

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	> <i>Tinkering</i>	2
Disguise	1	Linguistics	1	Remedy	2
Dodge	4	> <i>Urthish</i>	2	Security	1
Dogma	1	Local Expert	3	Sensors	1
> <i>Sathraism</i>	2	> <i>Curpertino</i>	1	Shoot	4
Driving	2	> <i>New Odessa</i>	2	Stoic Mind	5
> <i>Celestial Sailing</i>	3	> <i>Sangreal</i>	2	Streetwise	2
> <i>Landcraft</i>	1	Lore	1	Teaching	2
Empathy	1	> <i>Jumpweb</i>	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

<u>Armored Mesh Spacesuit</u>	Medium	SP:8	(HEXTOXLAXRAXLLXRL)
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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

Generated with **Dramatis Personae**

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