

Bertram Van Gelder

Lord of the House

Male Urthish Baronnet of House Van Gelder from Malignatus Nobility. Born in 4971 (46 years old)

Height: 174cm / Weight:66kg

Primary Attributes

Strength	6	Intellect	4	Tech	3
Constitution	5	Willpower	6	Reflexes	8
Body	6	Temper	4	Agility	6
Movement	5	Presence	5	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	▪ <i>Urthish</i>	2	Remedy	2
Acrobatics	3	Local Expert	1	Riding	1
Acting	1	▪ <i>Avaneir</i>	1	Search	2
Alchemy	1	Lore	5	Security	1
Athletics	7	▪ <i>House Decados</i>	1	Shoot	3
Disguise	2	▪ <i>House Hawkwood</i>	2	Stoic Body	1
Dodge	6	▪ <i>House Hazat</i>	1	Stoic Mind	3
Etiquette	4	▪ <i>House Li Halan</i>	2	Survival	2
Fight	3	▪ <i>House al-Malik</i>	1	Teaching	2
Focus	3	Melee	7	Warfare	1
Leadership	1	Observe	3	Linguistics	1
Persuasion	2				

Blessings/Curses

Loyal (2) , Secretive (-2) .

Benefices/Afflictions

Assets (Cost:5 000) , Fencing Actions (Silver sword) (Cost:10 Manoeuvres 1, 2, 3 and 4 Requires Melee Skill at 4) , Nobility (Cost:3 Knight) , Rise Rank by 1 (Cost:2) .

Talents

Armor

Synthsilk Soft SP:3 (TO)(LA)(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 (6), Fencing:REF + Melee (15), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (7), Stabilize wounds:INT + Remedy (6), Search a place:AWA + Search (6), Fire a ranged weapon:REF + Shoot (11), Iron will:WIL + Stoic Mind (9)

Lifepaths

Race Urthish (124), **Upbringing** Roaming Van Gelder (20), **Apprenticeship** Military Soldier (25), **Early Career** Court Duelist (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).

Narrative

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