POSTEDITE CONTINUE															
Name	Portrait		IDENTITY						MISCELL	ANEOUS			172 Poin	TS 🗹	
Title El Camero Macizo [1]	NAME Yorgos Thador									2024, 11:01 PM					
Description PLAYER Sergi S5 ATTRIBUTES S6 ADVANATAGES S7 BADDVANATAGES S7 BAD		44		zo [1]			i II								
Secondary Attributes	ORGANIZATION YFRLD						- 1			,			5 ATTRIE	BUTES	
Section Sec				D	ESCRIR	TION						6	8 ADVAN	ITAGES	
Primark Attributes Secondary Attributes Size + O		X CENDED Male					22 m		∵ † ⊔,	D Chow		-5	5 DISAD	/ANTAGES	
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	1d Basic Thrust	·		-		•					Ma			0	
17-9 TORSIO 17-0	2d-1 Basic Swing					-						VING I HIN	GS		
POINT POOLS TREET POINT POOLS TO IT			7-9			-						- 1			
POINT POOLS [0] 12 OF 13 HP [WOUNDED] [10] 11 OF 11 FP [RESTED] TERM POOLS [10] 12 OF 13 HP [WOUNDED] [10] 11 OF 11 FP [RESTED] TERM POOLS [10] 12 OF 13 HP [WOUNDED] [10] 11 OF 11 FP [RESTED] TERM POOLS PEET -4 1 ERACTION -2 from experienced NPCs -1 from pon-criminals who learn of your Criminal Record. Police, judges, vigilantes, and other law-and-order types react at -2 -1 from others -2 from others aware of your clueless nature +1 from Terrien Caravan members aware of your reputation +2 from young or naive individuals who believe you are as good as you say you are MELEE WEAPON CdP Natural Attacks B Army with punches; Kicks have range C, 1; High Kicks are at -2. Crushing Striker (Horns) Hooves B 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. Combat Reflexes Daredevil 15 B43 Recover FP at twice the normal rate (but not FP) TRIP POINT STORM SKNOCK OVER 408 kg RUNNING SHOVE & KNOCK OVER 255 kg CARRY ON BACK 850 kg SHIFT SUGHTILY 408 kg SUNNING SHOVE & KNOCK OVER 408 kg RUNNING SHOVE & KNOCK OVER 408 kg RUNNING SHOVE & KNOCK OVER 255 kg CARRY ON BACK 850 kg SHIFT SUGHTILY 1 to all HT rolls to stay conscious, avoid death, resist disease, or resist poison 1 to initiative rolls for your side (+2 if you are the leader) 1 to skill rolls any time you take an unnecessary risk (in the GM's opinion) 1 to initiative rolls for your side (+2 if you are the leader) 1 to skill rolls any time you take an unnecessary risk (in the GM's opinion) 1 to initiative rolls for your side (+2 if you are the leader) 1 to skill rolls any time you take an unnecessary risk (in the GM's opinion) 1 to initiative rolls for your side (+2 if you are the leader) 1 to skill rolls any time you take an unnecessary risk (in the GM's opinion) 1 to initiative rolls for your side (+2 if you are the leader) 1 to skill rolls any time you take an unnecessary risk (in the GM's opinion) 1 to initiative rolls			' '						-						
10-12 Legs -2 0 408 kg RUNNING SHOVE & KNOCK OVER 255 kg CARRY ON BACK 850 kg SHIFT SLIGHTLY						-									
12 or 13 HP			10-12		-										
## REACTION ## CONDITION -2 from experienced NPCs -1 from non-criminals who learn of your Criminal Record. Police, judges, vigilantes, and other law-and-order types react at -2 -1 from others -2 from others aware of your clueless nature +1 from Terrien Caravan members aware of your reputation +2 from young or naive individuals who believe you are as good as you say you are MELEE WEAPON						1							IOCK OVE	R	
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MELEE WEAPON			e you ar	e as		GM'	's opi	nion)							
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Parry with punches; Kicks have range C, 1; High Kicks are at -2. Crushing Striker (Horns) Hooves ☐ Only on SM-2 or (prone) SM-1 TRAIT PTS SKILL / TECHNIQUE SL RSL PTS Airshipman 10 Q+1 2		Melee Weapon			_		_							ST	
Crushing Striker (Horns) Headbutt 15 11 No No 1d+2 cr C C Trample 13 No No No 1d+2 cr C C,1 Hooves ☐ Only on SM-2 or (prone) SM-1 TRAIT PTS SKILL / TECHNIQUE SL RSL PTS RSL PTS ♣ Advantages & Perks 63 Ambidexterity 5 B39 Area Knowledge (El'neun) 10 IQ+1 2 B185 2 B185 ♣ Arm ST 1 ☐ 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. 5 B40 B43 B208 Climbing Striker (Horns) 15 DX+2 4 B182+ DX-1 2 B192 B192 B192 ♣ Combat Reflexes 15 B43 B47 B208 B47 B47 B208 B47 B208 B199+ B209 B199+ B209 ♣ Fit ☐ Recover FP at twice the normal rate (but not FP) 5 B55 B55 B55 B55 B10 No		vo rongo C 1: High Kieke ere	ot 2		Una	armed	15) 11	1	No	10	cr	C		
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Advantages & Perks 63 Ambidexterity Ambidexterity Airshipman 10 IQ+1 2 B185 Arm ST 1	Only on SM-2 or (prone) SM-1												·		
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Arm ST 1						-					10	IQ+1	2		
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Recover FP at twice the normal rate (but not FP Jumping 13 DX 1 B203+	Doon Slooper														
1 1161											10	Will-1	1	B202	
spent for spells or psi powers) Lifting 12 HT+1 4 B205 Coad Population 1 Fl 1 P26+ Mochania (Steam Engine) 10 10+1 4 P207	Fit 🖪	ne normal rate (but not FP			Intir Jun	midati nping			ĺ		13	DX	1	B203+	

Good Reputation 1 **□**

Sacrificial Parry (Flail)

Luck (1/h)

Disadvantages & Quirks

Caravana Terrien; Recognized all the time

Mechanic (Steam Engine)

Observation

Survival (Desert)

Running

Shield

Tactics

Throwing

<u>B26+</u>

B66+

PU2:7

15

1

-55

B207

B220

B223

B226

B224+

4 B211

4 B218

4

2

1

2

10 IQ+1

10 Per+1

12 HT+1

DX+2

Per

IQ-2

15

9

7

13 DX

Trait	Pts		Skill / Technique	SL	RSL	Ртѕ	
Berserk	-10	<u>B124</u>	Wrestling	14	DX+1	4	B228+
Clueless	-10	<u>B126</u>					
Code of Honor (Chivalry) 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.	-15	<u>B127</u>					
Low TL 1	-5	B22					
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!	-5	<u>B148</u>					
Sense of Duty 🖪 Friends and Companions	-5	<u>B153</u>					
Social Stigma (ITP Criminal) Assigned to Niwel's "Interim Temperance Program"	-5	<u>B155</u>					
Languages & Culture	5						
Cultural Familiarity (Korkon) Native	0	<u>B23</u>					
Cultural Familiarity (Te'karn)	1	B23					
Language: Ama'kon Spoken (Conversational); Written (Literate)	4	B24					
Language: Korank 🖪 Native; Spoken (Fluent); Written (Educated)	0	<u>B24</u>					
Other Features & Traits	20						
CdP Natural Attacks	0	B271					
Korkon Ancestry	20						

✓	#	Carried Equipment (24.012 kg; \$409.55)	Uses	3	Â	\$	\$≜	
✓	1	● Backpack, Small ■ Holds 50lbs.		60	1.5 kg	309.25	18.962 kg	<u>HT54</u>
✓	3	✔ Glass Bottle, 1 quart ☐ DR 1, Fragile (Brittle) see B136		3.75	0.5 kg	11.25	1.5 kg	<u>LT34</u>
/	1	Lantern ∃ Uses 1 pint of oil per 24 hours		20	1 kg	20	1 kg	<u>B288</u>
~	1	Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		5	0.5 kg	5	0.5 kg	<u>B288</u>
✓	1	Rope, 3/8", 20 yards ■ Supports 300 lbs.		10	1.5 kg	10	1.5 kg	<u>B288</u>
✓	1	Sandglass		50	1.5 kg	50	1.5 kg	LT45
✓	1	Sewing Kit		1	0 kg	1	0 kg	HT31
✓	1	Sleeping Fur		50	4 kg	50	4 kg	B288
~	1	Tent, 2-Man 目 Includes ropes; requires one 6' pole		80	6 kg	80	6 kg	<u>B288</u>
✓	1	Thermos Bottle ☐ Fragile.		10	1 kg	10	1 kg	<u>HT33</u>
~	10	Wax Candles ■ Burns 8hrs.		0.3	0.0312 kg	3	0.312 kg	<u>HT51</u>
✓	3	Wool yarn and needle		3	0.05 kg	9	0.15 kg	
✓	1	ITP Armband		0.3	0.05 kg	0.3	0.05 kg	
✓	1	Leather Armor		100	5 kg	100	5 kg	<u>B283</u>
		Nоте						

Anotaciones: [1] Autoproclamado Umbrales HP: 7 (>HP/2), 5 (>HP/3), 4 (<HP/3)