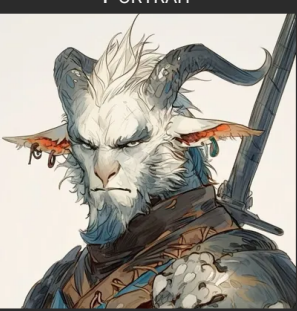

































<div>Portrait</div> 	IDENTITY		MISCELLANEOUS		180 POINTS 											
	NAME <b>Yorgos Thadon</b>		CREATED <b>Jul 24, 2024, 11:01 PM</b>		1 UNSPENT											
	TITLE <b>El Carnero Macizo [1]</b>		MODIFIED <b>May 1, 2025, 6:35 PM</b>		26 ANCESTRY											
	ORGANIZATION <b>YFRLD / Caravana Terrien</b>		PLAYER <b>Sergi</b>		85 ATTRIBUTES											
DESCRIPTION						68 ADVANTAGES										
GENDER <b>Male</b>		HEIGHT <b>1.82 m</b>		HAIR <b>Snow</b>		-50 DISADVANTAGES										
AGE <b>26</b>		WEIGHT <b>100 kg</b>		EYES <b>Brown</b>		0 QUIRKS										
BIRTHDAY <b>10 de Vord, 1º</b>		SIZE <b>+0</b>		SKIN <b>Pale</b>		50 SKILLS										
RELIGION		TL <b>5</b>		HAND <b>Right</b>		0 SPELLS										
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID		ENCUMBRANCE, MOVE & DODGE										
[20] <b>13</b> STRENGTH (ST)		[0] <b>11</b> WILL		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE					
[60] <b>13</b> DEXTERITY (DX)		Senses		2-3	HEAD	-2	0	0 NONE	17 kg	7	14					
[0] <b>9</b> INTELLIGENCE (IQ)		[0] <b>10</b> PERCEPTION (PER)			SKULL	-2	6	 1 LIGHT	34 kg	5	13					
[0] <b>11</b> HEALTH (HT)		[0] <b>10</b> VISION			FACE	-2	3	2 MEDIUM	51 kg	4	12					
[0] <b>10</b> KEUM (KE)		[0] <b>10</b> HEARING			NECK	-2	0	3 HEAVY	102 kg	2	11					
BASIC DAMAGE		[0] <b>10</b> TASTE & SMELL			EYES	-3	0	4 X-HEAVY	170 kg	1	10					
1d BASIC THRUST		[0] <b>10</b> TOUCH		4-5	ARMS 	-1	0	LIFTING & MOVING THINGS								
2d-1 BASIC SWING		Movement			HANDS 	-2	0	17 kg BASIC LIFT								
		[0] <b>6</b> BASIC SPEED		6-8	TORSO	+0	0/4	34 kg ONE-HANDED LIFT								
		[5] <b>7</b> BASIC MOVE			VITALS	+0	0/4	136 kg TWO-HANDED LIFT								
		<b>14</b> DODGE			GROIN	-1	0	204 kg SHOVE & KNOCK OVER								
POINT POOLS				9-12	LEGS 	-1	0	408 kg RUNNING SHOVE & KNOCK OVER								
[0] <b>11</b> OF <b>11</b> FP [RESTED]					FEET 	-2	1	255 kg CARRY ON BACK								
[0] <b>13</b> OF <b>13</b> HP [HEALTHY]								850 kg SHIFT SLIGHTLY								
[0] <b>9</b> OF <b>10</b> KP [HARMONICAL]																
REACTION				CONDITION												
-2 from experienced NPCs				+6 on all IQ rolls to wake up or to recover from surprise or mental stun												
-1 from others				+1 to all HT rolls to stay conscious, avoid death, resist disease, or resist poison												
-2 from others aware of your clueless nature				+2 to Dodge, Parry & Block against attacks from the front or shield side												
+1 from others aware of your reputation				+4 to resist Sex Appeal												
+2 from young or naive individuals who believe you are as 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	BLOCK	DAMAGE	REACH	ST			
Crushing Striker (Horns)								15	12	No	1d+2 cr	C				
Heavy Cloak 				Entangle				11	No	10	See B404	C,1				
DR 1, HP 5																
Hooves 				Trample				13	No	No	1d+2 cr	C,1				
Only on SM-2 or (prone) SM-1																
Javelin 				Thrust				8	9	No	1d+1 imp	1	6			
Arm ST 1																
Morningstar 				Swung				13	11U	No	2d+3 cr	1	12			
Arm ST 1. Attempts to parry this weapon are at -4 and fencing weapons may not parry it at all; attempts to block this weapon are at -2																
Natural Attacks				Bite				15	No	No	1d cr	C				
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	C				
Arm ST 1																
RANGED WEAPON				USAGE				SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Heavy Cloak 				Thrown				11	1	See B411	2	1	T	-6		8
DR 1, HP 5																
Javelin 				Thrown				13	3	1d+1 imp	19/32	1	T	-4		6
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	B176	
								Brawling				15	DX+2	4	B182+	
								Climbing				12	DX	2	B183	

TRAIT	PTS		SKILL / TECHNIQUE	SL	RSL	PTS	
<b>Arm ST 1</b> 	5	<u>B40</u>	Escape	12	DX-1	2	<u>B192</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.			Flail	13	DX	4	<u>B208</u>
<b>Combat Reflexes</b> 	15	<u>B43</u>	Gesture	10	IQ+1	2	<u>B198</u>
<b>Daredevil</b>	15	<u>B47</u>	Hidden Lore (Dioses)	8	IQ-1	1	<u>B199+</u>
<b>Deep Sleeper</b>	1	<u>PU2:13</u>	History (Cráneos Blancos)	7	IQ-2	1	<u>B200</u>
<b>Fit</b> 	5	<u>B55</u>	Intimidation	10	Will-1	1	<u>B202</u>
Recover FP at twice the normal rate (but not FP spent for spells or psi powers)			Jumping	13	DX	1	<u>B203+</u>
<b>Good Reputation 1</b> 	1	<u>B26+</u>	Lifting	12	HT+1	4	<u>B205</u>
People Affected (Caravana Terrien); Recognized all the time			Mechanic (Steam Engine)	10	IQ+1	4	<u>B207</u>
<b>Luck</b> 	15	<u>B66+</u>	Observation	11	Per+1	4	<u>B211</u>
Usable once per hour of play			Occultism	4	IQ-5	0	<u>B212</u>
<b>Sacrificial Parry (Flail)</b>	1	<u>PU2:7</u>	Running	12	HT+1	4	<u>B218</u>
📌 <b>Culture</b>	5		Sewing	9	DX-4	0	<u>B219</u>
<b>Cultural Familiarity (Korkon)</b> 	0	<u>B23</u>	Shield	15	DX+2	4	<u>B220</u>
<b>Cultural Familiarity (Te'karn)</b> 	1	<u>B23</u>	Stealth	7	DX-5	0	<u>B222</u>
<b>Language: Ama'kon</b> 	4	<u>B24</u>	Survival (Desierto Calcinado)	10	Per	2	<u>B223</u>
Spoken (Accented); Written (Accented)			Tactics	7	IQ-2	1	<u>B224+</u>
<b>Language: Korank</b> 	0	<u>B24</u>	Throwing	13	DX	2	<u>B226</u>
Native; Spoken (Native); Written (Native)			Tracking	5	Per-5	0	<u>B226</u>
📌 <b>Disadvantages</b>	-50		Wrestling	14	DX+1	4	<u>B228+</u>
<b>Berserk</b> 	-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							
<b>Clueless</b>	-10	<u>B126</u>					
<b>Code of Honor (Chivalry)</b> 	-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.							
<b>Low TL 1</b>	-5	<u>B22</u>					
<b>Overconfidence</b> 	-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!							
<b>Sense of Duty</b> 	-5	<u>B153</u>					
Friends and Companions							
📌 <b>Korkon</b> <b>Ancestry</b>	26						
📌 <b>Advantages</b>	16						
<b>Crushing Striker (Horns)</b> 	3	<u>B88+</u>					
Limited Arc (Front)							
<b>Damage Resistance 1</b> 	1	<u>B47+</u>					
Tough Skin (Effects that just require skin contact or a scratch ignore this DR); Partial (Skull only)							
<b>Fur</b>	1	<u>B101</u>					
<b>Hooves</b>	3	<u>B42</u>					
<b>Temperature Tolerance 3</b>	3	<u>B93</u>					
<b>Universal Digestion</b>	5	<u>B95+</u>					
📌 <b>Attributes</b>	15						
<b>Decreased Intelligence 1</b>	-20	<u>B15</u>					
<b>Increased Health 1</b>	10	<u>B14</u>					

TRAIT							PTS		
Increased Perception 1							5		B16
Increased Strength 1							10		B14
Increased Will 2							10		B16
☑ Disadvantages							-5		
Stubbornness							-5		B157
Natural Attacks							0		B271
✓	#	CARRIED EQUIPMENT (20.25 kg; \$720)	USES	TL	LC				
✓	1	Bronze Breastplate		1	3	400	10 kg	400	10 kg
✓	1	Bronze Helmet		1		160	3.75 kg	160	3.75 kg
✓	1	Heavy Cloak		1		50	2.5 kg	50	2.5 kg
		DR 1, HP 5							
✓	1	Javelin		1		30	1 kg	30	1 kg
✓	1	Morningstar		3		80	3 kg	80	3 kg
#	OTHER EQUIPMENT (25.462 kg; \$501.25)		USES	TL	LC				
1	☑	Backpack, Small		5		60	1.5 kg	501.25	25.462 kg
		Holds 50lbs.							
3	☑	Glass Bottle, 1 quart		0		3.75	0.5 kg	11.25	1.5 kg
		DR 1, Fragile (Brittle) see B136							
1		Handcuffs		5		40	0.25 kg	40	0.25 kg
1		Lantern		2		20	1 kg	20	1 kg
		Uses 1 pint of oil per 24 hours							
1		Machete		5		50	0.75 kg	50	0.75 kg
1		Leather Armor		1		100	5 kg	100	5 kg
1		Oil, Lantern, 1 Pint		2		2	0.5 kg	2	0.5 kg
1		Personal Basics		0		5	0.5 kg	5	0.5 kg
		Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.							
1		Rope, 3/8", 20 yards		0		10	1.5 kg	10	1.5 kg
		Supports 300 lbs.							
1		Sandglass		3		50	1.5 kg	50	1.5 kg
1		Sewing Kit		5		1	0 kg	1	0 kg
1		Sleeping Fur		0		50	4 kg	50	4 kg
1		Tent, 2-Man		0		80	6 kg	80	6 kg
		Includes ropes; requires one 6' pole							
1		Thermos Bottle		6		10	1 kg	10	1 kg
		Fragile.							
10		Wax Candles		1		0.3	0.0312 kg	3	0.312 kg
		Burns 8hrs.							
3		Wool yarn and needle			4	3	0.05 kg	9	0.15 kg
NOTE									
Anotaciones: [1] Autoproclamado									