# Sigmeon d'Rouge-Glace

A charismatic entrepreneur of House D'Rouge-Glace

Male Urthish Teutonic Baron of House D'Rouge-Glace from Rampart / Acadia / Igneden Nobility. Born in 4968 (49 years old)

Height: 175cm / Weight: 75kg

#### Lifepaths

Race Urthish (124), Race Urthish Balance (16), Upbringing Acadia D'Rouge-Glace (20), Apprenticeship Academy Engineers (25), Early Career Scientist (48), Tour of Duty Entrepreneur (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits Friends & Rewards (7).

### **Primary Attributes**

Strength	4	Constitution		4	Body		4	Movement	3
Intellect	7	Willpower		5	Temper		5	Presence	7
Tech	8	Reflexes		6	Agility		4	Awareness	5
Secondary Attributes									
Recovery	8	Stamina		1	Endurance		40	Stun	8
Resistance	12	Damage		0	Tolerance		10	Humanity	50
Passion	10	Wyrd		13	Speed		3	Run	6
Skills									
Academia		4	> Urthish			2	> Mech		3
Arts		1	> Urthtech	'n		3	> Volt		3
> Poetry		1	Local Expert			2	Science		5
Athletics		> Cybernetics Black 2 Market			ack	3	> Biology		2
Bureaucracy		2	2 > Rampart Nobility			1	> Cybernetics		5
Dodge		1	1 Magna Carta			2	> Engineering		4
Etiquette		4	4 Melee			1	> Genetics		4
Fight		3	Observe			3	> Physic	CS	3
Focus		3	Occult Art	S		2	Teachir	ng	2
Inquiry		2	Persuasio	n		5	Think M	achine	5
Knavery		1	Politics			2	Trading		2
Leadership		2	Redempti	on		3	Linguis	tics	2

### Blessings/Curses

Innovative (2):

> Forbidden Lore

Unnerving (-2):

# Benefices/Afflictions

Ally (Cost:2):

Assets (Cost:3): 3000

Black sheep (Cost:-2):

Commission (Cost:3): Ensign / Apprentice / Associate / Private / Associate

Fallen from Grace (Cost:-2):

Freelancer Investment (Cost:2): +2 Assets

Gossip Network (Cost:2): Planetwide

### Weapons

### Armor

Stiffsynth Medium SP:7 (TO)(LA)(RA)(LL)(RL)

**Energy Shield** 

10/20 Hits:10 usage:(Soft - - ) <u>Standard</u>

**Shortcuts** 

Avoid being hit:AGI + Dodge (5), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (9), Fencing:REF + Melee (7), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (12)

# Narrative

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