DODTDAIT		Inc	NTITY						Misceli	ANEOLIS			17	7 <b>Р</b> оімт	· []
I OKTRAIT	X NAME		INTIT				Cps	EATED	Jul 24,			РМ		UNSPEN	
		ı aryarı					-		Apr 8,					ANCEST	•
									Guido	2020,			_	ATTRIBU	
				Г	)EOOD	RIPTION								ADVANT	
	X GENDED	Fomalo				1.65 m			<b>ℷ</b> Hair	Black	,		-26	DISADV	ANTAGES
				>\$ WEI						Blue			-1	Quirks	
		23			SIZE					Tan			52	Skills	
						(5+1)			X HAND				0	SPELLS	
DDIMARY ATTRIBUTES		TTDIDLITEC			Нима						IDDANO	E, Movi	- Ω. Γ	)oper	
			Rou		OCAT		DR	â	1.0	ENCUM				Move	Dodge
. ,			INOL	Eyes		-9	0		0 N			12		5	9
, ,		(IXL)	3-4	Sku		-7	2		1 L			24		4	8
. , ,		ises	_ 5	Fac	E	-5	0		2 N	<b>1</b> EDIUM		36	kg	3	7
, ,			6-7	Rigi	HT LEG	G <b>-2</b>	0		3 H	EAVY		72	kg	2	6
			8	Rigi	HT <b>A</b> R	RM -2	5		4 X	-HEAVY		120	kg	1	5
			9-10	) Tor	SO	+0	0			Lifti	ING & I	Moving	пнТ	NGS	
TUTT DASIC SWING	[0] <b>10</b> Tast	E & SMELL	11	11 GROIN -3			0		12 kg Basic Lift						
	[0] <b>10</b> Touc	Н	12		r <b>A</b> RM		5			kg Or			-T		
	<b>⊘</b> Move	ement	13-		r Leg		0		96	kg Tv	nAH-ov	NDED LI	FT		
	[0] <b>5.5</b> Basic	SPEED	15	Han		-4	5		144	<b>lkg</b> S⊦	HOVE &	Киоск	OVE	:R	
	[0] <b>5</b> Basic	C Move	16	Foo		-4	0		288	kg Ru	JNNING	SHOVE	& K	иоск <b>О</b>	/ER
Point	RIMARY ATTRIBUTES 11 STRENGTH (ST) 12 DEXTERITY (DX) 10 INTELLIGENCE (IQ) 10 HEALTH (HT)  BASIC DAMAGE 10 10 FP RESTED 11 OF 11 HP HEALTHY 10 F 11 HP HEALTHY 11 OF 11 HP HEALTHY 12 OF 9 KP HARMONICAL  REACTION  REACTION  REACTION  From others aware of your reputation from those attracted to members of your severyone else. Exception: Members of the reason to dislike you (more than -4 in react regardless of bonuses) resent your good loat -2 instead.  MELEE WEAPON  REACTION  ROW  REACTION  ROW  RELEE WEAPON  RELIE  REACTION  REACTION  REACTION  REACTION  ROW  REACTION  ROW  RELEE  REACTION  ROW  RELEE  REACTION  REACTION  REACTION  REACTION  ROW  REACTION  ROW  RELEE  REACTION  ROW  REACTION  ROW  RELEE  REACTION  ROW  REACTION  ROW  REACTION  ROW  REACTION  ROW  REACTION  ROW  REACTION  ROW  ROW  RELEE  REACTION  ROW  REACTION  ROW  REACTION  ROW  REACTION		17-			-5	0	1		kg C					
			7	VITA	ALS	-3	0	-1	600	) <b>kg</b> S⊦	HIFT SL	IGHTLY			
[0] 11 OF 11 HP [HEALTH	-														
[0] 9 OF 9 KP [HARMO	ONICAL]														
<u> </u>	REACTION			<u> </u>	l ±	-				Cond	ITION				
+1 from others aware		ion			+:	3 on a	II HT	rolls	to avoid			and st	tunn	ing	
		•	-		+(				to wake	up or to	o reco	ver fro	m s	urprise	or
everyone else. Exception: Members of the san						mental stun				_					
_	•			+1 to initiative rolls for your side (+2) +3 to resist torture				(+2 i	you a	re th	ne lead	er)			
	ses) resent you	ir good ioo	ks and	react	+	3 to re	SIST	ortui	re						
	MELEE WEADON					JSAGE	SL		Parry	Вьоск	, D	AMAGE		REACH	ST
Dagger 🖪	VIELEE VVEAPON				Thru		8	- 7		No	_	I-1 imp	_		5
Arm ST 2						uot				110					
Natural Attacks					Bite		12		10	No		l-2 cr	C		
Natural Attacks					Kick		11		10	No		l+1 cr		,1	
Natural Attacks 🖪 Arm ST 2					Pun	ich	13	1	0	No	10	l+1 cr	С	;	
Natural Attacks					Slan	n	12	N	10	No	10	l-3 cr	С	;	
Revolver, .38 <b>∃</b>						ol-Whip			1	No		l cr	C		
Arm ST 2															
	ON		SL	Acc	_	AMAGE		NGE	RoF		OTS	Bulk		RECOIL	ST
Dagger <b>☐</b> Arm ST 2		Thrown	11	0	1d-	-1 imp	5/11		1	Т		-1			5
Revolver, .38			15	2	2d-	-1 pi	120/	/1.50	0 3	6(3	i)	-2	2		8
	IT		Ртѕ				KILL /			- (0	SL	RSL		Ртѕ	
Advantages	, ,		73		Ac	crobatic		ILOII	MQUL		13	DX+1			B174+
_			5	B39		rshipma					10	IQ			B185
• •			16	B21				Operation			10	IQ		2	B189
·			10	D40	II '			cations)				10			D476
	to lift throw or a	ttack with	10	<u>B40</u>	- 11	rtist (Pa	inting	nting)			10	IQ			B179
those arms or hands. If a task requires multiple				Climbing Diplomac		V	,			13 10	DX+1			B183 B187	
hands and they don't h						piomac rst Aid	У				10	IQ			B187 B195
			15	B43		uns (Pis	tol)				15	DX+3	3		B198
			13	<u>D40</u>	- 11	umping	,				12	DX			B203+
-			1	<u>B26+</u>	Ka	arate					13	DX+1		8	B203+
People Affected (Cara all the time	vana Terrien); Red	cognized			Me	echanic	(Rob	otics	s)		11	IQ+1		4	B207
an the time					II										

T	D=-		C / T-2	CI	DCI	D=-			
TRAIT	Ртs 10	DEO	SKILL / TECHNIQUE Observation	SL	RSL Per-1	PTS	D211		
High Pain Threshold		B59 B66+	Piloting (Contragravity)	9 11	DX-1	1	B211		
Luck 🖪 Usable once per hour of play		<u> </u>	Stealth	11	DX-1	1	B214 B222		
Pistol-Fist (Pistol)	1	PU2:6	Throwing	11	DX-1	1	B226		
Culture		1 02.0	Tracking	9	Per-1	1	B226		
Cultural Familiarity (Te'karn)		B23	Driving (Automobile)	12	DX	2	B188		
Language: Ama'kon		B24	Briving (Adtornobile)	12	DX	2	<u>D 100</u>		
Spoken (Accented); Written (Accented)									
Language: Amate'karn		B24							
Native; Spoken (Native); Written (Native)									
Language: PARC 🖪		<u>B24</u>							
Spoken (Accented); Written (Accented)		D.4.6							
○ Cybernetics (Upgraded)	4	<u>B46</u>							
Both Arms		D 47 i							
Damage Resistance 5	10	B47+							
Electrical  Machine Mate	-8 10	B134							
✓ Machine Meta Injury Tolerance 🗔	10 10	B263 B60							
No Blood (Do not bleed, unaffected by	10	<u> </u>							
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)	10	201							
Resistant 🖪	12	<u>B81</u>							
Metabolic Hazards; Immunity	-12	D160							
Unhealing (Total)		B160							
Wears out instead of aging Maintenance ⊟	-3	B263							
People Required: 1; Frequency: Every other day	-3	<u>B143</u>							
Numb	-8	B146							
Reduced Consumption 3 🖪		B80							
7 day fuel reserve, refill once/week		<u> </u>							
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.	-27								
◆ Disadvantages		D445							
Cannot Float		B165							
Chronic Pain 🗟		<u>B126</u>							
2.5 hour interval; FR: 9; Severe (-4 to DX, IQ, and self-control rolls)									
No Arms <b>∃</b>									
Mitigator (Cybernetics (durable, weekly refuel))	-14								
You cannot wield anything, or perform any task									
that requires one or two arms									
▼ Te'karn Ancestry	0	D074							
		<u>B271</u>							
✓ # CARRIED EQUIPMENT (1.125 KG; \$420)			Uses TL LC 🦸 🔔			\$ ♣			
✓ 1 Dagger			1 20 0.125			).125 kg			
✓ 1 Revolver, .38	6 3 400 1 1	kg	400	1 kg	B278				
# OTHER EQUIPMENT (0.5 KG; \$5	Uses TL LC 🦸 [		<b>\$</b>	\$ ≜					
1 Personal Basics 🖪				kg	5	0.5 kg	B288		
Minimum gear for camping: -2 to any Survival roll w						J			
utensils, tinderbox or flint and steel, towel, etc., as T	L permits	S.							