

Maka Yazara

Leader of Hakura Sakomi Clan

Male Urthish Boss of Scravers from Rampart | Rio Azul Freefolk. Born in 4977 (40 years old)

Height: 179cm / Weight:69kg

Lifepaths

Race Urthish (124), **Upbringing** Country (15), **Upbringing** Poor Class (5), **Apprenticeship** Guildhall Scraver (25), **Early Career** Thief (48), **Tour of Duty** Security Enforcer (20), **Tour of Duty** Street Cartel Thug (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

Primary Attributes

Strength	7	Constitution	5	Body	6	Movement	5
Intellect	3	Willpower	6	Temper	6	Presence	4
Tech	4	Reflexes	6	Agility	4	Awareness	9

Secondary Attributes

Recovery	12	Stamina	2	Endurance	55	Stun	11
Resistance	10	Damage	2	Tolerance	12	Humanity	60
Passion	15	Wyrd	9	Speed	3	Run	10

Skills

Academia	2	Interrogation	4	Persuasion	2
Acrobatics	1	Knavery	3	Redemption	1
Alchemy	1	Leadership	1	> <i>Tinkering</i>	1
Athletics	4	Linguistics	2	Security	4
Beastcraft	1	> <i>Scravers' Cant</i>	2	Shadowing	1
Bureaucracy	2	> <i>Urthish</i>	1	Shoot	5
Dodge	3	Local Expert	2	Sneak	2
Fight	4	> <i>Avaneir Underground</i>	2	Stealth	2
Focus	2	> <i>Cybernetics Black Market</i>	2	Streetwise	4
Forgery	1	Lore	1	Teaching	2
Gambling	2	> <i>Ur Artefacts</i>	2	Think Machine	1
Impress	4	Magna Carta	1	Inquiry	2
Observe	4				

Blessings/Curses

Lucky at cards (2):

Possessive (-2):

Benefices/Afflictions

Cash (Cost:3): 600

Commission (Cost:3): Ensign / Apprentice / Associate / Private / Associate

Rise Rank by Two (Cost:4):

Weapons

Banshee SMG . SMG . WA:1 . L . P . DC:3D6 . Cal:40 . ROF:3 . Clip:20 . RNG:150 . ST . £350

Scimitar . MELEE . WA:0 . N . P . DC:4D6+1 . STR:3 . RNG:1 . ST . £20

Armor

Heavy Clothing Soft SP:2 (TOXLA)RA(LL)RL)

Energy Shield

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

Shortcuts

Avoid being hit:AGI + Dodge (7), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (5), Notice something:AWA + Observe (13), Convince someone with arguments:PRE + Persuasion (6), Fire a ranged weapon:REF + Shoot (11)

Narrative