



























	IDENTITY		MISCELLANEOUS		161 POINTS							
	NAME	Laterne, "Late"	CREATED	Aug 14, 2024, 11:40 AM	8 UNSPENT							
	TITLE	Marine	MODIFIED	Jan 20, 2025, 7:06 PM	30 ANCESTRY							
	ORGANIZATION	Armada de Niwel	PLAYER	David	20 ATTRIBUTES							
	DESCRIPTION				48 ADVANTAGES							
	GENDER	Male	HEIGHT	1.9 m	HAIR	-10 DISADVANTAGES						
	AGE		WEIGHT	78 kg	EYES	-1 QUIRKS						
	BIRTHDAY	March 26	SIZE	+0	SKIN	66 SKILLS						
	RELIGION		TL	(5+1)	HAND	0 SPELLS						
	PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID		ENCUMBRANCE, MOVE & DODGE					
[0] 10 STRENGTH (ST)	4 RESIS. THR. (RT)	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE			
[0] 9 DEXTERITY (DX)	[0] 11 WILL	3-4	EYES	-9	0	0 NONE	10 kg	5	8			
[20] 12 INTELLIGENCE (IQ)	10 KEUM	5	SKULL	-7	5	1 LIGHT	20 kg	4	7			
[0] 11 HEALTH (HT)	Senses	6-7	FACE	-5	3	2 MEDIUM	30 kg	3	6			
BASIC DAMAGE		8	RIGHT LEG	-2	3	3 HEAVY	60 kg	2	5			
1d-2 BASIC THRUST	[0] 11 PERCEPTION (PER)	9-10	RIGHT ARM	-2	3	4 X-HEAVY	100 kg	1	4			
1d BASIC SWING	[0] 11 VISION	11	TORSO	+0	3	LIFTING & MOVING THINGS						
	[0] 11 HEARING	12	GROIN	-3	3	10 kg	BASIC LIFT					
	[0] 11 TASTE & SMELL	13-14	LEFT ARM	-2	3	20 kg	ONE-HANDED LIFT					
	[0] 11 TOUCH	15	LEFT LEG	-2	3	80 kg	TWO-HANDED LIFT					
	Movement	16	HAND	-4	3	120 kg	SHOVE & KNOCK OVER					
	[0] 5.25 BASIC SPEED	17-18	FOOT	-4	5	240 kg	RUNNING SHOVE & KNOCK OVER					
	[0] 5 BASIC MOVE		NECK	-5	3	150 kg	CARRY ON BACK					
POINT POOLS			VITALS	-3	3	500 kg	SHIFT SLIGHTLY					
[0] 11 OF 11 FP [RESTED]												
[0] 12 OF 12 HP [HEALTHY]												
REACTION					CONDITION							
+1	From employers.				-1	additional penalty whenever the GM assesses attribute penalties for missed sleep						
-1	from other koppemak except those of your own kind				+1	Eliminate -1/level to a skill with success on another to improvise tools; Apply to Enigmatic Device Table rolls and other unskilled tech rolls.						
					-2	on all self-control rolls one hour after you awaken from any sleep longer than a one-hour nap						
					-1	to IQ and IQ-based skills one hour after you awaken from any sleep longer than a one-hour nap						
MELEE WEAPON					USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST	
Natural Attacks					Bite	9	No	No	1d-3 cr	C		
Natural Attacks					Kick	7	No	No	1d-1 cr	C,1		
Natural Attacks					Punch	9	7	No	1d-3 cr	C		
Natural Attacks					Slam	9	No	No	1d-4 cr	C		
RANGED WEAPON			USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Revolver, .36				11	1	2d-1 pi	120/1,300	1	6(3i)	-2	2	10
TRAIT		PTS	SKILL / TECHNIQUE		SL	RSL	PTS					
Advantages		48	Airshipman		12	IQ	1	B185				
Eidetic Memory		10	Apparatus Operation (Radio)		11	IQ-1	1	B189				
Photographic			Armoury (Heavy Weapons)		14	IQ+2	4	B178				
Empathy		12	Computer Programming		12	IQ	4	B184				
Accessibility (Requires physical contact);			Fast-Draw		9	DX	1	B194+				
Accessibility (Only on living beings)			Gunner (Cannon)		10	DX+1	2	B198				
Sensor polígrafo			Default: Gunner (Machine Gun)-4									
Illumination		1	Gunner (Machine Gun)		10	DX+1	2	B198				
Up to 10m			Guns (Pistol)		11	DX+2	4	B198				
Luck		15	Guns (Rifle)		10	DX+1	1	B198				
Usable once per hour of play			Default: Guns (Pistol)-2									
Military Rank 0		0	Law (Criminal, Niwel)		10	IQ-2	1	B204				
Guardia de Niwel			Leadership		12	IQ	2	B204				
Talent (Artificer) 1		10	Mathematics (Applied)		12	IQ	4	B207				
Culture		0	Merchant		12	IQ	2	B209				
Cultural Familiarity (Te'karn)		0	Navigation (Air)		11	IQ-1	1	B211				

TRAIT			PTS	
Language: Ama'kon 			0	<u>B24</u>
Native; Spoken (Native); Written (Native)				
❖ Disadvantages			-11	
Slow Riser			-5	<u>B155</u>
Social Stigma (Human-made) 			-5	<u>B155</u>
You belong to a group that receives fewer rights and privileges than "full citizens."				
Vow 			-1	<u>B165</u>
Velar por Niwel, sus habitantes, la Guardia y el Gobernador.				
❖ Koppemak <span>Ancestry</span>			30	
❖ Advantages			71	
Damage Resistance 3 			9	<u>B47+</u>
Tough Skin (Effects that just require skin contact or a scratch ignore this DR)				
Digital Mind			5	<u>B49</u>
Injury Tolerance 			25	<u>B60</u>
No Blood (Do not bleed, unaffected by blood-borne toxins, immune to attacks that rely on cutting off blood to part of your body); Unliving (Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5)				
Reduced Consumption 1 			2	<u>B80</u>
12h fuel reserve, refill 2 times/day				
Resistant 			30	<u>B81</u>
Metabolic Hazards; Immunity				
⦿ Attributes			9	
❖ Disadvantages			-50	
Electrical			-20	<u>B134</u>
Unhealing (Total)			-30	<u>B160</u>
❖ Features			0	
Complexity-Limited IQ 			0	<u>TT2:12</u>
Complexity 7				
Fuel Supply			0	<u>TT2:12</u>
Not Pressurized			0	<u>TT2:12</u>
Not Subject to Aging			0	<u>TT2:12</u>
Sterile			0	<u>TT2:12</u>
Natural Attacks			0	<u>B271</u>

SKILL / TECHNIQUE		SL	RSL	PTS	
Piloting (Contragravity)		10	DX+1	4	<u>B214</u>
Psychology (Te'karn)		13	IQ+1	1	<u>B216</u>
Shiphandling (Airship) 		12	IQ	4	<u>B220</u>
Default: Airshipman-5					
Soldier		12	IQ	2	<u>B221</u>
Tactics		12	IQ	4	<u>B224+</u>
Teaching		11	IQ-1	1	<u>B224</u>
❖ Engi/Mech				20	
Electrician		14	IQ+2	4	<u>B189</u>
Engineer (Artillery) 		12	IQ	2	<u>B190</u>
Default: Armoury (Heavy Weapons)-6					
Engineer (Heavy  Arkopan)		12	IQ	2	<u>B190</u>
Default: Mechanic (Heavy Arkopan)-6					
Engineer (Robotics) 		12	IQ	2	<u>B190</u>
Default: Mechanic (Robotics)-6					
Machinist 		13	IQ+1	2	<u>B206</u>
Default: Mechanic (Heavy Arkopan)-5					
Mechanic (Heavy Arkopan)		14	IQ+2	4	<u>B207</u>
Mechanic (Robotics) 		14	IQ+2	4	<u>B207</u>
Default: Mechanic (Heavy Arkopan)-4					
❖ Defaults				0	
Diplomacy		6	IQ-6	0	<u>B187</u>
Stealth		7	DX-2	0	<u>B222</u>

✓	#	CARRIED EQUIPMENT (3.75 KG; \$370)	USES	TL	LC					
✓	1	Boots 		2		80	1.5 kg	80	1.5 kg	<u>B284</u>
		Flexible; Concealable								
✓	1	Military Uniform, Ordinary, Rank 0		5		140	1 kg	140	1 kg	<u>HT63</u>
✓	1	Revolver, .36		5	3	150	1.25 kg	150	1.25 kg	<u>B278</u>

#	OTHER EQUIPMENT (12 KG; \$695)	USES	TL	LC					
1	❖ Backpack, Small 		5		60	1.5 kg	695	12 kg	<u>HT54</u>
	Holds 50lbs.								
1	Personal Basics 		0		5	0.5 kg	5	0.5 kg	<u>B288</u>
	Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.								
1	Portable Tool Kit (Mechanic: Contragravity)		5		600	10 kg	600	10 kg	<u>HT24</u>
1	Topographic Map 		5		30	0 kg	30	0 kg	<u>HT53</u>
	Valle Eterno, comarca de Niwel								