Portrait	ITITY	ΓY			Miscellaneous				172 Points &				
					REATED Jul 25, 2024, 12:10 AM				2 UNSPENT				
	TITLE ORGANIZATION					Modified Mar 16, 2025, 2:52 PM PLAYER Judith				27 ANCESTRY			
	_			LAYER	Juditii			30 ATTRIBUTES 67 ADVANTAGES					
	Description					30 Digapya							
	GENDER AGE				HEIGHT 1				AIR Snowy		1 Quirks		
	AGE □ S BIRTHDAY		20	-/ > //	/EIGHT 6				ES Hazel		7 SKILLS		
	RELIGION	o ue Kaili,	2° SIZE +0 TL (5+1)				SKIN Pale HAND Right				0 SPELLS		
Dru a py A TTDIDUTES	SECONDARY A		HUMANOID					ENCUMBRANCE, MOVE & DODGE					
PRIMARY ATTRIBUTES [10] 12 STRENGTH (ST)	[0] 12 WILL	ITTRIBUTES	Roll		CATION	DR	ê	1	ENCUMBRA EVEL		DODGE D MOVE	Dodge	
[0] 10 DEXTERITY (DX)	[0] 9 KEUM	ı (KF)	11022	EYES	-9				ONE	14.5 kg		9	
[20] 10 INTELLIGENCE (IQ)	8 GRIT	. ()	3-4	SKULL	-7	4		1 L	.IGHT	29 k	g 4	8	
[0] 11 HEALTH (HT)	⊘ Ser	ises ———	5	FACE	-5	0		2 N	/ IEDIUM	43.5 kg	g 3	7	
Basic Damage	[0] 11 Perc	EPTION (PER)	6-7	RIGHT	LEG -2	2		3 H	HEAVY	87 kg	g 2	6	
1d-1 Basic Thrust	[0] 11 VISION				ARM -2	-		4 X-HEAVY		145 k	g 1	5	
1d+2 Basic Swing	[0] 11 HEARING			9-10 Torso		2 2	ш		LIFTING	LIFTING & MOVING THINGS			
		E & SMELL		11 GROIN -3				14.5 kg Basic Lift					
	[0] 11 Touc	Н	12 13-14	LEFT A		-			•	-HANDED LIF			
		ement ———	15	LEFT L HAND	.eg -2 -4					-HANDED LIF			
	[0] 5.25 Basic		16	FOOT	-4 -4	1				VE & KNOCK			
	[0] 5 Basic	Move	17-18	NECK	-5	0				NING SHOVE	& Knock C)VER	
Роілт	Pools		17 10	VITALS		-			-	RY ON BACK			
[0] 11 OF 11 FP [RESTED]							7.	2 5 kg Shif	1 SLIGHTLY			
[0] 12 OF 12 HP [HEALTH	=												
[0] 9 OF 9 KP [HARMO	NICAL]			<u> </u>									
±	REACTION				±	11.10			Condition				
-1 from others +1 from others aware	of vour roputati	ion		+6 on all IQ rolls to wake up or to recover from surprise or mental stun									
+4 from those attracte	•		+2 from	,				to avoid	Lunconsci	ousness			
everyone else	a to membero	or your ock,	. 2	.	+2 to any HT roll to avoid unconsciousness +1 to HT rolls made for survival at -HP or below, and on an								
							If this bonus						
								ference between success and failure, you					
					collapse, apparently dead (or disable								
					usual amount of time. A successful Diagnosis r the truth.							eveais	
		- 1	+1 to initiative rolls for your side (+2 if you are the lead							er)			
					+4 to others on all Empathy, Body Language, and Psyc							•	
					rolls to discern your intentions or the truth of you								
			+4 to others on IQ, Detect Lies, and Gambling rolls in a Quick Contest with your Acting, Fast-Talk, or Gamb										
				or Gambi	ıng								
	MELEE WEAPON				Usag			Parry	e or bluff Block	Damage	REACH	ST	
Crushing Striker (Horns)					USAG	10			No	1d cr	С	-01	
Target at -5								01.		41.			
Guja* The blunt end					Swung	j 12	2 1	0U	No	1d+4 cr	1-2	9†	
Guja*					Swung	1 12	2 1	0U	No	1d+4 cut	1-2*	9†	
The sharp end													
Guja* ∃					Thrust	12	2 1	0	No	1d+1 cr	1-2	9†	
The blunt end Guja*					Thrust	1 12	1	0	No	1d+2 imp	2	9†	
The sharp end						'2	'	•					
Hooves 🖪					Tramp	le 8	N	10	No	1d cr	C,1		
Only on SM-2 or (prone) SM-1 Natural Attacks					Bite	10		lo	No	1d-2 cr	С		
Natural Attacks					Kick	8		10	No	1d-2 cr 1d-1 cr	C,1		
Natural Attacks					Punch				No	1d-2 cr	C		
Natural Attacks					Slam	10		10	No	1d-3 cr	С		
Ranged Wea	PON	Usage	SL	Acc	Dama	AGE	Range	E Rol	Shots	BULK	RECOIL	ST	
Blowpipe			11	1	1d-3	pi- 2	24	1	1(2)	-6		2	

Trait		Pts	Pts 📕		SKILL / TECHNIQUE			SL	RSL	Ртѕ			
◎ A	◆ Advantages		56		Airshipman					11	IQ+1	2	<u>B185</u>
	Ally (Azra) 🖪		1	<u>B36+</u>	Animal Handling (Raptors)				s)	11	IQ+1	4	B175
	25% of your starting points				Blowpipe				11	DX+1	8	<u>B180</u>	
	Appearance		12	<u>B21</u>	Body Language				10	Per-1	1	<u>B181</u>	
	Beautiful Combat Reflexes □		15	D/12		Camouflage 🖬				10	IQ	1	<u>B183</u>
	Fearlessness 1		2	B43 B55+		Diplomacy				10	IQ	4	<u>B187</u>
	Good Reputation 1 🖪		1	B26+	Escape					8	DX-2	1	B192
	People Affected (Caravana Terrien); Recognized		'	<u>DZ01</u>	Esoteric Medicine					10	Per-1	2	B192+
		e time			Fast-Draw					11	DX+1	1	B194+
	Hard to Kill 1		2	B58	First Aid 🖯					11	IQ+1	1	B195
	Hard to Subdue 2		4	<u>B59</u>		Forced Entry				10	DX	1	B196
	Luck 🖪		15	<u>B66+</u>	Games (Chess)				10	IQ	1	B197+	
		e once per hour of play		200	Games (Poker)				9 12	IQ-1 Will	1 2	B197+	
		ain Adaptation (Rock) 4	4	<u>B93+</u>	Intimidation Leadership				10	IQ	2	B202 B204	
0 0	Culture		11	DOO	Mimicry (Animals)				8	IQ-2	1	B210	
		ural Familiarity (Korkon)	0	B23	Naturalist					11	IQ-2	8	B210
		ural Familiarity (O'koptera)	1	B23	Navigation (Air)					10	IQ	2	B211
		ural Familiarity (Te'karn)	1	B23	Observation					11	Per	2	B211
		Juage: Ama'kon 日 e; Spoken (Native); Written (Native)	0	<u>B24</u>	Occultism					10	IQ	2	B212
		juage: Amate'karn 🖪	1 <u>B24</u>		Poisons					11	IQ+1	8	B214
		en (Broken)	1 524		Poisons Polearm					12	DX+2	8	B208
		juage: Anere 目	4	B24		Public Speaking				10	IQ	2	B216
		en (Accented); Written (Accented)		_		Sex Appeal				11	HT	2	B219
	_	juage: Korank 🖪	4	<u>B24</u>		Shiphandling (Airship)				10	IQ	4	B220
		en (Accented); Written (Accented)				Default: Airshipman-5				10	-		
O D		antages	-31	D404	Stea					9	DX-1	1	B222
		erk 🖯	-10	<u>B124</u>	Surv	ival (Fo	resta			10	Per-1	1	B223
		2 (Resist quite often) a self-control roll any time you suffer			Espejismo)								
		age over 1/4 your HP in the space of one			Tactics				9	IQ-1	2	B224+	
	secor	nd, and whenever you witness equivalent			Tracking					11	Per	2	<u>B226</u>
		to a loved one	10									0	
		e of Honor (Gentleman's)	-10	<u>B127</u>	Biology (any)				5	IQ-5	0	<u>B180</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					agnosi				4	IQ-6	0	B187
					1	Performance			8	IQ-2	0	<u>B212</u>	
					(Fortune-Telling)								
		nent in any way; weapons and											
	circumstances must be equal (except in open war). This only applies between gentlemen.												
	Easy to Read		-10	B134									
	Vow ∃		-1	B165									
	Completar el Peregrinaje y volver con la tribu												
0 1/	Korogán.												
	Korkon Ancestry		27	D074									
		Attacks	0	<u>B271</u>									
✓	#	CARRIED EQUIPMENT (10.6 KG; \$	\$525)		Uses	TL	LC	9			\$9	\$ ▲	
!	1	Blowpipe				0		30	0.5	_	30	0.5 kg	
/	1	Guja*				2		300		kg	300	3 kg	
/		1 Heavy Leather Leggings			1		60		kg	60	2 kg		
/		1 Leather Armor			1		100		kg	100	5 kg		
'	1	1 Leather Gloves ∃			1		30	0	kg	30	0 kg	<u>B284</u>	
1	Flexible 5 Venom Vial					4	1	0.02	ka	5	0.1 kg		
	Contains paralyzing venom from o'koptera (roll at HT-1).						4	1	0.02	NY	3	U. I Kg	
#	# OTHER EQUIPMENT (46.1 kg; \$387)				Uses	TL	LC		A		*	\$ A	
	# OTHER EQUIPMENT (46.1 kg; \$387) 1			USES	5	LC	60	1.5	ka	387	46.1 kg	HT54	
	Holds 50lbs.				5		00	1.5	ĸy	30/	40.1 Kg	11134	
1	1 Antitoxin Kit (O'koptera venom)				6		25	0.25	ka	25	0.25 kg	B289	
ı i	Antidote for specific poison. 10 uses				J			5.20	9	23	J. Lo Kg	2207	
2	2 Bandages □					0		10	1	kg	20	2 kg	B289
	Bandages for a half-dozen wounds. Might be cl									3	_0	9	
		adhesive dressings, or spray-on "Plastiskin", o	dependin	g on TL.									
2		Basic equipment for First Aid skill. Bear Trap				5	3	75	17.5	ka	150	35 kg	HT58
	ST 15. Survival +1. Damage thr+2 crushing.				3	3	75	17.5	ĸy	130	35 Kg	11136	
		or to. outvival of Damage third Crushling.											

#	OTHER EQUIPMENT (46.1 KG; \$387)	Uses	TL	LC		A		\$ ▲	
1	Canteen ⊟ 1qt.		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	HT58
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	HT56
20	Rope, 1/2" ∃ "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	<u>B288</u>
	Note								

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