

	1122/0/011						1					
PRIMARY ATTRIBUTES	Secondary Attributes		Human	NOID			Encumbrance, Move & Dodge					
[20] 13 STRENGTH (ST)	[0] 11 WILL	Roll	Locatio	N	DR	<u> </u>	Level	Max Load	Move	Dodge		
[60] 13 DEXTERITY (DX)	[0] 9 KEUM (KE)		Eyes	-9	0		0 None	17 kg	7	10		
[0] 9 INTELLIGENCE (IQ)	8 GRIT	3-4	SKULL	-7	7		1 LIGHT	34 kg	5	9		
[0] 11 HEALTH (HT)	Senses	5	FACE	-5	3		2 MEDIUM	51 kg	4	8		
BASIC DAMAGE	[0] 10 Perception (Per)	6-7	RIGHT LEG	-2	0		3 HEAVY	102 kg	2	7		
	[0] 10 VISION	8	RIGHT ARM	-2	0		4 X-HEAVY 170 kg 1					
IU DASIC THRUST	[0] 10 HEARING	9-10	Torso	+0	0/4		LIFTING & MOVING THINGS					
2d-1 Basic Swing	[0] 10 TASTE & SMELL	11	GROIN	-3	0		17 kg Basic Lift					
	[0] 10 Touch	12	LEFT ARM	-2	0		34 kg One-Handed Lift					
	✓ Movement	13-14	LEFT LEG	-2	0		136 kg Two-HA					
	[0] 6 BASIC SPEED	15	HAND	-4	0		204 kg Shove 8		D			
	[5] 7 BASIC MOVE	16	Fоот	-4	1					ED.		
	17-18	NECK	-5	0		408 kg Running Shove & Knock Over 255 kg Carry On Back						
POINT POOLS			VITALS	-3	0/4							
[0] 11 OF 11 FP [RESTED]							850 kg Shift Si	LIGHTLY				
[0] 13 OF 13 HP [HEALTHY]												
[0] 8 OF 9 KP [HARMONICAL]												

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-2	from experienced NPCs	+6	on all IQ rolls to wake up or to recover from surprise or
-1	from others		mental stun
-2	from others aware of your clueless nature	+1	to all HT rolls to stay conscious, avoid death, resist
+1	from others aware of your reputation		disease, or resist poison
+2	from young or naive individuals who believe you are as	+4	to Dodge, Parry & Block against attacks from the front or
	good as you say you are		shield side
		+1	to initiative rolls for your side (+2 if you are the leader)
		+4	to resist Sex Appeal
		+1	to skill rolls any time you take an unnecessary risk (in the
			GM's opinion)

REACTION

	GIVES OPHILION)								
Melee Weapon	Usage	SL	Parry	Вьоск	Damage	REACH	ST		
Crushing Striker (Horns)		15	11	No	1d+2 cr	С			
Target at -5									
Heavy Cloak 🖪	Entangle	11	No	9	See B404	C,1			
DR 1, HP 5									
Hooves 🖪	Trample	13	No	No	1d+2 cr	C,1			
Only on SM-2 or (prone) SM-1									
Javelin ∃	Thrust	8	8	No	1d+1 imp	1	6		
Arm ST 1									
Medium Shield 🖪	Shield Bash	9	No	8	1d cr	1			
DR 4, HP 12; Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is									
x1/3, pi- is x1/5; (Experimental changes)									
Morningstar 🖪	Swung	13	10U	No	2d+3 cr	1	12		
Arm ST 1. Attempts to parry this weapon are at -4 and fencing weapons may not parry it at all; attempts to block this weapon are at -2									
Natural Attacks	Bite	15	No	No	1d cr	С			
Natural Attacks	Kick	13	No	No	1d+1 cr	C,1			
Natural Attacks 🖪	Punch	15	11	No	1d cr	С			
Arm ST 1									
Natural Attacks	Slam	15	No	No	1d-1 cr	С			

RANGED WEAPON	USAGE	SL	Acc	Damage	RANGE	RoF	SHOTS	BULK	RECOIL	SI
Heavy Cloak ☐	Thrown	11	1	See B411	2	1	T	-6		8
DR 1, HP 5										
Javelin 🖪	Thrown	13	3	1d+1 imp	19/32	1	Т	-4		6
Arm ST 1										

178 Points **☑**

2 UNSPENT

27 ANCESTRY

0 QUIRKS

0 SPELLS

46 SKILLS

CONDITION

85 ATTRIBUTES68 ADVANTAGES

-50 DISADVANTAGES

Ambidetterity Am ST 1		Trait	Pts		SKILL / TECHNIQUE	SL	RSL	Pts	
Am ST	0				•				<u>B185</u>
Only applies to efforts to lift, throw, or attack with those arms or hands. If a last requires multiple hands and they don't have the same ST. use the varege ST. Combat Reflexes II				<u>B39</u>	Area Knowledge (El'neun)			1	<u>B176</u>
with those arms or hands. If a task requires multiple hands and they don't have the same ST, use the average ST, use the average ST, use the average ST. Combat Reflexes □ 15 B43 Daredevil 15 B47 PUZ13 FIR □ 15 B45 PROPER STATE STA			5	<u>B40</u>	Brawling	15	DX+2	4	B182+
### A standard and they don't have the same ST, use the average ST. Combat Reflexes ■ 15 B47					Climbing	12	DX	2	<u>B183</u>
ST, use the average ST. Combat Reflexees B 15 B43 Deep Sleeper 15 B47 Deep Sleeper 15 B4					Escape	12	DX-1	2	<u>B192</u>
Combat Reflexes 15 843 Sesture 10 10 11 2 11 19					Flail	13	DX	4	B208
Deep Sleeper			15	B43	Gesture	10	IQ+1	2	B198
Deep Steeper					Hidden Lore (Dioses)	8	IQ-1	1	B199+
Fit Fit Recover FP at twice the normal rate (but not FP spent for spells or pay inverse) Fit Fit Recognized at the time Fit					History (Cráneos Blancos)	7	IQ-2	1	B200
Recover FP at twice the normal rate (but not FP spent for spells or pis provided in the spells of pis provided in the spells					Intimidation	10	Will-1	1	B202
Spent for spells or paip powers			3	<u>D33</u>	Jumping	13	DX	1	B203+
Good Reputation 1 B People Afficient (Caravana Terrierie); Recognized all the time Luck B Usable once per hour of play Sacrificial Parry (Flail) 1 PU2.7 Shield Survival (Desierto 10 Per 2 25.23 Shield Survival (Desierto 10 Per 2 25.24 Shield Shield Shield Shield Shield Shield Survival (Desierto 10 Per 2 25.24 Shield						12	HT+1	4	
People Affected (Caravana Terrieni); Recognized all the time Luck E Lusable once per hour of play Sacrificial Parry (Flail) 1 PU27 Survival (Desierto 10 Per 2 B223 Survival (Desierto 10 Per 2 B224 Sewing 9 DX.4 DX.5			1	B26+		10		4	
Recognized all the time Luck B 15 B664 Luck B 15 Dx42 4 B212						11		4	
Luck					Running	12	HT+1		
Usable once per hour of play Sacrificial Parry (Flail) 1 PU2:7 Sacrificial Parry (Flail) 1 PU2:7 Culture Sacrificial Parry (Flail) 1 Sac			15	B66+					
Cultural Familiarity (Korkon)									
Cultural Familiarity (Korkon) □ 0 823 Cultural Familiarity (Te'karn) □ 1 823 Language: Amakon □ 4 824 Spoken (Accented)				PU2:7	,		1 01	_	<u>BZZO</u>
Cultural Familiantry (Korkon)	0				,	7	10-2	1	B224+
Language: Ama'kon E 4 E24		• , ,							
Language: Korank G Language: Korank G Native: Spoken (Native): Written (Accented) Language: Korank G Native: Spoken (Native): Written (Native) Disadvantages Spoken (Stark): Written (Native) Disadvantages Spoken (Native): Written (Native) Disadvantages Spoken (Native): Written (Native) Stealth		Cultural Familiarity (Te'karn)	1	<u>B23</u>		13	DA		DZZO
Spoken (Accented), Written (Native) Carried Carrie			4	<u>B24</u>		1	IO E		D212
Native; Spoken (Native); Written (Native) Vilten (Native) V									
Disadvantages Serserk			0	<u>B24</u>	_				
Berserk	_								
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 Code of Honor (Chivalry)	0	-			Tracking	5	Per-5	U	B226
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 Code of Honor (Chivalry)			-10	<u>B124</u>					
damage over 1/4 your HP in the space of one second, and whenever you witness equivalent harm to a loved one Clueless Code of Honor (Chivalry)									
second, and whenever you witness equivalent harm to a loved one Clueless Code of Honor (Chivalry)									
harm to a loved one Clueless Code of Honor (Chivalry)									
Clueless									
Code of Honor (Chivalry)			-10	B126					
Protect any lady, and anyone weaker than yourself. Never break your word. Never ignore an insult to 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 chivairous). Accept any challenge to arms from anyone of greater or equal rank. Low TL 1 Overconfidence ■ -5 OR: 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 fall, you must go ahead as though you were able to handle the situation! Sense of Duty ■ -5 Friends and Companions OKorkon (Ancestry) 27 Natural Attacks OB271 ###* CARRIED Equipment** (27.75 kg; \$780) Uses TL LC ■ ■ ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ● ●		Code of Honor (Chivalry) ■							
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 Overconfidence									
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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 Overconfidence									
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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 Overconfidence ☐ -5 B148 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 B153 Friends and Companions ○ Korkon Ancestry 27 Natural Attacks 0 B271 ✓ # CARRIED EQUIPMENT (27.75 kg; \$780) Uses TL LC									
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Low TL 1 Overconfidence									
Overconfidence ☐ CR: 12 (Resist quite often) -5 B148 CR: 12 (Resist quite often) Friends and Companions B153 Sense of Duty ☐ -5 B153 Friends and Companions 27 Natural Attacks 0 B271 ✓ 1 Bronze Breastplate 1 3 400 10 kg 400 10 kg B28 ✓ 1 Bronze Helmet 1 160 3.75 kg 160 3.75 kg B28 ✓ 1 Heavy Cloak ☐ 1 50 2.5 kg 50 2.5 kg 828 ✓ 1 Javelin 1 30 1 kg 30 1 kg 827 ✓ 1 Medium Shield ☐ 1 30 1 kg 30 1 kg 828 ✓ 1 Medium Shield ☐ 1 60 7.5 kg 60 7.5 kg 828 ✓ 1 Morningstar 3 80 3 kg 80 3 kg 80 3 kg 80 3 kg 80 I			_						
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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! 5 B153 Friends and Companions 27 Natural Attacks 0 B271 ✓ # CARRIED EQUIPMENT (27.75 kg; \$780) Uses TL LC ✓ 1 Bronze Breastplate 1 3 400 10 kg 400 10 kg B28 ✓ 1 Bronze Helmet 1 160 3.75 kg 160 3.75 kg B28 ✓ 1 Heavy Cloak ☐ DR 1, HP 5 1 50 2.5 kg 50 2.5 kg B28 ✓ 1 Javelin 1 30 1 kg 30 1 kg B27 ✓ 1 Medium Shield ☐ DR 4, HP 12; Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5; (Experimental changes) 1 60 7.5 kg 60 7.5 kg B28 ✓ 1 Morningstar 3 80 3 kg 80 3 kg B27 # OTHER EQUIPMENT (25.462 kg; \$501.25) Uses TL LC 1 © Backpack, Small ☐ 5 60 1.5 kg 501.25 25.462 kg HT54			-5	<u>B148</u>					
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 ☐									
caution. If you fail, you must go ahead as though you were able to handle the situation! Sense of Duty		,							
though you were able to handle the situation! Sense of Duty ☐ Friends and Companions Korkon Ancestry Natural Attacks DB271 CARRIED EQUIPMENT (27.75 kG; \$780) USES TL LC A S NATURAL ATTACKS USES TL LC A S NATURAL ATTACKS DB28 I 1 3 400 10 kg 400 10 kg 828 I 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1									
Sense of Duty									
Friends and Companions ★ Korkon Natural Attacks Ancestry Natural Attacks Description of the property of the proper			-5	B153					
Natural Attacks 27 Natural Attacks 0 B271 ✓ # CARRIED EQUIPMENT (27.75 kg; \$780) Uses TL LC A S A A ✓ 1 Bronze Breastplate 1 3 400 10 kg 400 10 kg B28 ✓ 1 Bronze Helmet 1 160 3.75 kg 160 3.75 kg B28 ✓ 1 Javelin 1 50 2.5 kg 50 2.5 kg B28 ✓ 1 Javelin 1 30 1 kg 30 1 kg B27 ✓ 1 Medium Shield ∃ 1 60 7.5 kg 60 7.5 kg B28 ✓ 1 Morningstar 3 80 3 kg 80 3									
✓ # CARRIED EQUIPMENT (27.75 kg; \$780) Uses TL LC Image: Control of the property of	Ð	Korkon Ancestry	27						
✓ 1 Bronze Breastplate 1 3 400 10 kg 400 10 kg 828 ✓ 1 Bronze Helmet 1 160 3.75 kg 160 3.75 kg 828 ✓ 1 Heavy Cloak		Natural Attacks	0	B271					
✓ 1 Bronze Breastplate 1 3 400 10 kg 400 10 kg 828 ✓ 1 Bronze Helmet 1 160 3.75 kg 160 3.75 kg 828 ✓ 1 Heavy Cloak	y	# CARRIED FOUIPMENT (27.75 K	g: \$780)		Uses TL LC 3	A	\$3		
✓ 1 Bronze Helmet 1 160 3.75 kg 160 3.75 kg B28 ✓ 1 50 2.5 kg 50 2.5 kg B28 DR 1, HP 5 1 30 1 kg 30 1 kg B27 ✓ 1 Medium Shield ☑ 1 60 7.5 kg 60 7.5 kg B28 DR 4, HP 12; Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5; (Experimental changes) 3 80 3 kg 80 3 kg B27 # OTHER EQUIPMENT (25.462 kg; \$501.25) Uses TL LC Image: Company of the company			_, +, 50)						
✓ 1 Heavy Cloak ☐ DR 1, HP 5 1 50 2.5 kg 50 2.5 kg B28 ✓ 1 Javelin 1 30 1 kg 30 1 kg B27 ✓ 1 Medium Shield ☐ DR 4, HP 12; Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5; (Experimental changes) 1 60 7.5 kg 60 7.5 kg B28 ✓ 1 Morningstar 3 80 3 kg 80 3 kg B27 # OTHER EQUIPMENT (25.462 kg; \$501.25) Uses TL LC A S A R 1 Backpack, Small ☐ 5 60 1.5 kg 501.25 25.462 kg HT54	-	·							
DR 1, HP 5 ✓ 1 Javelin 1 30 1 kg 30 1 kg B27 ✓ 1 Medium Shield ☐ 1 60 7.5 kg 60 7.5 kg B28 DR 4, HP 12; Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5; (Experimental changes) ✓ 1 Morningstar # OTHER EQUIPMENT (25.462 kg; \$501.25) USES TL LC Backpack, Small ☐ 5 60 1.5 kg 501.25 25.462 kg HT54						_			
✓ 1 Javelin 1 30 1 kg 30 1 kg 30 1 kg 827 ✓ 1 Medium Shield ☐ 1 60 7.5 kg 60 7.5 kg 60 7.5 kg 828 DR 4, HP 12; Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5; (Experimental changes) 3 80 3 kg 80 3 kg 80 3 kg <t< td=""><td></td><td></td><td></td><td></td><td>1 30</td><td>o kg</td><td>30</td><td>2.5 kg</td><td>5207</td></t<>					1 30	o kg	30	2.5 kg	5207
✓ 1 Medium Shield ☑ 1 60 7.5 kg 60 7.5 kg B28 DR 4, HP 12; Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5; (Experimental changes) 3 80 3 kg 80 3 kg B27 # OTHER EQUIPMENT (25.462 kg; \$501.25) Uses TL LC LC Image: Control of the contr	1				1 30	1 ka	30	1 kg	B273
DR 4, HP 12; Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5; (Experimental changes) ✓ 1 Morningstar # OTHER EQUIPMENT (25.462 KG; \$501.25) USES TL LC ■ SE ■ R 1 Se Backpack, Small						_			
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✓ 1 Morningstar 3 80 3 kg 80 3 kg B27 # OTHER EQUIPMENT (25.462 KG; \$501.25) Uses TL LC ♣				ο λ 1, μι 13					
# OTHER EQUIPMENT (25.462 kg; \$501.25) USES TL LC	1		3 - 7		3 80	3 ka	80	3 ka	B272
1			25)	Llos					
			3)	USE					HT54
LUMUS TUMOS	1	Holds 50lbs.			3 00 1.51	.g 501.	25 25.	402 Kg	11134

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#	OTHER EQUIPMENT (25.462 KG; \$501.25)	Uses	TL	LC	€		\$€	\$ A	
3			0		3.75	0.5 kg	11.25	1.5 kg	<u>LT34</u>
	DR 1, Fragile (Brittle) see B136		_		4.0	0.051		0.051	D000
1	Handcuffs		5		40	0.25 kg	40	0.25 kg	B289
1	Lantern 🖪		2		20	1 kg	20	1 kg	B288
	Uses 1 pint of oil per 24 hours		_						
1	Machete		5		50	0.75 kg	50	0.75 kg	HT200
1	Leather Armor		1		100	5 kg	100	5 kg	B283
1	Oil, Lantern, 1 Pint		2		2	0.5 kg	2	0.5 kg	B288
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.		0		5	0.5 kg	5	0.5 kg	<u>B288</u>
1	Rope, 3/8", 20 yards □ Supports 300 lbs.		0		10	1.5 kg	10	1.5 kg	<u>B288</u>
1	Sandglass		3		50	1.5 kg	50	1.5 kg	LT45
1	Sewing Kit		5		1	0 kg	1	0 kg	HT31
1	Sleeping Fur		0		50	4 kg	50	4 kg	B288
1	Tent, 2-Man ☐ Includes ropes; requires one 6' pole		0		80	6 kg	80	6 kg	B288
1	Thermos Bottle □ Fragile.		6		10	1 kg	10	1 kg	HT33
10	Wax Candles ☐ Burns 8hrs.		1		0.3	0.0312 kg	3	0.312 kg	<u>HT51</u>
3	Wool yarn and needle			4	3	0.05 kg	9	0.15 kg	
		N оте							

Anotaciones: [1] Autoproclamado