

# Gunthar Mandelsson

*Saxon Refugee*

Male Urthish Teutonic of House Van Gelder (Nobility) from none Freefolk. Born in 4979 (43 years old)  
Height: 150cm / Weight:50kg

## Primary Attributes

|              |   |           |   |           |   |
|--------------|---|-----------|---|-----------|---|
| Strength     | 3 | Intellect | 7 | Tech      | 4 |
| Constitution | 4 | Willpower | 5 | Reflexes  | 4 |
| Body         | 4 | Temper    | 4 | Agility   | 3 |
| Movement     | 4 | Presence  | 8 | Awareness | 8 |

## Secondary Attributes

|            |    |         |    |           |    |          |    |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery   | 7  | Stamina | 1  | Endurance | 40 | Stun     | 8  |
| Resistance | 13 | Damage  | 0  | Tolerance | 9  | Humanity | 45 |
| Passion    | 12 | Wyrd    | 11 | Speed     | 2  | Run      | 8  |

## Skills

|                   |   |                    |   |
|-------------------|---|--------------------|---|
| Academia          | 3 | <b>Linguistics</b> | 3 |
| <b>Arts</b>       | 1 | ▪ <i>Latin</i>     | 2 |
| ▪ <i>Rhetoric</i> | 1 | ▪ <i>Saxon</i>     | 2 |
| Athletics         | 3 | ▪ <i>Urthish</i>   | 2 |
| Bureaucracy       | 1 | Magna Carta        | 1 |
| Etiquette         | 2 | Observe            | 3 |
| Fight             | 3 | Persuasion         | 4 |
| Focus             | 2 | Seduction          | 3 |
| Gambling          | 3 | Sneak              | 2 |
| Impress           | 1 | Streetwise         | 3 |
| Inquiry           | 4 | Teaching           | 2 |
| Knavery           | 5 | Trading            | 4 |

## Benefices/Afflictions

|                |   |   |
|----------------|---|---|
| Ally           | 4 |   |
| Cash           | 1 | 100   |
| Commission     | 3 | Ensign / Apprentice / Associate / Private / Associate |
| Rise Rank by 1 | 2 |   |

Cast Figure: *Daniel Brühl* [media/images/f\_blank.jpg]

## Shortcuts

Convince someone with bullshit (PRE + Knavery = 18)  
Convince someone with arguments (PRE + Persuasion = 16)  
Deduce from data (INT + Inquiry = 15)  
Notice something (AWA + Observe = 14)  
Charm others (PRE + Seduction = 14)  
Fight/Martial Arts (REF + Fight = 10)  
Prepare a legal case (INT + Magna Carta = 9)  
Keep focused on a task (WIL + Focus = 9)  
Fill shipment border transit documents (INT + Bureaucracy = 9)  
Swimming (BOD + Athletics = 8)

## Lifepaths

**Race** Urthish (140), **Upbringing** Town (15), **Upbringing** Wealthy Class (5),  
**Apprenticeship** Academy Reeves (25), **Early Career** Market Merchant (48), **Worldly Benefits** Promotion & Friends (7).

## Narrative

## Storytelling Notes

FICS 8.0 roster generated with *Dramatis Personae*  
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