

## Julius Krozen

Male Urthish Romanovish of Scravers (Guild) from none Freefolk. Born in 4979 (43 years old)

Height: 150cm / Weight: 50kg

## Primary Attributes

Strength	4	Intellect	8	Tech	6
Constitution	4	Willpower	6	Reflexes	4
Body	4	Temper	4	Agility	4
Movement	4	Presence	3	Awareness	9

## Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	9	Damage	0	Tolerance	10	Humanity	50
Passion	13	Wyrd	12	Speed	2	Run	8

## Skills

Academia	3	Politics	2
Athletics	2	<b>Redemption</b>	1
Cybernetics	3	■ <i>Volt</i>	6
Dodge	1	<b>Science</b>	3
Fight	2	■ <i>Artificial Intelligence</i>	4
Focus	2	■ <i>Cybernetics</i>	2
Gambling	3	■ <i>Robotics</i>	2
Inquiry	3	Security	3
Knavery	2	Sensors	3
<b>Linguistics</b>	3	Shoot	3
■ <i>Scravers' Cant</i>	2	Stealth	1
■ <i>Urthish</i>	2	Stoic Mind	1
■ <i>Urthtech</i>	2	Streetwise	4
<b>Lore</b>	1	Teaching	2
■ <i>CyberEvolutionaries</i>	1	Think Machine	4
Observe	3	Trading	1
Persuasion	2		

## Benefices/Afflictions

Ally	2	
Assets	3	3000
Gear	2	
Gossip Network	2	You have a network of informants planetwide.

Cast Figure: [media/images/f\_blank.jpg]

## Shortcuts

Notice something (AWA + Observe = 12)

Deduce from data ( $\text{INT} + \text{Inquiry} = 11$ )

Surgically implant cyber (TEC + Cybernetics = 8)

Keep focused on a task (WIL + Focus = 8)

Iron will (WIL + Stoic Mind = 7)

Fire a ranged weapon (REF + Shoot = 7)

Swimming (BOD + Athletics = 6)

Fight/Martial Arts (REF + Fight = 6)

### Convince someone with bullshit (PRE + Knavery = 5)

Convince someone with arguments (PRE + Persuasion = 5)

Avoid being hit ( $AGI + Dodge = 5$ )

## Lifepaths

**Race Urthish (140), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship**

Street Scravers (25), **Early Career** Renaissance Hacker (48), **Tour of Duty** Techno

Enthusiast (20), **Worldly Benefits** Friends & Rewards (7).

## Narrative

## Storytelling Notes

FICS 8.0 roster generated with **Dramatis Personae**

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