




PORTRAIT		IDENTITY				MISCELLANEOUS				30 POINTS		
		NAME Faraday		CREATED Jul 28, 2025, 10:05 PM		0 UNSPENT						
		TITLE Perro		MODIFIED Jul 30, 2025, 7:33 PM		0 ANCESTRY						
		ORGANIZATION		PLAYER Sergi		11 ATTRIBUTES						
		DESCRIPTION						73 ADVANTAGES				
GENDER Male		HEIGHT 0.55 m		HAIR Golden		-75 DISADVANTAGES						
AGE 5		WEIGHT 30 kg		EYES Brown		-2 QUIRKS						
BIRTHDAY		SIZE -1		SKIN		23 SKILLS						
RELIGION		TL		HAND		0 SPELLS						
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE				
[6] 9 STRENGTH (ST)		[0] 10 WILL		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[0] 12 DEXTERITY (DX)		[0] 10 FRIGHT CHECK		2-3	HEAD	-5	0	0 NONE	8 kg	9	8	
[0] 4 INTELLIGENCE (IQ)		[0] 5.75 INITIATIVE (INIT)			SKULL	-7	2	1 LIGHT	16 kg	7	7	
[0] 11 HEALTH (HT)		[0] 9 BASIC MOVE			FACE	-5	0	2 MEDIUM	24 kg	5	6	
BASIC DAMAGE		Senses			NECK	-5	0	3 HEAVY	48 kg	3	5	
1d-2 BASIC THRUST		[5] 13 PERCEPTION (PER)			EYES	-9	0	4 X-HEAVY	80 kg	1	4	
1d-1 BASIC SWING		[0] 13 VISION		4-6	ARMS	-2	0	LIFTING & MOVING THINGS				
		[0] 13 HEARING			HANDS	-4	0	8 kg BASIC LIFT				
		[0] 13 TASTE & SMELL		7-9	TORSO	+0	0	16 kg ONE-HANDED LIFT				
		[0] 13 TOUCH			VITALS	-3	1	64 kg TWO-HANDED LIFT				
POINT POOLS					GROIN	-3	0	96 kg SHOVE & KNOCK OVER				
[0] 9 OF 9 HP [HEALTHY]				10-12	LEGS	-2	0	192 kg RUNNING SHOVE & KNOCK OVER				
[0] 14 OF 14 FP [RESTED]					FEET	-4	0	120 kg CARRY ON BACK				
								400 kg SHIFT SLIGHTLY				
± REACTION						± CONDITION						
+2 to others						+4 on any task that utilizes sense of smell						
						+2 to being hit in the face/jaw.						
						-1 to IQ-based skills when alone						
MELEE WEAPON						USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
CdP Natural Attacks						Unarmed	12	9	No	1d-3 cr	C	
Parry with punches; Kicks have range C, 1; High Kicks are at -2.												
Sharp Teeth						Bite	12	No	No	1d-3 cut	C	
TRAIT			PTS		SKILL / TECHNIQUE			SL	RSL	PTS		
✔ Advantages & Perks			67		Body Language			13	Per	2	B181	
Bug Repeller			1		Intimidation			13	Will+3	12	B202	
Danger Sense			15	B47+	Mount			11	DX-1	1	B210	
Deep Sleeper			1	B101	Running			12	HT+1	4	B218	
Discriminatory Smell			15	B49+	Sports (Retrieving)			12	DX	2	B222+	
Enhanced Move (Land) 0.5			10	B52+	Stealth			11	DX-1	1	B222	
Double your normal land Move for each level					Tracking			16	Per+3	1	B226	
Fast Eater			1									
Fur			1	B101								
Night Vision 4			4	B71+								
Reduced Consumption 2			2	B80								
Cast-Iron Stomach												
Sharp Teeth			1	B91								
Temperature Tolerance (Cold) 1			1	B93								
Ultrahearing			5	B94+								
Vibration Sense (Air)			10	B96+								
✔ Disadvantages & Quirks			-27									
Bloodlust			-5	B125								
CR: 15 (Resist almost all the time)												
You must make a self-control roll whenever you need to accept a surrender, evade a sentry, take a prisoner, etc.												
Chummy			-5	B126								

TRAIT		PTS	
Gluttony 		-5	<u>B137</u>
CR: 12 (Resist quite often) Make a self-control roll when presented with a tempting morsel or good wine that, for some reason, you should resist. If you fail, you partake – regardless of the consequences.			
Incompetence (Climbing) 		-1	<u>B164</u>
May only know Climbing at default (i.e. no points spent)			
Red-Green Colorblindness		-1	<u>B164</u>
Short Lifespan 2		-10	<u>B154</u>
✔ Languages & Culture		0	
✔ Other Features & Traits		-44	
Attributes: Dog, Retriever 		6	
Born Biter 2		0	<u>MA115</u>
CdP Natural Attacks		0	<u>B271</u>
➤ Domestic Animal Ally Meta		-15	<u>B263</u>
➤ Quadruped Meta		-35	<u>B263</u>
Tail		0	<u>TT2:12</u>
NOTE			
Umbrales HP: 5 (>HP/2), 4 (>HP/3), 2 (<HP/3)			