

PORTRAIT		IDENTITY			MISCELLANEOUS			180 POINTS			
		NAME	Faryth		CREATED	Jul 24, 2024, 11:01 PM		5 UNSPENT			
		TITLE			MODIFIED	Apr 21, 2025, 10:20 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			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	MOVE	DODGE
[40]	12 DEXTERITY (DX)		Senses		EYES	-9	0	0 NONE	12 kg	5	13
[0]	10 INTELLIGENCE (IQ)	[0]	10 PERCEPTION (PER)	3-4	SKULL	-7	2	1 LIGHT	24 kg	4	12
[0]	10 HEALTH (HT)	[0]	10 VISION	5	FACE	-5	0	2 MEDIUM	36 kg	3	11
[0]	10 KEUM (KE)	[0]	10 HEARING	6-7	RIGHT LEG	-2	0	3 HEAVY	72 kg	2	10
BASIC DAMAGE		[0]	10 TASTE & SMELL	8	RIGHT ARM	-2	5	4 X-HEAVY	120 kg	1	9
1d-1 BASIC THRUST		[0]	10 TOUCH	9-10	TORSO	+0	0	LIFTING & MOVING THINGS			
1d+1 BASIC SWING			Movement	11	GROIN	-3	0	12 kg BASIC LIFT			
		[0]	5.5 BASIC SPEED	12	LEFT ARM	-2	5	24 kg ONE-HANDED LIFT			
		[0]	5 BASIC MOVE	13-14	LEFT LEG	-2	0	96 kg TWO-HANDED LIFT			
POINT POOLS				15	HAND	-4	5	144 kg SHOVE & KNOCK OVER			
[0]	10 OF 10 FP [RESTED]			16	FOOT	-4	0	288 kg RUNNING SHOVE & KNOCK OVER			
[0]	11 OF 11 HP [HEALTHY]			17-18	NECK	-5	0	180 kg CARRY ON BACK			
[0]	10 OF 10 KP [HARMONICAL]				VITALS	-3	0	600 kg SHIFT SLIGHTLY			
± 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				Kick	11	No	No	1d+1 cr	C,1		
Natural Attacks				Punch	13	11	No	1d+1 cr	C		
Arm ST 2											
Natural Attacks				Slam	12	No	No	1d-3 cr	C		
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	B39	Airshipman		10	IQ	1	B185		
Appearance		16	B21	Apparatus Operation (Communications)		10	IQ	2	B189		
Very Beautiful				Artist (Painting)		10	IQ	4	B179		
Arm ST 2		10	B40	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	B43	Driving (Automobile)		12	DX	2	B188		
Good Reputation 1		1	B26+	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	B59	Jumping		12	DX	1	B203+		
				Karate		13	DX+1	8	B203+		
				Mechanic (Robotics)		11	IQ+1	4	B207		

TRAIT		PTS	🔖	SKILL / TECHNIQUE		SL	RSL	PTS	🔖
Luck 🗡️		15	B66+	Observation		9	Per-1	1	B211
Usable once per hour of play				Piloting (Contragravity)		11	DX-1	1	B214
Pistol-Fist (Pistol)		1	PU2:6	Stealth		11	DX-1	1	B222
👉 Culture		8		Throwing		11	DX-1	1	B226
Cultural Familiarity (Te'karn) 🗡️		0	B23	Tracking		9	Per-1	1	B226
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 (0.5 kg; \$5)		USES	TL	LC	📦	🛒	📦📦	📦🛒	🔖
1	Personal Basics 🗡️			0		5	0.5 kg	5	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.										