

Bertram Van Gelder

Male Urthish Baronnet of House Van Gelder from Malignatus Nobility. Born in 4971 (46 years old)
Height: 174cm / Weight:66kg

Lifepaths

Race Urthish (124), **Upbringing** Roaming Van Gelder (20), **Apprenticeship** Military Soldier (25), **Early Career** Court Duellist (48), **Tour of Duty** Errant Knight (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Promotion & Rewards (7).

Primary Attributes

Strength	6	Constitution	5	Body	6	Movement	5
Intellect	4	Willpower	6	Temper	4	Presence	5
Tech	3	Reflexes	8	Agility	6	Awareness	4

Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	11	Damage	1	Tolerance	10	Humanity	50
Passion	8	Wyrd	12	Speed	4	Run	10

Skills

Academia	3	Linguistics	1	Observe	3
Acrobatics	3	> <i>Urthish</i>	2	Persuasion	2
Acting	1	Local Expert	1	Remedy	2
Alchemy	1	> <i>Avaneir</i>	2	Riding	1
Athletics	7	Lore	5	Search	2
Disguise	2	> <i>House Decados</i>	1	Security	1
Dodge	6	> <i>House Hawkwood</i>	1	Shoot	4
Etiquette	4	> <i>House Hazat</i>	1	Stoic Mind	2
Fight	3	> <i>House Li Halan</i>	1	Survival	2
Focus	3	> <i>House al-Malik</i>	1	Teaching	2
Leadership	3	Melee	7	Warfare	1

Blessings/Curses

Loyal (2):

Secretive (-2):

Benefices/Afflictions

Assets (Cost:5): 5000

Fencing Actions (Silver sword) (Cost:10): Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4

Nobility (Cost:3): Knight

Raise Rank by one (Cost:2):

Weapons

House Decados "Stanislas" SMG . SMG . WA:0 . J . P . DC:4D6+1 . Cal:0.47 . ROF:20 . Clip:60 . RNG:150 . VR . £400

Armor

Synthsilk Soft SP:3 (TOXLA)RA(LL)RL)

Energy Shield

Dueling 10/20 Hits:15 usage:(Soft Medium -)

Shortcuts

Avoid being hit:AGI + Dodge (12), Keep focused on a task:WIL + Focus (9), Give orders to subsidiaries:PRE + Leadership (8), Fencing:REF + Melee (15), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (6), Fire a ranged weapon:REF + Shoot (12), Iron will:WIL + Stoic Mind (8)

Narrative