Jeb Solustran

Male Urthish Enquist of from none Freefolk. Born in 4997 (25 years old) Height: 176cm / Weight:65kg

Primary Attributes

Strength	5	Intellect			6	Tech		4			
Constitution	4	Willpower			6	Reflex	4				
Body	5	Temper			3	Agility					
Movement	4	F	Presence	2	7	Awareness					
Secondary Attributes											
Recovery	9	Stamina	a 2		Endurance	45	Stun				
Resistance	13	Damage	e 1		Tolerance	9	Humani				

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Passion	10	Wyrd		10	Speed		2	Run	8
Skills									
Academia		4	Impre	SS		1	Remed	ly	1
Acting		1	Inquir	y		2	Securi	ty	3
Athletics		3	Interro	ogation		1	Seduci	tion	2
Bribery		1	Knave	ry		1	Shado	wing	1
Bureaucracy		1	Lingui	stics		1	Shoot		2
Cryptograph	у	1	Urth	ish		2	Stealth	ı	1
Etiquette		4	Magna	(Carta		3	Street	wise	1
Fight		4	Melee			1	Teachi	ng	2
Focus		2	Observ	7e		4	Think	Machine	2
Forgery		2	Orator	y		2	Tradin	ıg	1
Gambling		1	Persua	sion		3			

Blessings/Curses

Mammon (-2), Shrewd (2).

Benefices/Afflictions

Assets (Cost:5 5000), Cash (Cost:1 100), Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate), Contact (Cost:1), Gossip Network (Cost:2 You have a network of informants planetwide.), Martial Arts (Base) (Cost:6 Basic Actions from +1 to +3 Requires Fight 3), Rise Rank by 1 (Cost:2).

Talents

Shortcuts

Notice something (AWA + Observe = 11), Convince someone with arguments (PRE + Persuasion = 10), Prepare a legal case (INT + Magna Carta = 9), Charm others (PRE + Seduction = 9), Swimming (BOD + Athletics = 8), Keep focused on a task (WIL + Focus = 8), Fight/Martial Arts (REF + Fight = 8), Deduce from data (INT + Inquiry = 8), Convince someone with bullshit (PRE + Knavery = 8), Stabilize wounds (INT + Remedy = 7), Fill shipment border transit documents (INT + Bureaucracy = 7), Fire a ranged weapon (REF + Shoot = 6), Melee (REF + Melee = 5)

Lifepaths

Race Urthish (140), **Upbringing** Average Class (5), **Upbringing** Town (15), **Apprenticeship** Street Reeves (25), **Early Career** Market Money Lender (48), **Tour of Duty** League Enforcer (20), **Worldly Benefits** Promotion & Rewards (7).

Narrative

Bail Bondsman

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