

GCS is copyrighted ©1998-2025 by Richard A. Wilkes  
 All rights reserved

**Faryth**  
 gurpscharactersheet.com

Modified Mar 14, 2025, 8:20 PM  
 Page 1 of 2

| TRAIT   |  | PTS | 📖     | SKILL / TECHNIQUE        |  | SL | RSL   | PTS | 📖     |
|---|--|-----|-------|--------------------------|--|----|-------|-----|-------|
| Combat Reflexes 📖   |  | 15  | B43   | Jumping                  |  | 12 | DX    | 1   | B203+ |
| Never freeze  |  |     |       | Karate                   |  | 13 | DX+1  | 8   | B203+ |
| High Pain Threshold   |  | 10  | B59   | Mechanic (Robotics)      |  | 8  | IQ-2  | 4   | B207  |
| Luck 📖  |  | 15  | B66+  | Observation              |  | 9  | Per-1 | 1   | B211  |
| Usable once per hour of play  |  |     |       | Piloting (Contragravity) |  | 11 | DX-1  | 1   | B214  |
| Pistol-Fist (Pistol)  |  | 1   | PU2:6 | Stealth                  |  | 11 | DX-1  | 1   | B222  |
| 👉 Culture   |  | 8   |       | Throwing                 |  | 11 | DX-1  | 1   | B226  |
| Cultural Familiarity (Te'karn) 📖  |  | 0   | B23   | Tracking                 |  | 9  | Per-1 | 1   | B226  |
| 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 (Basic) 📖 Meta 📖  |  | 0   | B46   |                          |  |    |       |     |       |
| Both Arms   |  |     |       |                          |  |    |       |     |       |
| Damage Resistance 4   |  | 8   | B47+  |                          |  |    |       |     |       |
| Electrical  |  | -8  | B134  |                          |  |    |       |     |       |
| Ham-Fisted 1  |  | -2  | B138  |                          |  |    |       |     |       |
| 👉 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))<br>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 📖             |                                     |      | 0  |    | 5   | 0.5 kg   | 5   | 0.5 kg   | B288 |
| Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits. |                               |                                     |      |    |    |     |          |     |          |      |