

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), **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	6	Reflexes	8	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	12	Speed	4	Run	8

Skills

Academia	3	Gunnery	5	Occult Arts	2
Acrobatics	2	Impress	2	Persuasion	3
Athletics	3	Knavery	3	Redemption	1
Disguise	1	Linguistics	2	> <i>Tinkering</i>	2
Dodge	4	> <i>Rital</i>	2	Remedy	2
Dogma	1	> <i>Urthish</i>	2	Security	1
> <i>Sathraism</i>	2	Local Expert	3	Sensors	4
Driving	2	> <i>Curpertino</i>	2	Shoot	4
> <i>Celestial Sailing</i>	9	> <i>New Odessa</i>	2	Stoic Mind	5
> <i>Landcraft</i>	2	> <i>Sangreal</i>	2	Streetwise	2
Empathy	2	Lore	1	Teaching	2
Etiquette	1	> <i>Jumpweb</i>	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 Freightier

Weapons

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

Armor

<u>Armored Mesh Spacesuit</u>	Medium	SP:8	(HEX)TOX(LA)RAX(LLX)RL)
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Energy Shield

<u>Standard</u>	10/15	Hits:10	usage:(Soft --)
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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)

Narrative

Generated with **Dramatis Personae**

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