

Portrait	Identity		Miscellaneous		171 Points						
	NAME	Laterne, "Late"	CREATED	Aug 14, 2024, 11:40 AM		0 UNSPENT					
	TITLE	Marine	MODIFIED	Mar 20, 2025, 5:32 PM		33 ANCESTRY					
	ORGANIZATION	Armada de Niwel	PLAYER	David		40 ATTRIBUTES					
	DESCRIPTION					44 ADVANTAGES					
GENDER Male		HEIGHT 1.9 m		HAIR --		-15 DISADVANTAGES					
AGE 12		WEIGHT 156 kg		EYES --		-2 QUIRKS					
BIRTHDAY		SIZE +0		SKIN --		71 SKILLS					
RELIGION		TL (5+1)		HAND Any		0 SPELLS					
Primary Attributes		Secondary Attributes		Humanoid		Encumbrance, Move & Dodge					
[0] 10 STRENGTH (ST)	[0] 12 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD				
[0] 9 DEXTERITY (DX)	[0] 8 KEUM (KE)		EYES	-9	0	0 NONE	10 kg				
[40] 12 INTELLIGENCE (IQ)	8 GRIT	3-4	SKULL	-7	6	1 LIGHT	20 kg				
[0] 11 HEALTH (HT)	✓ Senses	5	FACE	-5	4	2 MEDIUM	30 kg				
BASIC DAMAGE		6-7	RIGHT LEG	-2	4	3 HEAVY	60 kg				
1d-2 BASIC THRUST	[0] 11 PERCEPTION (PER)	8	RIGHT ARM	-2	4	4 X-HEAVY	100 kg				
1d BASIC SWING	[0] 11 VISION	9-10	TORSO	+0	4	LIFTING & MOVING THINGS					
	[0] 11 HEARING	11	GROIN	-3	4	10 kg	BASIC LIFT				
	[0] 11 TASTE & SMELL	12	LEFT ARM	-2	4	20 kg	ONE-HANDED LIFT				
	[0] 11 TOUCH	13-14	LEFT LEG	-2	4	80 kg	TWO-HANDED LIFT				
	✓ Movement	15	HAND	-4	4	120 kg	SHOVE & KNOCK OVER				
	[0] 5 BASIC SPEED	16	FOOT	-4	6	240 kg	RUNNING SHOVE & KNOCK OVER				
	[0] 5 BASIC MOVE	17-18	NECK	-5	4	150 kg	CARRY ON BACK				
POINT POOLS			VITALS	-3	4	500 kg	SHIFT SLIGHTLY				
[0] 11 OF 11 FP [RESTED]											
[0] 13 OF 13 HP [HEALTHY]											
[0] 8 OF 8 KP [HARMONICAL]											
REACTION		CONDITION									
+1 From employers.		+1 Eliminate -1/level to a skill with success on another to improvise tools; Apply to Enigmatic Device Table rolls and other unskilled tech rolls.									
+0 from others aware of your reputation											
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		44	Airshipman		12	IQ	1	B185			
Eidetic Memory		5	Apparatus Operation (Communications)		11	IQ-1	1	B189			
Photographic (Koppemak)			Armoury (Heavy Weapons)		14	IQ+2	4	B178			
Empathy		12	Computer Programming		12	IQ	4	B184			
Requires physical contact; Only on living beings			Diplomacy		10	IQ-2	1	B187			
Sensor polígrafo			Electrician		14	IQ+2	4	B189			
Good Reputation 1		1	Engineer (Artillery)		12	IQ	2	B190			
People Affected (Caravana Terrien); Recognized all the time			Engineer (Heavy  Arkopan)		12	IQ	2	B190			
Illumination		1	Engineer (Robotics)		12	IQ	2	B190			
Up to 10m			Fast-Draw		9	DX	1	B194+			
Luck		15	Gunner (Cannon)		10	DX+1	2	B198			
Usable once per hour of play			Gunner (Machine Gun)		10	DX+1	2	B198			
Military Rank 0		0	Guns (Pistol)		12	DX+3	8	B198			
Guardia de Niwel			Guns (Rifle)		10	DX+1	1	B198			
Talent (Artificer) 1		10	Law (Criminal, Niwel)		10	IQ-2	1	B204			
✓ Culture		0	Leadership		12	IQ	2	B204			
Cultural Familiarity (Te'karn)		0	Machinist		13	IQ+1	2	B206			
Language: Ama'kon		0	Mathematics (Applied)		12	IQ	4	B207			
Native; Spoken (Native); Written (Native)											
✓ Disadvantages		-17									

TRAIT			PTS	
<b>Bad Reputation (Human-made) 1</b>			-1	<u>B26+</u>
People Affected (Other koppemak); Recognized sometimes (10-)				
<b>Scotophobia (Darkness) 1</b>			-15	<u>B149</u>
CR: 12 (Resist quite often), -2 Action Penalty A common fear, but crippling. You should avoid being underground if possible; if something happens to your flashlight or torch, you might well lose your mind before you can relight it.				
<b>Vow</b>			-1	<u>B165</u>
Velar por Niwel, sus habitantes, la Guardia y el Gobernador.				
➤ <b>Koppemak</b> <b>Ancestry</b>			33	
<b>Natural Attacks</b>			0	<u>B271</u>

SKILL / TECHNIQUE		SL	RSL	PTS	
<b>Mechanic (Heavy Arkopan)</b>		14	IQ+2	4	<u>B207</u>
<b>Mechanic (Robotics) 1</b>		14	IQ+2	4	<u>B207</u>
<b>Merchant</b>		12	IQ	2	<u>B209</u>
<b>Navigation (Air)</b>		11	IQ-1	1	<u>B211</u>
<b>Piloting (Contragravity)</b>		10	DX+1	4	<u>B214</u>
<b>Psychology (Te'karn)</b>		13	IQ+1	1	<u>B216</u>
<b>Shiphandling (Airship) 1</b>		12	IQ	4	<u>B220</u>
<b>Soldier</b>		12	IQ	2	<u>B221</u>
<b>Tactics</b>		12	IQ	4	<u>B224+</u>
<b>Teaching</b>		11	IQ-1	1	<u>B224</u>
✔ ~ Defaults				0	
<b>Stealth</b>		5	DX-4	0	<u>B222</u>

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

#	OTHER EQUIPMENT (12 kg; \$695)		USES	TL	LC						
1	✔ <b>Backpack, Small</b>			5		60	1.5 kg	695		12 kg	<u>HT54</u>
	Holds 50lbs.										
1	<b>Personal Basics</b>			0		5	0.5 kg	5		0.5 kg	<u>B288</u>
	Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.										
1	<b>Portable Tool Kit (Mechanic: Contragravity)</b>			5		600	10 kg	600		10 kg	<u>HT24</u>
1	<b>Topographic Map</b>			5		30	0 kg	30		0 kg	<u>HT53</u>
	Valle Eterno, comarca de Niwel										