Portrait	ITITY				Miscellaneous			162 Points 🗹						
TORTIAL	⊃\$ Name						DE 4 TED		2024, 12:1		6 UNSPEN			
									•			-		
		Peregrina	·						2025, 7:32		8 ANCEST			
	Organization	i ribu Koroga	an				PLAYER	Judith			O ATTRIBL			
					Description				66 ADVANTAGES					
	□ GENDER F	- Female		2¢ H	EIGHT 1	.68 m		>\$ HAI	R Snowy		O DISADVA	NTAGES		
	→ AGE 1	19		⊃¢ WE	EIGHT 6	55 kg		>\$ EYE	s Hazel		1 Quirks			
	> BIRTHDAY [December 31			SIZE +	-0		>\$ Skii	N Pale		3 SKILLS			
	RELIGION				TL (5+1)		>\$ Han	Right		O SPELLS			
PRIMARY ATTRIBUTES	SECONDARY A	TTDIDLITEC		<u> </u>	MANOID					NCE, MOVE 8	2. Donge			
	[0] 12 WILL	TIRIBUTES	Roll		ATION	DR	-	Le	VEL		DODGE MOVE	Donci		
[10] 12 STRENGTH (ST) [0] 10 DEXTERITY (DX)	8 GRIT		TOLL	Eyes	-9			0 N		14.5 kg		9		
	10 KEUM		3-4	SKULL	-7	_		1 L		29 kg		8		
` ' '			5	FACE	-5	-			EDIUM	43.5 kg		7		
[0] 11 HEALTH (HT)	Sen	363	6-7	RIGHT I		-		3 H		87 kg		6		
Basic Damage		LETION (I LK)	8		LEG -2 Arm -2			-	HEAVY	145 kg		5		
1d-1 Basic Thrust	[0] 11 Vision	IN II	9-10		+KM -2 +(-		4 ^-				<u> </u>		
1d+2 Basic Swing	1-1	[0] 11 HEARING		Torso						& Moving T	HINGS			
	[0] 11 TASTE	E & SIVIELL	11 12					14.5 kg Basic Lift						
	[0] 11 Touci	п П				-			_	HANDED LIF				
		ement	13-14	LEFT LI						HANDED LIF				
	[0] 5.25 Basic	SPEED	15	HAND	-4				_	E & KNOCK				
	[0] 5 Basic	: IVIOVE	16	FOOT	-4			34	8 kg Runn	ING SHOVE 8	& Киоск С	VER		
POINT	Pools		17-18	NECK	-5			217.	5 kg Carr	Y ON BACK				
[0] 11 OF 11 FP [RESTED				VITALS	-3	3 2		72	5 kg Shift	SLIGHTLY				
[0] 12 OF 12 HP [HEALTH	-													
±	REACTION				±				Condition					
everyone else					+2 to any HT roll to avoid unconsciousness +1 to HT rolls made for survival at -HP or below, and on an 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 insusual amount of time. A successful Diagnosis roll reveat the truth. +1 to initiative rolls for your side (+2 if you are the leader) +4 to others on all Empathy, Body Language, and Psychologrolls to discern your intentions or the truth of your word to others on IQ, Detect Lies, and Gambling rolls in any Quick Contest with your Acting, Fast-Talk, or Gambling									
					+1 to +4 to ro +4 to	he truth o initiat o other olls to o o other	n. tive ro s on a discer s on l(lls for yo Il Empath n your int Q, Detect	ny, Body La tentions of Lies, and	2 if you are anguage, a r the truth Gambling	the lead and Psych of your w rolls in ar	er) nology ords		
					+1 to +4 to ro +4 to Q	he truth o initiat o other olls to o other outher outher kill who	n. tive ro is on a discer is on I(ontest en you	lls for your ll Empath n your int Q, Detect with you	ny, Body La tentions of Lies, and or Acting, F or bluff	2 if you are anguage, a r the truth Gambling Fast-Talk,	the lead and Psych of your w rolls in ar or Gambl	er) nology ords ny ing		
Crushing Striker (Horns)	MELEE WEAPON				+1 to +4 to ro +4 to	he truth o initiat o other olls to o other outher outher kill who	n. tive ro s on a discer s on IC ontest en you	lls for you Il Empath n your int Q, Detect t with you I try to lie Parry	tentions of Lies, and Ir Acting, F or bluff	2 if you are anguage, a r the truth Gambling	the lead and Psych of your w rolls in ar	er) nology ords		
Target at -5					+1 to ro ro s USAG	he truth o initiato o other olls to o other quick C kill who	n. es on a discer es on lo ontest en you	lls for your ll Empath n your int Q, Detect with you try to lie	ny, Body Latentions of Lies, and or Acting, For bluff BLOCK	2 if you are anguage, a rethe truth Gambling Fast-Talk, DAMAGE	the lead and Psych of your w rolls in ar or Gambl REACH C	er) nology ords ny ing		
Target at -5 Guja 🖪					+1 to +4 to ro +4 to Q	he truth o initiato o other olls to o other quick C kill who	n. es on a discer es on lo ontest en you	lls for your ll Empath n your int Q, Detect with you try to lie	ny, Body Latentions of Lies, and or Acting, For bluff BLOCK	2 if you are anguage, a rethe truth Gambling Fast-Talk,	the lead and Psych of your w rolls in ar or Gambl	er) nology ords ny ing		
Target at -5 Guja 🖪 The blunt end Guja 🖥					+1 to ro ro s USAG	he truth o initiat o other olls to o other quick C kill whe	n. tive ro s on a discer s on lo ontest en you SL 9	Ils for your into the control of the	ny, Body Latentions of Lies, and or Acting, For bluff BLOCK No	2 if you are anguage, a rethe truth Gambling Fast-Talk, DAMAGE	the lead and Psych of your w rolls in ar or Gambl REACH C	er) nology rords ny ing		
Target at -5 Guja					+1 to +4 to re +4 to Q s USAG	the truth o initiate o other olls to o o other ouick C kill who g 1: g 1:	n. tive ro s on a discerr s on IC ontest en you SL 2 1	Ils for your into the property of the property	ny, Body Latentions of Lies, and our Acting, For bluff BLOCK No No	2 if you are anguage, a rethe truth Gambling Fast-Talk, DAMAGE 1d cr	the lead and Psych of your w rolls in ar or Gambl REACH C	er) nology ords ny ing ST		
Target at -5 Guja The blunt end Guja The sharp end, Polearm Guja Two-handed sword Guja Guja Two-handed sword					+1 to +4 to re +4 to S USAG	the truth of initiation of the control of the contr	n. tive ro s on a discer s on IG ontest en you 6L 0 9 2 1 6	Ils for your into the party of	ny, Body Latentions of Lies, and our Acting, For bluff BLOCK No No No	2 if you are anguage, a r the truth Gambling Fast-Talk, DAMAGE 1d cr	the lead and Psychof your wrolls in an or Gamble REACH C 1-2	er) nology ords ny ing ST 9†		
Target at -5 Guja					+1 to +4 to re +4 to S USAG	the truth of initiation of the control of the contr	n. tive ro s on a discer s on lo ontest en you SL 0 9 2 1 6 2 1	lls for your into part of the	NO N	2 if you are anguage, a rethe truth Gambling Fast-Talk, a DAMAGE 1d cr 1d+4 cr 1d+5 cut 1d+1 cr	the lead and Psych of your wrolls in an or Gamble REACH C 1-2 1-2*	er) nology ords ny ing ST 9+ 9+		
Target at -5 Guja The blunt end Guja The sharp end, Polearm Guja Two-handed sword Guja The blunt end Guja The blunt end Guja The sharp end, Polearm Guja The sharp end, Polearm					+1 to +4 to re +4 to Q s Usac Swun Swun Thrus	he truth o initiat o other olls to o o other quick C kill who g 12 g 12 g 15 t 17 t	n. tive ro s on a discerr s on lo ontest en you SL 0 9 2 1 6 2 1	Ils for your into part in your into Q, Detect with you itry to lies PARRY OU OU O O	NO N	2 if you are anguage, a rethe truth Gambling Fast-Talk, a DAMAGE 1d cr 1d+4 cr 1d+5 cut 1d+1 cr	the lead and Psych of your wrolls in an or Gambl REACH C 1-2 1-2* 2	er) nology ords ny ing ST 9† 9† 9†		
Target at -5 Guja					+1 to +4 to re +4 to Q s Usac Swun Swun Thrus Thrus	he truth o initiat o other olls to o o other quick C kill who g 1: g 1: t 1: t 5	n. tive ro s on a discerr s on lo ontest en you SL 0 9 2 1 6 2 1 6 6	Ils for your into part in your into Q, Detect with you itry to lies PARRY OU OU OU O	No N	DAMAGE 1d+4 cut 1d+5 cut 1d+2 imp	REACH C 1-2 1-2* 2	er) nology ords ny ing ST 9† 9† 9† 9†		
Target at -5 Guja					+1 to +4 to re +4 to g s Usac Swung Swung Thrus Thrus Tramp	the truth of initiation of the control of the contr	n. tive ro s on a discerr s on lo ontest en you	Ils for your into part in your into Q, Detect it with you itry to lies PARRY OU OU O O Ilo	ny, Body Latentions of Lies, and Lie	DAMAGE 1d+4 cr 1d+5 cut 1d+2 imp 1d cr	rethe lead and Psychof your worolls in an or Gamble REACH C 1-2 1-2* 2 2 C,1	er) nology ords ny ing ST 9+ 9+ 9+ 9+		
Crushing Striker (Horns) Target at -5 Guja The blunt end Guja The sharp end, Polearm Guja Two-handed sword Guja The blunt end Guja The sharp end, Polearm Guja The sharp end, Polearm Guja The sharp end, Polearm Guja Two-handed sword Hooves Only on SM-2 or (prone) SM-1 Natural Attacks					+1 to +4 to re +4 to Swund Swund Swund Thrus Thrus Thrus Tramp	the truth of initiation of the control of the contr	n. tive ro s on a discerr s on IC ontest en you SL 2 1 6 0 9 1 6 0 N	Ils for your into part in your into part into	No N	2 if you are anguage, a rethe truth Gambling Fast-Talk, DAMAGE 1d cr 1d+4 cr 1d+5 cut 1d+1 cr 1d+2 imp 1d+2 imp 1d cr 1d-2 cr	the lead and Psychof your wrolls in an or Gamble REACH C 1-2 1-2* 2 C,1 C	er) nology ords ny ing ST 9+ 9+ 9+ 9+		
Target at -5 Guja The blunt end Guja The sharp end, Polearm Guja Two-handed sword Guja The blunt end Guja The blunt end Guja The sharp end, Polearm Guja Two-handed sword Hooves Only on SM-2 or (prone) SM-1					+1 to +4 to re +4 to g s Usac Swung Swung Thrus Thrus Tramp	the truth of initiation of the control of the contr	n. tive ro s on a discerr s on I contest en you 1 2 1 6 N N N N	Ils for your into part in your into Q, Detect it with you itry to liest Parry OU OU O Io	No N	DAMAGE 1d+4 cr 1d+5 cut 1d+2 imp 1d cr	rethe lead and Psychof your worolls in an or Gamble REACH C 1-2 1-2* 2 2 C,1	er) nology ords ny ing ST 9+ 9+ 9+ 9+		

Ranged Weapon U	sage S L	Acc	Damage Range RoF S	Sнотs	Bulk	RECOIL	ST
Blowpipe	11	1	1d-3 pi- 24 1 1	(2)	-6		2
Trait	Ртѕ		SKILL / TECHNIQUE	SL	RSL	Pts	
◆ Advantages	40		Animal Handling (Raptors)	11	IQ+1	4	<u>B175</u>
Ally (Azra) 🖪	1	B36+	Blowpipe	11	DX+1	8	B180
25% of your starting points	10	<u>B21</u>	Body Language	10	Per-1	1	<u>B181</u>
Appearance 🗔 Beautiful	12		Camouflage 🖪	10	IQ	1	<u>B183</u>
Combat Reflexes 🖪	15	B43	Default: Survival (Foresta Espejismo)-2				
Never freeze	13	<u>D43</u>	Diplomacy	10	IQ	4	B187
Fearlessness 1	2	B55+	Esoteric Medicine	10	Per-1	2	B192+
Hard to Kill 1	2	B58	First Aid 🗗	11	IQ+1	1	B195
Hard to Subdue 2	4	B59	Default: Esoteric Medicine	''		•	2.70
Terrain Adaptation (Rock) 4	4	B93+	Forced Entry	10	DX	1	B196
Culture	11		Games (Chess)	10	IQ	1	B197+
Cultural Familiarity (Korkon)	0	B23	Games (Poker)	9	IQ-1	1	B197+
Cultural Familiarity (O'koptera)	1	B23	Intimidation	12	Will	2	B202
Cultural Familiarity (Te'karn)	1	B23	Mimicry (Animals)	8	IQ-2	1	B210
Language: Ama'kon 🖪	0	B24	Default: Naturalist-6				
Native; Spoken (Native); Written (Native)			Naturalist	11	IQ+1	8	<u>B211</u>
Language: Amate'karn	1	<u>B24</u>	Observation	11	Per	2	<u>B211</u>
Spoken (Broken)		D0.4	Occultism	10	IQ	2	<u>B212</u>
Language: Anere	4	<u>B24</u>	Poisons	11	IQ+1	8	B214
Language: Korank 🖪	4	B24	Polearm	12	DX+2	8	B208
Spoken (Accented); Written (Accented)		<u>524</u>	Public Speaking	10	IQ	2	B216
Disadvantages	-16		Sex Appeal	11	HT	2	B219
Berserk 🖪	-10	B124	Stealth	9	DX-1	1	B222
CR: 12 (Resist quite often)			Survival (Foresta 🖪	10	Per-1	1	<u>B223</u>
Make a self-control roll any time you suffer			Espejismo)				
damage over 1/4 your HP in the space of one			Default: Naturalist-3	11	Per	2	B226
second, and whenever you witness equivalent harm to a loved one			Tracking Defaults	- 11	Pei	0	<u>DZZ0</u>
Code of Honor (Gentleman's)	-10	B127	Biology (any)	5	IQ-5	0	B180
Never break your word. Never ignore an insult to		<u> </u>	Default: Naturalist-6	J	IQ-3	U	<u>D 100</u>
yourself, a lady, or your flag; insults may only be			Performance	8	IQ-2	0	B212
wiped out by an apology or a duel (not necessar	rily		(Fortune-Telling)				
to the death!). Never take advantage of an opponent in any way; weapons and			Default: Public Speaking-2				
circumstances must be equal (except in open							
war). This only applies between gentlemen.							
Easy to Read	-10						
Luck ∃	15	<u>B66+</u>					
Usable once per hour of play							
Vow 🖯	-1	<u>B165</u>					
Completar el Peregrinaje y volver con la tribu Korogán.							
➤ Korkon Ancestry	28						
◆ Advantages	18						
Crushing Striker (Horns)	3	B88+					
Limited Arc (Front)							
Target at -5							
Damage Resistance 2 🖪	3	<u>B47+</u>					
Partial (Skull only)							
Fur	1	B101					
Hooves	3	B42					
Temperature Tolerance 3	3	B93					
Universal Digestion	5	<u>B95+</u>					
• Attributes	15						
Disadvantages Stubbergness	-5	D157					
Stubbornness	-5 0	B157 B271					
Natural Attacks		DZ/I		Δ			
✓ # CARRIED EQUIPMENT (10.6 F	(G; \$525)		USES TL LC		\$€	\$ ▲	
✓ 1 Blowpipe				.5 kg	30	0.5 kg	
✓ 1 Guja			2 300	3 kg	300	3 kg	
✓ 1 Heavy Leather Leggings			1 60	2 kg	60	2 kg	
✓ 1 Leather Armor			1 100	5 kg	100	5 kg	B283

√	# CARRIED EQUIPMENT (10.6 KG; \$525)	Uses	TL	LC	9 :	Â	\$ 2	\$ ▲	
✓	1 Leather Gloves ☐ Flexible		1		30	0 kg	30	0 kg	B284
✓	5 Venom Vial 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	9	Â	\$€	\$ ≜	
1	● Backpack, Small ■ Holds 50lbs.		5		60	1.5 kg	387	46.1 kg	HT54
1	Antitoxin Kit (O'koptera venom) Antidote for specific poison. 10 uses		6		25	0.25 kg	25	0.25 kg	<u>B289</u>
2	Bandages 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	B289
2	Bear Trap ST 15. Survival +1. Damage thr+2 crushing.		5	3	75	17.5 kg	150	35 kg	<u>HT58</u>
1	Canteen		5		10	1.5 kg	10	1.5 kg	<u>HT53</u>
1	Compass		5		25	0 kg	25	0 kg	HT52
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	B288
1	Pillow		1		15	0.3 kg	15	0.3 kg	HT56
20	Rope, 1/2" T "Quantity" represents yards. Supports 300lbs.		5		3	0.18 kg	60	3.6 kg	HT56
5	Traveler's Rations 🖪 One meal		0		2	0.25 kg	10	1.25 kg	B288
	Note								
Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.									