

Babo Ido

Yakuza fixer
Male Urthish Enquist Associate of Scravers from Rampart / Verona province Freefolk. Born in 4984 (33 years old)
Height: 173cm / Weight:59kg

Lifepaths

Race Urthish (124), **Upbringing** City (15), **Upbringing** Poor Class (5), **Apprenticeship** Street Scravers (25), **Early Career** Thief (48), **Tour of Duty** Street Cartel Thug (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Friends & Rewards (7).

Primary Attributes

| | | | | | | | |
|-----------|---|--------------|---|---------|---|-----------|----|
| Strength | 6 | Constitution | 4 | Body | 6 | Movement | 5 |
| Intellect | 5 | Willpower | 5 | Temper | 4 | Presence | 3 |
| Tech | 4 | Reflexes | 5 | Agility | 5 | Awareness | 10 |

Secondary Attributes

| | | | | | | | |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery | 10 | Stamina | 2 | Endurance | 50 | Stun | 10 |
| Resistance | 8 | Damage | 1 | Tolerance | 9 | Humanity | 45 |
| Passion | 14 | Wyrd | 10 | Speed | 3 | Run | 10 |

Skills

| | | | | | |
|-------------|---|-------------------------|---|--------------------|---|
| Academia | 2 | Impress | 3 | Persuasion | 2 |
| Acrobatics | 2 | Inquiry | 2 | Redemption | 1 |
| Alchemy | 1 | Interrogation | 2 | > <i>Tinkering</i> | 1 |
| Athletics | 3 | Knavery | 3 | Security | 3 |
| Bureaucracy | 2 | Linguistics | 2 | Shadowing | 1 |
| Dodge | 3 | > <i>Scravers' Cant</i> | 2 | Shoot | 3 |
| Fight | 4 | > <i>Urthish</i> | 1 | Sneak | 1 |
| Focus | 2 | Local Expert | 1 | Stealth | 3 |
| Forgery | 2 | > <i>Avaneir</i> | 2 | Streetwise | 6 |
| Gambling | 2 | Observe | 4 | Teaching | 2 |

Blessings/Curses

Lucky at cards (2):
Possessive (-2):

Benefices/Afflictions

Ally (Cost:2):
Assets (Cost:3): 3000
Commission (Cost:3): Ensign / Apprentice / Associate / Private / Associate
Gossip Network (Cost:2): Planetwide

Weapons

"Firecracker" Heavy Pistol . P . WA:-1 . L . C . DC:4D6+1 . Cal: 47 . ROF:6 . Clip:16 . RNG:60 . VR . £350

Armor

Stiffsynth Medium SP:7 (TOXLA)RA(LL)RL)

Shortcuts

Avoid being hit:AGI + Dodge (8), Keep focused on a task:WIL + Focus (7), Notice something:AWA + Observe (14), Convince someone with arguments:PRE + Persuasion (5), Fire a ranged weapon:REF + Shoot (8)

Narrative

Member of the Hakomi Sakura