

# Marx Whenger (zaharielle)

Field Operator

Male Urthish Teutonic Sergeant of from none Freefolk. Born in 4996 (26 years old)

Height: 187cm / Weight:95kg

## Primary Attributes

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

## Secondary Attributes

Recovery	14	Stamina	2	Endurance	65	Stun	13
Resistance	10	Damage	2	Tolerance	10	Humanity	50
Passion	8	Wyrd	11	Speed	4	Run	8

## Skills

Academia	2	Forgery	2	▪ Mech	1
Acrobatics	2	Impress	3	Remedy	2
Athletics	4	Knavery	1	Search	1
Beastcraft	1	Linguistics	2	Security	2
Bureaucracy	1	▪ Urthish	2	Seduction	1
Cryptography	1	▪ Vuldrok	1	Sensors	1
Cybernetics	1	Lore	2	Shadowing	2
Dodge	4	▪ Gwynmeth System	2	Shoot	5
Dogma	1	▪ Hargard System	2	Streetwise	2
▪ Vuldrok Erdgheist	1	Melee	3	Survival	5
Driving	1	Navigation	1	Teaching	2
▪ Landcraft	2	Observe	5	Think Machine	3
Fight	4	Persuasion	2	Warfare	4
Focus	2	Redemption	1		

## Blessings/Curses

Bold (2) , Callous (-2) .

## Benefices/Afflictions

Assets (Cost:5 5000 ) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) , Rise Rank by 1 (Cost:2 ) , Well-Traveled (Cost:3 Major house Fief Royale House Hawkwood) .

## Talents

## Weapons

1 Mitchau Medium Revolver . P . WA:1 . L . P . DC:2D6+3 . Cal.:40 . ROF:3 . Clip:6 . RNG:50 . ST . £210

## Armor

Samarkand Sawoq Medium SP:5 (TO)(LA)(RA)(LL)(RL)

## Energy Shield

Sawoq Field 8/12 Hits:12 usage:-(Soft Medium - )

## Shortcuts

Fire a ranged weapon (REF + Shoot = 12), Fight/Martial Arts (REF + Fight = 11), Swimming (BOD + Athletics = 10), Melee (REF + Melee = 10), Notice something (AWA + Observe = 9), Avoid being hit (AGI + Dodge = 9), Keep focused on a task (WIL + Focus = 8), Stabilize wounds (INT + Remedy = 6), Roll to cover (MOV + Acrobatics = 6), Convince someone with arguments (PRE + Persuasion = 6), Search a place (AWA + Search = 5), Fill shipment border transit documents (INT + Bureaucracy = 5), Convince someone with bullshit (PRE + Knavery = 5), Charm others (PRE + Seduction = 5)

## Lifepaths

**Race** Urthish (140), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Street Muster (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Corporate Militia (20), **Tour of Duty** Star Nations Veteran (5007) (20), **Worldly Benefits** Promotion & Rewards (7).

## Narrative

Recovery & Special Ops.