

PORTRAIT	IDENTITY		MISCELLANEOUS		600 POINTS
	NAME		CREATED	Oct 18, 2024, 10:17 PM	0 UNSPENT
	TITLE		MODIFIED	Oct 18, 2024, 11:11 PM	69 ANCESTRY
	ORGANIZATION		PLAYER		290 ATTRIBUTES
DESCRIPTION					
	GENDER		HEIGHT	0'	HAIR
	AGE		WEIGHT	0 lb	EYES
	BIRTHDAY		SIZE	+0	SKIN
	RELIGION		TL	10	HAND
					246 ADVANTAGES
					-50 DISADVANTAGES
					0 QUIRKS
					45 SKILLS
					0 SPELLS

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE					
ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE						
[100] 20	STRENGTH (ST)	[0] 11	WILL		EYES	-9	0	0	NONE	80 lb	10	12	
[120] 16	DEXTERITY (DX)	[0] 13	FRIGHT CHECK	3-4	SKULL	-7	12		1	LIGHT	160 lb	8	11
[20] 11	INTELLIGENCE (IQ)	[0] 11	PERCEPTION (PER)	5	FACE	-5	10		2	MEDIUM	240 lb	6	10
[20] 12	HEALTH (HT)	[0] 11	VISION	6-7	RIGHT LEG	-2	10		3	HEAVY	480 lb	4	9
BASIC DAMAGE		[0] 11	HEARING	8	RIGHT ARM	-2	10		4	X-HEAVY	800 lb	2	8
2d+1	BASIC THRUST	[0] 11	TASTE & SMELL	9-10	TORSO	+0	10		LIFTING & MOVING THINGS				
4d+2	BASIC SWING	[0] 11	TOUCH	11	GROIN	-3	10		80 lb	BASIC LIFT			
		[20] 8	BASIC SPEED	12	LEFT ARM	-2	10		160 lb	ONE-HANDED LIFT			
		[10] 10	BASIC MOVE	13-14	LEFT LEG	-2	10		640 lb	TWO-HANDED LIFT			
POINT POOLS				15	HAND	-4	14		960 lb	SHOVE & KNOCK OVER			
[0] 12	OF 12 FP [RESTED]			16	FOOT	-4	10		1,920 lb	RUNNING SHOVE & KNOCK OVER			
[0] 20	OF 20 HP [HEALTHY]			17-18	NECK	-5	10		1,200 lb	CARRY ON BACK			
					VITALS	-3	10		4,000 lb	SHIFT SLIGHTLY			

CONDITION	
+6	on all IQ rolls to wake up or to recover from surprise or mental stun
+6	on all rolls to keep your feet if the surface is wet, slippery or unstable
+4	on DX and DX-based skill rolls to keep your feet or avoid being knocked down in combat
+2	to any HT roll to avoid unconsciousness
+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.
+2	to Stealth if moving (even in armor, etc.)
+4	to Stealth when you are perfectly motionless
+1	to your side on initiative rolls (+2 if you're the leader)

MELEE WEAPON	USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Large Katar	Swung (Off)	18	15	No	4d+3(2) cut	1	8
Large Katar	Swung (On)	18	15	No	5d+3(5) cut	1	8
Large Katar	Thrust (Off)	18	15	No	3d+1(2) imp	1	8
Large Katar	Thrust (On)	18	15	No	3d+1(5) imp	1	8
Natural Attacks	Bite	16	No	No	2d cr	C	
Natural Attacks	Kick	14	No	No	3d cr	C,1	
Natural Attacks	Punch	16	12	No	2d+3 cr	C	

TRAIT	PTS		SKILL / TECHNIQUE	SL	RSL	PTS		
0 Full Cyborg Ancestry	69		1 Combat			29		
Absolute Timing	2	B35	Shortsword	18	DX+2	8	B209	
Accessory (Computer)	1	B100	Knife	18	DX+2	4	B208	
Digital Mind	5	B49	Default: Shortsword-3					
Doesn't Breathe	20	B49	Fast-Draw (Sword)	17	DX+1	1	B194+	
Electrical	-20	B134	Karate	16	DX	4	B203+	
Injury Tolerance	4	B60+	Parry	16	DX	4	B212	
No Neck; Has neck hit location			Missile-Weapons					
Machine Meta	25		Wrestling	16	DX	2	B228+	
Immunity to Metabolic Hazards	30	B81+	Bullet Parry	12	+0	6	SU38	!
Injury Tolerance	25	B60+	Default: Parry					
No Blood; Unliving			Missile-Weapons					
Unhealing (Total)	-30	B160	Parry-5					
Photographic Memory	10	B51	2 Athleticism			6		
Reduced Consumption 3	6	B80	Acrobatics	16	DX	2	B174+	
			Climbing	16	DX	1	B183	

TRAIT		PTS			SKILL / TECHNIQUE		SL	RSL	PTS				
Restricted Diet (Power Cells)		-10	<u>B151</u>	!	Jumping		16	DX	1	<u>B203+</u>			
Telecommunication		17	<u>B91+</u>		Throwing		16	DX	2	<u>B226</u>			
Radio; Video; Burst 1					3 Military				10		-		
Telecommunication		9	<u>B91+</u>		Stealth		16	DX	2	<u>B222</u>			
Video; Burst 1; Cable Jack					Computer Operation		12	IQ+1	2	<u>B184</u>			
1 Advantages		243		-	Savoir-Faire (Military)		12	IQ+1	2	<u>B218+</u>			
Catfall		10	<u>B41+</u>		Soldier		12	IQ+1	4	<u>B221</u>			
Clinging		25	<u>B43+</u>										
Attraction													
Damage Resistance 3		12	<u>B47+</u>	!									
Hardened 1; Can't wear armor													
Enhanced Move (Ground) 2		40	<u>B52+</u>	!									
Enhanced Parry (Shortsword) 2		10	<u>B51+</u>	!									
Enhanced Time Sense		68	<u>B52+</u>	!									
Combat Perceptions													
Hard to Kill 2		4	<u>B58</u>										
Hard to Subdue 2		4	<u>B59</u>										
Hyperspectral Vision		25	<u>B60+</u>										
Perfect Balance		15	<u>B74</u>										
Silence 2		10	<u>B85+</u>	!									
Striking ST 4		20	<u>B88+</u>										
2 Perks		3		-									
Power Grappling		1	<u>PU2:7</u>										
Striking Surface		1	<u>PU2:12</u>	!									
Urban Jungle Gym		1	<u>ACT3:15</u>	!									
3 Disadvantages		-50		-									
Duty (Commando)		-15	<u>B133</u>										
FR: 15													
Trait		-35		-									
Natural Attacks		0	<u>B271</u>	-									
✓	#	CARRIED EQUIPMENT (4 LB; \$17,000)			USES	TL	LC						
✓	1	Large Katar				2		14,000	2 lb	14,000	2 lb	<u>LT57</u>	!
		Superfine; Vibroblade											
✓	1	Multispectral Chameleon Cloak				10	3	3,000	2 lb	3,000	2 lb	<u>UT99</u>	