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PORTRAIT IDENTITY							MISCELLANEOUS CDEATED IN 25 2024 12:10 AM				174 POINTS &	
	TO THE PROPERTY						CREATED Jul 25, 2024, 12:10 A					
	TITLE Peregrina ORGANIZATION YFRLD / Tribu Korogán						Modified Apr 22, 2025, 7:33 PM PLAYER Judith				30 ATTRIBUTES	
	ORGANIZATION TERED / TIIDU KOTOG							ER Juditii			67 ADVANTAGES	
	24 0				SCRIPTI			20 11		2		/ANTAGES
		IDER Female			HEIGHT				AIR Snowy	- 1	1 Quirks	
		AGE 19	00	-7% /	WEIGHT		g		YES Hazel		7 Skills	
		1DAY 37 de Karn,	20		SIZE	_			KIN Pale	- 1	O SPELLS	
	RELIG					(5+1))	-\+ HA	Right			
PRIMARY ATTRIBUTES		DARY ATTRIBUTES			IMANOID					ICE, Move &		
[10] 12 STRENGTH (ST)	[0] 12	WILL	Rol		ATION	DR	Ĥ		VEL	Max Loa		
[0] 10 DEXTERITY (DX)	•	Senses	2-3		-2	0		0 No		14.5 k		
[20] 10 INTELLIGENCE (IQ)		Perception (Per)		SKULL	-2	3		1 Lig		29 k	_	
[0] 11 HEALTH (HT)		VISION		FACE	-2 -2	0		2 ME		43.5 k	_	
[0] 10 KEUM (KE)		HEARING		NECK Eyes	-2	0		3 HE		87 k	_	-
Basic Damage		TASTE & SMELL	4-5			0		4 A-r		145 k		8
1d-1 Basic Thrust		Тоисн	4-3		9 -2	0				MOVING TH	IINGS	
1d+2 Basic Swing	•	Movement	6-8		+0	_			5 kg Basic			
		BASIC SPEED	0-8	VITALS	_				_	HANDED LIFT		
		Basic Move		GROIN	-1	2				HANDED LIFT		
	12	Dodge	9-1			2				& KNOCK C		
Роімт	Pools			FEET 6		1				NG SHOVE &	KNOCK C	VER
[0] 11 OF 11 FP [RESTED]			I LLI	_				5 kg CARRY			
[0] 12 OF 12 HP [HEALTH	HY]							/2	5 kg Shift	SLIGHTLY		
[0] 10 OF 10 KP [HARMO	NICAL]											
±	REAC	CTION			±				Conditio			
-1 from others					+6	an all	10 11	c to wake	up or to re	soover from	a auraria	
					+0				up or to re	ecover mon	i sui pi is	se or
+1 from others aware			.0.6			menta	al stun		•		ii suipiis	se or
+4 from those attracte			+2 fı	om	+2	menta to any	al stun y HT ro	oll to avoi	d unconsci	ousness		
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	Trait	Pts			SKILL /	Тесниіо	UE		SL	RSL	Ртѕ	
	Appearance □	12	<u>B21</u>	Camouf	lage 🗖				10	IQ	1	B183
	Beautiful			Diagnosis				4	IQ-6	0	<u>B187</u>	
	Combat Reflexes Foodland 1		B43	Diplomacy					10	IQ	4	<u>B187</u>
	Fearlessness 1		B55+	Escape					8	DX-2	1	B192
	Good Reputation 1 ☐ People Affected (Caravana Terrien); Recognized		<u>B26+</u>	Esoteric		ine			10	Per-1	2	B192+
	People Affected (Caravana Terrien); Recognized all the time			Fast-Draw				11	DX+1	1	B194+	
	Hard to Kill 1		B58	First Aid 🗟				11	IQ+1	1	B195	
	Hard to Subdue 2		B59	Forced Entry					10	DX	1	B196
	Luck 🖯	15	B66+	Games (10	IQ	1	B197+
	Usable once per hour of play			Games (Intimida					9	IQ-1 Will	1	B197+
	Terrain Adaptation (Rock) 4	4	B93+	Leaders					12 10	IQ	2	B202 B204
0 (Culture	11		Mimicry	•	ale) 🖪			8	IQ-2	1	B210
	Cultural Familiarity (Korkon)	0	<u>B23</u>		-	ais) M			11	IQ+1	8	B211
	Cultural Familiarity (O'koptera) ■	1	<u>B23</u>		Naturalist Navigation (Air)				10	IQ	2	B211
	Cultural Familiarity (Te'karn)	1	<u>B23</u>	Observa	-	,			11	Per	2	B211
	Language: Ama'kon	0	<u>B24</u>	Occultis					10	IQ	2	B212
	Native; Spoken (Native); Written (Native) Language: Amate'karn ☐	1	B24	Perform					8	IQ-2	0	B212
	Spoken (Broken)	'	<u>DZ4</u>	(Fortune					Ŭ	.4 2		<u>DZ 1Z</u>
	Language: Anere	4	B24	Poisons		3/			11	IQ+1	8	B214
	Spoken (Accented); Written (Accented)			Polearm					12	DX+2	8	B208
	Language: Korank 🖪	4	B24	Public S		a			10	IQ	2	B216
	Spoken (Accented); Written (Accented)			Sex App		•			11	HT	2	B219
0 [Disadvantages	-31		Shiphan		Airship)			10	IQ	4	B220
	Berserk 🖪	-10	<u>B124</u>	Stealth	•	• ′			9	DX-1	1	B222
	CR: 12 (Resist quite often)			Survival	(Fores	ta Espe	ijismo)		10	Per-1	1	B223
	Make a self-control roll any time you suffer damage over 1/4 your HP in the space of one			Tactics	•	-			9	IQ-1	2	B224+
	second, and whenever you witness equivalent			Tracking]				11	Per	2	B226
	harm to a loved one											
	Code of Honor (Gentleman's)	-10	<u>B127</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. Easy to Read	-10	B134									
	Vow ■	-10	B165									
	Completar el Peregrinaje y volver con la tribu	•	<u> </u>									
	Korogán.											
O F	Corkon Ancestry	26										
1	Natural Attacks	0	<u>B271</u>									
✓	# CARRIED EQUIPMENT (10.6 KG; \$	525)		Uses	TL	LC		ı		\$	\$ ≜	
V	1 Blowpipe				0		30	0.5	kg	30	0.5 kg	B275
1	1 Guja*				2		300		kg	300	3 kg	
4	1 Heavy Leather Leggings				1		60		kg	60	2 kg	
✓	1 Leather Armor				1		100		kg	100	5 kg	
✓	1 Leather Gloves 🖪				1		30		kg	30	0 kg	
	Flexible											
✓	5 Venom Vial 🖪					4	1	0.02	kg	5	0.1 kg	
	Contains paralyzing venom from o'koptera (ro		1).									
#	Other Equipment (46.1 kg; \$387))		Uses	TL	LC	9	Â		\$	\$ ≜	
1	Backpack, Small □				5		60	1.5	kg	387	46.1 kg	HT54
4	Holds 50lbs.						0.5	0.05	Les	0.5	0.051	Dooo
1	Antitoxin Kit (O'koptera venom)				6		25	0.25	кg	25	0.25 kg	<u>B289</u>
2	Antidote for specific poison. 10 uses Bandages B				0		10	1	kg	20	2 kg	B289
	Bandages Bandages for a half-dozen wounds. Might be	clean cl	oth.		U		10	1	Ny	20	z ky	DZ09
	adhesive dressings, or spray-on "Plastiskin", d											
	Basic equipment for First Aid skill.											
2	Bear Trap 🖪				5	3	75	17.5	kg	150	35 kg	<u>HT58</u>
	ST 15. Survival +1. Damage thr+2 crushing.										4	
1	Canteen ∃				5		10	1.5	кg	10	1.5 kg	<u>HT53</u>
1	1qt. Compass				5		25	0	kg	25	0 kg	HT52
	Ουπρασσ				J		23	U	Νy	20	U NY	11132

#	Other Equipment (46.1 kg; \$387)	Uses	TL	LC	9	À	\$€	\$ ≜	
1	Falconry Whistle 🖪 To call Azra		5		5	0 kg	5	0 kg	<u>HT58</u>
1	Notebook and pencil				2	0.2 kg	2	0.2 kg	
1	Personal Basics 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	Pillow		1		15	0.3 kg	15	0.3 kg	<u>HT56</u>
20	Rope, 1/2" 目 "Quantity" represents yards. Supports 300lbs.		5		3	0.18 kg	60	3.6 kg	<u>HT56</u>
5	Traveler's Rations ☐ One meal		0		2	0.25 kg	10	1.25 kg	<u>B288</u>

Nоте

Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.