Name Runa Titt_ Peregrina Oncasezarion VFRLD / Tribu Korogán Oncasezarion VFR														
Trill_Peregrina Discissorios May 18, 2025, 12:27 AM Pulves Judith Pu	Portrait	lde	VTITY			Miscellaneous				1	173 Poin	TS 🗹		
Title Peregrina		NAME Runa				CREATED Jul 25, 2024, 12:10 AM				AM :	5 Unspe	NT		
Disable Disa		TITLE Peregrina												
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Section Sec										6	7 ADVAN	ITAGES		
March Marc		3t Causes Female					\	3# II	0	-3	O DISAD	/ANTAGES		
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New	` '	,)			_	_				-			
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1d-1 BASIC SWING	[0] 10 K EUM (KE)	1-1			_	_	_				-	-		
HANDS -2 0 HANDS 2 0	Basic Damage		1,5	-	-	-		4 X-HEA				8		
14+2 Basic Swing 15-25 Basic Sreep 10 5-25 Basic Sreep 12 Doogs 5-25 Basic Move 12 Doogs 11-25 Basic Move 12 Doogs 12 Doogs 12 Doogs 13-25 Basic Move 13-25 Ba	1d-1 Basic Thrust		4-5		-	_				IFTING & MOVING THINGS				
	1d+2 Basic Swing		6.0			_		9						
12 DODG 12 OF 12 DOGG 13 OF 12 DOGG 14 OF 174 kg Shore & Kacck Over 174 kg Shore & Kack Over 174 kg Shore &			0-8		-	_			•					
1		[0] 5 BASIC MOVE				_	_							
PEET -2 1 S46 kg RONNINGS SHUEE A NUCK OVER 217.5 kg CARRY ON BACK 725 kg SHIFT SLIGHTLY		12 Dodge				_			•					
10 11 or 11 FP FRSTED	Point	Pools	9-12		-	_					(NOCK O	'ER		
12 OF 12 HP HEALTHY	[0] 11 OF 11 FP [RESTED	ol .		FEET	-2	'			_					
	-	•						725	kg Shift Si	LIGHTLY				
### REACTION ### Condition 1 from others aware of your reputation 4 from those attracted to members of your sex, +2 from everyone else ### to any HT roll to avoid unconsciousness ### to HT rolls made for survival at -HP or below, and on any HT roll where failure means instant death. If this bonus makes the difference between success and failure, you collapse, apparently dead (or disabled), but come to in the usual amount of time. A successful Diagnosis roll reveals the truth. ### to others on all Empathy, Body Language, and Psychology rolls to discern your intentions or the truth of your words to others on IQ, Detect Lies, and Gambling rolls in any Quick Contest with your Acting, Fast-Talk, or Gambling skill when you try to lie or bluff ### MELEE WEAPON ### Trample 8 No No 1d cr C ### Crushing Striker (Horns) ### MELEE WEAPON ### Trample 8 No No 1d cr C ### Trample 8 No No 1d cr C ### No No 1d cr C		= =												
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#1 from others aware of your reputation #2 from those attracted to members of your sex, +2 from everyone else #3 from those attracted to members of your sex, +2 from everyone else #4 from those attracted to members of your sex, +2 from everyone else #4 to HT rolls made for survival at HP or below, and on any HT roll where failure means instant death. If this bonus makes the difference between success and failure, you collapse, apparently dead (or disabled), but come to in the usual amount of time. A successful Diagnosis roll reveals the truth. #4 to others on all Empathy, Body Language, and Psychology rolls to discern your intentions or the truth of your words to others on IQ, Detect Lies, and Gambling rolls in any Quick Contest with your Acting, Fast-Talk, or Gambling skill when you try to lie or bluff #4 to others on IQ, Detect Lies, and Gambling rolls in any Quick Contest with your Acting, Fast-Talk, or Gambling skill when you try to lie or bluff #4 to others on IQ, Detect Lies, and Gambling rolls in any Quick Contest with your Acting, Fast-Talk, or Gambling skill when you try to lie or bluff #5 Trample 8 No No 1d or C; #6 Trample 8 No No 1d or C; #6 Only on SM-2 or [prone) SM-1 #6 Only on SM-		REACTION				on al	l IO rol	lls to wake			n surpris	e or		
everyone else #1 to HT rolls made for survival at -HP or below, and on any HT roll where faillure means instant death. If this bonus makes the difference between success and failure, you collapse, apparently dead (or disabled), but come to in the usual amount of time. A successful Diagnosis roll reveals the truth. #4 to others on all Empathy, Body Language, and Psychology rolls to discern your intentions or the truth of your words the truth. #4 to others on all Empathy, Body Language, and Psychology rolls to discern your intentions or the truth of your words will when you try to lie or bluff #5 L PARRY BLOCK DAMAGE REACH ST Usade Skill when you try to lie or bluff #6 LOW Still when you try to lie or bluff #6 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie or bluff #7 LOW Still when you try to lie o	+1 from others aware	of your reputation			· ·					•				
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Trail PTS Advantages TRAIT PTS Advantages Ally (Azra)								thy Body La	dy Language, and Psychology					
H4 to others on IQ, Detect Lies, and Gambling rolls in any Quick Contest with your Acting, Fast-Talk, or Gambling skill when your ty to lie or bluff MELEE WEAPON														
Skill when you try to lie or bluff Melee Weapon				+4 to others on IQ, Detect Lies,										
USAGE SL PARRY BLOCK DAMAGE REACH ST														
Crushing Striker (Horns) 10 10 No 1d cr C Hooves ☑ Trample 8 No No 1d cr C,1 Only on SM-2 or (prone) SM-1 Bite 10 No No 1d-2 cr C Natural Attacks High Kick 8 No No 1d-2 cr C,1 Natural Attacks Low Kick 10 No No 1d-2 cr C,1 Natural Attacks Low Kick 10 No No 1d-2 cr C,1 Natural Attacks Low Kick 10 No No 1d-2 cr C,1 Natural Attacks Low Kick 10 No No 1d-2 cr C,1 Natural Attacks State of the complete														
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Natural Attacks Low Kick 10 No No 1d-2 cr C,1						Kick								
TRAIT PTS SKILL / TECHNIQUE SL RSL PTS Advantages 56 Airshipman 11 IQ+1 2 B185 Ally (Azra)							10	No						
Advantages 56 Ally (Azra)	Natural Attacks				Puncl	1	10	10	No	1d-2 cr	С			
Ally (Azra)		AIT						ECHNIQUE						
Description				DOC:		•		(Dant)						
Appearance ∃ 12 B21 Body Language 10 Per-1 1 B181 Combat Reflexes ∃ 15 B43 Diplomacy 10 IQ 1 B183 Fearlessness 1 2 B55+ B55+ B55+ B26+ B187 Good Reputation 1 ∃ 1 B26+ B26+ B26+ B192+ People Affected (Caravana Terrien); Recognized all the time 1 DX+1 1 B194+ Hard to Kill 1 2 B58 B58 11 IQ+1 1 B195		ointe	1				naling							
Beautiful Combat Reflexes		UIIIIO	12			•								
Combat Reflexes														
Fearlessness 1 2 B55+ B26+ Escape 8 DX-2 1 B192 B192+ Esoteric Medicine People Affected (Caravana Terrien); Recognized all the time 1 DX+1 1 DX+1 1 DX+1 1 B192+ Fast-Draw First Aid ■ 11 IQ+1 1 B194+ B195+ First Aid ■ 11 IQ+1 1 B195- B196+	Combat Reflexes			B43										
Good Reputation 1						•								
People Affected (Caravana Terrien); Recognized all the time Hard to Kill 1 People Affected (Caravana Terrien); Recognized all the time Fast-Draw 11 DX+1 1 B194+ First Aid 11 IQ+1 1 B195			1	<u>B26+</u>			ledicin	e	1		2			
Hard to Kill 1 2 <u>B58</u> First Aid □ 11 Q+1 1 <u>B195</u>		avana Terrien); Recognized			Fast-I	Oraw					1	B194+		
			2	B58										
					Forced Entry 10 DX 1					1	<u>B196</u>			

Trait	Ртѕ		Skill / Technique	SL	RSL	Pts				
Luck (1/h)		B66+	Games (Chess)	10	IQ	1	B197+			
Terrain Adaptation (Rock) 4		B93+	Games (Poker)	9	IQ-1	1	B197+			
○ Culture			Intimidation	12	Will	2	B202			
Cultural Familiarity		B23	Leadership	10	IQ	2	B204			
Korkon (Native); Te'karn; O'koptera			Mimicry (Animals) □	8	IQ-2	1	B210			
Language: Ama'kon 🖪	0	<u>B24</u>	Naturalist	11	IQ+1	8	B211			
Native; Spoken (Native); Written (Native)			Navigation (Air)	10	IQ	2	B211			
Language: Amate'karn	1	<u>B24</u>	Observation	11	Per	2	B211			
Spoken (Broken)		<u>B24</u>	Occultism	10	IQ	2	B212			
Language: Anere	4		Poisons	11	IQ+1	8	B214			
Spoken (Accented); Written (Accented)	4	D0.4	Polearm	12	DX+2	8	B208			
Language: Korank		<u>B24</u>	Public Speaking	10	IQ	2	B216			
Spoken (Accented); Written (Accented) Disadvantages			Sex Appeal	11	HT	2	B219			
Berserk ■	-31 -10	B124	Shiphandling (Airship)	10	IQ	4	B220			
CR: 12 (Resist quite often)		<u> </u>	Stealth	9	DX-1	1	B222			
Make a self-control roll any time you suffer damage over 1/4 your HP in the space of one			Survival (Foresta Espejismo)	10	Per-1	1	B223			
			Tactics	9	IQ-1	2	B224+			
second, and whenever you witness equivalent			Tracking	11	Per	2	B226			
harm to a loved one	-10	D127								
Code of Honor (Gentleman's) Never break your word. Never ignore an insult to	-10	<u>B127</u>								
yourself, a lady, or your flag; 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 (except in open										
war). This only applies between gentlemen.										
Easy to Read		B134								
Vow □		B165								
Completar el Peregrinaje y volver con la tribu										
Korogán.	25									
Korkon Ancestry										
Natural Attacks	0	<u>B271</u>								
✓ # CARRIED EQUIPMENT	г (1 кg; S	30)	Uses 🥞	Â	\$€	\$ ▲				
✓ 1 Inmate jumpsuit 目			30	1 kg	30	1 kg	LT98			
División de Caronte (Guardia de Niwel)										
		Note								
Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.										