Sigmeon D'Rouge-Glace

A charismatic entrepreneur of House D'Rouge-Glace

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

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).

Primary Attributes

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Strength	4	Constitution		4	Body		4	Movement	3
Intellect	7	Willpower		5	Temper		5	Presence	7
Tech	8	Reflexes		6	Agility		4	Awareness	5
Secondary Attributes									
Recovery	8	Stamina		1	Endurance 4		40	Stun	8
Resistance	12	Damage		0	Tolerance		10	Humanity	50
Passion	10	Wyrd	rd		Speed		3	Run	6
Skills									
Academia		4	> Urthish		2		> Mech		3
Arts		1	> Urthtech			3	> Volt		3
> Poetry		1	Local Expert			2	Science		5
Athletics		2	> Cyberne Market	tics Bl	ack 3		> Biolog	ıy	2
Duraquaraqu		2		+ Nabil	i+.,	1	1 > Cybernetics		5
Bureaucracy					ity	-	> Cybernetics > Engineering		
Dodge			.,			2	> Engineering > Genetics		4
Etiquette		4	Melee			1			4
Fight		3	Observe			3	> Physic	CS	3
Focus		3	Occult Art	S		2	Teachin	ıg	2
Inquiry		2	Persuasio	in		5	Think M	achine	5
Knavery		1	Politics			2	Trading		2
Leadership		2	Redempti	ion		3	Linguis	tics	2

> Forbidden Lore Blessings/Curses

Innovative (2):

Unnerving (-2):

Benefices/Afflictions

Ally (Cost:2):

Assets (Cost:3): 3000

Black sheep (Cost:-2):

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

Fallen from Grace (Cost:-2):

Freelancer Investment (Cost:2): +2 Assets

Gossip Network (Cost:2): Planetwide

Armor

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

Energy Shield

Hits:10 <u>Standard</u> 10/15 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), Surgically implant cyber:TEC + Cybernetics

Narrative

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