

PORTRAIT		IDENTITY		MISCELLANEOUS		171 POINTS	
		NAME Laterne, "Late"		CREATED Aug 14, 2024, 11:40 AM		-9 OVERSPENT	
		TITLE Marine		MODIFIED Apr 7, 2025, 5:23 PM		31 ANCESTRY	
		ORGANIZATION Armada de Niwel		PLAYER David		40 ATTRIBUTES	
						44 ADVANTAGES	
		DESCRIPTION					
		GENDER Male		HEIGHT 1.9 m		HAIR --	
		AGE 12		WEIGHT 156 kg		EYES --	
		BIRTHDAY		SIZE +0		SKIN --	
		RELIGION		TL (5+1)		HAND Any	
						71 SKILLS	
						0 SPELLS	
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID		ENCUMBRANCE, MOVE & DODGE	
[0] 10 STRENGTH (ST)		[0] 12 WILL		ROLL	LOCATION	DR	LEVEL
[0] 9 DEXTERITY (DX)		[0] 8 KEUM (KE)			EYES	-9	MAX LOAD
[40] 12 INTELLIGENCE (IQ)		8 GRIT		3-4	SKULL	-7	MOVE
[0] 11 HEALTH (HT)		Senses		5	FACE	-5	DODGE
BASIC DAMAGE		[0] 11 PERCEPTION (PER)		6-7	RIGHT LEG	-2	0 NONE
1d-2 BASIC THRUST		[0] 11 VISION		8	RIGHT ARM	-2	1 LIGHT
1d BASIC SWING		[0] 11 HEARING		9-10	TORSO	+0	2 MEDIUM
		[0] 11 TASTE & SMELL		11	GROIN	-3	3 HEAVY
		[0] 11 TOUCH		12	LEFT ARM	-2	4 X-HEAVY
		Movement		13-14	LEFT LEG	-2	
		[0] 5 BASIC SPEED		15	HAND	-4	
		[0] 5 BASIC MOVE		16	FOOT	-4	
				17-18	NECK	-5	
					VITALS	-3	
POINT POOLS						LIFTING & MOVING THINGS	
[0] 11 OF 11 FP [RESTED]						10 kg BASIC LIFT	
[0] 13 OF 13 HP [HEALTHY]						20 kg ONE-HANDED LIFT	
[0] 8 OF 8 KP [HARMONICAL]						80 kg TWO-HANDED LIFT	
						120 kg SHOVE & KNOCK OVER	
						240 kg RUNNING SHOVE & KNOCK OVER	
						150 kg CARRY ON BACK	
						500 kg SHIFT SLIGHTLY	
REACTION		CONDITION					
+1 From employers.		+1 Eliminate -1/level to a skill with success on another to					
-1 from other koppemak except those of your own kind		improvise tools; Apply to Enigmatic Device Table rolls and					
+1 from others aware of your reputation		other unskilled tech rolls.					
MELEE WEAPON		USAGE		SL	PARRY	BLOCK	DAMAGE
Natural Attacks		Bite		9	No	No	1d-3 cr
Natural Attacks		Kick		7	No	No	1d-1 cr
Natural Attacks		Punch		9	7	No	1d-3 cr
Natural Attacks		Slam		9	No	No	1d-4 cr
RANGED WEAPON		USAGE		SL	ACC	DAMAGE	RANGE
Revolver, .36				12	1	2d-1 pi	120/1,300
							1
							6(3i)
							-2
							2
							10
TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL
Advantages		44		Airshipman		12	IQ
Eidetic Memory		5 B51		Apparatus Operation		11	IQ-1
Photographic (Koppemak)				(Communications)			
Empathy		12 B51+		Armoury (Heavy Weapons)		14	IQ+2
Requires physical contact; Only on living beings				Computer Programming		11	IQ-1
Sensor polígrafo				Diplomacy		10	IQ-2
Good Reputation 1		1 B26+		Electrician		14	IQ+2
People Affected (Caravana Terrien);				Engineer (Artillery)		12	IQ
Recognized all the time				Engineer (Heavy Arkopan)		12	IQ
Illumination		1 PU2:10		Engineer (Robotics)		12	IQ
Up to 10m				Fast-Draw		9	DX
Luck		15 B66+		Gunner (Cannon)		10	DX+1
Usable once per hour of play				Gunner (Machine Gun)		10	DX+1
Military Rank 0		0 B29		Guns (Pistol)		12	DX+3
Guardia de Niwel				Guns (Rifle)		10	DX+1
Talent (Artificer) 1		10 PU3:6		Law (Criminal, Niwel)		10	IQ-2
Culture		0		Leadership		12	IQ
Cultural Familiarity (Te'karn)		0 B23		Machinist		13	IQ+1
Language: Ama'kon		0 B24		Mathematics (Applied)		12	IQ
Native; Spoken (Native); Written (Native)							
Disadvantages		-6					

TRAIT			Pts		SKILL / TECHNIQUE		SL	RSL	Pts	
Social Stigma (Human-made)			-5	<u>B155</u>	Mechanic (Analytical Engine)		13	IQ+1	2	<u>B207</u>
You belong to a group that receives fewer rights and privileges than “full citizens.”					Default: Mechanic (Heavy Arkopan)-4					
Vow			-1	<u>B165</u>	Mechanic (Heavy Arkopan)		14	IQ+2	4	<u>B207</u>
Velar por Niwel, sus habitantes, la Guardia y el Gobernador.					Default: Mechanic (Robotics)-4					
Koppemak Ancestry			31		Mechanic (Robotics)		14	IQ+2	4	<u>B207</u>
Natural Attacks			0	<u>B271</u>	Merchant		12	IQ	2	<u>B209</u>
					Navigation (Air)		11	IQ-1	1	<u>B211</u>
					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>
					Soldier		12	IQ	2	<u>B221</u>
					Stealth		5	DX-4	0	<u>B222</u>
					Tactics		12	IQ	4	<u>B224+</u>
					Teaching		11	IQ-1	1	<u>B224</u>

	#	CARRIED EQUIPMENT (3.75 kg; \$370)	USES	TL	LC						
	1	Boots Flexible; Concealable		2		80	1.5 kg	80		1.5 kg	<u>B284</u>
	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 Holds 50lbs.		5		60	1.5 kg	695		12 kg	<u>HT54</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.		0		5	0.5 kg	5		0.5 kg	<u>B288</u>
1		Portable Tool Kit (Mechanic: Contragravity)		5		600	10 kg	600		10 kg	<u>HT24</u>
1		Topographic Map Valle Eterno, comarca de Niwel		5		30	0 kg	30		0 kg	<u>HT53</u>