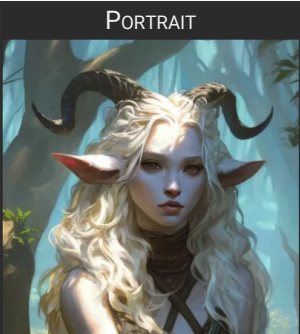










<div>Portrait</div> 	IDENTITY				MISCELLANEOUS				172 POINTS 																																		
	NAME		Runa		CREATED		Jul 25, 2024, 12:10 AM		2		UNSPENT																																
	TITLE		Peregrina		MODIFIED		Mar 20, 2025, 5:53 PM		27		ANCESTRY																																
	ORGANIZATION		Tribu Korogán		PLAYER		Judith		30		ATTRIBUTES																																
	DESCRIPTION								67		ADVANTAGES																																
	GENDER		Female		HEIGHT		1.68 m		HAIR		Snowy																																
	AGE		19		WEIGHT		65 kg		EYES		Hazel																																
	BIRTHDAY		37 de Karn, 2º		SIZE		+0		SKIN		Pale																																
	RELIGION				TL		(5+1)		HAND		Right																																
	-30		DISADVANTAGES		-1		QUIRKS		77		SKILLS																																
0		SPELLS																																									
PRIMARY ATTRIBUTES				SECONDARY ATTRIBUTES				HUMANOID				ENCUMBRANCE, MOVE & DODGE																															
[10] 12 STRENGTH (ST)				[0] 12 WILL				ROLL		LOCATION		DR																															
[0] 10 DEXTERITY (DX)				[0] 9 KEUM (KE)				3-4		EYES		-9		0																													
[20] 10 INTELLIGENCE (IQ)				8 GRIT				5		SKULL		-7		4																													
[0] 11 HEALTH (HT)				Senses				6-7		FACE		-5		0																													
BASIC DAMAGE				[0] 11 PERCEPTION (PER)				8		RIGHT LEG		-2		2																													
1d-1 BASIC THRUST				[0] 11 VISION				9-10		RIGHT ARM		-2		0																													
1d+2 BASIC SWING				[0] 11 HEARING				11		TORSO		+0		2																													
				[0] 11 TASTE & SMELL				12		GROIN		-3		2																													
				[0] 11 TOUCH				13-14		LEFT ARM		-2		0																													
				Movement				15		HAND		-4		2																													
				[0] 5.25 BASIC SPEED				16		FOOT		-4		1																													
				[0] 5 BASIC MOVE				17-18		NECK		-5		0																													
										VITALS		-3		2																													
POINT POOLS																																											
[0] 11 OF 11 FP [RESTED]																																											
[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																																							
+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.																																							
				+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			56		Airshipman	11	IQ+1	2	B185			
	Ally (Azra) 🗡️			1	B36+	Animal Handling (Raptors)	11	IQ+1	4	B175			
	25% of your starting points					Biology (any) 🗡️	5	IQ-5	0	B180			
	Appearance 🗡️			12	B21	Blowpipe	11	DX+1	8	B180			
	Beautiful					Body Language	10	Per-1	1	B181			
	Combat Reflexes 🗡️			15	B43	Camouflage 🗡️	10	IQ	1	B183			
	Fearlessness 1			2	B55+	Diagnosis	4	IQ-6	0	B187			
	Good Reputation 1 🗡️			1	B26+	Diplomacy	10	IQ	4	B187			
	People Affected (Caravana Terrien); Recognized all the time					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	Performance 🗡️	8	IQ-2	0	B212			
	Spoken (Accented); Written (Accented)					(Fortune-Telling)							
	Language: Korank 🗡️			4	B24	Poisons	11	IQ+1	8	B214			
	Spoken (Accented); Written (Accented)					Polearm	12	DX+2	8	B208			
✔	Disadvantages			-31		Public Speaking	10	IQ	2	B216			
	Berserk 🗡️			-10	B124	Sex Appeal	11	HT	2	B219			
	CR: 12 (Resist quite often)					Shiphandling (Airship) 🗡️	10	IQ	4	B220			
	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					Default: Airshipman-5							
	Code of Honor (Gentleman's) 🗡️			-10	B127	Stealth	9	DX-1	1	B222			
	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.					Survival (Foresta Espejismo) 🗡️	10	Per-1	1	B223			
	Easy to Read			-10	B134	Tactics	9	IQ-1	2	B224+			
	Vow 🗡️			-1	B165	Tracking	11	Per	2	B226			
	Completar el Peregrinaje y volver con la tribu Korogán.												
➤	Korkon <b>Ancestry</b>			27									
	Natural Attacks			0	B271								

✔	#	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.									

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