

Portrait	Identity			Miscellaneous			166 Points				
	NAME	Runa		CREATED	Jul 25, 2024, 12:10 AM		8 UNSPENT				
	TITLE	Peregrina		MODIFIED	Jul 24, 2025, 7:14 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	77 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		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			
					HANDS	-4	0	14.5 kg BASIC LIFT			
					TORSO	+0	2	29 kg ONE-HANDED LIFT			
					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			
POINT POOLS											
[0]	11 OF 12 HP [WOUNDED]										
[0]	11 OF 11 FP [RESTED]										
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		9	Per-1	1		B181	
Fearlessness 1		2	B55+	Camouflage		10	IQ	1		B183	
Good Reputation 1		1	B26+	Diplomacy		10	IQ	4		B187	
Caravana Terrien; Recognized all the time				Escape		8	DX-2	1		B192	
Hard to Kill 1		2	B58	Esoteric Medicine		9	Per-1	2		B192+	
Hard to Subdue 2		4	B59	Fast-Draw (Arrow)		11	DX+1	1		B194+	
Luck (1/h)		15	B66+	First Aid		10	IQ	1		B195	
Terrain Adaptation (Rock) 4		4	B93+	Forced Entry		10	DX	1		B196	
Disadvantages & Quirks		-36		Games (Chess)		10	IQ	1		B197+	
				Games (Poker)		9	IQ-1	1		B197+	

TRAIT				PTS		SKILL / TECHNIQUE				SL	RSL	PTS	
Berserk				-10	<u>B124</u>	Intimidation				12	Will	2	<u>B202</u>
CR: 12 (Resist quite often)						Leadership				10	IQ	2	<u>B204</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						Mimicry (Animals)				8	IQ-2	1	<u>B210</u>
Code of Honor (Gentleman's)				-10	<u>B127</u>	Naturalist				11	IQ+1	8	<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.						Navigation (Air)				10	IQ	2	<u>B211</u>
Easy to Read				-10	<u>B134</u>	Observation				10	Per	2	<u>B211</u>
Social Stigma (ITP Criminal)				-5	<u>B155</u>	Occultism				10	IQ	2	<u>B212</u>
Assigned to Niwel's "Interim Temperance Program"						Poisons				11	IQ+1	8	<u>B214</u>
Vow				-1	<u>B165</u>	Polearm				12	DX+2	8	<u>B208</u>
Completar el Peregrinaje y volver con la tribu Korogán.						Public Speaking				10	IQ	2	<u>B216</u>
✔ Languages & Culture				11		Sex Appeal				11	HT	2	<u>B219</u>
Cultural Familiarity (Korkon)				0	<u>B23</u>	Shiphandling (Airship)				10	IQ	4	<u>B220</u>
Native						Stealth				8	DX-1	1	<u>B222</u>
Cultural Familiarity (O'koptera)				1	<u>B23</u>	Survival (Woodlands)				9	Per-1	1	<u>B223</u>
Cultural Familiarity (Te'karn)				1	<u>B23</u>	Tactics				9	IQ-1	2	<u>B224+</u>
Language: Ama'kon				4	<u>B24</u>	Tracking				10	Per	2	<u>B226</u>
Spoken (Conversational); Written (Literate)						Default: Naturalist-5							
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									
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)													