

Solomon Cuirias

Man At Arms

Male Urthish Castellan Major of from none Freefolk. Born in 4970 (52 years old)

Height: 181cm / Weight: 76kg

Primary Attributes

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

Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	11	Damage	1	Tolerance	10	Humanity	50
Passion	9	Wyrd	11	Speed	4	Run	8

Skills

Academia	2	Inquiry	1	▪ <i>Mech</i>	2
Acrobatics	1	Interrogation	1	Remedy	2
Athletics	4	Knavery	2	Search	1
Bureaucracy	2	Leadership	1	Security	3
Cryptography	1	Linguistics	1	Seduction	1
Cybernetics	1	▪ <i>Urthish</i>	2	Shadowing	1
Dodge	2	Magna Carta	1	Shoot	6
Fight	5	Melee	5	Streetwise	3
Focus	2	Observe	5	Survival	1
Forgery	2	Persuasion	2	Teaching	2
Impress	2	Redemption	1	Think Machine	3

Blessings/Curses

Bold (2) , Callous (-2) .

Benefices/Afflictions

Ally (Cost:2) , Assets (Cost:3 3000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Fencing Actions (Bronze sword) (Cost:6 Manoeuvres 1, 2 and 3 Requires Melee Skill at 3) , Gossip Network (Cost:2 You have a network of informants planetwide.) , Martial Arts (Base) (Cost:6 Basic Actions from +1 to +3 Requires Fight 3) .

Talents

Weapons

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

2 Scimitar . MELEE . WA:0 . N . P . DC:4D6+1 . STR:3 . RNG:1 . ST . £20

Armor

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

Shortcuts

Fire a ranged weapon (REF + Shoot = 13), Melee (REF + Melee = 12), Fight/Martial Arts (REF + Fight = 12), Swimming (BOD + Athletics = 10), Notice something (AWA + Observe = 10), Keep focused on a task (WIL + Focus = 8), Convince someone with bullshit (PRE + Knavery = 7), Convince someone with arguments (PRE + Persuasion = 7), Avoid being hit (AGI + Dodge = 7), Stabilize wounds (INT + Remedy = 6), Search a place (AWA + Search = 6), Give orders to subsidiaries (PRE + Leadership = 6), Fill shipment border transit documents (INT + Bureaucracy = 6), Charm others (PRE + Seduction = 6), Roll to cover (MOV + Acrobatics = 5), Prepare a legal case (INT + Magna Carta = 5), Deduce from data (INT + Inquiry = 5)

Lifepaths

Race Urthish (140), **Upbringing** Poor Class (5), **Upbringing** Town (15), **Apprenticeship** Guildhall Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Corporate Militia (20), **Tour of Duty** Security Enforcer (20), **Worldly Benefits** Friends & Rewards (7).

Narrative

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