


PORTRAIT		IDENTITY				MISCELLANEOUS				103 POINTS			
	NAME		Chroma		CREATED		Jul 10, 2025, 2:43 AM		14 UNSPENT				
	TITLE		Dragonborn		MODIFIED		Jul 25, 2025, 9:01 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				
		[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				
							GROIN	-3	2	144 kg SHOVE & KNOCK OVER				
							LEGS	-2	2	288 kg RUNNING SHOVE & KNOCK OVER				
							FEET	-4	2	180 kg CARRY ON BACK				
										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	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 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	Observation		11	Per	2	B211
Weak Individual (50% of your starting points); Appears fairly often (9-); Unknown; Watcher				Pharmacy (Herbal)		10	IQ-1	2	B213
Mild Shyness		-3	B154	Poisons		10	IQ-1	2	B214
Only with other gender				Default: Pharmacy (Herbal)-3					
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	
<b>Social Stigma (Minority Group)</b> 		-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>
<b>Teratophobia (Monsters)</b> 		-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							
<b>Cultural Familiarity (Kwazaar)</b> 		0	<u>B23</u>						
Native									
<b>Language: Ama'kon</b> 		3	<u>B24</u>						
Spoken (Conversational); Written (Semi-Literate)									
<b>Language: Lurank</b> 		0	<u>B24</u>						
Native; Spoken (Fluent); Written (Educated)									
✔ Other Features & Traits		16							
<b>CdP Natural Attacks</b>		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	<b>Canteen</b> 				10	1.5 kg	10	1.5 kg	<u>HT53</u>
		1qt.								
✓	2	<b>Glass Flask</b> 				0.5	0.03 kg	1	0.06 kg	
		10ml								
✓	6	<b>Traveler's Rations</b> 				2	0.25 kg	12	1.5 kg	<u>B288</u>
		One meal								
✓	1	<b>Whetstone</b> 				5	0.5 kg	5	0.5 kg	<u>B289</u>
		For sharpening tools and wapons								
✓	1	✔ <b>Scabbard, Sword</b> 				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	<b>Swordbreaker</b>				500	0.75 kg	500	0.75 kg	<u>LT61</u>

NOTE											
<b>Umbrales HP: 6 (&gt;HP/2), 4 (&gt;HP/3), 3 (&lt;HP/3)</b>											