| Portrait | IDENTITY | | | | | | Miscellaneous | | | | | 163 Points 🗹 | | | |
|--|-----------------------------------|--------------|---------|-------------------------------|----------------|-----------------------|-------------------|--------------------------------|-----------|-----------------|----------|-------------------|------------|-----------|----------------|
| >\$ NAME Faryth | | | | | | | | CREATED Jul 24, 2024, 11:01 PM | | | | РМ | 10 Unspent | | |
| | TITLE | , , | | | | | - 11 | | Feb 16 | | | | | ANCEST | |
| | ORGANIZATION | | | | | | - 11 | | Guido | • | | | 65 / | ATTRIBU | JTES |
| | | | | Γ |)ESCBI | IDTION | | | | | | | 70 / | ADVANT | AGES |
| → GENDER Female | | | | Description → Height 1.65 m | | | | → HAIR Black | | | - | -26 DISADVANTAGES | | | |
| | 3 AGE 2 | | | >\$ WEI | | | | | | s Blue | <u> </u> | | -1 (| Quirks | |
| | → BIRTHDAY | | | | Size - | | | | | N Tan | | | 45 3 | SKILLS | |
| | RELIGION | | | | TL (| (5+1) | | | >\$ HAN | | | | 0 3 | SPELLS | |
| DDIMARY ATTRIBUTES | SECONDARY A | TTDIDLITEO | | | Нима | | | | | | ADDANO | r Move | - 0 D | 0005 | |
| PRIMARY ATTRIBUTES | | TIRIBUTES | RoL | | пима .осаті | | DR | â | | ENCUI EVEL | | e, Move Max Lo | | Move | Dodge |
| [10] 11 STRENGTH (ST) [40] 12 DEXTERITY (DX) | [15] 13 WILL 8 GRIT | | KOL | Eyes | | -9 | 0 | | | VONE | | 12 | | 5 | 9 |
| [0] 10 INTELLIGENCE (IQ) | 10 KEUM | 1 | 3-4 | Skul | | -7 | 2 | | | LIGHT | | 24 | | 4 | 8 |
| [0] 10 HEALTH (HT) | | ses | 5 | FACI | | -5 | 0 | | | M EDIUM | | 36 | - | 3 | 7 |
| ` , | | eption (Per | 6-7 | Righ | IT LEG | G -2 | 0 | | | HEAVY | | 72 | _ | 2 | 6 |
| Basic Damage | [0] 10 VISIO | ` ' | 8 | Righ | ıt Arı | м -2 | 4 | | 4 > | (-H EAVY | , | 120 | _ | 1 | 5 |
| 1d-1 Basic Thrust | [0] 10 HEAR | | 9-10 |) Tor | SO | +0 | 0 | | | LIET | ring & I | Moving | THIN | GS | |
| 1d+1 Basic Swing | | E & SMELL | 11 | Gro | IN | -3 | 0 | | 1 | 2 kg B | | | | | |
| | [0] 10 Touc | | 12 | LEFT | A RM | 1 -2 | 4 | | | | | NDED LIF | Т | | |
| | | ement | 13-1 | 14 LEFT | LEG | -2 | 0 | | | _ | | NDED LIF | | | |
| | [0] 5.5 Basic | SPEED | 15 | HAN | ID | -4 | 4 | | | | | KNOCK | | ₹ | |
| | [0] 5 Basic | | 16 | Foo | Т | -4 | 0 | | | _ | | SHOVE | | | VER |
| Point | Pools | | 17-1 | | | -5 | 0 | | | | | и Васк | | | |
| [0] 10 OF 10 FP [RESTED] | | | - | VITA | LS | -3 | 0 | | 60 | 0 kg S | HIFT SL | IGHTLY | | | |
| [0] 11 OF 11 HP [HEALTH | - | | | | | | | | | | | | | | |
| | | | | | 1 . | | | | | | | | | | |
| ± -1 from others where b | REACTION | all grooms | d wou | ld | ± +6 | | JIIIO | rollo | to wake | | DITION | wor fro | m o | ırnrio | or. |
| matter | being tidy of we | en-groonie | u wou | iu | " | | ııı ıçı ıtal s | | to wake | up or i | o recc | vei iio | 111 51 | ıı bı ıse | ; 01 |
| +6 from those attracted | d to members | of your sex | , +2 fr | om | +1 | | | | lls for y | our sid | e (+2 i | f you a | re th | e lead | er) |
| everyone else. Exce | ption: Member | s of the sa | me se | x with | | | | | • | | ` | • | | | , |
| reason to dislike yo | | | - | | | | | | | | | | | | |
| regardless of bonus | ses) resent you | r good lool | ks and | react | | | | | | | | | | | |
| at -2 instead. | l whore being ti | idu or woll | aroom | d | | | | | | | | | | | |
| -1 to any Influence roll would matter | where being ti | idy or well- | groon | ieu | | | | | | | | | | | |
| | ∕IELEE WEAPON | | | | | SAGE | S | ·1 | Parry | BLoc | у Г |) AMAGE | | REACH | ST |
| Dagger 🖪 | VIELEE VVEAPON | | | | Thru | | 8 | | 7 | No | | d-1 imp | _ | | 5 |
| Arm ST 2 | | | | | | .00 | | ' | • | | '` | - · ····p | | | |
| Natural Attacks | | | | | Bite | | 12 | | No | No | | d-2 cr | С | | |
| Natural Attacks | | | | | Kick | | 11 | | No | No | | d+1 cr | C | | |
| Natural Attacks 🖪 Arm ST 2 | | | | | Pund | ch | 13 | 3 1 | 10 | No | 10 | d+1 cr | С | | |
| Natural Attacks | | | | | Slam | n | 12 | 2 1 | No | No | 10 | d-3 cr | С | | |
| Revolver, .38 | | | | | | ol-Whip | | | 11 | No | | d cr | C | | |
| Arm ST 2 | | | | | | | | | | | | | | | |
| Ranged Weapo | N | Usage | SL | Acc | _ | MAGE | | ANGE | Rol | | HOTS | Bulk | F | RECOIL | ST |
| Dagger □ | | Thrown | 11 | 0 | 1d- | 1 imp | 5/1 | 1 | 1 | Т | | -1 | | | 5 |
| Arm ST 2 Revolver, .38 | | | 15 | 2 | 2d- | 1 pi | 120 |)/1,50 | 00 3 | 6(3 | Ri) | -2 | 2 | | 8 |
| Trai | т | | PTS | | 20 | | | | INIQUE | 0(0 | SL | RSL | _ | PTS | |
| Advantages | 1 | | 62 | | | Acrob | | | INIQUE | | 13 | DX+1 | _ | _ | B174+ |
| Ambidexterity | | | 5 | B39 | | Artist | | |) | | 7 | | | | B179 |
| Appearance 🖪 | | | 16 | | | Climbing | | | | | 13 | DX+1 | | 4 | B183 |
| Very Beautiful | | | | | | Diplomac | | | | | | IQ | | | B187 |
| Arm ST 2 | | | 10 | <u>B40</u> | | First Aid | | | | | 10 | - | | | B195 |
| those arms or hands. If a task requires multiple | | | | | | Guns (Pistol) Jumping | | | | | 15 | | | | B198 |
| hands and they don't have the same ST, use the | | | | | | Jump | | | | | 12 13 | DX DX+1 | | | B203+ B203+ |
| average ST. Combat Reflexes | | | 15 | D42 | | Mech | | (Rob | otics) | | 8 | IQ-2 | | | B203+ B207 |
| Never freeze | | | 15 | <u>B43</u> | | Obser | | | - 1.50) | | 9 | Per-1 | | | B211 |

| Trait | Ртѕ | | SKILL / TECHNIQUE | SL | RSL | Pts | |
|---|--------------|-------------|-------------------|----|-------------|----------|----------|
| Luck 🖪 | 15 | B66+ | Throwing | 11 | DX-1 | 1 | B226 |
| Usable once per hour of play | | <u> </u> | Tracking | 9 | Per-1 | 1 | B226 |
| Pistol-Fist (Pistol) | 1 | PU2:6 | • ~ Defaults | | . 0 | 0 | <u> </u> |
| ♥ Culture | | | Stealth | 7 | DX-5 | 0 | B222 |
| Cultural Familiarity (Te'karn) ☐ | 0 | B23 | Swimming | 6 | HT-4 | 0 | B224 |
| Language: Ama'kon 🗟 | 4 | B24 | | | | | <u> </u> |
| Spoken (Accented); Written (Accented) | | _ | | | | | |
| Language: Amate'karn ⊟ | | B24 | | | | | |
| Native; Spoken (Native); Written (Native) | | | | | | | |
| Language: PARC 🖪 | | <u>B24</u> | | | | | |
| Spoken (Accented); Written (Accented) | 0 | | | | | | |
| | | <u>B46</u> | | | | | |
| Both Arms | | | | | | | |
| Damage Resistance 4 | | B47+ | | | | | |
| Electrical | | <u>B134</u> | | | | | |
| Ham-Fisted 1 | | B138 | | | | | |
| | | <u>B263</u> | | | | | |
| Injury Tolerance 因 | | <u>B60</u> | | | | | |
| 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 | | B263 | | | | | |
| Maintenance ∃ | | B143 | | | | | |
| People Required: 1; Frequency: Every other day | | | | | | | |
| Numb | | <u>B146</u> | | | | | |
| 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 | | | | | | |
| 2.5 hour interval; FR: 9; Severe (-4 to DX, IQ, and | -12 | <u>B126</u> | | | | | |
| 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 | | | | | | | |
| Natural Attacks | | <u>B271</u> | | | | | |
| ✓ # CARRIED EQUIPMENT (1.125 KG; | \$420) | | Uses TL LC 🦸 🛕 | | | \$ ♣ | |
| ✓ 1 Dagger | | | 1 20 0.125 | kg | |).125 kg | |
| ✓ 1 Revolver, .38 | | | 6 3 400 1 1 | κg | 400 | 1 kg | B278 |
| # OTHER EQUIPMENT (0.5 KG; \$5 |) | | Uses TL LC 📝 | | \$ ₽ | \$ ▲ | |
| 1 Personal Basics 🗖 | | | | kg | 5 | 0.5 kg | B288 |
| Minimum gear for camping: -2 to any Survival roll wi | ithout it. I | ncludes | | 5 | | . 3 | |
| utensils, tinderbox or flint and steel, towel, etc., as T | | | | | | | |