













<div>Portrait</div> 	IDENTITY			MISCELLANEOUS			175 POINTS 											
	NAME Runa			CREATED Jul 25, 2024, 12:10 AM			5 UNSPENT											
	TITLE Peregrina			MODIFIED Apr 21, 2025, 10:20 PM			27 ANCESTRY											
	ORGANIZATION YFRLD / Tribu Korogán			PLAYER Judith			30 ATTRIBUTES											
							67 ADVANTAGES											
DESCRIPTION										-30 DISADVANTAGES								
GENDER Female			HEIGHT 1.68 m			HAIR Snowy			-1 QUIRKS									
AGE 19			WEIGHT 65 kg			EYES Hazel			77 SKILLS									
BIRTHDAY 37 de Karn, 2º			SIZE +0			SKIN Pale			0 SPELLS									
RELIGION			TL (5+1)			HAND Right												
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)		 Senses		3-4	EYES	-9	0	 0 NONE	14.5 kg	5	12							
[20] 10 INTELLIGENCE (IQ)		[0] 11 PERCEPTION (PER)		5	SKULL	-7	4	1 LIGHT	29 kg	4	11							
[0] 11 HEALTH (HT)		[0] 11 VISION		6-7	FACE	-5	0	2 MEDIUM	43.5 kg	3	10							
[0] 10 KEUM (KE)		[0] 11 HEARING		8	RIGHT LEG	-2	2	3 HEAVY	87 kg	2	9							
		[0] 11 TASTE & SMELL		9-10	RIGHT ARM	-2	0	4 X-HEAVY	145 kg	1	8							
BASIC DAMAGE		[0] 11 TOUCH		11	TORSO	+0	2	LIFTING & MOVING THINGS										
1d-1 BASIC THRUST		[0] 11 MOVEMENT		12	GROIN	-3	2	14.5 kg BASIC LIFT										
1d+2 BASIC SWING		[0] 5.25 BASIC SPEED		13-14	LEFT ARM	-2	0	29 kg ONE-HANDED LIFT										
		[0] 5 BASIC MOVE		15	LEFT LEG	-2	2	116 kg TWO-HANDED LIFT										
		12 DODGE		16	HAND	-4	2	174 kg SHOVE & KNOCK OVER										
POINT POOLS				17	FOOT	-4	1	348 kg RUNNING SHOVE & KNOCK OVER										
[0] 11 OF 11 FP [RESTED]				18	NECK	-5	0	217.5 kg CARRY ON BACK										
[0] 12 OF 12 HP [HEALTHY]					VITALS	-3	2	725 kg SHIFT SLIGHTLY										
[0] 10 OF 10 KP [HARMONICAL]																		
REACTION				CONDITION														
-1 from others				+6 on all IQ rolls to wake up or to recover from surprise or mental stun														
+1 from others aware of your reputation				+2 to any HT roll to avoid unconsciousness														
+4 from those attracted to members of your sex, +2 from everyone else				+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 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	10	No	1d cr	C	
Target at -5																		
Guja* 												Swung	12	11U	No	1d+4 cr	1-2	9+
The blunt end																		
Guja* 												Swung	12	11U	No	1d+4 cut	1-2*	9+
The sharp end																		
Guja* 												Thrust	12	11	No	1d+1 cr	1-2	9+
The blunt end																		
Guja* 												Thrust	12	11	No	1d+2 imp	2	9+
The sharp end																		
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	10	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				SL	RSL	Pts							
 Advantages				56	Airshipman				11	IQ+1	2	B185						

TRAIT				Pts		SKILL / TECHNIQUE				SL	RSL	Pts	
Ally (Azra)				1	<u>B36+</u>	Animal Handling (Raptors)				11	IQ+1	4	<u>B175</u>
25% of your starting points						Biology (any)				5	IQ-5	0	<u>B180</u>
Appearance				12	<u>B21</u>	Blowpipe				11	DX+1	8	<u>B180</u>
Beautiful						Body Language				10	Per-1	1	<u>B181</u>
Combat Reflexes				15	<u>B43</u>	Camouflage				10	IQ	1	<u>B183</u>
Fearlessness 1				2	<u>B55+</u>	Diagnosis				4	IQ-6	0	<u>B187</u>
Good Reputation 1				1	<u>B26+</u>	Diplomacy				10	IQ	4	<u>B187</u>
People Affected (Caravana Terrien); Recognized all the time						Escape				8	DX-2	1	<u>B192</u>
Hard to Kill 1				2	<u>B58</u>	Esoteric Medicine				10	Per-1	2	<u>B192+</u>
Hard to Subdue 2				4	<u>B59</u>	Fast-Draw				11	DX+1	1	<u>B194+</u>
Luck				15	<u>B66+</u>	First Aid				11	IQ+1	1	<u>B195</u>
Usable once per hour of play						Forced Entry				10	DX	1	<u>B196</u>
Terrain Adaptation (Rock) 4				4	<u>B93+</u>	Games (Chess)				10	IQ	1	<u>B197+</u>
Culture				11		Games (Poker)				9	IQ-1	1	<u>B197+</u>
Cultural Familiarity (Korkon)				0	<u>B23</u>	Intimidation				12	Will	2	<u>B202</u>
Cultural Familiarity (O'koptera)				1	<u>B23</u>	Leadership				10	IQ	2	<u>B204</u>
Cultural Familiarity (Te'karn)				1	<u>B23</u>	Mimicry (Animals)				8	IQ-2	1	<u>B210</u>
Language: Ama'kon				0	<u>B24</u>	Naturalist				11	IQ+1	8	<u>B211</u>
Native; Spoken (Native); Written (Native)						Navigation (Air)				10	IQ	2	<u>B211</u>
Language: Amate'karn				1	<u>B24</u>	Observation				11	Per	2	<u>B211</u>
Spoken (Broken)						Occultism				10	IQ	2	<u>B212</u>
Language: Anere				4	<u>B24</u>	Performance				8	IQ-2	0	<u>B212</u>
Spoken (Accented); Written (Accented)						(Fortune-Telling)							
Language: Korank				4	<u>B24</u>	Poisons				11	IQ+1	8	<u>B214</u>
Spoken (Accented); Written (Accented)						Polearm				12	DX+2	8	<u>B208</u>
Disadvantages				-31		Public Speaking				10	IQ	2	<u>B216</u>
Berserk				-10	<u>B124</u>	Sex Appeal				11	HT	2	<u>B219</u>
CR: 12 (Resist quite often)						Shiphandling (Airship)				10	IQ	4	<u>B220</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						Default: Airshipman-5							
Code of Honor (Gentleman's)				-10	<u>B127</u>	Stealth				9	DX-1	1	<u>B222</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.						Survival (Foresta Espejismo)				10	Per-1	1	<u>B223</u>
Easy to Read				-10	<u>B134</u>	Tactics				9	IQ-1	2	<u>B224+</u>
Vow				-1	<u>B165</u>	Tracking				11	Per	2	<u>B226</u>
Completar el Peregrinaje y volver con la tribu Korogán.													
Korkon Ancestry				27									
Natural Attacks				0	<u>B271</u>								

✓	#	CARRIED EQUIPMENT (10.6 kg; \$525)	USES	TL	LC					
✓	1	Blowpipe		0		30	0.5 kg	30	0.5 kg	<u>B275</u>
✓	1	Guja*		2		300	3 kg	300	3 kg	<u>B272</u>
✓	1	Heavy Leather Leggings		1		60	2 kg	60	2 kg	<u>B283</u>
✓	1	Leather Armor		1		100	5 kg	100	5 kg	<u>B283</u>
✓	1	Leather Gloves		1		30	0 kg	30	0 kg	<u>B284</u>
		Flexible								
✓	5	Venom Vial			4	1	0.02 kg	5	0.1 kg	
		Contains paralyzing venom from o'koptera (roll at HT-1).								

#	OTHER EQUIPMENT (46.1 kg; \$387)	USES	TL	LC					
1	Backpack, Small		5		60	1.5 kg	387	46.1 kg	<u>HT54</u>
	Holds 50lbs.								
1	Antitoxin Kit (O'koptera venom)		6		25	0.25 kg	25	0.25 kg	<u>B289</u>
	Antidote for specific poison. 10 uses								
2	Bandages		0		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.								
2	Bear Trap		5	3	75	17.5 kg	150	35 kg	<u>HT58</u>
	ST 15. Survival +1. Damage thr+2 crushing.								

#	OTHER EQUIPMENT (46.1 kg; \$387)	USES	TL	LC						
1	Canteen 1qt.		5		10	1.5 kg	10	1.5 kg	<u>HT53</u>	
1	Compass		5		25	0 kg	25	0 kg	<u>HT52</u>	
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" "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>	
NOTE										
Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.										