

# Marx Whenger (zaharielle)

Field Operator  
Male Urthish Teutonic Sergeant of from none Freefolk. Born in 4996 (26 years old)  
Height: 187cm / Weight:95kg

## Primary Attributes

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

## Secondary Attributes

Recovery	14	Stamina	2	Endurance	65	Stun	13
Resistance	10	Damage	2	Tolerance	10	Humanity	50
Passion	9	Wyrđ	11	Speed	4	Run	8

## Skills

Academia	2	Heavy Weapons	1	■ Mech	1
Acrobatics	2	Impress	3	Remedy	2
Athletics	4	Knavery	1	Search	1
Beastcraft	1	Linguistics	2	Security	3
Bureaucracy	1	■ Urthish	2	Seduction	1
Cybernetics	1	■ Vuldrok	1	Sensors	1
Dodge	4	Lore	2	Shadowing	2
Dogma	1	■ Gwynmeth System	2	Shoot	5
■ Vuldrok Erdgheist	1	■ Hargard System	2	Streetwise	2
Driving	1	Melee	3	Survival	4
■ Landcraft	4	Navigation	1	Teaching	2
Fight	4	Observe	5	Think Machine	3
Focus	2	Persuasion	2	Warfare	4
Forgery	2	Redemption	1		

## Blessings/Curses

Bold (2) , Callous (-2) .

## Benefices/Afflictions

Assets (Cost:5 5000) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank by 1 (Cost:2) , Well-Traveled (Cost:3 Major house Fief Royale House Hawkwood) .

## Talents

## Weapons

1 Avaneir Medium Blaster . P . WA:0 . J . P . DC:6D6 . Cal:n/a . ROF:1 . Clip:6 .  
RNG:37.5 . VR . £960  
2 Mitchau Medium Revolver . P . WA:1 . L . P . DC:3D6 . Cal:.40 . ROF:3 . Clip:6 .  
RNG:77.5 . ST . £300

## Armor

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

## Energy Shield

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

## Shortcuts

Fire a ranged weapon (REF + Shoot = 12), Fight/Martial Arts (REF + Fight = 11), Swimming (BOD + Athletics = 10), Notice something (AWA + Observe = 10), Melee (REF + Melee = 10), Avoid being hit (AGI + Dodge = 9), Keep focused on a task (WIL + Focus = 8), Heavy weapon fire (REF + Heavy Weapons = 8), Stabilize wounds (INT + Remedy = 6), Search a place (AWA + Search = 6), Roll to cover (MOV + Acrobatics = 6), Convince someone with arguments (PRE + Persuasion = 6), Fill shipment border transit documents (INT + Bureaucracy = 5), Convince someone with bullshit (PRE + Knavery = 5), Charm others (PRE + Seduction = 5)

## Lifepaths

**Race** Urthish (140), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Street Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Corporate Militia (20), **Tour of Duty** Star Nations Veteran (5007) (20), **Worldly Benefits** Promotion & Rewards (7).

## Narrative

Recovery & Special Ops.

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