# **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

### **Primary Attributes**

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

#### **Secondary Attributes**

Recovery	12	Stam	ina	1	Endurance	50	Stun	10
Resistance	10	Dama	age	1	Tolerance	10	Humanity	50
Passion	9	Wyrd	l	10	Speed	3	Run	12
Skills								
Academia		3	Impress		1	<ul><li>Mech</li></ul>		1
Athletics		3	Knave	ery	1	Reme	edy	2
Beastcraft		1	Lingu	istics	2	Searc	h	1
Bribery		2	<ul> <li>Kur</li> </ul>	gan	2	Secui	ity	3

Bureaucracy Urthish Seduction Cybernetics Local Expert Sensors 1 2 Demolition Avaneir 1 2 Shadowing Dodge Rampart folk Shoot

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Driving Stealth 1 Lore Landcraft Stoic Body Finance 1 1 3 1 Empathy Hidden Martyrs Streetwise 1 2 Etiquette 3 Melee 1 Surveillance 1 Fight 2 Observe 2 Teaching 2

Fight 2 Observe 2 Teaching
Focus 2 Persuasion 2 Gambling

Redemption

**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).

# Talents

Armor

<u>Leather Jerkin</u> Soft SP:4 (TO)(LA)(RA)

#### Shortcuts

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), Search a place:AWA + Search (6), Charm others:PRE + Seduction (5), Fire a ranged weapon:REF + Shoot (10)

#### 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).

**Narrative** 

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