

PORTRAIT		IDENTITY				MISCELLANEOUS				167 POINTS					
		NAME	Runa			CREATED	Jul 25, 2024, 12:10 AM			1	UNSPENT				
		TITLE	Peregrina			MODIFIED	Aug 14, 2025, 12:25 AM			20	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															
85 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	FRIGHT CHECK	2-3	HEAD	-5	0	0	NONE	14.5 kg	5	9	
[20]	10	INTELLIGENCE (IQ)	[0]	5.25	INITIATIVE (INIT)		SKULL	-7	3		1	LIGHT	29 kg	4	8
[0]	11	HEALTH (HT)	[0]	5	BASIC MOVE		FACE	-5	0		2	MEDIUM	43.5 kg	3	7
BASIC DAMAGE			Senses				NECK	-5	0		3	HEAVY	87 kg	2	6
1d-1 BASIC THRUST			[0]	10	PERCEPTION (PER)		EYES	-9	0		4	X-HEAVY	145 kg	1	5
1d+2 BASIC SWING			[0]	10	VISION	4-6	ARMS	-2	0		LIFTING & MOVING THINGS				
			[0]	10	HEARING		HANDS	-4	0		14.5 kg BASIC LIFT				
			[0]	10	TASTE & SMELL	7-9	TORSO	+0	2		29 kg ONE-HANDED LIFT				
			[0]	10	TOUCH		VITALS	-3	3		116 kg TWO-HANDED LIFT				
			POINT POOLS				GROIN	-3	2		174 kg SHOVE & KNOCK OVER				
[0]	11	OF 12 HP [WOUNDED]				10-12	LEGS	-2	0		348 kg RUNNING SHOVE & KNOCK OVER				
[0]	11	OF 11 FP [RESTED]					FEET	-4	1		217.5 kg CARRY ON BACK				
												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				
CdP Natural Attacks					Unarmed	10	9	No	1d-2 cr	C					
Parry with punches; Kicks have range C, 1; High Kicks are at -2.					Headbutt	10	9	No	1d cr	C					
Crushing Striker (Horns)					Trample	8	No	No	1d cr	C,1					
Hooves															
Only on SM-2 or (prone) SM-1															
TRAIT		PTS			SKILL / TECHNIQUE		SL	RSL	PTS						
Advantages & Perks		56			Airman		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	2	B181					
Fearlessness 1		2	B55+		Brawling		10	DX	1	B182+					
Good Reputation 1		1	B26+		Camouflage		10	IQ	1	B183					
Caravana Terrien; Recognized all the time					Captaincy		10	IQ	4	B220					
Hard to Kill 1		2	B58		Diplomacy		10	IQ	4	B187					
Hard to Subdue 2		4	B59		Escape		9	DX-1	2	B192					
Luck (1/h)		15	B66+		Esoteric Medicine		9	Per-1	2	B192+					
Terrain Adaptation (Rock) 4		4	B93+		Fast-Draw (Arrow)		11	DX+1	1	B194+					
Disadvantages & Quirks		-36			First Aid		10	IQ	1	B195					
					Forced Entry		10	DX	1	B196					

TRAIT				Pts		SKILL / TECHNIQUE				SL	RSL	Pts	
Berserk				-10	<u>B124</u>	Gambling				9	IQ-1	1	<u>B197</u>
CR: 12 (Resist quite often)						Games (Chess)				10	IQ	1	<u>B197+</u>
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						Intimidation				12	Will	2	<u>B202</u>
Code of Honor (Gentleman's)				-10	<u>B127</u>	Leadership				10	IQ	2	<u>B204</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.						Mimicry (Animals)				9	IQ-1	2	<u>B210</u>
Easy to Read				-10	<u>B134</u>	Naturalist				11	IQ+1	8	<u>B211</u>
Social Stigma (ITP Criminal)				-5	<u>B155</u>	Navigation (Air)				10	IQ	2	<u>B211</u>
Assigned to NCC's (Niwel capital city) "Interim Temperance Program"						Occultism				10	IQ	2	<u>B212</u>
Vow				-1	<u>B165</u>	Poisons				11	IQ+1	8	<u>B214</u>
Completar el Peregrinaje y volver con la tribu Korogán.						Polearm				12	DX+2	8	<u>B208</u>
✔ Languages & Culture				11		Public Speaking				10	IQ	2	<u>B216</u>
Cultural Familiarity (Korkon)				0	<u>B23</u>	Recon				10	Per	2	<u>B211</u>
Native						Sex Appeal				11	HT	2	<u>B219</u>
Cultural Familiarity (O'koptera)				1	<u>B23</u>	Stealth				9	DX	2	<u>B222</u>
Cultural Familiarity (Te'karn)				1	<u>B23</u>	Streetwise				9	IQ-1	1	<u>B223</u>
Language: Ama'kon				4	<u>B24</u>	Survival (Woodlands)				9	Per-1	1	<u>B223</u>
Spoken (Conversational); Written (Literate)						Tactics				9	IQ-1	2	<u>B224+</u>
Language: Amate'karn				1	<u>B24</u>	Tracking				10	Per	2	<u>B226</u>
Spoken (Broken); Written (Illiterate)						Wrestling				10	DX	2	<u>B228+</u>
Language: Anere				4	<u>B24</u>								
Spoken (Conversational); Written (Literate)													
Language: Korank				0	<u>B24</u>								
Native; Spoken (Fluent); Written (Educated)													
✔ Other Features & Traits				20									
CdP Natural Attacks				0	<u>B271</u>								
✔ Korkon Ancestry				20									
✔ # CARRIED EQUIPMENT (16.15 kg; \$337.3)						USES							
✔	1	✔ Backpack, Small					60	1.5 kg		237	11.1 kg		<u>HT54</u>
		Holds 50lbs.											
✔	1	Antitoxin Kit (O'koptera venom)					25	0.25 kg		25	0.25 kg		<u>B289</u>
		Antidote for specific poison. 10 uses											
✔	2	Bandages					10	1 kg		20	2 kg		<u>B289</u>
		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		<u>HT53</u>
		1qt.											
✔	1	Compass					25	0 kg		25	0 kg		<u>HT52</u>
✔	1	Falconry Whistle					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					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					15	0.3 kg		15	0.3 kg		<u>HT56</u>
✔	20	Rope, 1/2"					3	0.18 kg		60	3.6 kg		<u>HT56</u>
		"Quantity" represents yards. Supports 300lbs.											
✔	5	Traveler's Rations					2	0.25 kg		10	1.25 kg		<u>B288</u>
		One meal											
✔	1	ITP Armband					0.3	0.05 kg		0.3	0.05 kg		
		Marks you as "criminal on parole", probably.											
✔	1	Leather Armor					100	5 kg		100	5 kg		<u>B283</u>
NOTE													
Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.													
Umbral HP: 7 (>HP/2), 5 (>HP/3), 3 (<HP/3)													