

PORTRAIT		IDENTITY				MISCELLANEOUS				174 POINTS						
	✂	NAME	Yorgos Thadon			CREATED	Jul 24, 2024, 11:01 PM			1	UNSPENT					
		TITLE	El Carnero Macizo [1]			MODIFIED	Jun 2, 2025, 5:42 PM			25	ANCESTRY					
		ORGANIZATION	YFRLD			PLAYER	Sergi			85	ATTRIBUTES					
	DESCRIPTION										68	ADVANTAGES				
✂		GENDER	Male		✂		HEIGHT	1.82 m		✂		HAIR	Snow		-55	DISADVANTAGES
✂		AGE	26		✂		WEIGHT	97 kg		✂		EYES	Brown		0	QUIRKS
✂		BIRTHDAY	10 de Vord, 1º				SIZE	+0		✂		SKIN	Pale		50	SKILLS
		RELIGION					TL	5		✂		HAND	Right		0	SPELLS
PRIMARY ATTRIBUTES			SECONDARY ATTRIBUTES			HUMANOID				ENCUMBRANCE, MOVE & DODGE						
[20]	13	STRENGTH (ST)	[0]	11	WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE			
[60]	13	DEXTERITY (DX)	[0]	13	FRIGHT CHECK	2-3	HEAD	-5	0	0	NONE	17 kg	7	10		
[0]	9	INTELLIGENCE (IQ)	[0]	6	INITIATIVE (INIT)		SKULL	-7	3		1	LIGHT	34 kg	5	9	
[0]	11	HEALTH (HT)	[5]	7	BASIC MOVE		FACE	-5	0	2	MEDIUM	51 kg	4	8		
BASIC DAMAGE			<input checked="" type="checkbox"/> Senses				NECK	-5	0	3	HEAVY	102 kg	2	7		
1d BASIC THRUST			[0]	11	PERCEPTION (PER)		EYES	-9	0	4	X-HEAVY	170 kg	1	6		
2d-1 BASIC SWING			[0]	11	VISION	4-6	ARMS	-2	0	LIFTING & MOVING THINGS						
			[0]	11	HEARING		HANDS	-4	0	17 kg BASIC LIFT						
			[0]	11	TASTE & SMELL	7-9	TORSO	+0	2	34 kg ONE-HANDED LIFT						
			[0]	11	TOUCH		VITALS	-3	3	136 kg TWO-HANDED LIFT						
POINT POOLS							GROIN	-3	2	204 kg SHOVE & KNOCK OVER						
[0]	13	OF 13 HP [HEALTHY]				10-12	LEGS	-2	0	408 kg RUNNING SHOVE & KNOCK OVER						
[0]	11	OF 11 FP [RESTED]					FEET	-4	1	255 kg CARRY ON BACK						
										850 kg SHIFT SLIGHTLY						
±		REACTION				±		CONDITION								
-2		from experienced NPCs				+6		on all IQ rolls to wake up or to recover from surprise or mental stun								
-1		from non-criminals who learn of your Criminal Record. Police, judges, vigilantes, and other law-and-order types react at -2				+1		to all HT rolls to stay conscious, avoid death, resist disease, or resist poison								
-1		from others				+1		to initiative rolls for your side (+2 if you are the leader)								
-2		from others aware of your clueless nature				+4		to resist Sex Appeal								
+1		from Terrien Caravan members aware of your reputation				+1		to skill rolls any time you take an unnecessary risk (in the GM's opinion)								
+2		from young or naive individuals who believe you are as good as you say you are														
MELEE WEAPON						USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST				
CdP Natural Attacks						Unarmed	15	11	No	1d cr	C					
Parry with punches; Kicks have range C, 1; High Kicks are at -2.																
Crushing Striker (Horns)						Headbutt	15	11	No	1d+2 cr	C					
Hooves						Trample	13	No	No	1d+2 cr	C,1					
Only on SM-2 or (prone) SM-1																
TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL	PTS								
<input checked="" type="checkbox"/> Advantages & Perks		63		Brawling		15	DX+2	4	B182+							
Ambidexterity		5	B39	Shield		15	DX+2	4	B220							
Arm ST 1		5	B40	Wrestling		14	DX+1	4	B228+							
Only applies to efforts to lift, throw, or attack with those arms or hands. If a task requires multiple hands and they don't have the same ST, use the average ST.				Jumping		13	DX	1	B203+							
Combat Reflexes		15	B43	Throwing		13	DX	2	B226							
Daredevil		15	B47	Climbing		12	DX	2	B183							
Deep Sleeper		1	PU2:13	Flail		13	DX	4	B208							
Fit		5	B55	Escape		12	DX-1	2	B192							
Recover FP at twice the normal rate (but not FP spent for spells or psi powers)				Running		12	HT+1	4	B218							
Good Reputation 1		1	B26+	Observation		12	Per+1	4	B211							
Caravana Terrien; Recognized all the time				Lifting		12	HT+1	4	B205							
Luck (1/h)		15	B66+	Survival (Desert)		11	Per	2	B223							
Sacrificial Parry (Flail)		1	PU2:7	Mechanic (Steam Engine)		10	IQ+1	4	B207							
CdP Natural Attacks		0	B271	Airshipman		10	IQ+1	2	B185							
<input checked="" type="checkbox"/> Disadvantages & Quirks		-55		Gesture		10	IQ+1	2	B198							
				Intimidation		10	Will-1	1	B202							
				Area Knowledge (El'neun)		9	IQ	1	B176							
				Hidden Lore (Dioses)		8	IQ-1	1	B199+							
				Tactics		7	IQ-2	1	B224+							

TRAIT			Pts		SKILL / TECHNIQUE		SL	RSL	Pts				
Berserk			-10	<u>B124</u>	History (Cráneos Blancos)		7	IQ-2	1	<u>B200</u>			
CR: 12 (Resist quite often) Make a self-control roll any time you suffer damage over 1/4 your HP in the space of one second, and whenever you witness equivalent harm to a loved one													
Clueless			-10	<u>B126</u>									
Code of Honor (Chivalry)			-15	<u>B127</u>									
Protect any lady, and anyone weaker than yourself. Never break your word. Never ignore an insult to yourself, a lady, your liege-lord, or your faith; insults may only be wiped out by an apology or a duel (not necessarily to the death!). Never take advantage of an opponent in any way; weapons and circumstances must be equal (even in open war if the foe is also noble and chivalrous). Accept any challenge to arms from anyone of greater or equal rank.													
Low TL 1			-5	<u>B22</u>									
Overconfidence			-5	<u>B148</u>									
CR: 12 (Resist quite often) You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!													
Sense of Duty			-5	<u>B153</u>									
Friends and Companions													
Social Stigma (Criminal Record)			-5	<u>B155</u>									
Korkon Ancestry			25										
Languages & Culture			5										
Cultural Familiarity			1	<u>B23</u>									
Korkon (Native); Te'karn													
Language: Ama'kon			4	<u>B24</u>									
Spoken (Accented); Written (Accented)													
Language: Korank			0	<u>B24</u>									
Native; Spoken (Native); Written (Native)													
	#	CARRIED EQUIPMENT (24.012 kg; \$409.55)			USES								
	1	Backpack, Small Holds 50lbs.				60	1.5 kg	409.25	23.962 kg		<u>HT54</u>		
	3	Glass Bottle, 1 quart DR 1, Fragile (Brittle) see B136				3.75	0.5 kg	11.25	1.5 kg		<u>LT34</u>		
	1	Lantern Uses 1 pint of oil per 24 hours				20	1 kg	20	1 kg		<u>B288</u>		
	1	Leather Armor				100	5 kg	100	5 kg		<u>B283</u>		
	1	Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.				5	0.5 kg	5	0.5 kg		<u>B288</u>		
	1	Rope, 3/8", 20 yards Supports 300 lbs.				10	1.5 kg	10	1.5 kg		<u>B288</u>		
	1	Sandglass				50	1.5 kg	50	1.5 kg		<u>LT45</u>		
	1	Sewing Kit				1	0 kg	1	0 kg		<u>HT31</u>		
	1	Sleeping Fur				50	4 kg	50	4 kg		<u>B288</u>		
	1	Tent, 2-Man Includes ropes; requires one 6' pole				80	6 kg	80	6 kg		<u>B288</u>		
	1	Thermos Bottle Fragile.				10	1 kg	10	1 kg		<u>HT33</u>		
	10	Wax Candles Burns 8hrs.				0.3	0.0312 kg	3	0.312 kg		<u>HT51</u>		
	3	Wool yarn and needle				3	0.05 kg	9	0.15 kg				
	1	Parole Armband Marks you as "criminal on parole", probably.				0.3	0.05 kg	0.3	0.05 kg				
NOTE													
Anotaciones: [1] Autoproclamado													