

Portrait	Identity			Miscellaneous			161 Points							
	NAME	Faryth			CREATED	Jul 24, 2024, 11:01 PM			6 UNSPENT					
	TITLE				MODIFIED	Jan 20, 2025, 7:05 PM			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)	4	RESIS. THR. (RT)	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE		
[40]	12	DEXTERITY (DX)	[15]	13	WILL	EYES	-9	0	0	NONE	12 kg	5	9	
[0]	10	INTELLIGENCE (IQ)	10	KEUM	3-4	SKULL	-7	2	1	LIGHT	24 kg	4	8	
[0]	10	HEALTH (HT)		Senses		5	FACE	-5	0	2	MEDIUM	36 kg	3	7
BASIC DAMAGE		[0]	10	PERCEPTION (PER)	6-7	RIGHT LEG	-2	0	3	HEAVY	72 kg	2	6	
1d-1 BASIC THRUST		[0]	10	VISION	8	RIGHT ARM	-2	3	4	X-HEAVY	120 kg	1	5	
1d+1 BASIC SWING		[0]	10	HEARING	9-10	TORSO	+0	0	LIFTING & MOVING THINGS					
		[0]	10	TASTE & SMELL	11	GROIN	-3	0	12 kg BASIC LIFT					
		[0]	10	TOUCH	12	LEFT ARM	-2	3	24 kg ONE-HANDED LIFT					
			Movement		13-14	LEFT LEG	-2	0	96 kg TWO-HANDED LIFT					
		[0]	5.5	BASIC SPEED	15	HAND	-4	3	144 kg SHOVE & KNOCK OVER					
		[0]	5	BASIC MOVE	16	FOOT	-4	0	288 kg RUNNING SHOVE & KNOCK OVER					
POINT POOLS					17-18	NECK	-5	0	180 kg CARRY ON BACK					
[0] 10 OF 10 FP [RESTED]						VITALS	-3	0	600 kg SHIFT SLIGHTLY					
[0] 11 OF 11 HP [HEALTHY]														
± 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			
					Defaults					0				
					Stealth			7	DX-5	0	B222			

TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL	PTS	
High Pain Threshold		4	<u>B59</u>	Swimming		6	HT-4	0	<u>B224</u>
Never suffer shock penalties when injured									
✔ Machine		10	<u>B263</u>						
Injury Tolerance		10	<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	<u>B81</u>						
Metabolic Hazards; Immunity									
Unhealing (Total)		-12	<u>B160</u>						
Wears out instead of aging		0	<u>B263</u>						
Maintenance		-3	<u>B143</u>						
People Required: 1; Frequency: Every other day									
Numb		-8	<u>B146</u>						
Reduced Consumption 3		3	<u>B80</u>						
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 HP it is missing when using a damaged limb.									
Luck		15	<u>B66+</u>						
Usable once per hour of play									
Pistol-Fist (Pistol)		1	<u>PU2:6</u>						
✔ Culture		8							
Cultural Familiarity (Te'karn)		0	<u>B23</u>						
Language: Ama'kon		4	<u>B24</u>						
Spoken (Accented); Written (Accented)									
Language: Amate'karn		0	<u>B24</u>						
Native; Spoken (Native); Written (Native)									
Language: PARC		4	<u>B24</u>						
Spoken (Accented); Written (Accented)									
✔ Disadvantages		-29							
Cannot Float		-1	<u>B165</u>						
Chronic Pain		-12	<u>B126</u>						
2.5 hour interval; FR: 9; Severe (-4 to DX, IQ, and self-control rolls)									
No Arms		-16							
Mitigator (Cybernetics) You cannot wield anything, or perform any task that requires one or two arms									
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			0		5	0.5 kg	5	0.5 kg		<u>B288</u>
Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.											