

Sensu Kaneda Li Halan

Son of Sushiro  
Male Urthish of Royale House Li Halan from none Freefolk. Born in 4944 (73 years old)  
Height: 168cm / Weight:62kg

Lifepaths

**Race** Urthish (124), **Upbringing** High Court Li Halan (20), **Apprenticeship** Leisure Dandy (25), **Early Career** Military Command Soldier (48), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Rewards (7).

Primary Attributes

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

Secondary Attributes

|            |    |         |    |           |    |          |    |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery   | 8  | Stamina | 1  | Endurance | 40 | Stun     | 8  |
| Resistance | 9  | Damage  | 0  | Tolerance | 11 | Humanity | 55 |
| Passion    | 12 | Wyrd    | 12 | Speed     | 3  | Run      | 8  |

Skills

|                 |   |                    |   |           |   |
|-----------------|---|--------------------|---|-----------|---|
| Academia        | 3 | Gambling           | 1 | Remedy    | 1 |
| Athletics       | 3 | Impress            | 2 | Riding    | 1 |
| Dodge           | 1 | Leadership         | 2 | Seduction | 1 |
| <b>Dogma</b>    | 1 | <b>Linguistics</b> | 2 | Shoot     | 3 |
| > Church of the | 1 | > Latin            | 2 | Survival  | 1 |

Celestial Sun

|            |   |           |   |          |   |
|------------|---|-----------|---|----------|---|
| Empathy    | 1 | > Urthish | 1 | Teaching | 2 |
| Etiquette  | 2 | Melee     | 1 | Warfare  | 2 |
| Fight      | 3 | Observe   | 4 | Focus    | 3 |
| Persuasion | 2 |           |   |          |   |

Blessings/Curses

Guilty (-2):

Pious (2):

Benefices/Afflictions

Assets (Cost:5): 5000

Nobility (Cost:3): Knight

Raise Rank by one (Cost:2):

Shortcuts

Avoid being hit:AGI + Dodge (5), Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (7), Give orders to subsidiaries:PRE + Leadership (7), Fencing:REF + Melee (6), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (6), Fire a ranged weapon:REF + Shoot (8)

Narrative