Portrait	IDENTITY						Miscellaneous					163 Points 🗹			
TONTRAIT								CREATED Jul 24, 2024, 11:01 PM				1 DM	8 UNSPENT		
	NAME Faryth						_ 11						O ANCE		
	ORGANIZATION								DIFIED Jan 22, 2025, 7:32 PM AYER Guido				65 ATTRIBUTES		
								E/ (TE	it Guit				74 ADVA		
	32 0		DESCRIPTION				7.0° I	Lua Dia	ماد			OVANTAGES			
	☐ GENDER Female ☐ AGE 25					1.65 m				HAIR Bla			-1 Quiri		
	→ AGE A BIRTHDAY				SIZE +0			SKIN Tan SKIN Tan			45 SKILL	.s			
	RELIGION	Julie 6		,		(5+1)				AND Let			0 SPELI	LS	
The state of the s									24						
PRIMARY ATTRIBUTES	SECONDARY A	TTRIBUTES				ANOID					UMBRAN	ICE, MOVE			
	[15] 13 WILL		Rol		OCAT	10N -9	DR	÷	A (LEVEL			AD MO		
[40] 12 DEXTERITY (DX)	8 GRIT		3-4	Eyes Skui		-9 -7	0			None Light		12 k 24 k		5 9 4 8	
[0] 10 INTELLIGENCE (IQ)	10 KEUM		5	FACE		-7 -5	0		ll .	MEDIU	M	36 k	_	4 8 3 7	
[0] 10 HEALTH (HT)	Sen		6-7		- IT LE		0			HEAVY	VI	72 k	_	2 6	
Basic Damage		EPTION (PER)	8		IT AR	-	3		ll .	X-HEA	VY	120	_	1 5	
1d-1 Basic Thrust			9-10			+0	0							. 0	
1d+1 Basic Swing	[0] 10 HEARING [0] 10 TASTE & SMELL		11 GROI			-3	0			LIFTING & MOVING			5 I HINGS		
	[0] 10 Taste & SMELL		12 LEFT		ARN	и -2	3	3		12 kg Basic Lift 24 kg One-Handed I			-		
	Ø — Move		13-1	14 LEFT	LEG	-2	0			_		ANDED LIF			
	[0] 5.5 Basic		15	Han	D	-4	3					& KNOCK			
	[0] 5 BASIC		16	Foo	Т	-4	0		ll .	•		IG SHOVE		OVER	
		IVIOVE	17-1	18 NEC	K	-5	0					On Back	A INIOCK	OVER	
POINT POOLS			1	VITA	LS	-3	0		II .	600 kg					
[0] 10 OF 10 FP [RESTED]			1							occ ng		22.02.			
[0] 11 OF 11 HP [HEALTH	YJ														
±	REACTION				±						NDITION				
+6 from those attracted							lls to avoid knockdown and stunning								
everyone else. Exception: Members of the sam reason to dislike you (more than -4 in reaction								Q rolls to wake up or to recover from surprise or I stun							
regardless of bonus	•							istun iative rolls for your side (+2 if you are the leader)							
at -2 instead.	,	. g						t torture							
	MELEE WEAPON				l	JSAGE	5	SL	Parr	y Blo	OCK	Damage	Reaci	н ST	
Dagger 🖪					Thru	ust	8		7	No	1	ld-1 imp	С	5	
Arm ST 2					.			_							
Natural Attacks					Bite Kick		12		No	No No		ld-2 cr ld+1 cr	C		
Natural Attacks Natural Attacks					Pun		13		No 10	No		ld+1 cr	C,1		
Arm ST 2					ı uıı	ICII	١,	,	10	140	· ·	iu i ci			
Natural Attacks					Slar	n	12	2	No	No	1	ld-3 cr	С		
Revolver, .38 🖪					Pist	tol-Whip	p 1	5	11	No	1	ld cr	С		
Arm ST 2			01							2 5				OT	
RANGED WEAPO	N	Usage Thrown	SL 11	Acc 0	_	AMAGE -1 imp	5/1	RANGE	1		Sнотѕ	Bulk -1	Recoi	L ST	
Dagger ☐ Arm ST 2		THIOWH	• •	U	ıu.	-ı illip	3/ 1	•	_ '	'		-1		3	
Revolver, .38			15	2	2d-	-1 pi	120	0/1,50	00 3	6	(3i)	-2	2	8	
Trai	T		Pts			(SKILL	/ Teci	HNIQUE		SL	RSL	Pts		
Advantages			66			Acrol					13		8	B174+	
Ambidexterity			5 <u>B39</u>			Artist (Painting			J)		10		4		
Appearance 🖪			16	<u>B21</u>		Climbing				13		4			
Very Beautiful Arm ST 2			10	B40		Diplo					10		4		
Only applies to efforts to lift, throw, or attack with			10	10 <u>B40</u>		First Aid Guns (Pistol)					10 15	-	1 8		
those arms or hands. If a task requires multiple			15 <u>B43</u>			Jumping					12		1		
hands and they don't have the same ST, use the						Karat		~			13		8		
average ST. Combat Reflexes 🖪								nic (Robotics)			1		4		
Never freeze						Observation						Per-1	1		
			4	<u>B46</u>		Throv	_				11		1		
Both Arms				D 47:		Tracking					Ġ	Per-1	1		
Damage Resistance 3			6 -8	B47+ B134		Defaults Stoolth					_	7 DV 5	0	Paga	

Trait	Ртѕ		Skill / Technique	SL	RSL	Ртѕ	
High Pain Threshold		B59	Swimming	6	HT-4		B224
Never suffer shock penalties when injured		<u> </u>	Swimining		111 4	0	<u> </u>
✓ Machine Meta		B263					
Injury Tolerance ■		B60					
No Blood (Do not bleed, unaffected by		300					
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 ⊟		B81					
Metabolic Hazards; Immunity		<u> </u>					
Unhealing (Total)		B160					
Wears out instead of aging		B263					
Maintenance 🖪		B143					
People Required: 1; Frequency: Every other	-3	21.10					
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 HP it is							
missing when using a damaged limb. Luck ⊟		B66+					
Usable once per hour of play	15	<u> </u>					
Pistol-Fist (Pistol)		PU2:6					
⊘ Culture	1 8						
Cultural Familiarity (Te'karn)	0	B23					
Language: Ama'kon 🖪		B24					
Spoken (Accented); Written (Accented)							
Language: Amate'karn 🖪	0	<u>B24</u>					
Native; Spoken (Native); Written (Native)							
Language: PARC 🖪	4	<u>B24</u>					
Spoken (Accented); Written (Accented)							
Disadvantages	-29						
Cannot Float	-1	B165					
Chronic Pain	-12	<u>B126</u>					
2.5 hour interval; FR: 9; Severe (-4 to DX, IQ, and self-control rolls)							
No Arms	-16						
Mitigator (Cybernetics)							
You cannot wield anything, or perform any task							
that requires one or two arms							
Natural Attacks		<u>B271</u>					
✓ # CARRIED EQUIPMENT (1.125 KG; S)	\$420)		Uses TL LC 🚅 🖺	*	} 3 *	\$≜	
✓ 1 Dagger			1 20 0.125	kg	20 0	.125 kg	B272
✓ 1 Revolver, .38			6 3 400 1 1	_	400	1 kg	
# OTHER EQUIPMENT (0.5 KG; \$5)		Uses TL LC 😂	^	\$	\$ A	Ţ
1 Personal Basics ∃				kg	5	0.5 kg	B288
Minimum gear for camping: -2 to any Survival roll wi						J	
utensils, tinderbox or flint and steel, towel, etc., as T	L permits	S.					