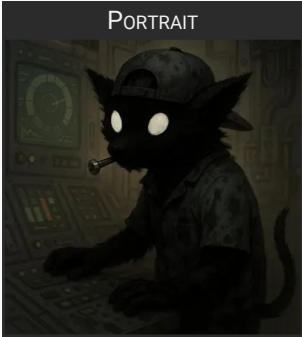


<div>Portrait</div> 	IDENTITY		MISCELLANEOUS		70 POINTS					
	NAME <b>Umbrei Creatur Amalgamata</b>		CREATED <b>Aug 17, 2025, 11:23 PM</b>		0 UNSPENT					
	TITLE <b>Especialista</b>		MODIFIED <b>Aug 19, 2025, 10:56 PM</b>		7 ANCESTRY					
	ORGANIZATION		PLAYER <b>Xela</b>		0 ATTRIBUTES					
DESCRIPTION						20 ADVANTAGES				
GENDER		HEIGHT <b>1.72 m</b>		HAIR <b>Black</b>		-5 DISADVANTAGES				
AGE		WEIGHT <b>69 kg</b>		EYES <b>Pale</b>		0 QUIRKS				
BIRTHDAY		SIZE <b>+0</b>		SKIN		48 SKILLS				
RELIGION		TL <b>(5+1)</b>		HAND <b>Right</b>		0 SPELLS				
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID		ENCUMBRANCE, MOVE & DODGE				
[0] <b>10</b> STRENGTH (ST)		[0] <b>10</b> WILL		ROLL LOCATION DR		LEVEL MAX LOAD MOVE DODGE				
[0] <b>10</b> DEXTERITY (DX)		[0] <b>10</b> FRIGHT CHECK		2-3 HEAD -5 0		0 NONE 10 kg 5 8				
[0] <b>10</b> INTELLIGENCE (IQ)		[0] <b>5</b> INITIATIVE (INIT)		SKULL -7 2		1 LIGHT 20 kg 4 7				
[0] <b>12</b> HEALTH (HT)		[0] <b>5</b> BASIC MOVE		FACE -5 0		2 MEDIUM 30 kg 3 6				
BASIC DAMAGE		Senses		NECK -5 0		3 HEAVY 60 kg 2 5				
1d-2 BASIC THRUST		[0] <b>10</b> PERCEPTION (PER)		EYES -9 0		4 X-HEAVY 100 kg 1 4				
1d BASIC SWING		[0] <b>10</b> VISION		4-6 ARMS -2 0		LIFTING & MOVING THINGS				
		[0] <b>10</b> HEARING		HANDS -4 0		10 kg BASIC LIFT				
		[0] <b>10</b> TASTE & SMELL		7-9 TORSO +0 0		20 kg ONE-HANDED LIFT				
		[0] <b>10</b> TOUCH		VITALS -3 1		80 kg TWO-HANDED LIFT				
POINT POOLS				GROIN -3 0		120 kg SHOVE & KNOCK OVER				
[0] <b>10</b> OF <b>10</b> HP [HEALTHY]				10-12 LEGS -2 0		240 kg RUNNING SHOVE & KNOCK OVER				
[0] <b>12</b> OF <b>12</b> FP [RESTED]				FEET -4 0		150 kg CARRY ON BACK				
						500 kg SHIFT SLIGHTLY				
REACTION				CONDITION						
± +1 from others in close confines				± -1 to attempts to track you by scent						
+1 from sapient being with whom you actively interact (converse, lecture, etc.)										
+1 to Influence rolls										
TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL	PTS		
Advantages & Perks		20		Airman		12	IQ+2	4	B185	
Charisma 1		5 B41		Brawling		12	DX+2	4	B182+	
Luck (1/h)		15 B66+		Camouflage		12	IQ+2	4	B183	
Disadvantages & Quirks		-5		Diplomacy		10	IQ	4	B187	
Sleepwalker		-5 B154		Electronics (Comms)		11	IQ+1	4	B189	
CR: 12 (Resist quite often)				Electronics (Electronic )		11	IQ+1	4	B189	
If sleepwalking would matter during an adventure, the GM will make a self-control roll for you whenever you go to sleep. If you fail, you sleepwalk sometime during the night. You wake up after walking for 1d minutes, or if someone awakens you.				Warfare)						
Languages & Culture		0		Electronics (Sensors)		11	IQ+1	4	B189	
Language: Ama'kon		0 B24		First Aid		12	IQ+2	4	B195	
Native; Spoken (Fluent); Written (Educated)				Merchant		11	IQ+1	4	B209	
Other Features & Traits		7		Meteorology		10	IQ	2	B209	
CdP Natural Attacks		0 B271		Mimicry (Speech)		9	IQ-1	2	B210	
Pisché  Ancestry		7		Parachuting		12	DX+2	4	B212	
Attributes: Pisché		10		Throwing		11	DX+1	4	B226	
HT+2, Init-0.5.										
Night Vision 5		5 B71+								
Reduced Consumption 1		1 B80								
Cast-Iron Stomach										
Restricted Diet (Metal)		-10 B151								
Very Common										
Sanitized Metabolism		1 B101								
Strongly Alkaline		0 TT2:19								
Tail		0 TT2:12								
MELEE WEAPON				USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
CdP Natural Attacks				Unarmed	12	9	No	1d-2 cr	C	
Parry with punches; Kicks have range C, 1; High Kicks are at -2.										
#		CARRIED EQUIPMENT (0.575 kg; \$12.5)		USES						
✓ 1		Handbag		10		0.5 kg	12.5	0.575 kg	HT31	

✓	#	CARRIED EQUIPMENT (0.575 kg; \$12.5)	USES						
✓	25	Screw		0.1	0.003 kg	2.5	0.075 kg		