Portrait	IDENTITY						Miscellaneous				161 Points 🗹			
NAME Faryth							CREATED Jul 24, 2024, 11:01 P			1 PM	_			
TITLE ORGANIZATION							Modified Jan 19, 2025, 5					ANCEST		
								Guido	•		65	ATTRIB	JTES	
( )				Г	ESCRIPTION						74	ADVAN <sup>-</sup>	TAGES	
	ℷՀ GENDER	Female			энт <b>1.65 m</b>	<u> </u>		>\$ H∆IR	Black		-28	DISADV	ANTAGES	
	⇒\$ AGE				энт <b>90 kg</b>	•			Blue			Quirks		
	→ BIRTHDAY				SIZE +0				Tan		45	Skills		
	RELIGION				TL (5+1)			X HAND	Left		0	SPELLS		
PRIMARY ATTRIBUTES	SECONDARY A	TTDIDLITES			Humanoid			Encumbrance, Mo				NE & Doboe		
[10] 11 STRENGTH (ST)	SECONDARY ATTRIBUTES  [15] 13 WILL RO						â				Max Load Move Dodg			
[40] 12 DEXTERITY (DX)	10 KEUM		INOL	Eyes		DR 0		0 N			2 kg	5	9	
[0] 10 INTELLIGENCE (IQ)	_	ises	3-4	Sku		2		1 Lı			1 kg	4	8	
[0] 10 HEALTH (HT)	-	EPTION (PER)	5	Fac		0		2 M	EDIUM		i kg	3	7	
Basic Damage	[0] <b>10</b> Visio	, ,	6-7	Righ	IT LEG -2	0		3 H	EAVY	72	2 kg	2	6	
	[0] <b>10</b> HEAR		8	Rigi	т <b>А</b> RM <b>-2</b>	3		4 X	HEAVY	120	) kg	1	5	
1d-1 BASIC THRUST		E & SMELL	9-10	) Tor	so <b>+0</b>	0		LIFTING & MC		Movini	g Тні	NGS		
1d+1 Basic Swing	[0] <b>10</b> Touc	CH	11	Gro	ın <b>-3</b>	0		12 kg Basic Lift						
	<b>⊘</b> Move	ement	12		ARM -2	3			kg ONE-H		IFT			
	[0] <b>5.5</b> Basic	SPEED	13-1		LEG <b>-2</b>	0			kg Two-H					
	[0] <b>5</b> Basic	C Move	15	Han		3		144	kg Shove	& Knoc	κ Ονι	ΕR		
Point	Pools		16	Foo		0		288	kg Runnin	ig Shovi	E & K	поск О	VER	
POINT POOLS  [0] 10 OF 10 FP [RESTED]			17-1			0		180	kg Carry	On Bac	K			
[0] 11 OF 11 HP [HEALTH	_			VITA	LS <b>-3</b>	0		600	kg Shift	SLIGHTLY	′			
	REACTION				1				Condition					
± +6 from those attracte		of vour sex	+2 fr	om	± +3 on a	all HT	T rolls	to avoid	knockdow		stunr	nina		
everyone else. Exce					11								e or	
reason to dislike yo	•						I IQ rolls to wake up or to recover from surprise or all stun							
regardless of bonus	ses) resent you	ır good look	s and	react	+1 to i	nitiat	ive ro	lls for vo	ur side (+2	if you	are t	he lead	ler)	
at -2 instead.										, , , , ,			,	
					+3 to r	esist	tortu	re	·	·			·	
N	√elee Weapon				+3 to r	esist S	tortu	re Parry	Вьоск	Dамаg	<b>E</b> ,	REACH	ST	
Dagger <b>□</b>	Melee Weapon				+3 to r	esist	tortu	re Parry	Вьоск	·	<b>E</b> ,		·	
N	Melee Weapon				+3 to r	esist S	tortui SL 7	PARRY	Block No	Dамаg	<b>E</b> ,	)	ST	
Dagger 日 Arm ST 2 Natural Attacks Natural Attacks	Melee Weapon				+3 to r USAGE Thrust Bite Kick	8 8 12	tortui	PARRY 7 No	BLOCK No No	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr	E (	C C,1	ST	
Dagger  Arm ST 2 Natural Attacks Natural Attacks Natural Attacks	Melee Weapon				+3 to r USAGE Thrust Bite	esist 8 8	tortui	PARRY 7 No	BLOCK No No	DAMAGE 1d-1 im 1d-2 cr	E (	C C,1	ST	
Dagger  Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Arm ST 2	Melee Weapon				+3 to r USAGE Thrust Bite Kick Punch	8 8 12 11 13	5L 7 2 N 1 N 3 1	PARRY  NO NO NO	BLOCK No No No No	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr	E () () () () ()	) ) ),1 )	ST	
Dagger  Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks	Melee Weapon				+3 to r USAGE Thrust Bite Kick Punch Slam	8 12 11 13 12 12 12 12 12 12 12 12 12 12 12 12 12	7722 N 11 N 13 1	PARRY    NO  NO  NO  NO  NO	BLOCK NO NO NO NO	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr	E () () () () ()	;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;	ST	
Dagger  Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Arm ST 2	Melee Weapon				+3 to r USAGE Thrust Bite Kick Punch	8 12 11 13 12 12 12 12 12 12 12 12 12 12 12 12 12	7722 N 11 N 13 1	PARRY    NO  NO  NO  NO  NO	BLOCK NO NO NO NO	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr	E () () () () ()	;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;	ST	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38		USAGE	SL	Acc	+3 to r USAGE Thrust Bite Kick Punch Slam	8 12 11 13 12 p 15 R	tortul	PARRY    NO  NO  NO  NO  NO	BLOCK NO NO NO NO	DAMAGI 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr	E () () () () () ()	;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;	ST	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2 RANGED WEAPO Dagger			SL 11		+3 to r  USAGE Thrust  Bite Kick Punch Slam Pistol-Whip	8 12 11 13 12 p 15	tortul	PARRY  NO NO NO 10 NO 11	BLOCK NO NO NO NO NO NO NO NO	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr	E () () () () () ()	C C,1 C	ST 5	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2  RANGED WEAPO Dagger Arm ST 2		Thrown	11	Acc 0	+3 to r USAGE Thrust Bite Kick Punch Slam Pistol-Whip  DAMAGE 1d-1 imp	esist 8 8 12 11 13 12 p 15 R	7722 N 1 N 3 1 2 N 5 1	PARRY  NO NO NO 10 RoF 1	BLOCK NO NO NO NO NO NO T SHOTS T	DAMAGI 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr		CO,1	ST 5	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2  RANGED WEAPO Dagger Arm ST 2 Revolver, .38	NO	Thrown	11 15	Acc 0 2	+3 to r  USAGE Thrust  Bite Kick Punch Slam Pistol-Whip  DAMAGE 1d-1 imp	8 12 11 13 12 P 15 12	tortui SL 7 2 N 1 N 3 1 2 N 5 1 8 RANGE 1	PARRY   NO NO NO 10 RoF 1 100 3	BLOCK NO NO NO NO NO NO T SHOTS T 6(3i)	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr BULK -1	( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( (	CO,1	ST 5 5 8	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2  RANGED WEAPO Dagger Arm ST 2 Revolver, .38	NO	Thrown	11 15 Ртѕ	Acc 0	+3 to r USAGE Thrust Bite Kick Punch Slam Pistol-Whip  DAMAGE 1d-1 imp 2d-1 pi	esist  8  12 11 13 12 p 15  R 5/1 120 SKILL	2 N 1 N 1 N 1 N 2 N 2 N 2 N 5 1 0/1,50	PARRY   NO NO NO 10 RoF 1 100 3	BLOCK NO NO NO NO NO NO T SHOTS T 6(3i) SL	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr BULK -1	(( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( (	CO,1	ST 5 8	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2  RANGED WEAPO Dagger Arm ST 2 Revolver, .38  TRAI  Advantages	NO	Thrown	11 15 PTS 66	Acc 0 2	+3 to r  USAGE Thrust  Bite Kick Punch Slam Pistol-Whip  DAMAGE 1d-1 imp  2d-1 pi  Acrol	8 8 12 11 13 12 p 15 12 0 SKILL , batics	2 N 1 N 3 1 2 N 2 N 5 1 2 N 7 TECH 5	PARRY  NO NO NO 10 ROF 1 1 ROF 1 3 INIQUE	BLOCK NO NO NO NO NO SHOTS T 6(3i) SL	DAMAGI 1d-1 im 1d-2 cr 1d+1 cr 1d-3 cr 1d cr BULK -1 -2 RSI 3 DX+	(( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( (	C C C C C C C C C C C C C C C C C C C	ST 5 8 B174+	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2  RANGED WEAPO Dagger Arm ST 2 Revolver, .38	NO	Thrown	11 15 Ртѕ	Acc 0 2	+3 to r  USAGE Thrust  Bite Kick Punch Slam Pistol-Whip  DAMAGE 1d-1 imp  2d-1 pi  Acrol	8 12 11 13 12 p 15 12 0 SKILL , batics t (Pai	2 N 1 N 1 N 1 N 2 N 2 N 2 N 5 1 0/1,50	PARRY  NO NO NO 10 ROF 1 1 ROF 1 3 INIQUE	BLOCK NO NO NO NO NO NO T SHOTS T 6(3i) SL	DAMAGI 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr  BULk -1 -2 RSI 3 DX+ 0 IQ	(C) (C) (C) (D) (C) (C) (C) (C) (C) (C) (C) (C) (C) (C	RECOIL PTS 8 4	ST 5 8 B174+ B179	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2 RANGED WEAPO Dagger Arm ST 2 Revolver, .38  TRAI  Advantages Ambidexterity Appearance Very Beautiful	NO	Thrown	11 15 PTS 66 5 16	Acc 0 2 B39 B21	+3 to r  USAGE Thrust  Bite Kick Punch Slam Pistol-Whip  DAMAGE 1d-1 imp  2d-1 pi  Acrol Artist Climb Diplo	8 12 11 13 12 5/1 120 SKILL / batics t (Pailoing macy	2 N 1 N 3 1 2 N 5 1 2 N 7 TECH 5 inting)	PARRY  NO NO NO 10 ROF 1 1 ROF 1 3 INIQUE	BLOCK NO NO NO NO NO NO SHOTS T 6(3i) 11 11 11	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr 1d cr  BULK -1 -2 RS 3 DX+ 0 IQ 3 DX+ 0 IQ	(C) (C) (C) (D) (C) (C) (C) (C) (C) (C) (C) (C) (C) (C	RECOIL PTS 8 4 4	ST 5 8 B174+ B179 B183 B187	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2 RANGED WEAPO Dagger Arm ST 2 Revolver, .38  TRAI  Advantages Ambidexterity Appearance Very Beautiful Arm ST 2	)N	Thrown	11 15 PTS 66 5	Acc 0 2 B39	+3 to r  USAGE Thrust  Bite Kick Punch Slam Pistol-Whip  DAMAGE 1d-1 imp  2d-1 pi  Acrol Artist Climb Diplo First	8 12 11 13 12 p 15 SKILL / batics t (Pai bing macy Aid	2 N 1 N 3 1 2 N 5 1 2 N 7 TECH 5 inting)	PARRY  NO NO NO 10 ROF 1 1 ROF 1 3 INIQUE	BLOCK NO NO NO NO NO NO SHOTS T 6(3i) SL 11 11 11 11 11 11	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr  BULK -1 -2 RSI 3 DX+ 0 IQ 0 IQ 0 IQ	2 2 1 1	PTS 8 4 4 4 1	ST 5 8 B174+ B179 B183 B187 B195	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2 RANGED WEAPO Dagger Arm ST 2 Revolver, .38  TRAI  Advantages Ambidexterity Appearance Very Beautiful Arm ST 2 Only applies to efforts	on T to lift, throw, or a	Thrown ttack with	11 15 PTS 66 5 16	Acc 0 2 B39 B21	+3 to r  USAGE Thrust  Bite Kick Punch Slam Pistol-Whip  DAMAGE 1d-1 imp  2d-1 pi  Acrol Artist Climb Diplo First Guns	8 12 11 13 12 15 15 15 15 15 15 15 15 15 15 15 15 15	2 N 1 N 3 1 2 N 5 1 2 N 7 TECH 5 inting)	PARRY  NO NO NO 10 ROF 1 1 ROF 1 3 INIQUE	BLOCK NO NO NO NO NO NO SHOTS T 6(3i) SL 11 11 11 11 11 11	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr  BULk -1 -2 RS 3 DX+ 0 IQ 0 IQ 0 IQ 5 DX+	2 2 1 1	PTS 8 4 4 1 8	ST 5 8 8 B174+ B179 B183 B187 B195 B198	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2 RANGED WEAPO Dagger Arm ST 2 Revolver, .38  TRAI  Advantages Ambidexterity Appearance Very Beautiful Arm ST 2 Only applies to efforts those arms or hands. I hands and they don't hands and they don't hands	on to lift, throw, or a lf a task requires	Thrown ttack with multiple	11 15 PTS 66 5 16	Acc 0 2 B39 B21	+3 to r  USAGE Thrust  Bite Kick Punch  Slam Pistol-Whip  DAMAGE 1d-1 imp  2d-1 pi  Acrol Artist Climb Diplo First Guns Jump	8 12 11 13 12 p 15 SKILL / batics t (Pai bing macy Aid (Pist bing	2 N 1 N 3 1 2 N 5 1 2 N 7 TECH 5 inting)	PARRY  NO NO NO 10 ROF 1 1 ROF 1 3 INIQUE	BLOCK NO NO NO NO NO NO SHOTS T 6(3i) SL 11 11 11 11 11 11 11	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr  RS 3 DX+ 0 IQ 0 IQ 0 IQ 5 DX+ 2 DX	(( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( ( (	PTS 8 4 4 4 1 8 1	ST 5 8 8 B174+ B179 B183 B187 B195 B198 B203+	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2 RANGED WEAPO Dagger Arm ST 2 Revolver, .38  TRAI  Advantages Ambidexterity Appearance Very Beautiful Arm ST 2 Only applies to efforts those arms or hands. I hands and they don't haverage ST.	to lift, throw, or a lf a task requires have the same ST	Thrown ttack with multiple	11 15 PTS 66 5 16	Acc 0 2 B39 B21 B40	+3 to r  USAGE Thrust  Bite Kick Punch  Slam Pistol-Whip  DAMAGE 1d-1 imp  2d-1 pi  Acrol Artist Climb Diplo First Guns Jump Karat	8 8 12 11 13 12 15 15 15 15 15 15 15 15 15 15 15 15 15	2 N 1 N 3 1 2 N 2 N 5 1 2 N 7 TECH 5 inting)	PARRY  NO NO NO 10 ROF 1 1 ROF 1 NIQUE	BLOCK NO NO NO NO NO SHOTS T 6(3i) SL 11 11 11 11 11 11 11 11 11 11 11 11 11	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr  BULK -1 -2 RS 3 DX+ 0 IQ 3 DX+ 0 IQ 0 IQ 5 DX+ 2 DX 3 DX+	(C)	PTS 8 4 4 1 8 1 8	ST 5 8 B174+ B179 B183 B187 B195 B198 B203+ B203+	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2 RANGED WEAPO Dagger Arm ST 2 Revolver, .38  TRAI  Advantages Ambidexterity Appearance Very Beautiful Arm ST 2 Only applies to efforts those arms or hands. I hands and they don't hands and they don't hands	to lift, throw, or a lf a task requires have the same ST	Thrown ttack with multiple	11 15 PTS 66 5 16	Acc 0 2 B39 B21	+3 to r  USAGE Thrust  Bite Kick Punch  Slam Pistol-Whip  DAMAGE 1d-1 imp  2d-1 pi  Acrol Artist Climb Diplo First Guns Jump Karat	8 12 11 13 12 15 12 16 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18	2 N 1 N 3 1 2 N 1 N 3 1 2 N 5 1 0/1,50 / Tech sinting)	PARRY  NO NO NO 10 ROF 1 1 ROF 1 NIQUE	BLOCK NO NO NO NO NO NO SHOTS T 6(3i) 11 11 11 11 11 11 11 11 11 11 11 11 11	DAMAGI 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr  BULK -1 -2 RS 3 DX+ 0 IQ 0 IQ 0 IQ 0 DX+ 2 DX 3 DX+ 1 IQ+1	(C)	PTS 8 4 4 1 8 1 8 4	ST 5 8 B174+ B179 B183 B187 B195 B198 B203+ B207	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2 RANGED WEAPO Dagger Arm ST 2 Revolver, .38  TRAI  Advantages Ambidexterity Appearance Very Beautiful Arm ST 2 Only applies to efforts those arms or hands. I hands and they don't haverage ST. Combat Reflexes	to lift, throw, or a lf a task requires in ave the same ST,	Thrown ttack with multiple	11 15 PTS 66 5 16	Acc 0 2 B39 B21 B40	+3 to r  USAGE Thrust  Bite Kick Punch  Slam Pistol-Whip  DAMAGE 1d-1 imp  2d-1 pi  Acrol Artist Climb Diplo First Guns Jump Karat Mech	8 12 11 13 12 12 15 12 16 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18	2 N 1 N 3 1 2 N 1 N 3 1 2 N 5 1 0/1,50 / Tech sinting)	PARRY  NO NO NO 10 ROF 1 1 ROF 1 NIQUE	BLOCK NO NO NO NO NO NO SHOTS T 6(3i) 11 11 11 11 11 11 11 11 11 11 11 11 11	DAMAGI 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr  BULk -1 -2 RS 3 DX+ 0 IQ 0 IQ 0 IQ 0 IQ 5 DX+ 2 DX 3 DX+ 1 IQ+ 9 Per-	(C)	PTS 8 4 4 1 8 1 8 4	ST 5 8 B174+ B179 B183 B187 B195 B198 B203+ B203+	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2 RANGED WEAPO Dagger Arm ST 2 Revolver, .38  TRAI  Arm ST 2 Revolver, .38  TRAI  Arm ST 2 Revolver, .38  TRAI  Only applies to efforts those arms or hands. I hands and they don't haverage ST. Combat Reflexes I Never freeze Cybernetics (Basic Both Arms	to lift, throw, or a if a task requires have the same ST	Thrown ttack with multiple	11 15 PTS 66 5 16 10	Acc 0 2 B39 B21 B40 B43	+3 to r  USAGE Thrust  Bite Kick Punch Slam Pistol-Whip  DAMAGE 1d-1 imp  2d-1 pi  Acrol Artist Climb Diplo First Guns Jump Karat Mech Obse Throy Track	8 12 11 13 12 15 12 16 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18	2 N 1 N 3 1 2 N 1 N 3 1 2 N 5 1 0/1,50 / Tech sinting)	PARRY  NO NO NO 10 ROF 1 1 ROF 1 NIQUE	BLOCK NO NO NO NO NO NO SHOTS T 6(3i) SL 11 11 11 11 11 11 11 11 11 11 11 11 11	DAMAGI 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr  BULk -1 -2 RS 3 DX+ 0 IQ 0 IQ 0 IQ 0 IQ 5 DX+ 2 DX 3 DX+ 1 IQ+ 9 Per-	2 2 1 1 1 1	PTS 8 4 4 1 8 1 8 4 1 1 1 1	ST 5 8 8 B174+ B179 B183 B187 B195 B198 B203+ B207 B211	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2 RANGED WEAPO Dagger Arm ST 2 Revolver, .38  TRAI  Arm ST 2 Revolver, .38  TRAI  Arm ST 2 Revolver, .38  TRAI  Only applies to efforts those arms or hands. I hands and they don't haverage ST. Combat Reflexes I Never freeze Cybernetics (Basic Both Arms Damage Resista	to lift, throw, or a if a task requires have the same ST	Thrown ttack with multiple	11 15 PTS 66 5 16 10	Acc 0 2 B39 B21 B40 B43 B46 B47+	H3 to r  USAGE Thrust  Bite Kick Punch  Slam Pistol-Whip  DAMAGE 1d-1 imp  2d-1 pi  Acrol Artist Climb Diplo First Guns Jump Karat Mech Obse Throw Track	8 12 11 13 12 12 12 12 12 12 12 12 13 14 15 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18	tortui  Latertui  Latertui	PARRY  NO NO NO 10 ROF 1 1 ROF 1 NIQUE	BLOCK NO NO NO NO NO NO SHOTS T 6(3i) SL 11 11 11 11 11 11 11 11 11 11 11 11 11	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr  RS 3 DX+ 0 IQ 0 IQ 0 IQ 5 DX+ 0 IQ 1 DX- 1 IQ+ 9 Per- 1 DX- 9 Per-	2 L	PTS 8 4 4 1 1 8 4 1 1 0	ST 5 8 8 B174+ B179 B183 B187 B195 B198 B203+ B203+ B207 B211 B226 B226	
Dagger Arm ST 2 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Arm ST 2 Natural Attacks Revolver, .38 Arm ST 2 RANGED WEAPO Dagger Arm ST 2 Revolver, .38  TRAI  Arm ST 2 Revolver, .38  TRAI  Arm ST 2 Revolver, .38  TRAI  Only applies to efforts those arms or hands. I hands and they don't haverage ST. Combat Reflexes I Never freeze Cybernetics (Basic Both Arms	to lift, throw, or a lf a task requires have the same ST,	Thrown ttack with multiple	11 15 PTS 66 5 16 10	Acc 0 2 B39 B21 B40 B43	H3 to r  USAGE  Thrust  Bite Kick Punch  Slam Pistol-Whip  DAMAGE  1d-1 imp  2d-1 pi  Acrol Artist Climb Diplo First Guns Jump Karat Mech Obse Throw Track  Defau Ste	8 12 11 13 12 15 12 16 16 17 18 18 18 18 18 18 18 18 18 18 18 18 18	tortui  Litortui  Litortui	PARRY  NO NO NO 10 ROF 1 1 ROF 1 NIQUE	BLOCK NO NO NO NO NO SHOTS T 6(3i)  SL 11 11 11 11 11 11 11 11 11 11 11 11 11	DAMAGE 1d-1 im 1d-2 cr 1d+1 cr 1d+1 cr 1d-3 cr 1d cr  BULK -1 -2 RSI 3 DX+ 0 IQ 0 IQ 5 DX+ 0 IQ 0 IQ 5 DX+ 1 IQ+ 9 Per- 1 DX-	2 L 1 1 1 1 1 1 1 1 1 1 5	PTS 8 4 4 1 8 1 8 4 1 1 1 1	ST 5 8 8 B174+ B179 B183 B187 B195 B198 B203+ B203+ B207 B211 B226	

	Trait	Pts						
		10	B263					
	Injury Tolerance  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   Metabolic Hazards; Immunity							
	Unhealing (Total)	-12	<u>B160</u>					
	Wears out instead of aging	0	<u>B263</u>					
	Maintenance  ☐ People Required: 1; Frequency: Every other day	-3	<u>B143</u>					
	Numb	-8 3	B146 B80					
	Reduced Consumption 3 🖪 7 day fuel reserve, refill once/week							
	Separate Attributes 🖪 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 ☐ Usable once per hour of play	15	<u>B66+</u>					
	Pistol-Fist (Pistol)	1	PU2:6					
	Culture	8						
	Cultural Familiarity (Te'karn) <b>□</b>	0	B23 B24					
	Language: Ama'kon ਰ Spoken (Accented); Written (Accented)							
	Language: Amate'karn   Native; Spoken (Native); Written (Native)							
	Language: PARC   Spoken (Accented); Written (Accented)							
0	Disadvantages	-29						
	Cannot Float							
	Chronic Pain   2.5 hour interval; FR: 9; Severe (-4 to DX, IQ, and self-control rolls)							
	No Arms    Mitigator (Cybernetics)  You cannot wield anything, or perform any task that requires one or two arms							
	Natural Attacks	0	<u>B271</u>					
	# Carried Equipment (1.125 kg; \$420) Uses TL LC 🔮 🛕 📚	<b>\$ A</b>						
		.125 kg	B272					
1		1 kg						
#	Other Equipment (0.5 kg; \$5) Uses TL LC 📝 🛕 📚							
1		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.		2200					