Portrait		lden	TITY					Miscei	LANEOUS		175 Point	s 🗹
TORMAN	⊃\$ NAME						CREAT		2024, 12:1		5 Unspen	
The state of the s	2	Peregrina							, 2025, 10:2		7 ANCEST	
	bu Korogán			PLAYER Judith				30 ATTRIBUTES				
				Dr	SCRIPT	ION				6	7 ADVANT	AGES
	⊃\$ GENDER	- emale			HEIGHT		R m	7\$ H	AIR Snowy	-3	O DISADVA	ANTAGES
	AGE				VEIGHT				YES Hazel		1 Quirks	
	⇒ BIRTHDAY		2°			+0	-9		KIN Pale		7 SKILLS	
RELIGION S7 de Rain, 2					TL	(5+1	1)	X HA	ND Right	O Corus		
PRIMARY ATTRIBUTES		H	lumanc					NCE, MOVE	R Donge			
[10] 12 STRENGTH (ST)	SECONDARY A [0] 12 WILL	TIMBOTES	Roll		CATION		DR 🛍		EVEL		D Move	Dodge
[0] 10 DEXTERITY (DX)	⊘ Sen	ses —		EYES			0	_	None	14.5 kg		12
[20] 10 INTELLIGENCE (IQ)		EPTION (PER)	3-4	SKULL	-	-7	4	1	_IGHT	29 k	g 4	11
[0] 11 HEALTH (HT)	[0] 11 Visioi		5	FACE		-5	0	2	MEDIUM	43.5 kg	g 3	10
[0] 10 KEUM (KE)	[0] 11 HEAR	ING	6-7	RIGHT	LEG	-2	2	3	HEAVY	87 kg	g 2	9
Basic Damage	[0] 11 TASTE	& SMELL	8		ARM		0	4	X-HEAVY	145 k	g 1	8
1d-1 Basic Thrust	[0] 11 Touc	Н	9-10	Torso			2		LIFTING 8	& Moving T	HINGS	
1d+2 Basic Swing	⊘ Move	ment ——	11	GROIN		-	2	_ 14	I.5 kg Basic	LIFT		
	[0] 5.25 Basic	SPEED	12	LEFT			0	_	29 kg One-l	HANDED LIF	Г	
	[0] 5 Basic	Move	13-14	LEFT			2	_ 1	16 kg Two-	HANDED LIF	Т	
	12 Dodg	E	15 16	HAND			2		74 kg Sноv			
Point	Pools		17-18	FOOT NECK			1 0	-	48 kg Runn		& Knock C	VER
[0] 11 OF 11 FP [RESTED	o]		17-16	VITAL		-	2		7.5 kg CARR			
[0] 12 OF 12 HP [HEALTI	HY]			VIIAL	S	J	_ -	- 7	25 kg Sнігт	SLIGHTLY		
[0] 10 OF 10 KP [HARMO	NICAL]											
±	REACTION				±				Condition	N		
-1 from others	+6 on all IQ rolls to wake up or to re							cover fron	n surprise	or		
+1 from others aware	mental stun +2 from +2 to any HT roll to avoid unconsciousn											
+4 from those attracte	d to members of	of your sex,	+2 from	1								
everyone else					+1				survival at -l means insta		•	, ,
									between si			
									dead (or dis			•
									. A success			
						the t						
					+4				thy, Body La			
					. 4				ntentions or			
					+4				et Lies, and our Acting, F	•		•
								you try to l		ast raik,	or Garribi	iiig
	MELEE WEAPON				Us	AGE	SL	Parry	Вьоск	Damage	REACH	ST
Crushing Striker (Horns)							10	10		1d cr	С	
Target at -5								4411				
Guja* ☐ The blunt end					Swu	ing	12	11U	No '	1d+4 cr	1-2	9†
Guja*					Swu	ıng	12	11U	No	1d+4 cut	1-2*	9†
The sharp end												
Guja* ■					Thru	ust	12	11	No '	1d+1 cr	1-2	9†
The blunt end Guja* 🖪					Thru	ıet	12	11	No	1d+2 imp	2	9†
The sharp end					1111	JOL	12		110	ra · z mip	_	71
Hooves 🖪					Trai	mple	8	No	No '	1d cr	C,1	
Only on SM-2 or (prone) SM-1					5		10		M	1.1.0	0	
Natural Attacks Natural Attacks					Bite Kick		10	No No		1d-2 cr 1d-1 cr	C C,1	
Natural Attacks					Pun		10	10		1d-1 cr 1d-2 cr	C	
Natural Attacks					Slar		10	No		1d-2 cr 1d-3 cr	C	
RANGED WEA	PON	Usage	SL	Acc		MAGE		nge Ro		Bulk	RECOIL	ST
Blowpipe			11	1	_	3 pi-	24	1	1(2)	-6		2
Tr	AIT		Pts			Sk	KILL / TI	ECHNIQUE	SL	. RSL	Ртѕ	
Advantages			56		Airsh	ipma			1			B185
	Diobord A Wilkon					-						10:20 DM

25% of your starting points Appearance S 12, 2 Beautiful Combat Reflexes S 15 843 Fearlessness 1 2 855 16 Good Reputation 1 S 15 825 16 Good Reputation 1 S 18 826 17 18 19 19 19 19 19 19 19		Appearance Beautiful Combat Reflexes Fearlessness 1 Good Reputation 1 People Affected (Caravana Terrien); Recognized all the time Hard to Kill 1 Hard to Subdue 2 Luck Usable once per hour of play Terrain Adaptation (Rock) 4 Ilture Cultural Familiarity (Korkon) Cultural Familiarity (Te'karn) Cultural Familiarity (Te'karn) Language: Amate'karn Spoken (Native); Written (Native) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented)	12 15 2 1 2 4 15 4 11 0 1 1 0	B21 B43 B55+ B26+ B58 B59 B66+ B93+ B23 B23 B23 B24 B24 B24	Biology (Blowpipe Body Lar Camoufl Diagnosi Diplomae Escape Esoteric Fast-Dra First Aid Forced E Games (Games (Intimidat Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	may be any be an	ine	tors)		5 11 10 4 10 8 10 11 11 10 9 12 10 8 11	IQ-5 DX+1 Per-1 IQ IQ-6 IQ DX-2 Per-1 DX+1 IQ+1 DX IQ IQ-1 Will IQ IQ-2 IQ+1 IQ	0 8 1 1 0 4 1 2 1 1 1 1 1 2 2 1 8 2	B175 B180 B180 B181 B183 B187 B187 B192 B192+ B194+ B195 B196 B197+ B202 B204 B210 B211 B211 B211
Appearance 12 821 80w/lpc 80d 10 Pc-1 1 10 10 10 10 10 10 1		Appearance Beautiful Combat Reflexes Fearlessness 1 Good Reputation 1 People Affected (Caravana Terrien); Recognized all the time Hard to Kill 1 Hard to Subdue 2 Luck Usable once per hour of play Terrain Adaptation (Rock) 4 Ilture Cultural Familiarity (Korkon) Cultural Familiarity (Te'karn) Cultural Familiarity (Te'karn) Language: Amate'karn Spoken (Native); Written (Native) Language: Amate'karn Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented)	15 2 1 2 4 15 4 11 0 1 1 0	B43 B55+ B26+ B58 B59 B66+ B93+ B23 B23 B23 B24 B24	Blowpipe Body Lar Camoufl Diagnosi Diploma Escape Esoteric Fast-Dra First Aid Forced E Games (Games (Intimidat Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	Medici w Chess) Poker) tion ip (Anima st on (Air) tion	ine			11 10 4 10 8 10 11 11 10 9 12 10 8 11	DX+1 Per-1 IQ IQ-6 IQ DX-2 Per-1 DX+1 IQ+1 DX IQ IQ-1 Will IQ IQ-2 IQ+1 IQ	8 1 1 0 4 1 2 1 1 1 1 1 2 2 1 1 8 2	B180 B181 B183 B187 B187 B192 B192+ B194+ B195 B196 B197+ B202 B204 B210 B211 B211
Beautiful Combat Reflexes 15 843 Fearlessness 1 2 8554		Beautiful Combat Reflexes Fearlessness 1 Good Reputation 1 People Affected (Caravana Terrien); Recognized all the time Hard to Kill 1 Hard to Subdue 2 Luck Usable once per hour of play Terrain Adaptation (Rock) 4 Ilture Cultural Familiarity (Korkon) Cultural Familiarity (Te'karn) Language: Ama'kon Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented)	15 2 1 2 4 15 4 11 0 1 1 0	B43 B55+ B26+ B58 B59 B66+ B93+ B23 B23 B23 B24 B24	Body Lar Camoufl Diagnosi Diploma Escape Esoteric Fast-Dra First Aid Forced E Games (I Games (I Intimidat Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	Medicies Medici	ine als) 🖯			10 10 4 10 8 10 11 11 10 9 12 10 8 11	Per-1 IQ IQ-6 IQ DX-2 Per-1 DX+1 IQ+1 DX IQ IQ-1 Will IQ IQ-2 IQ+1 IQ	1 1 0 4 1 2 1 1 1 1 1 2 2 1 8 2	B181 B183 B187 B187 B192 B192+ B194+ B195 B196 B197+ B202 B204 B210 B211 B211
Combat Reflexes ■ 15 843 Fearlesenses 1 2 855+ Good Reputation 1 ■ 2 854 Begoek Affected (Caravana Terrien); Recognized all the time Hard to Kill 1 2 858 Hard to Stubdue 2 4 859 Luck B Luck		Combat Reflexes Fearlessness 1 Good Reputation 1 People Affected (Caravana Terrien); Recognized all the time Hard to Kill 1 Hard to Subdue 2 Luck Usable once per hour of play Terrain Adaptation (Rock) 4 Ilture Cultural Familiarity (Korkon) Cultural Familiarity (Te'karn) Language: Ama'kon Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented)	2 4 15 4 11 0 1 1 0 1 4 4 4 4 4 4 4	B55+ B26+ B58 B59 B66+ B93+ B23 B23 B23 B24 B24	Camoufl Diagnosi Diploma Escape Esoteric Fast-Dra First Aid Forced E Games (Games (Intimidat Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	Medicies Medici	ine als) 🖯			10 4 10 8 10 11 11 10 9 12 10 8 11	IQ IQ-6 IQ DX-2 Per-1 DX+1 IQ+1 DX IQ IQ-1 Will IQ IQ-2 IQ+1 IQ	1 0 4 1 2 1 1 1 1 2 2 1 8 2	B183 B187 B187 B192 B192+ B194+ B195 B196 B197+ B202 B204 B210 B211 B211
Fearlessness 1 Good Reputation 1 E People Affected (Caravana Terrien); Recognized all the time People Affected (Caravana Terrien); Recognized all the people Affecte		Fearlessness 1 Good Reputation 1 People Affected (Caravana Terrien); Recognized all the time Hard to Kill 1 Hard to Subdue 2 Luck Usable once per hour of play Terrain Adaptation (Rock) 4 Ilture Cultural Familiarity (Korkon) Cultural Familiarity (Vokoptera) Cultural Familiarity (Te'karn) Language: Ama'kon Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented)	2 4 15 4 11 0 1 1 0 1 4 4 4 4 4 4 4	B55+ B26+ B58 B59 B66+ B93+ B23 B23 B23 B24 B24	Diagnosi Diplomae Escape Esoteric Fast-Dra First Aid Forced E Games (Games (Intimidat Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	Medicies Medici	ine als) 🖬			4 10 8 10 11 11 10 10 9 12 10 8 11	IQ-6 IQ DX-2 Per-1 DX+1 IQ+1 DX IQ IQ-1 Will IQ IQ-2 IQ+1 IQ	0 4 1 2 1 1 1 1 1 2 2 1 8 2	B187 B187 B192 B192+ B194+ B195 B196 B197+ B197+ B202 B204 B210 B211 B211
Beople Affected Claravana Terrien); Recognized all the time Secopt		Good Reputation 1 ☐ People Affected (Caravana Terrien); Recognized all the time Hard to Kill 1 Hard to Subdue 2 Luck ☐ Usable once per hour of play Terrain Adaptation (Rock) 4 Ilture Cultural Familiarity (Korkon) ☐ Cultural Familiarity (O'koptera) ☐ Cultural Familiarity (Te'karn) ☐ Language: Ama'kon ☐ Native; Spoken (Native); Written (Native) Language: Amate'karn ☐ Spoken (Broken) Language: Anere ☐ Spoken (Accented); Written (Accented) Language: Korank ☐ Spoken (Accented); Written (Accented) sadvantages	1 2 4 15 4 11 0 1 1 0 1 4 4 4 4 4 4 4 4 4 4 4 4	B26+ B58 B59 B66+ B93+ B23 B23 B24 B24 B24	Diplomae Escape Escape Esoteric Fast-Dra First Aid Forced E Games (Games (Intimidat Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	Medici w Chess) Poker) tion hip (Anima st con (Air)	als) 🗗			10 8 10 11 11 10 10 9 12 10 8 11	IQ DX-2 Per-1 DX+1 IQ+1 DX IQ IQ-1 Will IQ IQ-2 IQ+1 IQ	4 1 2 1 1 1 1 1 2 2 2 1 8 2	B187 B192 B192+ B194+ B195 B196 B197+ B197+ B202 B204 B210 B211 B211
People Affected (Caravana Terrien); Recognized all the time Hard to Kill 1		People Affected (Caravana Terrien); Recognized all the time Hard to Kill 1 Hard to Subdue 2 Luck Usable once per hour of play Terrain Adaptation (Rock) 4 Ilture Cultural Familiarity (Korkon) Cultural Familiarity (Te'karn) Language: Ama'kon Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented)	4 15 4 11 0 1 1 0 1 4 4	B58 B59 B66+ B93+ B23 B23 B23 B24 B24	Escape Esoteric Fast-Dra First Aid Forced E Games (Games (Intimidat Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	Medici w Intry Chess) Poker) tion nip (Anima st on (Air) tion	als) 🗗			8 10 11 11 10 10 9 12 10 8 11	DX-2 Per-1 DX+1 IQ+1 DX IQ IQ-1 Will IQ IQ-2 IQ+1 IQ	1 2 1 1 1 1 1 2 2 1 8 2	B192 B192+ B194+ B195 B196 B197+ B197+ B202 B204 B210 B211 B211
Bard to Kill 1		Hard to Kill 1 Hard to Subdue 2 Luck Usable once per hour of play Terrain Adaptation (Rock) 4 Ilture Cultural Familiarity (Korkon) Cultural Familiarity (O'koptera) Cultural Familiarity (Te'karn) Language: Ama'kon Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented)	4 15 4 11 0 1 1 0 1 4 4	B59 B66+ B93+ B23 B23 B24 B24 B24	Esoteric Fast-Dra First Aid Forced E Games (I Games (I Intimidat Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	mintry Chess) Poker) tion hip (Anima st ton (Air)	als) 🗗			10 11 11 10 10 9 12 10 8 11	Per-1 DX+1 IQ+1 DX IQ IQ-1 Will IQ IQ-2 IQ+1 IQ	2 1 1 1 1 1 2 2 1 8 2	B192+ B194+ B195 B196 B197+ B197+ B202 B204 B210 B211 B211
Hard to Subdue 2		Hard to Subdue 2 Luck Usable once per hour of play Terrain Adaptation (Rock) 4 Ilture Cultural Familiarity (Korkon) Cultural Familiarity (O'koptera) Cultural Familiarity (Te'karn) Language: Ama'kon Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented)	4 15 4 11 0 1 1 0 1 4 4	B59 B66+ B93+ B23 B23 B24 B24 B24	Fast-Dra First Aid Forced E Games (Games (Intimidat Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	mintry Chess) Poker) tion hip (Anima st ton (Air)	als) 🗗			11 11 10 10 9 12 10 8 11	DX+1 IQ+1 DX IQ IQ-1 Will IQ IQ-2 IQ+1 IQ	1 1 1 1 1 2 2 1 8 2	B194+ B195 B196 B197+ B197+ B202 B204 B210 B211 B211
Luck		Luck ☐ Usable once per hour of play Terrain Adaptation (Rock) 4 Ilture Cultural Familiarity (Korkon) ☐ Cultural Familiarity (O'koptera) ☐ Cultural Familiarity (Te'karn) ☐ Language: Ama'kon ☐ Native; Spoken (Native); Written (Native) Language: Amate'karn ☐ Spoken (Broken) Language: Anere ☐ Spoken (Accented); Written (Accented) Language: Korank ☐ Spoken (Accented); Written (Accented) sadvantages	15 4 11 0 1 1 0 1 4 4	B66+ B93+ B23 B23 B23 B24 B24 B24	First Aid Forced E Games (Games (Intimidat Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	Intry Chess) Poker) tion hip (Anima st ton (Air)	als) 🖬			11 10 10 9 12 10 8 11	IQ+1 DX IQ IQ-1 Will IQ IQ-2 IQ+1 IQ	1 1 1 1 2 2 1 8 2	B195 B196 B197+ B197+ B202 B204 B210 B211 B211
Solution Familiarity Solution Soluti		Usable once per hour of play Terrain Adaptation (Rock) 4 Ilture Cultural Familiarity (Korkon) Cultural Familiarity (O'koptera) Cultural Familiarity (Te'karn) Language: Ama'kon Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented)	4 11 0 1 1 0 1 4	B93+ B23 B23 B23 B24 B24 B24	Forced E Games (Games (Intimidat Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	ntry Chess) Poker) tion nip (Anima st on (Air) tion	als) 🖬			10 10 9 12 10 8 11	DX IQ IQ-1 Will IQ IQ-2 IQ+1 IQ	1 1 1 2 2 2 1 8	B196 B197+ B197+ B202 B204 B210 B211 B211
Terrain Adaptation (Rock) 4		Terrain Adaptation (Rock) 4 Ilture Cultural Familiarity (Korkon) Cultural Familiarity (O'koptera) Cultural Familiarity (Te'karn) Language: Ama'kon Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented) Sadvantages	11 0 1 1 0 1 4	B23 B23 B23 B24 B24	Games (Games (Intimidat Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	Chess) Poker) tion hip (Anima st on (Air)	als) 🖬			10 9 12 10 8 11	IQ IQ-1 Will IQ IQ-2 IQ+1 IQ	1 1 2 2 1 8 2	B197+ B197+ B202 B204 B210 B211 B211
Culture Cultural Familiarity (Korkon) □ 11 0 0 823 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0		Cultural Familiarity (Korkon) Cultural Familiarity (O'koptera) Cultural Familiarity (Te'karn) Language: Ama'kon Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented)	11 0 1 1 0 1 4	B23 B23 B23 B24 B24	Games (Intimidate Leadersh Mimicry Naturalis Navigation Occultisin Performation Interest (Interest (Intere	Poker) tion hip (Anima st on (Air)	als) 🖬			12 10 8 11 10	IQ-1 Will IQ IQ-2 IQ+1 IQ	1 2 2 1 8 2	B197+ B202 B204 B210 B211 B211
Cultural Familiarity (Korkon)		Cultural Familiarity (Korkon) Cultural Familiarity (O'koptera) Cultural Familiarity (Te'karn) Language: Ama'kon Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented)	0 1 1 0 1 4	B23 B23 B24 B24 B24	Leadersh Mimicry Naturalis Navigatio Observat Occultisi Performa	nip (Anima st on (Air) tion	•			10 8 11 10	IQ IQ-2 IQ+1 IQ	2 1 8 2	B204 B210 B211 B211
Cultural Familiarity (Tekarn) □ 1 823 Language: Amarkon □ 0 824 Naturalist	♡ Di	Cultural Familiarity (O'koptera) Cultural Familiarity (Te'karn) Language: Ama'kon Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) Spoken (Accented); Written (Accented) Sadvantages	1 1 0 1 4	B23 B23 B24 B24 B24	Mimicry Naturalis Navigatio Observat Occultisi Performa	(Anima st on (Air) tion	•			8 11 10	IQ-2 IQ+1 IQ	1 8 2	B210 B211 B211
Cultural Familiarity (Tekarn)	⊘ Di	Cultural Familiarity (Te'karn) Language: Ama'kon Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) sadvantages	0 1 4 4	B24 B24 B24	Naturalis Navigation Observation Occultism Performa	on (Air)	•			11 10	IQ+1 IQ	8 2	B211 B211
Native Spoken (Native) Written (Native) Written (Native) Language: Amate karn Spoken (Broken) Spoken (Broken) Language: Amate karn Spoken (Accented) Written (Accented) Language: Korank Spoken (Accented) Written (Accented) Language: Korank Spoken (Accented) Written (Accen	⊘ Di	Native; Spoken (Native); Written (Native) Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) sadvantages	1 4 4	B24 B24	Navigation Observation Occultist Performation	on (Air) tion)			10	IQ	2	B211
Language: Amate karn	♡ Di	Language: Amate'karn Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) sadvantages	4	<u>B24</u>	Observation Occultism Performation	tion)						
Spoken (Broken)	⊘ Di	Spoken (Broken) Language: Anere Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) sadvantages	4	<u>B24</u>	Occultisi Performa							2	B211
Language: Anere	♡ Di	Language: Anere ☐ Spoken (Accented); Written (Accented) Language: Korank ☐ Spoken (Accented); Written (Accented) sadvantages	4	_	Performa	n							
Spoken (Accented), Written (Accented)	O Di	Spoken (Accented); Written (Accented) Language: Korank Spoken (Accented); Written (Accented) sadvantages	4	_	I								B212
Language: Korank	⊘ Di	Language: Korank		B24							IQ-2	0	<u>B212</u>
Spoken (Accented); Written (Accented) Disadvantages Berserk ☐ CR: 12 (Resist quite often)	⊘ Di	Spoken (Accented); Written (Accented) sadvantages									10.1	0	D014
Berserk -10	O Di	_											B214 B208
Sex Appeal 11		Davaarik 🖯	-31										B216
Shiphandling (Airship)			-10	<u>B124</u>									B219
Default: Airshipman-5 Stealth													B220
Second, and whenever you witness equivalent harm to a loved one Code of Honor (Gentleman's) -10 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. Easy to Read Vow -10 Completar el Peregrinaje y volver con la tribu Korogán. Notkon Ancestry Natural Attacks Description The Carried Equipment (10.6 Kg; \$525) V											iQ		<u>DZZO</u>
harm to a loved one Code of Honor (Gentleman's)					•					9	DX-1	1	B222
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. Easy to Read		harm to a loved one								10	Per-1	1	B223
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 way). This only applies between gentlemen. Easy to Read Vow Ellow Completar el Peregrinaje y volver con la tribu Korogán. Korkon Ancestry Natural Attacks Description of the property of t			-10	<u>B127</u>	Tactics					9	IQ-1		B224+
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. Easy to Read					Tracking					11	Per	2	<u>B226</u>
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. Easy to Read Vow													
Circumstances must be equal (except in open war). This only applies between gentlemen. Easy to Read -10 B134 Vow		to the death!). Never take advantage of an											
War). This only applies between gentlemen. Easy to Read													
Easy to Read													
Vow			-10	B134									
Korogán.		Vow ∃											
Natural Attacks Natural A	, , , ,												
Natural Attacks 0 B271 ✓ # CARRIED EQUIPMENT (10.6 KG; \$525) Uses TL LC Carried Equipment (10.6 KG; \$525) ✓ 1 Blowpipe 0 30 0.5 kg 30 0.5 kg B ✓ 1 Guja* 2 300 3 kg 300 3 kg B ✓ 1 Heavy Leather Leggings 1 60 2 kg 60 2 kg B ✓ 1 Leather Armor 1 100 5 kg 100 5 kg B ✓ 1 Leather Gloves ☐ 1 30 0 kg 30 0 kg B ✓ 1 Leather Gloves ☐ 1 30 0 kg 30 0 kg B ✓ 5 Venom Vial ☐ 4 1 0.02 kg 5 0.1 kg Flexible 4 1 0.02 kg 5 0.1 kg Flexible 4 1 0.02 kg 5 0.1 kg Flexible 4 1 0.02 kg 5 0.1 k	•												
✓ # CARRIED EQUIPMENT (10.6 kg; \$525) Uses TL LC ■ <td colspan="3"></td> <td>D071</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>				D071									
✓ 1 Blowpipe 0 30 0.5 kg 30 0.5 kg B ✓ 1 Guja* 2 300 3 kg 300 3 kg B ✓ 1 Heavy Leather Leggings 1 60 2 kg 60 2 kg B ✓ 1 Leather Armor 1 100 5 kg 100 5 kg B ✓ 1 Leather Gloves ☐ Flexible 1 30 0 kg 30 0 kg B ✓ 5 Venom Vial ☐ Venom Vial ☐ Contains paralyzing venom from o'koptera (roll at HT-1). 4 1 0.02 kg 5 0.1 kg Example Contains paralyzing venom from o'koptera (roll at HT-1). USES TL LC Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyz									.0.				
✓ 1 Guja* 2 300 3 kg 300 3 kg 300 3 kg B 300 2 kg B 300 2 kg B 300 5 kg B							LC		O F	ka			B275
✓ 1 Heavy Leather Leggings 1 60 2 kg B ✓ 1 Leather Armor 1 100 5 kg 100 5 kg B ✓ 1 Leather Gloves ☐ 1 30 0 kg 30 0 kg B Flexible 4 1 0.02 kg 5 0.1 kg Contains paralyzing venom from o'koptera (roll at HT-1). USES TL LC Image: Contains paralyzing venom from o'koptera (roll at HT-1). # OTHER EQUIPMENT (46.1 kg; \$387) USES TL LC Image: Contains paralyzing venom from o'koptera (roll at HT-1). 1 Antitoxin Kit (O'koptera venom) ☐ 5 60 1.5 kg 387 46.1 kg H 1 Antitoxin Kit (O'koptera venom) ☐ 6 25 0.25 kg 25 0.25 kg B													
✓ 1 Leather Armor 1 100 5 kg 100 5 kg B ✓ 1 Leather Gloves ☐ 1 30 0 kg 30 0 kg B ✓ 5 Venom Vial ☐ 4 1 0.02 kg 5 0.1 kg Contains paralyzing venom from o'koptera (roll at HT-1). USES TL LC Image: Contains paralyzing venom from o'koptera (roll at HT-1). # OTHER EQUIPMENT (46.1 kg; \$387) USES TL LC Image: Contains paralyzing venom from o'koptera (roll at HT-1). 1 Backpack, Small ☐ 5 60 1.5 kg 387 46.1 kg H 1 Antitoxin Kit (O'koptera venom) ☐ 6 25 0.25 kg 25 0.25 kg B		•								_		_	_
✓ 1 Leather Gloves ☐ Flexible 1 30 0 kg 30 0 kg B ✓ 5 Venom Vial ☐ Contains paralyzing venom from o'koptera (roll at HT-1). 4 1 0.02 kg 5 0.1 kg # OTHER EQUIPMENT (46.1 kg; \$387) Uses TL LC Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom from o'koptera (roll at HT-1). Image: Contains paralyzing venom f													
Flexible Venom Vial ☐ Contains paralyzing venom from o'koptera (roll at HT-1). # OTHER EQUIPMENT (46.1 kg; \$387) Backpack, Small ☐ Holds 50lbs. 1 Antitoxin Kit (O'koptera venom) ☐ Flexible 4 1 0.02 kg 5 0.1 kg S A 1 0.02 kg 5 0.1 kg S A 2 387 46.1 kg H C 3 4 1 0.02 kg 5 0.1 kg S A 4 1 0.02 kg 5 0.1 kg S A 5 6 0 1.5 kg 387 46.1 kg H C 5 0.25 kg 25 0.25 kg B C 6 25 0.25 kg B C 7 0.25 kg B C 7 0.25 kg B C 7 0.25 kg B C 8 6 0 1.5 kg C 7 0.25 kg B C 7 0.25 kg B C 8 6 0 1.5 kg C 7 0.25 kg B C										_		_	_
✓ 5 Venom Vial ☐ Contains paralyzing venom from o'koptera (roll at HT-1). 4 1 0.02 kg 5 0.1 kg # OTHER EQUIPMENT (46.1 kg; \$387) Uses TL LC △ △ ○ 387 46.1 kg H 1 Antitoxin Kit (O'koptera venom) ☐ 6 25 0.25 kg 25 0.25 kg B	•					'		30	J	9	30	o kg	<u>5254</u>
# OTHER EQUIPMENT (46.1 kg; \$387) USES TL LC	✓						4	1	0.02	kg	5	0.1 kg	
1 Sackpack, Small ☐ 5 60 1.5 kg 387 46.1 kg H Holds 50lbs. Holds 50lbs. 6 25 0.25 kg 25 0.25 kg 0.25 kg				1).									
Holds 50lbs. 1 Antitoxin Kit (O'koptera venom)		,)		Uses		LC		Â				
1 Antitoxin Kit (O'koptera venom) ∃ 6 25 0.25 kg 25 0.25 kg <u>B</u>	1					5		60	1.5	kg	387	46.1 kg	<u>HT54</u>
	1					6		25	0.25	ka	25	0.25 kg	B289
Antidote for specific poison. To uses	•	Antidote for specific poison. 10 uses				3		25	0.20	9	23	5.25 Kg	<u>5255</u>
	2					0		10	1	kg	20	2 kg	B289
Bandages for a half-dozen wounds. Might be clean cloth,		Bandages for a half-dozen wounds. Might be adhesive dressings, or spray-on "Plastiskin", do										J	
adhesive dressings, or spray-on "Plastiskin", depending on TL.													
	2	Basic equipment for First Aid skill. Bear Trap				5	2	75	17.5	ka	150	25 kg	HT58
2 Deal Hap 23 3 73 17.3 kg 130 33 kg H		ST 15. Survival +1. Damage thr+2 crushing.				J	3	73	17.5	N.Y	130	33 kg	11136

#	Other Equipment (46.1 kg; \$387)	Uses	TL	LC	3	Â	\$€	\$≜	
1	Canteen □		5		10	1.5 kg	10	1.5 kg	HT53
	1qt.								
1	Compass		5		25	0 kg	25	0 kg	HT52
1	Falconry Whistle To call Azra		5		5	0 kg	5	0 kg	<u>HT58</u>
1	Notebook and pencil				2	0.2 kg	2	0.2 kg	
1	Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		0		5	0.5 kg	5	0.5 kg	<u>B288</u>
1	Pillow		1		15	0.3 kg	15	0.3 kg	HT56
20	Rope, 1/2" ∃ "Quantity" represents yards. Supports 300lbs.		5		3	0.18 kg	60	3.6 kg	HT56
5	Traveler's Rations One meal		0		2	0.25 kg	10	1.25 kg	<u>B288</u>
	Note								

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