

	17	'9 Points 🗹
1 PM	1	UNSPENT
0 PM	25	ANCESTRY
	85	ATTRIBUTES
	68	ADVANTAGES
	-50	DISADVANTAGES
	0	Quirks
	50	Skills
	0	SPELLS

PRIMARY ATTRIBUTES	Secondary Attributes	Humanoid					Encumbrance, Move & Dodge				
[20] 13 STRENGTH (ST)	[0] 11 WILL	Roll	LOCATI	ON _	_DR_	ê.	Level	Max Load	Move	Dodge	
[60] 13 DEXTERITY (DX)	Senses	2-3	HEAD	-2	0		△ 0 None	17 kg	7	14	
[0] 9 INTELLIGENCE (IQ)	[0] 10 Perception (Per)		SKULL	-2	3		1 LIGHT	34 kg	5	13	
[0] 11 HEALTH (HT)	[0] 10 VISION		FACE	-2	0		2 MEDIUM	51 kg	4	12	
[0] 10 KEUM (KE)	[0] 10 HEARING		NECK	-2	0		3 HEAVY	102 kg	2	11	
Basic Damage	[0] 10 TASTE & SMELL		Eyes	-3	0		4 X-HEAVY	170 kg	1	10	
1d Basic Thrust	[0] 10 Touch	4-5	ARMS	-1	0		LIFTING & MO	OVING THINGS			
2d-1 Basic Swing	● Movement		HANDS	-2	0		17 kg Basic Lift				
Zu-1 DASIC SWING	[0] 6 BASIC SPEED	6-8	Torso	+0	0		34 kg One-Handi				
	[5] 7 BASIC MOVE		VITALS	+0	1		136 kg Two-Hand				
	14 Dodge		GROIN	-1	0		204 kg Shove & K				
Dawe I		9-12	LEGS	-1	0		408 kg Running S		k Over		
POINT POOLS			FEET	-2	1		255 kg Carry On				
[0] 11 OF 11 FP [RESTED]							850 kg Shift Sligi				
[0] 13 OF 13 HP [HEALTHY]							COO NG CHILL CEIGH				
[0] 10 OF 10 KP [HARMO	ONICAL]										
± REACTION				±			Condition	ı			

-2	from experienced NPCs	+6	on all IQ rolls to wake up or to recover from surprise or
-1	from others		mental stun
-2	from others aware of your clueless nature	+1	to all HT rolls to stay conscious, avoid death, resist
+1	from Terrien Caravan members aware of your reputation		disease, or resist poison
+2	from young or naive individuals who believe you are as	+4	to resist Sex Appeal
	good as you say you are	+1	to skill rolls any time you take an unnecessary risk (in the
			GM's opinion)

Melee Weapon	Usage	SL	Parry	Вьоск	Damage	Reach	ST
Crushing Striker (Horns)		15	12	No	1d+2 cr	С	
Hooves 🖪	Trample	13	No	No	1d+2 cr	C,1	
Only on SM-2 or (prone) SM-1							
Natural Attacks	Bite	15	No	No	1d cr	С	
Natural Attacks	High Kick	13	No	No	1d cr	C,1	
Natural Attacks	Low Kick	15	No	No	1d cr	C,1	
Natural Attacks 🖪	Punch	15	12	No	1d cr	С	
Arm ST 1							

Trait	Pts		SKILL / TECHNIQUE	SL	RSL	Pts	
Advantages	63		Airshipman	10	IQ+1	2	B185
Ambidexterity	5	B39	Area Knowledge (El'neun)	9	IQ	1	<u>B176</u>
Arm ST 1 🖪	5	<u>B40</u>	Brawling	15	DX+2	4	B182+
Only applies to efforts to lift, throw, or attack			Climbing	13	DX	2	<u>B183</u>
with those arms or hands. If a task requires			Escape	12	DX-1	2	<u>B192</u>
multiple hands and they don't have the same ST, use the average ST.			Flail	13	DX	4	<u>B208</u>
Combat Reflexes	15	B43	Gesture	10	IQ+1	2	<u>B198</u>
Daredevil	15	B47	Hidden Lore (Dioses)	8	IQ-1	1	B199+
Deep Sleeper	1	PU2:13	History (Cráneos Blancos)	7	IQ-2	1	<u>B200</u>
Fit 🗗	5	B55	Intimidation	10	Will-1	1	<u>B202</u>
Recover FP at twice the normal rate (but not FP		= = =	Jumping	13	DX	1	B203+
spent for spells or psi powers)			Lifting	12	HT+1	4	<u>B205</u>
Good Reputation 1	1	<u>B26+</u>	Mechanic (Steam Engine)	10	IQ+1	4	<u>B207</u>
Caravana Terrien; Recognized all the time			Observation	11	Per+1	4	<u>B211</u>
Luck (1/h)	15	<u>B66+</u>	Running	12	HT+1	4	B218
Sacrificial Parry (Flail)	1	<u>PU2:7</u>	Shield	15	DX+2	4	B220
⊘ Culture	5						

Trait	Pts		Skill / Technique	SL	RSL	Pts	
Cultural Familiarity 🖪	1	B23	Survival (Desierto Calcinado)	10	Per	2	B223
Korkon (Native); Te'karn		<u>520</u>	Tactics	7	IQ-2	1	B224+
Language: Ama'kon 🖪	4	B24	Throwing	13	DX	2	B226
Spoken (Accented); Written (Accented)			Wrestling	14			B228+
Language: Korank 🖪 Native; Spoken (Native); Written (Native)	0	<u>B24</u>	Wiesting		DX. I	-	<u>BZZO:</u>
Disadvantages	-50						
Berserk 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	-10	<u>B124</u>					
Clueless	-10	B126					
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	<u>B22</u>					
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 🖪	-5	B153					
Friends and Companions							
♦ Korkon Ancestry	25						
Natural Attacks	0	B271					
✓ # CARRIED EQUIPME	ENT (1 KG	; \$30)	Uses 🦸	Â	*	\$ ≜	
✓ 1 Inmate jumpsuit 🖪			30	1 kg	30	1 kg	LT98
División de Caronte (Guardia de Niwel)							
		Note					
Anotaciones: [1] Autoproclamado							