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: 176.13148999999999cm / Weight:66.6155408472012kg

Lifepaths

Race Urthish (124), Race Urthish Balance (16), 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), Worldly Benefits Friends & Rewards (7).

Primary Attributes

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 Attri	Secondary Attributes								
Recovery	12	Stamina		1	Endurance		50	Stun	10
Resistance	10	Damage		1	Tolerance	Э	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	Linguisti	cs		2	Search		1
Bribery		2	> Kurgan			2	Security		3
Bureaucracy		1	1 > Urthish			2	Seducti	on	1
Cybernetics		1	1 Local Exp			2	Sensors		1
Demolition		1	1 > Avaneir			2 Shadov		ing	1
Dodge		3 > Rampart		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
Fight		2	Observe			2	Teachin	ıg	2
Focus		2	Persuasio	n		2	Gamblin	ng	1

Blessings/Curses

Bold (2):

Callous (-2):

Redemption

War Trauma (-2):

Benefices/Afflictions

Ally (Cost:2):

Assets (Cost:3): 3000

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

Gossip Network (Cost:2): Planetwide

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

Weapons

Armor

Scravers Medium Revolver . P . WA:O . L . C . DC:2D6+3 . Cal:.40 . R0F:3 . Clip:6 . RNG:50 . VR . £230

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)