

PORTRAIT		IDENTITY		MISCELLANEOUS		168 POINTS	
	NAME	Runa		CREATED	Jul 25, 2024, 12:10 AM		1 UNSPENT
	TITLE	Peregrina		MODIFIED	Aug 4, 2025, 6:06 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	86 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
[0] 10 DEXTERITY (DX)	[0] 15 FRIGHT CHECK	2-3	HEAD	-5	0	0 NONE	14.5 kg
[20] 10 INTELLIGENCE (IQ)	[0] 5.25 INITIATIVE (INIT)		SKULL	-7	3	1 LIGHT	29 kg
[0] 11 HEALTH (HT)	[0] 5 BASIC MOVE		FACE	-5	0	2 MEDIUM	43.5 kg
BASIC DAMAGE			NECK	-5	0	3 HEAVY	87 kg
1d-1 BASIC THRUST	✓ Senses		EYES	-9	0	4 X-HEAVY	145 kg
1d+2 BASIC SWING	[0] 10 PERCEPTION (PER)	4-6	ARMS	-2	0	LIFTING & MOVING THINGS	
	[0] 10 VISION		HANDS	-4	0	14.5 kg	BASIC LIFT
	[0] 10 HEARING	7-9	TORSO	+0	2	29 kg	ONE-HANDED LIFT
	[0] 10 TASTE & SMELL		VITALS	-3	3	116 kg	TWO-HANDED LIFT
	[0] 10 TOUCH		GROIN	-3	2	174 kg	SHOVE & KNOCK OVER
POINT POOLS		10-12	LEGS	-2	0	348 kg	RUNNING SHOVE & KNOCK OVER
[0] 11 OF 12 HP [WOUNDED]			FEET	-4	1	217.5 kg	CARRY ON BACK
[0] 11 OF 11 FP [RESTED]						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
CdP Natural Attacks				Unarmed	10	9	No
Parry with punches; Kicks have range C, 1; High Kicks are at -2.							
Crushing Striker (Horns)				Headbutt	10	9	No
Hooves				Trample	8	No	No
Only on SM-2 or (prone) SM-1							
TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL
Advantages & Perks		56		Airshipman		11	IQ+1
Ally (Azra)		1	B36+	Animal Handling (Raptors)		11	IQ+1
Appearance (Beautiful)		12	B21	Blowpipe		11	DX+1
Combat Reflexes		15	B43	Body Language		10	Per
Fearlessness 1		2	B55+	Brawling		10	DX
Good Reputation 1		1	B26+	Camouflage		10	IQ
Caravana Terrien; Recognized all the time				Default: Survival (Woodlands)-2			
Hard to Kill 1		2	B58	Diplomacy		10	IQ
Hard to Subdue 2		4	B59	Escape		9	DX-1
Luck (1/h)		15	B66+	Esoteric Medicine		9	Per-1
Terrain Adaptation (Rock) 4		4	B93+	Fast-Draw (Arrow)		11	DX+1
Disadvantages & Quirks		-36		First Aid		10	IQ
				Forced Entry		10	DX

TRAIT				Pts		SKILL / TECHNIQUE				SL	RSL	Pts	
<b>Berserk</b>				-10	<u>B124</u>	<b>Gambling</b>				9	IQ-1	1	<u>B197</u>
CR: 12 (Resist quite often)						<b>Games (Chess)</b>				10	IQ	1	<u>B197+</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						<b>History (Korkon Tribes)</b>				8	IQ-2	1	<u>B200</u>
<b>Code of Honor (Gentleman's)</b>				-10	<u>B127</u>	<b>Intimidation</b>				12	Will	2	<u>B202</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.						<b>Leadership</b>				10	IQ	2	<u>B204</u>
<b>Easy to Read</b>				-10	<u>B134</u>	<b>Mimicry (Animals)</b>				9	IQ-1	2	<u>B210</u>
<b>Social Stigma (ITP Criminal)</b>				-5	<u>B155</u>	<b>Naturalist</b>				11	IQ+1	8	<u>B211</u>
Assigned to NCC's (Niwel capital city) "Interim Temperance Program"						<b>Navigation (Air)</b>				10	IQ	2	<u>B211</u>
<b>Vow</b>				-1	<u>B165</u>	<b>Observation</b>				10	Per	2	<u>B211</u>
Completar el Peregrinaje y volver con la tribu Korogán.						<b>Occultism</b>				10	IQ	2	<u>B212</u>
<b>Languages &amp; Culture</b>				11		<b>Poisons</b>				11	IQ+1	8	<u>B214</u>
<b>Cultural Familiarity (Korkon)</b>				0	<u>B23</u>	<b>Polearm</b>				12	DX+2	8	<u>B208</u>
Native						<b>Public Speaking</b>				10	IQ	2	<u>B216</u>
<b>Cultural Familiarity (O'koptera)</b>				1	<u>B23</u>	<b>Sex Appeal</b>				11	HT	2	<u>B219</u>
<b>Cultural Familiarity (Te'karn)</b>				1	<u>B23</u>	<b>Shiphandling (Airship)</b>				10	IQ	4	<u>B220</u>
<b>Language: Ama'kon</b>				4	<u>B24</u>	<b>Stealth</b>				9	DX	2	<u>B222</u>
Spoken (Conversational); Written (Literate)						<b>Streetwise</b>				9	IQ-1	1	<u>B223</u>
<b>Language: Amate'karn</b>				1	<u>B24</u>	<b>Survival (Woodlands)</b>				9	Per-1	1	<u>B223</u>
Spoken (Broken); Written (Illiterate)						<b>Tactics</b>				9	IQ-1	2	<u>B224+</u>
<b>Language: Anere</b>				4	<u>B24</u>	<b>Tracking</b>				10	Per	2	<u>B226</u>
Spoken (Conversational); Written (Literate)						Default: Naturalist-5							
<b>Language: Korank</b>				0	<u>B24</u>	<b>Wrestling</b>				10	DX	2	<u>B228+</u>
Native; Spoken (Fluent); Written (Educated)													
<b>Other Features &amp; Traits</b>				20									
<b>CdP Natural Attacks</b>				0	<u>B271</u>								
<b>Korkon</b> <b>Ancestry</b>				20									

	#	CARRIED EQUIPMENT (16.15 kg; \$337.3)	USES							
	1	<b>Backpack, Small</b> Holds 50lbs.		60	1.5 kg	237	11.1 kg			<u>HT54</u>
	1	<b>Antitoxin Kit (O'koptera venom)</b> Antidote for specific poison. 10 uses		25	0.25 kg	25	0.25 kg			<u>B289</u>
	2	<b>Bandages</b> 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.		10	1 kg	20	2 kg			<u>B289</u>
	1	<b>Canteen</b> 1qt.		10	1.5 kg	10	1.5 kg			<u>HT53</u>
	1	<b>Compass</b>		25	0 kg	25	0 kg			<u>HT52</u>
	1	<b>Falconry Whistle</b> To call Azra		5	0 kg	5	0 kg			<u>HT58</u>
	1	<b>Notebook and pencil</b>		2	0.2 kg	2	0.2 kg			
	1	<b>Personal Basics</b> Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		5	0.5 kg	5	0.5 kg			<u>B288</u>
	1	<b>Pillow</b>		15	0.3 kg	15	0.3 kg			<u>HT56</u>
	20	<b>Rope, 1/2"</b> "Quantity" represents yards. Supports 300lbs.		3	0.18 kg	60	3.6 kg			<u>HT56</u>
	5	<b>Traveler's Rations</b> One meal		2	0.25 kg	10	1.25 kg			<u>B288</u>
	1	<b>ITP Armband</b> Marks you as "criminal on parole", probably.		0.3	0.05 kg	0.3	0.05 kg			
	1	<b>Leather Armor</b>		100	5 kg	100	5 kg			<u>B283</u>

NOTE										
<b>Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.</b>										
<b>Umbral HP: 7 (&gt;HP/2), 5 (&gt;HP/3), 3 (&lt;HP/3)</b>										