Colbert D'Rouge-Glace

Constitution

A mysterious D'Rouge-Glace Knight

Male Urthish Count of House D'Rouge-Glace from Rampart Nobility. Born in 4966 (51 years old) Height: 182cm / Weight:89kg

Lifepaths

Ctronath

Race Urthish (124), Race Urthish Balance (16), 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), Worldly Benefits High Promotion (7).

Dody

Primary Attributes

Strength	4	Constitution		4 l	Body		4	Movement	6
Intellect	6	Willpower		7	Temper		6	Presence	6
Tech	3	Reflexes		6 A	Agility		5	Awareness	5
Secondary At	tribute	s							
Recovery	8	Stamina		1 [Endurance		40	Stun	8
Resistance	13	Damage		0 1	Tolerance		13	Humanity	65
Passion	11	Wyrd	Wyrd 12				3	Run	12
Skills									
Academia		5 Gambling				2	Observe		4
Arts		2 Impress			1		Occult Arts		1
> Litterature		2 Leadership		nip		3	Persuas	sion	2
> Poetry		2	2 Linguistics			1	Remedy		1
Athletics		5	> Urthish	1		2	Riding		2
Dodge		4 Local Expert			3	Science		1	
Driving		1 > Acadia		Province	Province 1		> Physics		2
> Landcraft		2	2 > Imperial Dominion			1	Search		2
Empathy		2 > Rampart Nobili			/	1	Security		1
Etiquette		6	Lore			1	Seducti	on	2
Fight		2	> House	D'Rouge-6	Glace	1	Shoot		3
Focus		2	Melee			5	Teachir	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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