Arsen Floxman

Male Urthish Teutonic of from none Freefolk. Born in 4994 (28 years old)
Height: 171cm / Weight:62kg

Primary Attributes

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

Secondary Attributes

Recovery	7	Stamina	1	Endurance	35	Stun	7
Resistance	10	Damage	0	Tolerance	8	Humanity	40
Passion	12	Wyrd	13	Speed	2	Run	8

Skills

Academia	4	▪ *Latin*	1	▪ *Volt*	3
Athletics	2	▪ *Urthish*	2	**Science**	3
Beastcraft	1	▪ *Urthtech*	3	▪ *Artificial Intelligence*	3
Bureaucracy	2	**Lore**	2	▪ *Mathematics*	3
Cryptography	3	▪ *Leagueheim System*	1	▪ *Robotics*	3
Cybernetics	2	▪ *Underworld*	2	Shoot	2
Etiquette	2	Observe	3	Streetwise	1
Fight	2	Persuasion	2	Teaching	3
Focus	3	**Redemption**	3	Think Machine	**5**
Inquiry	4	▪ *Forbidden Lore*	**5**	**Linguistics**	3
▪ *Mech*	3				

Blessings/Curses

Innovative (2) , Unnerving (-2) .

Benefices/Afflictions

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

Talents

Shortcuts

Fix Proscribed Technology (TEC + Redemption (Forbidden Lore) = 13), Deduce from data (INT + Inquiry = 13), Notice something (AWA + Observe = 11), Fill shipment border transit documents (INT + Bureaucracy = 11), Convince someone with arguments (PRE + Persuasion = 8), Keep focused on a task (WIL + Focus = 7), Fire a ranged weapon (REF + Shoot = 6), Fight/Martial Arts (REF + Fight = 6), Swimming (BOD + Athletics = 5)

Lifepaths

Race Urthish (140), **Upbringing** City (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Engineers (25), **Early Career** Scientist (48), **Tour of Duty** Craftman (20), **Worldly Benefits** High Promotion (7).

Narrative

Think Machine Specialist