

Giorgio Masseri

Between a mercenary and a noble

Male Urthish of House MAsseri from Count Nobility. Born in 4968 (49 years old)

Height: 167cm / Weight:61kg

Lifepaths

**Race** Urthish (124), **Upbringing** Vengeful Masseri (20), **Apprenticeship** Guildhall Charioteers (25), **Early Career** Military Command Starman (48), **Tour of Duty** Caliphate Wars Veteran (5011)(20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

Primary Attributes

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

Secondary Attributes

Recovery	9	Stamina	1	Endurance	40	Stun	8
Resistance	11	Damage	1	Tolerance	11	Humanity	55
Passion	11	Wyrd	13	Speed	4	Run	8

Skills

Academia	2	Fight	2	Melee	1
Athletics	2	Focus	3	Observe	2
Bribery	2	Gambling	1	Persuasion	3
Cybernetics	1	Gunnery	2	<b>Redemption</b>	2
Demolition	1	Impress	2	> <i>Mech</i>	1
Disguise	1	Knavery	1	> <i>Tinkering</i>	2
Dodge	2	Leadership	2	Remedy	3
<b>Dogma</b>	1	<b>Linguistics</b>	3	<b>Science</b>	1
> <i>Sathraism</i>	2	> <i>Kurgan</i>	2	> <i>Astronomy</i>	2
<b>Driving</b>	3	> <i>Ukari</i>	1	Shoot	5
> <i>Celestial Sailing</i>	4	> <i>Urthish</i>	2	Stealth	1
> <i>Heavy Transport Vehicle</i>	2	<b>Local Expert</b>	1	Stoic Body	1
> <i>Railway</i>	1	> <i>Avaneir</i>	1	Teaching	2
Empathy	2	<b>Lore</b>	1	Think Machine	1
Etiquette	2	> <i>Dervishes</i>	1	Warfare	1

Blessings/Curses

Curious (2):

Nosy (-2):

War Trauma (-2):

Benefices/Afflictions

Cash (Cost:3): 600

Nobility (Cost:3): Knight

Rise Rank by Two (Cost:4):

Well-Traveled (Cost:3): Major house Fief

Weapons

Armor

Plastic Mesh Chain Mail      Medium      SP:2      (TO)(LA)(RA)

Shortcuts

Surgically implant cyber:TEC + Cybernetics (5), Avoid being hit:AGI + Dodge (6), Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (8), Fencing:REF + Melee (8), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (9), Fire a ranged weapon:REF + Shoot (12)

Narrative