									160 D			
Portrait	IDEN				LLANEOUS		60 Points					
VA	>\$ NAME Runa			CREATED Jul 25, 2024, 12:10 Al								
	TITLE Peregrina				- 1		9, 2025, 5:0		28 ANCESTRY			
	ORGANIZATION Tribu Korogán				_∥ P∟⁄	AYER Judith	1	3	30 ATTRIBUTES			
			DE	Description						66 Advantages		
	₩ GENDER Female			EIGHT 1.6	8 m	>\$ H	AIR Snowy	-3	DISADVA	NTAGES		
	AGE 19			EIGHT 65			res Hazel		1 Quirks			
	□ SIRTHDAY December 3	1		SIZE +0	···9		KIN Pale	6	3 SKILLS			
	RELIGION	•		TL (5+	.1)		ND Right		SPELLS			
PRIMARY ATTRIBUTES	SECONDARY ATTRIBUTES			JMANOID	1)		ENCUMBRANCE, MOVE & DODGE					
[10] 12 STRENGTH (ST)	[0] 12 WILL	Roll		CATION	DR ı	<b>⊕</b> [	_EVEL		Move	Dodge		
[0] 10 DEXTERITY (DX)	10 KEUM		Eyes	-9	0	<b>A</b> 0	None	14.5 kg	5	9		
[20] 10 INTELLIGENCE (IQ)	<b>⊘</b> Senses	3-4	SKULL	-7	4	1	Light	29 kg	1 4	8		
[0] 11 HEALTH (HT)	[0] 11 Perception (Per)	5	FACE	-5	0	2	MEDIUM	43.5 kg	3	7		
	[0] 11 VISION	6-7	RIGHT	LEG <b>-2</b>	2	3	HEAVY	87 kg	1 2	6		
Basic Damage	[0] 11 HEARING	8	RIGHT	Arm -2	0	4	X-HEAVY	145 kg		5		
1d-1 Basic Thrust	[0] 11 TASTE & SMELL	9-10	Torso									
1d+2 Basic Swing	[0] 11 TASTE & SMELL	11	GROIN		2	1	LIFTING & MOVING THINGS					
	Movement	12	LEFT A		0		14.5 kg Basic Lift 29 kg One-Handed Lift					
		13-14	LEFT L		2		•					
	[0] 5.25 BASIC SPEED	15	HAND	-4	2		16 kg Two-					
	[0] 5 Basic Move	16	Fоот	-4	1		74 kg Shov					
Роімт	Pools	17-18	NECK	-5	0		48 kg RUNN		& KNOCK U	VER		
[0] <b>11</b> OF <b>11</b> FP [RESTER	)]		VITALS		2		7.5 kg CARR					
[0] <b>12</b> OF <b>12</b> HP [HEALT	HY]		VIIALC	, 0	-	_  ′	<b>25 kg</b> Shift	SLIGHTLY				
±	Reaction		T	±		<u> </u>	Condition	N				
-1 from others					all IQ ro	olls to wake	up or to re		surprise	or		
+4 from those attracte	d to members of your sex,	+2 from			ntal stu		•		•			
everyone else				+2 to a	ny HT	roll to avoi	d unconscio	usness				
					HT rolls made for survival at -HP or below, and on any							
					T roll where failure means instant death. If this bonus							
						es the difference between success and failure, you upse, apparently dead (or disabled), but come to in the						
				usual amount of time. A successful Diagnosis roll reveals								
					the truth.							
					to initiative rolls for your side (+2 if you are the lea to others on all Empathy, Body Language, and Psych							
				rolls to discern your intentions or the truth of your								
					to others on IQ, Detect Lies, and Gambling ro							
					Quick Contest with your Acting, Fast-Talk, or Gai							
	skill when yo									9		
	MELEE WEAPON			Usage	SL	Parry	Вьоск	Damage	REACH	ST		
Crushing Striker (Horns) Target at -5					10	9	No '	1d cr	С			
Guja 🖪				Swung	12	10U	No '	1d+4 cr	1-2	9†		
The blunt end									_			
Guja <b>日</b>				Swung	12	10U	No	1d+4 cut	1-2*	9†		
The sharp end, Polearm					_	4						
Guja 🗟				Swung	5	6U	No '	1d+5 cut	2	9†		
Two-handed sword  Guja    Guia				Thrust	12	10	No	1d+1 cr	1-2	9†		
The blunt end				iiiust	12	10	140	iu i Cl	1-2	91		
Guja 🖪				Thrust	12	10	No '	1d+2 imp	2	9†		
The sharp end, Polearm  Guja				Thrust	5	6	No '	1d+2 imp	2	9†		
Two-handed sword								·		71		
Hooves  Only on SM-2 or (propo) SM-1				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	С			
Natural Attacks				Kick	8	No		1d-2 cr	C,1			
Natural Attacks				Punch	10	9		1d-2 cr	C			
Natural Attacks				Slam	10	No	No '	1d-3 cr	С			

Ranged Weapon U	sage <b>S</b> L	Acc	Damage Range RoF S	Sнотs	Bulk	RECOIL	ST
Blowpipe	11	1	1d-3 pi- 24 1 1	(2)	-6		2
Trait	Ртѕ		SKILL / TECHNIQUE	SL	RSL	Pts	
◆ Advantages	40		Animal Handling (Raptors)	11	IQ+1	4	<u>B175</u>
Ally (Azra) 🖪	1	B36+	Blowpipe	11	DX+1	8	B180
25% of your starting points	10	D04	Body Language	10	Per-1	1	<u>B181</u>
Appearance 🗔  Beautiful	12	<u>B21</u>	Camouflage 🖪	10	IQ	1	<u>B183</u>
Combat Reflexes 🖪	15	B43	Default: Survival (Foresta Espejismo)-2				
Never freeze	13	<u>D43</u>	Diplomacy	10	IQ	4	B187
Fearlessness 1	2	B55+	Esoteric Medicine	10	Per-1	2	B192+
Hard to Kill 1		B58	First Aid 🗗	11	IQ+1	1	B195
Hard to Subdue 2	4	B59	Default: Esoteric Medicine	''			2.70
Terrain Adaptation (Rock) 4		B93+	Forced Entry	10	DX	1	B196
Culture	11		Games (Chess)	10	IQ	1	B197+
Cultural Familiarity (Korkon)	0	B23	Games (Poker)	9	IQ-1	1	B197+
Cultural Familiarity (O'koptera)	1	B23	Intimidation	12	Will	2	B202
Cultural Familiarity (Te'karn)	1	B23	Mimicry (Animals)	8	IQ-2	1	B210
Language: Ama'kon 🖪	0	B24	Default: Naturalist-6				
Native; Spoken (Native); Written (Native)			Naturalist	11	IQ+1	8	<u>B211</u>
Language: Amate'karn	1	<u>B24</u>	Observation	11	Per	2	<u>B211</u>
Spoken (Broken)		D0.4	Occultism	10	IQ	2	<u>B212</u>
Language: Anere ☐ Spoken (Accented); Written (Accented)	4	<u>B24</u>	Poisons	11	IQ+1	8	B214
Language: Korank 🖪	4	B24	Polearm	12	DX+2	8	B208
Spoken (Accented); Written (Accented)		<u>524</u>	Public Speaking	10	IQ	2	B216
Disadvantages	-16		Sex Appeal	11	HT	2	B219
Berserk 🖪	-10	B124	Stealth	9	DX-1	1	B222
CR: 12 (Resist quite often)			Survival (Foresta 🖪	10	Per-1	1	<u>B223</u>
Make a self-control roll any time you suffer			Espejismo)				
damage over 1/4 your HP in the space of one			Default: Naturalist-3	11	Per	2	B226
second, and whenever you witness equivalent harm to a loved one			Tracking  Defaults	- 11	Pei	0	<u>DZZ0</u>
Code of Honor (Gentleman's)	-10	B127	Biology (any)	5	IQ-5	0	B180
Never break your word. Never ignore an insult to		<u> </u>	Default: Naturalist-6	J	IQ-3	U	<u>D 100</u>
yourself, a lady, or your flag; insults may only be			Performance	8	IQ-2	0	B212
wiped out by an apology or a duel (not necessar	ily		(Fortune-Telling)				
to the death!). Never take advantage of an opponent in any way; weapons and			Default: Public Speaking-2				
circumstances must be equal (except in open							
war). This only applies between gentlemen.							
Easy to Read	-10						
Luck <b>∃</b>	15	<u>B66+</u>					
Usable once per hour of play							
Vow 🖯	-1	<u>B165</u>					
Completar el Peregrinaje y volver con la tribu Korogán.							
➤ Korkon Ancestry	28						
◆ Advantages	18						
Crushing Striker (Horns)	3	B88+					
Limited Arc (Front)							
Target at -5							
Damage Resistance 2 🖪	3	<u>B47+</u>					
Partial (Skull only)							
Fur	1	B101					
Hooves	3	B42					
Temperature Tolerance 3	3	B93					
Universal Digestion	5	<u>B95+</u>					
• Attributes	15						
Disadvantages     Stubbergness	-5	D157					
Stubbornness	-5 0	B157 B271					
Natural Attacks		DZ/I		Δ			
✓ # CARRIED EQUIPMENT (10.6 F	(G; \$525)		USES TL LC		\$€	\$ ▲	
✓ 1 Blowpipe				.5 kg	30	0.5 kg	
✓ 1 Guja			2 300	3 kg	300	3 kg	
✓ 1 Heavy Leather Leggings			1 60	2 kg	60	2 kg	
✓ 1 Leather Armor			1 100	5 kg	100	5 kg	B283

<b>√</b>	# CARRIED EQUIPMENT (10.6 KG; \$525)	Uses	TL	LC	<b>9</b>	Â	\$ 2	\$ ▲	
<b>✓</b>	1 Leather Gloves ☐ Flexible		1		30	0 kg	30	0 kg	B284
<b>✓</b>	5 Venom Vial  Contains paralyzing venom from o'koptera (roll at HT-1).			4	1	0.02 kg	5	0.1 kg	
#	Other Equipment (46.1 kg; \$387)	Uses	TL	LC	<b>9</b>	Â	\$€	\$ ≜	
1	● Backpack, Small ■ Holds 50lbs.		5		60	1.5 kg	387	46.1 kg	HT54
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	B289
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 <b>园</b> 1qt.		5		10	1.5 kg	10	1.5 kg	<u>HT53</u>
1	Compass		5		25	0 kg	25	0 kg	HT52
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	B288
1	Pillow		1		15	0.3 kg	15	0.3 kg	HT56
20	Rope, 1/2" <b>T</b> "Quantity" represents yards. Supports 300lbs.		5		3	0.18 kg	60	3.6 kg	HT56
5	Traveler's Rations 🖪 One meal		0		2	0.25 kg	10	1.25 kg	B288
	Note								
Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.									