

Portrait	Identity		Miscellaneous		173 Points	
	NAME	Runa	CREATED	Jul 25, 2024, 12:10 AM	5 UNSPENT	
	TITLE	Peregrina	MODIFIED	May 15, 2025, 2:13 AM	25 ANCESTRY	
	ORGANIZATION	YFRLD / Tribu Korogán	PLAYER	Judith	30 ATTRIBUTES	
	DESCRIPTION				67 ADVANTAGES	
	GENDER	Female	HEIGHT	1.68 m	HAIR	Snowy
	AGE	19	WEIGHT	62 kg	EYES	Hazel
	BIRTHDAY	37 de Karn, 2º	SIZE	+0	SKIN	Pale
	RELIGION		TL	(5+1)	HAND	Right
						-30 DISADVANTAGES
						-1 QUIRKS
						77 SKILLS
						0 SPELLS

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	2-3	HEAD	-2	0	0 NONE	14.5 kg	5	12
[20]	10 INTELLIGENCE (IQ)	[0]	11 PERCEPTION (PER)		SKULL	-2	3	1 LIGHT	29 kg	4	11
[0]	11 HEALTH (HT)	[0]	11 VISION		FACE	-2	0	2 MEDIUM	43.5 kg	3	10
[0]	10 KEUM (KE)	[0]	11 HEARING		NECK	-2	0	3 HEAVY	87 kg	2	9
BASIC DAMAGE		[0]	11 TASTE & SMELL		EYES	-3	0	4 X-HEAVY	145 kg	1	8
1d-1 BASIC THRUST		[0]	11 TOUCH	4-5	ARMS	-1	0	LIFTING & MOVING THINGS			
1d+2 BASIC SWING		✓	Movement		HANDS	-2	0	14.5 kg BASIC LIFT			
		[0]	5.25 BASIC SPEED	6-8	TORSO	+0	0	29 kg ONE-HANDED LIFT			
		[0]	5 BASIC MOVE		VITALS	+0	0	116 kg TWO-HANDED LIFT			
			12 DODGE		GROIN	-1	0	174 kg SHOVE & KNOCK OVER			
POINT POOLS				9-12	LEGS	-1	0	348 kg RUNNING SHOVE & KNOCK OVER			
[0]	11 OF 11 FP [RESTED]				FEET	-2	1	217.5 kg CARRY ON BACK			
[0]	12 OF 12 HP [HEALTHY]							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 Terrien Caravan members 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	
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		High Kick	8	No	No	1d-2 cr	C,1	
Natural Attacks		Low Kick	10	No	No	1d-2 cr	C,1	
Natural Attacks		Punch	10	10	No	1d-2 cr	C	

TRAIT	PTS	SKILL / TECHNIQUE	SL	RSL	PTS
✓ Advantages	56	Airshipman	11	IQ+1	2 B185
Ally (Azra)	1 B36+	Animal Handling (Raptors)	11	IQ+1	4 B175
Appearance (Beautiful)	12 B21	Blowpipe	11	DX+1	8 B180
Combat Reflexes	15 B43	Body Language	10	Per-1	1 B181
Fearlessness 1	2 B55+	Camouflage	10	IQ	1 B183
Good Reputation 1	1 B26+	Diplomacy	10	IQ	4 B187
Caravana Terrien; Recognized all the time		Escape	8	DX-2	1 B192
Hard to Kill 1	2 B58	Esoteric Medicine	10	Per-1	2 B192+
Hard to Subdue 2	4 B59	Fast-Draw	11	DX+1	1 B194+
Luck (1/h)	15 B66+	First Aid	11	IQ+1	1 B195
Terrain Adaptation (Rock) 4	4 B93+	Forced Entry	10	DX	1 B196

TRAIT			Pts		SKILL / TECHNIQUE				SL	RSL	Pts	
✔ Culture			11		Games (Chess)				10	IQ	1	B197+
Cultural Familiarity			2	B23	Games (Poker)				9	IQ-1	1	B197+
Korkon (Native); Te'karn; O'koptera					Intimidation				12	Will	2	B202
Language: Ama'kon			0	B24	Leadership				10	IQ	2	B204
Native; Spoken (Native); Written (Native)					Mimicry (Animals)				8	IQ-2	1	B210
Language: Amate'karn			1	B24	Naturalist				11	IQ+1	8	B211
Spoken (Broken)					Navigation (Air)				10	IQ	2	B211
Language: Anere			4	B24	Observation				11	Per	2	B211
Spoken (Accented); Written (Accented)					Occultism				10	IQ	2	B212
Language: Korank			4	B24	Poisons				11	IQ+1	8	B214
Spoken (Accented); Written (Accented)					Polearm				12	DX+2	8	B208
✔ Disadvantages			-31		Public Speaking				10	IQ	2	B216
Berserk			-10	B124	Sex Appeal				11	HT	2	B219
CR: 12 (Resist quite often)					Shiphandling (Airship)				10	IQ	4	B220
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					Stealth				9	DX-1	1	B222
Code of Honor (Gentleman's)			-10	B127	Survival (Foresta Espejismo)				10	Per-1	1	B223
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.					Tactics				9	IQ-1	2	B224+
Easy to Read			-10	B134	Tracking				11	Per	2	B226
Vow			-1	B165								
Completar el Peregrinaje y volver con la tribu Korogán.												
✔ Korkon Ancestry			25									
Natural Attacks			0	B271								
CARRIED EQUIPMENT (1 kg; \$30)												
✔	#				USES							
✔	1	Inmate jumpsuit				30	1 kg		30	1 kg		LT98
		División de Caronte (Guardia de Niwel)										
NOTE												
Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.												