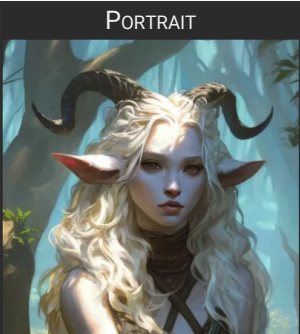











<div>Portrait</div> 	IDENTITY			MISCELLANEOUS			169 POINTS 						
	✂ NAME Runa			CREATED Jul 25, 2024, 12:10 AM			0 UNSPENT						
	TITLE Peregrina			MODIFIED Mar 14, 2025, 9:06 PM			27 ANCESTRY						
	ORGANIZATION Tribu Korogán			PLAYER Judith			30 ATTRIBUTES						
	DESCRIPTION						66 ADVANTAGES						
✂ GENDER Female			✂ HEIGHT 1.68 m		✂ HAIR Snowy		-30 DISADVANTAGES						
✂ AGE 19			✂ WEIGHT 65 kg		✂ EYES Hazel		-1 QUIRKS						
✂ BIRTHDAY 37 de Karn, 2º			SIZE +0		✂ SKIN Pale		77 SKILLS						
RELIGION			TL (5+1)		✂ HAND Right		0 SPELLS						
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE					
[10] 12 STRENGTH (ST)		[0] 12 WILL		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE		
[0] 10 DEXTERITY (DX)		[0] 9 KEUM (KE)		3-4	EYES	-9	0	 0 NONE	14.5 kg	5	9		
[20] 10 INTELLIGENCE (IQ)		8 GRIT		5	SKULL	-7	4	1 LIGHT	29 kg	4	8		
[0] 11 HEALTH (HT)		Senses		6-7	FACE	-5	0	2 MEDIUM	43.5 kg	3	7		
BASIC DAMAGE		[0] 11 PERCEPTION (PER)		8	RIGHT LEG	-2	2	3 HEAVY	87 kg	2	6		
1d-1 BASIC THRUST		[0] 11 VISION		9-10	RIGHT ARM	-2	0	4 X-HEAVY	145 kg	1	5		
1d+2 BASIC SWING		[0] 11 HEARING		11	TORSO	+0	2	LIFTING & MOVING THINGS					
		[0] 11 TASTE & SMELL		12	GROIN	-3	2	14.5 kg BASIC LIFT					
		[0] 11 TOUCH		13-14	LEFT ARM	-2	0	29 kg ONE-HANDED LIFT					
		Movement		15	LEFT LEG	-2	2	116 kg TWO-HANDED LIFT					
		[0] 5.25 BASIC SPEED		16	HAND	-4	2	174 kg SHOVE & KNOCK OVER					
		[0] 5 BASIC MOVE		17-18	FOOT	-4	1	348 kg RUNNING SHOVE & KNOCK OVER					
POINT POOLS					NECK	-5	0	217.5 kg CARRY ON BACK					
[0] 11 OF 11 FP [RESTED]					VITALS	-3	2	725 kg SHIFT SLIGHTLY					
[0] 12 OF 12 HP [HEALTHY]													
[0] 9 OF 9 KP [HARMONICAL]													
REACTION				CONDITION									
-1 from others				+6 on all IQ rolls to wake up or to recover from surprise or mental stun									
+4 from those attracted to members of your sex, +2 from everyone else				+2 to any HT roll to avoid unconsciousness									
				+1 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.									
				+1 to initiative rolls for your side (+2 if you are the leader)									
				+4 to others on all Empathy, Body Language, and Psychology rolls to discern your intentions or the truth of your words									
				+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									
MELEE WEAPON				USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST			
Crushing Striker (Horns) 					10	9	No	1d cr	C				
Target at -5													
Guja* 				Swung	12	10U	No	1d+4 cr	1-2	9+			
The blunt end													
Guja* 				Swung	12	10U	No	1d+4 cut	1-2*	9+			
The sharp end													
Guja* 				Thrust	12	10	No	1d+1 cr	1-2	9+			
The blunt end													
Guja* 				Thrust	12	10	No	1d+2 imp	2	9+			
The sharp end													
Hooves 				Trample	8	No	No	1d cr	C,1				
Only on SM-2 or (prone) SM-1													
Natural Attacks				Bite	10	No	No	1d-2 cr	C				
Natural Attacks				Kick	8	No	No	1d-1 cr	C,1				
Natural Attacks				Punch	10	9	No	1d-2 cr	C				
Natural Attacks				Slam	10	No	No	1d-3 cr	C				
RANGED WEAPON				USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Blowpipe					11	1	1d-3 pi-	24	1	1(2)	-6		2

TRAIT			Pts		SKILL / TECHNIQUE			SL	RSL	Pts		
✓	Advantages		55		Airshipman			11	IQ+1	2	B185	
	Ally (Azra) 🗡️		1	B36+	Animal Handling (Raptors)			11	IQ+1	4	B175	
	25% of your starting points				Blowpipe			11	DX+1	8	B180	
	Appearance 🗡️		12	B21	Body Language			10	Per-1	1	B181	
	Beautiful				Camouflage 🗡️			10	IQ	1	B183	
	Combat Reflexes 🗡️		15	B43	Diplomacy			10	IQ	4	B187	
	Fearlessness 1		2	B55+	Escape			8	DX-2	1	B192	
	Hard to Kill 1		2	B58	Esoteric Medicine			10	Per-1	2	B192+	
	Hard to Subdue 2		4	B59	Fast-Draw			11	DX+1	1	B194+	
	Luck 🗡️		15	B66+	First Aid 🗡️			11	IQ+1	1	B195	
	Usable once per hour of play				Forced Entry			10	DX	1	B196	
	Terrain Adaptation (Rock) 4		4	B93+	Games (Chess)			10	IQ	1	B197+	
✓	Culture		11		Games (Poker)			9	IQ-1	1	B197+	
	Cultural Familiarity (Korkon) 🗡️		0	B23	Intimidation			12	Will	2	B202	
	Cultural Familiarity (O'koptera) 🗡️		1	B23	Leadership			10	IQ	2	B204	
	Cultural Familiarity (Te'karn) 🗡️		1	B23	Mimicry (Animals) 🗡️			8	IQ-2	1	B210	
	Language: Ama'kon 🗡️		0	B24	Naturalist			11	IQ+1	8	B211	
	Native; Spoken (Native); Written (Native)				Navigation (Air)			10	IQ	2	B211	
	Language: Amate'karn 🗡️		1	B24	Observation			11	Per	2	B211	
	Spoken (Broken)				Occultism			10	IQ	2	B212	
	Language: Anere 🗡️		4	B24	Poisons			11	IQ+1	8	B214	
	Spoken (Accented); Written (Accented)				Polearm			12	DX+2	8	B208	
	Language: Korank 🗡️		4	B24	Public Speaking			10	IQ	2	B216	
	Spoken (Accented); Written (Accented)				Sex Appeal			11	HT	2	B219	
✓	Disadvantages		-31		Shiphandling (Airship) 🗡️			10	IQ	4	B220	
	Berserk 🗡️		-10	B124	Default: Airshipman-5							
	CR: 12 (Resist quite often)				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 second, and whenever you witness equivalent harm to a loved one				Survival (Foresta 🗡️)			10	Per-1	1	B223	
	Code of Honor (Gentleman's) 🗡️		-10	B127	Espejismo)							
	Never break your word. Never ignore an insult to 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.				Tactics			9	IQ-1	2	B224+	
	Easy to Read		-10	B134	Tracking			11	Per	2	B226	
	Vow 🗡️		-1	B165	✓ ~ Defaults						0	
	Completar el Peregrinaje y volver con la tribu Korogán.				Biology (any) 🗡️			5	IQ-5	0	B180	
					Diagnosis			4	IQ-6	0	B187	
					Performance 🗡️			8	IQ-2	0	B212	
					(Fortune-Telling)							
✓	#	CARRIED EQUIPMENT (10.6 kg; \$525)			USES	TL	LC	📦	🛒	📦📦	📦🛒	📖
✓	1	Blowpipe				0		30	0.5 kg	30	0.5 kg	B275
✓	1	Guja*				2		300	3 kg	300	3 kg	B272
✓	1	Heavy Leather Leggings				1		60	2 kg	60	2 kg	B283
✓	1	Leather Armor				1		100	5 kg	100	5 kg	B283
✓	1	Leather Gloves 🗡️				1		30	0 kg	30	0 kg	B284
		Flexible										
✓	5	Venom Vial 🗡️					4	1	0.02 kg	5	0.1 kg	
		Contains paralyzing venom from o'koptera (roll at HT-1).										
#	OTHER EQUIPMENT (46.1 kg; \$387)			USES	TL	LC	📦	🛒	📦📦	📦🛒	📖	
1	✓	Backpack, Small 🗡️				5		60	1.5 kg	387	46.1 kg	HT54
		Holds 50lbs.										
1		Antitoxin Kit (O'koptera venom) 🗡️				6		25	0.25 kg	25	0.25 kg	B289
		Antidote for specific poison. 10 uses										
2		Bandages 🗡️				0		10	1 kg	20	2 kg	B289
		Bandages for a half-dozen wounds. Might be clean cloth, adhesive dressings, or spray-on "Plastiskin", depending on TL.										
		Basic equipment for First Aid skill.										
2		Bear Trap 🗡️				5	3	75	17.5 kg	150	35 kg	HT58
		ST 15. Survival +1. Damage thr+2 crushing.										
1		Canteen 🗡️				5		10	1.5 kg	10	1.5 kg	HT53
		1qt.										
1		Compass				5		25	0 kg	25	0 kg	HT52

#	OTHER EQUIPMENT (46.1 kg; \$387)	USES	TL	LC					
1	Falconry Whistle		5		5	0 kg	5	0 kg	<u>HT58</u>
	To call Azra								
1	Notebook and pencil				2	0.2 kg	2	0.2 kg	
1	Personal Basics		0		5	0.5 kg	5	0.5 kg	<u>B288</u>
	Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.								
1	Pillow		1		15	0.3 kg	15	0.3 kg	<u>HT56</u>
20	Rope, 1/2"		5		3	0.18 kg	60	3.6 kg	<u>HT56</u>
	"Quantity" represents yards. Supports 300lbs.								
5	Traveler's Rations		0		2	0.25 kg	10	1.25 kg	<u>B288</u>
	One meal								
NOTE									
Runas grabadas: <i>Nacimiento del guerrero, Observador del desierto, Surcador del viento.</i>									