

PORTRAIT		IDENTITY			MISCELLANEOUS			171 POINTS							
	✂	NAME	Yorgos Thadon		CREATED	Jul 24, 2024, 11:01 PM		0	UNSPENT						
		TITLE	El Carnero Macizo [1]		MODIFIED	Mar 14, 2025, 7:53 PM		27	ANCESTRY						
		ORGANIZATION	Caravana Terrien		PLAYER	Sergi		85	ATTRIBUTES						
	DESCRIPTION								63	ADVANTAGES					
	✂	GENDER	Male		✂	HEIGHT	1.82 m		✂	HAIR	Snow		-50	DISADVANTAGES	
	✂	AGE	26		✂	WEIGHT	100 kg		✂	EYES	Brown		0	QUIRKS	
	✂	BIRTHDAY	10 de Vord, 1º			SIZE	+0		✂	SKIN	Pale		46	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	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	
1d BASIC THRUST		[0]	10	VISION	8	RIGHT ARM	-2	0		4	X-HEAVY	170 kg	1	6	
2d-1 BASIC SWING		[0]	10	HEARING	9-10	TORSO	+0	0/4		LIFTING & MOVING THINGS					
		[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-HANDED LIFT					
		[0]	6	BASIC SPEED	15	HAND	-4	0		204 kg SHOVE & KNOCK OVER					
		[5]	7	BASIC MOVE	16	FOOT	-4	1		408 kg RUNNING SHOVE & KNOCK OVER					
					17-18	NECK	-5	0		255 kg CARRY ON BACK					
						VITALS	-3	0/4		850 kg SHIFT SLIGHTLY					
POINT POOLS															
[0]	11	OF	11	FP [RESTED]											
[0]	13	OF	13	HP [HEALTHY]											
[0]	8	OF	9	KP [HARMONICAL]											
REACTION					CONDITION										
-2	from experienced NPCs				+6	on all IQ rolls to wake up or to recover from surprise or mental stun									
-1	from others				+1	to all HT rolls to stay conscious, avoid death, resist disease, or resist poison									
-2	from others aware of your clueless nature				+4	to Dodge, Parry & Block against attacks from the front or shield side									
+2	from young or naive individuals who believe you are as good as you say you are				+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)									
MELEE WEAPON					USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST				
Crushing Striker (Horns)						15	11	No	1d+2 cr	C					
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	C					
Natural Attacks					Kick	13	No	No	1d+1 cr	C,1					
Natural Attacks					Punch	15	11	No	1d cr	C					
Arm ST 1															
Natural Attacks					Slam	15	No	No	1d-1 cr	C					
RANGED WEAPON					USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST	
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	T	-4		6	
Arm ST 1															

TRAIT			Pts	🔖	SKILL / TECHNIQUE			SL	RSL	Pts	🔖
✔	Advantages		62		Airshipman	10	IQ+1	2	🔖	B185	
	Ambidexterity		5	B39	Area Knowledge (El'neun)	9	IQ	1	🔖	B176	
	Arm ST 1 📖		5	B40	Brawling	15	DX+2	4	🔖	B182+	
	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	🔖	B183	
	Combat Reflexes 📖		15	B43	Escape	12	DX-1	2	🔖	B192	
	Daredevil		15	B47	Flail	13	DX	4	🔖	B208	
	Deep Sleeper		1	PU2:13	Gesture	10	IQ+1	2	🔖	B198	
	Fit 📖		5	B55	Hidden Lore (Dioses)	8	IQ-1	1	🔖	B199+	
	Recover FP at twice the normal rate (but not FP spent for spells or psi powers)				History (Cráneos Blancos)	7	IQ-2	1	🔖	B200	
	Luck 📖		15	B66+	Intimidation	10	Will-1	1	🔖	B202	
	Usable once per hour of play				Jumping	13	DX	1	🔖	B203+	
	Sacrificial Parry (Flail)		1	PU2:7	Lifting	12	HT+1	4	🔖	B205	
✔	Culture		1		Mechanic (Steam Engine)	10	IQ+1	4	🔖	B207	
	Cultural Familiarity (Korkon) 📖		0	B23	Observation	11	Per+1	4	🔖	B211	
	Cultural Familiarity (Te'karn) 📖		1	B23	Running	12	HT+1	4	🔖	B218	
	Language: Ama'kon 📖		0	B24	Shield	15	DX+2	4	🔖	B220	
	Native; Spoken (Native); Written (Native)				Survival (Desierto Calcinado)	10	Per	2	🔖	B223	
✔	Disadvantages		-50		Tactics	7	IQ-2	1	🔖	B224+	
	Berserk 📖		-10	B124	Throwing	13	DX	2	🔖	B226	
	CR: 12 (Resist quite often)				✔ ~ Defaults			0			
	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				Occultism	4	IQ-5	0	🔖	B212	
	Clueless		-10	B126	Sewing	9	DX-4	0	🔖	B219	
	Code of Honor (Chivalry) 📖		-15	B127	Stealth	7	DX-5	0	🔖	B222	
	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.				Tracking	5	Per-5	0	🔖	B226	
	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 📖		-5	B153							
	Friends and Companions										
➡	Korkon	Ancestry	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	B283
✔	1	Bronze Helmet		1		160	3.75 kg	160	3.75 kg	B284
✔	1	Heavy Cloak 📖 DR 1, HP 5		1		50	2.5 kg	50	2.5 kg	B287
✔	1	Javelin		1		30	1 kg	30	1 kg	B273
✔	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	B287
✔	1	Morningstar		3		80	3 kg	80	3 kg	B272

#	OTHER EQUIPMENT (25.462 kg; \$501.25)		USES	TL	LC	📦	🛒	📦📦	📦🛒	🔖
1	✔	Backpack, Small 📖 Holds 50lbs.		5		60	1.5 kg	501.25	25.462 kg	HT54
3	✔	Glass Bottle, 1 quart 📖 DR 1, Fragile (Brittle) see B136		0		3.75	0.5 kg	11.25	1.5 kg	LT34
1		Handcuffs		5		40	0.25 kg	40	0.25 kg	B289
1		Lantern 📖 Uses 1 pint of oil per 24 hours		2		20	1 kg	20	1 kg	B288

#	OTHER EQUIPMENT (25.462 KG; \$501.25)	USES	TL	LC					
1	Machete		5		50	0.75 kg	50	0.75 kg	<u>HT200</u>
1	Leather Armor		1		100	5 kg	100	5 kg	<u>B283</u>
1	Oil, Lantern, 1 Pint		2		2	0.5 kg	2	0.5 kg	<u>B288</u>
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	Rope, 3/8", 20 yards		0		10	1.5 kg	10	1.5 kg	<u>B288</u>
	Supports 300 lbs.								
1	Sandglass		3		50	1.5 kg	50	1.5 kg	<u>LT45</u>
1	Sewing Kit		5		1	0 kg	1	0 kg	<u>HT31</u>
1	Sleeping Fur		0		50	4 kg	50	4 kg	<u>B288</u>
1	Tent, 2-Man		0		80	6 kg	80	6 kg	<u>B288</u>
	Includes ropes; requires one 6' pole								
1	Thermos Bottle		6		10	1 kg	10	1 kg	<u>HT33</u>
	Fragile.								
10	Wax Candles		1		0.3	0.0312 kg	3	0.312 kg	<u>HT51</u>
	Burns 8hrs.								
3	Wool yarn and needle			4	3	0.05 kg	9	0.15 kg	
NOTE									
Anotaciones: [1] Autoproclamado									