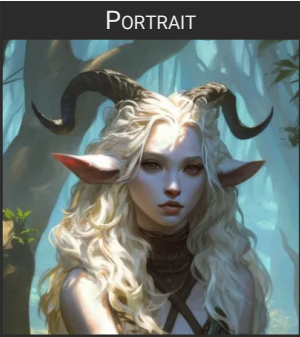













<div>Portrait</div> 	IDENTITY		MISCELLANEOUS		173 POINTS 		
	NAME Runa		CREATED Jul 25, 2024, 12:10 AM		5 UNSPENT		
	TITLE Peregrina		MODIFIED May 12, 2025, 3:34 PM		25 ANCESTRY		
	ORGANIZATION YFRLD / Tribu Korogán		PLAYER Judith		30 ATTRIBUTES		
DESCRIPTION						67 ADVANTAGES	
GENDER Female		HEIGHT 1.68 m		HAIR Snowy		-30 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)		[0] 12 WILL		ROLL LOCATION DR 		LEVEL MAX LOAD MOVE DODGE	
[0] 10 DEXTERITY (DX)		Senses		2-3 HEAD -2 0		0 NONE 14.5 kg 5 12	
[20] 10 INTELLIGENCE (IQ)		[0] 11 PERCEPTION (PER)		SKULL -2 3		1 LIGHT 29 kg 4 11	
[0] 11 HEALTH (HT)		[0] 11 VISION		FACE -2 0		2 MEDIUM 43.5 kg 3 10	
[0] 10 KEUM (KE)		[0] 11 HEARING		NECK -2 0		3 HEAVY 87 kg 2 9	
BASIC DAMAGE		[0] 11 TASTE & SMELL		EYES -3 0		4 X-HEAVY 145 kg 1 8	
1d-1 BASIC THRUST		[0] 11 TOUCH		4-5 ARMS -1 0		LIFTING & MOVING THINGS	
1d+2 BASIC SWING		Movement		HANDS -2 0		14.5 kg BASIC LIFT	
		[0] 5.25 BASIC SPEED		6-8 TORSO +0 0		29 kg ONE-HANDED LIFT	
		[0] 5 BASIC MOVE		VITALS +0 0		116 kg TWO-HANDED LIFT	
		12 DODGE		GROIN -1 0		174 kg SHOVE & KNOCK OVER	
POINT POOLS				9-12 LEGS -1 0		348 kg RUNNING SHOVE & KNOCK OVER	
[0] 11 OF 11 FP [RESTED]				FEET -2 1		217.5 kg CARRY ON BACK	
[0] 12 OF 12 HP [HEALTHY]						725 kg SHIFT SLIGHTLY	
[0] 10 OF 10 KP [HARMONICAL]							
REACTION				CONDITION			
-1 from others				+6 on all IQ rolls to wake up or to recover from surprise or mental stun			
+1 from others aware of your reputation				+2 to any HT roll to avoid unconsciousness			
+4 from those attracted to members of your sex, +2 from everyone else				+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 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)							
Hooves 				Trample 10 10 No 1d cr C			
Only on SM-2 or (prone) SM-1				Bite 8 No No 1d cr C,1			
Natural Attacks				High Kick 10 No No 1d-2 cr C			
Natural Attacks				Low Kick 8 No No 1d-2 cr C,1			
Natural Attacks				Punch 10 10 No 1d-2 cr C			
Natural Attacks							
TRAIT		PTS 		SKILL / TECHNIQUE		SL RSL PTS 	
Advantages		56		Airshipman		11 IQ+1 2 B185	
Ally (Azra) 		1 B36+		Animal Handling (Raptors)		11 IQ+1 4 B175	
25% of your starting points				Blowpipe		11 DX+1 8 B180	
Appearance 		12 B21		Body Language		10 Per-1 1 B181	
Beautiful				Camouflage 		10 IQ 1 B183	
Combat Reflexes 		15 B43		Diplomacy		10 IQ 4 B187	
Fearlessness 1		2 B55+		Escape		8 DX-2 1 B192	
Good Reputation 1 		1 B26+		Esoteric Medicine		10 Per-1 2 B192+	
People Affected (Caravana Terrien); Recognized all the time				Fast-Draw		11 DX+1 1 B194+	
Hard to Kill 1		2 B58		First Aid 		11 IQ+1 1 B195	
Hard to Subdue 2		4 B59		Forced Entry		10 DX 1 B196	

TRAIT			PTS		SKILL / TECHNIQUE			SL	RSL	PTS	
Luck			15	B66+	Games (Chess)			10	IQ	1	B197+
Usable once per hour of play					Games (Poker)			9	IQ-1	1	B197+
Terrain Adaptation (Rock) 4			4	B93+	Intimidation			12	Will	2	B202
Culture			11		Leadership			10	IQ	2	B204
Cultural Familiarity (Korkon)			0	B23	Mimicry (Animals)			8	IQ-2	1	B210
Cultural Familiarity (O'koptera)			1	B23	Naturalist			11	IQ+1	8	B211
Cultural Familiarity (Te'karn)			1	B23	Navigation (Air)			10	IQ	2	B211
Language: Ama'kon			0	B24	Observation			11	Per	2	B211
Native; Spoken (Native); Written (Native)					Occultism			10	IQ	2	B212
Language: Amate'karn			1	B24	Poisons			11	IQ+1	8	B214
Spoken (Broken)					Polearm			12	DX+2	8	B208
Language: Anere			4	B24	Public Speaking			10	IQ	2	B216
Spoken (Accented); Written (Accented)					Sex Appeal			11	HT	2	B219
Language: Korank			4	B24	Shiphandling (Airship)			10	IQ	4	B220
Spoken (Accented); Written (Accented)					Stealth			9	DX-1	1	B222
Disadvantages			-31		Survival (Foresta Espejismo)			10	Per-1	1	B223
Berserk			-10	B124	Tactics			9	IQ-1	2	B224+
CR: 12 (Resist quite often)					Tracking			11	Per	2	B226
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	B127							
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	B134							
Vow			-1	B165							
Completar el Peregrinaje y volver con la tribu Korogán.											
Korkon  Ancestry			25								
Natural Attacks			0	B271							

	#	CARRIED EQUIPMENT (1 kg; \$30)			USES							
	1	Inmate jumpsuit				30	1 kg		30		1 kg	LT98
		División de Caronte (Guardia de Niwel)										

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