Lemans Sangris

Aide de Camp of Igneden

Male Urthish of House D'Rouge-Glace from Rampart / Igneden Freefolk. Born in 4974 (43 years old) Height: 176cm / Weight:66kg

Lifepaths

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

Primary Attributes

Timary Accidates									
Strength	6	Constitution		6	Body		4	Movement	6
Intellect	4	Willpower		6	Temper		4	Presence	4
Tech	5	Reflexes		6	Agility		5	Awareness	5
Secondary Attributes									
Recovery	12	Stamina		1	Endurance		50	Stun	10
Resistance	10	Damage		1	Tolerance	ice 10		Humanity	50
Passion	9	Wyrd		10	Speed		3	Run	12
Skills									
Academia		3	Impress			1	> Mech		1
Athletics		3	Knavery			1	Remedy	1	2
Beastcraft		1 Linguistic		cs	2 Search			1	
Bribery		2	> Kurgan			2	Security	1	3
Bureaucracy		1	> Urthish			2	Seducti	on	1
Cybernetics		1 Local Exp		pert	2		Sensors		1
Demolition		1	> Avaneir			2	Shadow	ing	1
Dodge		3	> Rampar	t folk		2	Shoot		4
Driving		1	Lore			2	Stealth		2
> Landcraft		3	> Finance	;		1	Stoic Bo	ody	1
Empathy		1	> Hidden	Martyrs		1	Streetw	ise	2
Etiquette		3	Melee			1	Surveilla	ance	1

2

2

Teaching

Gambling

2

Blessings/Curses

<u>Bold</u> (2):

Fight

Focus **Redemption**

Callous (-2):

War Trauma (-2):

Benefices/Afflictions

Ally (Cost:2):

Assets (Cost:3): 3000

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

2

2

1

Observe

Persuasion

Gossip Network (Cost:2): Planetwide

Well-Traveled (Cost:3): Major house Fief

Weapons

Scravers Medium Revolver . P . WA:O . L . C . DC:2D6+3 . Cal:.40 . ROF:3 . Clip:6 . RNG:50 . VR . £230

Armor

Leather Jerkin Soft SP:4 (TO)(LA)(RA)

Shortcuts

Surgically implant cyber:TEC + Cybernetics (6), Avoid being hit:AGI + Dodge (8), Discern emotions:AWA + Empathy (5), Keep focused on a task:WIL + Focus (8), Fencing:REF + Melee (7), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (6), Charm others:PRE + Seduction (5), Fire a ranged weapon:REF + Shoot (10)

Narrative