

PORTRAIT		IDENTITY		MISCELLANEOUS		160 POINTS				
	NAME	Runa		CREATED	Jul 25, 2024, 12:10 AM		4 UNSPENT			
	TITLE	Peregrina		MODIFIED	Jan 20, 2025, 7:06 PM		28 ANCESTRY			
	ORGANIZATION	Tribu Korogán		PLAYER	Judith		30 ATTRIBUTES			
	DESCRIPTION						66 ADVANTAGES			
	GENDER	Female	HEIGHT	1.68 m	HAIR	Snowy	-30 DISADVANTAGES			
	AGE	19	WEIGHT	65 kg	EYES	Hazel	-1 QUIRKS			
	BIRTHDAY	December 31	SIZE	+0	SKIN	Pale	63 SKILLS			
RELIGION		TL	(5+1)	HAND	Right	0 SPELLS				
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID		ENCUMBRANCE, MOVE & DODGE				
[10] 12 STRENGTH (ST)	4 RESIS. THR. (RT)	ROLL	LOCATION	DR		LEVEL	MAX LOAD	M MOVE	DODGE	
[0] 10 DEXTERITY (DX)	[0] 12 WILL		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	[0] 11 PERCEPTION (PER)	6-7	RIGHT LEG	-2	2	3 HEAVY	87 kg	2	6	
1d-1 BASIC THRUST	[0] 11 VISION	8	RIGHT ARM	-2	0	4 X-HEAVY	145 kg	1	5	
1d+2 BASIC SWING	[0] 11 HEARING	9-10	TORSO	+0	2	LIFTING & MOVING THINGS				
	[0] 11 TASTE & SMELL	11	GROIN	-3	2	14.5 kg BASIC LIFT				
	[0] 11 TOUCH	12	LEFT ARM	-2	0	29 kg ONE-HANDED LIFT				
	Movement	13-14	LEFT LEG	-2	2	116 kg TWO-HANDED LIFT				
	[0] 5.25 BASIC SPEED	15	HAND	-4	2	174 kg SHOVE & KNOCK OVER				
	[0] 5 BASIC MOVE	16	FOOT	-4	1	348 kg RUNNING SHOVE & KNOCK OVER				
		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								
✔ Advantages			40	Animal Handling (Raptors)	11	IQ+1	4	B175				
Ally (Azra) 📖			1	Blowpipe	11	DX+1	8	B180				
25% of your starting points				Body Language	10	Per-1	1	B181				
Appearance 📖			12	Camouflage 📖	10	IQ	1	B183				
Beautiful				Default: Survival (Foresta Espejismo)-2								
Combat Reflexes 📖			15	Diplomacy	10	IQ	4	B187				
Never freeze				Esoteric Medicine	10	Per-1	2	B192+				
Fearlessness 1			2	First Aid 📖	11	IQ+1	1	B195				
Hard to Kill 1			2	Default: Esoteric Medicine								
Hard to Subdue 2			4	Forced Entry	10	DX	1	B196				
Terrain Adaptation (Rock) 4			4	Games (Chess)	10	IQ	1	B197+				
✔ Culture			11	Games (Poker)	9	IQ-1	1	B197+				
Cultural Familiarity (Korkon) 📖			0	Intimidation	12	Will	2	B202				
Cultural Familiarity (O'koptera) 📖			1	Mimicry (Animals) 📖	8	IQ-2	1	B210				
Cultural Familiarity (Te'karn) 📖			1	Default: Naturalist-6								
Language: Ama'kon 📖			0	Naturalist	11	IQ+1	8	B211				
Native; Spoken (Native); Written (Native)				Observation	11	Per	2	B211				
Language: Amate'karn 📖			1	Occultism	10	IQ	2	B212				
Spoken (Broken)				Poisons	11	IQ+1	8	B214				
Language: Anere 📖			4	Polearm	12	DX+2	8	B208				
Spoken (Accented); Written (Accented)				Public Speaking	10	IQ	2	B216				
Language: Korank 📖			4	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	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	✔ 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	Default: Naturalist-6								
Luck 📖			15	Performance 📖	8	IQ-2	0	B212				
Usable once per hour of play				(Fortune-Telling)								
Vow 📖			-1	Default: Public Speaking-2								
Completar el Peregrinaje y volver con la tribu Korogán.												
✔ Korkon Ancestry			28									
✔ Advantages			18									
Crushing Striker (Horns) 📖			3									
Limited Arc (Front)												
Target at -5												
Damage Resistance 2 📖			3									
Partial (Skull only)												
Fur			1									
Hooves			3									
Temperature Tolerance 3			3									
Universal Digestion			5									
✔ Attributes			15									
✔ Disadvantages			-5									
Stubbornness			-5									
Natural Attacks			0									
									</			

✓	#	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>											