

# Kleria Van Dyke

Female Urthish Teutonic of from none Freefolk. Born in 4997 (25 years old)  
 Height: 179.934125cm / Weight:64.4347806624888kg

## Primary Attributes

Strength	7	Intellect	6	Tech	5
Constitution	4	Willpower	5	Reflexes	5
Body	6	Temper	4	Agility	5
Movement	4	Presence	4	Awareness	8

## Secondary Attributes

Recovery	11	Stamina	2	Endurance	50	Stun	10
Resistance	9	Damage	2	Tolerance	9	Humanity	45
Passion	12	Wyrd	11	Speed	3	Run	8

## Skills

Academia	2	Inquiry	3	Persuasion	2
Alchemy	1	Interrogation	1	<b>Redemption</b>	1
Athletics	4	Knavery	3	▪ <i>Mech</i>	2
Cybernetics	1	Leadership	3	Remedy	1
Dodge	2	<b>Linguistics</b>	3	Seduction	4
<b>Driving</b>	2	▪ <i>Saudi</i>	1	Shadowing	4
▪ <i>Landcraft</i>	4	▪ <i>Scravers' Cant</i>	2	Shoot	4
▪ <i>Skycraft Piloting</i>	2	▪ <i>Urthish</i>	2	Sneak	3
Fight	7	<b>Lore</b>	1	Streetwise	5
Focus	2	▪ <i>Istakhr System</i>	1	Survival	2
Gambling	2	Melee	2	Teaching	2
Impress	4	Observe	3		

## Blessings/Curses

Possessive (-2) , The Man (2) .

## Benefices/Afflictions

Ally (Cost:1 ) , 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 ) .

## Talents

## Weapons

1 Jahnisak .454 UHP . P . WA:4 . L . C . DC:4D6+2 . Cal: .454 . ROF:3 . Clip:15 . RNG:50 . VR . £1000

## Armor

Armored Mesh Spacesuit Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

## Shortcuts

Fight/Martial Arts (REF + Fight = 12), Notice something (AWA + Observe = 11), Swimming (BOD + Athletics = 10), Fire a ranged weapon (REF + Shoot = 9), Deduce from data (INT + Inquiry = 9), Charm others (PRE + Seduction = 8), Stabilize wounds (INT + Remedy = 7), Melee (REF + Melee = 7), Keep focused on a task (WIL + Focus = 7), Give orders to subsidiaries (PRE + Leadership = 7), Fly an aircraft (REF + Driving (Skycraft Piloting) = 7), Convince someone with bullshit (PRE + Knavery = 7), Avoid being hit (AGI + Dodge = 7), Convince someone with arguments (PRE + Persuasion = 6)

## Lifepaths

**Race** Urthish (140), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Academy Scravers (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Street Cartel Thug (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Worldly Benefits** Friends (7).

## Narrative