

Portrait	Identity		Miscellaneous		171 Points		
	NAME	Laterne, "Late"	CREATED	Aug 14, 2024, 11:40 AM		0 UNSPENT	
	TITLE	Marine	MODIFIED	Mar 20, 2025, 5:24 PM		33 ANCESTRY	
	ORGANIZATION	Armada de Niwel	PLAYER	David		40 ATTRIBUTES	
					44 ADVANTAGES		
DESCRIPTION						-15 DISADVANTAGES	
GENDER	Male	HEIGHT	1.9 m	HAIR		-2 QUIRKS	
AGE		WEIGHT	78 kg	EYES		71 SKILLS	
BIRTHDAY		SIZE	+0	SKIN		0 SPELLS	
RELIGION		TL	(5+1)	HAND			
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID		ENCUMBRANCE, MOVE & DODGE	
[0] 10 STRENGTH (ST)	[0] 12 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD
[0] 9 DEXTERITY (DX)	[0] 8 KEUM (KE)		EYES	-9	0	0 NONE	10 kg
[40] 12 INTELLIGENCE (IQ)	8 GRIT	3-4	SKULL	-7	6	1 LIGHT	20 kg
[0] 11 HEALTH (HT)	✓ Senses	5	FACE	-5	4	2 MEDIUM	30 kg
BASIC DAMAGE		6-7	RIGHT LEG	-2	4	3 HEAVY	60 kg
1d-2 BASIC THRUST	[0] 11 PERCEPTION (PER)	8	RIGHT ARM	-2	4	4 X-HEAVY	100 kg
1d BASIC SWING	[0] 11 VISION	9-10	TORSO	+0	4	LIFTING & MOVING THINGS	
	[0] 11 HEARING	11	GROIN	-3	4	10 kg	BASIC LIFT
	[0] 11 TASTE & SMELL	12	LEFT ARM	-2	4	20 kg	ONE-HANDED LIFT
	[0] 11 TOUCH	13-14	LEFT LEG	-2	4	80 kg	TWO-HANDED LIFT
	✓ Movement	15	HAND	-4	4	120 kg	SHOVE & KNOCK OVER
	[0] 5 BASIC SPEED	16	FOOT	-4	6	240 kg	RUNNING SHOVE & KNOCK OVER
	[0] 5 BASIC MOVE	17-18	NECK	-5	4	150 kg	CARRY ON BACK
POINT POOLS			VITALS	-3	4	500 kg	SHIFT SLIGHTLY
[0] 11 OF 11 FP [RESTED]							
[0] 13 OF 13 HP [HEALTHY]							
[0] 8 OF 8 KP [HARMONICAL]							
REACTION				CONDITION			
+1 From employers.				+1 Eliminate -1/level to a skill with success on another to			
+0 from others aware of your reputation				improvise tools; Apply to Enigmatic Device Table rolls and			
				other unskilled tech rolls.			
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
				DAMAGE	REACH	ST	
				1d-3 cr	C		
				1d-1 cr	C,1		
				1d-3 cr	C		
				1d-4 cr	C		
RANGED WEAPON				USAGE	SL	ACC	DAMAGE
Revolver, .36					12	1	2d-1 pi
				RANGE	RoF	SHOTS	BULK
				120/1,300	1	6(3i)	-2
				RECOIL	ST		
				2	10		
TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL
Advantages		44		Airshipman		12	IQ
Eidetic Memory		5	B51	Apparatus Operation (Communications)		11	IQ-1
Photographic (Koppemak)				Armoury (Heavy Weapons)		14	IQ+2
Empathy		12	B51+	Computer Programming		12	IQ
Requires physical contact; Only on living beings				Diplomacy		10	IQ-2
Sensor polígrafo				Electrician		14	IQ+2
Good Reputation 1		1	B26+	Engineer (Artillery)		12	IQ
People Affected (Caravana Terrien);				Engineer (Heavy		12	IQ
Recognized all the time				Arkopan)			
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		-17					

TRAIT			PTS	
Bad Reputation (Human-made) 1			-1	<u>B26+</u>
People Affected (Other koppemak); Recognized sometimes (10-)				
Scotophobia (Darkness)			-15	<u>B149</u>
CR: 12 (Resist quite often), -2 Action Penalty A common fear, but crippling. You should avoid being underground if possible; if something happens to your flashlight or torch, you might well lose your mind before you can relight it.				
Vow			-1	<u>B165</u>
Velar por Niwel, sus habitantes, la Guardia y el Gobernador.				
Koppemak Ancestry			33	
Natural Attacks			0	<u>B271</u>

SKILL / TECHNIQUE		SL	RSL	PTS	
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	
Stealth		5	DX-4	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										