





















PORTRAIT		IDENTITY		MISCELLANEOUS		163 POINTS	
	NAME	Laterne, "Late"		CREATED	Aug 14, 2024, 11:40 AM		10 UNSPENT
	TITLE	Marine		MODIFIED	Feb 16, 2025, 5:11 AM		30 ANCESTRY
	ORGANIZATION	Armada de Niwel		PLAYER	David		20 ATTRIBUTES
	DESCRIPTION						48 ADVANTAGES
	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
RANGED WEAPON				DAMAGE	RANGE	RoF	SHOTS
Revolver, .36				2d-1 pi	120/1,300	1	6(3i)
TRAIT				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		
SKILL / TECHNIQUE				SL	RSL	Pts	
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
Electrician				14	IQ+2	4	B189
Engineer (Artillery)				12	IQ	2	B190
Engineer (Heavy				12	IQ	2	B190
Arkopan)							
Engineer (Robotics)				12	IQ	2	B190
Fast-Draw				9	DX	1	B194+
Gunner (Cannon)				10	DX+1	2	B198
Gunner (Machine Gun)				10	DX+1	2	B198
Guns (Pistol)				11	DX+2	4	B198
Guns (Rifle)				10	DX+1	1	B198
Law (Criminal, Niwel)				10	IQ-2	1	B204
Leadership				12	IQ	2	B204

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	
Natural Attacks			0	<u>B271</u>

SKILL / TECHNIQUE		SL	RSL	PTS	
Machinist 		13	IQ+1	2	<u>B206</u>
Mathematics (Applied)		12	IQ	4	<u>B207</u>
Mechanic (Heavy Arkopan)		14	IQ+2	4	<u>B207</u>
Mechanic (Robotics) 		14	IQ+2	4	<u>B207</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>
Tactics		12	IQ	4	<u>B224+</u>
Teaching		11	IQ-1	1	<u>B224</u>
✔ ~ 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									