### Andrea Masseri

Leader of Grail Masseri

Male Urthish Urthish Count of House Masseri from Grail Nobility. Born in 4979 (38 years old)

Height: 174cm / Weight:72kg

### **Primary Attributes**

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

| Movement                      | 4  | Presence |                              |          | 6        |            | Awareness 4 |       |      |    |  |
|-------------------------------|----|----------|------------------------------|----------|----------|------------|-------------|-------|------|----|--|
| Secondary Attributes          |    |          |                              |          |          |            |             |       |      |    |  |
| Recovery                      | 11 | Stami    | ina                          | 2        | Enduran  | durance    |             | Stun  |      | 11 |  |
| Resistance                    | 12 | Dama     | Damage<br>Wyrd               |          | Toleranc | olerance   |             | Humai | nity | 55 |  |
| Passion                       | 9  | Wyrd     |                              | 11       | Speed    |            | 4           | Run   |      | 8  |  |
| Skills                        |    |          |                              |          |          |            |             |       |      |    |  |
| Academia                      |    | 3        | Leadership                   |          |          | 6          | Politics    |       |      | 3  |  |
| Acrobatics                    |    | 1        | Lingu                        | istics   |          | 2          | Remedy      |       |      | 2  |  |
| Athletics                     |    | 5        | ■ Rita                       |          | 2        | Security   |             |       | 1    |    |  |
| Dodge                         |    | 5        | <ul><li>Urthish</li></ul>    |          |          | 2          | Seduction   |       |      | 1  |  |
| Driving                       |    | 1        | 1 Local Expert               |          |          | 2          | Shoot       |       |      | 4  |  |
| <ul> <li>Landcraft</li> </ul> |    | 2        | • Curp                       |          | 3        | Stoic Body |             |       | 2    |    |  |
| Empathy                       |    | 3        | <ul> <li>Sangreal</li> </ul> |          |          | 1          | Stoic Mind  |       |      | 3  |  |
| Etiquette                     |    | 2        | Lore                         |          |          | 1          | Street      | wise  |      | 2  |  |
| Fight                         |    | 4        | <ul> <li>Hou.</li> </ul>     | se Masse | ri       | 2          | Surviv      | al    |      | 2  |  |
| Focus                         |    | 2        | Melee                        |          |          | 3          | Teachi      | ng    |      | 3  |  |
| Gambling                      |    | 1        | Obser                        | ve       |          | 5          | Warfa       | re    |      | 4  |  |
|                               |    |          |                              |          |          |            |             |       |      |    |  |

#### **Blessings/Curses**

Bold (2), Impetuous (-2).

## **Benefices/Afflictions**

 $\label{lem:cost:3600} Cash (Cost:3600) \ , Enemy (Cost:-2) \ , Fencing Actions (Bronze sword) (Cost:6 Manoeuvres 1, 2 and 3 Requires Melee Skill at 3) \ , Nobility (Cost:3 Knight) \ , Retinue (Cost:3) \ , Rise Rank By 2 (Cost:4) \ , Rise Rank By 4 (Cost:8) \ .$ 

### **Talents**

Impress

## Weapons

1 Azureas Blade . MELEE . WA:1 . L . R . DC:3D6+2 . STR:2 . RNG:1 . VR . £300

# Armor

Synthsilk Soft SP:3 (TO)(LA)(RA)(LL)(RL)

## **Energy Shield**

<u>Dueling</u> 10/20 Hits:15 usage:(Soft Medium - )

Persuasion

### **Shortcuts**

Avoid being hit:AGI + Dodge (11), Discern emotions:AWA + Empathy (8), Keep focused on a task:WIL + Focus (8), Give orders to subsidiaries:PRE + Leadership (12), Fencing:REF + Melee (10), Notice something:AWA + Observe (9), Convince someone with arguments:PRE + Persuasion (8), Stabilize wounds:INT + Remedy (6), Charm others:PRE + Seduction (7), Fire a ranged weapon:REF + Shoot (11), Iron will:WIL + Stoic Mind (9)

### Lifepaths

Race Urthish (140), Upbringing Grail Masseri (20), Apprenticeship Military Soldier (25), Early Career Military Command Soldier (48), Tour of Duty Fief Holder (20), Tour of Duty House Duellist (20), Tour of Duty Standard Tour of Duty (double rounds) (20), Worldly Benefits High Promotion (7).

## **Narrative**

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