

PORTRAIT		IDENTITY				MISCELLANEOUS				180 POINTS									
		NAME	Faryth			CREATED	Jul 24, 2024, 11:01 PM			5 UNSPENT									
		TITLE				MODIFIED	Apr 16, 2025, 10:13 PM			0 ANCESTRY									
		ORGANIZATION	YFRLD			PLAYER	Guido			65 ATTRIBUTES									
	DESCRIPTION									85 ADVANTAGES									
		GENDER	Female			HEIGHT	1.65 m			HAIR	Black								
		AGE	25			WEIGHT	90 kg			EYES	Blue								
		BIRTHDAY				SIZE	+0			SKIN	Tan								
		RELIGION				TL	(5+1)			HAND	Left								
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES				HUMANOID				ENCUMBRANCE, MOVE & DODGE									
[10]	11	STRENGTH (ST)		[15]	13	WILL		ROLL	LOCATION		DR		LEVEL	MAX LOAD		MOVE	DODGE		
[40]	12	DEXTERITY (DX)			Senses				EYES	-9	0			0	NONE	12 kg	5	13	
[0]	10	INTELLIGENCE (IQ)		[0]	10	PERCEPTION (PER)		3-4	SKULL	-7	2			1	LIGHT	24 kg	4	12	
[0]	10	HEALTH (HT)		[0]	10	VISION		5	FACE	-5	0			2	MEDIUM	36 kg	3	11	
[0]	10	KEUM (KE)		[0]	10	HEARING		6-7	RIGHT LEG	-2	0			3	HEAVY	72 kg	2	10	
BASIC DAMAGE						[0]	10	TASTE & SMELL		8	RIGHT ARM	-2	5		4	X-HEAVY	120 kg	1	9
1d-1 BASIC THRUST						[0]	10	TOUCH		9-10	TORSO	+0	0						
1d+1 BASIC SWING							Movement			11	GROIN	-3	0						
						[0]	5.5	BASIC SPEED		12	LEFT ARM	-2	5						
						[0]	5	BASIC MOVE		13-14	LEFT LEG	-2	0						
						13 DODGE				15	HAND	-4	5						
										16	FOOT	-4	0						
										17-18	NECK	-5	0						
											VITALS	-3	0						
POINT POOLS																			
[0]	10	OF	10	FP [RESTED]															
[0]	11	OF	11	HP [HEALTHY]															
[0]	10	OF	10	KP [HARMONICAL]															
± REACTION										± CONDITION									
+1		from others aware of your reputation																	
+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.																	
		+3		on all HT rolls to avoid knockdown and stunning															
		+6		on all IQ rolls to wake up or to recover from surprise or mental stun															
		+3		to resist torture															
MELEE WEAPON										USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST			
Dagger										Thrust	8	8	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	11	No	1d+1 cr	C				
Arm ST 2																			
Natural Attacks										Slam	12	No	No	1d-3 cr	C				
Revolver, .38										Pistol-Whip	15	12	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		B39	Airshipman					10	IQ	1	B185			
Appearance					16		B21	Apparatus Operation (Communications)					10	IQ	2	B189			
Very Beautiful								Artist (Painting)					10	IQ	4	B179			
Arm ST 2					10		B40	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		B43	First Aid					10	IQ	1	B195			
[NSH]								Guns (Pistol)					15	DX+3	8	B198			
Good Reputation 1					1		B26+	Jumping					12	DX	1	B203+			
People Affected (Caravana Terrien); Recognized all the time								Karate					13	DX+1	8	B203+			
High Pain Threshold					10		B59	Mechanic (Robotics)					11	IQ+1	4	B207			
								Observation					9	Per-1	1	B211			

TRAIT		PTS	🔖	SKILL / TECHNIQUE		SL	RSL	PTS	🔖
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									
👉 Te'karn Ancestry		0							
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.										