























PORTRAIT		IDENTITY				MISCELLANEOUS				172 POINTS					
	✂	NAME	Yorgos Thadon			CREATED	Jul 24, 2024, 11:01 PM			4	UNSPENT				
		TITLE	El Carnero Macizo [1]			MODIFIED	Aug 4, 2025, 6:06 PM			20	ANCESTRY				
		ORGANIZATION	YFRLD			PLAYER	Sergi			85	ATTRIBUTES				
	DESCRIPTION										68	ADVANTAGES			
✂	GENDER	Male		✂	HEIGHT	1.82 m		✂	HAIR	Snow		-55	DISADVANTAGES		
✂	AGE	26		✂	WEIGHT	97 kg		✂	EYES	Brown		0	QUIRKS		
✂	BIRTHDAY	10 de Vord, 1º			SIZE	+0		✂	SKIN	Pale		50	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)	[0]	13	FRIGHT CHECK	2-3	HEAD	-5	0	0	NONE	17 kg	7	10	
[0]	9	INTELLIGENCE (IQ)	[0]	6	INITIATIVE (INIT)		SKULL	-7	3		1	LIGHT	34 kg	5	9
[0]	11	HEALTH (HT)	[5]	7	BASIC MOVE		FACE	-5	0	2	MEDIUM	51 kg	4	8	
BASIC DAMAGE		Senses				NECK	-5	0		3	HEAVY	102 kg	2	7	
1d BASIC THRUST		[0]	9	PERCEPTION (PER)		EYES	-9	0		4	X-HEAVY	170 kg	1	6	
2d-1 BASIC SWING		[0]	9	VISION		4-6	ARMS	-2	0	LIFTING & MOVING THINGS					
		[0]	9	HEARING		7-9	HANDS	-4	0	17 kg BASIC LIFT					
		[0]	9	TASTE & SMELL			TORSO	+0	2	34 kg ONE-HANDED LIFT					
		[0]	9	TOUCH			VITALS	-3	3	136 kg TWO-HANDED LIFT					
		POINT POOLS				10-12	GROIN	-3	2	204 kg SHOVE & KNOCK OVER					
[0]	12	OF 13	HP	[WOUNDED]			LEGS	-2	0	408 kg RUNNING SHOVE & KNOCK OVER					
[0]	11	OF 11	FP	[RESTED]			FEET	-4	1	255 kg CARRY ON BACK					
										850 kg SHIFT SLIGHTLY					
± REACTION					± CONDITION										
-2	from experienced NPCs				+6	on all IQ rolls to wake up or to recover from surprise or mental stun									
-1	from non-criminals who learn of your Criminal Record. Police, judges, vigilantes, and other law-and-order types react at -2				+1	to all HT rolls to stay conscious, avoid death, resist disease, or resist poison									
-1	from others				+1	to initiative rolls for your side (+2 if you are the leader)									
-2	from others aware of your clueless nature				+4	to resist Sex Appeal									
+1	from Terrien Caravan members aware of your reputation				+1	to skill rolls any time you take an unnecessary risk (in the GM's opinion)									
+2	from young or naive individuals who believe you are as good as you say you are														
MELEE WEAPON					USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST				
CdP Natural Attacks					Unarmed	15	11	No	1d cr	C					
Parry with punches; Kicks have range C, 1; High Kicks are at -2.															
Crushing Striker (Horns)					Headbutt	15	11	No	1d+2 cr	C					
Hooves					Trample	13	No	No	1d+2 cr	C,1					
Only on SM-2 or (prone) SM-1															
TRAIT		PTS			SKILL / TECHNIQUE		SL	RSL	PTS						
Advantages & Perks		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 (Gods of yore)		8	IQ-1	1	B199+					
Recover FP at twice the normal rate (but not FP spent for spells or psi powers)					History (Korkon Tribes)		7	IQ-2	1	B200					
Good Reputation 1		1		B26+	Intimidation		10	Will-1	1	B202					
Caravana Terrien; Recognized all the time					Jumping		13	DX	1	B203+					
Luck (1/h)		15		B66+	Lifting		12	HT+1	4	B205					
Sacrificial Parry (Flail)		1		PU2:7	Mechanic (Steam Engine)		10	IQ+1	4	B207					
Disadvantages & Quirks		-55			Observation		10	Per+1	4	B211					
					Running		12	HT+1	4	B218					
					Shield		15	DX+2	4	B220					
					Survival (Desert)		9	Per	2	B223					
					Tactics		7	IQ-2	1	B224+					
					Throwing		13	DX	2	B226					

TRAIT			Pts		SKILL / TECHNIQUE		SL	RSL	Pts	
<b>Berserk</b> 			-10	<u>B124</u>	Wrestling		14	DX+1	4	<u>B228+</u>
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										
<b>Clueless</b>			-10	<u>B126</u>						
<b>Code of Honor (Chivalry)</b> 			-15	<u>B127</u>						
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.										
<b>Low TL 1</b>			-5	<u>B22</u>						
<b>Overconfidence</b> 			-5	<u>B148</u>						
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!										
<b>Sense of Duty</b> 			-5	<u>B153</u>						
Friends and Companions										
<b>Social Stigma (ITP Criminal)</b> 			-5	<u>B155</u>						
Assigned to NCC's (Niwel capital city) "Interim Temperance Program"										
✔ <b>Languages &amp; Culture</b>			5							
<b>Cultural Familiarity (Korkon)</b> 			0	<u>B23</u>						
Native										
<b>Cultural Familiarity (Te'karn)</b>			1	<u>B23</u>						
<b>Language: Ama'kon</b> 			4	<u>B24</u>						
Spoken (Conversational); Written (Literate)										
<b>Language: Korank</b> 			0	<u>B24</u>						
Native; Spoken (Fluent); Written (Educated)										
✔ <b>Other Features &amp; Traits</b>			20							
<b>CdP Natural Attacks</b>			0	<u>B271</u>						
➤ <b>Korkon</b> <b>Ancestry</b>			20							
✓	#	CARRIED EQUIPMENT (24.012 kg; \$409.55)			USES					
✓	1	✔ <b>Backpack, Small</b> 				60	1.5 kg	309.25	18.962 kg	<u>HT54</u>
Holds 50lbs.										
✓	3	✔ <b>Glass Bottle, 1 quart</b> 				3.75	0.5 kg	11.25	1.5 kg	<u>LT34</u>
DR 1, Fragile (Brittle) see B136										
✓	1	<b>Lantern</b> 				20	1 kg	20	1 kg	<u>B288</u>
Uses 1 pint of oil per 24 hours										
✓	1	<b>Personal Basics</b> 				5	0.5 kg	5	0.5 kg	<u>B288</u>
Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.										
✓	1	<b>Rope, 3/8", 20 yards</b> 				10	1.5 kg	10	1.5 kg	<u>B288</u>
Supports 300 lbs.										
✓	1	<b>Sandglass</b>				50	1.5 kg	50	1.5 kg	<u>LT45</u>
✓	1	<b>Sewing Kit</b>				1	0 kg	1	0 kg	<u>HT31</u>
✓	1	<b>Sleeping Fur</b>				50	4 kg	50	4 kg	<u>B288</u>
✓	1	<b>Tent, 2-Man</b> 				80	6 kg	80	6 kg	<u>B288</u>
Includes ropes; requires one 6' pole										
✓	1	<b>Thermos Bottle</b> 				10	1 kg	10	1 kg	<u>HT33</u>
Fragile.										
✓	10	<b>Wax Candles</b> 				0.3	0.0312 kg	3	0.312 kg	<u>HT51</u>
Burns 8hrs.										
✓	3	<b>Wool yarn and needle</b>				3	0.05 kg	9	0.15 kg	
✓	1	<b>ITP Armband</b> 				0.3	0.05 kg	0.3	0.05 kg	
Marks you as "criminal on parole", probably.										
✓	1	<b>Leather Armor</b>				100	5 kg	100	5 kg	<u>B283</u>
NOTE										
<b>Anotaciones:</b> [1] Autoproclamado										
<b>Umbral HP:</b> 7 (>HP/2), 5 (>HP/3), 4 (<HP/3)										