


PORTRAIT		IDENTITY				MISCELLANEOUS				103 POINTS		
	✂	NAME	Chroma			CREATED	Jul 10, 2025, 2:43 AM			14	UNSPENT	
		TITLE	Dragonborn			MODIFIED	Jul 25, 2025, 2:08 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	1	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	OF 11	HP [HEALTHY]		TORSO	+0	2	24 kg	ONE-HANDED LIFT				
[0]	10	OF 10	FP [RESTED]	[0]	11	TASTE & SMELL	7-9	VITALS	-3	3	96 kg	TWO-HANDED LIFT			
				[0]	11	TOUCH		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)										
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	<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 Bite)	10	<u>B62+</u>	Detect Lies		10	Per-1	2	<u>B187</u>
	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 <b>Ancestry</b>		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)											