## **Lemans Sangris**

Aide de Camp of Igneden

Male Urthish of House D'Rouge-Glace from Rampart / Igneden Freefolk. Born in 4974 (43 years old) Height:  $182\,\mathrm{cm}$  / Weight: $76\,\mathrm{kg}$ 

### Lifepaths

Race Urthish (124), Race Urthish Balance (16), 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), 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	> Mech		1
Athletics		3	Knavery			1	Remedy	,	2
Beastcraft		1	Linguistic	cs		2	Search		1
Bribery		2	> Kurgan			2	Security		3
Bureaucracy		1 > Urthish				2	Seducti	on	1
Cybernetics		1 Local Exp		ert		2	Sensors		1
Demolition		1 > Avaneir			2 SI		Shadow	Shadowing	
Dodge		3 > Rampari		t folk		2 Shoot			4
Driving		1	Lore			2	Stealth		2
> Landcraft		3	> Finance	!		1	Stoic Bo	ody	1
Empathy		1	> Hidden	Martyrs		1	Streetw	ise	2
Etiquette		3	Melee			1	Surveilla	ance	1
Fight		2	Observe			2	Teachin	g	2
Focus		2	Persuasio	n		2	Gamblin	ıq	1

# Blessings/Curses

<u>Bold</u> (2):

Redemption

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

 $\underline{\textit{Well-Traveled}}\, (\textit{Cost:3}) \text{: Major house Fief}$ 

## Weapons

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

Armor

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