Portrait	lde	NTITY					Misceli	_ANEOUS	1	168 Poin	TS 🗹			
	NAME Runa					CREAT	ED <b>Jul 25,</b> 2	2024, 12:10	AM !	5 Unspe	NT			
	TITLE Peregrina						-	, 2025, 11:2		5 ANCES	TRY			
	ORGANIZATION YFRLD / T		rogán				ER Judith	,,		O ATTRIB				
	ONO/MILE (TITLES )	TIDU ITO				1 27 (1	en oddini			7 ADVAN				
				SCRIPT							ANTAGES			
	☐ GENDER Female		24	HEIGHT	1.68	m	>\$ H	AIR Snowy		1 QUIRKS				
	AGE 19		>\$ /	<b>V</b> EIGHT	62 k	g	>\$ E\	'ES Hazel						
	□ SIRTHDAY 37 de Karr	ı, 2°		Size	+0		x SI	KIN Pale		7 SKILLS				
	RELIGION			TL	(5+1	)	X HA	ND Right		) Spells	3			
PRIMARY ATTRIBUTES	Secondary Attributes		Нш	MANOID				Encumbranci	Move 8. [	JODGE				
		Roll		ATION	DR	â	Lev		Max Loal		Donor			
[10] <b>12</b> STRENGTH (ST)		2-3	HEAD	-5	0		A 0 Noni		14.5 kg					
[0] 10 DEXTERITY (DX)	[0] 15 COMPOSURE	2-3			_		1 Light							
[20] 10 INTELLIGENCE (IQ)	[0] <b>5.75</b> INITIATIVE (INIT)		SKULI		3				29 kg					
[0] <b>11</b> HEALTH (HT)	5 KEUM		FACE	-5	0		2 MEDI		43.5 kg		-			
Basic Damage	[0] 5 BASIC MOVE		NECK		0		3 HEAN		87 kg					
1d-1 Basic Thrust	Senses	_	Eyes	-9	0		4 X-H	AVY	145 kg	<b>j</b> 1	4			
1d+2 Basic Swing	[0] 11 PERCEPTION (PER	4-6	ARMS	-2	0			LIFTING & N	Noving Thi	NGS				
TUTZ DASIC SWING	[0] 11 VISION		HAND	s <b>-4</b>	0		14.5	kg Basic Li	FT					
	[0] 11 HEARING	7-9	Tors	0+ 0	0			kg ONE-HA						
	[0] 11 TASTE & SMELL		VITAL	s <b>-3</b>	1			kg Two-HA						
	[0] 11 TOUCH		GROIN	ı -3	0									
	[0] II TOUCH	10-12		-2	0			kg Shove &						
Роімт	Pools	10 12	FEET	-4	1			kg Running		(NOCK U)	/ER			
[0] <b>12</b> OF <b>12</b> HP [HEALTHY]			I CCI	7	•			kg Carry C						
O OF O STRESS [CA	0 of 0 Stress [Calm]						725	kg Shift Si	LIGHTLY					
±	Reaction			±				Condition						
	who learn of your Crimin	al Pacoi	rd	± +6	on all	ΠΩro	lle to wake	up or to rec	•	curnric	e or			
	lantes, and other law-and-			'0		al stu		up or to rec	over mon	ı surpris	COI			
react at -2	idilles, dilu olilei idw-dilu-	order ty	hes	т.				Lunganagia	uonooo					
1 3 3 3 3 4 5				+2 to any HT roll to avoid unconsciousness										
	an mambara awara of you	-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					UT ro	عطييد الح	sra failura r	HT roll where failure means instant death. If this bonus makes the difference between success and failure, you						
1 1/1 tram those attracte														
	ed to members of your sex				make	es the	difference	between su	ccess and	d failure,	you			
+4 from those attracte everyone else					make colla	es the pse, a	difference pparently o	between su lead (or disa	ccess and abled), but	d failure, t come t	you o in the			
					make colla usua	es the pse, a I amou	difference pparently o	between su	ccess and abled), but	d failure, t come t	you o in the			
				1	make collar usual the tr	es the pse, a I amou	difference pparently o unt of time	between su lead (or disa . A success	abled), but	d failure, t come t sis roll i	you o in the reveals			
				+1	make collar usual the tr	es the pse, a l amou ruth. tiative	difference pparently ount of time rolls for ye	between su lead (or disa . A success our side (+2	abled), but ful Diagno	d failure, t come to sis roll in	you o in the reveals der)			
				+1 +4	make collar usual the tr to init	es the pse, a l amou ruth. tiative hers o	difference pparently c unt of time rolls for you	between su lead (or disa . A success our side (+2 thy, Body La	iccess and abled), but ful Diagno if you are inguage, a	d failure, t come t esis roll o the lead and Psyc	you o in the reveals der)			
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everyone else  Crushing Striker (Horns) Hooves 🗟 Only on SM-2 or (prone) SM-1	ed to members of your set			+4 +4 Us/	make collar usual the tree to init to othe to othe to othe Quick skill v	es the pse, a I amounth. tiative hers o dischers ok Contwhen SL	difference pparently c unt of time e rolls for ye n all Emparence cern your in n IQ, Detect test with you you try to li PARRY 9 No	between sulead (or disa. A success our side (+2 thy, Body Lantentions or t Lies, and (our Acting, Fe or bluff  BLOCK No	if you are anguage, a the truth Gambling ast-Talk, of DAMAGE	the leader of your verolls in a correct of Gambon C.	you o in the reveals der) chology words any			
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Crushing Striker (Horns) Hooves  Only on SM-2 or (prone) SM-1 Natural Attacks Natural Attacks	ed to members of your set			+4 +4 Usa Tram Bite High	make collar usual the tro initio oth rolls to oth Quick skill vage	es the pse, all amounth. tiative hers of to dischers of Kontwhen your SL 10 8	difference pparently c unt of time e rolls for ye n all Empa cern your in n IQ, Detect est with yo you try to li  PARRY 9 No No No	between sure lead (or disable and (or disable	if you are anguage, a the truth Gambling fast-Talk, or Id cr	the lead of your words in a core of your words in a core Gamb	you o in the reveals der) chology words any			
Crushing Striker (Horns) Hooves  Only on SM-2 or (prone) SM-1 Natural Attacks Natural Attacks Natural Attacks	ed to members of your set			+4 +4 Us, Tram Bite High Low	make collar usual the tro inito oth rolls to oth Quick skill vage	es the pse, all amounth. tiative hers of to dischers of the Continue of the St. St. 10 8 10 8 10	difference pparently c unt of time e rolls for ye n all Empa cern your in n IQ, Detect test with yo you try to li PARRY 9 No No	between sulead (or disa Lead (or disa A success our side (+2 thy, Body La ntentions or t Lies, and (our Acting, Fe e or bluff BLOCK No No	if you are anguage, a the truth Gambling fast-Talk, or a ld-2 cr	the lead of your words in a company of your words in a cor Gamb	you o in the reveals der) chology words any			
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Crushing Striker (Horns) Hooves  Only on SM-2 or (prone) SM-1 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Natural Attacks  TR Advantages & Perks	ed to members of your set	PTS 56	m	+4 +4  Us/ Tram Bite High Low Pund	make collar usual the transition of the colls still to othe skill to the collar skill	es the pse, a l amount. tiative hers o to dischers ook Contwhen y SL 10 8 10 10 10 10 10 10 10 10 10 10 10 10 10	difference pparently c unt of time e rolls for ye n all Empa cern your in n IQ, Detect est with yo you try to li  PARRY 9 No No No No No 9 ECHNIQUE	between sure lead (or disable lead (or lead (	if you are anguage, a the truth Gambling fast-Talk, or Id-2 cr Id-2 cr Id-2 cr RSL I IQ+1	the leader of your version of the leader of your version of your version of the leader	you o in the reveals der) chology words any olling			
Crushing Striker (Horns) Hooves  Only on SM-2 or (prone) SM-1 Natural Attacks	MELEE WEAPON	PTS 56 1	B36+	+4 +4  Us  Tram  Bite High Low Punc  Airsh Anim	make collar usual the transition of the colls still to othe colls skill to othe colls	es the pse, a l amount. tiative hers o to dischers ook Contwhen y SL 10 8 10 10 10 10 10 10 10 10 10 10 10 10 10	difference pparently c unt of time e rolls for ye n all Empar cern your in n IQ, Detect test with you you try to li  PARRY 9 No No No No No No 9	between sure lead (or disable and (or side (+2)) thy, Body Lantentions or the Lies, and (or Acting, Fee or bluff  BLOCK  NO  NO  NO  NO  SL  11	if you are anguage, a the truth Gambling fast-Talk, or Id-2 cr Id-2 cr Id-2 cr Id-2 cr Id-1 I IQ+1 I IQ+1	the lead of your words in a core of your words in a co	you o in the reveals der) chology words any olling ST  B185 B175			
Crushing Striker (Horns) Hooves  Only on SM-2 or (prone) SM-1 Natural Attacks Only on SM-2 Natural Attacks Natural Attacks Natural Attacks  TR  Advantages & Perks Ally (Azra)  Appearance (Beau	MELEE WEAPON	PTS 56 1 12	B36+ B21	+4  +4  Us/ Tram  Bite High Low Punc  Airsh Anim Blow	make collar usual the tro initio oth rolls to oth Quick skill vage.  Kick Kick ch Skilpman Hapipe	es the pse, all amounth. tiative hers of to dischers of the continuous states of the continuous	difference pparently c unt of time e rolls for ye n all Empa cern your in n IQ, Detect est with yo you try to li  PARRY 9 No No No No No 9 ECHNIQUE	between sure lead (or disable lead (or d	if you are anguage, a the truth Gambling fast-Talk, or Id-2 cr Id-2 cr Id-2 cr Id-2 cr Id-1 I IQ+1 I IQ+1 I I IQ+1 I I I I I I I I I I I I I I I I I I I	the lead of your words in a core of your words in a core of your words in a core of the core of your words in a core of your w	you o in the reveals der) chology words any olling ST  B185 B175 B180			
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Crushing Striker (Horns) Hooves  Only on SM-2 or (prone) SM-1 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Natural Attacks Natural Attacks  Odvantages & Perks Ally (Azra)  Appearance (Beau Combat Reflexes Fearlessness 1 Good Reputation Caravana Terrien; Rec Hard to Kill 1 Hard to Subdue 2	MELEE WEAPON  AIT  Stiful)	PTS 56 1 12 15 2 1 2 4	B36+ B21 B43 B55+ B26+ B58 B59	+4 +4  +4  High Low Punce  Airsh Anim Blow Body Cam Diplo Esca Esot Fast-	make collar usual the transition of the colls to othe Quick skill vage.  Kick Kick ch  Skill vage outlage outl	es the pse, all amounth. tiative hers of to dischers of the continuous states of the continuous	difference pparently c unt of time e rolls for ye n all Empa cern your in n IQ, Detect est with yo you try to li  PARRY 9 No No No No No 9 ECHNIQUE	between sure lead (or disable lead (or d	if you are anguage, a the truth Gambling fast-Talk, or Id-2 cr Id-2 cr Id-2 cr Id-2 cr Id-2 cr Id-1 I IQ+1 IQ+1	REACH C C,1 C,1 C,1 C PTS 2 4 8 1 1 4 1 2 1	byou o in the reveals der) chology words any olling ST  B185 B175 B180 B181 B183 B187 B192 B192+ B194+			
Crushing Striker (Horns) Hooves  Only on SM-2 or (prone) SM-1 Natural Attacks Natural Attacks Natural Attacks Natural Attacks Natural Attacks Natural Attacks  TR Advantages & Perks Ally (Azra)  Appearance (Beau Combat Reflexes Fearlessness 1 Good Reputation Caravana Terrien; Rec Hard to Kill 1	MELEE WEAPON  AIT  AIT  Cognized all the time	PTS 56 1 12 15 2 1 4 15	B36+ B21 B43 B55+ B26+ B58	+4  +4  High Low Punc  Airsh Anim Blow Body Cam Diplo Esca Esoto Fast- First	make collar usual the transition of the colls to othe colls skill was all the colls skill was all the colls skill was all the colls	es the pse, all amounth. tiative hers of to dischers of the continuous statements of the continuous sta	difference pparently c unt of time e rolls for ye n all Empa cern your in n IQ, Detect est with yo you try to li  PARRY 9 No No No No No 9 ECHNIQUE	between sure lead (or disable lead (or d	if you are anguage, a the truth Gambling fast-Talk, or Id-2 cr Id-2 cr Id-2 cr Id-2 cr Id-2 cr Id-1 I IQ+1 IQ+1	REACH C C,1 C,1 C,1 C,1 C PTS 2 4 8 1 1 4 1 2	byou o in the reveals der) chology words any olling ST  B185 B175 B180 B181 B183 B187 B192 B192+			

	Pts		Skill	/ TECHNIQ	UE		SL	RSL	Pts	
Disadvantages & Quirks	-36		Games (Ches	ss)			10	IQ	1	B197+
Berserk 🖪	-10	B124	Games (Poke	er)			9	IQ-1	1	B197+
CR: 12 (Resist quite often)			Intimidation				12	Will	2	B202
Make a self-control roll any time you suffer			Leadership				10	IQ	2	B204
damage over 1/4 your HP in the space of one second, and whenever you witness equivalent			Mimicry (Anir	mals)			8	IQ-2	1	B210
harm to a loved one			Naturalist	,			11	IQ+1	8	B211
Code of Honor (Gentleman's)	-10	B127	Navigation (A	\ir)			10	IQ	2	B211
Never break your word. Never ignore an insult to		<u> </u>	Observation	,			11	Per	2	B211
yourself, a lady, or your flag; insults may only be			Occultism				10	IQ	2	B212
wiped out by an apology or a duel (not necessarily			Poisons				11	IQ+1	8	B214
to the death!). Never take advantage of an			Polearm				12	DX+2	8	B208
opponent in any way; weapons and			Public Speaki	ina			10	IQ	2	B216
circumstances must be equal (except in open war). This only applies between gentlemen.			Sex Appeal	g			11	HT	2	B219
Easy to Read	-10	B134	Shiphandling	(Airshin)	a		10	IQ	4	B220
Social Stigma (Criminal Record)	-5	B155	Stealth	(All Slilp)			9	DX-1	1	B222
Vow 🗗	-1	B165	Survival (Woo	odlande)	8		10	Per-1	1	B223
Completar el Peregrinaje y volver con la tribu	-1	<u>B103</u>	Tactics	Julalius)	_		9	IQ-1	2	B224+
Korogán.			Tracking				11	Per	2	B224+
Norkon Ancestry	25		Tracking				11	Pei		<u>DZZ0</u>
<b>S</b> Languages & Culture	11									
Cultural Familiarity	2	B23								
Korkon (Native); Te'karn; O'koptera	_									
Language: Ama'kon 🖪	0	B24								
Native; Spoken (Native); Written (Native)										
Language: Amate'karn 🖪	1	B24								
Spoken (Broken)										
Language: Anere 🖪	4	<u>B24</u>								
Spoken (Accented); Written (Accented)										
Language: Korank 🖪	4	<u>B24</u>								
Spoken (Accented); Written (Accented)		D074								
Natural Attacks	0	<u>B271</u>								
✓ # CARRIED EQUIPMENT (0	1.05 kg; S	\$0.3)		Uses	<b>9</b>		`	\$€	- \$ ≜	
✓ 1 Parole Armband 🖪					0.3	0.0	5 kg	0.3	0.05 k	g
Marks you as "criminal on parole", probably.										
							_			_
# OTHER EQUIPMENT (11.1 K	g; <b>\$23</b> 7)	)		Uses	<b>3</b> :	Â		<b>\$</b>	**	
# OTHER EQUIPMENT (11.1 K 1    ■ Backpack, Small ■	g; \$237)	)		Uses	60	1.5		<b>\$ 3</b> 237	<b>\$ △</b> 11.1 kg	HT54
· ·	i <b>g; \$237</b> )	)		Uses			kg	237	11.1 kg	
1	ig; \$237)			Uses		1.5	kg	237		
1	g; \$237)			Uses	60 25	0.25	kg kg	237 25	11.1 kg 0.25 kg	B289
1				Uses	60	0.25	kg	237	11.1 kg	B289
1	e clean cl	oth, adhe		Uses	60 25	0.25	kg kg	237 25	11.1 kg 0.25 kg	B289
1	e clean cl	oth, adhe		USES	60 25 10	0.25	kg kg kg	237 25 20	11.1 kg 0.25 kg 2 kg	B289 B289
1	e clean cl	oth, adhe		USES	60 25	0.25	kg kg kg	237 25	11.1 kg 0.25 kg	B289 B289
1	e clean cl	oth, adhe		USES	60 25 10	0.25	kg kg kg	237 25 20 10	11.1 kg 0.25 kg 2 kg 1.5 kg	B289 B289 HT53
1	e clean cl	oth, adhe		USES	60 25 10 10 25	0.25 1 1.5	kg kg kg kg	237 25 20 10 25	11.1 kg 0.25 kg 2 kg 1.5 kg 0 kg	B289 B289 HT53 HT52
1	e clean cl	oth, adhe		USES	60 25 10	0.25 1 1.5	kg kg kg	237 25 20 10	11.1 kg 0.25 kg 2 kg 1.5 kg	B289 B289 HT53 HT52
1	e clean cl	oth, adhe		USES	60 25 10 10 25 5	0.25 1 1.5 0	kg kg kg kg kg	237 25 20 10 25 5	11.1 kg 0.25 kg 2 kg 1.5 kg 0 kg 0 kg	B289 B289 HT53 HT52
1	e clean cl	oth, adhe		USES	60 25 10 10 25 5	0.25 1 1.5 0 0	kg kg kg kg kg	237 25 20 10 25 5	11.1 kg 0.25 kg 2 kg 1.5 kg 0 kg 0 kg 0.2 kg	B289 B289 HT53 HT52 HT58
1	e clean cl	oth, adhe ment for	First Aid skill.	USES	60 25 10 10 25 5	0.25 1 1.5 0	kg kg kg kg kg	237 25 20 10 25 5	11.1 kg 0.25 kg 2 kg 1.5 kg 0 kg 0 kg	B289 B289 HT53 HT52 HT58
1	e clean cl sic equip	oth, adhe ment for	First Aid skill.	USES	60 25 10 10 25 5	0.25 1 1.5 0 0	kg kg kg kg kg	237 25 20 10 25 5	11.1 kg 0.25 kg 2 kg 1.5 kg 0 kg 0 kg 0.2 kg	B289 B289 HT53 HT52 HT58
1	e clean cl sic equip	oth, adhe ment for	First Aid skill.	USES	60 25 10 10 25 5 2	0.25 1 1.5 0 0 0.2 0.5	kg kg kg kg kg kg	237 25 20 10 25 5	11.1 kg 0.25 kg 2 kg 1.5 kg 0 kg 0 kg 0.2 kg 0.5 kg	B289 B289 HT53 HT52 HT58 B288
1	e clean cl sic equip	oth, adhe ment for	First Aid skill.	USES	60 25 10 10 25 5 2 5	0.25 1   1.5   0   0   0.2   0.5   0.3	kg kg kg kg kg kg	237 25 20 10 25 5 2 5	11.1 kg 0.25 kg 2 kg 1.5 kg 0 kg 0 kg 0.2 kg 0.5 kg	B289 B289 HT53 HT52 HT58 B288 HT56
1	e clean closic equipolesic equ	oth, adhe ment for	First Aid skill.	USES	60 25 10 10 25 5 2	0.25 1 1.5 0 0 0.2 0.5	kg kg kg kg kg kg	237 25 20 10 25 5	11.1 kg 0.25 kg 2 kg 1.5 kg 0 kg 0 kg 0.2 kg 0.5 kg	B289 B289 HT53 HT52 HT58 B288
1	e clean closic equipolesic equ	oth, adhe ment for	First Aid skill.	USES	60 25 10 10 25 5 2 5	0.25 1 1.5 0 0.2 0.5 0.3 0.18	kg kg kg kg kg kg kg kg kg	237 25 20 10 25 5 2 5	11.1 kg 0.25 kg 2 kg 1.5 kg 0 kg 0 kg 0.2 kg 0.5 kg 0.3 kg 3.6 kg	B289 B289 HT53 HT52 HT58 B288 HT56 HT56
1	e clean closic equipolesic equ	oth, adhe ment for	First Aid skill.	USES	60 25 10 10 25 5 2 5	0.25 1   1.5   0   0   0.2   0.5   0.3	kg kg kg kg kg kg kg kg kg	237 25 20 10 25 5 2 5	11.1 kg 0.25 kg 2 kg 1.5 kg 0 kg 0 kg 0.2 kg 0.5 kg	B289 B289 HT53 HT52 HT58 B288 HT56 HT56
1	e clean closic equipolesic equ	oth, adhe ment for	First Aid skill.	USES	60 25 10 10 25 5 2 5	0.25 1 1.5 0 0.2 0.5 0.3 0.18	kg kg kg kg kg kg kg kg kg	237 25 20 10 25 5 2 5	11.1 kg 0.25 kg 2 kg 1.5 kg 0 kg 0 kg 0.2 kg 0.5 kg 0.3 kg 3.6 kg	B289 B289 HT53 HT52 HT58 B288 HT56 HT56