

# Alphonse Lanselme

A *silent man*

Male Urthish Householder of House D'Rouge-Glace from Rampart Freefolk. Born in 4972 (45 years old)  
Height: 172cm / Weight:70kg

## Lifepaths

**Race** Urthish (124), **Upbringing** Poor Class (5), **Upbringing** Town (15), **Apprenticeship** Street Muster (25), **Early Career** Court Ambassador (48), **Tour of Duty** Fief Holder (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Friends (7).

## Primary Attributes

Strength	4	Constitution	4	Body	3	Movement	4
Intellect	7	Willpower	6	Temper	5	Presence	9
Tech	4	Reflexes	5	Agility	4	Awareness	6

## Secondary Attributes

Recovery	8	Stamina	1	Endurance	35	Stun	7
Resistance	15	Damage	0	Tolerance	11	Humanity	55
Passion	11	Wyrd	12	Speed	3	Run	8

## Skills

Academia	2	Knavery	4	Oratory	3
<b>Arts</b>	1	Leadership	3	Persuasion	3
> <i>Poetry</i>	1	<b>Linguistics</b>	2	Politics	2
Athletics	3	> <i>Franken</i>	2	Remedy	1
<b>Driving</b>	1	> <i>Urthish</i>	2	Search	1
> <i>Skycraft Piloting</i>	2	<b>Local Expert</b>	1	Security	1
Empathy	1	> <i>Sangreal</i>	1	Seduction	4
Etiquette	3	<b>Lore</b>	3	Shadowing	2
Fight	2	> <i>Grail</i>	1	Shoot	1
Focus	2	> <i>House D'Rouge-Glace</i>	2	Stealth	1
Gambling	1	> <i>House Keddah</i>	1	Streetwise	3
Impress	2	Melee	1	Teaching	2
Inquiry	1	Observe	3		

## Blessings/Curses

Bold (2):

Callous (-2):

## Benefices/Afflictions

Ally (Cost:4):

Cash (Cost:1): 100

Nobility (Cost:3): Knight

Raise Rank by one (Cost:2):

Retinue (Cost:3):

## Weapons

Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4  
Dreksel Laser Pistol . P . WA:1 . P . P . DC:3D6 . Cal:FSC:3x18x15 . ROF:2 . Clip:15 . RNG:80 . ST . £300

## Armor

Leather Armor                      Soft                      SP:4                      (TO)X(LA)X(RA)X(LL)X(RL)

## Energy Shield

Streetcrafted                      5/10                      Hits:5                      usage:(Soft -- )

## Shortcuts

Discern emotions:AWA + Empathy (6), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (12), Fencing:REF + Melee (6), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (12), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (13), Fire a ranged weapon:REF + Shoot (6)

## Narrative

Faithful servant of Count Yves d'Igneden.

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