



























Portrait	Identity		Miscellaneous		161 Points		
	NAME	Laterne, "Late"	CREATED	Aug 14, 2024, 11:40 AM		8 UNSPENT	
	TITLE	Marine	MODIFIED	Jan 22, 2025, 7:32 PM		30 ANCESTRY	
	ORGANIZATION	Armada de Niwel	PLAYER	David		20 ATTRIBUTES	
					48 ADVANTAGES		
DESCRIPTION							
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)	[0] 11 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD
[0] 9 DEXTERITY (DX)	8 GRIT		EYES	-9	0	0 NONE	10 kg
[20] 12 INTELLIGENCE (IQ)	10 KEUM	3-4	SKULL	-7	5	1 LIGHT	20 kg
[0] 11 HEALTH (HT)	✓ Senses	5	FACE	-5	3	2 MEDIUM	30 kg
BASIC DAMAGE		6-7	RIGHT LEG	-2	3	3 HEAVY	60 kg
1d-2 BASIC THRUST	[0] 11 PERCEPTION (PER)	8	RIGHT ARM	-2	3	4 X-HEAVY	100 kg
1d BASIC SWING	[0] 11 VISION	9-10	TORSO	+0	3	LIFTING & MOVING THINGS	
	[0] 11 HEARING	11	GROIN	-3	3	10 kg	BASIC LIFT
	[0] 11 TASTE & SMELL	12	LEFT ARM	-2	3	20 kg	ONE-HANDED LIFT
	[0] 11 TOUCH	13-14	LEFT LEG	-2	3	80 kg	TWO-HANDED LIFT
	✓ Movement	15	HAND	-4	3	120 kg	SHOVE & KNOCK OVER
	[0] 5.25 BASIC SPEED	16	FOOT	-4	5	240 kg	RUNNING SHOVE & KNOCK OVER
	[0] 5 BASIC MOVE	17-18	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
Natural Attacks				Bite	9	No	No
Natural Attacks				Kick	7	No	No
Natural Attacks				Punch	9	7	No
Natural Attacks				Slam	9	No	No
				DAMAGE	REACH	ST	
				1d-3 cr	C		
				1d-1 cr	C,1		
				1d-3 cr	C		
				1d-4 cr	C		
RANGED WEAPON				USAGE	SL	ACC	DAMAGE
Revolver, .36					11	1	2d-1 pi
				RANGE	RoF	SHOTS	BULK
				120/1,300	1	6(3i)	-2
				RECOIL	ST		
				2	10		
TRAIT				SKILL / TECHNIQUE			
PTS				SL	RSL	PTS	
✓ Advantages				48			
Eidetic Memory				10	B51		
Photographic							
Empathy				12	B51+		
Accessibility (Requires physical contact);							
Accessibility (Only on living beings)							
Sensor polígrafo							
Illumination				1	PU2:10		
Up to 10m							
Luck				15	B66+		
Usable once per hour of play							
Military Rank 0				0	B29		
Guardia de Niwel							
Talent (Artificer) 1				10	PU3:6		
✓ Culture				0			
Cultural Familiarity (Te'karn)				0	B23		
				Airshipman	12	IQ	1 B185
				Apparatus Operation (Radio)	11	IQ-1	1 B189
				Armoury (Heavy Weapons)	14	IQ+2	4 B178
				Computer Programming	12	IQ	4 B184
				Fast-Draw	9	DX	1 B194+
				Gunner (Cannon)	10	DX+1	2 B198
				Default: Gunner (Machine Gun)-4			
				Gunner (Machine Gun)	10	DX+1	2 B198
				Guns (Pistol)	11	DX+2	4 B198
				Guns (Rifle)	10	DX+1	1 B198
				Default: Guns (Pistol)-2			
				Law (Criminal, Niwel)	10	IQ-2	1 B204
				Leadership	12	IQ	2 B204
				Mathematics (Applied)	12	IQ	4 B207
				Merchant	12	IQ	2 B209
				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 Ancestry			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								