

Larusso Van Gelder

Assassin for hire

Male Urthish Teutonic Knight of House Van Gelder from Severus Nobility. Born in 4989 (28 years old)

Height: 184cm / Weight:75kg

Lifepaths

**Race** Urthish (124), **Race** Urthish Balance (16), **Upbringing** Roaming Van Gelder (20), **Apprenticeship** Leisure Duelist (25), **Early Career** Court Duelist (48), **Tour of Duty** Native Psychic (20), **Tour of Duty** Slayers Guild Agent (30), **Worldly Benefits** Rich Rewards (7).

Primary Attributes

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

Secondary Attributes

Recovery	12	Stamina	1	Endurance	50	Stun	10
Resistance	8	Damage	1	Tolerance	11	Humanity	55
Passion	11	Wyrd	11	Speed	3	Run	8

Skills

Academia	2	Focus	3	Persuasion	2
Acrobatics	1	Impress	1	Remedy	2
Acting	3	Inquiry	2	Search	2
Alchemy	2	Linguistics	1	Security	2
Athletics	4	> Urthish	2	Shadowing	3
Disguise	2	Local Expert	1	Sneak	1
Dodge	6	> Rampart Li Halan	1	Stoic Mind	1
Empathy	2	Melee	8	Surveillance	2
Etiquette	1	Observe	2	Teaching	2
Fight	5	Occult Arts	2		

Blessings/Curses

Loyal (2):

Secretive (-2):

Benefices/Afflictions

Assets (Cost:7): 10000

Fencing Actions (Base) (Cost:10):

Nobility (Cost:3): Knight

Occult Mastery 1 (Cost:6): Main Path: Power Level 1, 2 & 3

Weapons

Armor

Studded Leather                      Medium                      SP:5                      (TOXLA)RA(LLXRL)

Energy Shield

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

Shortcuts

Avoid being hit:AGI + Dodge (12), Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (8), Fencing:REF + Melee (14), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (5), Stabilize wounds:INT + Remedy (7), Iron will:WIL + Stoic Mind (6)

Narrative

An ally to House Decados and the Van Dyke Cartel.