

## Consuella d'Artemis

*Marquise of Tapal*

Female Urthish Marquise of Royale House Hazat from Vera Cruz Nobility. Born in 4971 (0 years old)

Height: 168cm / Weight:65kg

### Lifepaths

**Race** Urthish (124), **Upbringing** High Court Hazat (20), **Apprenticeship** Sanctuary Aeon Cathedral (25),

**Early Career** Missionary (48), **Tour of Duty** Dilletante (20), **Tour of Duty** Fief Holder (20), **Race**

**Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

### Primary Attributes

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

### Secondary Attributes

Recovery	8	Stamina	2	Endurance	50	Stun	10
Resistance	14	Damage	0	Tolerance	14	Humanity	70
Passion	14	Wyrd	12	Speed	3	Run	6

### Skills

Academia	3	Gambling	2	> Music	1
Acting	1	Impress	2	Persuasion	2
<b>Arts</b>	2	Inquiry	1	Remedy	4
> Cooking	3	Leadership	3	Riding	1
> Music	2	<b>Linguistics</b>	2	Security	1
Athletics	2	> Latin	2	Seduction	5
Beastcraft	1	> Urthish	2	Stoic Mind	1
<b>Dogma</b>	3	<b>Local Expert</b>	1	Streetwise	1
> Church of the	2	> Grail Pilgrims	1	Surgery	4
<i>Celestial Sun</i>					
> Omega Gospels	1	<b>Lore</b>	1	Teaching	2
> Stellar Apocryphon	2	> Grail	2	Think Machine	1
Empathy	5	Melee	1	Trading	1
Etiquette	3	Observe	4	Warfare	1
Fight	2	Oratory	2	Focus	4

**Performance** 1

### Blessings/Curses

Compassionate (2):

Disciplined (2):

Gullible (-2):

Vengeful (-2):

### Benefices/Afflictions

Cash (Cost:3): 600

Ordained (Cost:3): Novitiate / Apprentice / Novitiate

Retinue (Cost:3):

Rise Rank by Two (Cost:4):

### Weapons

Bachelor Rapier . MELEE . WA:0 . N . E . DC:3D6 . STR:3 . RNG:1 . ST . £10

Derringer . P . WA:-1 . P . E . DC:1D6 . Cal:0.2 . ROF:2 . Clip:4 . RNG:50 . ST . £50

### Armor

Heavy Clothing Soft SP:2 (TOX\LA\RA\LL\RL)

### Energy Shield

Standard 10/15 Hits:10 usage:(Soft -- )

### Shortcuts

Discern emotions:AWA + Empathy (12), Keep focused on a task:WIL + Focus (11), Give orders to subsidiaries:PRE + Leadership (10), Fencing:REF + Melee (6), Notice something:AWA + Observe (11), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (11), Charm others:PRE + Seduction (12), Iron will:WIL + Stoic Mind (8), Apply surgery on wounded:INT + Surgery (11)

### Narrative

Generated with **Dramatis Personae**

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