

Portrait	Identity		Miscellaneous		177 Points	
	NAME	Faryth	CREATED	Jul 24, 2024, 11:01 PM		2 UNSPENT
	TITLE		MODIFIED	Mar 16, 2025, 4:47 PM		0 ANCESTRY
	ORGANIZATION		PLAYER	Guido		65 ATTRIBUTES
	DESCRIPTION				85 ADVANTAGES	-26 DISADVANTAGES
	GENDER	Female	HEIGHT	1.65 m	HAIR	Black
AGE	25	WEIGHT	90 kg	EYES	Blue	52 SKILLS
BIRTHDAY		SIZE	+0	SKIN	Tan	0 SPELLS
RELIGION		TL	(5+1)	HAND	Left	

Primary Attributes		Secondary Attributes		Humanoid				Encumbrance, Move & Dodge			
[10] 11 STRENGTH (ST)	[15] 13 WILL	[0] 9 KEUM (KE)		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE
[40] 12 DEXTERITY (DX)	8 GRIT	✓ Senses		3-4	EYES	-9	0	0 NONE	12 kg	5	9
[0] 10 INTELLIGENCE (IQ)	[0] 10 PERCEPTION (PER)	[0] 10 VISION		5	FACE	-5	0	1 LIGHT	24 kg	4	8
[0] 10 HEALTH (HT)	[0] 10 HEARING	[0] 10 TASTE & SMELL		6-7	RIGHT LEG	-2	0	2 MEDIUM	36 kg	3	7
BASIC DAMAGE		[0] 10 TOUCH		8	RIGHT ARM	-2	5	3 HEAVY	72 kg	2	6
1d-1 BASIC THRUST	✓ Movement	[0] 5.5 BASIC SPEED		9-10	TORSO	+0	0	4 X-HEAVY	120 kg	1	5
1d+1 BASIC SWING	[0] 5 BASIC MOVE			11	GROIN	-3	0	LIFTING & MOVING THINGS			
POINT POOLS				12	LEFT ARM	-2	5	12 kg BASIC LIFT			
[0] 10 OF 10 FP [RESTED]				13-14	LEFT LEG	-2	0	24 kg ONE-HANDED LIFT			
[0] 11 OF 11 HP [HEALTHY]				15	HAND	-4	5	96 kg TWO-HANDED LIFT			
[0] 9 OF 9 KP [HARMONICAL]				16	FOOT	-4	0	144 kg SHOVE & KNOCK OVER			
				17-18	NECK	-5	0	288 kg RUNNING SHOVE & KNOCK OVER			
					VITALS	-3	0	180 kg CARRY ON BACK			
								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
		+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		73	Acrobatics		13	DX+1	8	B174+
Ambidexterity		5	Airshipman		10	IQ	1	B185
Appearance		16	Apparatus Operation (Communications)		10	IQ	2	B189
Very Beautiful			Artist (Painting)		10	IQ	4	B179
Arm ST 2		10	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	First Aid		10	IQ	1	B195
Never freeze			Guns (Pistol)		15	DX+3	8	B198
Good Reputation 1		1	Jumping		12	DX	1	B203+
People Affected (Caravana Terrien); Recognized all the time			Karate		13	DX+1	8	B203+
			Mechanic (Robotics)		11	IQ+1	4	B207

TRAIT			PTS		SKILL / TECHNIQUE		SL	RSL	PTS	
High Pain Threshold			10	B59	Observation		9	Per-1	1	B211
Luck 🎲			15	B66+	Piloting (Contragravity)		11	DX-1	1	B214
Usable once per hour of play					Stealth		11	DX-1	1	B222
Pistol-Fist (Pistol)			1	PU2:6	Throwing		11	DX-1	1	B226
✔ Culture			8		Tracking		9	Per-1	1	B226
Cultural Familiarity (Te'karn) 🎲			0	B23	Driving (Automobile)		12	DX	2	B188
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										
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 🎲 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		B288