















Portrait	Identity		Miscellaneous		103 Points					
	NAME	Chroma	CREATED	Jul 10, 2025, 2:43 AM		12 UNSPENT				
	TITLE	Dragonborn	MODIFIED	Aug 14, 2025, 12:19 AM		18 ANCESTRY				
	ORGANIZATION		PLAYER	Denis		10 ATTRIBUTES				
	DESCRIPTION				49 ADVANTAGES					
					-25 DISADVANTAGES					
	GENDER	Male	HEIGHT	1.8 m	HAIR					
	AGE	19	WEIGHT	70 kg	EYES	Gray				
	BIRTHDAY		SIZE	+0	SKIN	Dark gray				
	RELIGION		TL	(5+1)	HAND	Right				
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						
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
Innate Attack (Toxic) (Venomous Bite)					6	3	2d tox	10/100	1	
BULK				RECOIL	ST					
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 Bite)				10 B62+	Detect Lies		10	Per-1	2	B187
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	Pharmacy (Herbal)		10	IQ-1	2	B213
Weak Individual (50% of your starting points); Appears fairly often (9-); Unknown; Watcher					Poisons		10	IQ-1	2	B214
Mild Shyness				-3 B154	Default: Pharmacy (Herbal)-3					
Only with other gender					Recon		11	Per	2	B211
You are uneasy with strangers, especially assertive or attractive ones.					Shadowing		11	IQ	2	B219
					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	
Social Stigma (Minority Group) 		-10	<u>B155</u>	Weather Sense		10	IQ-1	1	<u>B209</u>
You are a member of a minority that the dominant culture around you regards as “barbarians” or “inferior.”				Wrestling		11	DX+1	4	<u>B228+</u>
Teratophobia (Monsters) 		-5	<u>B150</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!									
✔ 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		18							
CdP Natural Attacks		0	<u>B271</u>						
✔ Kwazaar Ancestry		18							

✓	#	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)											