

Portrait	Identity		Miscellaneous		161 Points		
	NAME	Laterne, "Late"	CREATED	Aug 14, 2024, 11:40 AM		8 UNSPENT	
	TITLE	Marine	MODIFIED	Jan 19, 2025, 5:05 AM		30 ANCESTRY	
	ORGANIZATION	Armada de Niwel	PLAYER	David		20 ATTRIBUTES	
					48 ADVANTAGES		
DESCRIPTION							
GENDER	Male	HEIGHT	1.9 m	HAIR		-10 DISADVANTAGES	
AGE		WEIGHT	78 kg	EYES		-1 QUIRKS	
BIRTHDAY	March 26	SIZE	+0	SKIN		66 SKILLS	
RELIGION		TL	(5+1)	HAND		0 SPELLS	
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID		ENCUMBRANCE, MOVE & DODGE	
[0] 10 STRENGTH (ST)	[0] 11 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD
[0] 9 DEXTERITY (DX)	10 KEUM		EYES	-9	0	0 NONE	10 kg
[20] 12 INTELLIGENCE (IQ)	☑ Senses	3-4	SKULL	-7	5	1 LIGHT	20 kg
[0] 11 HEALTH (HT)	[0] 11 PERCEPTION (PER)	5	FACE	-5	3	2 MEDIUM	30 kg
BASIC DAMAGE		6-7	RIGHT LEG	-2	3	3 HEAVY	60 kg
1d-2 BASIC THRUST	[0] 11 VISION	8	RIGHT ARM	-2	3	4 X-HEAVY	100 kg
1d BASIC SWING	[0] 11 HEARING	9-10	TORSO	+0	3	LIFTING & MOVING THINGS	
	[0] 11 TASTE & SMELL	11	GROIN	-3	3	10 kg	BASIC LIFT
	[0] 11 TOUCH	12	LEFT ARM	-2	3	20 kg	ONE-HANDED LIFT
	☑ Movement	13-14	LEFT LEG	-2	3	80 kg	TWO-HANDED LIFT
	[0] 5.25 BASIC SPEED	15	HAND	-4	3	120 kg	SHOVE & KNOCK OVER
	[0] 5 BASIC MOVE	16	FOOT	-4	5	240 kg	RUNNING SHOVE & KNOCK OVER
POINT POOLS		17-18	NECK	-5	3	150 kg	CARRY ON BACK
[0] 11 OF 11 FP [RESTED]			VITALS	-3	3	500 kg	SHIFT SLIGHTLY
[0] 12 OF 12 HP [HEALTHY]							
REACTION				CONDITION			
+1 From employers.				-1 additional penalty whenever the GM assesses attribute penalties for missed sleep			
-1 from other koppemak except those of your own kind				+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.			
				-2 on all self-control rolls one hour after you awaken from any sleep longer than a one-hour nap			
				-1 to IQ and IQ-based skills one hour after you awaken from any sleep longer than a one-hour nap			
MELEE WEAPON							
		USAGE	SL	PARRY	BLOCK	DAMAGE	REACH
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
Revolver, .36			11	1	2d-1 pi	120/1,300	1
							SHOTS
							6(3i)
							BULK
							-2
							RECOIL
							2
							ST
							10
TRAIT		Pts	SKILL / TECHNIQUE				
☑ Advantages	48	SL					
Eidetic Memory	10	B51	SL	RSL	Pts		
Photographic			12	IQ	1	B185	
Empathy	12	B51+	11	IQ-1	1	B189	
Accessibility (Requires physical contact);			14	IQ+2	4	B178	
Accessibility (Only on living beings)			12	IQ	4	B184	
Sensor poligrafo			9	DX	1	B194+	
Illumination	1	PU2:10	10	DX+1	2	B198	
Up to 10m			Default: Gunner (Machine Gun)-4				
Luck	15	B66+	10	DX+1	2	B198	
Usable once per hour of play			11	DX+2	4	B198	
Military Rank 0	0	B29	10	DX+1	1	B198	
Guardia de Niwel			Default: Guns (Pistol)-2				
Talent (Artificer) 1	10	PU3:6	10	IQ-2	1	B204	
☑ Culture	0		12	IQ	2	B204	
Cultural Familiarity (Te'karn)	0	B23	12	IQ	4	B207	
Language: Ama'kon	0	B24	12	IQ	2	B209	
Native; Spoken (Native); Written (Native)			11	IQ-1	1	B211	
			10	DX+1	4	B214	

TRAIT			PTS		SKILL / TECHNIQUE			SL	RSL	PTS	
❖	Disadvantages		-11		Psychology (Te'karn)			13	IQ+1	1	<u>B216</u>
	Slow Riser		-5	<u>B155</u>	Shiphandling (Airship) 📖			12	IQ	4	<u>B220</u>
	Social Stigma (Human-made) 📖		-5	<u>B155</u>	Default: Airshipman-5						
	You belong to a group that receives fewer rights and privileges than "full citizens."				Soldier			12	IQ	2	<u>B221</u>
	Vow 📖		-1	<u>B165</u>	Tactics			12	IQ	4	<u>B224+</u>
	Velar por Niwel, sus habitantes, la Guardia y el Gobernador.				Teaching			11	IQ-1	1	<u>B224</u>
❖	Koppemak Ancestry		30		❖ Engi/Mech					20	
❖	Advantages		71		Electrician			14	IQ+2	4	<u>B189</u>
	Damage Resistance 3 📖		9	<u>B47+</u>	Engineer (Artillery) 📖			12	IQ	2	<u>B190</u>
	Tough Skin (Effects that just require skin contact or a scratch ignore this DR)				Default: Armoury (Heavy Weapons)-6						
	Digital Mind		5	<u>B49</u>	Engineer (Heavy Arkopan) 📖			12	IQ	2	<u>B190</u>
	Injury Tolerance 📖		25	<u>B60</u>	Default: Mechanic (Heavy Arkopan)-6						
	No Blood (Do not bleed, unaffected by blood-borne toxins, immune to attacks that rely on cutting off blood to part of your body); Unliving (Altered wound modifiers: imp & pi++ are x1, pi+ is x1/2, pi is x1/3, pi- is x1/5)				Engineer (Robotics) 📖			12	IQ	2	<u>B190</u>
	Reduced Consumption 1 📖		2	<u>B80</u>	Default: Mechanic (Robotics)-6						
	12h fuel reserve, refill 2 times/day				Machinist 📖			13	IQ+1	2	<u>B206</u>
	Resistant 📖		30	<u>B81</u>	Default: Mechanic (Heavy Arkopan)-5						
	Metabolic Hazards; Immunity				Mechanic (Heavy Arkopan)			14	IQ+2	4	<u>B207</u>
➤	Attributes		9		Mechanic (Robotics) 📖			14	IQ+2	4	<u>B207</u>
❖	Disadvantages		-50		Default: Mechanic (Heavy Arkopan)-4						
	Electrical		-20	<u>B134</u>	❖ Defaults					0	
	Unhealing (Total)		-30	<u>B160</u>	Diplomacy			6	IQ-6	0	<u>B187</u>
❖	Features		0		Stealth			7	DX-2	0	<u>B222</u>
	Complexity-Limited IQ 📖		0	<u>TT2:12</u>							
	Complexity 7										
	Fuel Supply		0	<u>TT2:12</u>							
	Not Pressurized		0	<u>TT2:12</u>							
	Not Subject to Aging		0	<u>TT2:12</u>							
	Sterile		0	<u>TT2:12</u>							
	Natural Attacks		0	<u>B271</u>							
✓	#	CARRIED EQUIPMENT (3.75 kg; \$370)			USES	TL	LC	📦	📦	📦	📦
✓	1	Boots 📖				2		80	1.5 kg	80	1.5 kg
		Flexible; Concealable									<u>B284</u>
✓	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
		Holds 50lbs.									<u>HT54</u>
1		Personal Basics 📖				0		5	0.5 kg	5	0.5 kg
		Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.									<u>B288</u>
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
		Valle Eterno, comarca de Niwel									<u>HT53</u>