# Keishi Sadda

Young knight waiting to shine

Male Urthish Kaanic Knight of Royale House Li Halan from Icon Freefolk. Born in 4993 (24 years old) Height: 176.1314899999999cm / Weight:80.96758657676983kg

## Lifepaths

Race Urthish (124), Race Urthish Balance (16), Upbringing Landless Li Halan (20), Apprenticeship Military Soldier (25), Early Career Defrocked Noble (48), Worldly Benefits Friends (7).

## **Primary Attributes**

-									
Strength	5	Constit	tution	6	Body		5	Movement	4
Intellect	5	Willpower		6	Temper		5	Presence	4
Tech	3	Reflexes		5	Agility		6	Awareness	5
Secondary Attr	ibutes	3							
Recovery	11	Stamina		2	Endurance		55	Stun	11
Resistance	10	Damage		1	Tolerance		11	Humanity	55
Passion	10	Wyrd		10	Speed		3	Run	8
Skills									
Academia		2	Impress			1	Perform	nance	1
Athletics		3 Leadershi		ip	3 > Dancin		ng	2	
Disguise		1 Linguistic		cs		1 Persuasion		sion	2
Dodge		2 > Urthish				1	Redemption		1
Dogma		1	Local Exp	ert		1	> Mech		1
> Church of the		1	> Miret		1		Domod	,	2
Celestial Sun		,	> milet	> mret		1	Remedy		Z
Etiquette		2	Lore			1	Shoot		2
Fight		3	> House L	i Halan		2	Streetw	rise	2
Focus		4	Melee			4	Surviva	l	1
Forgery		2	Observe			3	Teachir	ng	2

Warfare

# Blessings/Curses

<u>Guilty</u> (-2): <u>Pious</u> (2):

Gambling

## Benefices/Afflictions

Ally (Cost:1):

Cash (Cost:1): 100

Contact (Cost:1):

Fencing Actions (Bronze sword) (Cost:6): Manoeuvres 1, 2 and 3 Requires Melee Skill at 3

Oratory

Gossip Network (Cost:2): Planetwide

<u>Householder</u> (Cost:1):

Indebted (Cost:-4):

Passage Contract (Cost:2): Tramp Freighter

#### Weapons

Avaneir "Guardian Angel" Light Revolver . P . WA:0 . P . C . DC:1D6+2 . Cal:0.32 . R0F:3 . Clip:6 . RNG:50 . ST . £90

# Armor Studded Leat

Studded Leather Jerkin Medium SP:5 (TO)(LA)(RA)

# **Energy Shield**

Streetcrafted 5/10 Hits:5 usage:(Soft - - )

## Shortcuts

Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (10), Give orders to subsidiaries:PRE + Leadership (7), Fencing:REF + Melee (9), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (7), Fire a ranged weapon:REF + Shoot (7)

# Narrative