

Kurt Puttfarken

Kurt Puttfarken is a [player character](#) played by [Compouds117](#).

Species:	Nepleslian/ Half ID-SOL
Gender:	Male
Age:	27
Height:	1.8288 Meters/ 6ft.
Weight:	170 Kilograms/ 170 pounds
Organization:	Puttfarken Manufacturing
Occupation:	Owner & Lead Designer

Physical Characteristics

- Height: 1.8288 Meters/ 6ft.
- Mass: 170 Kilograms/ 170 pounds
- Measurements:

Build and Skin Color: Kurt is white with a thin, lightly muscled body and pale skin.

Eyes and Facial Features: He has light blue eyes, a snub nose, and rounded chin.

Ears:

Hair Color and Style: Blonde hair kept in the classic hollywood hairstyle

Distinguishing Features: His nose is slightly crooked after being broken during training with his father.

Psychological Characteristics

Personality: Kurt is very serious when it comes to business. He is manipulative and will convince people to do as he wishes. He is cold and calculated when it's time to work but is a very lively and energetic person in his off time. Kurt is a very smooth talker that likes to party and will stay out all night. He is a cunning individual that spends his off time drinking and flirting with ladies.

- **Likes:** Women, Alcohol, and Money
- **Dislikes:** Smoking, Taxes, and Stubborn People
- **Goals:** To expand his business and become a billionaire

History

Family (or Creators)

Father: Eckart Puttfarken Mother: Hannah Puttfarken

Pre-RP

Kurt was born in YE 09 to Hannah and Eckart Puttfarken. They were very poor and could only afford to live in the seedy party of Funky City. His father was an ID-SOL that was a marine with the Greens and was never home much. His mother was a sweet lady that worked doing whatever jobs she could at the nearby bars. They didn't have much to eat and only had the bare essentials which is what caused Kurt to develop the desire to become rich.

His mother was mugged and killed when he was 16 and his father retired. Eckart taught his son about guns and trained him in hand to hand combat so he would be able to protect himself, which resulted in broken noses and black eyes. The during the lessons, Kurt decided that what he wanted to do was design weapons as his means to make money and used the meager amount of money he was making from his part-time job flipping burgers to take firearms design and engineering classes.

His father died during the war against the Reds after reenlisting in YE 29.

Kurt scraped together what little money he had and left for [Nepleslia Prime](#) to create an arms manufacturing company by the name of [Puttfarken Manufacturing](#) in the YE 34 at the age of 25.

Skills

Communications

Kurt is a smoother talker from living in an area where he often had to talk his way out of trouble and is capable of manipulating people of lower intelligence into doing as he wishes.

Fighting

Kurt was trained by his father in hand-to-hand combat and knife fighting in order to defend himself on the streets of Funky City while growing up.

Engineering

Kurt spent most of the money he made while in school in order to pay for firearms design and engineering classes in the city making him skilled in this area.

Mathematics

Kurt learned algebra and accounting in school along with the basics of statistics.

Rogue

Living in the slums wasn't easy. A result of which, Kurt learned the basics of blackmail, extortion, and wiretapping.

Inventory

Kurt Puttfarken has the following items:

Finances

Kurt Puttfarken is currently owner of [Puttfarken Manufacturing](#).

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
Character Data			
Character Name	Kurt Puttfarken		
Character Owner	Compouds117		
Character Status	Adoptable Player Character		

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