Arno Sforza

A drunk knight sleeping on a bar
Male Urthish of House Masseri from Severus Nobility. Born in 4966 (51 years old)
Height: 171cm / Weight:63kg

Lifepaths

Race Urthish (124), **Upbringing** Vengeful Masseri (20), **Apprenticeship** Streets Charioteers (25), **Early Career** Starship Gunner (48), **Tour of Duty** Native Psychic (20), **Tour of Duty** Standard Tour of Duty (double rounds) (20), **Race Balance** Urthish Balance (16), **Worldly Benefits** Friends (7).

Primary Attributes

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

Secondary Attributes

Recovery	9	Stamina	2	Endurance	45	Stun	9
Resistance	11	Damage	1	Tolerance	12	Humanity	60
Passion	12	Wyrd	11	Speed	4	Run	8

Skills

Academia	3	Gunnery	**5**	Persuasion	3
Acrobatics	2	Impress	2	**Redemption**	1
Athletics	3	Knavery	3	> Tinkering	2
Disguise	1	**Linguistics**	1	Remedy	2
Dodge	4	> Urthish	2	Security	1
Dogma	1	**Local Expert**	3	Sensors	1
> Sathraism	2	> Curpertino	1	Shoot	4
Driving	2	> New Odessa	2	Stoic Mind	**5**
> Celestial Sailing	3	> Sangreal	2	Streetwise	2
> Landcraft	1	**Lore**	1	Teaching	2
Empathy	1	> Jumpweb	2	Think Machine	2
Etiquette	1	Melee	2	Trading	2
Fight	2	Observe	2	Focus	2
Occult Arts	2				

Blessings/Curses

Curious (2):

Nosy (-2):

Benefices/Afflictions

Addiction (Cost:-4): Selshaka

Ally (Cost:1):

Cash (Cost:1): 100

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

Contact (Cost:1):

Gossip Network (Cost:2): Planetwide

Occult Mastery 1 (Cost:6): Main Path: Power Level 1, 2 & 3

Passage Contract (Cost:2): Tramp Freighter

Weapons

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

Armor

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

Energy Shield

Standard   10/15   Hits:10   usage:(Soft - -)

Shortcuts

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

Narrative

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