

# Bertram Van Gelder

Lord of the House

Male Urthish Baronnet of House Van Gelder from Malignatus Nobility. Born in 4971 (46 years old)  
Height: 174cm / Weight:66kg

## Lifepaths

**Race** Urthish (124), **Upbringing** Roaming Van Gelder (20), **Apprenticeship** Military Soldier (25), **Early Career** Court Duellist (48), **Tour of Duty** Errant Knight (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Rewards (7).

## Primary Attributes

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

## Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	11	Damage	1	Tolerance	10	Humanity	50
Passion	8	Wyrd	12	Speed	4	Run	10

## Skills

Academia	3	> Urthish	2	Remedy	2
Acrobatics	3	Local Expert	1	Riding	1
Acting	1	> Avaneir	1	Search	2
Alchemy	1	Lore	5	Security	1
Athletics	7	> House Decados	1	Shoot	3
Disguise	2	> House Hawkwood	2	Stoic Body	1
Dodge	6	> House Hazat	1	Stoic Mind	3
Etiquette	4	> House Li Halan	2	Survival	2
Fight	3	> House al-Malik	1	Teaching	2
Focus	3	Melee	7	Warfare	1
Leadership	1	Observe	3	Linguistics	1
Persuasion	2				

## Blessings/Curses

Loyal (2):

Secretive (-2):

## Benefices/Afflictions

Assets (Cost:5): 5000

Fencing Actions (Silver sword) (Cost:10): Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4

Nobility (Cost:3): Knight

Raise Rank by one (Cost:2):

## Armor

Synthsilk Soft SP:3 (TOXLA)XRA)LLXRL)

## Energy Shield

Dueling 10/20 Hits:15 usage:(Soft Medium - )

## Shortcuts

Avoid being hit:AGI + Dodge (12), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (6), Fencing:REF + Melee (15), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (11), Iron will:WIL + Stoic Mind (9)

## Narrative

Generated with **Dramatis Personae**

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