














PORTRAIT		IDENTITY				MISCELLANEOUS				134 POINTS															
		NAME		Zibub Shes-Lan		CREATED		May 27, 2025, 12:09 AM		0 UNSPENT															
		TITLE		Dron, Primogénito		MODIFIED		Jun 2, 2025, 5:07 PM		39 ANCESTRY															
		ORGANIZATION		Colmena Shes-Lan		PLAYER		Vido		42 ATTRIBUTES															
		DESCRIPTION										71 ADVANTAGES													
		GENDER		Male		HEIGHT		1.6 m		HAIR		Tangy		-45 DISADVANTAGES											
		AGE		12		WEIGHT		48 kg		EYES		Dark		-2 QUIRKS											
		BIRTHDAY		26 de Fler, 2º		SIZE		+0		SKIN		Striped		29 SKILLS											
		RELIGION		Fe de Sh-gá-rra		TL		(5+1)		HAND		Right		0 SPELLS											
PRIMARY ATTRIBUTES				SECONDARY ATTRIBUTES				HUMANOID				ENCUMBRANCE, MOVE & DODGE													
[-10] 9 STRENGTH (ST)				[0] 10 WILL				ROLL		LOCATION		DR				LEVEL		MAX LOAD		MOVE		DODGE			
[20] 11 DEXTERITY (DX)				[0] 8 FRIGHT CHECK				2-3		HEAD		-5		2				0 NONE		8 kg		5		8	
[0] 10 INTELLIGENCE (IQ)				[0] 5.75 INITIATIVE (INIT)						SKULL		-7		2				1 LIGHT		16 kg		4		7	
[30] 12 HEALTH (HT)				[0] 5 BASIC MOVE						FACE		-5		2				2 MEDIUM		24 kg		3		6	
BASIC DAMAGE				Senses						NECK		-5		2				3 HEAVY		48 kg		2		5	
1d-2 BASIC THRUST				[0] 12 PERCEPTION (PER)						EYES		-9		0				4 X-HEAVY		80 kg		1		4	
1d-1 BASIC SWING				[0] 10 VISION				4-6		ARMS		-2		2				LIFTING & MOVING THINGS							
				[0] 12 HEARING						HANDS		-4		2				8 kg BASIC LIFT							
				[0] 12 TASTE & SMELL				7-9		TORSO		+0		2				16 kg ONE-HANDED LIFT							
				[0] 12 TOUCH						VITALS		-3		2				64 kg TWO-HANDED LIFT							
POINT POOLS								10-12		GROIN		-3		2				96 kg SHOVE & KNOCK OVER							
[2] 9 OF 9 HP [HEALTHY]										LEGS		-2		2				192 kg RUNNING SHOVE & KNOCK OVER							
[0] 12 OF 12 FP [RESTED]										FEET		-4		2				120 kg CARRY ON BACK							
																		400 kg SHIFT SLIGHTLY							
±		REACTION						±		CONDITION															
-1		from others except koppemak and o'koptera						+4		on any task that utilizes sense of smell															
-1		to orders, insults, or social slights																							
MELEE WEAPON								USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST											
Light Edged Rapier								Swung	11	8F	No	1d-2 cut	1	8											
Light Edged Rapier								Thrust	11	8F	No	1d-1 imp	1	8											
Natural Attacks								Bite	11	No	No	1d-3 cr	C												
Natural Attacks								High Kick	9	No	No	1d-3 cr	C,1												
Natural Attacks								Low Kick	11	No	No	1d-3 cr	C,1												
Natural Attacks								Punch	11	8	No	1d-3 cr	C												
TRAIT				Pts				SKILL / TECHNIQUE				SL	RSL	Pts											
Code of Honor (Chivalry)				-15		B127		Acrobatics				10	DX-1	2	B174+										
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.								Acting				9	IQ-1	1	B174										
Colmena Shes-Lan Rank 3				30		B29		Aerobatics				9	DX-2	1	B174										
Replaces Status								Cloak				10	DX-1	1	B184										
Combat Paralysis				-15		B127		Diplomacy				9	IQ-1	2	B187										
In any situation in which personal harm seems imminent, make a HT roll. Do not roll until the instant you need to fight, run, pull the trigger, or whatever. Any roll over 13 is a failure, even if you have HT 14+. On a success, you can act normally. On a failure, you are mentally stunned.								Fencing				11	DX	2	B208										
Comfortable Wealth				10		B25		First Aid				10	IQ	1	B195										
Starting wealth is twice normal								Housekeeping				10	IQ	1	B200										
Cultural Familiarity				1		B23		Literature				12	IQ+2	12	B205										
O'koptera (Native); Te'karn								Psychology				8	IQ-2	1	B216										
Duty (Obligaciones de la casa Shes-Lan)				-5		B133		Research				9	IQ-1	1	B217										
FR: 9								Savoir-Faire (High Society)				11	IQ+1	2	B218+										
Flight - Membranous Wings				20		B56+		Survival (Woodlands)				11	Per-1	1	B223										
Cannot Hover; Winged; Up to Light encumbrance								Writing				9	IQ-1	1	B228										
Air Move 11																									

TRAIT						Pts	
Language: Ama'kon 						6	<u>B24</u>
Spoken (Native); Written (Native)							
Language: Amate'karn 						4	<u>B24</u>
Spoken (Accented); Written (Accented)							
Language: Anere 						0	<u>B24</u>
Native; Spoken (Native); Written (Native)							
Natural Attacks						0	<u>B271</u>
Nosy						-1	<u>B164</u>
 O'koptera <b>Ancestry</b>						39	
Proud						-1	<u>B164</u>
Sense of Duty 						-10	<u>B153</u>
Colmena Shes-Lan							
CARRIED EQUIPMENT (3.5 KG; \$3,125)						USES	
✓	#						
✓	1	Clothing, Ordinary 		2,400	1 kg	2,400	<u>LT98</u>
		Status 3 (Landed knight, guild master, big city mayor)					
	1	Light Cloak 		20	1 kg	20	<u>B287</u>
		DR 1, HP 3					
✓	1	 Scabbard, Sword 		5	0.375 kg	705	<u>LT57+</u>
		Set to 1/3 basic set weight of weapon. Replacement value = 1/5 of weapon					
✓	1	Light Edged Rapier		700	1.125 kg	700	<u>LT61</u>
#	OTHER EQUIPMENT (0.33 KG; \$710.75)						
1	 Cloth Bag, 1 quart 		0.75	0.05 kg	710.75	0.33 kg	<u>LT34</u>
		DR 0; HP 2; Fragile (Combustible) see B136					
1	Book (Charlatán y el Leviatán) 		1	0.05 kg	1	0.05 kg	<u>HT17</u>
		Holdout -1. Una historia de aventura y romance que trata sobre Charlatán, un te'karn bueno para nada que por casualidad acaba resolviendo el secuestro de Alimory, una cortesana o'koptera, y la salva de las garras del Leviatán de las dunas, entre otras desventuras.					
70	Karat Coin		10	0.002 kg	700	0.14 kg	<u>B264</u>
1	Notebook 		1	0.05 kg	1	0.05 kg	<u>HT17</u>
		Holdout -1					
2	Pencil		4	0.02 kg	8	0.04 kg	<u>LT47</u>
NOTE							
• <b>Personalidad:</b> Es algo orgulloso y nunca rechazará un duelo. Ha aprendido sus habilidades gracias a ser un ávido lector y leer historias de héroes y amores te'karn, pero cuando el peligro le encara, a veces duda demasiado y queda paralizado.							
• <b>Trasfondo:</b> Zibub es el heredero de la casa Shes-Lan, quien ha viajado hasta Niwel -la presuntuosa capital te'karn- con tal de demostrar el honor de la casa y ganarse un honorable nombre antes de volver a la Colmena.							