

Vedel Klugzman

Male Urthish Teutonic Knight of from none Nobility. Born in 4974 (48 years old)
 Height: 181cm / Weight:76kg

Primary Attributes

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

Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	10	Damage	1	Tolerance	10	Humanity	50
Passion	10	Wyrd	12	Speed	4	Run	8

Skills

Academia	5	Impress	3	Persuasion	2
Athletics	7	Leadership	6	Remedy	3
Bureaucracy	2	Linguistics	2	Riding	1
Dodge	2	Imperial Battle	2	Shoot	5
		Slang			
Dogma	1	Urthish	2	Stealth	1
Church of the	1	Lore	3	Stoic Body	2
Celestial Sun					
Driving	1	Automats	1	Stoic Mind	4
Hovertank	1	Stigmata System	2	Survival	2
Fight	5	Symbiots	2	Teaching	2
Focus	2	Melee	4	Warfare	6
Heavy Weapons	3	Observe	3		

Blessings/Curses

Prideful (-2) , Unyielding (2) .

Benefices/Afflictions

Assets (Cost:5 5000) , Nobility (Cost:3 Knight) , Rise Rank by 1 (Cost:2) .

Talents

Weapons

1 Hawkwood Light Blaster . P . WA:1 . J . C . DC:3D6 . Cal:n/a . ROF:1 . Clip:8 .
 RNG:30 . ST . £440
 2 Rapier . MELEE . WA:0 . L . C . DC:3D6 . STR:3 . RNG:1 . UR . £8

Armor

Half Plastic Plate Hard SP:6 (TO)(LA)(RA)

Shortcuts

Swimming (BOD + Athletics = 13), Fire a ranged weapon (REF + Shoot = 12),
 Fight/Martial Arts (REF + Fight = 12), Melee (REF + Melee = 11), Give orders to
 subsidiaries (PRE + Leadership = 11), Heavy weapon fire (REF + Heavy Weapons =
 10), Iron will (WIL + Stoic Mind = 9), Stabilize wounds (INT + Remedy = 8), Notice
 something (AWA + Observe = 8), Avoid being hit (AGI + Dodge = 8), Keep focused on
 a task (WIL + Focus = 7), Fill shipment border transit documents (INT + Bureaucracy
 = 7), Convince someone with arguments (PRE + Persuasion = 7)

Lifepaths

Race Urthish (140), **Upbringing** Landless Hawkwood (20), **Apprenticeship** Military
 Soldier (25), **Early Career** Military Command Soldier (48), **Tour of Duty** Military
 Officer (20), **Tour of Duty** Stigmata Veteran (5013) (20), **Worldly Benefits** Promotion
 & Rewards (7).

Narrative