

Portrait	Identity			Miscellaneous			167 Points			
	NAME	Runa		CREATED	Jul 25, 2024, 12:10 AM		1	Unspent		
	TITLE	Peregrina		MODIFIED	Aug 19, 2025, 8:23 PM		20	Ancestry		
	Organization	YFRLD / Tribu Korogán		PLAYER	Judith		30	Attributes		
	Description						67	Advantages		
	GENDER	Female	HEIGHT	1.68 m	HAIR	Snowy	-35	Disadvantages		
AGE	19	WEIGHT	62 kg	EYES	Hazel	-1	Quirks			
BIRTHDAY	37 de Karn, 2º	SIZE	+0	SKIN	Pale	85	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	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			NECK	-5		0	3 HEAVY	87 kg	2	6
1d-1 BASIC THRUST	✓ Senses		EYES	-9		0	4 X-HEAVY	145 kg	1	5
1d+2 BASIC SWING	[0] 10 PERCEPTION (PER)	4-6	ARMS	-2		0	LIFTING & MOVING THINGS			
	[0] 10 VISION		HANDS	-4		0	14.5 kg	BASIC LIFT		
	[0] 10 HEARING	7-9	TORSO	+0		2	29 kg	ONE-HANDED LIFT		
	[0] 10 TASTE & SMELL		VITALS	-3		3	116 kg	TWO-HANDED LIFT		
	[0] 10 TOUCH		GROIN	-3	2	174 kg	SHOVE & KNOCK OVER			
POINT POOLS		10-12	LEGS	-2	0	348 kg	RUNNING SHOVE & KNOCK OVER			
[0] 11 OF 12 HP [WOUNDED]			FEET	-4	1	217.5 kg	CARRY ON BACK			
[0] 11 OF 11 FP [RESTED]						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								
TRAIT		PTS	SKILL / TECHNIQUE		SL	RSL	PTS			
✓ Advantages & Perks		56	Airman		11	IQ+1	2	B185		
Ally (Azra)		1	Animal Handling (Raptors)		11	IQ+1	4	B175		
Appearance (Beautiful)		12	Blowpipe		11	DX+1	8	B180		
Combat Reflexes		15	Body Language		10	Per	2	B181		
Fearlessness 1		2	Brawling		10	DX	1	B182+		
Good Reputation 1		1	Camouflage		10	IQ	1	B183		
Caravana Terrien; Recognized all the time			Captaincy		10	IQ	4	B220		
Hard to Kill 1		2	Diplomacy		10	IQ	4	B187		
Hard to Subdue 2		4	Escape		9	DX-1	2	B192		
Luck (1/h)		15	Esoteric Medicine		9	Per-1	2	B192+		
Terrain Adaptation (Rock) 4		4	Fast-Draw (Arrow)		11	DX+1	1	B194+		
✓ Disadvantages & Quirks		-36	First Aid		10	IQ	1	B195		
Berserk		-10	Forced Entry		10	DX	1	B196		
CR: 12 (Resist quite often)			Gambling		9	IQ-1	1	B197		
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			Games (Chess)		10	IQ	1	B197+		
			Intimidation		12	Will	2	B202		
			Leadership		10	IQ	2	B204		
			Mimicry (Animals)		9	IQ-1	2	B210		
			Naturalist		11	IQ+1	8	B211		

TRAIT			Pts		SKILL / TECHNIQUE		SL	RSL	Pts	
Code of Honor (Gentleman's)			-10	<u>B127</u>	Navigation (Air)		10	IQ	2	<u>B211</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.					Occultism		10	IQ	2	<u>B212</u>
Easy to Read			-10	<u>B134</u>	Poisons		11	IQ+1	8	<u>B214</u>
Social Stigma (ITP Criminal)			-5	<u>B155</u>	Polearm		12	DX+2	8	<u>B208</u>
Assigned to NCC's (Niwel capital city) "Interim Temperance Program"					Public Speaking		10	IQ	2	<u>B216</u>
Vow			-1	<u>B165</u>	Recon		10	Per	2	<u>B211</u>
Completar el Peregrinaje y volver con la tribu Korogán.					Sex Appeal		11	HT	2	<u>B219</u>
✔ Languages & Culture			11		Stealth		9	DX	2	<u>B222</u>
Cultural Familiarity (Korkon)			0	<u>B23</u>	Streetwise		9	IQ-1	1	<u>B223</u>
Native					Survival (Woodlands)		9	Per-1	1	<u>B223</u>
Cultural Familiarity (O'koptera)			1	<u>B23</u>	Tactics		9	IQ-1	2	<u>B224+</u>
Cultural Familiarity (Te'karn)			1	<u>B23</u>	Tracking		10	Per	2	<u>B226</u>
Language: Ama'kon			4	<u>B24</u>	Wrestling		10	DX	2	<u>B228+</u>
Spoken (Conversational); Written (Literate)										
Language: Amate'karn			1	<u>B24</u>						
Spoken (Broken); Written (Illiterate)										
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							

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.											
Crushing Striker (Horns)					Headbutt	10	9	No	1d cr	C	
Hooves					Trample	8	No	No	1d cr	C,1	
Only on SM-2 or (prone) SM-1											

✓	#	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.												