

Portrait	Identity			Miscellaneous			250 Points			
	<div> <div>NAME</div> <div>Ketha</div> </div>			<div> <div>CREATED</div> <div>Jun 7, 2024, 10:43 PM</div> </div>			1 UNSPENT			
	<div> <div>TITLE</div> <div></div> </div>			<div> <div>MODIFIED</div> <div>Jun 7, 2024, 11:31 PM</div> </div>			0 ANCESTRY			
	<div> <div>ORGANIZATION</div> <div></div> </div>			<div> <div>PLAYER</div> <div>Ghaith</div> </div>			160 ATTRIBUTES			
	<div> <div>DESCRIPTION</div> <div></div> </div>						73 ADVANTAGES			
	<div> <div>GENDER</div> <div>Female</div> </div>			<div> <div>HEIGHT</div> <div>170 m</div> </div>			<div> <div>HAIR</div> <div>Dark</div> </div>			-60 DISADVANTAGES
<div> <div>AGE</div> <div>21</div> </div>			<div> <div>WEIGHT</div> <div>70 kg</div> </div>			<div> <div>EYES</div> <div>Brown</div> </div>			-4 QUIRKS	
<div> <div>BIRTHDAY</div> <div></div> </div>			<div> <div>SIZE</div> <div>+0</div> </div>			<div> <div>SKIN</div> <div>Dark Brown</div> </div>			80 SKILLS	
<div> <div>RELIGION</div> <div></div> </div>			<div> <div>TL</div> <div>3</div> </div>			<div> <div>HAND</div> <div>Right</div> </div>			0 SPELLS	

Primary Attributes			Secondary Attributes			Humanoid				Encumbrance, Move & Dodge			
[0]	10	STRENGTH (ST)	[0]	14	INI	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE
[120]	14	DEXTERITY (DX)	[0]	12	FRIGHT CHECK		EYES	-9	0		0 No	10 kg	6 10
[0]	10	INTELLIGENCE (IQ)	[0]	10	VISION	3-4	SKULL	-7	2		1 Lig	20 kg	4 9
[40]	12	HEALTH (HT)	[0]	10	HEARING	5	FACE	-5	0		2 Me	30 kg	3 8
[0]	10	WILL	[0]	10	TASTE & SMELL	6-7	RIGHT LEG	-2	0		3 He	60 kg	2 7
[0]	10	PERCEPTION (PER)	[0]	10	TOUCH	8	RIGHT ARM	-2	0		4 X-1	100 kg	1 6
[0]	12	ZAUBEREI (MB)	[0]	6.5	BASIC SPEED	9-10	TORSO	+0	0		LIFTING & MOVING THINGS		
[0]	12	MIRAKEL (WB)	[0]	6	BASIC MOVE	11	GROIN	-3	0		10 kg BASIC LIFT		
[0]	0	HERO POINTS (HERO)	[0]	10	MENTAL POINTS (MP)	12	LEFT ARM	-2	0		20 kg ONE-HANDED LIFT		
[0]	0	PASSIVE DEFENSE (PD)	[0]	10	PSYCHE (PP)	13-14	LEFT LEG	-2	0		80 kg TWO-HANDED LIFT		
BASIC DAMAGE						15	HAND	-4	0		120 kg SHOVE & KNOCK OVER		
1d-2 BASIC THRUST						16	FOOT	-4	0		240 kg RUNNING SHOVE & KNOCK OVER		
1d BASIC SWING						17-18	NECK	-5	0		150 kg CARRY ON BACK		
POINT POOLS							VITALS	-3	0		500 kg SHIFT SLIGHTLY		
[0]	10	OF 10 HP [HEALTHY]											
[0]	12	OF 12 FP [RESTED]											

±	REACTION	±	CONDITION
-2	from experienced NPCs	+3	on all HT rolls to avoid knockdown and stunning
-2	from others except your own kind	+6	on all IQ rolls to wake up or to recover from surprise or mental stun
+2	from others of your own kind in an area, profession, or situation where your minority is especially rare	+6	on all rolls to keep your feet if the surface is wet, slippery or unstable
+2	from young or naive individuals who believe you are as good as you say you are	+4	on DX and DX-based skill rolls to keep your feet or avoid being knocked down in combat
		+2	to all HT rolls to stay conscious, avoid death, resist disease, resist poison
		+2	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.
		+1	to initiative rolls for your side (+2 if you are the leader)
		+1	to others' attempts to identify or follow you
		+3	to resist torture

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		10+
Spear				Thrown	14	2	1d+1 imp	10/15	1	T	-6		9

TRAIT			Pts	🔖
✔ Languages and Cultures			8	
Language: Scharidisch			0	<u>B24</u>
Native; Spoken (Native); Written (Native)				
Language: Albisch			4	<u>B24</u>
Spoken (Native); Written (Broken)				
Language: Comentang			4	<u>B24</u>
Spoken (Accented); Written (Accented)				
Cultural Familiarity (Eschar)			0	<u>B23</u>
Native				
Do not suffer the normal -3 penalty for unfamiliarity				
✔ Advantages			65	
Absolute Direction			5	<u>B34</u>
Combat Reflexes			15	<u>B43</u>
Never freeze				
Hard to Kill 2			4	<u>B58</u>
High Pain Threshold			10	<u>B59</u>
Never suffer shock penalties when injured				
Natural Attacks			0	<u>B271</u>
Night Vision 1			1	<u>B71+</u>
Perfect Balance			15	<u>B74</u>
Very Fit			15	<u>B55</u>
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)				
➤ 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		15	DX+1	8	<u>B203+</u>
Allows parrying two different attacks per turn, one with each hand.					
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		11	IQ+1	4	<u>B219</u>
Default: Stealth-4					
Spear		15	DX+1	4	<u>B208</u>
Stealth		15	DX+1	4	<u>B222</u>
✔ Techniques				0	
Acrobatic Stand		9	-6	0	<u>MA65</u>
Default: Acrobatics-6					
Evade		15	+0	0	<u>MA71</u>
Default: Acrobatics					
Eye-Gouging		10	-5	0	<u>MA71</u>
Default: Judo-5					
Judo Throw		15	+0	0	<u>MA75</u>
Default: Judo					
Trip		10	-1	0	<u>MA81</u>
Default: Judo Parry-1					
Wrist Lock		15	+0	0	<u>MA65</u>
Default: Judo					
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		0		50	1 kg	50	1 kg	<u>B275</u>
		Rated ST 10								