

TRAIT			PTS		SKILL / TECHNIQUE			SL	RSL	PTS	
Ambidexterity			5	<u>B39</u>	Area Knowledge (El'neun)			9	IQ	1	<u>B176</u>
Arm ST 1			5	<u>B40</u>	Brawling			15	DX+2	4	<u>B182+</u>
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.					Climbing			12	DX	2	<u>B183</u>
Combat Reflexes			15	<u>B43</u>	Escape			12	DX-1	2	<u>B192</u>
[NSH]					Flail			13	DX	4	<u>B208</u>
Daredevil			15	<u>B47</u>	Gesture			10	IQ+1	2	<u>B198</u>
Deep Sleeper			1	<u>PU2:13</u>	Hidden Lore (Dioses)			8	IQ-1	1	<u>B199+</u>
Fit			5	<u>B55</u>	History (Cráneos Blancos)			7	IQ-2	1	<u>B200</u>
Recover FP at twice the normal rate (but not FP spent for spells or psi powers)					Intimidation			10	Will-1	1	<u>B202</u>
Good Reputation 1			1	<u>B26+</u>	Jumping			13	DX	1	<u>B203+</u>
People Affected (Caravana Terrien); Recognized all the time					Lifting			12	HT+1	4	<u>B205</u>
Luck			15	<u>B66+</u>	Mechanic (Steam Engine)			10	IQ+1	4	<u>B207</u>
Usable once per hour of play					Observation			11	Per+1	4	<u>B211</u>
Sacrificial Parry (Flail)			1	<u>PU2:7</u>	Occultism			4	IQ-5	0	<u>B212</u>
☑ Culture			5		Running			12	HT+1	4	<u>B218</u>
Cultural Familiarity (Korkon)			0	<u>B23</u>	Sewing			9	DX-4	0	<u>B219</u>
Cultural Familiarity (Te'karn)			1	<u>B23</u>	Shield			15	DX+2	4	<u>B220</u>
Language: Ama'kon			4	<u>B24</u>	Stealth			7	DX-5	0	<u>B222</u>
Spoken (Accented); Written (Accented)					Survival (Desierto Calcinado)			10	Per	2	<u>B223</u>
Language: Korank			0	<u>B24</u>	Tactics			7	IQ-2	1	<u>B224+</u>
Native; Spoken (Native); Written (Native)					Throwing			13	DX	2	<u>B226</u>
☑ Disadvantages			-50		Tracking			5	Per-5	0	<u>B226</u>
Berserk			-10	<u>B124</u>							
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	<u>B126</u>							
Code of Honor (Chivalry)			-15	<u>B127</u>							
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	<u>B22</u>							
Overconfidence			-5	<u>B148</u>							
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	<u>B153</u>							
Friends and Companions											
☑ Korkon Ancestry			27								
Natural Attacks			0	<u>B271</u>							
✓ # CARRIED EQUIPMENT (27.75 kg; \$780)				USES	TL	LC					
✓	1	Bronze Breastplate			1	3	400	10 kg	400	10 kg	<u>B283</u>
✓	1	Bronze Helmet			1		160	3.75 kg	160	3.75 kg	<u>B284</u>
✓	1	Heavy Cloak			1		50	2.5 kg	50	2.5 kg	<u>B287</u>
		DR 1, HP 5									
✓	1	Javelin			1		30	1 kg	30	1 kg	<u>B273</u>
✓	1	Medium Shield			1		60	7.5 kg	60	7.5 kg	<u>B287</u>
		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	<u>B272</u>
# OTHER EQUIPMENT (25.462 kg; \$501.25)				USES	TL	LC					
1	☑	Backpack, Small			5		60	1.5 kg	501.25	25.462 kg	<u>HT54</u>
		Holds 50lbs.									

#	OTHER EQUIPMENT (25.462 kg; \$501.25)	USES	TL	LC					
3	Glass Bottle, 1 quart DR 1, Fragile (Brittle) see B136		0		3.75	0.5 kg	11.25	1.5 kg	LT34
1	Handcuffs		5		40	0.25 kg	40	0.25 kg	B289
1	Lantern Uses 1 pint of oil per 24 hours		2		20	1 kg	20	1 kg	B288
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 without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		0		5	0.5 kg	5	0.5 kg	B288
1	Rope, 3/8", 20 yards Supports 300 lbs.		0		10	1.5 kg	10	1.5 kg	B288
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	HT33
10	Wax Candles Burns 8hrs.		1		0.3	0.0312 kg	3	0.312 kg	HT51
3	Wool yarn and needle			4	3	0.05 kg	9	0.15 kg	
NOTE									
Anotaciones: [1] Autoproclamado									