

Portrait	Identity			Miscellaneous			253 Points						
	<div> <div> NAME Ketha </div> <div> TITLE </div> <div> ORGANIZATION </div> </div>			<div> <div>CREATED</div> <div>Jun 7, 2024, 10:43 PM</div> </div> <div> <div>MODIFIED</div> <div>Jun 7, 2024, 11:31 PM</div> </div> <div> <div>PLAYER</div> <div>Ghaith</div> </div>			<div>4 UNSPENT</div> <div>0 ANCESTRY</div> <div>160 ATTRIBUTES</div> <div>73 ADVANTAGES</div> <div>-60 DISADVANTAGES</div> <div>-4 QUIRKS</div> <div>80 SKILLS</div> <div>0 SPELLS</div>						
	Description												
	<div> <div> GENDER Female </div> <div> AGE 21 </div> <div> BIRTHDAY </div> <div> RELIGION </div> </div>			<div> <div> HEIGHT 170 m </div> <div> WEIGHT 70 kg </div> <div> SIZE +0 </div> <div> TL 3 </div> </div>			<div> <div> HAIR Dark </div> <div> EYES Brown </div> <div> SKIN Dark Brown </div> <div> HAND Right </div> </div>						
	Primary Attributes			Secondary Attributes			Humanoid			Encumbrance, Move & Dodge			
	<div> <div>[0] 10 STRENGTH (ST)</div> <div>[120] 14 DEXTERITY (DX)</div> <div>[0] 10 INTELLIGENCE (IQ)</div> <div>[40] 12 HEALTH (HT)</div> <div>[0] 10 WILL</div> <div>[0] 10 PERCEPTION (PER)</div> <div>[0] 12 ZAUBEREI (MB)</div> <div>[0] 12 MIRAKEL (WB)</div> <div>[0] 0 HERO POINTS (HERO)</div> <div>[0] 0 PASSIVE DEFENSE (PD)</div> </div>			<div> <div>[0] 14 INITIATIVE (INI)</div> <div>[0] 12 FRIGHT CHECK</div> <div>[0] 10 VISION</div> <div>[0] 10 HEARING</div> <div>[0] 10 TASTE &amp; SMELL</div> <div>[0] 10 TOUCH</div> <div>[0] 6.5 BASIC SPEED</div> <div>[0] 6 BASIC MOVE</div> <div>[0] 10 MENTAL POINTS (MP)</div> <div>[0] 10 PSYCHE (PP)</div> </div>			<div> <div>ROLL</div> <div>LOCATION</div> <div>DR</div> <div></div> </div>			<div> <div>LEVEL</div> <div>MAX LOAD</div> <div>MOVE</div> <div>DODGE</div> </div>			
						<div> <div>3-4</div> <div>SKULL</div> <div>-7</div> <div>2</div> </div>			<div> <div>0 No</div> <div>10 kg</div> <div>6</div> <div>10</div> </div>				
						<div> <div>5</div> <div>FACE</div> <div>-5</div> <div>0</div> </div>			<div> <div>1 Lig</div> <div>20 kg</div> <div>4</div> <div>9</div> </div>				
						<div> <div>6-7</div> <div>RIGHT LEG</div> <div>-2</div> <div>0</div> </div>			<div> <div>2 Me</div> <div>30 kg</div> <div>3</div> <div>8</div> </div>				
						<div> <div>8</div> <div>RIGHT ARM</div> <div>-2</div> <div>0</div> </div>			<div> <div>3 He</div> <div>60 kg</div> <div>2</div> <div>7</div> </div>				
						<div> <div>9-10</div> <div>TORSO</div> <div>+0</div> <div>0</div> </div>			<div> <div>4 X-1</div> <div>100 kg</div> <div>1</div> <div>6</div> </div>				
						<div> <div>11</div> <div>GROIN</div> <div>-3</div> <div>0</div> </div>			<div> <div>LIFTING &amp; MOVING THINGS</div> </div>				
						<div> <div>12</div> <div>LEFT ARM</div> <div>-2</div> <div>0</div> </div>			<div> <div>10 kg BASIC LIFT</div> </div>				
						<div> <div>13-14</div> <div>LEFT LEG</div> <div>-2</div> <div>0</div> </div>			<div> <div>20 kg ONE-HANDED LIFT</div> </div>				
						<div> <div>15</div> <div>HAND</div> <div>-4</div> <div>0</div> </div>			<div> <div>80 kg TWO-HANDED LIFT</div> </div>				
						<div> <div>16</div> <div>FOOT</div> <div>-4</div> <div>0</div> </div>			<div> <div>120 kg SHOVE &amp; KNOCK OVER</div> </div>				
						<div> <div>17-18</div> <div>NECK</div> <div>-5</div> <div>0</div> </div>			<div> <div>240 kg RUNNING SHOVE &amp; KNOCK OVER</div> </div>				
						<div> <div>VITALS</div> <div>-3</div> <div>0</div> </div>			<div> <div>150 kg CARRY ON BACK</div> </div>				
									<div> <div>500 kg SHIFT SLIGHTLY</div> </div>				
Point Pools													
<div> <div>[0] 10 OF 10 HP [HEALTHY]</div> <div>[0] 12 OF 12 FP [RESTED]</div> </div>													
Reaction					Condition								
<div> <div>-2</div> <div>from experienced NPCs</div> </div>					<div> <div>+3</div> <div>on all HT rolls to avoid knockdown and stunning</div> </div>								
<div> <div>-2</div> <div>from others except your own kind</div> </div>					<div> <div>+6</div> <div>on all IQ rolls to wake up or to recover from surprise or mental stun</div> </div>								
<div> <div>+2</div> <div>from others of your own kind in an area, profession, or situation where your minority is especially rare</div> </div>					<div> <div>+6</div> <div>on all rolls to keep your feet if the surface is wet, slippery or unstable</div> </div>								
<div> <div>+2</div> <div>from young or naive individuals who believe you are as good as you say you are</div> </div>					<div> <div>+4</div> <div>on DX and DX-based skill rolls to keep your feet or avoid being knocked down in combat</div> </div>								
					<div> <div>+2</div> <div>to all HT rolls to stay conscious, avoid death, resist disease, resist poison</div> </div>								
					<div> <div>+2</div> <div>to HT rolls made for survival at -HP or below, and on any HT roll where failure means instant death. If this bonus makes the difference between success and failure, you collapse, apparently dead (or disabled), but come to in the usual amount of time. A successful Diagnosis roll reveals the truth.</div> </div>								
					<div> <div>+1</div> <div>to initiative rolls for your side (+2 if you are the leader)</div> </div>								
					<div> <div>+1</div> <div>to others' attempts to identify or follow you</div> </div>								
					<div> <div>+3</div> <div>to resist torture</div> </div>								
Melee Weapon					Usage	SL	Parry	Block	Damage	Reach	ST		
Dagger					Thrust	15	10	No	1d-3 imp	C	5		
Large Knife					Swung	15	10	No	1d-2 cut	C,1	6		
Large Knife					Thrust	15	10	No	1d-2 imp	C	6		
Natural Attacks					Bite	15	No	No	1d-3 cr	C			
Natural Attacks					Kick	13	No	No	1d-2 cr	C,1			
Natural Attacks					Punch	15	11	No	1d-3 cr	C			
Spear					Thrust	15	11	No	1d imp	1*	9		
Spear					Thrust	15	11	No	1d+1 imp	1-2*	9+		
Ranged Weapon				Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Dagger				Thrown	14	0	1d-3 imp	5/10	1	T	-1		5
Large Knife				Thrown	14	0	1d-2 imp	8/15	1	T	-2		6
Short Bow					15	1	1d-2 imp	100/150	1	1(2)	-6		7+
Spear				Thrown	14	2	1d+1 imp	10/15	1	T	-6		9

TRAIT				Pts		
✔ Languages and Cultures				8		—
Language: Scharidisch Native; Spoken (Native); Written (Native)				0	<u>B24</u>	—
Language: Albisch Spoken (Native); Written (Broken)				4	<u>B24</u>	—
Language: Comentang Spoken (Accented); Written (Accented)				4	<u>B24</u>	—
Cultural Familiarity (Eschar) Native Do not suffer the normal -3 penalty for unfamiliarity				0	<u>B23</u>	—
✔ Advantages				65		—
Absolute Direction				5	<u>B34</u>	—
Combat Reflexes Never freeze				15	<u>B43</u>	—
Hard to Kill 2				4	<u>B58</u>	—
High Pain Threshold Never suffer shock penalties when injured				10	<u>B59</u>	—
Natural Attacks				0	<u>B271</u>	—
Night Vision 1				1	<u>B71+</u>	—
Perfect Balance				15	<u>B74</u>	—
Very Fit Recover FP at twice the normal rate; lose FP at half the normal rate (in both cases, not FP spent for spells or psi powers)				15	<u>B55</u>	—
➤ Disadvantages				-60		—
➤ Quirks				-4		—
✔ Perks				0		—

SKILL / TECHNIQUE		SL	RSL	Pts		
Acrobatics		15	DX+1	4	<u>B174+</u>	—
Bow		15	DX+1	4	<u>B182</u>	—
Brawling		15	DX+1	2	<u>B182+</u>	—
Camouflage		13	IQ+3	8	<u>B183</u>	—
Climbing		14	DX	1	<u>B183</u>	—
Fast-Draw (Arrow)		15	DX+1	1	<u>B194+</u>	—
Fast-Draw (Knife)		15	DX+1	1	<u>B194+</u>	—
Fast-Draw (Mask)		15	DX+1	1	<u>B194+</u>	—
Intimidation		12	Will+2	8	<u>B202</u>	—
Judo Allows parrying two different attacks per turn, one with each hand.		15	DX+1	8	<u>B203+</u>	—
Jumping		16	DX+2	4	<u>B203+</u>	—
Knife		15	DX+1	2	<u>B208</u>	—
Navigation/TL3 (Land)		13	IQ+3	2	<u>B211</u>	—
Parkour		15	DX+1	4	<u>LHR</u>	—
Running		14	HT+2	8	<u>B218</u>	—
Shadowing Default: Stealth-4		11	IQ+1	4	<u>B219</u>	—
Spear		15	DX+1	4	<u>B208</u>	—
Stealth		15	DX+1	4	<u>B222</u>	—
✔ Techniques				0		—
Acrobatic Stand Default: Acrobatics-6		9	-6	0	<u>MA65</u>	—
Evade Default: Acrobatics		15	+0	0	<u>MA71</u>	—
Eye-Gouging Default: Judo-5		10	-5	0	<u>MA71</u>	—
Judo Throw Default: Judo		15	+0	0	<u>MA75</u>	—
Trip Default: Judo Parry-1		10	-1	0	<u>MA81</u>	—
Wrist Lock Default: Judo		15	+0	0	<u>MA65</u>	—
Thrown Weapon (Knife)		14	DX	1	<u>B226</u>	—
Thrown Weapon (Spear)		14	DX	1	<u>B226</u>	—
Tracking		12	Per+2	8	<u>B226</u>	—

✓	#	CARRIED EQUIPMENT (8.125 kg; \$430)	USES	TL	LC						
✓	5	Large Knife		0		40	0.5 kg	200	2.5 kg	<u>B272</u>	—
✓	5	Dagger		1		20	0.125 kg	100	0.625 kg	<u>B272</u>	—
✓	2	Spear		0		40	2 kg	80	4 kg	<u>B273</u>	—
✓	1	Short Bow Rated ST 10		0		50	1 kg	50	1 kg	<u>B275</u>	—