

	17	4 Points 🗷
M	1	UNSPENT
M	25	ANCESTRY
	85	ATTRIBUTES
	68	ADVANTAGES
	-55	DISADVANTAGES
	0	Quirks
	50	Skills
-	0	SPELLS

PRIMARY ATTRIBUTES SECONDARY ATTRIBUTES			Humanoid				Encumbrance, Move & Dodge					
[20] 13 STRENGTH (ST)	[0] 11 WILL	Roll	Locati	ION	DR	ê	Level	Max Load	Move	Dodge		
[60] 13 DEXTERITY (DX)	[0] 13 COMPOSURE	2-3	HEAD	-2	0		▲ 0 None	17 kg	7	10		
[0] 9 INTELLIGENCE (IQ)	[0] 5.5 INITIATIVE (INIT)		SKULL	-2	3		1 LIGHT 34 kg 5					
[0] 11 HEALTH (HT)	5 KEUM		FACE	-2	0		2 MEDIUM	51 kg	4	8		
Basic Damage	[5] 7 BASIC MOVE		NECK	-2	0	Ш	3 HEAVY	102 kg	2	7		
1d Basic Thrust	Senses		Eyes	-3	0		4 X-HEAVY 170 kg 1					
2d-1 BASIC SWING	[0] 11 Perception (Per)	4-5	ARMS	-1	0		LIFTING & MOVING THINGS					
Zu-1 DASIC SWING	[0] 11 VISION		HANDS	-2	0		17 kg Basic Lift					
[0] 11 HEARING		6-8	Torso	+0	0		34 kg One-Hand					
	[0] 11 TASTE & SMELL		VITALS	+0	1	Ш	136 kg Two-Hand					
[0] 11 Touch			GROIN	-1	0		204 kg Shove & Knock Over					
Point Pools		9-12	LEGS	-1	0		408 kg Running Shove & Knock Over					
[0] 13 OF 13 HP [HEALTHY]			FEET	-2	1		255 kg Carry On					
0 OF 0 STRESS [CALM]							850 kg Shift Slig	HTLY				

±	Reaction	±	
-2	from experienced NPCs	+6	on all IQ rolls
-1	from non-criminals who learn of your Criminal Record.		mental stun
	Police, judges, vigilantes, and other law-and-order types	+1	to all HT rolls
	react at -2		disease, or res
-1	from others	+1	to initiative ro
-2	from others aware of your clueless nature	+4	to resist Sex A
+1	from Terrien Caravan members aware of your reputation	+1	to skill rolls ar
+2	from young or naive individuals who believe you are as		GM's opinion)

+6	on all IQ rolls to wake up or to recover from surprise or mental stun
+1	to all HT rolls to stay conscious, avoid death, resist disease, or resist poison

CONDITION

- olls for your side (+2 if you are the leader)
- Appeal
- any time you take an unnecessary risk (in the

Melee Weapon	Usage	SL	Parry	Вьоск	Damage	REACH	ST
Crushing Striker (Horns)		15	11	No	1d+2 cr	С	
Hooves 🗖	Trample	13	No	No	1d+2 cr	C,1	
Only on SM-2 or (prone) SM-1							
Natural Attacks	Bite	15	No	No	1d cr	С	
Natural Attacks	High Kick	13	No	No	1d cr	C,1	
Natural Attacks	Low Kick	15	No	No	1d cr	C,1	
Natural Attacks 🖪	Punch	15	11	No	1d cr	С	
Arm ST 1							

Trait	Ртѕ		SKILL / TECHNIQUE	SL	RSL	Pts	
Advantages & Perks	63		Brawling	15	DX+2	4	B182+
Ambidexterity	5	B39	Shield	15	DX+2	4	B220
Arm ST 1 🖪	5	<u>B40</u>	Wrestling	14	DX+1	4	B228+
Only applies to efforts to lift, throw, or attack			Jumping	13	DX	1	B203+
with those arms or hands. If a task requires			Throwing	13	DX	2	<u>B226</u>
multiple hands and they don't have the same ST, use the average ST.			Climbing	13	DX	2	<u>B183</u>
Combat Reflexes	15	<u>B43</u>	Flail	13	DX	4	<u>B208</u>
Daredevil	15	B47	Escape	12	DX-1	2	<u>B192</u>
Deep Sleeper	1	PU2:13	Running	12	HT+1	4	<u>B218</u>
Fit 🖯	5	B55	Observation	12	Per+1	4	<u>B211</u>
Recover FP at twice the normal rate (but not FP			Lifting	12	HT+1	4	<u>B205</u>
spent for spells or psi powers)			Survival (Desert)	11	Per	2	<u>B223</u>
Good Reputation 1	1	<u>B26+</u>	Mechanic (Steam Engine)	10	IQ+1	4	<u>B207</u>
Caravana Terrien; Recognized all the time			Airshipman	10	IQ+1	2	<u>B185</u>
Luck (1/h)	15	<u>B66+</u>	Gesture	10	IQ+1	2	B198
Sacrificial Parry (Flail)	1	PU2:7	Intimidation	10	Will-1	1	B202

good as you say you are

Disadvantages & Quirks Serset		Trait	Pts			Skii -/ -	Гесимион	IE .	SL R	SL Pts	
Berserk	© [B176
CR 12 (Resist quite orders) Make a self-control roll any time you suffer damage over 1/4 your IP in the space of one second, and whenever you where set quivalent		_		R124	11		•	JII <i>)</i>			
Make a self-control roll any time you suffer damage over 1/4 your Hill his space of one second, and whenever you witness equivalent harm to a loved one			10	<u> </u>	III .	LOIC (DI	0303)				
Care		Make a self-control roll any time you suffer			II .	(Cránec	s Blanc	:05)			
Name to a loved one Cluelees Code of Honor (Chivalry) B -10 B126 B127 B127 B126 Code of Honor (Chivalry) B -15 B127					l motory	(Oranee	o Biarro	,00)	, 14	_ ,	<u> </u>
Colueless											
Code of Honor (Chivalry)			10	D126							
Protect any lady, and anyone weaker than youseff. Never break your word. Never lignore an insult to yourself; a lady, your liege-land, or your faith; insults may only be vileged 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 chivarious). Accept any challenge to ams from anyone of greater or equal rank. Low TL 1											
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Low TL 1											
Overconfidence			_	DOO							
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 Firends and Companions Social Stigma (Criminal Record) -5 B155			-5								
You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fall, you must go ahead as though you were able to handle the situation!			-5	<u>B148</u>							
GM Teels you show an unreasonable degree of caution. If you fall, you wast go ahead as though you were able to handle the situation! Sense of Duty □											
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Friends and Companions Social Stigma (Criminal Record) 5 5 5 5 5 5 5 5 5			_								
Social Stigms (Criminal Record) -5 B155			-5	<u>B153</u>							
Note (Cultural Familiarity) 25 Cultural Familiarity 1 B23 Korkon (Native); Tekarn 4 B24 Language: Amalkon		·		D1EE							
Cultural Familiarity ☐ Cultural Familiarity ☐ Rorkon (Native): Terkarn 1 B23 Language: Ama'kon ☐ Spoken (Accented) 4 B24 Language: Korkon (Native): Written (Accented) 4 B24 Natural Attacks 0 B271 ✓ # CARRIED EQUIPMENT (0.05 kg; \$0.3) Uses Image: Company of the company of th				<u>B133</u>							
Cultural Familiarity Excitor (Native); Tekarn 1 823 824											
Korkon (Native); Te karn Language: Ama'kon				Poo							
Language: Ama'kon			'	<u>DZ3</u>							
Spoken (Accented); Written (Accented) Language: Korank			4	B24							
Language: Korank Rative; Spoken (Native); Written (Native) Natural Attacks 0 B271											
Natural Attacks			0	B24							
✓ # CARRIED EQUIPMENT (0.05 kg; \$0.3) Uses ■ 0.3 0.05 kg ■ 0.5 kg ■ 1.5 kg											
Parole Armband Narks you as "criminal on parole", probably. Narks you as "criminal on parole", probably. Narks you as "criminal on parole", probably.											
# OTHER EQUIPMENT (23.962 KG; \$409.25) 1			(0.05 ка	; \$0.3)			Uses				
# OTHER EQUIPMENT (23.962 kg; \$409.25) 1	•							0.3 0.05	Kg	0.3 0.05 K	g
1								A		• •	
Holds 50lbs. 3		,	; \$409.2	.5)		USES		4.51			LITEA
3 S Glass Bottle, 1 quart	1						60	1.5 Kg	409.25	23.962 kg	H154
DR 1, Fragile (Brittle) see B136	3						3 75	0.5 kg	11 25	1 5 kg	1 T3/
1 Lantern ∃ 20 1 kg 20 1 kg 8288 1 Leather Armor 100 5 kg 100 5 kg 8283 1 Personal Basics ∃ 5 0.5 kg 5 0.5 kg 8288 Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits. 10 1.5 kg 10 1.5 kg 8288 Supports 300 lbs. 50 1.5 kg 50 1.5 kg <		· · · · · ·					3.73	0.5 kg	11.25	1.5 kg	<u>L134</u>
Uses 1 pint of oil per 24 hours 100 5 kg 100 5 kg 8283 1 Personal Basics	1	, ,					20	1 ka	20	1 ka	B288
1 Leather Armor 100 5 kg 100 5 kg B283 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. 5 0.5 kg 5 0.5 kg B288 1 Rope, 3/8", 20 yards ∃ Supports 300 lbs. 10 1.5 kg 10 1.5 kg B288 1 Sandglass 50 1.5 kg 50 1.5 kg LT45 1 Sewing Kit 1 0 kg 1 0 kg HT31 1 Sleeping Fur 50 4 kg 50 4 kg B288 1 Tent, 2-Man ∃ Includes ropes; requires one 6' pole 80 6 kg 80 6 kg B288 1 Thermos Bottle ∃ Fragile. 10 1 kg 10 1 kg HT33									•	9	
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Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits. 1 Rope, 3/8", 20 yards 10 1.5 kg 10 1.5 kg Supports 300 lbs. 1 Sandglass 50 1.5 kg 50 1.5 kg LT45 1 Sewing Kit 1 0 kg 1 0 kg HT31 1 Sleeping Fur 50 4 kg 50 4 kg B288 1 Tent, 2-Man 1 80 6 kg 80 6 kg B288 Includes ropes; requires one 6' pole 1 Thermos Bottle 10 1 kg HT33 Fragile.	1	Personal Basics 🖪					5	_	5	_	
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Supports 300 lbs. 1 Sandglass 50 1.5 kg 50 1.5 kg LT45 1 Sewing Kit 1 0 kg 1 0 kg HT31 1 Sleeping Fur 50 4 kg 50 4 kg B288 1 Tent, 2-Man	4		etc., as T	L permits.			10	1 5 1.	40	4.51	DOOO
1 Sandglass 50 1.5 kg 50 1.5 kg LT45 1 Sewing Kit 1 0 kg 1 0 kg HT31 1 Sleeping Fur 50 4 kg 50 4 kg B288 1 Tent, 2-Man	1						10	1.5 kg	10	1.5 kg	B288
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Includes ropes; requires one 6' pole 1 Thermos Bottle ☐ 10 1 kg 10 1 kg HT33 Fragile.		• =									
1 Thermos Bottle	'						30	U Kg	80	U KY	<u>DZ00</u>
Fragile.	1						10	1 ka	10	1 ka	HT33
								9		9	55
	10						0.3	0.0312 kg	3	0.312 kg	HT51

Note
Anotaciones: [1] Autoproclamado

Burns 8hrs.

Wool yarn and needle

3

9

0.15 kg

0.05 kg

3