

Name: Ezra Donovan Arthur Hawthorne, II

Sex: M

Description:

Attributes

- Strength: 5
- Intelligence: 6
- Agility: 5
- Constitution: 4
- Education: 7
- Charisma: 5
- Will: 4
- Empathy: 2 (mysticism)

Phases

- Background: Corporate Childhood
- Recreation
- College

Skills

- Cool 3
- Leadership 2
- Persuasion 2
- Japanese 2
- Observation 4
- Act/Bluff 2
- Bargain 2
- Computer Operation 3
- Horsemanship 2
- Swimming 2
- Melee Combat 4
- Archery 2
- Parachute 2
- Sailing 2
- Vehicle Use 2
- Biology 1
- Business 1
- Chemistry 1
- Engineer 1
- Instruction 1
- Physics 1
- Psychology 1
- Russian 1

- Latin 2
- Folk Arts 3
- shooting 1

- Dimension Walk 2

Gear

- Fringie Rolodex 4
- Hovercycle 3
- Immune system 2
- Shoes 4
- Trust fund 2

Contacts

(The player may select one contact from each phase of their development, related to that phase. These may be held until after generation to be fleshed out at need, and where plausible.)

- Mabel Amanda Bishop, Program Manager III at Toji Corp, Chicago
- Rich White, SkyWatch Steering Committee Member, Has seen Greys
- Joshua "Lemmy" Lemmins, former colleague at the University, now works at the Field Museum
- Jane Al-Balawi, 20-year PhD candidate in computer engineering at the university
- Him
- Her

Personality

Passion

- 2 (of 4)

Hinderances

- Bad Knee 1
- Shoulder Banged Up 1
- Unhealthy Obsession with 'Portals' 2
- Mentally battered 1
- Hand Cut 1
- Losing faith in humanity 2
- mystery hinderance 2

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