

















Portrait	Identity				Miscellaneous				166 Points							
	NAME		Runa		CREATED	Jul 25, 2024, 12:10 AM			0 UNSPENT							
	TITLE		Peregrina		MODIFIED	Jul 25, 2025, 9:30 PM			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	LOCK	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					
							GROIN	-3	2		174 kg SHOVE & KNOCK OVER					
						10-12	LEGS	-2	0		348 kg RUNNING SHOVE & KNOCK OVER					
							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				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	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						Default: Survival (Woodlands)-2										
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	
<b>Berserk</b> 			-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>
<b>Code of Honor (Gentleman's)</b> 			-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>
<b>Easy to Read</b>			-10	<u>B134</u>	Naturalist		11	IQ+1	8	<u>B211</u>
<b>Social Stigma (ITP Criminal)</b> 			-5	<u>B155</u>	Navigation (Air)		10	IQ	2	<u>B211</u>
Assigned to NCC's (Niwel capital city) "Interim Temperance Program"					Observation		10	Per	2	<u>B211</u>
<b>Vow</b> 			-1	<u>B165</u>	Occultism		10	IQ	2	<u>B212</u>
Completar el Peregrinaje y volver con la tribu Korogán.					Poisons		11	IQ+1	8	<u>B214</u>
 <b>Languages &amp; Culture</b>			11		Polearm		12	DX+2	8	<u>B208</u>
<b>Cultural Familiarity (Korkon)</b> 			0	<u>B23</u>	Public Speaking		10	IQ	2	<u>B216</u>
Native					Sex Appeal		11	HT	2	<u>B219</u>
<b>Cultural Familiarity (O'koptera)</b>			1	<u>B23</u>	Shiphandling (Airship) 		10	IQ	4	<u>B220</u>
<b>Cultural Familiarity (Te'karn)</b>			1	<u>B23</u>	Stealth		9	DX	2	<u>B222</u>
<b>Language: Ama'kon</b> 			4	<u>B24</u>	Streetwise		9	IQ-1	1	<u>B223</u>
Spoken (Conversational); Written (Literate)					Survival (Woodlands) 		9	Per-1	1	<u>B223</u>
<b>Language: Amate'karn</b> 			1	<u>B24</u>	Tactics		9	IQ-1	2	<u>B224+</u>
Spoken (Broken); Written (Illiterate)					Tracking 		10	Per	2	<u>B226</u>
<b>Language: Anere</b> 			4	<u>B24</u>	Default: Naturalist-5					
Spoken (Conversational); Written (Literate)					<b>Wrestling</b>		10	DX	2	<u>B228+</u>
<b>Language: Korank</b> 			0	<u>B24</u>						
Native; Spoken (Fluent); Written (Educated)										
 <b>Other Features &amp; Traits</b>			20							
<b>CdP Natural Attacks</b>			0	<u>B271</u>						
 <b>Korkon</b> <b>Ancestry</b>			20							
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