

Basile de Glacemer

Shadow of Irène de Glacemer

Male Urthish Teutonic Knight of House D'Rouge-Glace from Rampart / Acadia / Glacemer Freefolk.
Born in 4975 (42 years old)
Height: 183cm / Weight:86kg

Lifepaths

Race Urthish (124), **Race** Urthish Balance (16), **Upbringing** Acadia D'Rouge-Glace (20), **Apprenticeship** Military Soldier (25), **Early Career** Court Duelist (48), **Tour of Duty** Caliphate Wars Veteran (5011) (20), **Worldly Benefits** Friends & Rewards (7).

Primary Attributes

Strength	5	Constitution	5	Body	4	Movement	5
Intellect	4	Willpower	7	Temper	5	Presence	4
Tech	3	Reflexes	7	Agility	4	Awareness	4

Secondary Attributes

Recovery	10	Stamina	1	Endurance	45	Stun	9
Resistance	11	Damage	1	Tolerance	12	Humanity	60
Passion	9	Wyrd	11	Speed	4	Run	10

Skills

Academia	3	Gambling	1	Redemption	1
Arts	1	Leadership	3	> <i>Mech</i>	1
> <i>Poetry</i>	1	Linguistics	2	Remedy	3
Athletics	3	> <i>Kurgan</i>	2	Shoot	3
Bribery	2	> <i>Urthish</i>	1	Stealth	1
Cybernetics	1	Local Expert	1	Stoic Body	1
Demolition	1	> <i>Rampart Nobility</i>	1	Survival	1
Dodge	3	Melee	3	Teaching	2
Etiquette	2	Observe	2	Warfare	1
Fight	3	Occult Arts	1	Focus	2
Persuasion	2				

Blessings/Curses

War Trauma (-2):

Benefices/Afflictions

Ally (Cost:2):

Assets (Cost:3): 3000

Fencing Actions (Base) (Cost:10):

Gossip Network (Cost:2): Planetwide

Nobility (Cost:3): Knight

Well-Traveled (Cost:3): Major house Fief

Shortcuts

Surgically implant cyber:TEC + Cybernetics (4), Avoid being hit:AGI + Dodge (7), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (7), Fencing:REF + Melee (10), Notice something:AWA + Observe (6), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (7), Fire a ranged weapon:REF + Shoot (10)

Narrative

Younger brother of Irène de Glacemer. Had issues with Yves.