### 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

### **Primary Attributes**

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

## Secondary Attributes

Secondary	Attrib	utes						
Recovery	9	Stam	Stamina		Endurance	45	Stun	9
Resistance	11	Dam	age	1	Tolerance	12	Humanity	60
Passion	12	Wyrc	l	12	Speed	4	Run	8
Skills								
Academia		3	Gunnery		5	Occu	lt Arts	2
Acrobatics		2	Imp	ress	2	Persu	ıasion	3
Athletics		3	Knav	very	3	Rede	mption	1
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Disguise	1	Linguistics	2	<ul><li>Tinkering</li></ul>
Dodge	4	■ Rital	2	Remedy
Dogma	1	<ul><li>Urthish</li></ul>	2	Security
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Dogina	1	• Orinish	2	Security
<ul><li>Sathraism</li></ul>	2	Local Expert	3	Sensors
Driving	2	<ul><li>Curpertino</li></ul>	2	Shoot
<ul> <li>Celestial Sailing</li> </ul>	9	<ul> <li>New Odessa</li> </ul>	2	Stoic Mind
<ul> <li>Landcraft</li> </ul>	2	<ul> <li>Sangreal</li> </ul>	2	Streetwise
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<ul> <li>Landcraft</li> </ul>	2	<ul> <li>Sangreal</li> </ul>	2	Streetwise	2
Empathy	2	Lore	1	Teaching	2
Etiquette	1	<ul><li>Jumpweb</li></ul>	2	Think Machine	2
Fight	2	Melee	2	Trading	2
Focus	2	Observe	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

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

(HE)(TO)(LA)(RA)(LL)(RL)

#### Armor

Armor

### **Energy Shield**

Armored Mesh Spacesuit Medium

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

### **Shortcuts**

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

# 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), Tour of Duty Standard Tour of Duty (double rounds) (20), Race Balance Urthish Balance (16), Worldly Benefits Friends (7).

### **Narrative**

Nov. 20, 2020, 1:32 a.m.