

PORTRAIT		IDENTITY		MISCELLANEOUS		171 POINTS							
	NAME	Laterne, "Late"		CREATED	Aug 14, 2024, 11:40 AM		2 UNSPENT						
	TITLE	Marine		MODIFIED	Mar 16, 2025, 2:53 PM		30 ANCESTRY						
	ORGANIZATION	Armada de Niwel		PLAYER	David		20 ATTRIBUTES						
	DESCRIPTION						59 ADVANTAGES						
GENDER		Male	HEIGHT		1.9 m	HAIR	-10 DISADVANTAGES						
AGE			WEIGHT		78 kg	EYES	-1 QUIRKS						
BIRTHDAY			SIZE		+0	SKIN	71 SKILLS						
RELIGION			TL		(5+1)	HAND	0 SPELLS						
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID		ENCUMBRANCE, MOVE & DODGE							
[0] 10 STRENGTH (ST)	[0] 11 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE				
[0] 9 DEXTERITY (DX)	[0] 9 KEUM (KE)	3-4	EYES	-9		0	0 NONE	10 kg	5	8			
[20] 12 INTELLIGENCE (IQ)	8 GRIT	5	SKULL	-7		5	1 LIGHT	20 kg	4	7			
[0] 11 HEALTH (HT)	✓ Senses	6-7	FACE	-5		3	2 MEDIUM	30 kg	3	6			
BASIC DAMAGE		8	RIGHT LEG	-2		3	3 HEAVY	60 kg	2	5			
1d-2 BASIC THRUST	[0] 11 PERCEPTION (PER)	9-10	RIGHT ARM	-2		3	4 X-HEAVY	100 kg	1	4			
1d BASIC SWING	[0] 11 VISION	11	TORSO	+0		3	LIFTING & MOVING THINGS						
	[0] 11 HEARING	12	GROIN	-3		3	10 kg BASIC LIFT						
	[0] 11 TASTE & SMELL	13-14	LEFT ARM	-2		3	20 kg ONE-HANDED LIFT						
	[0] 11 TOUCH	15	LEFT LEG	-2		3	80 kg TWO-HANDED LIFT						
	✓ Movement	16	HAND	-4		3	120 kg SHOVE & KNOCK OVER						
	[0] 5.25 BASIC SPEED	17-18	FOOT	-4		5	240 kg RUNNING SHOVE & KNOCK OVER						
	[0] 5 BASIC MOVE		NECK	-5		3	150 kg CARRY ON BACK						
			VITALS	-3		3	500 kg SHIFT SLIGHTLY						
POINT POOLS													
[0] 11 OF 11 FP [RESTED]													
[0] 12 OF 12 HP [HEALTHY]													
[0] 9 OF 9 KP [HARMONICAL]													
REACTION				CONDITION									
+2 From employers.				-1 additional penalty whenever the GM assesses attribute penalties for missed sleep									
-1 from other koppemak except those of your own kind				+2 Eliminate -1/level to a skill with success on another to improvise tools; Apply to Enigmatic Device Table rolls and other unskilled tech rolls.									
+1 from others aware of your reputation				-2 on all self-control rolls one hour after you awaken from any sleep longer than a one-hour nap									
				-1 to IQ and IQ-based skills one hour after you awaken from any sleep longer than a one-hour nap									
MELEE WEAPON				USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST			
Natural Attacks				Bite	9	No	No	1d-3 cr	C				
Natural Attacks				Kick	7	No	No	1d-1 cr	C,1				
Natural Attacks				Punch	9	7	No	1d-3 cr	C				
Natural Attacks				Slam	9	No	No	1d-4 cr	C				
RANGED WEAPON				USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Revolver, .36					12	1	2d-1 pi	120/1,300	1	6(3i)	-2	2	10
TRAIT				PTS	SKILL / TECHNIQUE				SL	RSL	PTS		
✓ Advantages				59	Airshipman				12	IQ	1	B185	
Eidetic Memory				10	Apparatus Operation (Communications)				11	IQ-1	1	B189	
Photographic					Armoury (Heavy Weapons)				15	IQ+3	4	B178	
Empathy				12	Computer Programming				12	IQ	4	B184	
Accessibility (Requires physical contact);					Diplomacy				10	IQ-2	1	B187	
Accessibility (Only on living beings)					Electrician				15	IQ+3	4	B189	
Sensor poligrafo					Engineer (Artillery)				13	IQ+1	2	B190	
Good Reputation 1				1	Engineer (Heavy				13	IQ+1	2	B190	
People Affected (Caravana Terrien);					Arkopan)								
Recognized all the time					Engineer (Robotics)				13	IQ+1	2	B190	
Illumination				1	Fast-Draw				9	DX	1	B194+	
Up to 10m					Gunner (Cannon)				10	DX+1	2	B198	
Luck				15	Gunner (Machine Gun)				10	DX+1	2	B198	
Usable once per hour of play					Guns (Pistol)				12	DX+3	8	B198	
Military Rank 0				0									
Guardia de Niwel													
Talent (Artificer) 2				20									

TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL	PTS	
✔ Culture		0		Guns (Rifle) 🗡️		10	DX+1	1	B198
Cultural Familiarity (Te'karn) 🗡️		0	B23	Law (Criminal, Niwel)		10	IQ-2	1	B204
Language: Ama'kon 🗡️		0	B24	Leadership		12	IQ	2	B204
Native; Spoken (Native); Written (Native)				Machinist 🗡️		14	IQ+2	2	B206
✔ Disadvantages		-11		Mathematics (Applied)		12	IQ	4	B207
Slow Riser		-5	B155	Mechanic (Heavy Arkopan)		15	IQ+3	4	B207
Social Stigma (Human-made) 🗡️		-5	B155	Mechanic (Robotics) 🗡️		15	IQ+3	4	B207
You belong to a group that receives fewer rights and privileges than "full citizens."				Merchant		12	IQ	2	B209
Vow 🗡️		-1	B165	Navigation (Air)		11	IQ-1	1	B211
Velar por Niwel, sus habitantes, la Guardia y el Gobernador.				Piloting (Contragravity)		10	DX+1	4	B214
✔ Koppemak Ancestry		30		Psychology (Te'karn)		13	IQ+1	1	B216
Natural Attacks		0	B271	Shiphandling (Airship) 🗡️		12	IQ	4	B220
				Soldier		12	IQ	2	B221
				Tactics		12	IQ	4	B224+
				Teaching		11	IQ-1	1	B224
				✔ ~ Defaults				0	
				Stealth		7	DX-2	0	B222

✔	#	CARRIED EQUIPMENT (3.75 kg; \$370)	USES	TL	LC	📦	📦	📦	📦	📦
✔	1	Boots 🗡️ Flexible; Concealable		2		80	1.5 kg	80	1.5 kg	B284
✔	1	Military Uniform, Ordinary, Rank 0		5		140	1 kg	140	1 kg	HT63
✔	1	Revolver, .36		5	3	150	1.25 kg	150	1.25 kg	B278

#	OTHER EQUIPMENT (12 kg; \$695)	USES	TL	LC	📦	📦	📦	📦	📦
1	✔ Backpack, Small 🗡️ Holds 50lbs.		5		60	1.5 kg	695	12 kg	HT54
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	Portable Tool Kit (Mechanic: Contragravity)		5		600	10 kg	600	10 kg	HT24
1	Topographic Map 🗡️ Valle Eterno, comarca de Niwel		5		30	0 kg	30	0 kg	HT53