

Portrait	Identity				Miscellaneous				168 Points																						
	NAME		Runa		CREATED		Jul 25, 2024, 12:10 AM		5 UNSPENT																						
	TITLE		Peregrina		MODIFIED		May 21, 2025, 10:41 PM		25 ANCESTRY																						
	ORGANIZATION		YFRLD / Tribu Korogán		PLAYER		Judith		30 ATTRIBUTES																						
	Description								67 ADVANTAGES																						
	GENDER		Female		HEIGHT		1.68 m		HAIR		Snowy																				
	AGE		19		WEIGHT		62 kg		EYES		Hazel																				
	BIRTHDAY		37 de Karn, 2º		SIZE		+0		SKIN		Pale																				
	RELIGION				TL		(5+1)		HAND		Right																				
-35 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				LEVEL MAX LOAD MOVE DODGE																			
[0] 10 DEXTERITY (DX)				[0] 15 COMPOSURE				2-3 HEAD -2 0				0 NONE 14.5 kg 5 8																			
[20] 10 INTELLIGENCE (IQ)				[0] 5 BASIC MOVE				SKULL -2 3				1 LIGHT 29 kg 4 7																			
[0] 11 HEALTH (HT)				[0] 5.75 INITIATIVE (INIT)				FACE -2 0				2 MEDIUM 43.5 kg 3 6																			
[0] 10 KEUMIC INERTIA				Senses				NECK -2 0				3 HEAVY 87 kg 2 5																			
BASIC DAMAGE				[0] 11 PERCEPTION (PER)				EYES -3 0				LIFTING & MOVING THINGS																			
1d-1 BASIC THRUST				[0] 11 VISION				4-5 ARMS -1 0				14.5 kg BASIC LIFT																			
1d+2 BASIC SWING				[0] 11 HEARING				HANDS -2 0				29 kg ONE-HANDED LIFT																			
				[0] 11 TASTE & SMELL				6-8 TORSO +0 0				116 kg TWO-HANDED LIFT																			
				[0] 11 TOUCH				VITALS +0 1				174 kg SHOVE & KNOCK OVER																			
POINT POOLS								9-12 GROIN -1 0				348 kg RUNNING SHOVE & KNOCK OVER																			
[0] 12 OF 12 HP [HEALTHY]								LEGS -1 0				217.5 kg CARRY ON BACK																			
0 OF 0 STRESS [CALM]								FEET -2 1				725 kg SHIFT SLIGHTLY																			
REACTION				CONDITION																											
-1 from non-criminals who learn of your Criminal Record. Police, judges, vigilantes, and other law-and-order types react at -2				+6 on all IQ rolls to wake up or to recover from surprise or mental stun																											
-1 from others				+2 to any HT roll to avoid unconsciousness																											
+1 from Terrien Caravan members aware of your reputation				+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 from those attracted to members of your sex, +2 from everyone else				+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							
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				9				No				1d-2 cr				C							
TRAIT				PTS				SKILL / TECHNIQUE				SL				RSL				PTS											
Advantages & Perks				56				Airshipman				11				IQ+1				2				B185							
Ally (Azra)				1 B36+				Animal Handling (Raptors)				11				IQ+1				4				B175							
Appearance (Beautiful)				12 B21				Blowpipe				11				DX+1				8				B180							
Combat Reflexes				15 B43				Body Language				10				Per-1				1				B181							
Fearlessness 1				2 B55+				Camouflage				10				IQ				1				B183							
Good Reputation 1				1 B26+				Diplomacy				10				IQ				4				B187							
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 (Arrow)				11				DX+1				1				B194+							
Luck (1/h)				15 B66+				First Aid				11				IQ+1				1				B195							
Terrain Adaptation (Rock) 4				4 B93+				Forced Entry				10				DX				1				B196							

TRAIT			PTS		SKILL / TECHNIQUE		SL	RSL	PTS	
❖ Disadvantages & Quirks			-36		Games (Chess)		10	IQ	1	B197+
Berserk			-10	B124	Games (Poker)		9	IQ-1	1	B197+
CR: 12 (Resist quite often)					Intimidation		12	Will	2	B202
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					Leadership		10	IQ	2	B204
Code of Honor (Gentleman's)			-10	B127	Mimicry (Animals)		8	IQ-2	1	B210
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.					Naturalist		11	IQ+1	8	B211
Easy to Read			-10	B134	Navigation (Air)		10	IQ	2	B211
Social Stigma (Criminal Record)			-5	B155	Observation		11	Per	2	B211
Vow			-1	B165	Occultism		10	IQ	2	B212
Completar el Peregrinaje y volver con la tribu Korogán.					Poisons		11	IQ+1	8	B214
❖ Korkon Ancestry			25		Polearm		12	DX+2	8	B208
❖ Languages & Culture			11		Public Speaking		10	IQ	2	B216
Cultural Familiarity			2	B23	Sex Appeal		11	HT	2	B219
Korkon (Native); Te'karn; O'koptera					Shiphandling (Airship)		10	IQ	4	B220
Language: Ama'kon			0	B24	Stealth		9	DX-1	1	B222
Native; Spoken (Native); Written (Native)					Survival (Woodlands)		10	Per-1	1	B223
Language: Amate'karn			1	B24	Tactics		9	IQ-1	2	B224+
Spoken (Broken)					Tracking		11	Per	2	B226
Language: Anere			4	B24						
Spoken (Accented); Written (Accented)										
Language: Korank			4	B24						
Spoken (Accented); Written (Accented)										
Natural Attacks			0	B271						
✓	#	CARRIED EQUIPMENT (0.05 kg; \$0.3)				USES				
✓	1	Parole Armband					0.3	0.05 kg	0.3	0.05 kg
Marks you as "criminal on parole", probably.										
#	OTHER EQUIPMENT (11.1 kg; \$237)					USES				
1	❖ Backpack, Small					60	1.5 kg	237	11.1 kg	HT54
Holds 50lbs.										
1	Antitoxin Kit (O'koptera venom)					25	0.25 kg	25	0.25 kg	B289
Antidote for specific poison. 10 uses										
2	Bandages					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.										
1	Canteen					10	1.5 kg	10	1.5 kg	HT53
1qt.										
1	Compass					25	0 kg	25	0 kg	HT52
1	Falconry Whistle					5	0 kg	5	0 kg	HT58
To call Azra										
1	Notebook and pencil					2	0.2 kg	2	0.2 kg	
1	Personal Basics					5	0.5 kg	5	0.5 kg	B288
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					15	0.3 kg	15	0.3 kg	HT56
20	Rope, 1/2"					3	0.18 kg	60	3.6 kg	HT56
"Quantity" represents yards. Supports 300lbs.										
5	Traveler's Rations					2	0.25 kg	10	1.25 kg	B288
One meal										
NOTE										
Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.										