

PORTRAIT		IDENTITY		MISCELLANEOUS		172 POINTS					
	NAME Laterne, "Late"		CREATED Aug 14, 2024, 11:40 AM		-8 OVERSPENT						
	TITLE Marine		MODIFIED Apr 21, 2025, 10:39 PM		31 ANCESTRY						
	ORGANIZATION YFRLD / Armada de Niwel		PLAYER David		40 ATTRIBUTES						
	DESCRIPTION					44 ADVANTAGES					
	GENDER Male		HEIGHT 1.9 m		HAIR --						
AGE 12		WEIGHT 156 kg		EYES --		-5 DISADVANTAGES					
BIRTHDAY 41 de Vord, 1º		SIZE +0		SKIN --		-1 QUIRKS					
RELIGION		TL (5+1)		HAND Any		71 SKILLS					
						0 SPELLS					
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID		ENCUMBRANCE, MOVE & DODGE					
[0] 10 STRENGTH (ST)		[0] 12 WILL		ROLL	LOCATION	DR	LEVEL MAX LOAD MOVE DODGE				
[0] 9 DEXTERITY (DX)		Senses			EYES	-9 0	0 NONE 10 kg 5 10				
[40] 12 INTELLIGENCE (IQ)		[0] 11 PERCEPTION (PER)		3-4	SKULL	-7 4	1 LIGHT 20 kg 4 9				
[0] 11 HEALTH (HT)		[0] 11 VISION		5	FACE	-5 4	2 MEDIUM 30 kg 3 8				
[0] 9 KEUM (KE)		[0] 11 HEARING		6-7	RIGHT LEG	-2 4	3 HEAVY 60 kg 2 7				
BASIC DAMAGE		[0] 11 TASTE & SMELL		8	RIGHT ARM	-2 4	4 X-HEAVY 100 kg 1 6				
1d-2 BASIC THRUST		[0] 11 TOUCH		9-10	TORSO	+0 4	LIFTING & MOVING THINGS				
1d BASIC SWING		Movement		11	GROIN	-3 4	10 kg BASIC LIFT				
		[0] 5 BASIC SPEED		12	LEFT ARM	-2 4	20 kg ONE-HANDED LIFT				
		[0] 5 BASIC MOVE		13-14	LEFT LEG	-2 4	80 kg TWO-HANDED LIFT				
		10 DODGE		15	HAND	-4 4	120 kg SHOVE & KNOCK OVER				
				16	FOOT	-4 6	240 kg RUNNING SHOVE & KNOCK OVER				
				17-18	NECK	-5 4	150 kg CARRY ON BACK				
					VITALS	-3 4	500 kg SHIFT SLIGHTLY				
POINT POOLS											
[0] 11 OF 11 FP [RESTED]											
[0] 13 OF 13 HP [HEALTHY]											
[0] 9 OF 9 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.							
-1 from other koppemak except those of your own kind											
+1 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	B51	Apparatus Operation (Communications)		11	IQ-1	1	B189		
Photographic (Koppemak)				Armoury (Heavy Weapons)		14	IQ+2	4	B178		
Empathy		12	B51+	Computer Programming		11	IQ-1	2	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	B26+	Engineer (Artillery)		12	IQ	2	B190		
People Affected (Caravana Terrien); Recognized all the time				Engineer (Heavy Arkopan)		12	IQ	2	B190		
Illumination		1	PU2:10	Engineer (Robotics)		12	IQ	2	B190		
Up to 10m				Fast-Draw		9	DX	1	B194+		
Luck		15	B66+	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	B29	Guns (Pistol)		12	DX+3	8	B198		
Guardia de Niwel				Guns (Rifle)		10	DX+1	1	B198		
Talent (Artificer) 1		10	PU3:6	Law (Criminal, Niwel)		10	IQ-2	1	B204		
Culture		0		Leadership		12	IQ	2	B204		
Cultural Familiarity (Te'karn)		0	B23	Machinist		13	IQ+1	2	B206		
Language: Ama'kon		0	B24	Mathematics (Applied)		12	IQ	4	B207		
Native; Spoken (Native); Written (Native)				Mechanic (Analytical Engine)		13	IQ+1	2	B207		
Disadvantages		-6		Default: Mechanic (Heavy Arkopan)-4							
Social Stigma (Human-made)		-5	B155								
You belong to a group that receives fewer rights and privileges than "full citizens."											

TRAIT				PTS		SKILL / TECHNIQUE				SL	RSL	PTS	
Vow				-1	<u>B165</u>	Mechanic (Heavy Arkopan)				14	IQ+2	4	<u>B207</u>
Velar por Niwel, sus habitantes, la Guardia y el Gobernador.						Default: Mechanic (Robotics)-4							
▶ Koppemak				31		Mechanic (Robotics)				14	IQ+2	4	<u>B207</u>
Natural Attacks				0	<u>B271</u>	Merchant				12	IQ	2	<u>B209</u>
						Navigation (Air)				11	IQ-1	1	<u>B211</u>
						Piloting (Contragravity)				10	DX+1	4	<u>B214</u>
						Psychology (Te'karn)				13	IQ+1	1	<u>B216</u>
						Shiphandling (Airship)				12	IQ	4	<u>B220</u>
						Soldier				12	IQ	2	<u>B221</u>
						Stealth				5	DX-4	0	<u>B222</u>
						Tactics				12	IQ	4	<u>B224+</u>
						Teaching				11	IQ-1	1	<u>B224</u>

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

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