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Faryth
 gurpscharactersheet.com

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 Page 1 of 2

TRAIT			PTS	
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)				
✓ Cybernetics (Basic) Meta			0	<u>B46</u>
Both Arms				
Damage Resistance 4			8	<u>B47+</u>
Electrical			-8	<u>B134</u>
Ham-Fisted 1			-2	<u>B138</u>
✓ Machine Meta			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 the Pain level it would be suffering from its damage.				
✓ Disadvantages			-27	
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			-14	
Mitigator (Cybernetics (durable, weekly refuel)) You cannot wield anything, or perform any task that requires one or two arms				
Natural Attacks			0	<u>B271</u>

SKILL / TECHNIQUE		SL	RSL	PTS	
Throwing		11	DX-1	1	<u>B226</u>
Tracking		9	Per-1	1	<u>B226</u>
✓ ~ Defaults				0	
Stealth		7	DX-5	0	<u>B222</u>
Swimming		6	HT-4	0	<u>B224</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>