

Lemans Sangris

Aide de Camp of Igneden

Male Urthish Householder of House D'Rouge-Glace from Rampart / Igneden

Freefolk. Born in 4974 (43 years old)

Height: 176cm / Weight:66kg

Primary Attributes

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

Secondary Attributes

Recovery	12	Stamina	1	Endurance	50	Stun	10
Resistance	10	Damage	1	Tolerance	10	Humanity	50
Passion	9	Wyrd	10	Speed	3	Run	12

Skills

Academia	3	Impress	1	▪ <i>Mech</i>	1
Athletics	3	Knavery	1	Remedy	2
Beastcraft	1	Linguistics	2	Search	1
Bribery	2	▪ <i>Kurgan</i>	2	Security	3
Bureaucracy	1	▪ <i>Urthish</i>	2	Seduction	1
Cybernetics	1	Local Expert	2	Sensors	1
Demolition	1	▪ <i>Avaneir</i>	2	Shadowing	1
Dodge	3	▪ <i>Rampart folk</i>	2	Shoot	4
Driving	1	Lore	2	Stealth	2
▪ <i>Landcraft</i>	3	▪ <i>Finance</i>	1	Stoic Body	1
Empathy	1	▪ <i>Hidden Martyrs</i>	1	Streetwise	2
Etiquette	3	Melee	1	Surveillance	1
Fight	2	Observe	2	Teaching	2
Focus	2	Persuasion	2	Gambling	1
Redemption	1				

Blessings/Curses

Bold (2) , Callous (-2) , 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) .

Talents

Armor

Leather Jerkin Soft SP:4 (TO)(LA)(RA)

Shortcuts

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), Search a place:AWA + Search (6), Charm others:PRE + Seduction (5), Fire a ranged weapon:REF + Shoot (10)

Lifepaths

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

Narrative

Generated with **Dramatis Personae**

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