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Portrait	NAME C		ENTITY				0		ELLANEOU			103 Poin	
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	1ale	攻 HEIGHT 1.8 m				> HAIR					-25 DISADVANTAGES		
	AGE 19	9	24	WEIGHT	70 kg		2/	EYES	Grav			0 Quirk	
	☆ BIRTHDAY			Size			24	_	Dark grav	v	3	9 Skills	3
	RELIGION				(5+1)		24	# HAND I		,		O SPELL	S
PRIMARY ATTRIBUTES	SECONDARY ATT	DIDLITEO	LJ,	JMANOID		D)				ANOE	Move & D	ODOF	
[10] 11 STRENGTH (ST)	[0] 11 WILL	KIBU1E2	Roll	LOCAT			,	Le	/EL	ANCE, I	Max Loa		e Dodge
[0] 10 DEXTERITY (DX)	[0] 11 FRIGHT C	CHECK	2-3	HEAD	-5 2	_		0 None			12 kg		
[0] 11 INTELLIGENCE (IQ)				SKULL	-7 4			1 LIGHT			24 kg		1 7
[0] 10 HEALTH (HT)	[0] 5 BASIC Mo			FACE	-4 2			2 Medii			36 kg	•	6
<u> </u>				NECK	-5 2			3 HEAV			72 kg		-
Basic Damage	Sense	-		EYES	-9 1		-1	4 X-HE			120 kg	4	_
1d-1 Basic Thrust	[0] 11 PERCEPTI	ION (PER)	4-6	ARMS	-2 2			7 77 112		0.14			
1d+1 Basic Swing	[0] 11 VISION [0] 11 HEARING		14-0	HANDS							VING THIN	IGS	
			7-9	Torso			12 kg B						
	[0] 11 TASTE &	SMELL	7-9						kg One-				
	[0] 11 Touch			VITALS					kg Two-				
Point I	Pools		10.10	GROIN	-3 2			144	kg Show	/E & K	NOCK OVER	2	
[0] 11 OF 11 HP [HEALTI			10-12	LEGS	-2 2			288	kg Runn	IING SH	HOVE & KN	IOCK OVE	R
[0] 10 OF 10 FP [RESTED	-			FEET	-4 2			180	kg Carr	Y On E	Васк		
[0] TO OF TO THE [INCOME.	4							600	kg Shift	SLIGH	HTLY		
±	REACTION				±				Сом	NOITIC			
± -2 from others except	REACTION vour own kind				± +1 t	o all i	HT rol	Is conce		oition n eve	damage		
-2 from others except	your own kind	area, prof	ession,	or	+1 t			Is conce in the fa	rned witl		damage		
-2 from others except	your own kind r own kind in an a	_		or	+1 t +1 t	o bei	ng hit	ls conce in the fa ist the e	rned witl ce/jaw.	h eye			
-2 from others except+2 from others of your	your own kind r own kind in an a	_		or	+1 t +1 t	o bei o HT	ng hit	in the fa	rned witl ce/jaw.	h eye temp		Reach	ST
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-2 from others except +2 from others of your situation where you CdP Natural Attacks Parry with punches; Kicks have	your own kind r own kind in an a ur minority is esp MELEE WEAPON	ecially ra	ire	or	+1 t +1 t +2 t	o bei o HT	ng hit to res SL 11	in the fa sist the e PARRY 8	rned with ce/jaw. ffects of BLOCK	temp	erature DAMAGE d-2 cr	С	ST
-2 from others except +2 from others of your situation where you CdP Natural Attacks ☐ Parry with punches; Kicks hav Crushing Striker (Tail)	your own kind r own kind in an a ur minority is esp MELEE WEAPON	ecially ra	ire	or	+1 t +1 t +2 t Usar	o bei o HT	ng hit to res SL 11	in the fa sist the e PARRY 8	rned with ce/jaw. ffects of BLOCK No	temp	erature DAMAGE d-2 cr d cr	C	ST
-2 from others except +2 from others of your situation where you CdP Natural Attacks ☐ Parry with punches; Kicks hav Crushing Striker (Tail) Sharp Teeth	your own kind r own kind in an a ur minority is esp MELEE WEAPON	ecially ra	ire	or	+1 t +1 t +2 t Usac Unarr	o bei o HT GE ned	ng hit to res SL 11 9	in the fa ist the e PARRY 8 7 No	rned with ce/jaw. ffects of BLOC No No	temp	erature DAMAGE d-2 cr d cr d-2 cut	C C	
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-2 from others except +2 from others of your situation where you CdP Natural Attacks ☐ Parry with punches; Kicks have Crushing Striker (Tail) Sharp Teeth Swordbreaker Swordbreaker RANGED WEA Innate Attack (Toxic) (Ve	your own kind r own kind in an a ur minority is esp MELEE WEAPON ve range C, 1; High K PON enomous Bite)	oecially ra	-2. SL 6 PTS 46 5 15	Acc 3 B34 B47+	H1 t H1 t H2 t USAN Unarr Bite Swun Thrus DAN 2d to Body I Brawli	o bei	ng hit to res SL 11 9 11 10 10 RAN 10/7	PARRY 8 7 No 8 8 8 RGE RCHNIQUE	rned with ce/jaw. Iffects of BLock No No No No No No No No No No	temp K [10 10 10 10 10 11 11 11	erature DAMAGE d-2 cr d cr d-2 cut d+1 cut d imp BULK RSL IQ-1 Per DX+1	C C C 1 1 1 PTS 1 2 2 2	8 8 8 ST B178 B181 B182+
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-2 from others except +2 from others of your situation where you situation where you with punches; Kicks have Crushing Striker (Tail) Sharp Teeth Swordbreaker Swordbreaker RANGED WEA Innate Attack (Toxic) (Verection Danger Sense Deep Sleeper Innate Attack (Toxic) 2 Cyclic 1 (1 min; Resist (Hemorrhage (-2 HT)) Follow-Up (Bite); Onse (HT-5, +1/level >1) Luck (1/h) Disavantages & Quirkers	your own kind r own kind in an a ur minority is esp MELEE WEAPON ve range C, 1; High K pon enomous Bite) AIT n kic) (Venomous E tible); Side Effect ; Side Effect (Tipsy); et (1 minute); Resisti	USAGE	-2. SL 6 FTS 46 5 15 1 10 15 -25	B34 B47+ B101 B62+	H1 t t +1 t t +2 t USAN Unarr Bite Swun Thrus DAN 2d to Body Brawli Cooki Detector Default Diplor Engine Fast-E First A Mathe	o bei o HT GE ned SE ned AGE DX SKI AG	ng hit to res SL 11 9 11 10 10 RAN 10/1 LL / TE Melee Vage Melee (Sword	in the fasist the erection Parry 8 7 No 8 8 8 100 1 CHNIQUE Weapons age-4 Weapons	rned with ce/jaw. ffects of BLOCK NO NO NO NO NO NO SF SH	temp temp 10 10 10 10 11 11 11 10 9 11 12 10	erature DAMAGE d-2 cr d cr d-2 cut d+1 cut d imp BULK RSL IQ-1 Per DX+1 IQ Per-1 IQ-2 IQ-2 DX+1 IQ+1 IQ-1 IQ-1	C C C 1 1 1 PTS 1 2 2 2 1 1 2 2 2 2 2	8 8 8 8 8 8178 8181 8182+ 8185 8187 8190 8194+ 8195 8207
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		TRAIT	Pts			_ / Techn	IQUE		SL	RSL	Pts	
	Social Stigma (Minority Group)		-10	<u>B155</u>	Weather Ser	ise			10	IQ-1	1	B209
	You are a member of a minority that the dominant culture around you regards as "barbarians" or				Wrestling				11	DX+1	4	B228+
	"infer											
	Teratophobia (Monsters) CR: 12 (Resist quite often), -2 Action Penalty Any "unnatural" creature sets off this fear. You have -1 to -4 on the self-control roll if the monster seems very large or dangerous, or if there are a lot of them. Note that the definition of "monster"		-5	<u>B150</u>								
	depends on experience. An American Indian would consider an elephant monstrous, while an											
© 1	African pygmy would not! Lenguages & Cultures		3									
	Cultural Familiarity (Kwazaar)		0	B23								
	Native											
	Language: Ama'kon 🖪		3	<u>B24</u>								
	Spoken (Conversational); Written (Semi-Literate)		0	D0.4								
	Language: Lurank Notive: Spaken (Fluent): Written (Educated)		0	<u>B24</u>								
② 0	Native; Spoken (Fluent); Written (Educated) Other Features & Traits		18									
	CdP Natural Attacks		0	B271								
Ð		zaar Ancestry	18									
✓	#	Carried Equipment (6.0	6 кg; \$5			Uses		A			\$ A	
✓	1	Backpack, Small		<i>,</i>			60	1.5 kg		88	5.06 kg	B288
✓	1 Canteen ∃				10	1.5 kg	9	10	1.5 kg	HT53		
✓	2 Glass Flask ☐ 10ml				0.5	0.03 kg	9	1	0.06 kg			
✓	One meal						2	0.25 kg		12	1.5 kg	<u>B288</u>
✓	For sharpening tools and wapons						5	0.5 kg	-	5	0.5 kg	<u>B289</u>
✓	Set to 1/3 basic set weight of weapon. Replacement value = 1/5 of weapon						5	0.25 kg	9	505	1 kg	<u>LT57+</u>
✓	1	Swordbreaker					500	0.75 kg	g	500	0.75 kg	LT61

Umbrales HP: 6 (>HP/2), 4 (>HP/3), 3 (<HP/3)