

Irène de Glacemer

Famous Diplomat  
Female Urthish Teutonic Countess of House D'Rouge-Glace from Rampart / Acadia / Glacemer  
Nobility. Born in 4960 (57 years old)  
Height: 164cm / Weight:56kg

Lifepaths

**Race** Urthish (124), **Upbringing** Acadia D'Rouge-Glace (20), **Apprenticeship** Diplomacy Intrigue (25), **Early Career** Court Ambassador (48), **Tour of Duty** Fief Holder (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Friends (7).

Primary Attributes

|           |   |              |   |         |   |           |   |
|-----------|---|--------------|---|---------|---|-----------|---|
| Strength  | 3 | Constitution | 3 | Body    | 3 | Movement  | 3 |
| Intellect | 7 | Willpower    | 8 | Temper  | 5 | Presence  | 9 |
| Tech      | 4 | Reflexes     | 5 | Agility | 4 | Awareness | 6 |

Secondary Attributes

|            |    |         |    |           |    |          |    |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery   | 6  | Stamina | 1  | Endurance | 30 | Stun     | 6  |
| Resistance | 17 | Damage  | 0  | Tolerance | 13 | Humanity | 65 |
| Passion    | 11 | Wyrd    | 12 | Speed     | 3  | Run      | 6  |

Skills

|             |   |                     |   |                       |   |
|-------------|---|---------------------|---|-----------------------|---|
| Academia    | 3 | Inquiry             | 1 | > House D'Rouge-Glace | 2 |
| <b>Arts</b> | 2 | Knavery             | 3 | Melee                 | 1 |
| > Poetry    | 2 | Leadership          | 3 | Observe               | 4 |
| > Rhetoric  | 2 | <b>Linguistics</b>  | 2 | Occult Arts           | 1 |
| Athletics   | 2 | > Franken           | 2 | Oratory               | 4 |
| Dodge       | 1 | > Urthish           | 2 | Persuasion            | 3 |
| Empathy     | 2 | <b>Local Expert</b> | 3 | <b>Science</b>        | 1 |
| Etiquette   | 6 | > Acadia Province   | 1 | > Geology             | 2 |
| Fight       | 2 | > Rampart Nobility  | 1 | Security              | 1 |
| Focus       | 2 | > Veneto Province   | 1 | Seduction             | 5 |
| Gambling    | 1 | <b>Lore</b>         | 2 | Stealth               | 2 |
| Impress     | 2 | > Heresy            | 1 | Teaching              | 2 |

Benefices/Afflictions

Ally (Cost:4):  
Cash (Cost:1): 100  
Nobility (Cost:3): Knight  
Raise Rank by one (Cost:2):  
Retinue (Cost:3):

Armor

Padded Clothing Soft SP:1 (TOX|LAX|RA|LL|RL)

Energy Shield

Standard 10/15 Hits:10 usage:(Soft - - )

Shortcuts

Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (7), Keep focused on a task:WIL + Focus (10), Give orders to subsidiaries:PRE + Leadership (12), Fencing:REF + Melee (6), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (12), Charm others:PRE + Seduction (14)

Narrative

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