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: 175cm / Weight: 75kg

Lifepaths

Race Urthish (124), Race Urthish Balance (16), 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), Worldly Benefits Friends & Rewards (7).

Primary Attributes

Strength	4	Constitution		4	Body		4	Movement	3
Intellect	7			5	Temper		5	Presence	7
	•	Willpower			•				•
Tech	8	Reflexes		6	Agility		4	Awareness	5
Secondary Attributes									
Recovery	8	Stamina		1	Endurance		40	Stun	8
Resistance	12	Damage		0	Tolerance		10	Humanity	50
Passion	10	Wyrd	Wyrd		Speed	Speed		Run	6
Skills									
Academia		4	> Urthish			2 > Mech			3
Arts		1	> Urthteci		3	> Volt		3	
> Poetry		1	Local Expert			2	Science		5
Athletics		2	> Cybernetics Black		3	> Biology		2	
			Market			J	י טוטוטק		2
Bureaucracy		2	> Rampar	t Nobil	ity 1		> Cybernetics		5
Dodge		1	Magna Ca	rta	ta		> Engineering		4
Etiquette		4	Melee				> Genetics		4
Fight		3	Observe			3	> Physic	cs	3
Focus		3	Occult Art	:S		2	Teachir	ng	2
Inquiry		2	Persuasio	n		5	Think M	lachine	5
Knavery		1	Politics			2	Trading	Ì	2
Leadership		2	Redempti	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

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

10/15 Hits:10 usage:(Soft - -) <u>Standard</u>

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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