

Portrait	Identity		Miscellaneous		162 Points						
	NAME	Yorgos Thadon	CREATED	Jul 24, 2024, 11:01 PM		2 UNSPENT					
	TITLE		MODIFIED	Jan 20, 2025, 7:06 PM		28 ANCESTRY					
	ORGANIZATION	Caravana Terrien	PLAYER	Sergi		85 ATTRIBUTES					
					63 ADVANTAGES						
DESCRIPTION											
GENDER	Male	HEIGHT	1.82 m	HAIR	Snow	-50 DISADVANTAGES					
AGE	26	WEIGHT	100 kg	EYES	Brown	0 QUIRKS					
BIRTHDAY	January 10	SIZE	+0	SKIN	Pale	34 SKILLS					
RELIGION		TL	5	HAND	Right	0 SPELLS					
Primary Attributes		Secondary Attributes		Humanoid		Encumbrance, Move & Dodge					
[20] 13 STRENGTH (ST)	5 RESIS. THR. (RT)	ROLL	LOCATION	DR		LEVEL	MAX LOAD				
[60] 13 DEXTERITY (DX)	[0] 11 WILL		EYES	-9	0	0 NONE	17 kg				
[0] 9 INTELLIGENCE (IQ)	10 KEUM	3-4	SKULL	-7	7	1 LIGHT	34 kg				
[0] 11 HEALTH (HT)	✓ Senses	5	FACE	-5	3	2 MEDIUM	51 kg				
BASIC DAMAGE	[0] 10 PERCEPTION (PER)	6-7	RIGHT LEG	-2	0	3 HEAVY	102 kg				
1d BASIC THRUST	[0] 10 VISION	8	RIGHT ARM	-2	0	4 X-HEAVY	170 kg				
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					
POINT POOLS		17-18	NECK	-5	0	255 kg CARRY ON BACK					
[0] 11 OF 11 FP [RESTED]			VITALS	-3	0/4	850 kg SHIFT SLIGHTLY					
[0] 13 OF 13 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	Javelin		1		30	1 kg	30	1 kg		B273
✓	1	Medium Shield		1		60	7.5 kg	60	7.5 kg		B287
		DR 7, HP 40									
✓	1	Morningstar		3		80	3 kg	80	3 kg		B272
#		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		HT54
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		