Portrait Identity							Misceli	LANEOUS		166 Poir				
						CREATED Jul 25, 2024, 12:10 AM				0 Unspent				
		Modified Ju			TIED Jul 25,	2025, 6:33	PM 2	20 ANCESTRY						
ORGANIZATION YFRLD / Tribu Korogán						PLA	YER Judith		3	0 Attri	BUTES			
					ΓΙΟΝ				6	7 Advar	NTAGES			
□ GENDER Female				→ HEIGHT 1.68 n			m				-35 DISADVANTAGES			
AGE 19			₩EIGHT 62						-	-1 Quirks				
⇒ Birthday 37 de Karn, 2						Skin Pal			le 85 SKILLS					
A CONTRACTOR	RELIGION	•		TI	L (5+1)		ND Right		0 Spell	S			
PRIMARY ATTRIBUTES	Hu	MANOID ENCUMBRANCE, MOVE & DODGE												
[10] 12 STRENGTH (ST)	Roll				⊕	Level Max			Load Move Dodo					
[0] 10 DEXTERITY (DX)	[0] 15 FRIGHT CHECK	2-3	HEAD	-5	0		0 None		14.5 k	g t	5 9			
[20] 10 INTELLIGENCE (IQ)	[0] 5.25 INITIATIVE (INIT)		SKUL	L -7	3		🔔 1 Light		29 k	g 4	1 8			
[0] 11 HEALTH (HT)	[0] 5 BASIC MOVE		FACE	-5	0		2 MEDII	JM	43.5 k	g 3	3 7			
Basic Damage	Senses		NECH	-5	0		3 HEAV	Υ	87 k	g 2	2 6			
	[0] 10 Perception (Pe	:R)	Eyes	-9	0		4 X-HE	AVY	145 k	g 1	5			
1d+2 Basic Swing	IU-I DASIC I HRUSI		ARM	s -2	0		LIFTING & MOVING THINGS							
TUTZ DASIC SWING	[0] 10 HEARING		HANI	os -4	0		14.5	kg Basic L						
	[0] 10 TASTE & SMELL	7-9	Tors	o +0	2			kg ONE-HA						
	[0] 10 Touch		VITA	Ls -3	3			kg Two-HA						
Dow	T Pools		Groi	N -3	2			kg Shove 8		VFR				
		10-1	2 LEGS	-2	0			kg Running			VER			
[0] 11 of 12 HP [Wounded]			FEET	-4	1			kg Carry (
[0] 11 OF 11 FP [RESTE							kg Shift S							
±	REACTION			±				Condition	J					
	s who learn of your Crimi	nal Reco	rd.	+6 on all IQ rolls to wake up or to recover from surprise or										
Police, judges, vigi	lantes, and other law-and	d-order ty	ypes	mental stun										
react at -2					+2 to any HT roll to avoid unconsciousness									
-1 from others					+1 to HT rolls made for survival at -HP or below, and on any									
+1 from Terrien Caravan members aware of your reputation					HT roll where failure means instant death. If this bonus									
	ed to members of your so	ex, +2 fro	om			es the difference between success and failure, you								
everyone else				pse, apparently dead (or disabled), but come to in the I amount of time. A successful Diagnosis roll reveals										
					the tr									
					+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								
				est with yo		ast-Talk,	or Gam	oling						
							ou try to li							
CdP Natural Attacks	Melee Weapon			_	SAGE rmed	SL 10	Parry 9	BLOCK No	DAMAGE 1d-2 cr	REACH C	ST			
	ve range C, 1; High Kicks are a	at -2.		Ona	iiieu	10	9	140	ru-∠ U	U				
Crushing Striker (Horns)				Hea	dbutt	10	9	No	1d cr	С				
Hooves 🖪				Trai	mple	8	No	No	1d cr	C,1				
Only on SM-2 or (prone) SM-				1		/ T		01	POL					
■ Advantages & Perks	AIT	Ртs 56		Δire			ECHNIQUE	SL 1	_	PTS 2	B185			
Ally (Azra)			B36+	Airshipman Animal Handling (Raptors)				1		4	B175			
Appearance (Bea	utiful)	12	B21	Blowpipe			(1		8	B180			
Combat Reflexes	,	15	B43		y Lang	uage		10		2	B181			
Fearlessness 1		2	B55+	Brawling				10		1	B182+			
Good Reputation		1	B26+	Cam	nouflag			10	0 IQ	1	B183			
Caravana Terrien; Re	cognized all the time						oodlands)-2							
Hard to Kill 1		2	B58		omacy			10	-	4	B187			
Hard to Subdue 2		4	B59	Escape Factorio Madiaina					9 DX-1	2	B192			
Luck (1/h) 15 B66+ Terrain Adaptation (Rock) 4 4 B93+				Esoteric Medicine Fast-Draw (Arrow)				1	9 Per-1 1 DX+1	2	B192+			
Disadvantages & Quirks			D93+		-braw t Aid €		(V)	1		1	B194+ B195			
						Entry			D DX	1	B196			
						a Liiu y								

		Trait	Pts		Skill	/ TECHNIC)UF		SL	RSL	Pts	
	Bers	erk 🗗	-10			-, PLOTINIC	(OE		9	IQ-1	1	B197
	CR: 12 (Resist quite often)				Games (Ches	35)			10	IQ	1	B197+
	Make a self-control roll any time you suffer				Intimidation	,			12	Will	2	B202
	damage over 1/4 your HP in the space of one				Leadership				10	IQ	2	B204
	second, and whenever you witness equivalent				Mimicry (Ani	mals) 🛱			9	IQ-1	2	B210
	harm to a loved one Code of Honor (Gentleman's)		-10		Naturalist	,			11	IQ+1	8	B211
	Never break your word. Never ignore an insult to		-10	<u> </u>	Navigation (A	Air)			10	IQ	2	B211
	yourself, a lady, or your flag; insults may only be				Observation	,			10	Per	2	B211
	wiped out by an apology or a duel (not necessarily				Occultism				10	IQ	2	B212
	to the death!). Never take advantage of an				Poisons				11	IQ+1	8	B214
	opponent in any way; weapons and				Polearm				12	DX+2	8	B208
	circumstances must be equal (except in open war). This only applies between gentlemen.				Public Speak	ing			10	IQ	2	B216
	Easy to Read		-10	B134	Sex Appeal	3			11	HT	2	B219
	Social Stigma (ITP Criminal)		-5	B155	Shiphandling	(Airship) 🖪		10	IQ	4	B220
	Assigned to Niwel's "Interim Temperance				Stealth	, , - 1-,			9	DX	2	B222
	Program"				Streetwise				9	IQ-1	1	B223
	Vow □		-1	<u>B165</u>	Survival (Woo	odlands)			9	Per-1	1	B223
		oletar el Peregrinaje y volver con la tribu			Tactics				9	IQ-1	2	B224+
A I	Korog		11		Tracking 🖪				10	Per	2	B226
O L		ges & Culture ural Familiarity (Korkon) 🖪	0	Daa	Default: Natural	list-5						
	Nativ	· · · · · · · · · · · · · · · · · · ·	U	<u>B23</u>	Wrestling				10	DX	2	B228+
	Cultural Familiarity (O'koptera)		1	B23								
	Cultural Familiarity (O koptera) Cultural Familiarity (Te'karn)		1	B23								
	Language: Ama'kon 🖪		4	B24								
	Spoken (Conversational); Written (Literate)		·	<u> </u>								
	Language: Amate'karn		1	B24								
	Spoken (Broken); Written (Illiterate)											
	Language: Anere 🖪		4	<u>B24</u>								
	Spoken (Conversational); Written (Literate)											
	Language: Korank		0	<u>B24</u>								
• •		e; Spoken (Fluent); Written (Educated)	00									
• 0	Other Features & Traits		20	D071								
•	CdP Natural Attacks		0 20	<u>B271</u>								
	♦ Korkon Ancestry							0				
✓	#	CARRIED EQUIPMENT (16.1	5 к с; \$3	337.3)		Uses	9			\$	**	
✓	✓ 1 Sackpack, Small 🖪						60	1.5 kg	3	237	11.1 kg	<u>HT54</u>
✓	1	Holds 50lbs.					25	0.25 1/2		25	0.25 kg	D200
•	1	Antitoxin Kit (O'koptera venom) ☐ Antidote for specific poison. 10 uses					25	0.25 kg	J	25	0.25 kg	<u>B289</u>
✓	2						10	1 kg	1	20	2 kg	B289
•	Bandages for a half-dozen wounds. Might be clean cloth, adhesive								•		9	2202
		dressings, or spray-on "Plastiskin", de										
		for First Aid skill.										
✓							10	1.5 kg	3	10	1.5 kg	<u>HT53</u>
,	4	1qt.					0.5	0.1		0.5	0.1	LITEO
4	1	Compass					25	0 kg		25	0 kg	HT52
✓	1	Falconry Whistle To call Azra					5	0 kg	3	5	0 kg	<u>HT58</u>
4	1	1 Notebook and pencil					2	0.2 kg	,	2	0.2 kg	
	✓ 1 Personal Basics 🗔					5	0.2 kg		5	0.2 kg	B288	
•	Minimum gear for camping: -2 to any Survival roll without it. Includes						J	0.5 K	3	J	U.J Kg	<u>DZ00</u>
	utensils, tinderbox or flint and steel, towel, etc., as TL pe											
✓							15	0.3 kg	3	15	0.3 kg	HT56
✓							3	0.18 kg		60	3.6 kg	HT56
	"Quantity" represents yards. Supports 300lbs.											
✓	5	Traveler's Rations 🖪					2	0.25 kg	g	10	1.25 kg	B288
		One meal										

NOTE

Runas grabadas: Nacimiento del guerrero, Observador del desierto, Surcador del viento.

Umbrales HP: 7 (>HP/2), 5 (>HP/3), 3 (<HP/3)

1

One meal

ITP Armband

Leather Armor

Marks you as "criminal on parole", probably.

0.3 0.05 kg

100

5 kg <u>B283</u>

0.3 0.05 kg

5 kg

100