

PORTRAIT		IDENTITY		MISCELLANEOUS		164 POINTS					
	NAME	Yorgos Thadon		CREATED	Jul 24, 2024, 11:01 PM		4 UNSPENT				
	TITLE			MODIFIED	Feb 16, 2025, 5:11 AM		28 ANCESTRY				
	ORGANIZATION	Caravana Terrien		PLAYER	Sergi		85 ATTRIBUTES				
							63 ADVANTAGES				
DESCRIPTION											
GENDER	Male	HEIGHT	1.82 m	HAIR	Snow		-50 DISADVANTAGES				
AGE	26	WEIGHT	100 kg	EYES	Brown		0 QUIRKS				
BIRTHDAY	January 10	SIZE	+0	SKIN	Pale		34 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)	8 GRIT		EYES	-9 0	0 NONE	17 kg	7 10				
[0] 9 INTELLIGENCE (IQ)	10 KEUM	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		6-7	RIGHT LEG	-2 0	3 HEAVY	102 kg	2 7				
1d BASIC THRUST	[0] 10 PERCEPTION (PER)	8	RIGHT ARM	-2 0	4 X-HEAVY	170 kg	1 6				
2d-1 BASIC SWING	[0] 10 VISION	9-10	TORSO	+0 0/4	LIFTING & MOVING THINGS						
	[0] 10 HEARING	11	GROIN	-3 0	17 kg BASIC LIFT						
	[0] 10 TASTE & SMELL	12	LEFT ARM	-2 0	34 kg ONE-HANDED LIFT						
	[0] 10 TOUCH	13-14	LEFT LEG	-2 0	136 kg TWO-HANDED LIFT						
	Movement	15	HAND	-4 0	204 kg SHOVE & KNOCK OVER						
	[0] 6 BASIC SPEED	16	FOOT	-4 1	408 kg RUNNING SHOVE & KNOCK OVER						
	[5] 7 BASIC MOVE	17-18	NECK	-5 0	255 kg CARRY ON BACK						
POINT POOLS			VITALS	-3 0/4	850 kg SHIFT SLIGHTLY						
[0] 11 OF 11 FP [RESTED]											
[0] 13 OF 13 HP [HEALTHY]											
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		Area Knowledge (El'neun)		9	IQ	1	B176		
	Ambidexterity		5	B39	Brawling		15	DX+2	4	B182+		
	Arm ST 1		5	B40	Climbing		12	DX	2	B183		
	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.				Flail		13	DX	4	B208		
	Combat Reflexes		15	B43	Gesture		10	IQ+1	2	B198		
	Never freeze				Hidden Lore (Dioses)		8	IQ-1	1	B199+		
	Daredevil		15	B47	History (Cráneos Blancos)		7	IQ-2	1	B200		
	Deep Sleeper		1	PU2:13	Intimidation		10	Will-1	1	B202		
	Fit		5	B55	Jumping		13	DX	1	B203+		
	Recover FP at twice the normal rate (but not FP spent for spells or psi powers)				Observation		11	Per+1	4	B211		
	Luck		15	B66+	Running		12	HT+1	4	B218		
	Usable once per hour of play				Shield		15	DX+2	4	B220		
	Sacrificial Parry (Flail)		1	PU2:7	Survival (Desierto Calcinado)		10	Per	2	B223		
✓	Culture		1		Tactics		7	IQ-2	1	B224+		
	Cultural Familiarity (Korkon)		0	B23	Throwing		13	DX	2	B226		
	Cultural Familiarity (Te'karn)		1	B23	~ Defaults				0			
	Language: Ama'kon		0	B24	Occultism		4	IQ-5	0	B212		
	Native; Spoken (Native); Written (Native)				Sewing		9	DX-4	0	B219		
✓	Disadvantages		-50		Stealth		7	DX-5	0	B222		
	Berserk		-10	B124	Tracking		5	Per-5	0	B226		
	CR: 12 (Resist quite often) 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 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		-5	B153								
	Friends and Companions											
➤	Korkon	Ancestry	28									
	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				1		50	2.5 kg	50	2.5 kg	B287
		DR 1, HP 5										
✓	1	Javelin				1		30	1 kg	30	1 kg	B273
✓	1	Medium Shield				1		60	7.5 kg	60	7.5 kg	B287
		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	Morningstar				3		80	3 kg	80	3 kg	B272
#	OTHER EQUIPMENT (25.462 kg; \$501.25)			USES	TL	LC						
1	✓	Backpack, Small				5		60	1.5 kg	501.25	25.462 kg	HT54
		Holds 50lbs.										
3	✓	Glass Bottle, 1 quart				0		3.75	0.5 kg	11.25	1.5 kg	LT34
		DR 1, Fragile (Brittle) see B136										
1		Handcuffs				5		40	0.25 kg	40	0.25 kg	B289

#	OTHER EQUIPMENT (25.462 kg; \$501.25)	USES	TL	LC					
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	<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	