Marvin Striekemann

Male Urthish Teutonic of from none Freefolk. Born in 4968 (54 years old)
Height: 150cm / Weight:50kg

Primary Attributes

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

Secondary Attributes

Recovery	11	Stamina	3	Endurance	65	Stun	13
Resistance	9	Damage	1	Tolerance	9	Humanity	45
Passion	9	Wyrd	11	Speed	3	Run	8

Skills

Academia	4	Impress	2	Remedy	2
Acrobatics	1	Inquiry	2	Search	2
Athletics	**5**	Leadership	2	Security	3
Bureaucracy	3	**Linguistics**	1	Seduction	1
Cybernetics	1	▪ *Urthish*	1	Shadowing	1
Dodge	3	Melee	3	Shoot	**5**
Empathy	1	Navigation	1	Streetwise	3
Fight	**6**	Observe	**5**	Survival	2
Focus	2	Persuasion	3	Teaching	2
Forgery	4	**Redemption**	1	Think Machine	2
Gambling	1	▪ *Mech*	2	Warfare	2

Benefices/Afflictions

Cash (Cost:3 600) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank By 2 (Cost:4) .

Talents

Shortcuts

Swimming (BOD + Athletics = 12), Fight/Martial Arts (REF + Fight = 12), Fire a ranged weapon (REF + Shoot = 11), Notice something (AWA + Observe = 10), Melee (REF + Melee = 9), Fill shipment border transit documents (INT + Bureaucracy = 8), Avoid being hit (AGI + Dodge = 8), Stabilize wounds (INT + Remedy = 7), Search a place (AWA + Search = 7), Keep focused on a task (WIL + Focus = 7), Deduce from data (INT + Inquiry = 7), Convince someone with arguments (PRE + Persuasion = 7), Give orders to subsidiaries (PRE + Leadership = 6), Roll to cover (MOV + Acrobatics = 5), Discern emotions (AWA + Empathy = 5), Charm others (PRE + Seduction = 5)

Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Corporate Militia (20), **Tour of Duty** Military Officer (20), **Tour of Duty** Traveller (20), **Worldly Benefits** High Promotion (7).

Narrative