

PORTRAIT		IDENTITY		MISCELLANEOUS		171 POINTS							
	NAME	Laterne, "Late"		CREATED	Aug 14, 2024, 11:40 AM		2 UNSPENT						
	TITLE	Marine		MODIFIED	Mar 20, 2025, 5:54 PM		30 ANCESTRY						
	ORGANIZATION	Armada de Niwel		PLAYER	David		20 ATTRIBUTES						
	DESCRIPTION						59 ADVANTAGES						
GENDER		Male	HEIGHT		1.9 m	HAIR							
AGE			WEIGHT		78 kg	EYES							
BIRTHDAY			SIZE		+0	SKIN							
RELIGION			TL		(5+1)	HAND							
-10 DISADVANTAGES													
-1 QUIRKS													
71 SKILLS													
0 SPELLS													
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE					
[0] 10 STRENGTH (ST)	[0] 11 WILL	ROLL	LOCATION	DR	LEVEL				MAX LOAD	MOVE	DODGE		
[0] 9 DEXTERITY (DX)	[0] 9 KEUM (KE)	3-4	EYES	-9	0	0 NONE				10 kg	5	8	
[20] 12 INTELLIGENCE (IQ)	8 GRIT	5	SKULL	-7	5	1 LIGHT				20 kg	4	7	
[0] 11 HEALTH (HT)	✓ Senses	6-7	FACE	-5	3	2 MEDIUM				30 kg	3	6	
BASIC DAMAGE		8	RIGHT LEG	-2	3	3 HEAVY				60 kg	2	5	
1d-2 BASIC THRUST	[0] 11 PERCEPTION (PER)	9-10	RIGHT ARM	-2	3	4 X-HEAVY				100 kg	1	4	
1d BASIC SWING	[0] 11 VISION	11	TORSO	+0	3	LIFTING & MOVING THINGS							
	[0] 11 HEARING	12	GROIN	-3	3	10 kg BASIC LIFT							
	[0] 11 TASTE & SMELL	13-14	LEFT ARM	-2	3	20 kg ONE-HANDED LIFT							
	[0] 11 TOUCH	15	LEFT LEG	-2	3	80 kg TWO-HANDED LIFT							
	✓ Movement	16	HAND	-4	3	120 kg SHOVE & KNOCK OVER							
	[0] 5.25 BASIC SPEED	17-18	FOOT	-4	5	240 kg RUNNING SHOVE & KNOCK OVER							
	[0] 5 BASIC MOVE		NECK	-5	3	150 kg CARRY ON BACK							
POINT POOLS			VITALS	-3	3	500 kg SHIFT SLIGHTLY							
[0] 11 OF 11 FP [RESTED]													
[0] 12 OF 12 HP [HEALTHY]													
[0] 9 OF 9 KP [HARMONICAL]													
REACTION				CONDITION									
+2 From employers.				-1 additional penalty whenever the GM assesses attribute penalties for missed sleep									
-1 from other koppemak except those of your own kind				+2 Eliminate -1/level to a skill with success on another to improvise tools; Apply to Enigmatic Device Table rolls and other unskilled tech rolls.									
+1 from others aware of your reputation				-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	ST			
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	SHOTS	BULK	RECOIL	ST
Revolver, .36					12	1	2d-1 pi	120/1,300	1	6(3i)	-2	2	10
TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL	PTS					
✓ Advantages		59		Airshipman		12	IQ	1	B185				
Eidetic Memory		10	B51	Apparatus Operation (Communications)		11	IQ-1	1	B189				
Photographic				Armoury (Heavy Weapons)		15	IQ+3	4	B178				
Empathy		12	B51+	Computer Programming		12	IQ	4	B184				
Requires physical contact; Only on living beings				Diplomacy		10	IQ-2	1	B187				
Sensor polígrafo				Electrician		15	IQ+3	4	B189				
Good Reputation 1		1	B26+	Engineer (Artillery)		13	IQ+1	2	B190				
People Affected (Caravana Terrien); Recognized all the time				Engineer (Heavy Arkopan)		13	IQ+1	2	B190				
Illumination		1	PU2:10	Engineer (Robotics)		13	IQ+1	2	B190				
Up to 10m				Fast-Draw		9	DX	1	B194+				
Luck		15	B66+	Gunner (Cannon)		10	DX+1	2	B198				
Usable once per hour of play				Gunner (Machine Gun)		10	DX+1	2	B198				
Military Rank 0		0	B29	Guns (Pistol)		12	DX+3	8	B198				
Guardia de Niwel				Guns (Rifle)		10	DX+1	1	B198				
Talent (Artificer) 2		20	PU3:6										

TRAIT				PTS		SKILL / TECHNIQUE		SL	RSL	PTS	
✔	Culture			0		Law (Criminal, Niwel)	10	IQ-2	1	B204	
	Cultural Familiarity (Te'karn) 📖			0	B23	Leadership	12	IQ	2	B204	
	Language: Ama'kon 📖			0	B24	Machinist 📖	14	IQ+2	2	B206	
	Native; Spoken (Native); Written (Native)					Mathematics (Applied)	12	IQ	4	B207	
✔	Disadvantages			-11		Mechanic (Heavy Arkopan)	15	IQ+3	4	B207	
	Slow Riser			-5	B155	Mechanic (Robotics) 📖	15	IQ+3	4	B207	
	Social Stigma (Human-made) 📖			-5	B155	Merchant	12	IQ	2	B209	
	You belong to a group that receives fewer rights and privileges than “full citizens.”					Navigation (Air)	11	IQ-1	1	B211	
	Vow 📖			-1	B165	Piloting (Contragravity)	10	DX+1	4	B214	
	Velar por Niwel, sus habitantes, la Guardia y el Gobernador.					Psychology (Te'karn)	13	IQ+1	1	B216	
➤	Koppemak <b>Ancestry</b>			30		Shiphhandling (Airship) 📖	12	IQ	4	B220	
	Natural Attacks			0	B271	Soldier	12	IQ	2	B221	
						Stealth	7	DX-2	0	B222	
						Tactics	12	IQ	4	B224+	
						Teaching	11	IQ-1	1	B224	

✔	#	CARRIED EQUIPMENT (3.75 kg; \$370)				USES	TL	LC	📖	📖	📖📖	📖📖	📖📖	
✔	1	Boots 📖					2		80	1.5 kg	80	1.5 kg		B284
		Flexible; Concealable												
✔	1	Military Uniform, Ordinary, Rank 0					5		140	1 kg	140	1 kg		HT63
✔	1	Revolver, .36					5	3	150	1.25 kg	150	1.25 kg		B278

#	OTHER EQUIPMENT (12 kg; \$695)				USES	TL	LC	📖	📖	📖📖	📖📖	📖📖	
1	✔	Backpack, Small 📖					5		60	1.5 kg	695	12 kg	HT54
		Holds 50lbs.											
1		Personal Basics 📖					0		5	0.5 kg	5	0.5 kg	B288
		Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.											
1		Portable Tool Kit (Mechanic: Contragravity)					5		600	10 kg	600	10 kg	HT24
1		Topographic Map 📖					5		30	0 kg	30	0 kg	HT53
		Valle Eterno, comarca de Niwel											