

Lemans Sangris

Aide de Camp of Igneden

Male Urthish Householder of House D'Rouge-Glace from Rampart / Igneden Freefolk. Born in 4974 (43 years old)
Height: 176cm / Weight:66kg

Lifepaths

Race Urthish (124), **Upbringing** Average Class (5), **Upbringing** Country (15), **Apprenticeship** Street Muster (25), **Early Career** Royale House Soldier (48), **Tour of Duty** Caliphate Wars Veteran (5011) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Friends & Rewards (7).

Primary Attributes

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

Secondary Attributes

Recovery	12	Stamina	1	Endurance	50	Stun	10
Resistance	10	Damage	1	Tolerance	10	Humanity	50
Passion	9	Wyrd	10	Speed	3	Run	12

Skills

Academia	3	Impress	1	> <i>Mech</i>	1
Athletics	3	Knavery	1	Remedy	2
Beastcraft	1	Linguistics	2	Search	1
Bribery	2	> <i>Kurgan</i>	2	Security	3
Bureaucracy	1	> <i>Urthish</i>	2	Seduction	1
Cybernetics	1	Local Expert	2	Sensors	1
Demolition	1	> <i>Avaneir</i>	2	Shadowing	1
Dodge	3	> <i>Rampart folk</i>	2	Shoot	4
Driving	1	Lore	2	Stealth	2
> <i>Landcraft</i>	3	> <i>Finance</i>	1	Stoic Body	1
Empathy	1	> <i>Hidden Martyrs</i>	1	Streetwise	2
Etiquette	3	Melee	1	Surveillance	1
Fight	2	Observe	2	Teaching	2
Focus	2	Persuasion	2	Gambling	1
Redemption	1				

Blessings/Curses

Bold (2):
Callous (-2):
War Trauma (-2):

Benefices/Afflictions

Ally (Cost:2):
Assets (Cost:3): 3000
Commission (Cost:3): Ensign / Apprentice / Associate / Private / Associate
Gossip Network (Cost:2): Planetwide
Well-Traveled (Cost:3): Major house Fief

Weapons

Scravers Medium Revolver . P . WA:0 . L . C . DC:2D6+3 . Cal.:40 . ROF:3 . Clip:6 . RNG:50 . VR . £230

Armor

Leather Jerkin Soft SP:4 (TOX|LA|RA)

Shortcuts

Surgically implant cyber:TEC + Cybernetics (6), Avoid being hit:AGI + Dodge (8), Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (8), Fencing:REF + Melee (7), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (6), Charm others:PRE + Seduction (5), Fire a ranged weapon:REF + Shoot (10)

Narrative