

PORTRAIT		IDENTITY				MISCELLANEOUS				163 POINTS						
		NAME		Runa		CREATED		Jul 25, 2024, 12:10 AM		5 UNSPENT						
		TITLE		Peregrina		MODIFIED		Jun 3, 2025, 8:34 PM		20 ANCESTRY						
		ORGANIZATION		YFRLD / Tribu Korogán		PLAYER		Judith		30 ATTRIBUTES						
		DESCRIPTION										67 ADVANTAGES				
✂ GENDER		Female		✂ HEIGHT		1.68 m		✂ HAIR		Snowy		-35 DISADVANTAGES				
✂ AGE		19		✂ WEIGHT		62 kg		✂ EYES		Hazel		-1 QUIRKS				
✂ BIRTHDAY		37 de Karn, 2º		SIZE		+0		✂ SKIN		Pale		77 SKILLS				
RELIGION				TL		(5+1)		✂ HAND		Right		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)				[0] 15 FRIGHT CHECK				2-3	HEAD	-5	0	0	NONE	14.5 kg	5	9
[20] 10 INTELLIGENCE (IQ)				[0] 5.25 INITIATIVE (INIT)					SKULL	-7	3		1 LIGHT	29 kg	4	8
[0] 11 HEALTH (HT)				[0] 5 BASIC MOVE					FACE	-5	0		2 MEDIUM	43.5 kg	3	7
BASIC DAMAGE				Senses					NECK	-5	0		3 HEAVY	87 kg	2	6
1d-1 BASIC THRUST				[0] 10 PERCEPTION (PER)					EYES	-9	0		4 X-HEAVY	145 kg	1	5
1d+2 BASIC SWING				[0] 10 VISION				4-6	ARMS	-2	0		LIFTING & MOVING THINGS			
				[0] 10 HEARING					HANDS	-4	0		14.5 kg BASIC LIFT			
				[0] 10 TASTE & SMELL				7-9	TORSO	+0	2		29 kg ONE-HANDED LIFT			
				[0] 10 TOUCH					VITALS	-3	3		116 kg TWO-HANDED LIFT			
									GROIN	-3	2		174 kg SHOVE & KNOCK OVER			
								10-12	LEGS	-2	0		348 kg RUNNING SHOVE & KNOCK OVER			
									FEET	-4	1		217.5 kg CARRY ON BACK			
													725 kg SHIFT SLIGHTLY			
± REACTION								± CONDITION								
-1 from non-criminals who learn of your Criminal Record. Police, judges, vigilantes, and other law-and-order types react at -2								+6 on all IQ rolls to wake up or to recover from surprise or mental stun								
-1 from others								+2 to any HT roll to avoid unconsciousness								
+1 from Terrien Caravan members aware of your reputation								+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 from those attracted to members of your sex, +2 from everyone else								+1 to initiative rolls for your side (+2 if you are the leader)								
								+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		
CdP Natural Attacks								Unarmed	10	9	No	1d-2 cr	C			
Parry with punches; Kicks have range C, 1; High Kicks are at -2.								Headbutt	10	9	No	1d cr	C			
Crushing Striker (Horns)								Trample	8	No	No	1d cr	C,1			
Hooves																
Only on SM-2 or (prone) SM-1																
TRAIT				PTS		SKILL / TECHNIQUE				SL	RSL	PTS				
Advantages & Perks				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				9	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				9	Per-1	2	B192+			
Hard to Subdue 2				4	B59	Fast-Draw (Arrow)				11	DX+1	1	B194+			
Luck (1/h)				15	B66+	First Aid				10	IQ	1	B195			
Terrain Adaptation (Rock) 4				4	B93+	Forced Entry				10	DX	1	B196			
CdP Natural Attacks				0	B271	Games (Chess)				10	IQ	1	B197+			
Disadvantages & Quirks				-36		Games (Poker)				9	IQ-1	1	B197+			

TRAIT			PTS		SKILL / TECHNIQUE		SL	RSL	PTS	
Berserk			-10	<u>B124</u>	Intimidation		12	Will	2	<u>B202</u>
CR: 12 (Resist quite often)					Leadership		10	IQ	2	<u>B204</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					Mimicry (Animals)		8	IQ-2	1	<u>B210</u>
Code of Honor (Gentleman's)			-10	<u>B127</u>	Naturalist		11	IQ+1	8	<u>B211</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.					Navigation (Air)		10	IQ	2	<u>B211</u>
Easy to Read			-10	<u>B134</u>	Observation		10	Per	2	<u>B211</u>
Social Stigma (Criminal Record)			-5	<u>B155</u>	Occultism		10	IQ	2	<u>B212</u>
Vow			-1	<u>B165</u>	Poisons		11	IQ+1	8	<u>B214</u>
Completar el Peregrinaje y volver con la tribu Korogán.					Polearm		12	DX+2	8	<u>B208</u>
Korkon Ancestry			20		Public Speaking		10	IQ	2	<u>B216</u>
Languages & Culture			11		Sex Appeal		11	HT	2	<u>B219</u>
Cultural Familiarity			2	<u>B23</u>	Shiphandling (Airship)		10	IQ	4	<u>B220</u>
Korkon (Native); Te'karn; O'koptera					Stealth		8	DX-1	1	<u>B222</u>
Language: Ama'kon			0	<u>B24</u>	Survival (Woodlands)		9	Per-1	1	<u>B223</u>
Native; Spoken (Native); Written (Native)					Tactics		9	IQ-1	2	<u>B224+</u>
Language: Amate'karn			1	<u>B24</u>	Tracking		10	Per	2	<u>B226</u>
Spoken (Broken)					Default: Naturalist-5					
Language: Anere			4	<u>B24</u>						
Spoken (Accented); Written (Accented)										
Language: Korank			4	<u>B24</u>						
Spoken (Accented); Written (Accented)										
✓ # CARRIED EQUIPMENT (16.15 kg; \$337.3)					USES					
✓	1	Backpack, Small				60	1.5 kg	237	11.1 kg	<u>HT54</u>
		Holds 50lbs.								
✓	1	Antitoxin Kit (O'koptera venom)				25	0.25 kg	25	0.25 kg	<u>B289</u>
		Antidote for specific poison. 10 uses								
✓	2	Bandages				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.								
✓	1	Canteen				10	1.5 kg	10	1.5 kg	<u>HT53</u>
		1qt.								
✓	1	Compass				25	0 kg	25	0 kg	<u>HT52</u>
✓	1	Falconry Whistle				5	0 kg	5	0 kg	<u>HT58</u>
		To call Azra								
✓	1	Notebook and pencil				2	0.2 kg	2	0.2 kg	
✓	1	Personal Basics				5	0.5 kg	5	0.5 kg	<u>B288</u>
		Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.								
✓	1	Pillow				15	0.3 kg	15	0.3 kg	<u>HT56</u>
✓	20	Rope, 1/2"				3	0.18 kg	60	3.6 kg	<u>HT56</u>
		"Quantity" represents yards. Supports 300lbs.								
✓	5	Traveler's Rations				2	0.25 kg	10	1.25 kg	<u>B288</u>
		One meal								
✓	1	Leather Armor				100	5 kg	100	5 kg	<u>B283</u>
✓	1	Parole Armband				0.3	0.05 kg	0.3	0.05 kg	
		Marks you as "criminal on parole", probably.								
NOTE										
Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.										