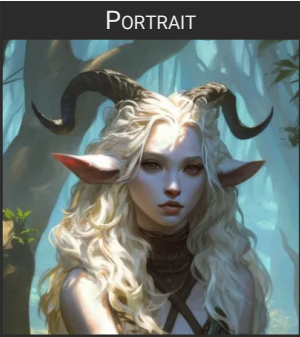













<div>Portrait</div> 	IDENTITY		MISCELLANEOUS		162 POINTS 				
	NAME Runa		CREATED Jul 25, 2024, 12:10 AM		6 UNSPENT				
	TITLE Peregrina		MODIFIED Feb 16, 2025, 5:14 AM		28 ANCESTRY				
	ORGANIZATION Tribu Korogán		PLAYER Judith		30 ATTRIBUTES				
	DESCRIPTION				66 ADVANTAGES				
GENDER Female		HEIGHT 1.68 m		HAIR Snowy		-30 DISADVANTAGES			
AGE 19		WEIGHT 65 kg		EYES Hazel		-1 QUIRKS			
BIRTHDAY December 31		SIZE +0		SKIN Pale		63 SKILLS			
RELIGION		TL (5+1)		HAND Right		0 SPELLS			
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID		ENCUMBRANCE, MOVE & DODGE			
[10] 12 STRENGTH (ST)		[0] 12 WILL		ROLL LOCATION DR 		LEVEL MAX LOAD MOVE DODGE			
[0] 10 DEXTERITY (DX)		8 GRIT		EYES -9 0		 0 NONE 14.5 kg 5 9			
[20] 10 INTELLIGENCE (IQ)		10 KEUM		3-4 SKULL -7 4		1 LIGHT 29 kg 4 8			
[0] 11 HEALTH (HT)		Senses		5 FACE -5 0		2 MEDIUM 43.5 kg 3 7			
BASIC DAMAGE		[0] 11 PERCEPTION (PER)		6-7 RIGHT LEG -2 2		3 HEAVY 87 kg 2 6			
1d-1 BASIC THRUST		[0] 11 VISION		8 RIGHT ARM -2 0		4 X-HEAVY 145 kg 1 5			
1d+2 BASIC SWING		[0] 11 HEARING		9-10 TORSO +0 2		LIFTING & MOVING THINGS			
		[0] 11 TASTE & SMELL		11 GROIN -3 2		14.5 kg BASIC LIFT			
		[0] 11 TOUCH		12 LEFT ARM -2 0		29 kg ONE-HANDED LIFT			
		Movement		13-14 LEFT LEG -2 2		116 kg TWO-HANDED LIFT			
		[0] 5.25 BASIC SPEED		15 HAND -4 2		174 kg SHOVE & KNOCK OVER			
		[0] 5 BASIC MOVE		16 FOOT -4 1		348 kg RUNNING SHOVE & KNOCK OVER			
POINT POOLS				17-18 NECK -5 0		217.5 kg CARRY ON BACK			
[0] 11 OF 11 FP [RESTED]				VITALS -3 2		725 kg SHIFT SLIGHTLY			
[0] 12 OF 12 HP [HEALTHY]									
REACTION				CONDITION					
-1 from others				+6 on all IQ rolls to wake up or to recover from surprise or mental stun					
+4 from those attracted to members of your sex, +2 from everyone else				+2 to any HT roll to avoid unconsciousness					
				+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.					
				+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) 									
Target at -5									
Guja 				Swung 10 9 No 1d cr C					
The blunt end									
Guja 				Swung 12 10U No 1d+4 cr 1-2 9+					
The sharp end, Polearm									
Guja 				Swung 12 10U No 1d+4 cut 1-2* 9+					
Two-handed sword									
Guja 				Swung 5 6U No 1d+5 cut 2 9+					
The blunt end									
Guja 				Thrust 12 10 No 1d+1 cr 1-2 9+					
The sharp end, Polearm									
Guja 				Thrust 12 10 No 1d+2 imp 2 9+					
Two-handed sword									
Hooves 				Thrust 5 6 No 1d+2 imp 2 9+					
Only on SM-2 or (prone) SM-1									
Trample				8 No No 1d cr C,1					
Natural Attacks									
Bite				10 No No 1d-2 cr C					
Natural Attacks									
Kick				8 No No 1d-1 cr C,1					
Natural Attacks									
Punch				10 9 No 1d-2 cr C					
Natural Attacks									
Slam				10 No No 1d-3 cr C					

RANGED WEAPON			USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST									
Blowpipe				11	1	1d-3 pi-	24	1	1(2)	-6		2									
TRAIT			PTS	SKILL / TECHNIQUE									SL	RSL	PTS						
✔ Advantages			55	Animal Handling (Raptors)									11	IQ+1	4	B175					
Ally (Azra) 🗡			1	Blowpipe									11	DX+1	8	B180					
25% of your starting points				Body Language									10	Per-1	1	B181					
Appearance 🗡			12	Camouflage 🗡									10	IQ	1	B183					
Beautiful				Diplomacy									10	IQ	4	B187					
Combat Reflexes 🗡			15	Esoteric Medicine									10	Per-1	2	B192+					
Never freeze				First Aid 🗡									11	IQ+1	1	B195					
Fearlessness 1			2	Forced Entry									10	DX	1	B196					
Hard to Kill 1			2	Games (Chess)									10	IQ	1	B197+					
Hard to Subdue 2			4	Games (Poker)									9	IQ-1	1	B197+					
Luck 🗡			15	Intimidation									12	Will	2	B202					
Usable once per hour of play				Mimicry (Animals) 🗡									8	IQ-2	1	B210					
Terrain Adaptation (Rock) 4			4	Naturalist									11	IQ+1	8	B211					
✔ Culture			11	Observation									11	Per	2	B211					
Cultural Familiarity (Korkon) 🗡			0	Occultism									10	IQ	2	B212					
Cultural Familiarity (O'koptera) 🗡			1	Poisons									11	IQ+1	8	B214					
Cultural Familiarity (Te'karn) 🗡			1	Polearm									12	DX+2	8	B208					
Language: Ama'kon 🗡			0	Public Speaking									10	IQ	2	B216					
Native; Spoken (Native); Written (Native)				Sex Appeal									11	HT	2	B219					
Language: Amate'karn 🗡			1	Stealth									9	DX-1	1	B222					
Spoken (Broken)				Survival (Foresta 🗡									10	Per-1	1	B223					
Language: Anere 🗡			4	Espejismo)																	
Spoken (Accented); Written (Accented)				Tracking									11	Per	2	B226					
Language: Korank 🗡			4	✔ ~ Defaults											0						
Spoken (Accented); Written (Accented)				Biology (any) 🗡									5	IQ-5	0	B180					
✔ Disadvantages			-31	Performance 🗡									8	IQ-2	0	B212					
Berserk 🗡			-10	(Fortune-Telling)																	
CR: 12 (Resist quite often)																					
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																					
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			-10																		
Vow 🗡			-1																		
Completar el Peregrinaje y volver con la tribu Korogán.																					
✔ Korkon Ancestry			28																		
✔ Advantages			18																		
Crushing Striker (Horns) 🗡			3																		
Limited Arc (Front)																					
Target at -5																					
Damage Resistance 2 🗡			3																		
Partial (Skull only)																					
Fur			1																		
Hooves			3																		
Temperature Tolerance 3			3																		
Universal Digestion			5																		
⦿ Attributes			15																		
✔ Disadvantages			-5																		
Stubbornness			-5																		
Natural Attacks			0																		
													USES	TL	LC	📦	📦	📦	📦	📦	📦
✔	#	CARRIED EQUIPMENT (10.6 kg; \$525)																			
✔	1	Blowpipe					0		30	0.5 kg	30	0.5 kg	B275								
✔	1	Guja					2		300	3 kg	300	3 kg	B272								
✔	1	Heavy Leather Leggings					1		60	2 kg	60	2 kg	B283								
✔	1	Leather Armor					1		100	5 kg	100	5 kg	B283								

✓	#	CARRIED EQUIPMENT (10.6 KG; \$525)	USES	TL	LC					
✓	1	Leather Gloves Flexible		1		30	0 kg	30	0 kg	<u>B284</u>
✓	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					
1	✓	Backpack, Small Holds 50lbs.		5		60	1.5 kg	387	46.1 kg	<u>HT54</u>
1		Antitoxin Kit (O'koptera venom) Antidote for specific poison. 10 uses		6		25	0.25 kg	25	0.25 kg	<u>B289</u>
2		Bandages 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.		0		10	1 kg	20	2 kg	<u>B289</u>
2		Bear Trap ST 15. Survival +1. Damage thr+2 crushing.		5	3	75	17.5 kg	150	35 kg	<u>HT58</u>
1		Canteen 1qt.		5		10	1.5 kg	10	1.5 kg	<u>HT53</u>
1		Compass		5		25	0 kg	25	0 kg	<u>HT52</u>
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	<u>HT56</u>
20		Rope, 1/2" "Quantity" represents yards. Supports 300lbs.		5		3	0.18 kg	60	3.6 kg	<u>HT56</u>
5		Traveler's Rations One meal		0		2	0.25 kg	10	1.25 kg	<u>B288</u>
NOTE										
Runas grabadas: <i>Nacimiento del guerrero, Observador del desierto, Surcador del viento.</i>										