# Keishi Sadda

Young knight waiting to shine

Male Urthish Kaanic Knight of Royale House Li Halan from Icon Freefolk. Born in 4993 (24 years old) Height: 176cm / Weight: 80kg

## Lifepaths

Race Urthish (124), Upbringing Landless Li Halan (20), Apprenticeship Military Soldier (25), Early Career Defrocked Noble (48), Race Balance Urthish Balance (16), Worldly Benefits Friends (7).

## **Primary Attributes**

S	Strength	5	Consti	tution	6	Body		5	Movement	4
Intellect		5	Willpower		6	Temper		5	Presence	4
Tech		3	Reflexes		5	Agility		6	Awareness	5
Secondary Attributes										
Recovery		11	Stamina		2	Endurance		55	Stun	11
Resistance		10	Damage		1	Tolerance		11	Humanity	55
P	assion	10	Wyrd		10	Speed		3	Run	8
9	Skills									
Academia			2 Impress			1 Perfo		Perforn	nance	1
Athletics			3 Leadershi		ip	3 > Da		> Danci	ng	2
Disguise			1 Linguistic		cs	1 P		Persuas	Persuasion	
Dodge			2	2 > Urthish		1 Redem		Redem	ption	1
Dogma			1	1 Local Exp			1	> Mech		1
> Church of the			1 > Miret				1 Remed		ı	2
Celestial Sun										
Etiquette			2 Lore			1		Shoot		2
Fight			3 > House L		i Halan	n 2		Streetwise		2
Focus			4 Melee			4		Survival		1
Forgery			2 Observe			3		Teaching		2
0	Gambling		2	Oratory			1	Warfare	)	1

# Blessings/Curses

Guilty (-2): Pious (2):

## Benefices/Afflictions

Ally (Cost:1):

Cash (Cost:1): 100

Contact (Cost:1):

Fencing Actions (Bronze sword) (Cost:6): Manoeuvres 1, 2 and 3 Requires Melee Skill at 3

Gossip Network (Cost:2): Planetwide

Householder (Cost:1):

Indebted (Cost:-4):

Passage Contract (Cost:2): Tramp Freighter

# Weapons

Avaneir "Guardian Angel" Light Revolver . P . WA:O . P . C . DC:1D6+2 . Cal:0.32 . ROF:3 . Clip:6 . RNG:50 . ST.£90

Armor

Studded Leather Jerkin Medium (TO)(LA)(RA)

## **Energy Shield**

5/10 usage:(Soft - - ) Streetcrafted Hits:5

## **Shortcuts**

Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (10), Give orders to subsidiaries:PRE + Leadership (7), Fencing:REF + Melee (9), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (7), Fire a ranged weapon:REF + Shoot (7)

## Narrative