

PORTRAIT		IDENTITY				MISCELLANEOUS				180 POINTS																																																																																																													
		✂ NAME		Faryth		CREATED		Jul 24, 2024, 11:01 PM		5 UNSPENT																																																																																																													
		TITLE				MODIFIED		Apr 16, 2025, 7:17 PM		0 ANCESTRY																																																																																																													
		ORGANIZATION		YFRLD		PLAYER		Guido		65 ATTRIBUTES																																																																																																													
		DESCRIPTION								85 ADVANTAGES																																																																																																													
		✂ GENDER		Female		✂ HEIGHT		1.65 m		✂ HAIR		Black																																																																																																											
✂ AGE		25		✂ WEIGHT		90 kg		✂ EYES		Blue																																																																																																													
✂ BIRTHDAY				SIZE		+0		✂ SKIN		Tan																																																																																																													
RELIGION				TL		(5+1)		✂ HAND		Left																																																																																																													
										-26 DISADVANTAGES																																																																																																													
										-1 QUIRKS																																																																																																													
										52 SKILLS																																																																																																													
										0 SPELLS																																																																																																													
PRIMARY ATTRIBUTES				SECONDARY ATTRIBUTES				HUMANOID				ENCUMBRANCE, MOVE & DODGE																																																																																																											
[10] 11 STRENGTH (ST)				[15] 13 WILL				ROLL		LOCATION		DR		LEVEL		MAX LOAD		MOVE		DODGE																																																																																																			
[40] 12 DEXTERITY (DX)				[0] 9 KEUM (KE)				3-4		EYES		-9		0		0 NONE		12 kg		5		9																																																																																																	
[0] 10 INTELLIGENCE (IQ)				8 GRIT				5		SKULL		-7		2		1 LIGHT		24 kg		4		8																																																																																																	
[0] 10 HEALTH (HT)				Senses				6-7		FACE		-5		0		2 MEDIUM		36 kg		3		7																																																																																																	
BASIC DAMAGE				[0] 10 PERCEPTION (PER)				8		RIGHT LEG		-2		0		3 HEAVY		72 kg		2		6																																																																																																	
1d-1 BASIC THRUST				[0] 10 VISION				9-10		RIGHT ARM		-2		5		4 X-HEAVY		120 kg		1		5																																																																																																	
1d+1 BASIC SWING				[0] 10 HEARING				11		TORSO		+0		0		LIFTING & MOVING THINGS																																																																																																							
				[0] 10 TASTE & SMELL				12		GROIN		-3		0		12 kg BASIC LIFT																																																																																																							
				[0] 10 TOUCH				13-14		LEFT ARM		-2		5		24 kg ONE-HANDED LIFT																																																																																																							
				Movement				15		LEFT LEG		-2		0		96 kg TWO-HANDED LIFT																																																																																																							
				[0] 5.5 BASIC SPEED				16		HAND		-4		5		144 kg SHOVE & KNOCK OVER																																																																																																							
				[0] 5 BASIC MOVE				17-18		FOOT		-4		0		288 kg RUNNING SHOVE & KNOCK OVER																																																																																																							
										NECK		-5		0		180 kg CARRY ON BACK																																																																																																							
										VITALS		-3		0		600 kg SHIFT SLIGHTLY																																																																																																							
POINT POOLS																																																																																																																							
[0] 10 OF 10 FP [RESTED]																																																																																																																							
[0] 11 OF 11 HP [HEALTHY]																																																																																																																							
[0] 9 OF 9 KP [HARMONICAL]																																																																																																																							
REACTION										CONDITION																																																																																																													
+1 from others aware of your reputation										+3 on all HT rolls to avoid knockdown and stunning																																																																																																													
+6 from those attracted to members of your sex, +2 from everyone else. Exception: Members of the same sex with reason to dislike you (more than -4 in reaction penalties regardless of bonuses) resent your good looks and react at -2 instead.										+6 on all IQ rolls to wake up or to recover from surprise or mental stun																																																																																																													
										+1 to initiative rolls for your side (+2 if you are the leader)																																																																																																													
										+3 to resist torture																																																																																																													
MELEE WEAPON										USAGE										SL										PARRY										BLOCK										DAMAGE										REACH										ST																																																	
Dagger										Thrust										8										7										No										1d-1 imp										C										5																																																	
Arm ST 2																																																																																																																							
Natural Attacks										Bite										12										No										No										1d-2 cr										C																																																											
Natural Attacks										Kick										11										No										No										1d+1 cr										C,1																																																											
Natural Attacks										Punch										13										10										No										1d+1 cr										C																																																											
Arm ST 2																																																																																																																							
Natural Attacks										Slam										12										No										No										1d-3 cr										C																																																											
Revolver, .38										Pistol-Whip										15										11										No										1d cr										C																																																											
Arm ST 2																																																																																																																							
RANGED WEAPON										USAGE										SL										ACC										DAMAGE										RANGE										RoF										SHOTS										BULK										RECOIL										ST																			
Dagger										Thrown										11										0										1d-1 imp										5/11										1										T										-1																				5																			
Arm ST 2																																																																																																																							
Revolver, .38																				15										2										2d-1 pi										120/1,500										3										6(3i)										-2										2										8																			
TRAIT										PTS										SKILL / TECHNIQUE										SL										RSL										PTS																																																																					
Advantages										73										Acrobatics										13										DX+1										8										B174+																																																											
Ambidexterity										5										Airshipman										10										IQ										1										B185																																																											
Appearance										16										Apparatus Operation (Communications)										10										IQ										2										B189																																																											
Very Beautiful																																																																																																																							
Arm ST 2										10										Artist (Painting)										10										IQ										4										B179																																																											
Only applies to efforts to lift, throw, or attack with those arms or hands. If a task requires multiple hands and they don't have the same ST, use the average ST.																				Climbing										13										DX+1										4										B183																																																											
																				Diplomacy										10										IQ										4										B187																																																											
																				First Aid										10										IQ										1										B195																																																											
Combat Reflexes										15										Guns (Pistol)										15										DX+3										8										B198																																																											
Never freeze																				Jumping										12										DX										1										B203+																																																											
Good Reputation 1										1										Karate										13										DX+1										8										B203+																																																											
People Affected (Caravana Terrien); Recognized all the time																				Mechanic (Robotics)										11										IQ+1										4										B207																																																											

TRAIT		Pts		SKILL / TECHNIQUE		SL	RSL	Pts	
High Pain Threshold		10	B59	Observation		9	Per-1	1	B211
Luck 🎲		15	B66+	Piloting (Contragravity)		11	DX-1	1	B214
Usable once per hour of play				Stealth		11	DX-1	1	B222
Pistol-Fist (Pistol)		1	PU2:6	Throwing		11	DX-1	1	B226
✔ Culture		8		Tracking		9	Per-1	1	B226
Cultural Familiarity (Te'karn) 🎲		0	B23	Driving (Automobile)		12	DX	2	B188
Language: Ama'kon 🎲		4	B24						
Spoken (Accented); Written (Accented)									
Language: Amate'karn 🎲		0	B24						
Native; Spoken (Native); Written (Native)									
Language: PARC 🎲		4	B24						
Spoken (Accented); Written (Accented)									
✔ Cybernetics (Upgraded) Meta 🎲		4	B46						
Both Arms									
Damage Resistance 5		10	B47+						
Electrical		-8	B134						
✔ Machine Meta		10	B263						
Injury Tolerance 🎲		10	B60						
No Blood (Do not bleed, unaffected by blood-borne toxins, immune to attacks that rely on cutting off blood to part of your body); Unliving (Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5)									
Resistant 🎲		12	B81						
Metabolic Hazards; Immunity									
Unhealing (Total)		-12	B160						
Wears out instead of aging		0	B263						
Maintenance 🎲		-3	B143						
People Required: 1; Frequency: Every other day									
Numb		-8	B146						
Reduced Consumption 3 🎲		3	B80						
7 day fuel reserve, refill once/week									
Separate Attributes 🎲		0							
HT 12, HP 8 (each arm), HP 10 (each leg); Suffer a penalty to DX equal to the Pain level it would be suffering from its damage.									
✔ Disadvantages		-27							
Cannot Float		-1	B165						
Chronic Pain 🎲		-12	B126						
2.5 hour interval; FR: 9; Severe (-4 to DX, IQ, and self-control rolls)									
No Arms 🎲		-14							
Mitigator (Cybernetics (durable, weekly refuel))									
You cannot wield anything, or perform any task that requires one or two arms									
✔ Te'karn Ancestry		0							
Natural Attacks		0	B271						

✔	#	CARRIED EQUIPMENT (1.125 kg; \$420)	USES	TL	LC	📦	🛒	📦📦	📦🛒	📦📦📦	📦🛒📦
✔	1	Dagger		1		20	0.125 kg	20	0.125 kg		B272
✔	1	Revolver, .38		6	3	400	1 kg	400	1 kg		B278

#	OTHER EQUIPMENT (0.5 kg; \$5)		USES	TL	LC	📦	🛒	📦📦	📦🛒	📦📦📦	📦🛒📦
1	Personal Basics 🎲			0		5	0.5 kg	5	0.5 kg		B288
Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc.. as TL permits.											