7), Swimming (BOD + Athletics = 6), Discern emotions (AWA + Empathy = 6), Avoid being hit (AGI + Dodge = 5)

## Lifepaths

**Race** Urthish (140), **Upbringing** City (15), **Upbringing** Poor Class (5), **Apprenticeship** Guildhall Scraver (25), **Early Career** Market Merchant (48), **Tour of Duty** Street Cartel Thug (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Friends (7).

## Narrative

Specialities & Rare Goods Provider