Portrait		lden.	TITY					Mısc	ELLANEOUS		181 Роімі	s 🗹			
6/16	NAME Yorgos Thadon						CREATI	ED Jul 2	:01 PM	5 UNSPEN	IT.				
		TITLE El Carnero Macizo [1]							6, 2025, 10		27 ANCEST	RY			
		Caravana Terrien					ER Serg i			85 Attribi	JTES				
			Description							68 ADVANTAGES					
	.la	₩ HEIGHT 1.8) ma	74	Llup Chau	_	-50 DISADVANTAGES					
3	GENDER Ma						2 111 111111111111111111111111111111111				0 Quirks				
	7 102 20		10		WEIGHT					n l	46 SKILLS				
	□ Sirthday 10	ae vora,	۱۳		SIZE				SKIN Pale		0 SPELLS				
	RELIGION				TL	5		-74-1	HAND Right						
PRIMARY ATTRIBUTES	SECONDARY ATTR	IBUTES			HUMANOID				Епсимвя	ance, M ove					
[20] 13 STRENGTH (ST)	[0] 11 WILL		Roll		CATION	DF	₹ 🙃		LEVEL	Max Lo					
[60] 13 DEXTERITY (DX)	Senses			Eyes	-9	0			None	17	•	14			
[0] 9 INTELLIGENCE (IQ)	[0] 10 Perception	// (I LK)	3-4	SKULI		7			Light	34		13			
[0] 11 HEALTH (HT)	[0] 10 VISION) [5		FACE	-5	3		2	MEDIUM	51 1	kg 4	12			
[0] 10 KEUM (KE)	[0] 10 HEARING	6	5-7	RIGHT	LEG -2	0		3	HEAVY	102	kg 2	11			
Basic Damage	[0] 10 TASTE & S	SMELL 8	3	RIGHT	ARM -2	0		4	X-HEAVY	170	kg 1	10			
1d Basic Thrust	[0] 10 Touch		9-10	Tors	0+	0/4	4		LIFTING	& Moving	THINGS				
	⊘ Moveme	nt 1	1	GROIN	-3	0			17 kg Basi						
2d-1 Basic Swing	[0] 6 BASIC SPE	1 1	12	LEFT.	Arm -2	0		11		·Handed Lift	-				
	[5] 7 BASIC MO		3-14	LEFT	Leg -2	0		II .	_	-HANDED LIF					
	14 Dodge	1	15	HAND	-4	0		II .		VE & KNOCK					
		1	6	Fоот	-4	1				NING SHOVE 8		/ED			
Роінт Р		1	7-18	NECK	-5	0		11	55 kg CAR		X KNOCK O	/ER			
[0] 11 OF 11 FP [RESTED]			VITAL		0/4	4								
[0] 13 OF 13 HP [HEALTH	IY]					'		∥ °	50 kg Shif	1 SLIGHTLY					
[0] 9 OF 10 KP [HARMO	NICAL]														
±	REACTION				±				Condit	ION					
-2 from experienced N	PCs				+6	on all	IQ roll	s to wak	ce up or to	recover fro	m surprise	e or			
-1 from others							al stun								
-2 from others aware of	•								•	s, avoid de	ath, resist				
+1 from others aware of	•					disease, or resist poison									
+2 from young or naive		believe y	ou are	as		1 3 7 7 1 1 1 3 1 1 1 1 1 1 1 1 1 1 1 1									
good as you say you	u are					shield side									
						+4 to resist Sex Appeal +1 to skill rolls any time you take an unnecessary risk (in the									
					- 11	GM's opinion)									
1	MELEE WEAPON				Usagi		SL	Parry	Вьоск	Damage	REACH	ST			
Crushing Striker (Horns)					COAC	_	15	12	No	1d+2 cr	С				
Target at -5	_														
Heavy Cloak 🖪					Entangle	е	11	No	10	See B404	C,1				
DR 1, HP 5							10			410					
Hooves 🗖					Trample	•	13	No	No	1d+2 cr	C,1				
Only on SM-2 or (prone) SM-1 Javelin					Thrust		8	9	No	1d+1 imp	1	6			
Arm ST 1					must		U		140	таттпір	'	0			
Medium Shield ∃					Shield B	ash	9	No	9	1d cr	1				
DR 4, HP 12; Altered wound m		are x1, pi+ i	s x1/2,	pi is											
x1/3, pi- is x1/5; (Experimenta	l changes)				•		10		N	010		10			
Morningstar	nio woonen ere et 4	and for six	1 14/25 ==	no	Swung		13	11U	No	2d+3 cr	1	12			
Arm ST 1. Attempts to parry the may not parry it at all; attempt				ons											
Natural Attacks	o to blook tino weap	on are at Z			Bite		15	No	No	1d cr	С				
Natural Attacks					Kick		13	No	No	1d+1 cr	C,1				
Natural Attacks					Punch		15	12	No	1d cr	C				
Arm ST 1															
Natural Attacks					Slam		15	No	No	1d-1 cr	С				
Ranged Weaf	PON	Usage	SL	Ac	c Dar	MAGE	RAN	IGE R	oF Shot	rs Bulk	RECOIL	ST			
Heavy Cloak 日		Thrown	11	1	See	B411	2	1	Т	-6		8			
DR 1, HP 5		т,	4.0				40.1	20	-						
Javelin 🖪		Thrown	13	3	1d+	1 imp	19/3	32 1	Т	-4		6			
Arm ST 1															

Advantages

TRAIT

Airshipman

SKILL / TECHNIQUE

Pts

63

Pts

2

B185

SL

RSL

10 IQ+1

Am ST 15 Gat to lift, throw, or stack with bloose amore in and still stack requires with bloose amore in and still stack requires with bloose amore in and still stack requires strength of the state of	Trait	Pts				Тесниіо			SL	RSL	Pts	
Climbing	Ambidexterity	5	<u>B39</u>	Area Kno	owledg	e (El'ne	eun)		9	IQ	1	<u>B176</u>
## those arms or hands if a lack requires middle hands and they don't have the same \$1, use the average \$1, use the average \$1, use the average \$1. Use the average \$1. Use \$1. Search \$1.		5	<u>B40</u>						15		4	
Multiple hands and they don't have the same ST, use the areange ST. Combat Reflexes ST, use the areange ST, use the sound rate (but not FP purples Affected Caravama Tester):												
ST, use the average ST. Combat Reflexes F 15 843 NsH Combat Reflexes F 15 843 NsH Darcdevil 15 847 Deep Sleeper 1 Puz-13 Deep Sleeper 1 Deep Sleeper 1 D					•						2	
Combat Reflexes 15 843 843 844 845				Flail					13		4	
Nish Daredevil 15 847 Deep Sleeper 1 PU2:13 Deep Sleeper 1 Pu2:14 Deep Sleeper 1 Deep Sleeper 1 Pu2:14 Deep S		15	B43	Gesture	Gesture					IQ+1	2	<u>B198</u>
Deep Sleeper									8		1	
Second Part New Period Part	Daredevil	15	B47	History (Cráne	os Blan	cos)		7			
Recover FP at twice the normal rate (but not FP spent for spells or pay power) Good Reputation 1	Deep Sleeper	1	PU2:13	Intimida	tion				10		1	B202
Sepent for spells or pis powers Good Reputation 1	Fit 🖪	5	B55		l				13		1	
Cool Reputation E People Affected (Caravana Terrien); Recognized all the time Luck E B B66+ B Usable once per hour of play B B66+ B Usable once per hour of play B B66+ B Usable once per hour of play B B66+ B Usable once per hour of play B B66+ B Usable once per hour of play B B66+ B Usable once per hour of play B B66+ B Usable once per hour of play B B66+ B Usable once per hour of play B B66+ B6											4	
People Affected (Caravana Terrien); Recognized all the time Luck E			201			am Eng	ine)					
Recognized all the time Luck B		1	<u>B26+</u>									
Usable once per hour of play Sacrificial Parry (Flail) 15 Survival Sacrificial Parry (Flail) 1 PUZ:7 Sacrificial Parry (Flail) 1 PUZ:7 Survival (Desierto Calcinado) 10 Per 2 8223 Cultural Familiarity (Tekam) 1 823 Survival (Desierto Calcinado) 10 Per 2 8223 Cultural Familiarity (Tekam) 1 823 Survival (Desierto Calcinado) 10 Per 2 8223 Survival (Desierto Calcinado) 10 Per 2 8224 Survival (Desierto Calcin												
Sacrificial Parry (Flail) 5 5 5 5 5 5 5 5 5	•	15	B66+									
Sacrificial Parry (Flail) 1 PU2.7			2001									
Steatth Steath		1	PU2:7									
Cultural Familiarity (Tekarn) Colling Co	• • •	5										
Language: Ama'kon	Cultural Familiarity (Korkon)	0	B23		(Desie	rto Cal	cinado)	_			
Language: Amakon	Cultural Familiarity (Te'karn)	1										
Language: Korank	Language: Ama'kon 🖪	4	B24		_							
Native; Spoken (Native); Written (Native)				Tracking	I				5	Per-5	0	<u>B226</u>
Selective Sel	5 5	0	<u>B24</u>									
Berserk		50										
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 Code of Honor (Chivalry)	-		D104									
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		-10	<u>B124</u>									
damage over 1/4 your HP in the space of one second, and whenever you witness equivalent harm to a loved one Clueless Code of Honor (Chivairy)												
Natural Actacks Price P	damage over 1/4 your HP in the space of one											
Clueless												
Code of Honor (Chivalry)		10	D404									
Protect any lady, and anyone weaker than yourself. Never break your word. Never ignore an insult to yourself, Never break your word. Never ignore an insult to yourself, alady, your lege-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 Overconfidence ☐ 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 ☐ Friends and Companions Norkon Amoestry Natural Attacks O B271 *** *** *** ** ** ** ** **												
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 Tt. 1		-15	<u>B127</u>									
an insult to yourself, a lady, your leige-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 Overconfidence												
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												
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 Overconfidence												
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 TL1 Overconfidence												
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 Overconfidence												
arms from anyone of greater or equal rank. Low TL 1 Overconfidence												
Low TL 1												
Overconfidence		-	DOO									
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												
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 ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★ ★		-5	<u>B148</u>									
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												
caution. If you fail, you must go ahead as though you were able to handle the situation! Sense of Duty ∃ Friends and Companions -5 B153 ★ Korkon Ancestry 27 Datural Attacks 0 B271 ✓ # CARRIED EQUIPMENT (27.75 kg; \$780) Uses TL LC	GM feels you show an unreasonable degree of											
Sense of Duty ☐ -5 B153 Friends and Companions Natural Attacks CARRIED EQUIPMENT (27.75 KG; \$780) USES TL LC LC LC LC LC LC LC	caution. If you fail, you must go ahead as											
Friends and Companions ★ Korkon Natural Attacks Ancestry 27 Natural Attacks B271 ✓ # CARRIED EQUIPMENT (27.75 kg; \$780) Uses TL LC		_	D150									
Natural Attacks 27 Natural Attacks DB271 ✓ # CARRIED EQUIPMENT (27.75 kg; \$780) Uses TL LC		-5	R123									
Natural Attacks 0 B271 ✓ # CARRIED EQUIPMENT (27.75 kg; \$780) Uses TL LC Carried State Carried State <td>·</td> <td>27</td> <td></td>	·	27										
✓ # CARRIED EQUIPMENT (27.75 kg; \$780) Uses TL LC S S S L ✓ 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 30 1 kg 30 1 kg 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) 3 80 3 kg 80 3 kg 80 3 kg B272 # OTHER EQUIPMENT (25.462 kg; \$501.25) Uses TL LC LC S LC S LC S LC			B271									
✓ 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				Lloss	TI	1.0	2	۵		**	◆ △	
✓ 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 A A A A 1 Backpack, Small ☐ 5 60 1.5 kg 501.25 25.462 kg HT54		G , \$ 780)		USES				10	ke		<u> </u>	Paga
✓ 1 Heavy Cloak ☐ DR 1, HP 5 50 2.5 kg 50 2.5 kg B287 ✓ 1 Javelin 1 30 1 kg 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 A A A A 1 Backpack, Small ☐ 5 60 1.5 kg 501.25 25.462 kg HT54	·					3						
DR 1, HP 5 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 Image: Company of the property of the prop									_		_	
✓ 1 Javelin 1 30 1 kg 30 1 kg B273 ✓ 1 Medium Shield ☐ 1 60 7.5 kg 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) 3 80 3 kg 80 3 kg B272 # OTHER EQUIPMENT (25.462 kg; \$501.25) Uses TL LC A 80 501.25 \$5.462 kg HT54							50	2.5	kg	50	2.5 Kg	<u>BZ87</u>
✓ 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) 3 80 3 kg 80 3 kg B272 # OTHER EQUIPMENT (25.462 kg; \$501.25) Uses TL LC LC S L					1		30	1	ka	30	1 ka	B273
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 # OTHER EQUIPMENT (25.462 kg; \$501.25) USES TL LC Backpack, Small ■ 5 60 1.5 kg 501.25 25.462 kg HT54											_	_
X1/2, pi is x1/3, pi- is x1/5; (Experimental changes) ✓ 1 Morningstar 3 80 3 kg 80 3 kg <u>B272</u> # OTHER EQUIPMENT (25.462 kg; \$501.25) USES TL LC ② ② ② ② ② ② ② ② ②		& pi++ ar	e x1, pi+ is				- 50	7.5	9	30		2207
# OTHER EQUIPMENT (25.462 kg; \$501.25) USES TL LC			, ,									
1					3		80	3	kg	80	3 kg	B272
1	# OTHER EQUIPMENT (25.462 KG; \$501.2	25)	USE	s TL	LC	3 :	ı		\$	P	*	
· · · · · · · · · · · · · · · · · · ·							1.	5 kg			<u> </u>	HT54

#	OTHER EQUIPMENT (25.462 KG; \$501.25)	Uses	TL	LC		A	\$	\$ ▲	
3	S Glass Bottle, 1 quart ■	USLS	0		3.75	0.5 kg	11.25	1.5 kg	LT34
	DR 1, Fragile (Brittle) see B136				0.70	o.o ng	11.20	o ng	<u>=:0:</u>
1	Handcuffs		5		40	0.25 kg	40	0.25 kg	B289
1	Lantern 🖪		2		20	1 kg	20	1 kg	B288
	Uses 1 pint of oil per 24 hours								
1	Machete		5		50	0.75 kg	50	0.75 kg	HT200
1	Leather Armor		1		100	5 kg	100	5 kg	B283
1	Oil, Lantern, 1 Pint		2		2	0.5 kg	2	0.5 kg	B288
1	Personal Basics Minimum gear for camping: -2 to any Survival roll		0		5	0.5 kg	5	0.5 kg	<u>B288</u>
	without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.								
1	Rope, 3/8", 20 yards ■ Supports 300 lbs.		0		10	1.5 kg	10	1.5 kg	<u>B288</u>
1	Sandglass		3		50	1.5 kg	50	1.5 kg	LT45
1	Sewing Kit		5		1	0 kg	1	0 kg	HT31
1	Sleeping Fur		0		50	4 kg	50	4 kg	B288
1	Tent, 2-Man ☐ Includes ropes; requires one 6' pole		0		80	6 kg	80	6 kg	B288
1	Thermos Bottle ☐ Fragile.		6		10	1 kg	10	1 kg	<u>HT33</u>
10	Wax Candles ■ Burns 8hrs.		1		0.3	0.0312 kg	3	0.312 kg	<u>HT51</u>
3	Wool yarn and needle			4	3	0.05 kg	9	0.15 kg	
		Note							

Anotaciones: [1] Autoproclamado