

## Toshiro Wu

### Space Marshall of the Phoenix Throne

Male Urthish General of Musters from none Freefolk. Born in 4959 (58 years old)

Height: 150cm / Weight: 50kg

## Primary Attributes

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

## Secondary Attributes

|            |    |         |    |           |    |          |    |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery   | 11 | Stamina | 2  | Endurance | 50 | Stun     | 10 |
| Resistance | 10 | Damage  | 1  | Tolerance | 12 | Humanity | 60 |
| Passion    | 10 | Wyrđ    | 11 | Speed     | 4  | Run      | 8  |

## Skills

|                            |   |                                |   |               |   |
|----------------------------|---|--------------------------------|---|---------------|---|
| Academia                   | 2 | ■ <i>Imperial Battle Slang</i> | 2 | ■ <i>Mech</i> | 2 |
| Athletics                  | 4 | ■ <i>Urthish</i>               | 1 | Remedy        | 3 |
| Beastcraft                 | 1 | ■ <i>Vuldrok</i>               | 1 | Sensors       | 1 |
| Dodge                      | 1 | <b>Local Expert</b>            | 2 | Shadowing     | 1 |
| <b>Dogma</b>               | 1 | ■ <i>Hargard</i>               | 2 | Shoot         | 5 |
| ■ <i>Vuldrok Erdgheist</i> | 1 | ■ <i>Stigmata</i>              | 2 | Stealth       | 1 |
| Fight                      | 5 | <b>Lore</b>                    | 1 | Stoic Mind    | 1 |
| Focus                      | 2 | ■ <i>Symbiots</i>              | 1 | Streetwise    | 2 |
| Heavy Weapons              | 1 | Melee                          | 2 | Survival      | 1 |
| Impress                    | 2 | Navigation                     | 1 | Teaching      | 2 |
| Knavery                    | 1 | Observe                        | 3 | Think Machine | 1 |
| Leadership                 | 1 | Persuasion                     | 2 | Warfare       | 1 |
| <b>Linguistics</b>         | 3 | <b>Redemption</b>              | 1 |               |   |

## Blessings/Curses

Bold (2) , Callous (-2) .

## Benefices/Afflictions

Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) ,

Well-Traveled (Cost:3 Major house Fief) .

## Talents

## Shortcuts

Avoid being hit:AGI + Dodge (6), Keep focused on a task:WIL + Focus (9), Heavy weapon fire:REF + Heavy Weapons (8), Give orders to subsidiaries:PRE + Leadership (4), Fencing:REF + Melee (9), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (5), Stabilize wounds:INT + Remedy (7), Fire a ranged weapon:REF + Shoot (12), Iron will:WIL + Stoic Mind (8)

## Lifepaths

**Race** Urthish (124), **Upbringing** Country (15), **Upbringing** Poor Class (5), **Apprenticeship** Academy Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Tour of Duty** Star Nations Veteran (5007) (20), **Tour of Duty** Stigmata Veteran (5013) (20), **Race Balance** Urthish Balance (16).

## Narrative

Generated with **Dramatis Personae**

March 15, 2021, 1:16 a.m.