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

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Movement	5	Presence			7		Awareness 10			
Secondary I	Attrib	utes								
Recovery	10	Stamina		1	Endu	Endurance		Stun		8
Resistance	12	Damage		1	Tolera	ance	10	10 Humanity		50
Passion	15	Wyrd 10 S		Speed	l	2 Run			10	
Skills										
Academia		2	2 Impress			5	Persuasion			2
Alchemy		1 Inquiry				4	Science			1
Athletics		2	2 Interrogation			1	 Archaeology 			4
Dodge		2 Knavery			7	Seduction			2	
Driving		2 Linguistics			2	Shadowing			1	
 Heavy Transport 		1	Scravers' Cant			2	Shoot			3
Vehicle										
 Landcraft 		1 • Urthish			2	Sneak		4		
Empathy		1	Lore	2		2	Stree	twise		7
Fight 5 • Aylon System		m	2	Teaching			2			

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).

■ Poisons & Drugs

Observe

Think Machine

Trading

Talents

Focus

Gambling

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

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