

Edgar Trudau-Rivecin de la Motte-Vaniez

Male Urthish Teutonic Director of Reeves from Rampart / Avaneir Freefolk. Born in 4965 (52 years old)  
Height: 175cm / Weight:89kg

Lifepaths

**Race** Urthish (124), **Race** Urthish Balance (16), **Upbringing** City (15), **Upbringing** Wealthy Class (5), **Apprenticeship** Academy Reeves (25), **Early Career** Market Merchant (48), **Tour of Duty** Fief Holder (20), **Worldly Benefits** Promotion & Rewards (7).

Primary Attributes

Strength	3	Constitution	4	Body	3	Movement	3
Intellect	9	Willpower	6	Temper	4	Presence	8
Tech	5	Reflexes	4	Agility	3	Awareness	9

Secondary Attributes

Recovery	7	Stamina	1	Endurance	30	Stun	7
Resistance	14	Damage	0	Tolerance	10	Humanity	50
Passion	13	Wyrd	13	Speed	2	Run	6

Skills

Academia	3	Knavery	1	Magna Carta	2
<b>Arts</b>	1	Leadership	3	Observe	4
> <i>Rhetoric</i>	2	<b>Linguistics</b>	3	Oratory	2
Athletics	2	> <i>Franken</i>	2	Persuasion	2
Bureaucracy	2	> <i>Latin</i>	2	Security	1
Empathy	1	> <i>Urthish</i>	2	Seduction	3
Etiquette	3	<b>Local Expert</b>	2	Sneak	1
Fight	3	> <i>Avaneir</i>	1	Streetwise	3
Focus	2	> <i>Cybernetics Black Market</i>	1	Teaching	2
Gambling	2	<b>Lore</b>	2	Trading	2
Impress	2	> <i>Finance</i>	2	Inquiry	4
> <i>House al-Malik</i>	2				

Blessings/Curses

Mammon (-2):  
Shrewd (2):

Benefices/Afflictions

Assets (Cost:5): 5000  
Commission (Cost:3): Ensign / Apprentice / Associate / Private / Associate  
Raise Rank by one (Cost:2):  
Retinue (Cost:3):

Weapons

Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4  
Dreksel Laser Pistol . P . WA:1 . P . P . DC:3D6 . Cal:FSC:3x18x15 . ROF:2 . Clip:15 . RNG:80 . ST . £300

Armor

Synthsilk                      Soft                      SP:3                      (TO)(LA)(RA)(LL)(RL)

Energy Shield

Standard                      10/20                      Hits:10                      usage:(Soft -- )

Shortcuts

Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (11), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (10), Charm others:PRE + Seduction (11)

Narrative