| Portrait  | IDENTITY   |   |  |   | Miscellaneous  |  |   |   | 70 Points 🗷  |  |   |  |
|---|--|---|--|---|--|--|---|---|--|--|---|--|
|   | > NAME Umbrei  |   |  |   | Creatur Amalgamata   |  |   | CREATED Aug 17, 2025, 11:23 PM                                      |  |  |   |  |
|   | Especialis   | lista   |  |   |  | Modified Aug 19, 2025, 10:56 PM                        |   |   |  | 7 ANCESTRY                                     |   |  |
|   | ORGANIZATION   |   |  |   |  | PLA  | YER <b>Xela</b>                             |   |  | 0 Attri  | BUTES   |  |
| OF THE OWNER OWNER OF THE OWNER OWNER OF THE OWNER OW          |  |   |  | D   | ESCRIPTION   |  |   |   |  | 20 Advan                                       | ITAGES  |  |
| THE PARTY OF THE P          | ⊃\$ GENDER   |   | 20   | HEIGHT  |  |  | 자 Hair Bla                                  | ck  |  | -5 DISAD                                       | VANTAGES  |  |
|   | ⇒ AGE  |   |  | WEIGHT  |  |  | → EYES Pal                                  |   |  | 0 QUIRK  | S   |  |
|   | ⇒ BIRTHDAY   |   |  | SIZE  |  |  | ⊃\$ SKIN                                    |   | 4  | 48 SKILLS                                      |   |  |
| 118 6 11 11   | RELIGION   |   |  |   | (5+1)  |  | → HAND Rig                                  | ht  |  | 0 Spells                                       | S   |  |
| D. A.   |  |   |  |   |  |  |   |   | 4  | \  |   |  |
| PRIMARY ATTRIBUTES  | SECONDARY ATT  |   | D  | HUMAN   |  | , I  |   | BRANCE, N   |  |  | - D   |  |
| ` '   | [0] 10 WILL  |   | Roll<br>2-3  | LOCATION  | ON DR 6  |  | Level  O None                               |   | Max Lo   |  |   |  |
| . ,   | [0] <b>10</b> FRIGHT (   | OTTLOIK   | 2-3  |   | -7 2   |  | 1 LIGHT                                     |   |  | <u> </u>                                       |   |  |
|   | [0] 5 INITIATIV  | ` /   |  |   | -5 0   |  | 2 MEDIUM                                    |   | 20 k<br>30 k   | •  | -   |  |
| [0] 12 HEALTH (HT)  | [0] 5 Basic M  |   |  |   | -5 0   | -  | 3 HEAVY                                     |   | 60 k   | _  | _   |  |
| Basic Damage  | Sense  |   |  |   | -9 0   |  | 4 X-HEAVY                                   |   | 100 k  | -  | -   |  |
| 1d-2 Basic Thrust   | [0] <b>10</b> PERCEPT  |   | 4-6  |   | -2 0   |  |   |   |  |  | 4   |  |
| 1d Basic Swing  | [0] <b>10</b> VISION   |   | +-0  | HANDS   |  | -  |   | ING & MO  | VING I HII   | NGS  |   |  |
|   | [0] 10 HEARING   | - 11 -  | 7.0  |   |  | 10 kg Basic Lift                                       |   |   |  |  |   |  |
|   | [0] <b>10</b> Taste &  | SMELL /   | 7-9  | Torso   |  |  | <b>20 kg</b> Or                             |   |  |  |   |  |
|   | [0] <b>10</b> Touch  |   |  | VITALS  |  |  | <b>80 kg</b> Tv                             | vo-Hande  | D LIFT   |  |   |  |
| POINT F   | Pools  | 4   | 10.10  |   | 3 0  | _  | <b>120 kg</b> S⊦                            |   |  |  |   |  |
| [0] <b>10</b> OF <b>10</b> HP [HEALT  | нү]  |   | 10-12  | _   | 2 0  | -1   | <b>240 kg</b> Ru                            | JNNING SH   | IOVE & KI  | NOCK OVER                                      | ₹   |  |
| [0] 12 OF 12 FP [RESTE  | _  |   |  | FEET  | -4 0   | _  | <b>150 kg</b> CA                            | arry On E   | BACK   |  |   |  |
| [0] 12 01 12 11 [16:012.  | ~]   |   |  |   |  |  | <b>500 kg</b> S⊦                            | HIFT SLIGH  | TLY  |  |   |  |
| ±   | REACTION   | <u> </u>  |  |   | ±  |  | C   | ONDITION  |  |  |   |  |
| +1 from others in clos  |  |   |  |   |  | tempt  | s to track you b                            |   |  |  |   |  |
| +1 from sapient being   |  | u activelv ir                                     | nterac   | t   | ' ' ' '  |  |   | ,   |  |  |   |  |
| (converse, lecture,   |  |   |  |   |  |  |   |   |  |  |   |  |
| +1 to Influence rolls   | ,  |   |  |   |  |  |   |   |  |  |   |  |
|   |  |   |  |   |  |  |   |   |  |  |   |  |
| Tra   | IT   | -   | PTs  | ,   | Sł   | KILL / T   | ECHNIOUE                                    | SL  | RSL  | Pts  | Ā   |  |
|   | IT   | F   | Ртs<br><b>20</b>   |   | Si<br>Airman   | KILL / T   | ECHNIQUE                                    | SL<br>12  | RSL<br>IQ+2  | PTS 4  |   |  |
| TRA  ◆ Advantages & Perks  Charisma 1   | IΤ   | -   |  | B41   |  | KILL / T   | ECHNIQUE                                    |   | IQ+2   |  | B185<br>B182+   |  |
| Advantages & Perks  | IT   | I   | 20   |   | Airman   |  | ECHNIQUE                                    | 12  | IQ+2<br>DX+2   | 4  | B185  |  |
| <ul><li>Advantages &amp; Perks</li><li>Charisma 1</li></ul>   |  | ·   | 20<br>5  | <u>B41</u>  | Airman<br>Brawling   | ge   | ECHNIQUE                                    | 12<br>12<br>12  | IQ+2<br>DX+2   | 4  | B185<br>B182+   |  |
| <ul> <li>Advantages &amp; Perks         Charisma 1         Luck (1/h)</li> <li>Disadvantages &amp; Qui         Sleepwalker ■</li> </ul>   | irks   |   | 20<br>5<br>15  | <u>B41</u>  | Airman<br>Brawling<br>Camouflag  | ge<br>/  |   | 12<br>12<br>12  | IQ+2<br>DX+2<br>IQ+2<br>IQ   | 4<br>4<br>4<br>4<br>4                          | B185<br>B182+<br>B183   |  |
| <ul> <li>Advantages &amp; Perks         Charisma 1         Luck (1/h)</li> <li>Disadvantages &amp; Qui         Sleepwalker          CR: 12 (Resist quite of the control of</li></ul> | i <b>rks</b><br>ften)  |   | 20<br>5<br>15<br>-5  | B41<br>B66+   | Airman<br>Brawling<br>Camouflag<br>Diplomacy<br>Electronic<br>Electronic   | ge<br>/<br>s (Con                                      | nms)  | 12<br>12<br>12<br>10  | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1   | 4<br>4<br>4<br>4                               | B185<br>B182+<br>B183<br>B187   |  |
| <ul> <li>Advantages &amp; Perks         Charisma 1         Luck (1/h)</li> <li>Disadvantages &amp; Qui         Sleepwalker          CR: 12 (Resist quite o         If sleepwalking would</li> </ul>   | i <b>rks</b><br>ften)<br>I matter during an  |   | 20<br>5<br>15<br>-5  | B41<br>B66+   | Airman<br>Brawling<br>Camouflag<br>Diplomacy<br>Electronic<br>Electronic<br>Warfare)   | ge<br>/<br>s (Con<br>s (Elec                           | mms)<br>ctronic <b>⊟</b>                    | 12<br>12<br>12<br>10<br>11  | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1   | 4<br>4<br>4<br>4<br>4                          | B185<br>B182+<br>B183<br>B187<br>B189<br>B189   |  |
| <ul> <li>Advantages &amp; Perks         Charisma 1         Luck (1/h)</li> <li>Disadvantages &amp; Qui         Sleepwalker          CR: 12 (Resist quite of the control of</li></ul> | i <b>rks</b><br>ften)<br>I matter during an<br>Il make a self-cont   | trol roll   | 20<br>5<br>15<br>-5  | B41<br>B66+   | Airman Brawling Camouflag Diplomacy Electronic Electronic Warfare) Electronic  | ge<br>/<br>s (Con<br>s (Elec                           | mms)<br>ctronic <b>⊟</b>                    | 12<br>12<br>12<br>10<br>11<br>11                                    | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1   | 4<br>4<br>4<br>4<br>4                          | B185<br>B182+<br>B183<br>B187<br>B189<br>B189   |  |
| ◆ Advantages & Perks Charisma 1 Luck (1/h) ◆ Disadvantages & Qui Sleepwalker ☐ CR: 12 (Resist quite o If sleepwalking would adventure, the GM wii for you whenever you you sleepwalk someti   | i <b>rks</b><br>Iften)<br>I matter during an<br>Il make a self-cont<br>go to sleep. If you<br>ime during the nig   | trol roll<br>u fail,<br>ıht. You                  | 20<br>5<br>15<br>-5  | B41<br>B66+   | Airman Brawling Camouflag Diplomacy Electronic Electronic Warfare) Electronic First Aid  | ge<br>/<br>s (Con<br>s (Elec                           | mms)<br>ctronic <b>⊟</b>                    | 12<br>12<br>12<br>10<br>11<br>11<br>11                              | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1<br>IQ+1<br>IQ+2                               | 4<br>4<br>4<br>4<br>4<br>4                     | B185<br>B182+<br>B183<br>B187<br>B189<br>B189<br>B189<br>B189                                 |  |
| ◆ Advantages & Perks Charisma 1 Luck (1/h) ◆ Disadvantages & Qui Sleepwalker ☐ CR: 12 (Resist quite o If sleepwalking would adventure, the GM wii for you whenever you you sleepwalk someti wake up after walking   | irks Iften) I matter during an II make a self-cont go to sleep. If you ime during the nig g for 1d minutes, o  | trol roll<br>u fail,<br>ıht. You                  | 20<br>5<br>15<br>-5  | B41<br>B66+   | Airman Brawling Camouflag Diplomacy Electronic Electronic Warfare) Electronic First Aid Merchant                                 | ge<br>/<br>s (Con<br>s (Elec<br>s (Sen                 | mms)<br>ctronic <b>⊟</b>                    | 12<br>12<br>12<br>10<br>11<br>11<br>11<br>12                        | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1<br>IQ+1<br>IQ+2<br>IQ+1                       | 4<br>4<br>4<br>4<br>4<br>4<br>4                | B185<br>B182+<br>B183<br>B187<br>B189<br>B189<br>B189<br>B195<br>B209                         |  |
| <ul> <li>Advantages &amp; Perks         Charisma 1         Luck (1/h)</li> <li>Disadvantages &amp; Qui         Sleepwalker          CR: 12 (Resist quite o         If sleepwalking would         adventure, the GM will         for you whenever you         you sleepwalk someti         wake up after walking         someone awakens you     </li> </ul>   | irks Iften) I matter during an II make a self-cont go to sleep. If you ime during the nig g for 1d minutes, o  | trol roll<br>u fail,<br>ıht. You                  | 20<br>5<br>15<br>-5<br>-5  | B41<br>B66+   | Airman Brawling Camouflag Diplomacy Electronic Electronic Warfare) Electronic First Aid Merchant Meteorolo                       | ge<br>/<br>s (Con<br>s (Elec<br>s (Sen                 | nms)<br>ctronic <b>日</b><br>nsors) <b>日</b> | 12<br>12<br>10<br>11<br>11<br>11<br>12<br>11                        | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1<br>IQ+1<br>IQ+2<br>IQ+1<br>IQ                 | 4<br>4<br>4<br>4<br>4<br>4<br>4<br>2           | B185<br>B182+<br>B183<br>B187<br>B189<br>B189<br>B189<br>B195<br>B209<br>B209                 |  |
| <ul> <li>Advantages &amp; Perks         Charisma 1         Luck (1/h)</li> <li>Disadvantages &amp; Qui         Sleepwalker          CR: 12 (Resist quite o         If sleepwalking would         adventure, the GM will         for you whenever you         you sleepwalk somet         wake up after walking         someone awakens you     </li> <li>Languages &amp; Culture</li> </ul>   | irks I matter during an Il make a self-cont go to sleep. If you ime during the nig g for 1d minutes, o   | trol roll<br>u fail,<br>ıht. You                  | 20<br>5<br>15<br>-5<br>-5  | B41<br>B66+<br>B154   | Airman Brawling Camouflag Diplomacy Electronic Electronic Warfare) Electronic First Aid Merchant Meteorolo Mimicry (S            | ge / s (Cons (Electors (Sen                            | nms)<br>ctronic <b>日</b><br>nsors) <b>日</b> | 12<br>12<br>10<br>11<br>11<br>11<br>12<br>11<br>10<br>9             | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1<br>IQ+2<br>IQ+1<br>IQ<br>IQ-1                 | 4<br>4<br>4<br>4<br>4<br>4<br>4<br>2<br>2      | B185<br>B182+<br>B183<br>B187<br>B189<br>B189<br>B189<br>B195<br>B209<br>B209<br>B210         |  |
| <ul> <li>Advantages &amp; Perks         Charisma 1         Luck (1/h)</li> <li>Disadvantages &amp; Qui         Sleepwalker          CR: 12 (Resist quite o         If sleepwalking would         adventure, the GM will         for you whenever you         you sleepwalk somet         wake up after walking         someone awakens you         Languages &amp; Culture         Language: Ama'ko</li> </ul>  | irks I matter during an II make a self-cont go to sleep. If you ime during the nig g for 1d minutes, oou.  | trol roll<br>u fail,<br>ht. You<br>or if          | 20<br>5<br>15<br>-5<br>-5  | B41<br>B66+   | Airman Brawling Camouflag Diplomacy Electronic Electronic Warfare) Electronic First Aid Merchant Meteorolo Mimicry (S Parachutin | ge / s (Cons (Electors (Sen                            | nms)<br>ctronic <b>日</b><br>nsors) <b>日</b> | 12<br>12<br>10<br>11<br>11<br>11<br>12<br>11<br>10<br>9             | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1<br>IQ+1<br>IQ+2<br>IQ+1<br>IQ<br>IQ-1<br>DX+2 | 4<br>4<br>4<br>4<br>4<br>4<br>4<br>2<br>2      | B185<br>B182+<br>B183<br>B187<br>B189<br>B189<br>B189<br>B195<br>B209<br>B209<br>B210<br>B212 |  |
| <ul> <li>Advantages &amp; Perks         Charisma 1         Luck (1/h)</li> <li>Disadvantages &amp; Qui         Sleepwalker          CR: 12 (Resist quite o         If sleepwalking would         adventure, the GM will         for you whenever you         you sleepwalk somet         wake up after walking         someone awakens you     </li> <li>Languages &amp; Culture</li> </ul>   | irks Iften) I matter during an II make a self-cont go to sleep. If you ime during the nig g for 1d minutes, oou.   | trol roll<br>u fail,<br>ht. You<br>or if          | 20<br>5<br>15<br>-5<br>-5  | B41<br>B66+<br>B154   | Airman Brawling Camouflag Diplomacy Electronic Electronic Warfare) Electronic First Aid Merchant Meteorolo Mimicry (S            | ge / s (Cons (Electors (Sen                            | nms)<br>ctronic <b>日</b><br>nsors) <b>日</b> | 12<br>12<br>10<br>11<br>11<br>11<br>12<br>11<br>10<br>9             | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1<br>IQ+1<br>IQ+2<br>IQ+1<br>IQ<br>IQ-1<br>DX+2 | 4<br>4<br>4<br>4<br>4<br>4<br>4<br>2<br>2      | B185<br>B182+<br>B183<br>B187<br>B189<br>B189<br>B189<br>B195<br>B209<br>B209<br>B210         |  |
| <ul> <li>Advantages &amp; Perks         Charisma 1         Luck (1/h)</li> <li>Disadvantages &amp; Qui         Sleepwalker          CR: 12 (Resist quite o         If sleepwalking would         adventure, the GM will         for you whenever you         you sleepwalk somet         wake up after walking         someone awakens you         Languages &amp; Culture         Language: Ama'ko         Native; Spoken (Fluer)</li> </ul>   | irks  Iften) I matter during an III make a self-cont go to sleep. If you ime during the nig g for 1d minutes, oou.  If make a self-cont go to sleep. If you ime during the nig g for 1d minutes, oou.  If the matter it is not be a self-cont sleep.  If you it is not it  | trol roll<br>u fail,<br>ht. You<br>or if          | 20<br>5<br>15<br>-5<br>-5  | B41<br>B66+<br>B154   | Airman Brawling Camouflag Diplomacy Electronic Electronic Warfare) Electronic First Aid Merchant Meteorolo Mimicry (S Parachutin | ge / s (Cons (Electors (Sen                            | nms)<br>ctronic <b>日</b><br>nsors) <b>日</b> | 12<br>12<br>10<br>11<br>11<br>11<br>12<br>11<br>10<br>9             | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1<br>IQ+1<br>IQ+2<br>IQ+1<br>IQ<br>IQ-1<br>DX+2 | 4<br>4<br>4<br>4<br>4<br>4<br>4<br>2<br>2      | B185<br>B182+<br>B183<br>B187<br>B189<br>B189<br>B189<br>B195<br>B209<br>B209<br>B210<br>B212 |  |
| O Advantages & Perks Charisma 1 Luck (1/h) O Disadvantages & Qui Sleepwalker ☐ CR: 12 (Resist quite o If sleepwalking would adventure, the GM wil for you whenever you you sleepwalk somet wake up after walking someone awakens you C Languages & Culture Language: Ama'ko Native; Spoken (Fluer Other Features & Tra  | irks  Iften) I matter during an III make a self-cont go to sleep. If you ime during the nig g for 1d minutes, oou.  If make a self-cont go to sleep. If you ime during the nig g for 1d minutes, oou.  If the matter it is not be a self-cont sleep.  If you it is not it  | trol roll<br>u fail,<br>ht. You<br>or if          | 20<br>5<br>15<br>-5<br>-5<br>7   | B41<br>B66+<br>B154   | Airman Brawling Camouflag Diplomacy Electronic Electronic Warfare) Electronic First Aid Merchant Meteorolo Mimicry (S Parachutin | ge / s (Cons (Electors (Sen                            | nms)<br>ctronic <b>日</b><br>nsors) <b>日</b> | 12<br>12<br>10<br>11<br>11<br>11<br>12<br>11<br>10<br>9             | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1<br>IQ+1<br>IQ+2<br>IQ+1<br>IQ<br>IQ-1<br>DX+2 | 4<br>4<br>4<br>4<br>4<br>4<br>4<br>2<br>2      | B185<br>B182+<br>B183<br>B187<br>B189<br>B189<br>B189<br>B195<br>B209<br>B209<br>B210<br>B212 |  |
| O Advantages & Perks Charisma 1 Luck (1/h) O Disadvantages & Qui Sleepwalker ☐ CR: 12 (Resist quite o If sleepwalking would adventure, the GM wii for you whenever you you sleepwalk somet wake up after walking someone awakens yo O Languages & Culture Language: Ama'ko Native; Spoken (Fluer Other Features & Tra CdP Natural Attact Pisché Ancestry Attributes: Pisc   | irks  Iften) I matter during an II make a self-cont go to sleep. If you ime during the nig g for 1d minutes, oou.  If matter during the nig g for 1d minutes, oou.  If the matter is the | trol roll<br>u fail,<br>ht. You<br>or if          | 20<br>5<br>15<br>-5<br>-5<br>-7<br>0   | B41<br>B66+<br>B154   | Airman Brawling Camouflag Diplomacy Electronic Electronic Warfare) Electronic First Aid Merchant Meteorolo Mimicry (S Parachutin | ge / s (Cons (Electors (Sen                            | nms)<br>ctronic <b>日</b><br>nsors) <b>日</b> | 12<br>12<br>10<br>11<br>11<br>11<br>12<br>11<br>10<br>9             | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1<br>IQ+1<br>IQ+2<br>IQ+1<br>IQ<br>IQ-1<br>DX+2 | 4<br>4<br>4<br>4<br>4<br>4<br>4<br>2<br>2      | B185<br>B182+<br>B183<br>B187<br>B189<br>B189<br>B189<br>B195<br>B209<br>B209<br>B210<br>B212 |  |
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| O Advantages & Perks Charisma 1 Luck (1/h) O Disadvantages & Qui Sleepwalker ☐ CR: 12 (Resist quite o If sleepwalking would adventure, the GM wii for you whenever you you sleepwalk someti wake up after walking someone awakens yo C Languages & Culture Language: Ama'ko Native; Spoken (Fluer Other Features & Tra CdP Natural Attac Pisché Ancestry Attributes: Pisc HT+2, Init-0.5. Night Vision 5  | irks Iften) I matter during an II make a self-cont go to sleep. If you ime during the nig g for 1d minutes, o bu. If the self-cont self- | trol roll<br>u fail,<br>ht. You<br>or if          | 20<br>5<br>15<br>-5<br>-5<br>-7<br>10<br>5   | B41<br>B66+<br>B154<br>B24<br>B271  | Airman Brawling Camouflag Diplomacy Electronic Electronic Warfare) Electronic First Aid Merchant Meteorolo Mimicry (S Parachutin | ge / s (Cons (Electors (Sen                            | nms)<br>ctronic <b>日</b><br>nsors) <b>日</b> | 12<br>12<br>10<br>11<br>11<br>11<br>12<br>11<br>10<br>9             | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1<br>IQ+1<br>IQ+2<br>IQ+1<br>IQ<br>IQ-1<br>DX+2 | 4<br>4<br>4<br>4<br>4<br>4<br>4<br>2<br>2      | B185<br>B182+<br>B183<br>B187<br>B189<br>B189<br>B189<br>B195<br>B209<br>B209<br>B210<br>B212 |  |
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| O Advantages & Perks Charisma 1 Luck (1/h)  Disadvantages & Qui Sleepwalker ☐ CR: 12 (Resist quite o If sleepwalking would adventure, the GM wii for you whenever you you sleepwalk somet wake up after walking someone awakens yo  Languages & Culture Language: Ama'ko Native; Spoken (Fluer Other Features & Tra CdP Natural Attac Pisché Ancestry  Attributes: Pisc HT+2, Init-0.5. Night Vision 5 Reduced Consu Cast-Iron Stomack Restricted Diet Very Common Sanitized Meta Strongly Alkalir  | irks  Iften) I matter during an II make a self-cont go to sleep. If you ime during the nig g for 1d minutes, oou.  If matter during the nig g for 1d minutes, oou.  If matter during the nig g for 1d minutes, oou.  If matter during the nig g for 1d minutes, oou.  If matter during the nig g for 1d minutes, oou.  If matter during the nig g for 1d minutes, oou.  If matter during an income a self-control of the night for the | trol roll<br>u fail,<br>ht. You<br>or if          | 20<br>5<br>15<br>-5<br>-5<br>-5<br>-7<br>0<br>7<br>10<br>5<br>1<br>-10               | B41<br>B66+<br>B154<br>B24<br>B271<br>B71+<br>B80<br>B151<br>B101<br>TT2:19   | Airman Brawling Camouflag Diplomacy Electronic Electronic Warfare) Electronic First Aid Merchant Meteorolo Mimicry (S Parachutin | ge / s (Cons (Electors (Sen                            | mms) ctronic 🖨 nsors) 🗗                     | 12<br>12<br>10<br>11<br>11<br>11<br>12<br>11<br>10<br>9<br>12       | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1<br>IQ+1<br>IQ+2<br>IQ+1<br>IQ<br>IQ-1<br>DX+2 | 4<br>4<br>4<br>4<br>4<br>4<br>4<br>2<br>2      | B185<br>B182+<br>B183<br>B187<br>B189<br>B189<br>B195<br>B209<br>B209<br>B210<br>B212<br>B226 |  |
| O Advantages & Perks Charisma 1 Luck (1/h)  Disadvantages & Qui Sleepwalker ☐ CR: 12 (Resist quite o If sleepwalking would adventure, the GM wii for you whenever you you sleepwalk somet wake up after walking someone awakens yo  Languages & Culture Language: Ama'ko Native; Spoken (Fluer Other Features & Tra CdP Natural Attac Pisché Ancestry  Attributes: Pisc HT+2, Init-0.5. Night Vision 5 Reduced Consu Cast-Iron Stomack Restricted Diet Very Common Sanitized Meta Strongly Alkalir  | irks  Iften) I matter during an II make a self-cont go to sleep. If you ime during the nig g for 1d minutes, o bu.  If matter during an II make a self-cont go to sleep. If you ime during the nig g for 1d minutes, o bu.  If the important is the interval into the important is the | trol roll<br>u fail,<br>ht. You<br>or if          | 20<br>5<br>15<br>-5<br>-5<br>-5<br>-7<br>0<br>7<br>10<br>5<br>1<br>-10               | B41<br>B66+<br>B154<br>B24<br>B271<br>B71+<br>B80<br>B151<br>B101<br>TT2:19   | Airman Brawling Camouflag Diplomacy Electronic Electronic First Aid Merchant Meteorolo Mimicry (S Parachutin Throwing            | ge<br>/<br>s (Con<br>s (Elec<br>s (Sen<br>gy<br>Speech | mms) ctronic 🖨 nsors) 🗗                     | 12<br>12<br>10<br>11<br>11<br>11<br>10<br>9<br>12<br>11             | IQ+2<br>DX+2<br>IQ+2<br>IQ<br>IQ+1<br>IQ+1<br>IQ+2<br>IQ+1<br>IQ<br>IQ-1<br>DX+2<br>DX+1 | 4<br>4<br>4<br>4<br>4<br>4<br>2<br>2<br>4<br>4 | B185<br>B182+<br>B183<br>B187<br>B189<br>B189<br>B195<br>B209<br>B209<br>B210<br>B212<br>B226 |  |
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| ✓        | #  | CARRIED EQUIPMENT (0.575 KG; \$12.5) | Uses | <b>9</b> | Â        | \$€ | \$≜      |  |
|----------|----|--------------------------------------|------|----------|----------|-----|----------|--|
| <b>✓</b> | 25 | Screw                                |      | 0.1      | 0.003 kg | 2.5 | 0.075 kg |  |