Portrait	Identity							Misce		164 Роінтя <b></b>			
GAF,			CREATE	D Jul 24	, 2024, 11:	01 PM	4	UNSPEN	Γ				
	TITLE								5 <b>, 2025, 5</b> :1	11 AM	28	ANCEST	RY
	Organization Ca	iravana Te	errien				PLAYE	R Sergi				Attribu	
				D	SCRIPTION							ADVANTA	
32	GENDER Ma	le		>\$ H	EIGHT <b>1.8</b> 2	2 m	1	>\$ HA	IR Snow			DISADVA	NTAGES
	>\$ AGE 26			>\$ M	EIGHT 100	) kg	l		ES Brown			Quirks Skills	
	★ BIRTHDAY Jar	nuary 10			SIZE +0				IN Pale			SPELLS	
	RELIGION				TL 5			_ → Hai	Right			OPELLO	
PRIMARY ATTRIBUTES	SECONDARY ATTRI	BUTES		Ηι	MANOID				Encumbra				
[20] <b>13</b> STRENGTH (ST)	[0] <b>11</b> WILL	R	ROLL	_	ATION	DR	₹ 🙃		EVEL	Max Lo		Move	Dodge
[60] 13 DEXTERITY (DX)	8 GRIT		4	EYES		0 7		0 N		17	-	7	10
[0] 9 INTELLIGENCE (IQ)	10 Keum	5	-4	SKULL	-7 -5	3		1 L	IGH I 1EDIUM	34 51		5 4	9
[0] <b>11</b> HEALTH (HT)	Senses		-7	RIGHT I	-	0			EAVY	102	_	2	7
Basic Damage	[0] 10 PERCEPTIO	N (PER) 8		RIGHT A		0		-	-HEAVY	170	-	1	6
TU DASIC THRUST	[0] <b>10</b> Vision [0] <b>10</b> Hearing		-10	Torso		0/4	4	1 /		& Moving			
2d-1 Basic Swing	[0] <b>10</b> HEARING	MELL 1.	1	GROIN	-3	0		1			I HIN	65	
	[0] <b>10</b> TASTE & S	12	2	LEFT A	RM -2	0			7 kg Basic 4 kg One-H		т		
	● Movemen	13	3-14	LEFT LE	:G -2	0			6 kg Two-l				
	[0] 6 BASIC SPEI	111	5	HAND	-4	0			4 kg Shove			?	
	[5] 7 BASIC MOV		6	Fоот	-4	1			8 kg Runni				ΕR
Point F			7-18	NECK	-5 0			255 kg Carry On Back					
[0] <b>11</b> of <b>11</b> FP [Rested]				VITALS	-3	0/4	4   _		0 kg Shift				
[0] <b>13</b> OF <b>13</b> HP [HEALTH													
±	REACTION				±				Condition				
-2 from experienced N						all	IO rolls	s to wake	up or to re		m s	urprise	or
-1 from others							al stun		ор от то т			p	•
-2 from others aware of	of your clueless n	ature											
+2 from young or naive					+1 to	all I	HT roll:	s to stay	conscious	, avoid de	ath,	resist	
			u are	as	dis	seas	se, or r	esist poi	son		·		
good as you say you			u are	as	dis	sea: Do	se, or re dge, Pa	esist poi			·		nt or
			u are	as	+4 to	sea: Dod ield	se, or re dge, Pa d side	esist poi	son ck against	attacks f	rom	the fro	
			u are	as	+4 to sh +1 to	Doo ield init	se, or ro dge, Pa d side tiative r	esist pois erry & Blo olls for y	son	attacks f	rom	the fro	
			u are	as	dis +4 to sh +1 to +4 to	Doo ield init res	se, or redge, Pad side redge, Pad side redge red	esist pois erry & Blo olls for y Appeal	son ck against our side (+	attacks f	rom re th	the fro	er)
			u are	as	+4 to sh +1 to +4 to +1 to	Doo ield init res skil	se, or redge, Pad side redge, Pad side redge red	esist pois erry & Blo olls for y Appeal any time	son ck against	attacks f	rom re th	the fro	er)
good as you say you	J are Jelee Weapon		u are	as	+4 to sh +1 to +4 to +1 to	Doc ield init res skil	se, or redge, Pad side tiative resist Sex opinior	esist pois erry & Blo olls for y Appeal any time	son ck against our side (+	attacks for a straight and a straight attacks for a straight attacks	rom re th	the frome leadery risk (i	er)
good as you say you  N  Crushing Striker (Horns)	J are Jelee Weapon		u are	as	+4 to sh +1 to +4 to +1 to GM	Doc ield init res skil	se, or redge, Pad side tiative resist Sex opinior	esist pois arry & Blo olls for y Appeal any time	son ck against our side (+ you take a	attacks f 2 if you a n unnece	rom re th	the frome leadery risk (i	er) in the
good as you say you  M Crushing Striker (Horns) Target at -5	J are Jelee Weapon		u are		dis +4 to sh +1 to +4 to +1 to GM USAGE	Dod ield init res skil	se, or redge, Padge, Pad I side tiative resist Sex II rolls a opinior SL	esist pois erry & Blo olls for y Appeal any time n) Parry	son ck against our side (+ you take a BLOCK No	attacks f 2 if you a n unnece DAMAGE 1d+2 cr	rom re th	the fro	er) in the
good as you say you  N  Crushing Striker (Horns)	J are Jelee Weapon		u are		+4 to sh +1 to +4 to +1 to GM	Dod ield init res skil	se, or redge, Padge, Pad I side tiative resist Sex II rolls a opinior SL	esist pois arry & Blo olls for y Appeal any time an)	son ck against our side (+ you take a BLOCK	attacks for a straight and a straight attacks for a straight attacks	rom re th	the from the leader of the lea	er) in the
good as you say you  Crushing Striker (Horns) Target at -5 Heavy Cloak  DR 1, HP 5 Hooves	J are Jelee Weapon		u are	E	dis +4 to sh +1 to +4 to +1 to GM USAGE	Doo ield init res skil M's	se, or redge, Pad side ciative resist Sex II rolls a opinior SL 11	esist pois erry & Blo olls for y Appeal any time n) Parry	son ck against our side (+ you take a BLOCK No	attacks f 2 if you a n unnece DAMAGE 1d+2 cr	rom re th	the fro	er) in the
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good as you say you  Crushing Striker (Horns) Target at -5 Heavy Cloak  DR 1, HP 5 Hooves	J are Jelee Weapon		u are	E	dis +4 to sh +1 to +4 to +1 to GN USAGE	Doo ield init res skil M's	se, or redge, Pad dge, Pad dge	esist pois irry & Blo olls for y Appeal any time 1) PARRY 11	son ck against our side (+ you take a  BLOCK No	attacks f 2 if you a n unnece DAMAGE 1d+2 cr See B404	re the ssarry C	the frome leader y risk (i	er) in the
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Arm ST 1

	Trait	Pts		,	SKILL /	TECHNIQ	UE		SL	RSL	Pts	
0 /	Advantages	62		Area	Know	ledge (I	El'neun	)	9	IQ	1	<u>B176</u>
	Ambidexterity	5	<u>B39</u>	Braw	_				15	DX+2	4	B182+
	Arm ST 1 🖪	5	<u>B40</u>	Clim	bing				12	DX	2	<u>B183</u>
	Only applies to efforts to lift, throw, or attack			Flail					13	DX	4	<u>B208</u>
	with those arms or hands. If a task requires multiple hands and they don't have the same			Gest		<b>-</b> .			10	IQ+1	2	B198
	ST, use the average ST.					e (Dios	•		8	IQ-1	1	B199+
	Combat Reflexes 🖪	15	<u>B43</u>			áneos E	Blancos	5)	7	IQ-2	1	B200
	Never freeze				idatio	n			10	Will-1	1	B202
	Daredevil	15	B47	Jum	oing ervatio	<b>.</b>			13 11	DX Doru 1	1 4	B203+
	Deep Sleeper	1	PU2:13	Runn		n			12	Per+1 HT+1	4	B211 B218
	Fit	5	<u>B55</u>	Shiel					15	DX+2	4	B210
	Recover FP at twice the normal rate (but not FP spent for spells or psi powers)					esierto			10	Per	2	B223
	Luck 🖪	15 B66+		Survival (Desierto Calcinado)					10	1 (1		<u>DZZO</u>
	Usable once per hour of play			Tacti					7	IQ-2	1	B224+
	Sacrificial Parry (Flail)	1	<u>PU2:7</u>	Thro					13	DX	2	B226
0	Culture	1		<b>②</b> ~ De							0	
	Cultural Familiarity (Korkon)	0	<u>B23</u>	00	ccultis	m			4	IQ-5	0	B212
	Cultural Familiarity (Te'karn)	1	B23		wing				9	DX-4	0	B219
	Language: Ama'kon 🗟	0	<u>B24</u>	St	ealth				7	DX-5	0	B222
	Native; Spoken (Native); Written (Native)  Disadvantages	-50		Tr	acking	]			5	Per-5	0	B226
	Berserk 🖪	-10	B124									
	CR: 12 (Resist quite often)	10	5124									
	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	B126									
	Code of Honor (Chivalry) ■	-15	B127									
	Protect any lady, and anyone weaker than		<del></del>									
	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	B22									
	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 <b>□</b>	-5	<u>B153</u>									
	Friends and Companions	00										
	Korkon Ancestry Natural Attacks	28	B271									
			DZ/I		T1	L-0	•					
<b>✓</b>	# CARRIED EQUIPMENT (27.75 KI	g; \$/80)		Uses	TL	LC	400	10		<b>\$</b>	<b>\$</b> ≜	POCC
<b>✓</b>	1 Bronze Breastplate 1 Bronze Helmet				1 1	3	400	10		400	10 kg 3.75 kg	
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	1 Bronze Helmet 1 Heavy Cloak ■				1		160 50	3.75 2.5	_	160 50	3.75 kg 2.5 kg	_
•	DR 1, HP 5				'		30	2.3	Λy	30	2.5 kg	5207
<b>/</b>	1 Javelin				1		30	1	kg	30	1 kg	B273
1	1 Medium Shield 🖪				1		60	7.5	_	60	7.5 kg	
	DR 4, HP 12; Altered wound modifiers: imp	& pi++ ar	e x1, pi+ is							-	9	
	x1/2, pi is x1/3, pi- is x1/5; (Experimental c											
<u> </u>	1 Morningstar				3		80	3	kg	80	3 kg	B272
#	OTHER EQUIPMENT (25.462 KG; \$501.2	25)	Uses	s TL	LC	€	À		<b>\$</b> §		<b>\$</b>	
1	Backpack, Small			5		60	1.	5 kg	501.2	25 25.	462 kg	<u>HT54</u>
	Holds 50lbs.					0.75		- 1	44	\F	4.5.1	1.00
3	♥ Glass Bottle, 1 quart ☐ DR 1, Fragile (Brittle) see B136			0		3.75	U.	5 kg	11.2	25	1.5 kg	<u>LT34</u>
1	Handcuffs			5		40	0.2	5 kg	4	10 (	).25 kg	B289
<u> </u>	11411404110			J		.0	5.2	y			g	2207

						•			
#	Отнег Еquiрмент (25.462 кg; \$501.25)	Uses	TL	LC	<u></u>		<b>~</b>	<b>*</b>	
1	Lantern 🖪		2		20	1 kg	20	1 kg	<u>B288</u>
	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	B288
1	Rope, 3/8", 20 yards <b>□</b> 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 <b>□</b> 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	