Bernardt Voessel

Master Engineer

Male Urthish Crafter of Le Métier from Rampart Freefolk. Born in 4963 (54 years old) Height: 171cm / Weight:63kg

Primary Attributes

4	Intellect	7	Tech	8
5	Willpower	4	Reflexes	6
4	Temper	4	Agility	4
5	Presence	5	Awareness	5
	4 5 4 5	5 Willpower 4 Temper	5 Willpower 4 4 Temper 4	5 Willpower 4 Reflexes 4 Temper 4 Agility

Secondary <i>l</i>	Attribu	ıtes						
Recovery	9	Stamina		1	Endurance	45	Stun	9
Resistance	9	Dama	age	0	Tolerance	8	Humanity	40
Passion	9	Wyrd	l	13	Speed	3	Run	10
Skills								
Academia		3	Lingu	istics	2	■ Me	ch	5
Athletics		3	Urth	ish	2	■ Vol	t	3
Beastcraft		1	Urth	ıtech	2	Reme	edy	1
Bureaucracy		2	Local	Expert	2	Scien	ice	3
Demolition		1	■ Cyb	ernetics I	Black 1	■ Cyl	pernetics	3

Market

Driving	1	 Rampart 	1	 Engineering 	2
		Underworld			
 Construction Mech 	2	Lore	1	Genetics	2
Fight	3	•	1	Seduction	1
		CyberEvolutionaries			

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3

Trading

Focus	2	Magna Carta	2	Shoot
Heavy Weapons	1	Observe	3	Teaching
Inquiry	1	Persuasion	4	Think Machine

Knavery Politics Redemption Leadership 1

Blessings/Curses

Innovative (2), Unnerving (-2).

Benefices/Afflictions

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

Talents

Armor

Stiffsynth Medium SP:7 (TO)(LA)(RA)(LL)(RL)

Shortcuts

Keep focused on a task:WIL + Focus (6), Heavy weapon fire:REF + Heavy Weapons (7), Deduce from data:INT + Inquiry (8), Give orders to subsidiaries:PRE + Leadership (6), Notice something: AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (6), Fire a ranged weapon:REF + Shoot (8), Surgically implant cyber:TEC + Cybernetics (11)

Lifepaths

Race Urthish (124), Upbringing Average Class (5), Upbringing Country (15), Apprenticeship Academy Engineers (25), Early Career Mercenary Combat Engineer (48), Tour of Duty Entrepreneur (20), Race Balance Urthish Balance (16), Worldly Benefits High Promotion (7).

Narrative

Generated with **Dramatis Personae**

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