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: 168cm / Weight:49kg

Lifepaths

Race Urthish (124), 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), Race Balance Urthish Balance (16), 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	nce 13		Humanity	65
Passion	11	Wyrd		12	Speed		3	Run	12
Skills									
Academia		5	Gambling			2	Observ	е	4
Arts		2	Impress			1	Occult Arts		1
> Litterature		2	2 Leadershi		3		Persuasion		2
> Poetry		2	Linguistic	s		1 F		Remedy	
Athletics		5	> Urthish			2	Riding		2
Dodge		4	Local Exp	ert		3	Science		1
Driving		1	> Acadia F	rovince		1	> Physics		2
> Landcraft		2	> Imperial	Dominion		1	Search		2
Empathy		2	> Rampar	Nobility		1	Security		1
Etiquette		6	Lore			1	Seduct	ion	2
Fight		2	> House D	'Rouge	ouge-Glace		Shoot		3
Focus		2	Melee			5	Teachi	ng	2

Benefices/Afflictions

Cash (Cost:3): 600

Fencing Actions (Silver sword) (Cost:10): Manoeuvers 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:O . N . E . DC:3D6 . STR:3 . RNG:1 . ST . £10

<u>D'Rouge-Glace Glassfiber</u> Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

Model VI **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

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