

PORTRAIT		IDENTITY				MISCELLANEOUS				163 POINTS				
		NAME	Runa			CREATED	Jul 25, 2024, 12:10 AM			5	UNSPENT			
		TITLE	Peregrina			MODIFIED	Jun 6, 2025, 7:43 AM			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)			ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE		
[0]	10	DEXTERITY (DX)			2-3	HEAD	-5	0	0 NONE	14.5 kg	5	9		
[20]	10	INTELLIGENCE (IQ)				SKULL	-7	3	1 LIGHT	29 kg	4	8		
[0]	11	HEALTH (HT)				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			
POINT POOLS							GROIN	-3	2	174 kg	SHOVE & KNOCK OVER			
[0]	12	OF 12	HP	[HEALTHY]			10-12	LEGS	-2	0	348 kg	RUNNING SHOVE & KNOCK OVER		
[0]	11	OF 11	FP	[RESTED]				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.														
Crushing Striker (Horns)					Headbutt	10	9	No	1d cr	C				
Hooves					Trample	8	No	No	1d cr	C,1				
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.										
Umbral HP: 7 (>HP/2), 5 (>HP/3), 3 (<HP/3)										