## **Sigmeon D'Rouge-Glace**

A charismatic entrepreneur of House D'Rouge-Glace

Constitution

Male Urthish Teutonic Baron of House D'Rouge-Glace from Rampart / Acadia / Igneden Nobility. Born in 4968 (49 years old)

Height: 168cm / Weight:68kg

#### Lifepaths

Strength

Race Urthish (124), Upbringing Acadia D'Rouge-Glace (20), Apprenticeship Academy Engineers (25), Early Career Scientist (48), Tour of Duty Entrepreneur (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Race Balance Urthish Balance (16), Worldly Benefits Friends & Rewards (7).

Body

Movement

### **Primary Attributes**

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Intellect	7	Willpower		5	Temper		5	Presence	7
Tech	8	Reflexes		6	Agility		4	Awareness	5
Secondary Attr	ibute	S							
Recovery	8	Stamina		1	Endurance		40	Stun	8
Resistance	12	Damage		0	Tolerance		10	Humanity	50
Passion	10	Wyrd		13	Speed		3	Run	6
Skills									
Academia		4	> Urthish		2	> Mech		3	
Arts		1	> Urthtec	h		3	> Volt		3
> Poetry		1 Local Expert				2	Science		5
Athletics		> Cybernetics Black 2 Market			Black	3	> Biology		2
Bureaucracy		2	> Rampai	rt Nobi	ility 1		> Cybernetics		5
Dodge		1 Magna Carta				2	> Engineering		4
Etiquette		4	Melee			1	> Genetics		4
Fight		3	Observe			3	> Physics		3
Focus		3	Occult Ar		2	Teaching		2	
Inquiry		2	Persuasio	on		5	Think M	lachine	5
Knavery		1	Politics			2	Trading	J	2
Leadership		2	Redempt	ion		3	Linguis	tics	2

### Blessings/Curses

Innovative (2):

> Forbidden Lore

Unnerving (-2):

# Benefices/Afflictions

Ally (Cost:2):

Assets (Cost:3): 3000

Black sheep (Cost:-2):

Commission (Cost:3): Ensign / Apprentice / Associate / Private / Associate

4

Fallen from Grace (Cost:-2):

Freelancer Investment (Cost:2): +2 Assets

Gossip Network (Cost:2): Planetwide

### Weapons

## Armor Stiffsynth

Medium SP:7 (TO)(LA)(RA)(LL)(RL)

**Energy Shield** 

Standard 10/15 Hits:10 usage:(Soft - - )

Shortcuts

Avoid being hit:AGI + Dodge (5), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (7), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (12)

## Narrative

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