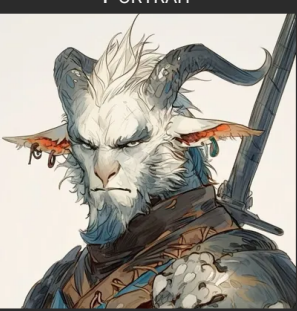














<div>Portrait</div> 	IDENTITY			MISCELLANEOUS			178 POINTS 						
	NAME Yorgos Thadon			CREATED Jul 24, 2024, 11:01 PM			2 UNSPENT						
	TITLE El Carnero Macizo [1]			MODIFIED Mar 20, 2025, 5:53 PM			27 ANCESTRY						
	ORGANIZATION Caravana Terrien			PLAYER Sergi			85 ATTRIBUTES						
							68 ADVANTAGES						
DESCRIPTION										-50 DISADVANTAGES			
GENDER Male			HEIGHT 1.82 m			HAIR Snow			0 QUIRKS				
AGE 26			WEIGHT 100 kg			EYES Brown			46 SKILLS				
BIRTHDAY 10 de Vord, 1º			SIZE +0			SKIN Pale			0 SPELLS				
RELIGION			TL 5			HAND Right							
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE					
[20] 13 STRENGTH (ST)		[0] 11 WILL		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE		
[60] 13 DEXTERITY (DX)		[0] 9 KEUM (KE)			EYES	-9	0	0 NONE	17 kg	7	10		
[0] 9 INTELLIGENCE (IQ)		8 GRIT		3-4	SKULL	-7	7	 1 LIGHT	34 kg	5	9		
[0] 11 HEALTH (HT)		<input checked="" type="checkbox"/> Senses		5	FACE	-5	3	2 MEDIUM	51 kg	4	8		
BASIC DAMAGE		[0] 10 PERCEPTION (PER)		6-7	RIGHT LEG	-2	0	3 HEAVY	102 kg	2	7		
1d BASIC THRUST		[0] 10 VISION		8	RIGHT ARM	-2	0	4 X-HEAVY	170 kg	1	6		
2d-1 BASIC SWING		[0] 10 HEARING		9-10	TORSO	+0	0/4	LIFTING & MOVING THINGS					
		[0] 10 TASTE & SMELL		11	GROIN	-3	0	17 kg BASIC LIFT					
		[0] 10 TOUCH		12	LEFT ARM	-2	0	34 kg ONE-HANDED LIFT					
		<input checked="" type="checkbox"/> Movement		13-14	LEFT LEG	-2	0	136 kg TWO-HANDED LIFT					
		[0] 6 BASIC SPEED		15	HAND	-4	0	204 kg SHOVE & KNOCK OVER					
		[5] 7 BASIC MOVE		16	FOOT	-4	1	408 kg RUNNING SHOVE & KNOCK OVER					
				17-18	NECK	-5	0	255 kg CARRY ON BACK					
					VITALS	-3	0/4	850 kg SHIFT SLIGHTLY					
POINT POOLS													
[0] 11 OF 11 FP [RESTED]													
[0] 13 OF 13 HP [HEALTHY]													
[0] 8 OF 9 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						+4 to Dodge, Parry & Block against attacks from the front or shield side							
+1 from others aware of your reputation						+1 to initiative rolls for your side (+2 if you are the leader)							
+2 from young or naive individuals who believe you are as good as you say you are						+4 to resist Sex Appeal							
						+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	11	No	1d+2 cr	C				
Target at -5													
Heavy Cloak 				Entangle	11	No	9	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	8	No	1d+1 imp	1	6			
Arm ST 1													
Medium Shield 				Shield Bash	9	No	8	1d cr	1				
DR 4, HP 12; Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5; (Experimental changes)													
Morningstar 				Swung	13	10U	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				Kick	13	No	No	1d+1 cr	C,1				
Natural Attacks 				Punch	15	11	No	1d cr	C				
Arm ST 1													
Natural Attacks				Slam	15	No	No	1d-1 cr	C				
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	<u>B185</u>	
	Ambidexterity			5	<u>B39</u>	Area Knowledge (El'neun)			9	IQ	1	<u>B176</u>	
	Arm ST 1 🛡️			5	<u>B40</u>	Brawling			15	DX+2	4	<u>B182+</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.					Climbing			12	DX	2	<u>B183</u>	
	Combat Reflexes 🛡️			15	<u>B43</u>	Escape			12	DX-1	2	<u>B192</u>	
	Daredevil			15	<u>B47</u>	Flail			13	DX	4	<u>B208</u>	
	Deep Sleeper			1	<u>PU2:13</u>	Gesture			10	IQ+1	2	<u>B198</u>	
	Fit 🛡️			5	<u>B55</u>	Hidden Lore (Dioses)			8	IQ-1	1	<u>B199+</u>	
	Recover FP at twice the normal rate (but not FP spent for spells or psi powers)					History (Cráneos Blancos)			7	IQ-2	1	<u>B200</u>	
	Good Reputation 1 🛡️			1	<u>B26+</u>	Intimidation			10	Will-1	1	<u>B202</u>	
	People Affected (Caravana Terrien); Recognized all the time					Jumping			13	DX	1	<u>B203+</u>	
	Luck 🎲			15	<u>B66+</u>	Lifting			12	HT+1	4	<u>B205</u>	
	Usable once per hour of play					Mechanic (Steam Engine)			10	IQ+1	4	<u>B207</u>	
	Sacrificial Parry (Flail)			1	<u>PU2:7</u>	Observation			11	Per+1	4	<u>B211</u>	
✔	Culture			5		Occultism			4	IQ-5	0	<u>B212</u>	
	Cultural Familiarity (Korkon) 🛡️			0	<u>B23</u>	Running			12	HT+1	4	<u>B218</u>	
	Cultural Familiarity (Te'karn) 🛡️			1	<u>B23</u>	Sewing			9	DX-4	0	<u>B219</u>	
	Language: Ama'kon 🛡️			4	<u>B24</u>	Shield			15	DX+2	4	<u>B220</u>	
	Spoken (Accented); Written (Accented)					Stealth			7	DX-5	0	<u>B222</u>	
	Language: Korank 🛡️			0	<u>B24</u>	Survival (Desierto Calcinado)			10	Per	2	<u>B223</u>	
	Native; Spoken (Native); Written (Native)					Tactics			7	IQ-2	1	<u>B224+</u>	
✔	Disadvantages			-50		Throwing			13	DX	2	<u>B226</u>	
	Berserk 🛡️			-10	<u>B124</u>	Tracking			5	Per-5	0	<u>B226</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												
	Clueless			-10	<u>B126</u>								
	Code of Honor (Chivalry) 🛡️			-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.												
	Low TL 1			-5	<u>B22</u>								
	Overconfidence 🛡️			-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!												
	Sense of Duty 🛡️			-5	<u>B153</u>								
	Friends and Companions												
➡	Korkon Ancestry			27									
	Natural Attacks			0	<u>B271</u>								

✔	#	CARRIED EQUIPMENT (27.75 kg; \$780)	USES	TL	LC	📦	🛒	📦📦	📦🛒	📦📦🛒	📖
✔	1	Bronze Breastplate		1	3	400	10 kg	400	10 kg		<u>B283</u>
✔	1	Bronze Helmet		1		160	3.75 kg	160	3.75 kg		<u>B284</u>
✔	1	Heavy Cloak 🛡️		1		50	2.5 kg	50	2.5 kg		<u>B287</u>
		DR 1, HP 5									
✔	1	Javelin		1		30	1 kg	30	1 kg		<u>B273</u>
✔	1	Medium Shield 🛡️		1		60	7.5 kg	60	7.5 kg		<u>B287</u>
		DR 4, HP 12; Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5; (Experimental changes)									
✔	1	Morningstar		3		80	3 kg	80	3 kg		<u>B272</u>
#	OTHER EQUIPMENT (25.462 kg; \$501.25)		USES	TL	LC	📦	🛒	📦📦	📦🛒	📦📦🛒	📖
1	✔	Backpack, Small 🛡️		5		60	1.5 kg	501.25	25.462 kg		<u>HT54</u>
		Holds 50lbs.									

#	OTHER EQUIPMENT (25.462 kg; \$501.25)	USES	TL	LC					
3	Glass Bottle, 1 quart DR 1, Fragile (Brittle) see B136		0		3.75	0.5 kg	11.25	1.5 kg	LT34
1	Handcuffs		5		40	0.25 kg	40	0.25 kg	B289
1	Lantern Uses 1 pint of oil per 24 hours		2		20	1 kg	20	1 kg	B288
1	Machete		5		50	0.75 kg	50	0.75 kg	HT200
1	Leather Armor		1		100	5 kg	100	5 kg	B283
1	Oil, Lantern, 1 Pint		2		2	0.5 kg	2	0.5 kg	B288
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	Rope, 3/8", 20 yards Supports 300 lbs.		0		10	1.5 kg	10	1.5 kg	B288
1	Sandglass		3		50	1.5 kg	50	1.5 kg	LT45
1	Sewing Kit		5		1	0 kg	1	0 kg	HT31
1	Sleeping Fur		0		50	4 kg	50	4 kg	B288
1	Tent, 2-Man Includes ropes; requires one 6' pole		0		80	6 kg	80	6 kg	B288
1	Thermos Bottle Fragile.		6		10	1 kg	10	1 kg	HT33
10	Wax Candles Burns 8hrs.		1		0.3	0.0312 kg	3	0.312 kg	HT51
3	Wool yarn and needle			4	3	0.05 kg	9	0.15 kg	
NOTE									
Anotaciones: [1] Autoproclamado									