

PORTRAIT		IDENTITY			MISCELLANEOUS			181 POINTS							
	✂ NAME	Yorgos Thadon			CREATED	Jul 24, 2024, 11:01 PM		5	UNSPENT						
	TITLE	El Carnero Macizo [1]			MODIFIED	Apr 21, 2025, 10:20 PM		27	ANCESTRY						
	ORGANIZATION	YFRLD / Caravana Terrien			PLAYER	Sergi		85	ATTRIBUTES						
	DESCRIPTION							68	ADVANTAGES						
	✂ GENDER	Male	✂ HEIGHT	1.82 m	✂ HAIR	Snow		-50	DISADVANTAGES						
✂ AGE	26	✂ WEIGHT	100 kg	✂ EYES	Brown		0	QUIRKS							
✂ BIRTHDAY	10 de Vord, 1º	SIZE	+0	✂ SKIN	Pale		46	SKILLS							
RELIGION		TL	5	✂ HAND	Right		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)		Senses			EYES	-9	0	0	NONE	17 kg	7	14	
[0]	9	INTELLIGENCE (IQ)	[0]	10	PERCEPTION (PER)	3-4	SKULL	-7	7		1	LIGHT	34 kg	5	13
[0]	11	HEALTH (HT)	[0]	10	VISION	5	FACE	-5	3	2	MEDIUM	51 kg	4	12	
[0]	10	KEUM (KE)	[0]	10	HEARING	6-7	RIGHT LEG	-2	0	3	HEAVY	102 kg	2	11	
BASIC DAMAGE		[0]	10	TASTE & SMELL	8	RIGHT ARM	-2	0	0	4	X-HEAVY	170 kg	1	10	
1d BASIC THRUST		[0]	10	TOUCH	9-10	TORSO	+0	0/4		LIFTING & MOVING THINGS					
2d-1 BASIC SWING			Movement		11	GROIN	-3	0		17 kg BASIC LIFT					
		[0]	6	BASIC SPEED	12	LEFT ARM	-2	0		34 kg ONE-HANDED LIFT					
		[5]	7	BASIC MOVE	13-14	LEFT LEG	-2	0		136 kg TWO-HANDED LIFT					
			14	DODGE	15	HAND	-4	0		204 kg SHOVE & KNOCK OVER					
POINT POOLS					16	FOOT	-4	1		408 kg RUNNING SHOVE & KNOCK OVER					
[0]	11	OF 11	FP	[RESTED]	17-18	NECK	-5	0		255 kg CARRY ON BACK					
[0]	13	OF 13	HP	[HEALTHY]		VITALS	-3	0/4		850 kg SHIFT SLIGHTLY					
[0]	9	OF 10	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			+4	to resist Sex Appeal										
+2	from young or naive individuals who believe you are as good as you say you are			+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	12	No	1d+2 cr	C						
Target at -5															
Heavy Cloak				Entangle	11	No	10	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	9	No	1d+1 imp	1	6					
Arm ST 1															
Medium Shield				Shield Bash	9	No	9	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	11U	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	12	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					

TRAIT				Pts	📖	SKILL / TECHNIQUE				SL	RSL	Pts	📖
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									