Keishi Sadda

Young knight waiting to shine

Male Urthish Kaanic Knight of Royale House Li Halan from Icon Freefolk. Born in 4993 (24 years old) Height: 175cm / Weight:67kg

Lifepaths

Race Urthish (124), Race Urthish Balance (16), Upbringing Landless Li Halan (20), Apprenticeship Military Soldier (25), Early Career Defrocked Noble (48), Worldly Benefits Friends (7).

Primary Attributes

	Strength	5	Constit	ution	6	Body		5	Movement	4
	Intellect	5	Willpov	ver	6	Temper		5	Presence	4
	Tech	3	Reflexe	es	5	Agility		6	Awareness	5
	Secondary Attributes									
	Recovery	11	Stamin	а	2	Endurance	е	50	Stun	11
	Resistance	10	Damag	е	1	Tolerance		11	Humanity	55
	Passion	10	Wyrd		10	Speed		3	Run	8
	Skills									
	Academia		2	Impress			1	Perform	nance	1
	Athletics		3	Leadersh	ip		3	> Dancing		2
	Disguise		1	Linguistics			1	Persuasion		2
	Dodge		2 > Urthish			1		Redemption		1
	Dogma		1	Local Exp	ert		1	> Mech		1
	> Church of the		1	> Miret			1 Remed		i	2
Celestial Sun			1							2
	Etiquette		2	Lore			1	Shoot		2
	Fight		3	> House Li Halar			2	Streetwise		2
	Focus		4	Melee			4	Surviva	l	1
	Forgery		2	Observe			3	Teachir	ng	2
	Gambling		2	Oratory			1	Warfare	;	1

Blessings/Curses

<u>Guilty</u> (-2): <u>Pious</u> (2):

Benefices/Afflictions

Ally (Cost:1):

Cash (Cost:1): 100

Contact (Cost:1):

Fencing Actions (Bronze sword) (Cost:6): Manoeuvres 1, 2 and 3 Requires Melee Skill at 3

Gossip Network (Cost:2): Planetwide

<u>Householder</u> (Cost:1):

Indebted (Cost:-4):

Passage Contract (Cost:2): Tramp Freighter

Weapons

Avaneir "Guardian Angel" Light Revolver . P . WA:0 . P . C . DC:1D6+2 . Cal:0.32 . R0F:3 . Clip:6 . RNG:50 . ST . £90

Armor

Studded Leather Jerkin Medium SP:5 (TO)(LA)(RA)

Energy Shield

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

Shortcuts

Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (10), Give orders to subsidiaries:PRE + Leadership (7), Fencing:REF + Melee (9), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (6), Stabilize wounds:INT + Remedy (7), Fire a ranged weapon:REF + Shoot (7)

Narrative