

PORTRAIT		IDENTITY				MISCELLANEOUS				174 POINTS			
	NAME	Runa				CREATED	Jul 25, 2024, 12:10 AM				5 UNSPENT		
	TITLE	Peregrina				MODIFIED	Apr 22, 2025, 7:33 PM				26 ANCESTRY		
	ORGANIZATION	YFRLD / Tribu Korogán				PLAYER	Judith				30 ATTRIBUTES		
	DESCRIPTION										67 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)			ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[0]	10	DEXTERITY (DX)			2-3	HEAD	-2	0	0 NONE	14.5 kg	5	12	
[20]	10	INTELLIGENCE (IQ)				SKULL	-2	3	1 LIGHT	29 kg	4	11	
[0]	11	HEALTH (HT)				FACE	-2	0	2 MEDIUM	43.5 kg	3	10	
[0]	10	KEUM (KE)				NECK	-2	0	3 HEAVY	87 kg	2	9	
BASIC DAMAGE		[0]	11	TASTE & SMELL				0	4 X-HEAVY	145 kg	1	8	
1d-1 BASIC THRUST		[0]	11	TOUCH			4-5	ARMS -1	LIFTING & MOVING THINGS				
1d+2 BASIC SWING				Movement				0	14.5 kg BASIC LIFT				
		[0]	5.25	BASIC SPEED			6-8	HANDS -2	29 kg ONE-HANDED LIFT				
		[0]	5	BASIC MOVE				2	116 kg TWO-HANDED LIFT				
			12	DODGE				2	174 kg SHOVE & KNOCK OVER				
							9-12	LEGS -1	348 kg RUNNING SHOVE & KNOCK OVER				
								1	217.5 kg CARRY ON BACK				
									725 kg SHIFT SLIGHTLY				
POINT POOLS													
[0]	11	OF 11	FP [RESTED]										
[0]	12	OF 12	HP [HEALTHY]										
[0]	10	OF 10	KP [HARMONICAL]										
REACTION				CONDITION									
±	-1	from others			±	+6	on all IQ rolls to wake up or to recover from surprise or mental stun						
	+1	from others aware of your reputation				+2	to any HT roll to avoid unconsciousness						
	+4	from those attracted to members of your sex, +2 from everyone else				+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.						
						+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	10	No	1d cr	C			
Target at -5													
Guja*				Swung (blunt end)		12	11U	No	1d+4 cr	1-2	9+		
Guja*				Swung (sharp end)		12	11U	No	1d+4 cut	1-2*	9+		
Guja*				Thrust (blunt end)		12	11	No	1d+1 cr	1-2	9+		
Guja*				Thrust (sharp end)		12	11	No	1d+2 imp	2	9+		
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				High Kick		8	No	No	1d-2 cr	C,1			
Natural Attacks				Low Kick		10	No	No	1d-2 cr	C,1			
Natural Attacks				Punch		10	10	No	1d-2 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			56		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		
					Body Language			10	Per-1	1	B181		

TRAIT				Pts		SKILL / TECHNIQUE				SL	RSL	Pts	
Appearance				12	<u>B21</u>	Camouflage				10	IQ	1	<u>B183</u>
Beautiful						Diplomacy				10	IQ	4	<u>B187</u>
Combat Reflexes				15	<u>B43</u>	Escape				8	DX-2	1	<u>B192</u>
Fearlessness 1				2	<u>B55+</u>	Esoteric Medicine				10	Per-1	2	<u>B192+</u>
Good Reputation 1				1	<u>B26+</u>	Fast-Draw				11	DX+1	1	<u>B194+</u>
People Affected (Caravana Terrien); Recognized all the time						First Aid				11	IQ+1	1	<u>B195</u>
Hard to Kill 1				2	<u>B58</u>	Forced Entry				10	DX	1	<u>B196</u>
Hard to Subdue 2				4	<u>B59</u>	Games (Chess)				10	IQ	1	<u>B197+</u>
Luck				15	<u>B66+</u>	Games (Poker)				9	IQ-1	1	<u>B197+</u>
Usable once per hour of play						Intimidation				12	Will	2	<u>B202</u>
Terrain Adaptation (Rock) 4				4	<u>B93+</u>	Leadership				10	IQ	2	<u>B204</u>
Culture				11		Mimicry (Animals)				8	IQ-2	1	<u>B210</u>
Cultural Familiarity (Korkon)				0	<u>B23</u>	Naturalist				11	IQ+1	8	<u>B211</u>
Cultural Familiarity (O'koptera)				1	<u>B23</u>	Navigation (Air)				10	IQ	2	<u>B211</u>
Cultural Familiarity (Te'karn)				1	<u>B23</u>	Observation				11	Per	2	<u>B211</u>
Language: Ama'kon				0	<u>B24</u>	Occultism				10	IQ	2	<u>B212</u>
Native; Spoken (Native); Written (Native)						Poisons				11	IQ+1	8	<u>B214</u>
Language: Amate'karn				1	<u>B24</u>	Polearm				12	DX+2	8	<u>B208</u>
Spoken (Broken)						Public Speaking				10	IQ	2	<u>B216</u>
Language: Anere				4	<u>B24</u>	Sex Appeal				11	HT	2	<u>B219</u>
Spoken (Accented); Written (Accented)						Shiphandling (Airship)				10	IQ	4	<u>B220</u>
Language: Korank				4	<u>B24</u>	Stealth				9	DX-1	1	<u>B222</u>
Spoken (Accented); Written (Accented)						Survival (Foresta Espejismo)				10	Per-1	1	<u>B223</u>
Disadvantages				-31		Tactics				9	IQ-1	2	<u>B224+</u>
Berserk				-10	<u>B124</u>	Tracking				11	Per	2	<u>B226</u>
CR: 12 (Resist quite often) 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													
Code of Honor (Gentleman's)				-10	<u>B127</u>								
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.													
Easy to Read				-10	<u>B134</u>								
Vow				-1	<u>B165</u>								
Completar el Peregrinaje y volver con la tribu Korogán.													
Korkon Ancestry				26									
Natural Attacks				0	<u>B271</u>								

	#	CARRIED EQUIPMENT (10.6 kg; \$525)	USES	TL	LC					
	1	Blowpipe		0		30	0.5 kg	30	0.5 kg	<u>B275</u>
	1	Guja*		2		300	3 kg	300	3 kg	<u>B272</u>
	1	Heavy Leather Leggings		1		60	2 kg	60	2 kg	<u>B283</u>
	1	Leather Armor		1		100	5 kg	100	5 kg	<u>B283</u>
	1	Leather Gloves		1		30	0 kg	30	0 kg	<u>B284</u>
		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 Holds 50lbs.		5		60	1.5 kg	387	46.1 kg	<u>HT54</u>
1	Antitoxin Kit (O'koptera venom) Antidote for specific poison. 10 uses		6		25	0.25 kg	25	0.25 kg	<u>B289</u>
2	Bandages 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.		0		10	1 kg	20	2 kg	<u>B289</u>
2	Bear Trap ST 15. Survival +1. Damage thr+2 crushing.		5	3	75	17.5 kg	150	35 kg	<u>HT58</u>
1	Canteen 1qt.		5		10	1.5 kg	10	1.5 kg	<u>HT53</u>
1	Compass		5		25	0 kg	25	0 kg	<u>HT52</u>

#	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>									