| PRIMARY ATTRIBUTES SE  | TITLE Artille   |                        |  |                                   |         |            | MISCELL | ANEOUS     |                  | 70 Poin   | rs 🗷         |
|--|---|------------------------|--|-----------------------------------|---------|------------|---------|------------|------------------|-----------|--------------|
| PRIMARY ATTRIBUTES SE  | TITLE Artille   | Spirulyin              |  |                                   |         | CREATED    |         | 2025, 11:: | 23 PM            | 0 Unspe   |              |
| PRIMARY ATTRIBUTES SE  |   |                        |  |                                   |         |            |         | 2025, 2:04 |                  | 22 ANCES  | TRY          |
| PRIMARY ATTRIBUTES SE  |   |                        |  |                                   |         | PLAYER     |         |            |                  | 0 ATTRIE  | BUTES        |
| PRIMARY ATTRIBUTES SE  |   |                        |  | ESCRIPT                           | ION     |            |         |            |                  | 6 ADVAN   |              |
| PRIMARY ATTRIBUTES SE  | Gender Male   |                        |  | HEIGHT                            |         | m          | >\$ Ha⊔ | Orongo     |                  | 0 DISADV  | /ANTAGE      |
| PRIMARY ATTRIBUTES SE  |   |                        |  |                                   |         |            |         | Orange     |                  | ·1 Quirks | 8            |
| PRIMARY ATTRIBUTES SE  | BIRTHDAY 33 de I  | To: 20                 | -4 /   | NEIGHT<br>Size                    |         | кg         |         | Amber      |                  | SKILLS    |              |
|  | Religion 33 de i  | ier, Z                 |  |                                   |         | <u> </u>   | 34 SKII | Striped    |                  | 0 Spells  | 3            |
|  |   |                        |  |                                   | (5+1)   | <u></u>    |         |            |                  |           |              |
| [0] (TO) (OT)  | CONDARY ATTRIBUTES  |                        | Нима   |                                   |         |            | End     | CUMBRANCE, |                  |           |              |
| [0] <b>9</b> Strength (ST) [0]   | 10 WILL   | Roll                   | LOCAT  |                                   | R 🖻     |            | LEVEL   |            | Max Lo           |           |              |
|  | 10 FRIGHT CHECK   | 2-3                    | HEAD   | -5 (                              |         |            | None    |            | 8 k              | _         |              |
| [0] 10 INTELLIGENCE (IQ)   | 5.5 INITIATIVE (INIT)   |                        | SKULL  | -7 2                              |         | _          | LIGHT   |            | 16 k             | _         |              |
| [0] <b>10 H</b> EALTH (HT) [0]   | 5 Basic Move  |                        | FACE   | -5 (                              |         | _          | MEDIUM  |            | 24 k             | -         |              |
| Basic Damage   | Senses —  |                        | NECK   | -5 (                              |         |            | HEAVY   |            | 48 k             | -         |              |
|  | 11 Perception (Pi   |                        | Eyes   | -9 (                              |         | 4          | X-HEAVY |            | 80 k             | g 1       | 4            |
| 1d Basic Swing [0]   | 13 VISION   | 4-6                    | ARMS   | -2 (                              |         |            | L       | IFTING & M | OVING THI        | NGS       |              |
|  | 11 HEARING  |                        | HANDS  |                                   |         |            | 8 kg    | Basic Lift | -                |           |              |
| [0]  | 12 TASTE & SMELL  | 7-9                    | Torso  |                                   |         |            |         | ONE-HAND   |                  |           |              |
| [0]  | 11 Touch  |                        | VITALS   | -                                 |         |            | _       | Two-Hand   |                  |           |              |
| POINT POOL   | 9   |                        | Groin  |                                   | )       |            |         | SHOVE & P  |                  | R         |              |
|  |   | 10-12                  | LEGS   | -2 (                              | )       |            | _       | RUNNING S  |                  |           | ?            |
| [0] 9 OF 9 HP [HEALTHY]  |   |                        | FEET   | -4 (                              | )       |            |         | CARRY ON   |                  |           |              |
| [0] 10 OF 10 FP [RESTED]   |   |                        |  |                                   |         |            | •       | SHIFT SLIG |                  |           |              |
| Ma   | LEE <b>W</b> EAPON  |                        |  | Us                                | 10F     | SL         | Parry   | Вьоск      | Damage           | REACH     | ST           |
| Sharp Claws/Fangs  | LEE VVEAPON   |                        |  |                                   | med     | 11 8       |         |            | 1d-3 cut         | C         | 31           |
| Parry with punches; Kicks have rar   | nae C. 1: High Kicks a  | re at -2.              |  | Onai                              | ilicu   | '          | ' l'    | 10         | iu 5 cut         | 0         |              |
| RANGED WEAPON  | Usa   |                        | Acc  | Дама                              | GF      | Range      | RoF     | Sнотs      | Bulk             | Recoil    | ST           |
| Revolver, .36  | 36/1  | 10                     | 1  | 2d-1 p                            |         | 120/1,30   |         | 6(3i)      | -2               | 2         | 10           |
| TRAIT  |   | Ртѕ                    |  |                                   | Sk      | ILL / TECH | NIOUE   | SL         | RSL              | Ртѕ       |              |
| Advantages & Perks   |   | 6                      |  | Acro                              | batics  |            | MQUL    | 1:         |                  | 12        | B174         |
| Acute Taste & Smell 1  |   | 2                      | B35  |                                   |         |            |         |            | 2 IQ+2           | 4         | B185         |
| Acute Vision 2   |   | 4                      | B35  |                                   |         |            |         |            | 1 IQ+1           | 4         | B178         |
| Disadvantages & Quirks   |   | -1                     |  |                                   |         |            |         |            | 1 DX             | 1         | B182         |
| Obsession 🖪  |   | -1                     |  |                                   |         |            | 11 H    |            |                  | 2         | B183         |
| Cree haber un tesoro que le llama y le   |   |                        |  | Clim                              | _       |            |         | 1          |                  | 2         | B183         |
|  | pertenece.  |                        | Fast-Talk                                      |                                   |         |            |         |            | 9 IQ-1<br>9 IQ-1 | 1         | <u>B195</u>  |
| ► Languages & Culture  Language: Ama'kon □   |   | 0                      | 0 Gambling                                     |                                   |         |            | ,       |            |                  | 1         | B197         |
| Native; Spoken (Fluent); Written (Educated)  |   | U                      | — Guillei (C                                   |                                   |         |            |         |            |                  | 4         | B198         |
| Native: Spoken (Fluent): W   |   |                        |  |                                   | •       | achine G   | un) 🖬   | 1:         |                  | 4         | B198         |
| Native; Spoken (Fluent); W  ◆ Other Features & Traits  | CdP Natural Attacks   |                        | B271   | Guns (Pistol) 11 DX Search 11 Per |         |            |         |            |                  | 1 2       | B198         |
| Other Features & Traits  |   | 22                     |  | 11                                |         |            |         | 1          | LOT              | -,        |              |
| Other Features & Traits  |   |                        |  | Ctacl                             | th      |            |         |            |                  |           |              |
| <ul> <li>Other Features &amp; Traits</li> <li>CdP Natural Attacks</li> <li>✓ Ferinek Ancestry</li> <li>Attributes: Ferinek</li> </ul>  |   | 25                     |  | Steal                             |         | aland/Da   | ach)    | 1          | 1 DX             | 2         | B222         |
| <ul> <li>Other Features &amp; Traits         CdP Natural Attacks     </li> <li>✓ Ferinek Ancestry         Attributes: Ferinek         ST-1, DX+1, Per+1, Strik     </li> </ul>   |   | 25                     |  | Survi                             | val (Is | sland/Bea  | ach)    | 1<br>1     | 1 DX<br>0 Per-1  | 2         | B222<br>B223 |
| <ul> <li>Other Features &amp; Traits</li> <li>CdP Natural Attacks</li> <li>✓ Ferinek Ancestry</li> <li>Attributes: Ferinek</li> </ul>  | king ST+1, Init+0.25.   |                        | <u>B136</u>                                    |                                   | val (Is | aland/Bea  | ach)    | 1          | 1 DX<br>0 Per-1  | 2         | B222<br>B223 |
| Other Features & Traits  CdP Natural Attacks  Ferinek Ancestry  Attributes: Ferinek  ST-1, DX+1, Per+1, Strik  Extra Sleep 2   Require 1 hour/level monight's rest (max 4)   | king ST+1, Init+0.25.   | 25<br>-4               |  | Survi                             | val (Is | sland/Bea  | ach)    | 1<br>1     | 1 DX<br>0 Per-1  | 2         | B222<br>B223 |
| Other Features & Traits  CdP Natural Attacks  Ferinek Ancestry  Attributes: Ferinek  ST-1, DX+1, Per+1, Strik  Extra Sleep 2   Require 1 hour/level monight's rest (max 4)  Fur  | king ST+1, Init+0.25.   | 25<br>-4<br>1          | B101   | Survi                             | val (Is | sland/Bea  | ach)    | 1<br>1     | 1 DX<br>0 Per-1  | 2         | B222<br>B223 |
| Other Features & Traits  CdP Natural Attacks  Ferinek Ancestry  Attributes: Ferinek  ST-1, DX+1, Per+1, Strik  Extra Sleep 2  Require 1 hour/level monight's rest (max 4)  | ore sleep for a full en) whenever it would be                         | 25<br>-4<br>1<br>-10   |  | Survi                             | val (Is | sland/Bea  | ach)    | 1<br>1     | 1 DX<br>0 Per-1  | 2         | B222<br>B223 |
| Other Features & Traits  CdP Natural Attacks  Ferinek Ancestry  Attributes: Ferinek  ST-1, DX+1, Per+1, Strik  Extra Sleep 2  Require 1 hour/level monight's rest (max 4)  Fur  Impulsiveness  CR: 12 (Resist quite often Make a self-control roll wise to wait and ponde acted Restricted Diet (Car                                       | ore sleep for a full en) whenever it would be r. If you fail, you mus | 25<br>-4<br>1<br>-10   | B101   | Survi                             | val (Is | sland/Bea  | ach)    | 1<br>1     | 1 DX<br>0 Per-1  | 2         | B222<br>B223 |
| Other Features & Traits  CdP Natural Attacks  Ferinek Ancestry  Attributes: Ferinek  ST-1, DX+1, Per+1, Strik  Extra Sleep 2  Require 1 hour/level monight's rest (max 4)  Fur  Impulsiveness  CR: 12 (Resist quite oftom Make a self-control roll wise to wait and ponde act  | ore sleep for a full en) whenever it would be r. If you fail, you mus | 25<br>-4<br>1<br>-10   | B101<br>B139                                   | Survi                             | val (Is | sland/Bea  | ach)    | 1<br>1     | 1 DX<br>0 Per-1  | 2         | B222<br>B223 |
| Other Features & Traits  CdP Natural Attacks  Ferinek Ancestry  Attributes: Ferinek  ST-1, DX+1, Per+1, Strik  Extra Sleep 2  Require 1 hour/level monight's rest (max 4)  Fur  Impulsiveness  CR: 12 (Resist quite often Make a self-control roll wise to wait and ponde act  Restricted Diet (Car Very Common                            | en) whenever it would be r. If you fail, you mus                      | 25<br>-4<br>1<br>-10   | B101<br>B139                                   | Survi                             | val (Is | sland/Bea  | ach)    | 1<br>1     | 1 DX<br>0 Per-1  | 2         | B222<br>B223 |
| Other Features & Traits  CdP Natural Attacks  Ferinek Ancestry  Attributes: Ferinek  ST-1, DX+1, Per+1, Strik  Extra Sleep 2 ■  Require 1 hour/level monight's rest (max 4)  Fur  Impulsiveness ■  CR: 12 (Resist quite often Make a self-control roll wise to wait and ponde act  Restricted Diet (Carl Very Common Serendipity 1         | en) whenever it would be r. If you fail, you mus                      | 25<br>-4<br>1<br>-10   | B101<br>B139<br>B151<br>B83+                   | Survi                             | val (Is | sland/Bea  | ach)    | 1<br>1     | 1 DX<br>0 Per-1  | 2         | B222<br>B223 |
| Other Features & Traits CdP Natural Attacks Ferinek Ancestry Attributes: Ferinek ST-1, DX+1, Per+1, Strik Extra Sleep 2 Require 1 hour/level monight's rest (max 4) Fur Impulsiveness CR: 12 (Resist quite often Make a self-control roll wise to wait and ponde act Restricted Diet (Car Very Common Serendipity 1 Sharp Claws/Fangs Tail | en) whenever it would be r. If you fail, you mus                      | 25 -4 1 -10 -10 15 5 0 | B101<br>B139<br>B151<br>B83+<br>B271<br>TT2:12 | Survi                             | val (Is | sland/Bea  |         | 1<br>1     | 1 DX<br>0 Per-1  | 2         |              |

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**Umbrales HP**: 5 (>HP/2), 4 (>HP/3), 2 (<HP/3)