


PORTRAIT		IDENTITY				MISCELLANEOUS				100 POINTS							
		NAME	Chroma			CREATED	Jul 10, 2025, 2:43 AM			0 UNSPENT							
		TITLE	Dragonborn			MODIFIED	Jul 12, 2025, 1:51 PM			27 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				ENCUMBRANCE, MOVE & DODGE				
[10]	11	STRENGTH (ST)		[0]	11	WILL		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE		
[0]	10	DEXTERITY (DX)		[0]	11	FEAR 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	-5	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	0		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				
				[0]	11	TASTE & SMELL		7-9	TORSO	+0	2		24 kg ONE-HANDED LIFT				
				[0]	11	TOUCH			VITALS	-3	3		96 kg TWO-HANDED LIFT				
POINT POOLS									10-12	GROIN	-3	2		144 kg SHOVE & KNOCK OVER			
[0]	11	OF	11	HP	[HEALTHY]				LEGS	-2	2		288 kg RUNNING SHOVE & KNOCK OVER				
[0]	10	OF	10	FP	[RESTED]				FEET	-4	2		180 kg CARRY ON BACK				
													600 kg SHIFT SLIGHTLY				
CONDITION																	
±																	
+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.									11	8	No	1d cr	C				
Crushing Striker (Tail)																	
Sharp Teeth								Bite	11	No	No	1d-2 cut	C				
Swordbreaker								Thrust	10	8F	No	1d imp	1	5			
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 (-2HT)); 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						
CdP Natural Attacks			0	B271	Fast-Draw (Sword)			11	DX+1	2	B194+						
Disadvantages & Quirks			-25		First Aid			12	IQ+1	2	B195						
Curious			-5	B129	Mathematics (Applied)			10	IQ-1	2	B207						
CR: 12 (Resist quite often)					Naturalist			10	IQ-1	2	B211						
Make a self-control roll when presented with an interesting item or situation					Observation			11	Per	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					Shadowing			11	IQ	2	B219						
You are uneasy with strangers, especially assertive or attractive ones.					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)		-15	<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>
✓ Kwazaar Ancestry		27							
Amphibious		10	<u>B40+</u>						
Born Biter 1		0	<u>MA115</u>						
Breath-Holding 2		4	<u>B41</u>						
Cold-Blooded		-5	<u>B127</u>						
Under 50-degrees									
Crushing Striker (Tail)		3	<u>B88+</u>						
Limited Arc (Behind)									
Damage Resistance 2		8	<u>B47+</u>						
Flexible									
Early Maturation 1		0	<u>TT2:12</u>						
Increased Intelligence 1		20	<u>B15</u>						
Jaw ST 3		3							
Nictitating Membrane 1		1	<u>B71</u>						
Reduced Consumption 1		2	<u>B80</u>						
Restricted Diet (Carnivore)		-10	<u>B151</u>						
Very Common									
Sharp Teeth		1	<u>B91</u>						
Stress Atavism		-10	<u>B156</u>						
CR: 12 (Resist quite often); Mild									
Tail		0	<u>TT2:12</u>						
✓ Languages & Cultures		3							
Cultural Familiarity		0	<u>B23</u>						
Kwazaar (Native)									
Language: Ama'kon		3	<u>B24</u>						
Spoken (Accented); Written (Broken)									
Language: Lurank		0	<u>B24</u>						
Native; Spoken (Native); Written (Native)									
✓	#	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 weapons							
✓	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)									