# **Lantirel Baranof**

Sir Rosetta

Male Urthish Knight of Royale House Decados from Pandemonium | The Hub Nobility. Born in 4998 (19 years old)

Height: 174cm / Weight:80kg

## Lifepaths

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

## **Primary Attributes**

| Strength             | 4  | Constitution |         | 6     | Body      |  | 5          | Movement  | 4  |
|----------------------|----|--------------|---------|-------|-----------|--|------------|-----------|----|
| Intellect            | 4  | Willpower    |         | 6     | Temper    |  | 3          | Presence  | 3  |
| Tech                 | 3  | Reflexes     |         | 7     | Agility   |  | 4          | Awareness | 7  |
| Secondary Attributes |    |              |         |       |           |  |            |           |    |
| Recovery             | 10 | Stamina      |         | 2     | Endurance |  | 55         | Stun      | 11 |
| Resistance           | 9  | Damage       |         | 0     | Tolerance |  | 9          | Humanity  | 45 |
| Passion              | 10 | Wyrd         |         | 11    | Speed     |  | 4          | Run       | 8  |
| Skills               |    |              |         |       |           |  |            |           |    |
| Academia             |    | 2 Leaders    |         | ship  | 1         |  | Shoot      |           | 2  |
| Athletics            |    | 3 Linguist   |         | tics  | 1         |  | Sneak      |           | 1  |
| Disguise             |    | 1 > Urthis   |         | sh    | 1         |  | Stealth    |           | 1  |
| Etiquette            |    | 2            | Melee   |       | 1         |  | Stoic Bo   | dy        | 1  |
| Fight                |    | 3 Observe    |         | 9     | 3         |  | Stoic Mind |           | 1  |
| Focus                |    | 3            | Oratory |       | 1         |  | Streetw    | ise       | 2  |
| Forgery              |    | 2            | Persuas | sion  | 2         |  | Survival   |           | 1  |
| Gambling             |    | 2            | Redem   | ption | 1         |  | Teachin    | g         | 2  |
| Impress              |    | 1            | > Mech  |       | 1         |  | Warfare    |           | 1  |
| Knavery              |    | 1            | Remedy  | /     | 1         |  |            |           |    |

## Blessings/Curses

Suspicious (2):

Vain (-2):

## Benefices/Afflictions

Ally (Cost:2):

Assets (Cost:3): 3000

Gossip Network (Cost:2): Planetwide

Householder (Cost:1):

#### **Shortcuts**

Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (4), Fencing:REF + Melee (8), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (5), Stabilize wounds:INT + Remedy (5), Fire a ranged weapon:REF + Shoot (9), Iron will:WIL + Stoic Mind (7)

### Narrative

# Generated with **Dramatis Personae**

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