Portrait	IDENTITY						Miscellaneous				161 Points 🗹				
TORMAII	>\$ NAME		VIIII				CRE				1 PM		UNSPEN		
NAME Faryth TITLE ORGANIZATION								CREATED Jul 24, 2024, 11:01 PM MODIFIED Jan 22, 2025, 7:32 PM PLAYER Guido				0 ONSPENT 0 ANCESTRY			
												65 ATTRIBUTES			
	DESCRIPTION											74	Advan ⁻	TAGES	
	ズ GENDER		→ Height 1.65 m				→ HAIR Black				-28 DISADVANTAGES				
	→ GENDER I			>\$ WEIG				2		Blue		-1	Quirks		
	₩ BIRTHDAY				SIZE +			2		Tan		45	Skills		
	RELIGION	ounc o				(5+1)			4 HAND			0	SPELLS		
DRIVARY ATTRIBUTES	SECONDARY A	TTDIDLITES			HUMA						IOE MOV	,- O F	اممد		
PRIMARY ATTRIBUTES	[15] 13 WILL		Rol		DCATI		DR	ê	l e	Encumbrat Vel	MAX L			Dodge	
[10] 11 Strength (ST) [40] 12 Dexterity (DX)	8 GRIT		INOL	EYES		-9	0		1 0 N			kg	5	9	
[0] 10 INTELLIGENCE (IQ)	10 KEUM	1	3-4	SKUL		-7	2		1 Li			kg	4	8	
[0] 10 HEALTH (HT)		ises	5	FACE		-5	0		2 M	ledium		kg	3	7	
Basic Damage		EPTION (PER)	6-7	Righ	T LEG	-2	0		3 H	EAVY	72	kg	2	6	
1d-1 Basic Thrust	[0] 10 Visio	` ,	8	Righ	T AR	и -2	3		4 X	-HEAVY	120	kg	1	5	
1d+1 Basic Thrus1	[0] 10 HEAR		9-10	Tors	03	+0	0			LIFTING 8	Movino	з Тніі	NGS		
TUTT DASIC SWING	[0] 10 Tast	E & SMELL	11	Groi	N	-3	0		12	kg Basic	LIFT				
	[0] 10 Touc	Н	12		ARM		3			kg ONE-H		IFT			
	⊘ Move	ement	13-1			-2	0		96	kg Two-F	ANDED L	IFT			
	[0] 5.5 Basic	SPEED	15	HANI		-4	3		144	kg Shove	& Knoc	k Ove	:R		
	[0] 5 Basic	Move	16	F001		-4	0		288	kg Runnii	ig Shovi	& K	чоск О	VER	
Point	Pools		17-1			-5	0			kg Carry					
[0] 10 OF 10 FP [RESTED			1	VITA	LS	-3	0	$-\parallel$	600	kg Shift	SLIGHTLY				
[0] 11 OF 11 HP [HEALTH	-														
±	REACTION				±					Condition	J				
+6 from those attracted		of your sex,	+2 fr	om	+3	3 on a	III HT	rolls to	o avoid	knockdov		tunn	ing		
everyone else. Exce		-			+6	on a	ill IQ r	olls to	wake	up or to re	cover fr	om s	urpris	e or	
reason to dislike you (more than -4 in reaction															
regardless of bonus	es) resent you	ır good look							e rolls for your side (+2 if you are the leader)						
at -2 instead.								orture						O.T.	
	MELEE WEAPON				US Thru	SAGE	SL 8	- P	ARRY	BLOCK No	Damage 1d-1 im		REACH	ST 5	
Dagger ∃ Arm ST 2					ııııu	31	0	'		NO	1u-1 IIII	P	•	'	
Natural Attacks					Bite		12	No)	No	1d-2 cr	C	;		
Natural Attacks					Kick		11	No			1d+1 cr		,1		
Natural Attacks 🖪 Arm ST 2					Punc	ch	13	10)	No	1d+1 cr	C	;		
Natural Attacks					Slam	1	12	No)	No	1d-3 cr	C	<u>;</u>		
Revolver, .38						ol-Whip		11			1d cr	C			
Arm ST 2															
Ranged Weapo	N	Usage	SL	Acc		MAGE		NGE	RoF	Shots	Bulk		RECOIL	ST	
Dagger ∃ Arm ST 2		Thrown	11	Λ .	14.	1 imp	E/11		1	T	-1			5	
			• •	0	ıa-	р	5/11		'						
l Revolver38						•						2		8	
Revolver, .38	T		15	2	2d-	1 pi	120/	/1,500	3	6(3i)	-2	2		8	
Trai	т					1 pi	120/	/ <mark>1,500</mark> Тесниі	3	6(3i)	-2 RSI		Ртs 8		
	Т		15 Ртѕ	2		1 pi S Acrob	120/	<mark>/1,500</mark> Тесниі	3	6(3i)	-2 RSI 3 DX+		Ртs 8		
TRAI ◆ Advantages Ambidexterity Appearance ■	т		15 Ртs 66	2		1 pi Acrob Artist	120/ SKILL / Datics (Pain	<mark>/1,500</mark> Тесниі	3	6(3i) SL 1 1	-2 RSI 3 DX+ 0 IQ 3 DX+	1	PTS 8 4 4	B174+ B179 B183	
TRAI ◆ Advantages Ambidexterity Appearance Very Beautiful	Т		15 PTS 66 5 16	B39 B21		1 pi Acrob Artist Climb	120/ SKILL / Datics (Paint) Ding macy	<mark>/1,500</mark> Тесниі	3	6(3i) SL 1 1 1 1	-2 RSI 3 DX+ 0 IQ 3 DX+ 0 IQ	1	PTS 8 4 4 4 4	B174+ B179 B183 B187	
TRAI ◆ Advantages Ambidexterity Appearance Very Beautiful Arm ST 2 ■			15 Ртѕ 66 5	2 B39		1 pi Acrob Artist Climb Diploi	120/ SKILL / Datics (Painting macy Aid	/1,500 TECHNI	3	6(3i) SL 1 1 1 1 1	-2 RSI 3 DX+ 0 IQ 3 DX+ 0 IQ 0 IQ	1	PTS 8 4 4 4 1	B174+ B179 B183 B187 B195	
TRAI ◆ Advantages Ambidexterity Appearance Very Beautiful Arm ST 2 Only applies to efforts those arms or hands. I	to lift, throw, or a	ttack with multiple	15 PTS 66 5 16	B39 B21		Acrob Artist Climb Diploi First	120/ SKILL / Datics (Pain bing macy Aid (Pisto	/1,500 TECHNI	3	6(3i) SL 1 1 1 1 1 1 1 1 1	-2 RSI 3 DX+ 0 IQ 3 DX+ 0 IQ 0 IQ 0 IQ 5 DX+	1	PTS 8 4 4 4 1 8	B174+ B179 B183 B187 B195 B198	
TRAI ◆ Advantages Ambidexterity Appearance Very Beautiful Arm ST 2 Only applies to efforts those arms or hands. I hands and they don't h	to lift, throw, or a	ttack with multiple	15 PTS 66 5 16	B39 B21		1 pi Acrob Artist Climb Diploi	120/ SKILL / Patics (Painging macy Aid (Pisto	/1,500 TECHNI	3	6(3i) SL 1 1 1 1 1	-2 RSI 3 DX+ 0 IQ 3 DX+ 0 IQ 0 IQ 5 DX+ 2 DX	1 1 3	PTS 8 4 4 4 1 8 1	B174+ B179 B183 B187 B195 B198 B203+	
TRAI ◆ Advantages Ambidexterity Appearance Very Beautiful Arm ST 2 Only applies to efforts those arms or hands. I	to lift, throw, or a If a task requires r nave the same ST,	ttack with multiple	15 PTS 66 5 16	B39 B21 B40		Acrob Artist Climb Diploi First A Guns Jump Karat Mech	120/ batics (Painding macy Aid (Pistoling e anic (l	TECHNIcting)	3 IQUE	6(3i) SL 1 1 1 1 1 1 1 1 1 1 1 1 1 1	-2 RSI 3 DX+ 0 IQ 3 DX+ 0 IQ 0 IQ 5 DX+ 2 DX 3 DX+ 1 IQ+1	1 3 1 1	PTS 8 4 4 4 1 8 1	B174+ B179 B183 B187 B195 B198 B203+ B203+ B207	
TRAI Advantages Ambidexterity Appearance Very Beautiful Arm ST 2 Only applies to efforts those arms or hands. I hands and they don't haverage ST. Combat Reflexes Never freeze	to lift, throw, or a If a task requires r nave the same ST,	ttack with multiple	15 PTS 66 5 16 10	B39 B21 B40		Acrob Artist Climb Diplor First / Guns Jump Karat Mech Obse	120/ catics (Paining macy Aid (Pisto ing e anic (I	TECHNIcting)	3 IQUE	6(3i) SL 1 1 1 1 1 1 1 1 1 1 1	-2 RSI 3 DX+ 0 IQ 0 IQ 0 IQ 5 DX+ 2 DX 3 DX+ 1 IQ+1	1 1 3 1	PTS 8 4 4 1 8 1 8 4 1	B174+ B179 B183 B187 B195 B198 B203+ B203+ B207 B211	
TRAI Advantages Ambidexterity Appearance Very Beautiful Arm ST 2 Only applies to efforts those arms or hands. I hands and they don't haverage ST. Combat Reflexes Never freeze Cybernetics (Basic	to lift, throw, or a If a task requires r nave the same ST,	ttack with multiple	15 PTS 66 5 16	B39 B21 B40		Acrob Artist Climb Diplor First A Guns Jump Karat Mech Obser Throv	120/ patics (Paining macy Aid (Pisto ing e anic (Irvation	TECHNIcting)	3 IQUE	6(3i) SL 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	-2 RSI 3 DX+ 0 IQ 0 IQ 0 IQ 0 IQ 5 DX+ 2 DX 3 DX+ 1 IQ+1 9 Per- 1 DX-	1 1 3 1 1	PTS 8 4 4 1 8 1 8 4 1 1 1	B174+ B179 B183 B187 B195 B198 B203+ B203+ B207 B211 B226	
TRAI Advantages Ambidexterity Appearance Very Beautiful Arm ST 2 Only applies to efforts those arms or hands. I hands and they don't haverage ST. Combat Reflexes Never freeze	to lift, throw, or a If a task requires r nave the same ST,	ttack with multiple	15 PTS 66 5 16 10	B39 B21 B40		Acrob Artist Climb Diplor First / Guns Jump Karat Mech Obse	120/ Skill / Datics (Painting macy Aid (Pisto ing e anic (I rvation ving ing	TECHNIcting)	3 IQUE	6(3i) SL 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	-2 RSI 3 DX+ 0 IQ 0 IQ 0 IQ 5 DX+ 2 DX 3 DX+ 1 IQ+1	1 1 3 1 1	PTS 8 4 4 1 8 1 8 4 1	B174+ B179 B183 B187 B195 B198 B203+ B203+ B207 B211	

Trait	Ртѕ		Skill / Technique	SL	RSL	Ртѕ	
High Pain Threshold	4	B59	Swimming	6	HT-4		B224
Never suffer shock penalties when injured		<u> </u>	Swimining		111 4	"	<u> </u>
✓ Machine Meta	10	B263					
Injury Tolerance	10	B60					
No Blood (Do not bleed, unaffected by		300					
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	'-	<u> </u>					
Unhealing (Total)	-12	B160					
Wears out instead of aging	0	B263					
Maintenance ∃	-3	B143					
People Required: 1; Frequency: Every other		21.10					
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 HP it is							
missing when using a damaged limb. Luck	15	B66+					
Usable once per hour of play	10	<u> </u>					
Pistol-Fist (Pistol)	1	PU2:6					
⊘ Culture	8						
Cultural Familiarity (Te'karn)	0	B23					
Language: Ama'kon 🖪	4	B24					
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)							
Disadvantages	-29						
Cannot Float	-1	B165					
Chronic Pain	-12	<u>B126</u>					
2.5 hour interval; FR: 9; Severe (-4 to DX, IQ, and self-control rolls)							
No Arms	-16						
Mitigator (Cybernetics)							
You cannot wield anything, or perform any task							
that requires one or two arms							
Natural Attacks	0	<u>B271</u>					
✓ # CARRIED EQUIPMENT (1.125 KG; S)	\$420)		Uses TL LC 🚅 🖺	*	} 3 *	\$ ≜	
✓ 1 Dagger			1 20 0.125	kg	20 0	.125 kg	B272
✓ 1 Revolver, .38			6 3 400 1 1	_	400	1 kg	
# OTHER EQUIPMENT (0.5 KG; \$5)		Uses TL LC 😂	^	\$	\$ A	Ţ
1 Personal Basics ∃			0 5 0.5	kg	5	0.5 kg	B288
Minimum gear for camping: -2 to any Survival roll wi						J	
utensils, tinderbox or flint and steel, towel, etc., as T	L permits	S.					