

PORTRAIT		IDENTITY				MISCELLANEOUS				175 POINTS							
	✂	NAME	Runa			CREATED	Jul 25, 2024, 12:10 AM			5	UNSPENT						
		TITLE	Peregrina			MODIFIED	Apr 16, 2025, 10:12 PM			27	ANCESTRY						
		ORGANIZATION	YFRLD / Tribu Korogán			PLAYER	Judith			30	ATTRIBUTES						
	DESCRIPTION									67	ADVANTAGES						
	✂	GENDER	Female		✂	HEIGHT	1.68 m		✂	HAIR	Snowy						
	✂	AGE	19		✂	WEIGHT	65 kg		✂	EYES	Hazel						
	✂	BIRTHDAY	37 de Karn, 2º			SIZE	+0		✂	SKIN	Pale						
		RELIGION				TL	(5+1)		✂	HAND	Right						
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			EYES	-9	0		0	NONE	14.5 kg	5	12	
[20]	10	INTELLIGENCE (IQ)		[0]	11	PERCEPTION (PER)		3-4	SKULL	-7	4		1	LIGHT	29 kg	4	11
[0]	11	HEALTH (HT)		[0]	11	VISION		5	FACE	-5	0		2	MEDIUM	43.5 kg	3	10
[0]	10	KEUM (KE)		[0]	11	HEARING		6-7	RIGHT LEG	-2	2		3	HEAVY	87 kg	2	9
BASIC DAMAGE		[0]	11	TASTE & SMELL		8	RIGHT ARM	-2	0			4	X-HEAVY	145 kg	1	8	
1d-1 BASIC THRUST		[0]	11	TOUCH		9-10	TORSO	+0	2			LIFTING & MOVING THINGS					
1d+2 BASIC SWING		✓	Movement			11	GROIN	-3	2			14.5 kg BASIC LIFT					
		[0]	5.25	BASIC SPEED		12	LEFT ARM	-2	0			29 kg ONE-HANDED LIFT					
		[0]	5	BASIC MOVE		13-14	LEFT LEG	-2	2			116 kg TWO-HANDED LIFT					
		12 DODGE				15	HAND	-4	2			174 kg SHOVE & KNOCK OVER					
POINT POOLS						16	FOOT	-4	1			348 kg RUNNING SHOVE & KNOCK OVER					
[0]	11	OF 11	FP	[RESTED]		17-18	NECK	-5	0			217.5 kg CARRY ON BACK					
[0]	12	OF 12	HP	[HEALTHY]			VITALS	-3	2			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)									10	10	No	1d cr	C				
Target at -5																	
Guja*								Swung	12	11U	No	1d+4 cr	1-2	9+			
The blunt end																	
Guja*								Swung	12	11U	No	1d+4 cut	1-2*	9+			
The sharp end																	
Guja*								Thrust	12	11	No	1d+1 cr	1-2	9+			
The blunt end																	
Guja*								Thrust	12	11	No	1d+2 imp	2	9+			
The sharp end																	
Hooves								Trample	8	No	No	1d cr	C,1				
Only on SM-2 or (prone) SM-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	10	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				56			Airshipman				11	IQ+1	2	B185			

TRAIT			Pts	📖	SKILL / TECHNIQUE			SL	RSL	Pts	📖
Ally (Azra) 🗡️			1	B36+	Animal Handling (Raptors)			11	IQ+1	4	B175
25% of your starting points					Biology (any) 🗡️			5	IQ-5	0	B180
Appearance 🗡️			12	B21	Blowpipe			11	DX+1	8	B180
Beautiful					Body Language			10	Per-1	1	B181
Combat Reflexes 🗡️			15	B43	Camouflage 🗡️			10	IQ	1	B183
[NSH]					Diagnosis			4	IQ-6	0	B187
Fearlessness 1			2	B55+	Diplomacy			10	IQ	4	B187
Good Reputation 1 🗡️			1	B26+	Escape			8	DX-2	1	B192
People Affected (Caravana Terrien); Recognized all the time					Esoteric Medicine			10	Per-1	2	B192+
Hard to Kill 1			2	B58	Fast-Draw			11	DX+1	1	B194+
Hard to Subdue 2			4	B59	First Aid 🗡️			11	IQ+1	1	B195
Luck 🗡️			15	B66+	Forced Entry			10	DX	1	B196
Usable once per hour of play					Games (Chess)			10	IQ	1	B197+
Terrain Adaptation (Rock) 4			4	B93+	Games (Poker)			9	IQ-1	1	B197+
📌 Culture			11		Intimidation			12	Will	2	B202
Cultural Familiarity (Korkon) 🗡️			0	B23	Leadership			10	IQ	2	B204
Cultural Familiarity (O'koptera) 🗡️			1	B23	Mimicry (Animals) 🗡️			8	IQ-2	1	B210
Cultural Familiarity (Te'karn) 🗡️			1	B23	Naturalist			11	IQ+1	8	B211
Language: Ama'kon 🗡️			0	B24	Navigation (Air)			10	IQ	2	B211
Native; Spoken (Native); Written (Native)					Observation			11	Per	2	B211
Language: Amate'karn 🗡️			1	B24	Occultism			10	IQ	2	B212
Spoken (Broken)					Performance 🗡️			8	IQ-2	0	B212
Language: Anere 🗡️			4	B24	(Fortune-Telling)						
Spoken (Accented); Written (Accented)					Poisons			11	IQ+1	8	B214
Language: Korank 🗡️			4	B24	Polearm			12	DX+2	8	B208
Spoken (Accented); Written (Accented)					Public Speaking			10	IQ	2	B216
📌 Disadvantages			-31		Sex Appeal			11	HT	2	B219
Berserk 🗡️			-10	B124	Shiphandling (Airship) 🗡️			10	IQ	4	B220
CR: 12 (Resist quite often)					Default: Airshipman-5						
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					Stealth			9	DX-1	1	B222
Code of Honor (Gentleman's) 🗡️			-10	B127	Survival (Foresta Espejismo) 🗡️			10	Per-1	1	B223
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.					Tactics			9	IQ-1	2	B224+
Easy to Read			-10	B134	Tracking			11	Per	2	B226
Vow 🗡️			-1	B165							
Completar el Peregrinaje y volver con la tribu Korogán.											
📌 Korkon Ancestry			27								
Natural Attacks			0	B271							

✓	#	CARRIED EQUIPMENT (10.6 kg; \$525)	USES	TL	LC	📦	📦	📦	📦	📦	📖
✓	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
✓	1	Leather Gloves 🗡️		1		30	0 kg	30	0 kg		B284
		Flexible									
✓	5	Venom Vial 🗡️			4	1	0.02 kg	5	0.1 kg		
		Contains paralyzing venom from o'koptera (roll at HT-1).									
#	OTHER EQUIPMENT (46.1 kg; \$387)		USES	TL	LC	📦	📦	📦	📦	📦	📖
1	📌	Backpack, Small 🗡️		5		60	1.5 kg	387	46.1 kg		HT54
		Holds 50lbs.									
1		Antitoxin Kit (O'koptera venom) 🗡️		6		25	0.25 kg	25	0.25 kg		B289
		Antidote for specific poison. 10 uses									
2		Bandages 🗡️		0		10	1 kg	20	2 kg		B289
		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.									
2		Bear Trap 🗡️		5	3	75	17.5 kg	150	35 kg		HT58
		ST 15. Survival +1. Damage thr+2 crushing.									

#	OTHER EQUIPMENT (46.1 kg; \$387)	USES	TL	LC						
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: Nacimiento del guerrero, Observador del desierto, Surcador del viento.										