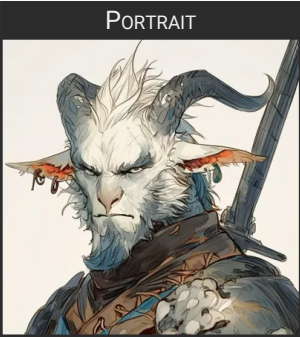
















<div>Portrait</div> 	IDENTITY			MISCELLANEOUS			162 POINTS 					
	✂ NAME <b>Yorgos Thadon</b>			CREATED <b>Jul 24, 2024, 11:01 PM</b>			2 UNSPENT					
	TITLE			MODIFIED <b>Jan 22, 2025, 7:32 PM</b>			28 ANCESTRY					
	ORGANIZATION <b>Caravana Terrien</b>			PLAYER <b>Sergi</b>			85 ATTRIBUTES					
							63 ADVANTAGES					
DESCRIPTION										-50 DISADVANTAGES		
✂ GENDER <b>Male</b>			✂ HEIGHT <b>1.82 m</b>			✂ HAIR <b>Snow</b>			0 QUIRKS			
✂ AGE <b>26</b>			✂ WEIGHT <b>100 kg</b>			✂ EYES <b>Brown</b>			34 SKILLS			
✂ BIRTHDAY <b>January 10</b>			SIZE <b>+0</b>			✂ SKIN <b>Pale</b>			0 SPELLS			
RELIGION			TL <b>5</b>			✂ HAND <b>Right</b>						
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE				
[20] <b>13</b> STRENGTH (ST)		[0] <b>11</b> WILL		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[60] <b>13</b> DEXTERITY (DX)		<b>8</b> GRIT			EYES	-9	0	0 NONE	17 kg	7	10	
[0] <b>9</b> INTELLIGENCE (IQ)		<b>10</b> KEUM		3-4	SKULL	-7	7	 <b>1</b> LIGHT	34 kg	5	9	
[0] <b>11</b> HEALTH (HT)		✓ Senses		5	FACE	-5	3	<b>2</b> MEDIUM	51 kg	4	8	
BASIC DAMAGE		[0] <b>10</b> PERCEPTION (PER)		6-7	RIGHT LEG	-2	0	<b>3</b> HEAVY	102 kg	2	7	
1d BASIC THRUST		[0] <b>10</b> VISION		8	RIGHT ARM	-2	0	<b>4</b> X-HEAVY	170 kg	1	6	
2d-1 BASIC SWING		[0] <b>10</b> HEARING		9-10	TORSO	+0	0/4	LIFTING & MOVING THINGS				
		[0] <b>10</b> TASTE & SMELL		11	GROIN	-3	0	17 kg BASIC LIFT				
		[0] <b>10</b> TOUCH		12	LEFT ARM	-2	0	34 kg ONE-HANDED LIFT				
		✓ Movement		13-14	LEFT LEG	-2	0	136 kg TWO-HANDED LIFT				
		[0] <b>6</b> BASIC SPEED		15	HAND	-4	0	204 kg SHOVE & KNOCK OVER				
		[5] <b>7</b> 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] <b>11</b> OF <b>11</b> FP [RESTED]												
[0] <b>13</b> OF <b>13</b> HP [HEALTHY]												
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							
+2 from young or naive individuals who believe you are as good as you say you are					+1 to initiative rolls for your side (+2 if you are the leader)							
					+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 7, HP 40												
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				62		Area Knowledge (El'neun)			9	IQ	1	B176

TRAIT		PTS	📖	SKILL / TECHNIQUE		SL	RSL	PTS	📖
Ambidexterity		5	B39	Brawling		15	DX+2	4	B182+
Arm ST 1 🗡️		5	B40	Climbing		12	DX	2	B183
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.				Flail		13	DX	4	B208
Combat Reflexes 🗡️		15	B43	Gesture		10	IQ+1	2	B198
Never freeze				Hidden Lore (Dioses)		8	IQ-1	1	B199+
Daredevil		15	B47	History (Cráneos Blancos)		7	IQ-2	1	B200
Deep Sleeper		1	PU2:13	Intimidation		10	Will-1	1	B202
Fit 🗡️		5	B55	Jumping		13	DX	1	B203+
Recover FP at twice the normal rate (but not FP spent for spells or psi powers)				Observation		11	Per+1	4	B211
Luck 🗡️		15	B66+	Running		12	HT+1	4	B218
Usable once per hour of play				Shield		15	DX+2	4	B220
Sacrificial Parry (Flail)		1	PU2:7	Survival (Desierto Calcinado)		10	Per	2	B223
📌 Culture		1		Tactics		7	IQ-2	1	B224+
Cultural Familiarity (Korkon) 🗡️		0	B23	Throwing		13	DX	2	B226
Cultural Familiarity (Te'karn) 🗡️		1	B23	📌 Defaults				0	
Language: Ama'kon 🗡️		0	B24	Occultism		4	IQ-5	0	B212
Native; Spoken (Native); Written (Native)				Sewing		9	DX-4	0	B219
📌 Disadvantages		-50		Stealth		7	DX-5	0	B222
Berserk 🗡️		-10	B124	Tracking		5	Per-5	0	B226
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	B126						
Code of Honor (Chivalry) 🗡️		-15	B127						
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	B22						
Overconfidence 🗡️		-5	B148						
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	B153						
Friends and Companions									
📌 Korkon Ancestry		28							
📌 Advantages		18							
Crushing Striker (Horns) 🗡️		3	B88+						
Limited Arc (Front)									
Target at -5									
Damage Resistance 2 🗡️		3	B47+						
Partial (Skull only)									
Fur		1	B101						
Hooves		3	B42						
Temperature Tolerance 3		3	B93						
Universal Digestion		5	B95+						
📌 Attributes		15							
📌 Disadvantages		-5							
Stubbornness		-5	B157						
Natural Attacks		0	B271						

✓	#	CARRIED EQUIPMENT (27.75 kg; \$780)	USES	TL	LC	🪙	🎒	📦	📦	📦	📦	📖
✓	1	Bronze Breastplate		1	3	400	10 kg		400		10 kg	B283
✓	1	Bronze Helmet		1		160	3.75 kg		160		3.75 kg	B284
✓	1	Heavy Cloak 🗡️		1		50	2.5 kg		50		2.5 kg	B287
		DR 1, HP 5										

✓	#	CARRIED EQUIPMENT (27.75 kg; \$780)	USES	TL	LC						
✓	1	Javelin		1		30	1 kg	30	1 kg		<a href="#">B273</a>
✓	1	Medium Shield		1		60	7.5 kg	60	7.5 kg		<a href="#">B287</a>
		DR 7, HP 40									
✓	1	Morningstar		3		80	3 kg	80	3 kg		<a href="#">B272</a>
#		OTHER EQUIPMENT (25.462 kg; \$501.25)	USES	TL	LC						
1	✓	Backpack, Small Holds 50lbs.		5		60	1.5 kg	501.25	25.462 kg		<a href="#">HT54</a>
3	✓	Glass Bottle, 1 quart DR 1, Fragile (Brittle) see B136		0		3.75	0.5 kg	11.25	1.5 kg		<a href="#">LT34</a>
1		Handcuffs		5		40	0.25 kg	40	0.25 kg		<a href="#">B289</a>
1		Lantern Uses 1 pint of oil per 24 hours		2		20	1 kg	20	1 kg		<a href="#">B288</a>
1		Machete		5		50	0.75 kg	50	0.75 kg		<a href="#">HT200</a>
1		Leather Armor		1		100	5 kg	100	5 kg		<a href="#">B283</a>
1		Oil, Lantern, 1 Pint		2		2	0.5 kg	2	0.5 kg		<a href="#">B288</a>
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		<a href="#">B288</a>
1		Rope, 3/8", 20 yards Supports 300 lbs.		0		10	1.5 kg	10	1.5 kg		<a href="#">B288</a>
1		Sandglass		3		50	1.5 kg	50	1.5 kg		<a href="#">LT45</a>
1		Sewing Kit		5		1	0 kg	1	0 kg		<a href="#">HT31</a>
1		Sleeping Fur		0		50	4 kg	50	4 kg		<a href="#">B288</a>
1		Tent, 2-Man Includes ropes; requires one 6' pole		0		80	6 kg	80	6 kg		<a href="#">B288</a>
1		Thermos Bottle Fragile.		6		10	1 kg	10	1 kg		<a href="#">HT33</a>
10		Wax Candles Burns 8hrs.		1		0.3	0.0312 kg	3	0.312 kg		<a href="#">HT51</a>
3		Wool yarn and needle			4	3	0.05 kg	9	0.15 kg		