

## Tessa McFinley

*Nolland's favorite officer*

Female Urthish Teutonic Major of from none Freefolk. Born in 4984 (38 years old)

Height: 176.34203cm / Weight:62.48278146868633kg

### Primary Attributes

|              |   |           |   |           |   |
|--------------|---|-----------|---|-----------|---|
| Strength     | 5 | Intellect | 8 | Tech      | 4 |
| Constitution | 4 | Willpower | 5 | Reflexes  | 7 |
| Body         | 5 | Temper    | 4 | Agility   | 3 |
| Movement     | 4 | Presence  | 8 | Awareness | 6 |

### Secondary Attributes

|            |    |         |    |           |    |          |    |
|------------|----|---------|----|-----------|----|----------|----|
| Recovery   | 9  | Stamina | 2  | Endurance | 45 | Stun     | 9  |
| Resistance | 13 | Damage  | 1  | Tolerance | 9  | Humanity | 45 |
| Passion    | 10 | Wyrd    | 15 | Speed     | 4  | Run      | 8  |

### Skills

|                            |   |                    |   |                    |   |
|----------------------------|---|--------------------|---|--------------------|---|
| Academia                   | 2 | Focus              | 3 | Navigation         | 3 |
| Athletics                  | 4 | Gambling           | 8 | Observe            | 4 |
| Bureaucracy                | 2 | Gunnery            | 3 | Persuasion         | 2 |
| Cybernetics                | 2 | Impress            | 3 | <b>Redemption</b>  | 1 |
| <b>Driving</b>             | 4 | Inquiry            | 1 | ■ <i>Tinkering</i> | 3 |
| ■ <i>Celestial Sailing</i> | 8 | Knavery            | 2 | Remedy             | 2 |
| ■ <i>Heavy Transport</i>   | 2 | <b>Linguistics</b> | 1 | Seduction          | 4 |

#### Vehicle

|                            |   |                  |   |               |   |
|----------------------------|---|------------------|---|---------------|---|
| ■ <i>Railway</i>           | 1 | ■ <i>Urthish</i> | 2 | Sensors       | 4 |
| ■ <i>Skycraft Piloting</i> | 1 | <b>Lore</b>      | 1 | Shoot         | 4 |
| Empathy                    | 3 | ■ <i>Jumpweb</i> | 3 | Streetwise    | 3 |
| Etiquette                  | 2 | Magna Carta      | 1 | Teaching      | 3 |
| Fight                      | 2 | Melee            | 1 | Think Machine | 3 |

### Blessings/Curses

Curious (2) , Nosy (-2) .

### Benefices/Afflictions

Cash (Cost:3 600 ) , Commission (Cost:3 Ensign / Apprentice / Associate / Private / Associate ) , Light Cyber Package (Cost:10 This is the benefice for getting a 10 pts cyberdevice attached to the characters body. ) , Rise Rank By 2 (Cost:4 ) .

### Talents

### Weapons

1 Dirk . MELEE . WA:0 . J . E . DC:2D6+1 . STR:2 . RNG:0 . ST . £4  
2 Hawkwood Light Blaster . P . WA:1 . J . C . DC:3D6 . Cal:n/a . ROF:1 . Clip:8 .  
RNG:30 . ST . £440

### Armor

Armored Mesh Spacesuit Medium SP:8 (HE)(TO)(LA)(RA)(LL)(RL)

### Shortcuts

Sailing a spaceship (TEC + Driving (Celestial Sailing) = 12), Charm others (PRE + Seduction = 12), Fire a ranged weapon (REF + Shoot = 11), Stabilize wounds (INT + Remedy = 10), Notice something (AWA + Observe = 10), Fill shipment border transit documents (INT + Bureaucracy = 10), Convince someone with bullshit (PRE + Knavery = 10), Convince someone with arguments (PRE + Persuasion = 10), Swimming (BOD + Athletics = 9), Prepare a legal case (INT + Magna Carta = 9), Fight/Martial Arts (REF + Fight = 9), Deduce from data (INT + Inquiry = 9), Melee (REF + Melee = 8), Keep focused on a task (WIL + Focus = 8), Fly an aircraft (REF + Driving (Skycraft Piloting) = 8), Discern emotions (AWA + Empathy = 7)

### Lifepaths

**Race** Urthish (140), **Upbringing** City (15), **Upbringing** Poor Class (5), **Apprenticeship** Guildhall Charioteers (25), **Early Career** Starship Pilot (48), **Tour of Duty** Cybernetics Touched (10), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Tour of Duty** Standard Tour (single round) (10), **Worldly Benefits** High Promotion (7).

### Narrative

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