

Vlad Danielof

Captain of the Mantis

Male Urthish Teutonic Captain of Royale House Decados from Severus Freefolk.

Born in 4984 (33 years old)

Height: 173cm / Weight:72kg

Primary Attributes

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

Secondary Attributes

Recovery	10	Stamina	2	Endurance	50	Stun	10
Resistance	11	Damage	1	Tolerance	9	Humanity	45
Passion	10	Wyrd	11	Speed	3	Run	8

Skills

Academia	3	Leadership	2	Redemption	1
Athletics	2	Linguistics	1	▪ <i>Mech</i>	2
Bureaucracy	2	▪ <i>Urthish</i>	1	Remedy	2
Dodge	2	Local Expert	1	Search	2
Driving	2	▪ <i>Hargard</i>	1	Security	3
▪ <i>Battle Mech</i>	1	Lore	4	Seduction	1
▪ <i>Hovertank</i>	1	▪ <i>House Decados</i>	1	Sensors	1
Empathy	1	▪ <i>House Li Halan</i>	1	Shoot	5
Etiquette	3	▪ <i>Jakovian Agency</i>	1	Streetwise	3
Fight	3	▪ <i>Musters</i>	1	Surveillance	2
Focus	2	Magna Carta	2	Teaching	2
Impress	1	Melee	1	Think Machine	1
Inquiry	1	Observe	4	Interrogation	1
Persuasion	2				

Blessings/Curses

Bold (2) , Callous (-2) .

Benefices/Afflictions

Cash (Cost:3 600) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate) , Rise Rank By 2 (Cost:4) .

Talents

Armor

Plastic Scale Mail Medium SP:7 (TO)(LA)(RA)(LL)(RL)

Shortcuts

Avoid being hit:AGI + Dodge (7), Discern emotions:AWA + Empathy (4), Keep focused on a task:WIL + Focus (8), Deduce from data:INT + Inquiry (6), Give orders to subsidiaries:PRE + Leadership (7), Fencing:REF + Melee (7), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (7), Search a place:AWA + Search (9), Charm others:PRE + Seduction (6), Fire a ranged weapon:REF + Shoot (11)

Lifepaths

Race Urthish (124), **Upbringing** Average Class (5), **Upbringing** City (15), **Apprenticeship** Guildhall Muster (25), **Early Career** Royale House Soldier (48), **Tour of Duty** Security Enforcer (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

Narrative