# **Enzo Contura**

A strong soldier

Male Urthish Sargeant of House Masseri from Grail Freefolk. Born in 4980 (37 years old) Height: 171cm / Weight:70kg

# Lifepaths

Race Urthish (124), Upbringing City (15), Upbringing Poor Class (5), Apprenticeship Academy Muster (25), Early Career Mercenary Soldier (48), Tour of Duty Security Enforcer (20), Tour of Duty Standard Tour (single round) (10), Race Balance Urthish Balance (16), Worldly Benefits Promotion & Friends (7).

## **Primary Attributes**

7	Consti	nstitution 5		Body		5	Movement	4
5	Willpo	Willpower		Temper		4	Presence	3
6	Reflex	Reflexes		Agility		4	Awareness	6
tribute	!S							
12	Stamir	Stamina		Endurance		50	Stun	10
9	Damag	Damage		Tolerance		10	Humanity	50
10	Wyrd	Wyrd		Speed		4	Run	8
	2	Interrogation		2		Remedy		3
	2	Knavery		1	,	Security		2
	4	Leadership		2		Shadowing		1
	1	Linguistics		1	(	Shoot		7
	4	> Urthish		2		Streetwise		3
	5	Magna Carta		1	,	Survival		1
	2	Melee		3		Teaching		2
	2	Observe		4		Think Machine		1
3	2	Persua	sion	2	. 1	Warfare	9	1
	3	Redem	ption	1	- 1	Inquiry		4
	2							
	5 6 <b>ttribute</b> 12 9	5 Willpoom 6 Reflex ttributes 12 Stamin 9 Damag 10 Wyrd  2 2 4 1 4 5 2 2 2 4 3	5 Willpower 6 Reflexes ttributes 12 Stamina 9 Damage 10 Wyrd  2 Interro 2 Knaver 4 Leader 1 Linguis 4 > Urthi 5 Magna 2 Melee 2 Observ 5 2 Persua 3 Redem	5 Willpower 6 6 Reflexes 8  ttributes  12 Stamina 2 9 Damage 2 10 Wyrd 13  2 Interrogation 2 Knavery 4 Leadership 1 Linguistics 4 > Urthish 5 Magna Carta 2 Melee 2 Observe 5 2 Persuasion 3 Redemption	5         Willpower         6         Temper           6         Reflexes         8         Agility           stributes           12         Stamina         2         Endurance           9         Damage         2         Tolerance           10         Wyrd         13         Speed           2         Interrogation         2           2         Knavery         1           4         Leadership         2           1         Linguistics         1           4         > Urthish         2           5         Magna Carta         1           2         Melee         3           2         Observe         4           3         Redemption         1	5         Willpower         6         Temper           6         Reflexes         8         Agility           stributes           12         Stamina         2         Endurance           9         Damage         2         Tolerance           10         Wyrd         13         Speed           2         Interrogation         2           2         Knavery         1           4         Leadership         2           1         Linguistics         1           4         > Urthish         2           5         Magna Carta         1           2         Melee         3           2         Observe         4           3         Redemption         1	5 Willpower 6 Temper 4 6 Reflexes 8 Agility 4  ttributes  12 Stamina 2 Endurance 50 9 Damage 2 Tolerance 10 10 Wyrd 13 Speed 4  2 Interrogation 2 Remedy 2 Knavery 1 Security 4 Leadership 2 Shadow 1 Linguistics 1 Shoot 4 > Urthish 2 Streetw 5 Magna Carta 1 Surviva 2 Melee 3 Teachir 2 Observe 4 Think Mess 2 Persuasion 2 Warfares 3 Redemption 1 Inquiry	5 Willpower 6 Temper 4 Presence 6 Reflexes 8 Agility 4 Awareness stributes  12 Stamina 2 Endurance 50 Stun 9 Damage 2 Tolerance 10 Humanity 10 Wyrd 13 Speed 4 Run  2 Interrogation 2 Remedy 2 Knavery 1 Security 4 Leadership 2 Shadowing 1 Linguistics 1 Shoot 4 > Urthish 2 Streetwise 5 Magna Carta 1 Survival 2 Melee 3 Teaching 2 Observe 4 Think Machine 5 Persuasion 2 Warfare 3 Redemption 1 Inquiry

# Blessings/Curses

Bold (2):

Callous (-2):

## Benefices/Afflictions

Ally (Cost:4):

Cash (Cost:1): 100

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

Raise Rank by one (Cost:2):

# Weapons

Dirk . MELEE . WA:O . J . E . DC:2D6+1 . STR:2 . RNG:O . ST . £4

## Armor

<u>Synthsilk</u>	Soft	SP:3	(TO)(LA)(RA)(LL)(RL)
<u>Plastic Mesh Chain Mail</u>	Medium	SP:8	(TO)(LA)(RA)(LL)(RL)

# **Shortcuts**

Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (5), Fencing:REF + Melee (11), Notice something:AWA + Observe (10), Convince someone with arguments:PRE + Persuasion (5), Stabilize wounds:INT + Remedy (8), Fire a ranged weapon:REF + Shoot (15)

## Narrative

Bodyguard of Clara Masseri

# Generated with Dramatis Personae

Oct. 18, 2020, 3:30 p.m.