

# Jacob Tramel

Terraformer

Male Urthish of Engineers from Leagueheim Freefolk. Born in 4945 (72 years old)  
Height: 167cm / Weight:61kg

## Primary Attributes

Strength	4	Intellect	7	Tech	8
Constitution	4	Willpower	5	Reflexes	4
Body	3	Temper	5	Agility	4
Movement	4	Presence	6	Awareness	6

## Secondary Attributes

Recovery	8	Stamina	1	Endurance	35	Stun	7
Resistance	11	Damage	0	Tolerance	10	Humanity	50
Passion	11	Wyrd	11	Speed	2	Run	8

## Skills

Academia	5	▪ Stigmata	2	▪ Artificial Intelligence	3
Athletics	3	▪ Lore	5	▪ Biology	1
Beastcraft	1	▪ Gargoyles	2	▪ Chemistry	1
Cybernetics	1	▪ Sathraists	1	▪ Engineering	3
Demolition	1	▪ Second Republic	3	▪ Geology	3
		Tech			
Fight	2	▪ Shards	2	▪ Oceanography	2
Focus	3	▪ Symbiots	1	▪ Physics	3
Heavy Weapons	1	Observe	3	▪ Quantum Physics	2
Inquiry	2	Persuasion	2	▪ Terraforming	5
Leadership	1	Redemption	3	Seduction	1
Linguistics	3	▪ Forbidden Lore	4	Stealth	1
▪ Imperial Battle	2	▪ Mech	4	Stoic Mind	1
Slang					
▪ Urthish	2	▪ Volt	4	Teaching	3
▪ Urthtech	3	Remedy	1	Think Machine	4
Local Expert	1	Science	9	Warfare	1

## Blessings/Curses

Innovative (2) , Unnerving (-2) .

## Benefices/Afflictions

Ally (Cost:2 ) , Assets (Cost:3 3000 ) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) , Gossip Network (Cost:2 Planetwide ) .

## Talents

## Shortcuts

Keep focused on a task:WIL + Focus (8), Heavy weapon fire:REF + Heavy Weapons (5), Deduce from data:INT + Inquiry (9), Give orders to subsidiaries:PRE + Leadership (7), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (7), Iron will:WIL + Stoic Mind (6)

## Lifepaths

**Race** Urthish (124), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Academy Engineers (25), **Early Career** Scientist (48), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Tour of Duty** Stigmata Veteran (5013) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Friends & Rewards (7).

## Narrative