




	IDENTITY		MISCELLANEOUS		160 POINTS 
	NAME	Salumi Erkel-Thaet	CREATED	Jul 21, 2024, 4:21 PM	0 UNSPENT
	TITLE	Hechicera de la Seda	MODIFIED	Aug 7, 2024, 1:16 PM	43 ANCESTRY
ORGANIZATION			PLAYER	Vido	30 ATTRIBUTES
DESCRIPTION					
GENDER	Female	HEIGHT	1.7 m	HAIR	Snow
AGE	14	WEIGHT	60 kg	EYES	Golden
BIRTHDAY	June 12	SIZE	+0	SKIN	Pale
RELIGION		TL	(5+1)	HAND	Right
					67 ADVANTAGES
					-25 DISADVANTAGES
					0 QUIRKS
					45 SKILLS
					0 SPELLS

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID			ENCUMBRANCE, MOVE & DODGE				
[10]	11 STRENGTH (ST)	[0]	11 WILL	ROLL	LOCATION	DR	+	LEVEL	MAX LOAD	MOVE	DODGE
[0]	11 DEXTERITY (DX)	[0]	11 FRIGHT CHECK	3-4	EYES	-9	0	0 NONE	12 kg	6	8
[20]	11 INTELLIGENCE (IQ)	Senses		5	SKULL	-7	2	1 LIGHT	24 kg	4	7
[0]	10 HEALTH (HT)	[0]	12 PERCEPTION (PER)	6-7	FACE	-5	0	2 MEDIUM	36 kg	3	6
1	KEUM (KE)	[0]	12 VISION	8	RIGHT LEG	-2	0	3 HEAVY	72 kg	2	5
BASIC DAMAGE		[0]	12 HEARING	9-10	RIGHT ARM	-2	0	4 X-HEAVY	120 kg	1	4
1d-1	BASIC THRUST	[0]	12 TASTE & SMELL	11	TORSO	+0	0	LIFTING & MOVING THINGS			
1d+1	BASIC SWING	[0]	12 TOUCH	12	GROIN	-3	0	12 kg	BASIC LIFT		
		Movement		13-14	LEFT ARM	-2	0	24 kg	ONE-HANDED LIFT		
		[0]	5.25 BASIC SPEED	15	LEFT LEG	-2	0	96 kg	TWO-HANDED LIFT		
		[0]	6 BASIC MOVE	16	HAND	-4	0	144 kg	SHOVE & KNOCK OVER		
POINT POOLS				17-18	FOOT	-4	0	288 kg	RUNNING SHOVE & KNOCK OVER		
[0]	8 OF 8 FP [RESTED]			17-18	NECK	-5	0	180 kg	CARRY ON BACK		
[0]	11 OF 11 HP [HEALTHY]				VITALS	-3	0	600 kg	SHIFT SLIGHTLY		

REACTION		CONDITION	
+1	from others	+1	to others' attempts to identify or follow you
-2	from others aware of your reputation	+1	to trained Acting skill for the sole purpose of "acting innocent"

MELEE WEAPON		USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Broadsword		Swung	12	9	No	1d+2 cut	1	10
Broadsword		Thrust	12	9	No	1d cr	1	10
Fangs		Bite	12	No	No	1d-2 imp	C	
Natural Attacks		Kick	10	No	No	1d-1 cr	C,1	
Natural Attacks		Punch	12	9	No	1d-2 cr	C	

TRAIT	PTS			SKILL / TECHNIQUE	SL	RSL	PTS		
Natural Attacks	0	<u>B271</u>	-	Acrobatics	10	DX-1	2	<u>B174+</u>	?
Appearance	4	<u>B21</u>		Artist (Painting)	10	IQ-1	2	<u>B179</u>	?
Attractive				Body Language	12	Per	2	<u>B181</u>	?
Regrowth	8	<u>B80+</u>	?	Brawling	12	DX+1	2	<u>B182+</u>	
Preparation Required (1 hour); Limited Use (Once per day)				Camouflage	11	IQ	1	<u>B183</u>	?
Flight	20	<u>B56+</u>	?	Cooking	12	IQ+1	4	<u>B185</u>	?
Cannot Hover; Winged; Encumbrance-Limited (Light encumbrance) (Can only glide at best when overburdened)				Diplomacy	11	IQ	4	<u>B187</u>	?
Air Move is Basic Speed x 2 (drop all fractions)				Esoteric Medicine	12	Per	4	<u>B192+</u>	?
Honest Face	1	<u>B101</u>		First Aid/TL(5+1)	12	IQ+1	0	<u>B195</u>	?
Sense of Duty	-5	<u>B153</u>		Default: Esoteric Medicine					
Grubs				Flight	10	HT	2	<u>B195</u>	?
Fragile (Combustible)	-5	<u>B136</u>	?	Hidden Lore (Magic)	10	IQ-1	1	<u>B199+</u>	?
Demophobia (Crowds)	-12	<u>B149</u>	?	Naturalist	11	IQ	4	<u>B211</u>	?
CR: 13 (non-standard), -2 Action Penalty				Observation	12	Per	2	<u>B211</u>	?
Any group of over a dozen people sets off this fear unless they are all well known to you.				Piloting/TL(5+1)	10	Will-1	2	<u>B214</u>	?
The self-control roll is at -1 for over 25 people, -2 for a crowd of 100 or more, -3 for 1,000, -4 for 10,000, and so on.				(Nokk)					
Keumic Affinity 1	10			Psychology	11	IQ	4	<u>B216</u>	?
Keumic Affinity 3	14	<u>B92+</u>	?	(O'koptera)					
Keumic (Affected by keum fluctuations)				Sewing/TL(5+1)	12	DX+1	2	<u>B219</u>	?
Keumic Knot 3	-3		?	Sword	12	DX+1	4		?
				Throwing	11	DX	2	<u>B226</u>	?
				Tracking	11	Per-1	1	<u>B226</u>	?

TRAIT		PTS		
☑	Knots	0		—
	Distinctive Features	0	<u>B165</u>	!
	Pale exoskeleton			
☑	Languages	10		—
	Language: Anere	0	<u>B24</u>	
	Native; Spoken (Native); Written (Native)			
	Language: Ama'kon	6	<u>B24</u>	!
	Spoken (Native); Written (Native)			
	Language: Amate'karn	4	<u>B24</u>	!
	Spoken (Accented); Written (Accented)			
☑	O'koptera Ancestry	43		—
☑	Attributes	24		—
	Increased Dexterity 1	20	<u>B15</u>	—
	Increased Perception 1	5	<u>B16</u>	—
	Increased Basic Move 1	5	<u>B17</u>	
	Fewer Fatigue Points 2	-6	<u>B16</u>	
☑	Advantages	35		—
	Extra Arm 2	20	<u>B53</u>	—
	Night Vision 3	3	<u>B71+</u>	—
	Fangs	2	<u>B91</u>	—
	Vibration Sense	10	<u>B96+</u>	—
	Air			
	Target at -9			
☑	Disadvantages	-16		—
	Bad Reputation 2	-6	<u>B26+</u>	!
	People Affected (Almost everyone except koppemak and other o'koptera)			
	Known to eat sapients			
	Short Lifespan 1	-10	<u>B154</u>	—

✓	#	CARRIED EQUIPMENT (9.75 KG; \$739.3)	USES	TL	LC						
✓	1	Adorned Tunic		4		30	0.3 kg	30	0.3 kg	<u>HT63</u>	!
✓	1	☑ Backpack, Small Holds 50lbs.		5		60	1.5 kg	209.3	7.95 kg	<u>HT54</u>	
✓	3	Bandages One wound.		5		1	0.05 kg	3	0.15 kg	<u>HT221</u>	
✓	1	Flint and Steel		5		5	0 kg	5	0 kg	<u>HT57</u>	
✓	1	Pocketknife		5		5	0 kg	5	0 kg	<u>HT31</u>	
✓	30	Duct Tape "Quantity" represents yards.		6		0.01	0.01 kg	0.3	0.3 kg	<u>HT26</u>	!
✓	1	Sewing Kit		5		1	0 kg	1	0 kg	<u>HT31</u>	
✓	1	Sleeping Bag		5		100	4 kg	100	4 kg	<u>HT56</u>	
✓	1	Spyglass 4x magnification. Holdout -2.		5		25	1 kg	25	1 kg	<u>HT47</u>	
✓	1	Tea One pound lasts one month.				5	0.5 kg	5	0.5 kg	<u>HT34</u>	
✓	1	Towel 2'x4'		5		5	0.5 kg	5	0.5 kg	<u>HT31</u>	
✓	1	Broadsword		2		500	1.5 kg	500	1.5 kg	<u>B271</u>	!