

PORTRAIT		IDENTITY				MISCELLANEOUS				168 POINTS					
		NAME	Runa			CREATED	Jul 25, 2024, 12:10 AM			1	UNSPENT				
		TITLE	Peregrina			MODIFIED	Jul 30, 2025, 1:32 AM			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		86	SKILLS		
	RELIGION				TL	(5+1)			HAND	Right		0	SPELLS		
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES			HUMANOID				ENCUMBRANCE, MOVE & DODGE						
[10]	12	STRENGTH (ST)			ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE			
[0]	10	DEXTERITY (DX)			2-3	HEAD	-5	0	0	NONE	14.5 kg	5	9		
[20]	10	INTELLIGENCE (IQ)				SKULL	-7	3		1	LIGHT	29 kg	4	8	
[0]	11	HEALTH (HT)				FACE	-5	0	2	2	MEDIUM	43.5 kg	3	7	
BASIC DAMAGE		Senses				NECK	-5	0	0	3	HEAVY	87 kg	2	6	
1d-1 BASIC THRUST		[0]	10 PERCEPTION (PER)				EYES	-9	0	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.															
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															
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					History (Korkon Tribes)	8	IQ-2	1	<u>B200</u>	
<b>Code of Honor (Gentleman's)</b>			-10	<u>B127</u>	Intimidation	12	Will	2	<u>B202</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.					Leadership	10	IQ	2	<u>B204</u>	
<b>Easy to Read</b>			-10	<u>B134</u>	Mimicry (Animals)	9	IQ-1	2	<u>B210</u>	
<b>Social Stigma (ITP Criminal)</b>			-5	<u>B155</u>	Naturalist	11	IQ+1	8	<u>B211</u>	
Assigned to NCC's (Niwel capital city) "Interim Temperance Program"					Navigation (Air)	10	IQ	2	<u>B211</u>	
<b>Vow</b>			-1	<u>B165</u>	Observation	10	Per	2	<u>B211</u>	
Completar el Peregrinaje y volver con la tribu Korogán.					Occultism	10	IQ	2	<u>B212</u>	
<b>Languages &amp; Culture</b>			11		Poisons	11	IQ+1	8	<u>B214</u>	
<b>Cultural Familiarity (Korkon)</b>			0	<u>B23</u>	Polearm	12	DX+2	8	<u>B208</u>	
Native					Public Speaking	10	IQ	2	<u>B216</u>	
<b>Cultural Familiarity (O'koptera)</b>			1	<u>B23</u>	Sex Appeal	11	HT	2	<u>B219</u>	
<b>Cultural Familiarity (Te'karn)</b>			1	<u>B23</u>	Shiphandling (Airship)	10	IQ	4	<u>B220</u>	
<b>Language: Ama'kon</b>			4	<u>B24</u>	Stealth	9	DX	2	<u>B222</u>	
Spoken (Conversational); Written (Literate)					Streetwise	9	IQ-1	1	<u>B223</u>	
<b>Language: Amate'karn</b>			1	<u>B24</u>	Survival (Woodlands)	9	Per-1	1	<u>B223</u>	
Spoken (Broken); Written (Illiterate)					Tactics	9	IQ-1	2	<u>B224+</u>	
<b>Language: Anere</b>			4	<u>B24</u>	Tracking	10	Per	2	<u>B226</u>	
Spoken (Conversational); Written (Literate)					Default: Naturalist-5					
<b>Language: Korank</b>			0	<u>B24</u>	Wrestling	10	DX	2	<u>B228+</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							

	#	CARRIED EQUIPMENT (16.15 kg; \$337.3)	USES							
	1	<b>Backpack, Small</b> Holds 50lbs.		60	1.5 kg	237	11.1 kg			<u>HT54</u>
	1	<b>Antitoxin Kit (O'koptera venom)</b> Antidote for specific poison. 10 uses		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.		10	1 kg	20	2 kg			<u>B289</u>
	1	<b>Canteen</b> 1qt.		10	1.5 kg	10	1.5 kg			<u>HT53</u>
	1	<b>Compass</b>		25	0 kg	25	0 kg			<u>HT52</u>
	1	<b>Falconry Whistle</b> To call Azra		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.		5	0.5 kg	5	0.5 kg			<u>B288</u>
	1	<b>Pillow</b>		15	0.3 kg	15	0.3 kg			<u>HT56</u>
	20	<b>Rope, 1/2"</b> "Quantity" represents yards. Supports 300lbs.		3	0.18 kg	60	3.6 kg			<u>HT56</u>
	5	<b>Traveler's Rations</b> One meal		2	0.25 kg	10	1.25 kg			<u>B288</u>
	1	<b>ITP Armband</b> Marks you as "criminal on parole", probably.		0.3	0.05 kg	0.3	0.05 kg			
	1	<b>Leather Armor</b>		100	5 kg	100	5 kg			<u>B283</u>

NOTE										
<b>Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.</b>										
<b>Umbral HP: 7 (&gt;HP/2), 5 (&gt;HP/3), 3 (&lt;HP/3)</b>										