

PORTRAIT		IDENTITY				MISCELLANEOUS				181 POINTS			
		NAME	Yorgos Thadon			CREATED	Jul 24, 2024, 11:01 PM			5 UNSPENT			
		TITLE	El Carnero Macizo [1]			MODIFIED	Apr 16, 2025, 7:17 PM			27 ANCESTRY			
		ORGANIZATION	YFRLD / Caravana Terrien			PLAYER	Sergi			85 ATTRIBUTES			
	DESCRIPTION									68 ADVANTAGES			
		GENDER	Male			HEIGHT	1.82 m			HAIR	Snow		
		AGE	26			WEIGHT	100 kg			EYES	Brown		
		BIRTHDAY	10 de Vord, 1º			SIZE	+0			SKIN	Pale		
		RELIGION				TL	5			HAND	Right		
-50 DISADVANTAGES		0 QUIRKS		46 SKILLS		0 SPELLS							
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)		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					
			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	B185
	Ambidexterity		5	B39	Area Knowledge (El'neun)			9	IQ	1	B176
	Arm ST 1 🛡️		5	B40	Brawling			15	DX+2	4	B182+
	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	B183
	Combat Reflexes 🛡️		15	B43	Escape			12	DX-1	2	B192
	Daredevil		15	B47	Flail			13	DX	4	B208
	Deep Sleeper		1	PU2:13	Gesture			10	IQ+1	2	B198
	Fit 🛡️		5	B55	Hidden Lore (Dioses)			8	IQ-1	1	B199+
	Recover FP at twice the normal rate (but not FP spent for spells or psi powers)				History (Cráneos Blancos)			7	IQ-2	1	B200
	Good Reputation 1 🛡️		1	B26+	Intimidation			10	Will-1	1	B202
	People Affected (Caravana Terrien); Recognized all the time				Jumping			13	DX	1	B203+
	Luck 🎲		15	B66+	Lifting			12	HT+1	4	B205
	Usable once per hour of play				Mechanic (Steam Engine)			10	IQ+1	4	B207
	Sacrificial Parry (Flail)		1	PU2:7	Observation			11	Per+1	4	B211
✔ Culture			5		Occultism			4	IQ-5	0	B212
	Cultural Familiarity (Korkon) 🛡️		0	B23	Running			12	HT+1	4	B218
	Cultural Familiarity (Te'karn) 🛡️		1	B23	Sewing			9	DX-4	0	B219
	Language: Ama'kon 🛡️		4	B24	Shield			15	DX+2	4	B220
	Spoken (Accented); Written (Accented)				Stealth			7	DX-5	0	B222
	Language: Korank 🛡️		0	B24	Survival (Desierto Calcinado)			10	Per	2	B223
	Native; Spoken (Native); Written (Native)				Tactics			7	IQ-2	1	B224+
✔ Disadvantages			-50		Throwing			13	DX	2	B226
	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		27								
	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									
✓	1	Javelin		1		30	1 kg	30	1 kg		B273
✓	1	Medium Shield 🛡️		1		60	7.5 kg	60	7.5 kg		B287
		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		B272
#	OTHER EQUIPMENT (25.462 kg; \$501.25)		USES	TL	LC	📦	🎒	📦📦	📦📦	📦📦	📖
1	✔	Backpack, Small 🛡️		5		60	1.5 kg	501.25	25.462 kg		HT54
		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									