


PORTRAIT		IDENTITY				MISCELLANEOUS				103 POINTS						
		NAME	Chroma			CREATED	Jul 10, 2025, 2:43 AM			14	UNSPENT					
		TITLE	Dragonborn			MODIFIED	Jul 24, 2025, 8:35 PM			16	ANCESTRY					
		ORGANIZATION				PLAYER	Denis			10	ATTRIBUTES					
	DESCRIPTION										49	ADVANTAGES				
		GENDER	Male		HEIGHT	1.8 m		HAIR		-25	DISADVANTAGES					
		AGE	19		WEIGHT	70 kg		EYES	Gray	0	QUIRKS					
		BIRTHDAY		SIZE	+0		SKIN	Dark gray	39	SKILLS						
		RELIGION		TL	(5+1)		HAND	Right	0	SPELLS						
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID (KWAZAAR)				ENCUMBRANCE, MOVE & DODGE								
[10]	11	STRENGTH (ST)	[0]	11	WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE			
[0]	10	DEXTERITY (DX)	[0]	11	FRIGHT CHECK	2-3	HEAD	-5	2	0 NONE	12 kg	5	8			
[0]	11	INTELLIGENCE (IQ)	[0]	5	INITIATIVE (INIT)		SKULL	-7	4	1 LIGHT	24 kg	4	7			
[0]	10	HEALTH (HT)	[0]	5	BASIC MOVE		FACE	-4	2	2 MEDIUM	36 kg	3	6			
BASIC DAMAGE			Senses			NECK	-5	2		3 HEAVY	72 kg	2	5			
1d-1 BASIC THRUST		[0]	11	PERCEPTION (PER)		EYES	-9	0		4 X-HEAVY	120 kg	1	4			
1d+1 BASIC SWING		[0]	11	VISION		4-6	ARMS	-2	2	LIFTING & MOVING THINGS						
		[0]	11	HEARING			HANDS	-4	2	12 kg	BASIC LIFT					
POINT POOLS		[0]	11	TASTE & SMELL		7-9	TORSO	+0	2	24 kg	ONE-HANDED LIFT					
[0]	11	OF 11	HP	[HEALTHY]			VITALS	-3	3	96 kg	TWO-HANDED LIFT					
[0]	10	OF 10	FP	[RESTED]			GROIN	-3	2	144 kg	SHOVE & KNOCK OVER					
						10-12	LEGS	-2	2	288 kg	RUNNING SHOVE & KNOCK OVER					
							FEET	-4	2	180 kg	CARRY ON BACK					
										600 kg	SHIFT SLIGHTLY					
±		REACTION				±		CONDITION								
-1		from Niwel patriots and similar persons at -2				+1		to all HT rolls concerned with eye damage								
						+1		to being hit in the face/jaw.								
						+2		to HT to resist the effects of temperature								
MELEE WEAPON										USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
CdP Natural Attacks										Unarmed	11	8	No	1d-2 cr	C	
Parry with punches; Kicks have range C, 1; High Kicks are at -2.											9	7	No	1d cr	C	
Crushing Striker (Tail)										Bite	11	No	No	1d-2 cut	C	
Sharp Teeth										Swung	10	8	No	1d+1 cut	1	8
Swordbreaker										Thrust	10	8	No	1d imp	1	8
Swordbreaker																
RANGED WEAPON				USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST			
Innate Attack (Toxic) – Venomous Bite					6	3	2d tox	10/100	1			1				
TRAIT				Pts		SKILL / TECHNIQUE				SL	RSL	Pts				
Advantages & Perks				46		Armoury (Melee Weapons)				10	IQ-1	1	<u>B178</u>			
Absolute Direction				5	<u>B34</u>	Body Language				11	Per	2	<u>B181</u>			
Danger Sense				15	<u>B47+</u>	Brawling				11	DX+1	2	<u>B182+</u>			
Deep Sleeper				1	<u>B101</u>	Cooking				11	IQ	2	<u>B185</u>			
Innate Attack (Toxic) – Venomous				10	<u>B62+</u>	Detect Lies				10	Per-1	2	<u>B187</u>			
Bite 2						Default: Body Language-4										
Cyclic 1 (1 min; Resistible); Side Effect (Hemorrhage (-2 HT)); Side Effect (Tipsy); Follow-Up (Bite); Onset (1 minute); Resistible 1 (HT-5, +1/level >1)						Diplomacy				9	IQ-2	2	<u>B187</u>			
Luck (1/h)				15	<u>B66+</u>	Engineer (Melee Weapons)				9	IQ-2	1	<u>B190</u>			
Disadvantages & Quirks				-25		Fast-Draw (Sword)				11	DX+1	2	<u>B194+</u>			
Curious				-5	<u>B129</u>	First Aid				12	IQ+1	2	<u>B195</u>			
CR: 12 (Resist quite often)						Mathematics (Applied)				10	IQ-1	2	<u>B207</u>			
Make a self-control roll when presented with an interesting item or situation						Naturalist				10	IQ-1	2	<u>B211</u>			
Enemy (Unknown Yandere)				-2	<u>B135</u>	Observation				11	Per	2	<u>B211</u>			
Weak Individual (50% of your starting points); Appears fairly often (9-); Unknown; Watcher						Pharmacy (Herbal)				10	IQ-1	2	<u>B213</u>			
Mild Shyness				-3	<u>B154</u>	Poisons				10	IQ-1	2	<u>B214</u>			
Only with other gender						Default: Pharmacy (Herbal)-3										
You are uneasy with strangers, especially assertive or attractive ones.						Shadowing				11	IQ	2	<u>B219</u>			
Social Stigma (Kwazaar)				-5	<u>B155</u>	Streetwise				9	IQ-2	1	<u>B223</u>			
						Sword				10	DX	2	<u>B208</u>			
						Unarmed Parry				11	+0	2				
						Default: Brawling-2										
						Urban Survival				10	Per-1	1	<u>B228</u>			

TRAIT			PTS		SKILL / TECHNIQUE		SL	RSL	PTS	
Teratophobia (Monsters)			-10	<u>B150</u>	Weather Sense		10	IQ-1	1	<u>B209</u>
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” depends on experience. An American Indian would consider an elephant monstrous, while an African pygmy would not!					Wrestling		11	DX+1	4	<u>B228+</u>
Languages & Cultures			3							
Cultural Familiarity (Kwazaar)			0	<u>B23</u>						
Native										
Language: Ama'kon			3	<u>B24</u>						
Spoken (Conversational); Written (Semi-Literate)										
Language: Lurank			0	<u>B24</u>						
Native; Spoken (Fluent); Written (Educated)										
Other Features & Traits			16							
CdP Natural Attacks			0	<u>B271</u>						
Kwazaar Ancestry			16							

	#	CARRIED EQUIPMENT (6.06 kg; \$593)	USES							
	1	Backpack, Small		60	1.5 kg	88	5.06 kg	<u>B288</u>		
	1	Canteen 1qt.		10	1.5 kg	10	1.5 kg	<u>HT53</u>		
	2	Glass Flask 10ml		0.5	0.03 kg	1	0.06 kg			
	6	Traveler's Rations One meal		2	0.25 kg	12	1.5 kg	<u>B288</u>		
	1	Whetstone For sharpening tools and wapons		5	0.5 kg	5	0.5 kg	<u>B289</u>		
	1	Scabbard, Sword Set to 1/3 basic set weight of weapon. Replacement value = 1/5 of weapon		5	0.25 kg	505	1 kg	<u>LT57+</u>		
	1	Swordbreaker		500	0.75 kg	500	0.75 kg	<u>LT61</u>		

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