

## Andrea Masseri

Male Urthish Count of House Masseri from Grail Nobility. Born in 4979 (38 years old)  
 Height: 174cm / Weight:72kg

### Lifepaths

**Race** Urthish (124), **Upbringing** Grail Masseri (20), **Apprenticeship** Military Soldier (25), **Early Career** Military Command Soldier (48), **Tour of Duty** Fief Holder (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** High Promotion (7).

### Primary Attributes

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

### Secondary Attributes

Recovery	11	Stamina	2	Endurance	55	Stun	11
Resistance	12	Damage	1	Tolerance	11	Humanity	55
Passion	9	Wyrd	10	Speed	3	Run	8

### Skills

Academia	2	<b>Linguistics</b>	2	Remedy	2
Athletics	4	> <i>Rital</i>	1	Security	1
Dodge	3	> <i>Urthish</i>	2	Seduction	1
<b>Driving</b>	1	<b>Local Expert</b>	2	Shoot	4
> <i>Landcraft</i>	2	> <i>Curpertino</i>	3	Stoic Body	2
Empathy	1	> <i>Sangreal</i>	1	Stoic Mind	1
Etiquette	2	<b>Lore</b>	1	Streetwise	2
Fight	4	> <i>House Masseri</i>	1	Survival	2
Focus	2	Melee	1	Teaching	3
Gambling	1	Observe	3	Warfare	3
Impress	3	Persuasion	2	Leadership	6
Politics	2				

### Blessings/Curses

Bold (2):

Impetuous (-2):

### Benefices/Afflictions

Cash (Cost:3): 600

Enemy (Cost:-2):

Nobility (Cost:3): Knight

Retinue (Cost:3):

Rise Rank by Two (Cost:4):

### Shortcuts

Avoid being hit:AGI + Dodge (7), Discern emotions:AWA + Empathy (6), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (12), Fencing:REF + Melee (7), Notice something:AWA + Observe (7), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (6), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (10), Iron will:WIL + Stoic Mind (7)

### Narrative

The leader of the Masseri from Grail, a strong partisan of the Reunion of the House

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