# 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**

occollulary Acti ibutes									
Recovery	9	Stam	ina	2	Endurance	45	Stun	9	
Resistance	11	Dama	age	1	Tolerance	12	Humanity	60	
Passion	12	Wyrd	l	12	Speed	4	Run	8	
Skills									
Academia		3	3 Gunnery		5	Occult Arts		2	
Acrobatics		2	Impr	ess	2	Persu	ıasion	3	
Athletics		3	Knav	ery	3	Rede	mption	1	

Disguise	1	Linguistics	2	<ul><li>Tinkering</li></ul>
Dodge	4	<ul><li>Rital</li></ul>	2	Remedy
Dogma	1	<ul><li>Urthish</li></ul>	2	Security
<ul> <li>Sathraism</li> </ul>	2	Local Eypert	2	Sensors

2

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2	<ul> <li>Curpertino</li> </ul>	2	Shoot	4
9	<ul><li>New Odessa</li></ul>	2	Stoic Mind	5
2	<ul> <li>Sangreal</li> </ul>	2	Streetwise	2
2	Lore	1	Teaching	2
1	<ul><li>Jumpweb</li></ul>	2	Think Machine	2
		<ul><li>9 • New Odessa</li><li>2 • Sangreal</li><li>2 Lore</li></ul>	9 • New Odessa 2 2 • Sangreal 2 2 Lore 1	9 ■ New Odessa 2 Stoic Mind 2 ■ Sangreal 2 Streetwise 2 Lore 1 Teaching

Etiquette 1 • Jumpweb 2 Think Machine
Fight 2 Melee 2 Trading
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).

# **Talents**

#### Weapons

1 "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 (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 (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**