

PORTRAIT		IDENTITY		MISCELLANEOUS		173 POINTS	
	NAME	Runa		CREATED	Jul 25, 2024, 12:10 AM		5 UNSPENT
	TITLE	Peregrina		MODIFIED	May 19, 2025, 2:22 PM		25 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	62 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
[0] 10 DEXTERITY (DX)	✓ Senses	2-3	HEAD	-2	0	0 NONE	14.5 kg
[20] 10 INTELLIGENCE (IQ)	[0] 11 PERCEPTION (PER)		SKULL	-2	3	1 LIGHT	29 kg
[0] 11 HEALTH (HT)	[0] 11 VISION		FACE	-2	0	2 MEDIUM	43.5 kg
[0] 10 KEUM (KE)	[0] 11 HEARING		NECK	-2	0	3 HEAVY	87 kg
BASIC DAMAGE			EYES	-3	0	4 X-HEAVY	145 kg
1d-1 BASIC THRUST	[0] 11 TASTE & SMELL	4-5	ARMS	-1	0	LIFTING & MOVING THINGS	
1d+2 BASIC SWING	[0] 11 TOUCH		HANDS	-2	0	14.5 kg BASIC LIFT	
	✓ Movement	6-8	TORSO	+0	0	29 kg ONE-HANDED LIFT	
	[0] 5.25 BASIC SPEED		VITALS	+0	1	116 kg TWO-HANDED LIFT	
	[0] 5 BASIC MOVE		GROIN	-1	0	174 kg SHOVE & KNOCK OVER	
	12 DODGE	9-12	LEGS	-1	0	348 kg RUNNING SHOVE & KNOCK OVER	
POINT POOLS			FEET	-2	1	217.5 kg CARRY ON BACK	
[0] 11 OF 11 FP [RESTED]						725 kg SHIFT SLIGHTLY	
[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 Terrien Caravan members 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
Crushing Striker (Horns)					10	10	No
Hooves				Trample	8	No	No
Only on SM-2 or (prone) SM-1							
Natural Attacks				Bite	10	No	No
Natural Attacks				High Kick	8	No	No
Natural Attacks				Low Kick	10	No	No
Natural Attacks				Punch	10	10	No
TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL
✓ Advantages		56		Airshipman		11	IQ+1
Ally (Azra)		1	B36+	Animal Handling (Raptors)		11	IQ+1
Appearance (Beautiful)		12	B21	Blowpipe		11	DX+1
Combat Reflexes		15	B43	Body Language		10	Per-1
Fearlessness 1		2	B55+	Camouflage		10	IQ
Good Reputation 1		1	B26+	Diplomacy		10	IQ
Caravana Terrien; Recognized all the time				Escape		8	DX-2
Hard to Kill 1		2	B58	Esoteric Medicine		10	Per-1
Hard to Subdue 2		4	B59	Fast-Draw (Arrow)		11	DX+1
Luck (1/h)		15	B66+	First Aid		11	IQ+1
Terrain Adaptation (Rock) 4		4	B93+	Forced Entry		10	DX

TRAIT			PTS		SKILL / TECHNIQUE				SL	RSL	PTS	
✔ Culture			11		Games (Chess)				10	IQ	1	B197+
Cultural Familiarity			2	B23	Games (Poker)				9	IQ-1	1	B197+
Korkon (Native); Te'karn; O'koptera					Intimidation				12	Will	2	B202
Language: Ama'kon			0	B24	Leadership				10	IQ	2	B204
Native; Spoken (Native); Written (Native)					Mimicry (Animals)				8	IQ-2	1	B210
Language: Amate'karn			1	B24	Naturalist				11	IQ+1	8	B211
Spoken (Broken)					Navigation (Air)				10	IQ	2	B211
Language: Anere			4	B24	Observation				11	Per	2	B211
Spoken (Accented); Written (Accented)					Occultism				10	IQ	2	B212
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					Stealth				9	DX-1	1	B222
Code of Honor (Gentleman's)			-10	B127	Survival (Foresta Espejismo)				10	Per-1	1	B223
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								
Completar el Peregrinaje y volver con la tribu Korogán.												
✔ Korkon Ancestry			25									
Natural Attacks			0	B271								
CARRIED EQUIPMENT (1 kg; \$30)												
✔ #					USES							
✔ 1		Inmate jumpsuit				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.												