

Colbert D'Rouge-Glace

A mysterious D'Rouge-Glace Knight
Male Urthish Count of House D'Rouge-Glace from Rampart Nobility. Born in 4966 (51 years old)
Height: 168.94729999999998cm / Weight:49.85166715845382kg

Lifepaths

Race Urthish (124), **Race** Urthish Balance (16), **Upbringing** Acadia D'Rouge-Glace (20), **Apprenticeship** Leisure Dandy (25), **Early Career** Court Duelist (48), **Tour of Duty** Errant Knight (20), **Tour of Duty** Fief Holder (20), **Worldly Benefits** High Promotion (7).

Primary Attributes

Strength	4	Constitution	4	Body	4	Movement	6
Intellect	6	Willpower	7	Temper	6	Presence	6
Tech	3	Reflexes	6	Agility	5	Awareness	5

Secondary Attributes

Recovery	8	Stamina	1	Endurance	40	Stun	8
Resistance	13	Damage	0	Tolerance	13	Humanity	65
Passion	11	Wyrd	12	Speed	3	Run	12

Skills

Academia	5	Gambling	2	Observe	4
Arts	2	Impress	1	Occult Arts	1
> Litterature	2	Leadership	3	Persuasion	2
> Poetry	2	Linguistics	1	Remedy	1
Athletics	5	> Urthish	2	Riding	2
Dodge	4	Local Expert	3	Science	1
Driving	1	> Acadia Province	1	> Physics	2
> Landcraft	2	> Imperial Dominion	1	Search	2
Empathy	2	> Rampart Nobility	1	Security	1
Etiquette	6	Lore	1	Seduction	2
Fight	2	> House D'Rouge-Glace	1	Shoot	3
Focus	2	Melee	5	Teaching	2

Benefices/Afflictions

Cash (Cost:3): 600
Fencing Actions (Silver sword) (Cost:10): Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4
Nobility (Cost:3): Knight
Retinue (Cost:3):
Rise Rank by Two (Cost:4):

Weapons

Bachelor Rapier . MELEE . WA:0 . N . E . DC:3D6 . STR:3 . RNG:1 . ST . £10

Armor

D'Rouge-Glace Glassfiber
Model VI Medium SP:8 (HEXTOXLAXRAXLLXRL)

Energy Shield

Dueling 10/20 Hits:15 usage:(Soft Medium -)

Shortcuts

Avoid being hit:AGI + Dodge (9), Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (11), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (7), Charm others:PRE + Seduction (8), Fire a ranged weapon:REF + Shoot (9)

Narrative