

Portrait	Identity		Miscellaneous		171 Points	
	NAME	Laterne, "Late"	CREATED	Aug 14, 2024, 11:40 AM		-15 OVERSPENT
	TITLE	Marine	MODIFIED	Mar 20, 2025, 5:52 PM		33 ANCESTRY
	ORGANIZATION	Armada de Niwel	PLAYER	David		40 ATTRIBUTES
	DESCRIPTION				44 ADVANTAGES	
	GENDER	Male	HEIGHT	1.9 m	HAIR	--
	AGE	12	WEIGHT	156 kg	EYES	--
	BIRTHDAY		SIZE	+0	SKIN	--
	RELIGION		TL	(5+1)	HAND	Any
0 DISADVANTAGES						-2 QUIRKS
71 SKILLS						0 SPELLS

Primary Attributes		Secondary Attributes		Humanoid		Encumbrance, Move & Dodge			
[0] 10 STRENGTH (ST)	[0] 12 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE
[0] 9 DEXTERITY (DX)	[0] 8 KEUM (KE)		EYES	-9	0	0 NONE	10 kg	5	8
[40] 12 INTELLIGENCE (IQ)	8 GRIT	3-4	SKULL	-7	6	1 LIGHT	20 kg	4	7
[0] 11 HEALTH (HT)	8 Senses	5	FACE	-5	4	2 MEDIUM	30 kg	3	6
BASIC DAMAGE		6-7	RIGHT LEG	-2	4	3 HEAVY	60 kg	2	5
1d-2 BASIC THRUST	[0] 11 PERCEPTION (PER)	8	RIGHT ARM	-2	4	4 X-HEAVY	100 kg	1	4
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 improvise tools; Apply to Enigmatic Device Table rolls and other unskilled tech rolls.
+0	from others aware of your reputation		

MELEE WEAPON	USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Natural Attacks	Bite	9	No	No	1d-3 cr	C	
Natural Attacks	Kick	7	No	No	1d-1 cr	C,1	
Natural Attacks	Punch	9	7	No	1d-3 cr	C	
Natural Attacks	Slam	9	No	No	1d-4 cr	C	

RANGED WEAPON	USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Revolver, .36		12	1	2d-1 pi	120/1,300	1	6(3i)	-2	2	10

TRAIT	PTS	SKILL / TECHNIQUE	SL	RSL	PTS
Advantages	44	Airshipman	12	IQ	1 B185
Eidetic Memory	5 B51	Apparatus Operation (Communications)	11	IQ-1	1 B189
Photographic (Koppemak)		Armoury (Heavy Weapons)	14	IQ+2	4 B178
Empathy	12 B51+	Computer Programming	11	IQ-1	2 B184
Requires physical contact; Only on living beings		Diplomacy	10	IQ-2	1 B187
Sensor polígrafo		Electrician	14	IQ+2	4 B189
Good Reputation 1	1 B26+	Engineer (Artillery)	12	IQ	2 B190
People Affected (Caravana Terrien);		Engineer (Heavy Arkopan)	12	IQ	2 B190
Recognized all the time		Engineer (Robotics)	12	IQ	2 B190
Illumination	1 PU2:10	Fast-Draw	9	DX	1 B194+
Up to 10m		Gunner (Cannon)	10	DX+1	2 B198
Luck	15 B66+	Gunner (Machine Gun)	10	DX+1	2 B198
Usable once per hour of play		Guns (Pistol)	12	DX+3	8 B198
Military Rank 0	0 B29	Guns (Rifle)	10	DX+1	1 B198
Guardia de Niwel		Law (Criminal, Niwel)	10	IQ-2	1 B204
Talent (Artificer) 1	10 PU3:6	Leadership	12	IQ	2 B204
Culture	0	Machinist	13	IQ+1	2 B206
Cultural Familiarity (Te'karn)	0 B23	Mathematics (Applied)	12	IQ	4 B207
Language: Ama'kon	0 B24				
Native; Spoken (Native); Written (Native)					
Disadvantages	-2				

TRAIT			Pts		SKILL / TECHNIQUE			SL	RSL	Pts	
Bad Reputation (Human-made) 1			-1	<u>B26+</u>	Mechanic (Analytical Engine)			13	IQ+1	2	<u>B207</u>
People Affected (Other koppemak); Recognized sometimes (10-)					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			33		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				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											