

INFINITY

CAPÍTULO 3

“LOS PERSONAJES”

INFINITY



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Generalidades

L1P2C2E1



Este módulo maneja los siguiente PEs, entre PJs y PNJs. **Versión:** 1.0 (*Anárkika*®TM 01072015) **Observaciones:** Al ascender a N2 se permite al PJ subir 7 puntos en CRCs y al subir a N3 se le permite subir 8 puntos más en CRCs.

PEs para el DM	
Thormes:	DP195R5N1GUE
Sesdek:	DP187R5N1BRI
Zuand:	DP189R5N1SAC
Saij:	DP190R5N1POL
Kuira:	DP187R5N1BRI
Lurak:	DP191R5N1HEC
Tark:	DP192R5N1CIE
Auntar:	DP412R6N4BRI Asesino
Louto común:	DP81R5N1CAM
Louto de manada:	DP95R5N1BRI
Louto líder:	DP102R5N2GUE
Bandido común:	DP90R5N1CAM
Bandido peligroso:	DP112R5N2GUE
Mibrinh tropa:	DP98R5N1CAM
Mibrinh salvaje:	DP124R5N1BRI
Mibrinh chamán:	DP150R5N2HEC
Mibrinh líder:	DP222R5N3GUE

PEs para el DM									
	Thormes	Sesdek	Zuand	Saij	Kuira	Lurak	Tark	Auntar	Líder
1	100	87	92	93	92	95	94	98	96
2	94	85	86	90	87	94	84	96	95
3	91	83	86	80	80	89	74	93	86
4	86	80	85	70	74	83	71	91	85
5	83	73	78	65	67	70	68	85	82
6	79	62	76	61	66	64	68	84	80
7	77	60	76	60	60	62	58	81	76
8	75	56	74	58	56	61	50	75	73
9	68	49	70	57	53	60	47	74	62
10	63	47	65	56	39	51	47	71	57
11	61	45	57	53	37	51	45	65	52
12	50	44	43	51	34	43	44	64	52
13	48	44	42	51	30	41	33	50	40
14	43	40	39	46	24	37	31	45	38
15	36	36	35	40	23	29	29	41	30
16	35	34	34	30	22	29	28	38	22
17	30	34	23	23	17	28	18	32	14
18	23	31	17	19	14	26	15	27	13
19	20	20	14	17	14	19	14	26	11
20	5	3	9	16	8	8	9	20	2
21	1	1	7	13	8	6	6	11	2
Sumatoria	1168	1014	1108	1049	905	1046	933	1267	1068
Promedio	56	48	53	50	43	50	44	60	51
Mínimo	1	1	7	13	8	6	6	11	2
Máximo	100	87	92	93	92	95	94	98	96

Thormes

PJ

L1P2C2E2



Descripción: Thormes es un amvisi muy joven y de muy buen aspecto y forma física. **SC:** Thormes es un muchacho justo y equilibrado, cree en la amistad, pero persigue sus objetivos rokarianos. **SB:** Ante el peligro Thormes desenvaina temerariamente y ágilmente la espada que la anciana Siral le obsequió, rasgando y cortando a sus rivales. **Versión:** 1.0 (*Anárkika*®TM 01072015) **Observaciones:** Ø.

¹ Solo se usará un tipo de INI para SB.

² La PER se usa en este módulo, pero solo de forma emblemática, no se administra su progreso.

Datos generales

G:	G0 Mediano
INIs	SC INI78 / SB INI50 ¹
Edad:	18u
SEX:	Macho

CRCs

FUE	105	ENE	91
CON	99	MOR	86
DES	83	MOV	69
INT	59	VAN	75
SAB	68	LIV	61
CAR	79	ACE	50

ASs

AS Abrir	85	AS Conectar	58	AS Meditar	63
AS Acampar	51	AS Conversar	54	AS Memorizar	49
AS Acicalarse	53	AS Coquetear	56	AS Montar	58
AS Afanar	50	AS Curar	55	AS Patrullar	58
AS Agilidad	57	AS Dañar	66	AS Percibir	63
AS Agredir	85	AS Descifrar	54	AS Pilotar	58
AS Agudizar	48	AS Describir	54	AS Preparar	55
AS Alertar	76	AS Desdeñar	54	AS Recargar	70
AS Alertismo	58	AS Desplazarse	66	AS Recoger	69
AS Alinearse	71	AS Disfrazarse	54	AS Reconocer	59
AS Alistarse	51	AS Elocuencia	57	AS Recordar	59
AS Analizar	48	AS Empujar	60	AS Recuperarse	64
AS Anudar	63	AS Engañar	56	AS Reflejos	61
AS Apresurar	48	AS Engullir	86	AS Relajarse	51
AS Aproximar	54	AS Escabullirse	71	AS Representar	63
AS Arrebatar	85	AS Esconderse	72	AS Retozar	58
AS Arrojar	82	AS Escudriñar	61	AS Rezar	60
AS Aturdir	80	AS Esculcar	47	AS Soportar	78
AS Auxiliar	49	AS Esquivar	63	AS Sujetar	57
AS Balancearse	64	AS Estimar	53	AS Sujetarse	76
AS Bloquear	64	AS Explicar	54	AS Supervivencia	54
AS Brincar	71	AS Fingir	56	AS Teorizar	50
AS Buscar	47	AS Fortaleza	77	AS Tino	62
AS Calcular	48	AS Forzar	60	AS Tocar	74
AS Captar	55	AS Inmovilizar	57	AS Preparar	62
AS Centrar	48	AS Inspeccionar	54	AS Usar	71
AS Cocinar	55	AS Intimidar	58	AS Valuar	54
AS Comparar	45	AS Intuir	61	AS Vigilar	52
AS Complicar	46	AS Jalar	60	AS Voluntad	65
AS Concentrarse	63	AS Manipular	63	AS Zafarse	72

INV

INVarm Vieja espada de Siral	40+4 40+4 48 12
INVmis Camisa de Garrazurda	0 2 0 0
INVmis Pantalón de Garrazurda	0 2 0 0
INVmis Trusa común	0 1 0 0
INVmis Bota de Garrazurda	0 1 0 0
INVmis Bolso	0 0 0 0
INVmis Vaina para espada media	0 0 0 0

PERs y DÑs

INVarm Vieja espada de Siral	N2PERsim ²	DÑfis4d20+8+P
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BENs

BENapt Adrenalina de guerra

TRUs

TRU Ataque menor

ADPCs

ADPC Base corporal total	69 26 46 8
ADPC Con espada ³	113 74 94 20

REDs

REDfis:	226
REDdiv:	130
REDmen:	129
REDmag:	125
REDmas:	190

³ En este módulo no se aplica RE Embestida.

Sesdek

PJ
L1P2C2E3



Descripción: Sesdek es un amvisi de contextura pequeña y algo encorvado, pero bastante ágil y silencioso. **SC:** No muy astuto y carismático, prefiere dejar la planeación y las conversaciones a otros, pero siempre esta presto para hacer algo de dinero o tesoros. **SB:** Siempre que no se pueda rehuir al combate, Sesdek desenvaina sus dagas y lanza cortes por doquier, trata de clavar y sajar indiscriminadamente, es muy hábil para esquivar ataques. **Versión:** 1.0 (*Anárkika*®™ 01072015) **Observaciones:** Ø.

Datos generales

G:	G0 Mediano
INIs	SC INI62 / SB INI90
Edad:	18u
SEX:	Macho

CRCs

FUE	73	ENE	60
CON	82	MOR	56
DES	92	MOV	91
INT	62	VAN	44
SAB	47	LIV	30
CAR	45	ACE	71

ASs

AS Abrir	66	AS Conectar	46	AS Meditar	44
AS Acampar	33	AS Conversar	28	AS Memorizar	29
AS Acicalarse	27	AS Coquetear	27	AS Montar	46
AS Afanar	53	AS Curar	42	AS Patrullar	40
AS Agilidad	55	AS Dañar	50	AS Percibir	41
AS Agredir	66	AS Descifrar	33	AS Pilotar	46
AS Agudizar	44	AS Describir	33	AS Preparar	42
AS Alertar	47	AS Desdeñar	33	AS Recargar	56
AS Alertismo	40	AS Desplazarse	62	AS Recoger	72
AS Alinearse	73	AS Disfrazarse	28	AS Reconocer	41
AS Alistarse	44	AS Elocuencia	32	AS Recordar	41
AS Analizar	44	AS Empujar	34	AS Recuperarse	45
AS Anudar	70	AS Engañar	27	AS Reflejos	63
AS Apresurar	44	AS Engullir	58	AS Relajarse	33
AS Aproximar	33	AS Escabullirse	60	AS Representar	67
AS Arrebatarse	66	AS Escondarse	67	AS Retozar	40
AS Arrojar	65	AS Escudriñar	58	AS Rezar	30
AS Aturdir	63	AS Esculcar	41	AS Soportar	51
AS Auxiliar	37	AS Esquivar	61	AS Sujetar	31
AS Balancearse	64	AS Estimar	31	AS Sujetarse	58
AS Bloquear	56	AS Explicar	33	AS Supervivencia	33
AS Brincar	73	AS Fingir	27	AS Teorizar	40
AS Buscar	28	AS Fortaleza	52	AS Tino	32
AS Calcular	44	AS Forzar	34	AS Tocar	62
AS Captar	48	AS Inmovilizar	31	AS Tregar	49
AS Centrar	44	AS Inspeccionar	33	AS Usar	61
AS Cocinar	42	AS Intimidar	30	AS Valuar	33
AS Comparar	39	AS Intuir	37	AS Vigilar	35
AS Complicar	23	AS Jalar	34	AS Voluntad	37
AS Concentrarse	44	AS Manipular	70	AS Zafarse	57

INV

INVarm Daga común	9+1 9+1 5 2
INVmis Camisa común	0 2 0 0
INVmis Pantalón común	0 2 0 0
INVmis Trusa común	0 1 0 0
INVmis Bota de cuero común	0 1 0 0
INVmis Bolso	0 0 0 0
INVmis Capa con capucha	0 2 0 0

PERs y DÑs

INVarm Daga común	N3PERsim	DÑfis2d6+1+P
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BENS

BENapt Agilidad natural

TRUs

TRU Ataque menor

ADPCs

ADPC Base corporal total	40 44 19 -6
ADPC Con ambas dagas	102 80 42 1
ADPC Con una daga	90 68 37 0

REDs

REDfis:	91
REDdiv:	52
REDmen:	61
REDmag:	53
REDmas:	115

Zuand

PJ
L1P2C2E4



Descripción: Zuand es una atractiva amvisitha de talla grande y de porte altivo, de maneras muy educadas, de voz profunda y tenue. **SC:** Sabia y carismática prefiere hablar que entablar un pleito, su conocimiento de los dioses y su devoción la hacen una poderosa herramienta del ultramundo. **SB:** Combate siempre ayudando a los caídos, pero puede defenderse ferozmente con una vara que usa para viajar. **Versión:** 1.0 (*Anárkika*®™ 01072015) **Observaciones:** Ø.

Datos generales

G:	G0 Mediano
INIs	SC INI75 / SB INI77
Edad:	23u
SEX:	Hembra

CRCs

FUE	78	ENE	86
CON	76	MOR	86
DES	76	MOV	76
INT	74	VAN	65
SAB	97	LIV	41
CAR	90	ACE	25

ASs

AS Abrir	62	AS Conectar	45	AS Meditar	45
AS Acampar	39	AS Conversar	56	AS Memorizar	46
AS Acicalarse	49	AS Coquetear	47	AS Montar	45
AS Afanar	36	AS Curar	52	AS Patrullar	40
AS Agilidad	46	AS Dañar	46	AS Percibir	59
AS Agredir	62	AS Descifrar	51	AS Pilotar	45
AS Agudizar	35	AS Describir	51	AS Preparar	52
AS Alertar	65	AS Desdeñar	51	AS Recargar	69
AS Alertismo	40	AS Desplazarse	53	AS Recoger	58
AS Alinearse	61	AS Disfrazarse	56	AS Reconocer	56
AS Alistarse	38	AS Elocuencia	49	AS Recordar	56
AS Analizar	35	AS Empujar	41	AS Recuperarse	46
AS Anudar	48	AS Engañar	47	AS Reflejos	50
AS Apresurar	35	AS Engullir	65	AS Relajarse	39
AS Aproximar	51	AS Escabullirse	67	AS Representar	47
AS Arrebatarse	62	AS Escondarse	60	AS Retozar	40
AS Arrojar	58	AS Escudriñar	47	AS Rezar	53
AS Aturdir	59	AS Esculcar	40	AS Soportar	56
AS Auxiliar	42	AS Esquivar	53	AS Sujetar	41
AS Balancearse	53	AS Estimar	54	AS Sujetarse	54
AS Bloquear	52	AS Explicar	51	AS Supervivencia	51
AS Brincar	61	AS Fingir	47	AS Teorizar	41
AS Buscar	42	AS Fortaleza	52	AS Tino	65
AS Calcular	35	AS Forzar	41	AS Tocar	60
AS Captar	45	AS Inmovilizar	41	AS Tregar	46
AS Centrar	35	AS Inspeccionar	51	AS Usar	57
AS Cocinar	52	AS Intimidar	45	AS Valuar	51
AS Comparar	42	AS Intuir	58	AS Vigilar	34
AS Complicar	39	AS Jalar	41	AS Voluntad	64
AS Concentrarse	45	AS Manipular	48	AS Zafarse	68

INV		
INVarm Medallón divino		12 30 10 1
INVarm Vara mediana		9+1 9+1 10 0
INVmis Blusa común		0 2 0 0
INVmis Pantalón común		0 2 0 0
INVmis Trusa común		0 1 0 0
INVmis Bota de cuero común		0 1 0 0
INVmis Bolso		0 0 0 0
INVmis Capa abrigada		0 2 0 0

PERs y DÑs		
INVarm Vara mediana	N1PERsim	DÑfis1d6+1+P

BENs		
BENapt Curación divina		

TRUs		
TRU Ataque menor		

ADPCs		
ADPC Base corporal total	38 27 33 29	
ADPC Con vara	94 70 45 39	

REDs	
REDfis:	153
REDdiv:	176
REDmen:	123
REDmag:	183
REDmas:	124



Descripción: Saij es un tipo muy recatado, algo flemático y misterioso con un porte débil pero elegante, sin embargo, de mucha sagacidad intelectual. **SC:** Astuto y estratégico, le es fácil conocer y entender a sus enemigos, además de razonar muy sabiamente con sus aliados. **SB:** Pelear no es su estilo, pero si llega a ese extremo, se defiende muy bien con la espada corta que nunca olvida. **Versión:** 1.0 (*Anárkika*®™ 01072015) **Observaciones:** Ø.

Datos generales	
G:	G0 Mediano
INIs	SC INI105 / SB INI71
Edad:	24u
SEX:	Macho

CRCs			
FUE	51	ENE	61
CON	53	MOR	60
DES	56	MOV	58
INT	104	VAN	90
SAB	57	LIV	65
CAR	85	ACE	70

ASs			
AS Abrir	43	AS Conectar	48
AS Acampar	51	AS Conversar	43
AS Acicalarse	44	AS Coquetear	53
AS Afanar	38	AS Curar	34
AS Agilidad	34	AS Dañar	32
AS Agredir	43	AS Descifrar	48
AS Agudizar	52	AS Describir	48
AS Alertar	59	AS Desdeñar	48
AS Alertismo	35	AS Desplazarse	39
AS Alinearse	46	AS Disfrazarse	43
AS Alistarse	51	AS Elocuencia	57
AS Analizar	52	AS Empujar	28
AS Anudar	50	AS Engañar	53
AS Apresurar	52	AS Engullir	46
AS Aproximar	48	AS Escabullirse	45
AS Arrebatat	43	AS Esconderse	55
AS Arrojar	44	AS Escudriñar	70
AS Aturdir	45	AS Esculcar	29

AS Auxiliar	28	AS Esquivar	45	AS Sujetar	28
AS Balancearse	40	AS Estimar	44	AS Sujetarse	37
AS Bloquear	52	AS Explicar	48	AS Supervivencia	48
AS Brincar	46	AS Fingir	53	AS Teorizar	51
AS Buscar	43	AS Fortaleza	38	AS Tino	51
AS Calcular	52	AS Forzar	28	AS Tocar	64
AS Captar	58	AS Inmovilizar	28	AS Trepar	33
AS Centrar	52	AS Inspeccionar	48	AS Usar	65
AS Cocinar	34	AS Intimidar	45	AS Valuar	48
AS Comparar	38	AS Intuir	57	AS Vigilar	29
AS Complicar	38	AS Jalar	28	AS Voluntad	41
AS Concentrarse	47	AS Manipular	50	AS Zafarse	46

INV		
INVarm Espada corta		12+1 12+1 5 0
INVmis Camisa común		0 2 0 0
INVmis Pantalón común		0 2 0 0
INVmis Trusa común		0 1 0 0
INVmis Bota de cuero común		0 1 0 0
INVmis Bolso		0 0 0 0
INVmis Capa abrigada		0 2 0 0

PERs y DÑs		
INVarm Espada corta	N1PERsim	DÑfis2d12+2+P

BENs		
BENapt Enlace empático		

TRUs		
TRU Ataque menor		

ADPCs		
ADPC Base corporal total	35 12 42 11	
ADPC Con espada	89 50 72 35	

REDs	
REDfis:	88
REDdiv:	155
REDmen:	134
REDmag:	59
REDmas:	57



Descripción: Kuira es una chica muy ágil y optimista, con mucha entereza personal e independencia de decisiones. **SC:** No suele ser muy educada ni parlanchina, pero sin embargo no permite quedar relegada de las misiones o esfuerzos. **SB:** Ama el combate y cualquier oportunidad que demuestre su excelente puntería. **Versión:** 1.0 (*Anárkika*®™ 01072015) **Observaciones:** Ø.

Datos generales	
G:	G0 Mediano
INIs	SC INI73 / SB INI93
Edad:	16u
SEX:	Hembra

CRCs			
FUE	67	ENE	53
CON	79	MOR	39
DES	92	MOV	80
INT	72	VAN	37
SAB	60	LIV	34
CAR	56	ACE	92

ASs			
AS Abrir	64	AS Conectar	49
AS Acampar	32	AS Conversar	35
AS Acicalarse	29	AS Coquetear	28
AS Afanar	55	AS Curar	46
AS Agilidad	53	AS Dañar	48
AS Agredir	64	AS Descifrar	40
AS Agudizar	49	AS Describir	40

AS Alertar	48	AS Desdeñar	40	AS Recargar	61
AS Alertismo	34	AS Desplazarse	58	AS Recoger	70
AS Alinearse	69	AS Disfrazarse	35	AS Reconocer	49
AS Alistarse	49	AS Elocuencia	38	AS Recordar	49
AS Analizar	49	AS Empujar	31	AS Recuperarse	37
AS Anudar	74	AS Engañar	28	AS Reflejos	61
AS Apresurar	49	AS Engullir	53	AS Relajarse	32
AS Aproximar	40	AS Escabullirse	63	AS Representar	72
AS Arrebatar	64	AS Escondarse	67	AS Retozar	34
AS Arrojar	64	AS Escudriñar	66	AS Rezar	29
AS Aturdir	61	AS Esculcar	40	AS Soportar	46
AS Auxiliar	40	AS Esquivar	59	AS Sujetar	25
AS Balancearse	61	AS Estimar	38	AS Sujetarse	56
AS Bloquear	52	AS Explicar	40	AS Supervivencia	40
AS Brincar	69	AS Fingir	28	AS Teorizar	46
AS Buscar	34	AS Fortaleza	47	AS Tino	40
AS Calcular	49	AS Forzar	31	AS Tocar	66
AS Captar	55	AS Inmovilizar	25	AS Tregar	44
AS Centrar	49	AS Inspeccionar	40	AS Usar	66
AS Cocinar	46	AS Intimidar	23	AS Valuar	40
AS Comparar	46	AS Intuir	43	AS Vigilar	31
AS Complicar	23	AS Jalar	31	AS Voluntad	34
AS Concentrarse	45	AS Manipular	74	AS Zafarse	59

INV	
INVarm Arco mediano	48+1 2 10 1
INVmis Blusa común	0 2 0 0
INVmis Pantalón común	0 2 0 0
INVmis Trusa común	0 1 0 0
INVmis Bota de cuero común	0 1 0 0
INVmis Bolso	0 0 0 0
INVmis Capa con capucha	0 2 0 0
INVmis Carcaj para flechas medianas (30#)	0 1 0 1
INVmis Cuchillo de cazador	4 4 0 0

PERs y DÑs		
INVarm Arco mediano	N4PERsim	DÑfis2d8+1+P

BENs	
BENapt Desaparición súbita	

TRUs	
TRU Ataque menor	

ADPCs	
ADPC Base corporal total	36 38 7 -6
ADPC Con arco mediano	120 55 58 4
ADPC Con cuchillo de cazador	41 42 12 0

REDs	
REDfis:	77
REDdiv:	54
REDmen:	62
REDmag:	56
REDmas:	105



Descripción: Un robusto amvisi exmilitar y veterano, se conduce con obediencia al mismo tiempo que con prudencia. **SC:** No es amante del conflicto, pero sin duda no huye de él. **SB:** Suele ser muy persuasivo con su ataque mágico de chispas incendiarias, pero cuerpo a cuerpo se desenvuelve igual de bien con su bastón como garrote. **Versión:** 1.0 (*Anárkika*®™ 01072015) **Observaciones:** Ø.

Datos generales	
G:	G0 Mediano
INIs	SC IN107 / SB IN143
Edad:	35u
SEX:	Macho

CRCs			
FUE	70	ENE	51
CON	64	MOR	51
DES	62	MOV	43
INT	106	VAN	60
SAB	99	LIV	89
CAR	61	ACE	83

ASs					
AS Abrir	53	AS Conectar	50	AS Meditar	51
AS Acampar	59	AS Conversar	48	AS Memorizar	56
AS Acicalarse	48	AS Coquetear	36	AS Montar	50
AS Afanar	44	AS Curar	48	AS Patrullar	46
AS Agilidad	33	AS Dañar	40	AS Percibir	68
AS Agredir	53	AS Descifrar	62	AS Pilotar	50
AS Agudizar	57	AS Describir	62	AS Preparar	48
AS Alertar	57	AS Desdeñar	62	AS Recargar	64
AS Alertismo	46	AS Desplazarse	39	AS Recoger	46
AS Alinearse	42	AS Disfrazarse	48	AS Reconocer	70
AS Alistarse	55	AS Elocuencia	50	AS Recordar	70
AS Analizar	57	AS Empujar	31	AS Recuperarse	55
AS Anudar	58	AS Engañar	36	AS Reflejos	40
AS Apresurar	57	AS Engullir	46	AS Relajarse	59
AS Aproximar	62	AS Escabullirse	59	AS Representar	62
AS Arrebatar	53	AS Escondarse	55	AS Retozar	46
AS Arrojar	55	AS Escudriñar	76	AS Rezar	34
AS Aturdir	53	AS Esculcar	31	AS Soportar	42
AS Auxiliar	38	AS Esquivar	42	AS Sujetar	29
AS Balancearse	38	AS Estimar	61	AS Sujetarse	46
AS Bloquear	54	AS Explicar	62	AS Supervivencia	62
AS Brincar	42	AS Fingir	36	AS Teorizar	58
AS Buscar	52	AS Fortaleza	49	AS Tino	54
AS Calcular	57	AS Forzar	31	AS Tocar	67
AS Captar	67	AS Inmovilizar	29	AS Tregar	34
AS Centrar	57	AS Inspeccionar	62	AS Usar	69
AS Cocinar	48	AS Intimidar	33	AS Valuar	62
AS Comparar	55	AS Intuir	68	AS Vigilar	37
AS Complicar	38	AS Jalar	31	AS Voluntad	50
AS Concentrarse	51	AS Manipular	58	AS Zafarse	60

INV	
INVarm Bastón mágico	21+2 10 5+1 8
INVmis Camisa común	0 2 0 0
INVmis Pantalón común	0 2 0 0
INVmis Trusa común	0 1 0 0
INVmis Bota de cuero común	0 1 0 0
INVmis Bolso	0 0 0 0
INVmis Capa militar	0 3 0 0

PERs y DÑs		
INVarm Bastón mágico	N3PERsim	DÑfis2d10+2+P

BENs	
BENapt Chispas mágicas	

TRUs	
TRU Ataque menor	

ADPCs	
ADPC Base corporal total	34 9 40 36
ADPC Con el bastón	101 30 81 36
ADPC Con el bastón lanzando chispas mágicas	96 28 90 40

REDs	
REDfis:	149
REDdiv:	56
REDmen:	131
REDmag:	124
REDmas:	57



Descripción: Un creativo amvisi exmilitar y veterano, de porte no tan llamativo, pero de clara brillantez. **SC:** No suele llamar la atención ni ser muy conversador, pero cuando se manifiesta es preciso y elocuente. **SB:** Es muy creativo para el combate, suele usar el intelecto y la astucia para rehuir a sus rivales, anularlos, esquivarlos, pero cuando nada funciona, saca su siempre eficaz ballesta personalizada y una o más saetas pueden terminar la escaramuza. **Versión:** 1.0 (*Anárkika*®™ 01072015) **Observaciones:** Ø.

Datos generales	
G:	G0 Mediano
INIs	SC INI83 / SB INI44
Edad:	34u
SEX:	Macho

CRCs			
FUE	94	ENE	58
CON	84	MOR	50
DES	79	MOV	47
INT	82	VAN	47
SAB	68	LIV	45
CAR	68	ACE	44

ASs			
AS Abrir	69	AS Conectar	48
AS Acampar	38	AS Memorizar	34
AS Acicalarse	35	AS Montar	48
AS Afanar	37	AS Curar	44
AS Agilidad	41	AS Patrullar	39
AS Agredir	69	AS Percibir	53
AS Agudizar	38	AS Describir	45
AS Alertar	55	AS Preparar	44
AS Desdenar	45	AS Recargar	59
AS Alertismo	39	AS Recoger	50
AS Desplazarse	47	AS Reconocer	49
AS Alinearse	50	AS Recordar	49
AS Disfrazarse	41	AS Recuperarse	43
AS Elocuencia	45	AS Reflejos	42
AS Empujar	40	AS Relajarse	38
AS Engañar	35	AS Representar	50
AS Engullir	57	AS Retozar	39
AS Escabullirse	57	AS Rezar	35
AS Escudriñar	50	AS Soportar	52
AS Esculcar	32	AS Sujetar	34
AS Esquivar	46	AS Sujetarse	60
AS Estimar	44	AS Supervivencia	45
AS Explicar	45	AS Teorizar	40
AS Fortaleza	58	AS Tino	48
AS Forzar	40	AS Tocar	64
AS Inmovilizar	34	AS Usar	61
AS Inspeccionar	45	AS Valuar	45
AS Intimidar	29	AS Vigilar	34
AS Manipular	49	AS Voluntad	40
AS Zafarse	57		

INV	
INVarm Ballesta cientista (Requiere AS Recargar)	80+8 0 64+6 2
INVmis Camisa común	0 2 0 0
INVmis Pantalón común	0 2 0 0
INVmis Trusa común	0 1 0 0
INVmis Bota de cuero común	0 1 0 0
INVmis Bolso	0 0 0 0
INVmis Capa militar	0 3 0 0
INVmis Carcaj de 20# saetas medianas	0 2 0 0

PERs y DÑs		
INVarm Ballesta cientista	N3PERsim	DÑfis2d12+2+P

BENS	
BENapt Pensar rápido	

TRUs	
TRU Ataque menor	

ADPCs	
ADPC Base corporal total	20 13 22 16
ADPC Con la ballesta	124 13 100 25

REDs	
REDfis:	121
REDdiv:	63
REDmen:	111
REDmag:	63
REDmas:	71



Descripción: Auntar es un misterioso vetian que ha servido en el ejército y maneja temerariamente un exótico sable traído de tierras lejanas. **SC:** Un tipo de muy recatado porte y de un pasado muy misterioso, es evidente que esconde más de lo que muestra. **SB:** Cuando pelea es letal, una máquina de matar y posiblemente no tenga rival. **Versión:** 1.0 (*Anárkika*®™ 01072015) **Observaciones:** Ø.

Encuentro	
A discreción del DM	100%

Datos generales	
G:	G0 Mediano
INIs	SC INI209 / SB INI245
Edad:	38u
SEX:	Macho

PERs y DÑs		
INVarm Sable largo jokiano	N7PERsim	DÑfis4d100+40+P

ADPCs	
ADPC Base corporal total	198 102 309 148
ADPC Con sable largo jokiano	345 182 450 156

REDs	
REDfis:	345
REDdiv:	240
REDmen:	248
REDmag:	206
REDmas:	580



Los demás rivales se describen a continuación. **Versión:** 1.0 (*Anárkika*®™ 01072015) **Observaciones:** Ø.

Encuentro	
Louto común:	35%
Louto de manada:	22%
Louto líder:	20%
Bandido común:	30%
Bandido peligroso:	20%
Mibrinh tropa:	40%
Mibrinh salvaje:	35%
Mibrinh chamán:	20%
Mibrinh líder:	10%

ADPCs	
Louto común:	80 45 20 0 INI50 DÑfis2d6+3 REDfis50 REDmag40
Louto de manada:	90 50 40 2 INI60 DÑfis3d6+3 REDfis60 REDmag45
Louto líder:	100 60 70 5 INI70 DÑfis3d8+6 REDfis70 REDmag50
Bandido común:	75 50 25 10 INI55 DÑfis1d12+2 REDfis50 REDmag50
Bandido peligroso:	85 55 35 12 INI65 DÑfis1d20+4 REDfis70 REDmag60
Mibrinh tropa:	90 60 50 4 INI60 DÑfis1d12+4 REDfis80 REDmag50
Mibrinh salvaje:	100 65 70 8 INI70 DÑfis2d12+8 REDfis100 REDmag70
Mibrinh chamán:	120 80 80 20 INI80 DÑfis3d20+12 REDfis120 REDmag90
Mibrinh líder:	140 100 10 30 INI90 DÑfis5d20+20 REDfis150 REDmag110