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Faryth
 gurpscharactersheet.com

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TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL	PTS	
High Pain Threshold		4	<u>B59</u>	Swimming		6	HT-4	0	<u>B224</u>
Never suffer shock penalties when injured									
✔ Machine		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 HP it is missing when using a damaged limb.									
Luck		15	<u>B66+</u>						
Usable once per hour of play									
Pistol-Fist (Pistol)		1	<u>PU2:6</u>						
✔ Culture		8							
Cultural Familiarity (Te'karn)		0	<u>B23</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)									
✔ Disadvantages		-29							
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		-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; \$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 (0.5 KG; \$5)		USES	TL	LC						
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.											