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Faryth
 gurpscharactersheet.com

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 Page 1 of 2

TRAIT			PTS		SKILL / TECHNIQUE			SL	RSL	PTS	
	Luck		15	<u>B66+</u>	Observation			9	Per-1	1	<u>B211</u>
	Usable once per hour of play				Piloting (Contragravity)			11	DX-1	1	<u>B214</u>
	Pistol-Fist (Pistol)		1	<u>PU2:6</u>	Stealth			11	DX-1	1	<u>B222</u>
✓	Culture		8		Throwing			11	DX-1	1	<u>B226</u>
	Cultural Familiarity (Te'karn)		0	<u>B23</u>	Tracking			9	Per-1	1	<u>B226</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 (Upgraded) Meta		4	<u>B46</u>							
	Both Arms										
	Damage Resistance 5		10	<u>B47+</u>							
	Electrical		-8	<u>B134</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										
✓	Te'karn Ancestry		0								
	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 (0.525 kg; \$6)			USES	TL	LC						
1		Golden-tipped Bullet, .455 Webley		6	3	1	0.025 kg	1	0.025 kg		<u>HT94</u>
		Shot by Zaraazas									
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.									