

PORTRAIT		IDENTITY				MISCELLANEOUS				161 POINTS			
	NAME	Faryth				CREATED	Jul 24, 2024, 11:01 PM			6 UNSPENT			
	TITLE					MODIFIED	Jan 19, 2025, 5:05 AM			0 ANCESTRY			
	ORGANIZATION					PLAYER	Guido			65 ATTRIBUTES			
	DESCRIPTION										74 ADVANTAGES		
	GENDER	Female		HEIGHT	1.65 m		HAIR	Black		-28 DISADVANTAGES			
AGE	25		WEIGHT	90 kg		EYES	Blue		-1 QUIRKS				
BIRTHDAY	June 6		SIZE	+0		SKIN	Tan		45 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)		10	KEUM		EYES	-9	0	0 NONE	12 kg	5	9
[0]	10	INTELLIGENCE (IQ)		Senses		3-4	SKULL	-7	2	1 LIGHT	24 kg	4	8
[0]	10	HEALTH (HT)	[0]	10	PERCEPTION (PER)	5	FACE	-5	0	2 MEDIUM	36 kg	3	7
BASIC DAMAGE			[0]	10	VISION	6-7	RIGHT LEG	-2	0	3 HEAVY	72 kg	2	6
1d-1		BASIC THRUST	[0]	10	HEARING	8	RIGHT ARM	-2	3	4 X-HEAVY	120 kg	1	5
1d+1		BASIC SWING	[0]	10	TASTE & SMELL	9-10	TORSO	+0	0	LIFTING & MOVING THINGS			
			[0]	10	TOUCH	11	GROIN	-3	0	12 kg BASIC LIFT			
				Movement		12	LEFT ARM	-2	3	24 kg ONE-HANDED LIFT			
			[0]	5.5	BASIC SPEED	13-14	LEFT LEG	-2	0	96 kg TWO-HANDED LIFT			
			[0]	5	BASIC MOVE	15	HAND	-4	3	144 kg SHOVE & KNOCK OVER			
POINT POOLS						16	FOOT	-4	0	288 kg RUNNING SHOVE & KNOCK OVER			
[0] 10 OF 10 FP [RESTED]						17-18	NECK	-5	0	180 kg CARRY ON BACK			
[0] 11 OF 11 HP [HEALTHY]							VITALS	-3	0	600 kg SHIFT SLIGHTLY			
REACTION						CONDITION							
± +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.						± +3 on all HT rolls to avoid knockdown and stunning							
						+6 on all IQ rolls to wake up or to recover from surprise or mental stun							
						+1 to initiative rolls for your side (+2 if you are the leader)							
						+3 to resist torture							
MELEE WEAPON						USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST	
Dagger						Thrust	8	7	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	10	No	1d+1 cr	C		
Arm ST 2													
Natural Attacks						Slam	12	No	No	1d-3 cr	C		
Revolver, .38						Pistol-Whip	15	11	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			66		Acrobatics				13	DX+1	8	B174+	
Ambidexterity			5	B39	Artist (Painting)				10	IQ	4	B179	
Appearance			16	B21	Climbing				13	DX+1	4	B183	
Very Beautiful					Diplomacy				10	IQ	4	B187	
Arm ST 2			10	B40	First Aid				10	IQ	1	B195	
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.					Guns (Pistol)				15	DX+3	8	B198	
Combat Reflexes			15	B43	Jumping				12	DX	1	B203+	
Never freeze					Karate				13	DX+1	8	B203+	
Cybernetics (Basic)			4	B46	Mechanic (Robotics)				11	IQ+1	4	B207	
Both Arms					Observation				9	Per-1	1	B211	
Damage Resistance 3			6	B47+	Throwing				11	DX-1	1	B226	
Electrical			-8	B134	Tracking				9	Per-1	1	B226	
High Pain Threshold			4	B59	Defaults						0		
Never suffer shock penalties when injured					Stealth				7	DX-5	0	B222	
					Swimming				6	HT-4	0	B224	

TRAIT										PTS	
Machine Meta										10	<u>B263</u>
Injury Tolerance 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)										10	<u>B60</u>
Resistant Metabolic Hazards; Immunity										12	<u>B81</u>
Unhealing (Total)										-12	<u>B160</u>
Wears out instead of aging										0	<u>B263</u>
Maintenance People Required: 1; Frequency: Every other day										-3	<u>B143</u>
Numb										-8	<u>B146</u>
Reduced Consumption 3 7 day fuel reserve, refill once/week										3	<u>B80</u>
Separate Attributes HT 12, HP 8 (each arm), HP 10 (each leg); Suffer a penalty to DX equal to HP it is missing when using a damaged limb.										0	
Luck Usable once per hour of play										15	<u>B66+</u>
Pistol-Fist (Pistol)										1	<u>PU2:6</u>
Culture										8	
Cultural Familiarity (Te'karn) 										0	<u>B23</u>
Language: Ama'kon Spoken (Accented); Written (Accented)										4	<u>B24</u>
Language: Amate'karn Native; Spoken (Native); Written (Native)										0	<u>B24</u>
Language: PARC Spoken (Accented); Written (Accented)										4	<u>B24</u>
Disadvantages										-29	
Cannot Float										-1	<u>B165</u>
Chronic Pain 2.5 hour interval; FR: 9; Severe (-4 to DX, IQ, and self-control rolls)										-12	<u>B126</u>
No Arms Mitigator (Cybernetics) You cannot wield anything, or perform any task that requires one or two arms										-16	
Natural Attacks										0	<u>B271</u>
✓	#	CARRIED EQUIPMENT (1.125 KG; \$420)	USES	TL	LC						
✓	1	Dagger		1		20	0.125 kg	20	0.125 kg		<u>B272</u>
✓	1	Revolver, .38		6	3	400	1 kg	400	1 kg		<u>B278</u>
#	OTHER EQUIPMENT (0.5 KG; \$5)		USES	TL	LC						
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		<u>B288</u>