

PORTRAIT		IDENTITY				MISCELLANEOUS				168 POINTS					
	✂	NAME	Runa			CREATED	Jul 25, 2024, 12:10 AM			5	UNSPENT				
		TITLE	Peregrina			MODIFIED	May 27, 2025, 11:22 AM			25	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)			ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE			
[0]	10	DEXTERITY (DX)			2-3	HEAD	-5	0	0	NONE	14.5 kg	5	8		
[20]	10	INTELLIGENCE (IQ)				SKULL	-7	3	1	LIGHT	29 kg	4	7		
[0]	11	HEALTH (HT)				FACE	-5	0	2	MEDIUM	43.5 kg	3	6		
BASIC DAMAGE			5	KEUM				NECK	-5	0	3	HEAVY	87 kg	2	5
1d-1 BASIC THRUST		[0]	5	BASIC MOVE				EYES	-9	0	4	X-HEAVY	145 kg	1	4
1d+2 BASIC SWING		✓	Senses				4-6	ARMS	-2	0	LIFTING & MOVING THINGS				
		[0]	11	PERCEPTION (PER)				HANDS	-4	0	14.5 kg BASIC LIFT				
		[0]	11	VISION				7-9	TORSO	+0	0	29 kg ONE-HANDED LIFT			
		[0]	11	HEARING				VITALS	-3	1	116 kg TWO-HANDED LIFT				
		[0]	11	TASTE & SMELL				GROIN	-3	0	174 kg SHOVE & KNOCK OVER				
		[0]	11	TOUCH			10-12	LEGS	-2	0	348 kg RUNNING SHOVE & KNOCK OVER				
		POINT POOLS				FEET	-4	1	217.5 kg CARRY ON BACK						
[0]	12	OF 12 HP [HEALTHY]			725 kg SHIFT SLIGHTLY										
	0	OF 0 STRESS [CALM]													
±		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				
Crushing Striker (Horns)						10	9	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	9	No	1d-2 cr	C					
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			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 (Arrow)			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	
❖ Disadvantages & Quirks			-36		Games (Chess)		10	IQ	1	B197+
Berserk			-10	B124	Games (Poker)		9	IQ-1	1	B197+
CR: 12 (Resist quite often)					Intimidation		12	Will	2	B202
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					Leadership		10	IQ	2	B204
Code of Honor (Gentleman's)			-10	B127	Mimicry (Animals)		8	IQ-2	1	B210
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.					Naturalist		11	IQ+1	8	B211
Easy to Read			-10	B134	Navigation (Air)		10	IQ	2	B211
Social Stigma (Criminal Record)			-5	B155	Observation		11	Per	2	B211
Vow			-1	B165	Occultism		10	IQ	2	B212
Completar el Peregrinaje y volver con la tribu Korogán.					Poisons		11	IQ+1	8	B214
❖ Korkon Ancestry			25		Polearm		12	DX+2	8	B208
❖ Languages & Culture			11		Public Speaking		10	IQ	2	B216
Cultural Familiarity			2	B23	Sex Appeal		11	HT	2	B219
Korkon (Native); Te'karn; O'koptera					Shiphandling (Airship)		10	IQ	4	B220
Language: Ama'kon			0	B24	Stealth		9	DX-1	1	B222
Native; Spoken (Native); Written (Native)					Survival (Woodlands)		10	Per-1	1	B223
Language: Amate'karn			1	B24	Tactics		9	IQ-1	2	B224+
Spoken (Broken)					Tracking		11	Per	2	B226
Language: Anere			4	B24						
Spoken (Accented); Written (Accented)										
Language: Korank			4	B24						
Spoken (Accented); Written (Accented)										
Natural Attacks			0	B271						
✓	#	CARRIED EQUIPMENT (0.05 kg; \$0.3)				USES				
✓	1	Parole Armband					0.3	0.05 kg	0.3	0.05 kg
Marks you as "criminal on parole", probably.										
#	OTHER EQUIPMENT (11.1 kg; \$237)					USES				
1	❖ Backpack, Small					60	1.5 kg	237	11.1 kg	HT54
Holds 50lbs.										
1	Antitoxin Kit (O'koptera venom)					25	0.25 kg	25	0.25 kg	B289
Antidote for specific poison. 10 uses										
2	Bandages					10	1 kg	20	2 kg	B289
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	HT53
1qt.										
1	Compass					25	0 kg	25	0 kg	HT52
1	Falconry Whistle					5	0 kg	5	0 kg	HT58
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	B288
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	HT56
20	Rope, 1/2"					3	0.18 kg	60	3.6 kg	HT56
"Quantity" represents yards. Supports 300lbs.										
5	Traveler's Rations					2	0.25 kg	10	1.25 kg	B288
One meal										
NOTE										
Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.										