

PORTRAIT		IDENTITY		MISCELLANEOUS		172 POINTS	
	NAME	Yorgos Thadon		CREATED	Jul 24, 2024, 11:01 PM		4 UNSPENT
	TITLE	El Carnero Macizo [1]		MODIFIED	Jul 24, 2025, 7:14 PM		20 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
[60] 13 DEXTERITY (DX)	[0] 13 FRIGHT CHECK	2-3	HEAD	-5	0	0 NONE	17 kg
[0] 9 INTELLIGENCE (IQ)	[0] 6 INITIATIVE (INIT)		SKULL	-7	3	1 LIGHT	34 kg
[0] 11 HEALTH (HT)	[5] 7 BASIC MOVE		FACE	-5	0	2 MEDIUM	51 kg
BASIC DAMAGE			NECK	-5	0	3 HEAVY	102 kg
1d BASIC THRUST	✓ Senses		EYES	-9	0	4 X-HEAVY	170 kg
2d-1 BASIC SWING	[0] 9 PERCEPTION (PER)	4-6	ARMS	-2	0	LIFTING & MOVING THINGS	
	[0] 9 VISION		HANDS	-4	0	17 kg BASIC LIFT	
	[0] 9 HEARING		TORSO	+0	2	34 kg ONE-HANDED LIFT	
	[0] 9 TASTE & SMELL	7-9	VITALS	-3	3	136 kg TWO-HANDED LIFT	
	[0] 9 TOUCH		GROIN	-3	2	204 kg SHOVE & KNOCK OVER	
POINT POOLS		10-12	LEGS	-2	0	408 kg RUNNING SHOVE & KNOCK OVER	
[0] 12 OF 13 HP [WOUNDED]			FEET	-4	1	255 kg CARRY ON BACK	
[0] 11 OF 11 FP [RESTED]						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
CdP Natural Attacks				Unarmed	15	11	No
Parry with punches; Kicks have range C, 1; High Kicks are at -2.							
Crushing Striker (Horns)				Headbutt	15	11	No
Hooves				Trample	13	No	No
Only on SM-2 or (prone) SM-1							
TRAIT		PTS	SKILL / TECHNIQUE		SL	RSL	PTS
✓ Advantages & Perks		63	Airshipman		10	IQ+1	2
Ambidexterity		5	Area Knowledge (El'neun)		9	IQ	1
Arm ST 1		5	Brawling		15	DX+2	4
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.			Climbing		12	DX	2
Combat Reflexes		15	Escape		12	DX-1	2
Daredevil		15	Flail		13	DX	4
Deep Sleeper		1	Gesture		10	IQ+1	2
Fit		5	Hidden Lore (Gods of yore)		8	IQ-1	1
Recover FP at twice the normal rate (but not FP spent for spells or psi powers)			History (Korkon Tribes)		7	IQ-2	1
Good Reputation 1		1	Intimidation		10	Will-1	1
Caravana Terrien; Recognized all the time			Jumping		13	DX	1
Luck (1/h)		15	Lifting		12	HT+1	4
Sacrificial Parry (Flail)		1	Mechanic (Steam Engine)		10	IQ+1	4
✓ Disadvantages & Quirks		-55	Observation		10	Per+1	4
			Running		12	HT+1	4
			Shield		15	DX+2	4
			Survival (Desert)		9	Per	2
			Tactics		7	IQ-2	1
			Throwing		13	DX	2

TRAIT			Pts		SKILL / TECHNIQUE		SL	RSL	Pts	
Berserk			-10	<u>B124</u>	Wrestling		14	DX+1	4	<u>B228+</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 (ITP Criminal)			-5	<u>B155</u>						
Assigned to Niwel's "Interim Temperance Program"										
Languages & Culture			5							
Cultural Familiarity (Korkon)			0	<u>B23</u>						
Native										
Cultural Familiarity (Te'karn)			1	<u>B23</u>						
Language: Ama'kon			4	<u>B24</u>						
Spoken (Conversational); Written (Literate)										
Language: Korank			0	<u>B24</u>						
Native; Spoken (Fluent); Written (Educated)										
Other Features & Traits			20							
CdP Natural Attacks			0	<u>B271</u>						
Korkon Ancestry			20							

	#	CARRIED EQUIPMENT (24.012 kg; \$409.55)	USES						
	1	Backpack, Small Holds 50lbs.		60	1.5 kg	309.25		18.962 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	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	ITP Armband Marks you as "criminal on parole", probably.		0.3	0.05 kg	0.3		0.05 kg	
	1	Leather Armor		100	5 kg	100		5 kg	<u>B283</u>

NOTE										
Anotaciones: [1] Autoproclamado										
Umbral HP: 7 (>HP/2), 5 (>HP/3), 4 (<HP/3)										