

Clara Masseri

A young lady with some temper

Female Urthish of House Masseri from none Freefolk. Born in 5017 (0 years old)

Height: 174cm / Weight:68kg

Lifepaths

Race Urthish (124), **Upbringing** Grail Masseri (20), **Apprenticeship** Military Starman (25), **Early Career** Mercenary Soldier (48), **Tour of Duty** Questing Knight (40), **Race Balance** Urthish Balance (16), **Worldly Benefits** Friends & Rewards (7).

Primary Attributes

Strength	6	Constitution	5	Body	5	Movement	4
Intellect	6	Willpower	8	Temper	4	Presence	6
Tech	5	Reflexes	7	Agility	5	Awareness	6

Secondary Attributes

Recovery	11	Stamina	2	Endurance	50	Stun	10
Resistance	14	Damage	1	Tolerance	12	Humanity	60
Passion	10	Wyrd	13	Speed	4	Run	8

Skills

Academia	2	Inquiry	2	Redemption	1
Athletics	3	Leadership	2	> <i>Mech</i>	1
Dodge	4	Linguistics	1	Remedy	2
Driving	2	> <i>Urthish</i>	2	Search	1
> <i>Heavy Transport Vehicle</i>	2	Local Expert	2	Seduction	1
> <i>Hovertank</i>	2	> <i>Curpertino</i>	1	Shadowing	1
Etiquette	3	> <i>Cybernetics Black Market</i>	1	Shoot	5
Fight	5	Magna Carta	2	Streetwise	2
Focus	2	Melee	3	Survival	1
Gunnery	1	Observe	2	Teaching	3
Impress	4	Persuasion	3	Think Machine	1

Blessings/Curses

Beautiful (2):

Bold (2):

Impetuous (-2):

Benefices/Afflictions

Ally (Cost:2):

Assets (Cost:3): 3000

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

Dark Secret (Cost:-1):

Gossip Network (Cost:2): Planetwide

Imperial Charter (Cost:4):

Shortcuts

Avoid being hit:AGI + Dodge (9), Keep focused on a task:WIL + Focus (10), Give orders to subsidiaries:PRE + Leadership (8), Fencing:REF + Melee (10), Notice something:AWA + Observe (8), Convince someone with arguments:PRE + Persuasion (9), Stabilize wounds:INT + Remedy (8), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (12)

Narrative