

PORTRAIT		IDENTITY		MISCELLANEOUS		103 POINTS	
	NAME	Chroma		CREATED	Jul 10, 2025, 2:43 AM		12 UNSPENT
	TITLE	Dragonborn		MODIFIED	Aug 19, 2025, 8:23 PM		18 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
[0] 10 DEXTERITY (DX)	[0] 11 FRIGHT CHECK	2-3	HEAD	-5	2	0 NONE	12 kg
[0] 11 INTELLIGENCE (IQ)	[0] 5 INITIATIVE (INIT)		SKULL	-7	4	1 LIGHT	24 kg
[0] 10 HEALTH (HT)	[0] 5 BASIC MOVE		FACE	-4	2	2 MEDIUM	36 kg
BASIC DAMAGE			NECK	-5	2	3 HEAVY	72 kg
1d-1 BASIC THRUST	Senses		EYES	-9	1	4 X-HEAVY	120 kg
1d+1 BASIC SWING	[0] 11 PERCEPTION (PER)	4-6	ARMS	-2	2	LIFTING & MOVING THINGS	
	[0] 11 VISION		HANDS	-4	2	12 kg BASIC LIFT	
	[0] 11 HEARING	7-9	TORSO	+0	2	24 kg ONE-HANDED LIFT	
	[0] 11 TASTE & SMELL		VITALS	-3	3	96 kg TWO-HANDED LIFT	
	[0] 11 TOUCH		GROIN	-3	2	144 kg SHOVE & KNOCK OVER	
POINT POOLS		10-12	LEGS	-2	2	288 kg RUNNING SHOVE & KNOCK OVER	
[0] 11 OF 11 HP [HEALTHY]			FEET	-4	2	180 kg CARRY ON BACK	
[0] 10 OF 10 FP [RESTED]						600 kg SHIFT SLIGHTLY	
REACTION				CONDITION			
-2 from others except your own kind				+1 to all HT rolls concerned with eye damage			
+2 from others of your own kind in an area, profession, or situation where your minority is especially rare				+1 to being hit in the face/jaw.			
				+2 to HT to resist the effects of temperature			
TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL
Advantages & Perks		46		Armoury (Melee Weapons)		10	IQ-1
Absolute Direction		5	B34	Body Language		11	Per
Danger Sense		15	B47+	Brawling		11	DX+1
Deep Sleeper		1	B101	Cooking		11	IQ
Innate Attack (Toxic) 2		10	B62+	Detect Lies		10	Per-1
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)				Default: Body Language-4			
Luck (1/h)		15	B66+	Diplomacy		9	IQ-2
Disadvantages & Quirks		-25		Engineer (Melee Weapons)		9	IQ-2
Curious		-5	B129	Fast-Draw (Sword)		11	DX+1
CR: 12 (Resist quite often)				First Aid		12	IQ+1
Make a self-control roll when presented with an interesting item or situation				Mathematics (Applied)		10	IQ-1
Enemy (Unknown Yandere)		-2	B135	Naturalist		10	IQ-1
Weak Individual (50% of your starting points); Appears fairly often (9-); Unknown; Watcher				Pharmacy (Herbal)		10	IQ-1
Mild Shyness		-3	B154	Poisons		10	IQ-1
Only with other gender				Default: Pharmacy (Herbal)-3			
You are uneasy with strangers, especially assertive or attractive ones.				Recon		11	Per
Social Stigma (Minority Group)		-10	B155	Shadowing		11	IQ
Teratophobia (Monsters)		-5	B150	Streetwise		9	IQ-2
CR: 12 (Resist quite often), -2 Action Penalty				Sword		10	DX
Any "unnatural" creature (depends on personal experience) 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.				Unarmed Parry		11	+0
Language: Ama'kon		3	B24	Default: Brawling-2			
Spoken (Conversational); Written (Semi-Literate)				Urban Survival		10	Per-1
				Weather Sense		10	IQ-1
				Wrestling		11	DX+1

TRAIT										PTS			
Language: Lurank										0	<u>B24</u>		
Native; Spoken (Fluent); Written (Educated)													
✔ Other Features & Traits										18			
CdP Natural Attacks										0	<u>B271</u>		
➤ Kwazaar <b>Ancestry</b>										18			
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.													
Crushing Striker (Tail)						9	7	No	1d cr	C			
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)					6	3	2d tox	10/100	1			1	
✓	#	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>