

PORTRAIT		IDENTITY		MISCELLANEOUS		180 POINTS					
	NAME	Faryth		CREATED	Jul 24, 2024, 11:01 PM		5 UNSPENT				
	TITLE			MODIFIED	May 6, 2025, 9:12 PM		0 ANCESTRY				
	ORGANIZATION	YFRLD		PLAYER	Guido		65 ATTRIBUTES				
	DESCRIPTION						85 ADVANTAGES				
	GENDER	Female	HEIGHT	1.65 m	HAIR	Black	-26 DISADVANTAGES				
	AGE	25	WEIGHT	90 kg	EYES	Blue	-1 QUIRKS				
	BIRTHDAY	8 de Vord, 1°	SIZE	+0	SKIN	Tan	52 SKILLS				
	RELIGION		TL	(5+1)	HAND	Left	0 SPELLS				
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID		ENCUMBRANCE, MOVE & DODGE					
[10] 11 STRENGTH (ST)	[15] 13 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD				
[40] 12 DEXTERITY (DX)	✓ Senses	2-3	HEAD	-2	0	0 NONE	12 kg				
[0] 10 INTELLIGENCE (IQ)	[0] 10 PERCEPTION (PER)		SKULL	-2	2	1 LIGHT	24 kg				
[0] 10 HEALTH (HT)	[0] 10 VISION		FACE	-2	0	2 MEDIUM	36 kg				
[0] 10 KEUM (KE)	[0] 10 HEARING		NECK	-2	0	3 HEAVY	72 kg				
BASIC DAMAGE			EYES	-3	0	4 X-HEAVY	120 kg				
1d-1 BASIC THRUST	[0] 10 TASTE & SMELL	4-5	ARMS	-1	5	LIFTING & MOVING THINGS					
1d+1 BASIC SWING	[0] 10 TOUCH		HANDS	-2	5	12 kg BASIC LIFT					
	✓ Movement	6-8	TORSO	+0	0	24 kg ONE-HANDED LIFT					
	[0] 5.5 BASIC SPEED		VITALS	+0	0	96 kg TWO-HANDED LIFT					
	[0] 5 BASIC MOVE		GROIN	-1	0	144 kg SHOVE & KNOCK OVER					
	13 DODGE	9-12	LEGS	-1	0	288 kg RUNNING SHOVE & KNOCK OVER					
POINT POOLS			FEET	-2	0	180 kg CARRY ON BACK					
[0] 10 OF 10 FP [RESTED]						600 kg SHIFT SLIGHTLY					
[0] -64 OF 11 HP [DEAD]											
[0] 10 OF 10 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							
				+3 to resist torture							
MELEE WEAPON				USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST	
Dagger				Thrust	8	8	No	1d-1 imp	C	5	
Arm ST 2											
Natural Attacks				Bite	12	No	No	1d-2 cr	C		
Natural Attacks				High Kick	11	No	No	1d cr	C,1		
Natural Attacks				Low Kick	13	No	No	1d cr	C,1		
Natural Attacks				Punch	13	11	No	1d+1 cr	C		
Arm ST 2											
Revolver, .38				Pistol-Whip	15	12	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 (Comms)		10	IQ	2	B189			
Very Beautiful			Artist (Painting)		10	IQ	4	B179			
Arm ST 2		10	Climbing		13	DX+1	4	B183			
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.			Diplomacy		10	IQ	4	B187			
Combat Reflexes		15	Driving (Automobile)		12	DX	2	B188			
Good Reputation 1		1	First Aid		10	IQ	1	B195			
People Affected (Caravana Terrien); Recognized all the time			Guns (Pistol)		15	DX+3	8	B198			
High Pain Threshold		10	Jumping		12	DX	1	B203+			
			Karate		13	DX+1	8	B203+			
			Mechanic (Robotics)		11	IQ+1	4	B207			
			Observation		9	Per-1	1	B211			

TRAIT			PTS	🔖	SKILL / TECHNIQUE		SL	RSL	PTS	🔖
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						
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 (0.525 kg; \$6)		USES	TL	LC	📦	🛒	📦📦	📦🛒	🔖
1	Golden-tipped Bullet, .455 Webley 🎲 Shot by Zaraazas			6	3	1	0.025 kg	1	0.025 kg	HT94
1	Personal Basics 🎲 Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.			0		5	0.5 kg	5	0.5 kg	B288