
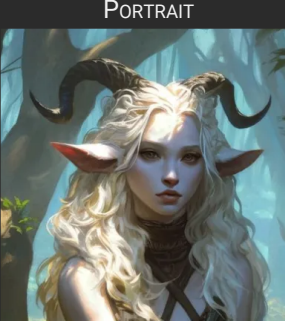
























PORTRAIT		IDENTITY		MISCELLANEOUS		160 POINTS 			
	 NAME	Runa		CREATED	Jul 25, 2024, 12:10 AM		4 UNSPENT		
	TITLE	Peregrina		MODIFIED	Jan 22, 2025, 7:32 PM		28 ANCESTRY		
	ORGANIZATION	Tribu Korogán		PLAYER	Judith		30 ATTRIBUTES		
	DESCRIPTION						66 ADVANTAGES		
	 GENDER	Female		 HEIGHT	1.68 m		 HAIR	Snowy	
	 AGE	19		 WEIGHT	65 kg		 EYES	Hazel	
	 BIRTHDAY	December 31		SIZE	+0		 SKIN	Pale	
	RELIGION			TL	(5+1)		 HAND	Right	
						-30 DISADVANTAGES			
						-1 QUIRKS			
						63 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)	8 GRIT		EYES	-9	0	 0 NONE	14.5 kg	5	9
[20] 10 INTELLIGENCE (IQ)	10 KEUM	3-4	SKULL	-7	4	1 LIGHT	29 kg	4	8
[0] 11 HEALTH (HT)	 Senses	5	FACE	-5	0	2 MEDIUM	43.5 kg	3	7
BASIC DAMAGE		6-7	RIGHT LEG	-2	2	3 HEAVY	87 kg	2	6
1d-1 BASIC THRUST	[0] 11 PERCEPTION (PER)	8	RIGHT ARM	-2	0	4 X-HEAVY	145 kg	1	5
1d+2 BASIC SWING	[0] 11 VISION	9-10	TORSO	+0	2	LIFTING & MOVING THINGS			
	[0] 11 HEARING	11	GROIN	-3	2	14.5 kg BASIC LIFT			
	[0] 11 TASTE & SMELL	12	LEFT ARM	-2	0	29 kg ONE-HANDED LIFT			
	[0] 11 TOUCH	13-14	LEFT LEG	-2	2	116 kg TWO-HANDED LIFT			
	 Movement	15	HAND	-4	2	174 kg SHOVE & KNOCK OVER			
	[0] 5.25 BASIC SPEED	16	FOOT	-4	1	348 kg RUNNING SHOVE & KNOCK OVER			
	[0] 5 BASIC MOVE	17-18	NECK	-5	0	217.5 kg CARRY ON BACK			
			VITALS	-3	2	725 kg SHIFT SLIGHTLY			
POINT POOLS									
[0] 11 OF 11 FP [RESTED]									
[0] 12 OF 12 HP [HEALTHY]									
± REACTION		± CONDITION							
-1	from others	+6		on all IQ rolls to wake up or to recover from surprise or mental stun					
+4	from those attracted to members of your sex, +2 from everyone else	+2		to any HT roll to avoid unconsciousness					
		+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, Polearm									
Guja 		Swung	5	6U	No	1d+5 cut	2	9+	
Two-handed sword									
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, Polearm									
Guja 		Thrust	5	6	No	1d+2 imp	2	9+	
Two-handed sword									
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			40		Animal Handling (Raptors)								11	IQ+1	4	B175
Ally (Azra) 📖			1	B36+	Blowpipe								11	DX+1	8	B180
25% of your starting points					Body Language								10	Per-1	1	B181
Appearance 📖			12	B21	Camouflage 📖								10	IQ	1	B183
Beautiful					Default: Survival (Foresta Espejismo)-2											
Combat Reflexes 📖			15	B43	Diplomacy								10	IQ	4	B187
Never freeze					Esoteric Medicine								10	Per-1	2	B192+
Fearlessness 1			2	B55+	First Aid 📖								11	IQ+1	1	B195
Hard to Kill 1			2	B58	Default: Esoteric Medicine											
Hard to Subdue 2			4	B59	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	Mimicry (Animals) 📖								8	IQ-2	1	B210
Cultural Familiarity (Te'karn) 📖			1	B23	Default: Naturalist-6											
Language: Ama'kon 📖			0	B24	Naturalist								11	IQ+1	8	B211
Native; Spoken (Native); Written (Native)					Observation								11	Per	2	B211
Language: Amate'karn 📖			1	B24	Occultism								10	IQ	2	B212
Spoken (Broken)					Poisons								11	IQ+1	8	B214
Language: Anere 📖			4	B24	Polearm								12	DX+2	8	B208
Spoken (Accented); Written (Accented)					Public Speaking								10	IQ	2	B216
Language: Korank 📖			4	B24	Sex Appeal								11	HT	2	B219
Spoken (Accented); Written (Accented)					Stealth								9	DX-1	1	B222
✔ Disadvantages			-16		Survival (Foresta 📖)								10	Per-1	1	B223
Berserk 📖			-10	B124	Espejismo)											
CR: 12 (Resist quite often)					Default: Naturalist-3											
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					Tracking								11	Per	2	B226
Code of Honor (Gentleman's) 📖			-10	B127	✔ Defaults										0	
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.					Biology (any) 📖								5	IQ-5	0	B180
Easy to Read			-10	B134	Default: Naturalist-6											
Luck 📖			15	B66+	Performance 📖								8	IQ-2	0	B212
Usable once per hour of play					(Fortune-Telling)											
Vow 📖			-1	B165	Default: Public Speaking-2											
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	B47+												
Partial (Skull only)																
Fur			1	B101												
Hooves			3	B42												
Temperature Tolerance 3			3	B93												
Universal Digestion			5	B95+												
⤵ Attributes			15													
✔ Disadvantages			-5													
Stubbornness			-5	B157												
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 ka	100	5 ka	B283			

✓	#	CARRIED EQUIPMENT (10.6 KG; \$525)	USES	TL	LC					
✓	1	<b>Leather Gloves</b> Flexible		1		30	0 kg	30	0 kg	<u>B284</u>
✓	5	<b>Venom Vial</b> 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					
1	✓	<b>Backpack, Small</b> Holds 50lbs.		5		60	1.5 kg	387	46.1 kg	<u>HT54</u>
1		<b>Antitoxin Kit (O'koptera venom)</b> Antidote for specific poison. 10 uses		6		25	0.25 kg	25	0.25 kg	<u>B289</u>
2		<b>Bandages</b> 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	<u>B289</u>
2		<b>Bear Trap</b> ST 15. Survival +1. Damage thr+2 crushing.		5	3	75	17.5 kg	150	35 kg	<u>HT58</u>
1		<b>Canteen</b> 1qt.		5		10	1.5 kg	10	1.5 kg	<u>HT53</u>
1		<b>Compass</b>		5		25	0 kg	25	0 kg	<u>HT52</u>
1		<b>Falconry Whistle</b> To call Azra		5		5	0 kg	5	0 kg	<u>HT58</u>
1		<b>Notebook and pencil</b>				2	0.2 kg	2	0.2 kg	
1		<b>Personal Basics</b> 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		<b>Pillow</b>		1		15	0.3 kg	15	0.3 kg	<u>HT56</u>
20		<b>Rope, 1/2"</b> "Quantity" represents yards. Supports 300lbs.		5		3	0.18 kg	60	3.6 kg	<u>HT56</u>
5		<b>Traveler's Rations</b> One meal		0		2	0.25 kg	10	1.25 kg	<u>B288</u>
NOTE										
Runas grabadas: <i>Nacimiento del guerrero, Observador del desierto, Surcador del viento.</i>										