# **Astrid Rochefort**

Lord Commander of Avaneir Militia. The owl

Male Urthish Captain of Le Métier from Rampart Freefolk. Born in 4973 (44 years old)

Height: 171cm / Weight: 57kg

# **Primary Attributes**

Strength	5		Intellect		6		Tech		6	
Constitution	4	4		Willpower		6		Reflexes		
Body	5		Temper		4		Agility		4	
Movement	5		Presence		4		Awareness		6	
Secondary Attributes										
Recovery	9	9 Stami		2	Endurance		45	Stun		9
Resistance	10	Damage		1	Tolerance		10	Humanity		50
Passion	10	Wyrd		12	Speed		3	Run		10
Skills										
Academia		3	3 Gambling			1	Observe			3
Athletics		2	Impress			1	Persuasion			2
Bribery		2	Inquiry			4	Redemption			1
Bureaucracy		1	Knavery			1	<ul><li>Mech</li></ul>			2
Cybernetics		1	Lingui	istics		2	Remed	ly		2

#### Empathy 1 Lore Etiquette House 2

D'Rouge-Glace

Kurgan

Urthish

Local Expert

Avaneir

Fight 3 ■ House Li Halan Focus Magna Carta 2

1

3

1

3

1 Surveillance Teaching

Security

Sensors

Shoot

Stealth

Stoic Body

Streetwise

1

1

1

2

3

1

1

3

2

# **Blessings/Curses**

Demolition

Dodge

Driving

■ Landcraft

Bold (2), Callous (-2), War Trauma (-2).

# **Benefices/Afflictions**

Assets (Cost:5 5000), Commission (Cost:3 Ensign / Apprentice / Associate / Private /  $Associate \ ) \ , \ Raise \ Rank \ by \ one \ (Cost:2) \ , \ Well-Traveled \ (Cost:3 \ Major \ house \ Fief) \ .$ 

# **Talents**

### Armor

<u>Avaneir Anti Riot Suit</u> Medium

SP:6 (HE)(TO)(LA)(RA)(LL)(RL)

# **Shortcuts**

Avoid being hit:AGI + Dodge (7), Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (8), Deduce from data:INT + Inquiry (10), Notice something: AWA + Observe~(9), Convince~someone~with~arguments: PRE~+Persuasion (6), Stabilize wounds:INT + Remedy (8), Fire a ranged weapon:REF + Shoot (11)

# Lifepaths

Race Urthish (124), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Academy Muster (25), Early Career Royale House Soldier (48), Tour of Duty Caliphate Wars Veteran (5011) (20), Race Balance Urthish Balance (16), Worldly Benefits Promotion & Rewards (7).

**Narrative** 

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