


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		-25 DISADVANTAGES		
	AGE		19		WEIGHT		70 kg		0 QUIRKS		
	BIRTHDAY				SIZE		+0		39 SKILLS		
	RELIGION				TL		(5+1)		0 SPELLS		
	HAIR										
EYES		Gray									
SKIN		Dark gray									
HAND		Right									

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	1	4 X-HEAVY	120 kg	1	4
1d+1 BASIC SWING		[0] 11 VISION					ARMS	-2	2	LIFTING & MOVING THINGS			
		[0] 11 HEARING					HANDS	-4	2	12 kg BASIC LIFT			
		[0] 11 TASTE & SMELL					TORSO	+0	2	24 kg ONE-HANDED LIFT			
		[0] 11 TOUCH					VITALS	-3	3	96 kg TWO-HANDED LIFT			
							GROIN	-3	2	144 kg SHOVE & KNOCK OVER			
							LEGS	-2	2	288 kg RUNNING SHOVE & KNOCK OVER			
							FEET	-4	2	180 kg CARRY ON BACK			
										600 kg SHIFT SLIGHTLY			

POINT POOLS	
[0] 11 OF 11 HP [HEALTHY]	
[0] 10 OF 10 FP [RESTED]	

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)								
Sharp Teeth		Bite	11	No	No	1d-2 cut	C	
Swordbreaker		Swung	10	8	No	1d+1 cut	1	8
Swordbreaker		Thrust	10	8	No	1d imp	1	8

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	B178
Absolute Direction		5	B34	Body Language		11	Per	2	B181
Danger Sense		15	B47+	Brawling		11	DX+1	2	B182+
Deep Sleeper		1	B101	Cooking		11	IQ	2	B185
Innate Attack (Toxic) – Venomous		10	B62+	Detect Lies		10	Per-1	2	B187
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	B187
Luck (1/h)		15	B66+	Engineer (Melee Weapons)		9	IQ-2	1	B190
Disadvantages & Quirks		-25		Fast-Draw (Sword)		11	DX+1	2	B194+
Curious		-5	B129	First Aid		12	IQ+1	2	B195
CR: 12 (Resist quite often)				Mathematics (Applied)		10	IQ-1	2	B207
Make a self-control roll when presented with an interesting item or situation				Naturalist		10	IQ-1	2	B211
Enemy (Unknown Yandere)		-2	B135	Observation		11	Per	2	B211
Weak Individual (50% of your starting points); Appears fairly often (9-); Unknown; Watcher				Pharmacy (Herbal)		10	IQ-1	2	B213
Mild Shyness		-3	B154	Poisons		10	IQ-1	2	B214
Only with other gender				Default: Pharmacy (Herbal)-3					
You are uneasy with strangers, especially assertive or attractive ones.				Shadowing		11	IQ	2	B219
Social Stigma (Kwazaar)		-5	B155	Streetwise		9	IQ-2	1	B223
				Sword		10	DX	2	B208
				Unarmed Parry		11	+0	2	
				Default: Brawling-2					
				Urban Survival		10	Per-1	1	B228

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				10	1.5 kg	10	1.5 kg		<u>HT53</u>
		1qt.									
✓	2	Glass Flask				0.5	0.03 kg	1	0.06 kg		
		10ml									
✓	6	Traveler's Rations				2	0.25 kg	12	1.5 kg		<u>B288</u>
		One meal									
✓	1	Whetstone				5	0.5 kg	5	0.5 kg		<u>B289</u>
		For sharpening tools and wapons									
✓	1	Scabbard, Sword				5	0.25 kg	505	1 kg		<u>LT57+</u>
		Set to 1/3 basic set weight of weapon. Replacement value = 1/5 of weapon									
✓	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)											