Portrait	TITY				Misce		160 Points 🗹								
	3 ¢	NAME	Runa					Средт		5, 2024, 12:		4 Unspen			
			Peregrina							0, 2024, 12. 0, 2025, 7:0		8 ANCEST	•		
	Opc			ián											
	URG	JANIZA I ION	Tribu Korog	Jan				IL PLAY	ER Judith	I		O ATTRIBL			
				Description				66 ADVANTAGES -30 DISADVANTAGE							
	>\$	GENDER	Female		7\$ F	H EIGHT	1.68	m	>\$ H	AIR Snowy			ANTAGES		
	24	Age	19		>\$ N	V EIGHT	65 k	g	⊃\$ E	YES Hazel		1 QUIRKS			
	24	BIRTHDAY	December 3	1		Size	+0		x S	KIN Pale		3 SKILLS			
		RELIGION				TL	(5+1)	X HA	ND Right		O SPELLS			
PRIMARY ATTRIBUTES	S1					UMANC	ND.		ENCUMBRANCE, MOVE & DODGE						
[10] 12 STRENGTH (ST)			is. Thr. (RT)	Roll		CATION		DR 🙃	1	_EVEL		DODOL MOVE	Donge		
[0] 10 DEXTERITY (DX)	[0]	12 WIL		ITOLL	Eyes			0	_	None	14.5 kg		9		
1		10 KEU		3-4	SKULL		-	4		LIGHT	29 kg	<u> </u>	8		
` '				5	FACE		-	0	-11	MEDIUM	43.5 kg	_	7		
[0] 11 HEALTH (HT)	O -		enses	6-7	RIGHT		-	2	- 11	HEAVY	87 kg	•	6		
Basic Damage	[0]		CEPTION (PER)			ARM	_	0	- 11	X-HEAVY	145 k	_			
1d-1 Basic Thrust	[0]	11 Visi		8					4				5		
1d+2 Basic Swing	[0]	11 HEA			9-10 Torso +0 2						& Moving T	HINGS			
	[0]	11 Tas	11 GROIN -3			-	2	14.5 kg Basic Lift							
	[0]	11 Tou	CH	12	LEFT /			0		29 kg ONE-	HANDED LIF	Т			
	O	Mov	vement	13-14	LEFT I		-2	2	1	16 kg Two	-HANDED LIF	Т			
	[0]	5.25 Bas	IC SPEED	15	HAND		-4	2	1	74 kg Show	VE & KNOCK	OVER			
	[0]	5 Bas	IC MOVE	16	Fоот		-4	1	3	48 kg Runi	NING SHOVE	& Knock C	VER		
Down	Pool	c		17-18	NECK		-	0	21	7.5 kg CARE	RY ON BACK				
		5			VITAL	S	-3	2		25 kg Shif					
[0] 11 OF 11 FP [RESTED	_									•					
[0] 12 OF 12 HP [HEALTI	нүј														
±		REACTION				±				Conditio					
-1 from others +4 from those attracte	ed to r	nembers	of your sex,	+2 from	1	+6	men	tal stun		e up or to re		n surprise	e or		
everyone else										d unconsci					
				нт				HT rolls made for survival at -HP or below, and on any							
									where failure means instant death. If this bonus						
							makes the difference between success and failure, yo								
									parently dead (or disabled), but come to in the nt of time. A successful Diagnosis roll reveals						
										. A succes	Siui Diagiic				
									iit Oi tiiiie			010 1011 1	eveais		
						+1	the t	ruth.		our side (+	2 if you are				
							the to in	ruth. itiative	rolls for y	our side (+		e the lead	er)		
							the to in to ot	ruth. itiative hers or	rolls for y all Empa	thy, Body L	.anguage, a	the lead	er) nology		
						+4	the to in to ot rolls	ruth. itiative hers on to disc	rolls for y all Empa ern your i	nthy, Body L Intentions o	anguage, a	e the lead and Psyc of your v	er) hology vords		
						+4	the to in to ot rolls to ot	ruth. itiative hers on to disc hers on	rolls for y all Empa ern your i IQ, Dete	thy, Body L	anguage, a or the truth Gambling	e the lead and Psyc of your v rolls in a	er) nology vords		
						+4	the to in to ot rolls to ot Quic	ruth. itiative hers or to disc hers or k Conte	rolls for y all Empa ern your i IQ, Detects est with yo	thy, Body L ntentions o ct Lies, and	anguage, a or the truth Gambling	e the lead and Psyc of your v rolls in a	er) nology vords		
	Mele	EE W EAPOI	N			+4	the to in to ot rolls to ot Quic	ruth. itiative hers or to disc hers or k Conte	rolls for y all Empa ern your i IQ, Detects est with yo	thy, Body L ntentions o ct Lies, and our Acting,	anguage, a or the truth Gambling	e the lead and Psyc of your v rolls in a	er) nology vords		
Crushing Striker (Horns)		e Weapon	٧			+4	the to in to ot rolls to ot Quice skill	ruth. itiative hers on to disc hers on k Conte when y	rolls for y all Empa ern your i IQ, Detect est with you	othy, Body L Intentions of the Lies, and our Acting, lie or bluff	anguage, a or the truth Gambling Fast-Talk,	e the lead and Psyc of your v rolls in a or Gambi	er) nology vords ny ing		
Target at -5		e Weapon	N			+4 +4 Us	the to in to ot rolls to ot Quic skill	ruth. itiative hers or to disc hers or k Conte when y SL	rolls for y all Empa ern your i IQ, Detect est with you ou try to l PARRY	athy, Body L intentions of ct Lies, and our Acting, lie or bluff BLOCK No	Language, a or the truth Gambling Fast-Talk, DAMAGE 1d cr	e the lead and Psyc of your v rolls in a or Gambi REACH C	er) nology vords ny ing		
Target at -5 Guja ■		e Weapon	N			+4	the to in to ot rolls to ot Quic skill	ruth. itiative hers on to disc hers on k Conte when y	rolls for y all Empa ern your i IQ, Dete est with yo ou try to I	athy, Body L intentions of ct Lies, and our Acting, lie or bluff	anguage, a or the truth Gambling Fast-Talk,	e the lead and Psyc of your v rolls in a or Gamb	er) nology vords ny ing		
Target at -5 Guja The blunt end		:E W EAPON	N			+4 +4 Us	the to in to ot rolls to ot Quic skill	ruth. itiative hers or to disc hers or k Conte when y SL 10	rolls for y all Empa ern your i IQ, Detect est with you ou try to I PARRY 9	athy, Body L Intentions of the Lies, and our Acting, lie or bluff BLOCK No No	Language, a pr the truth Gambling Fast-Talk, DAMAGE 1d cr 1d+4 cr	e the lead and Psych of your w rolls in a or Gamble REACH C	er) nology vords ny ing ST		
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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	D04	Body Language	10	Per-1	1	<u>B181</u>
Appearance 🗔 Beautiful	12	<u>B21</u>	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 ☐ Spoken (Accented); Written (Accented)	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	ily		(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	3	Â	\$	\$ ▲	
✓	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		Â	\$€	\$ ≜	
1		ackpack, Small 🖪 blds 50lbs.		5		60	1.5 kg	387	46.1 kg	<u>HT54</u>
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 □ 1qt.		5		10	1.5 kg	10	1.5 kg	HT53
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" "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.										