





















PORTRAIT		IDENTITY		MISCELLANEOUS		103 POINTS	
	NAME	Chroma		CREATED	Jul 10, 2025, 2:43 AM		3 UNSPENT
	TITLE	Dragonborn		MODIFIED	Jul 14, 2025, 4:53 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 (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	0	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			
-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
CdP Natural Attacks				Unarmed	11	8	No
Parry with punches; Kicks have range C, 1; High Kicks are at -2.					11	8	No
Crushing Striker (Tail)							1d cr
Sharp Teeth				Bite	11	No	No
Swordbreaker				Swung	10	8	No
Swordbreaker				Thrust	10	8	No
							1d-2 cr
							C
							1d-2 cut
							C
							1d+1 cut
							1
							1
							8
							8
RANGED WEAPON				USAGE	SL	ACC	DAMAGE
Innate Attack (Toxic) – Venomous Bite					6	3	2d tox
							10/100
							1
							1
TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL
Advantages & Perks		46		Armoury (Melee Weapons)		10	IQ-1
Absolute Direction		5	B34	Body Language		11	Per
Danger Sense		15	B47+	Brawling		11	DX+1
Deep Sleeper		1	B101	Cooking		11	IQ
Innate Attack (Toxic) – Venomous		10	B62+	Detect Lies		10	Per-1
Bite 2				Diplomacy		9	IQ-2
Cyclic 1 (1 min; Resistible); Side Effect				Engineer (Melee Weapons)		9	IQ-2
(Hemorrhage (-2 HT)); Side Effect (Tipsy);				Fast-Draw (Sword)		11	DX+1
Follow-Up (Bite); Onset (1 minute); Resistible 1				First Aid		12	IQ+1
(HT-5, +1/level >1)				Mathematics (Applied)		10	IQ-1
Luck (1/h)		15	B66+	Naturalist		10	IQ-1
CdP Natural Attacks		0	B271	Observation		11	Per
Disadvantages & Quirks		-25		Pharmacy (Herbal)		10	IQ-1
Curious		-5	B129	Poisons		10	IQ-1
CR: 12 (Resist quite often)				Shadowing		11	IQ
Make a self-control roll when presented with an				Streetwise		9	IQ-2
interesting item or situation				Sword		10	DX
Enemy (Unknown Yandere)		-2	B135	Unarmed Parry		11	+0
Weak Individual (50% of your starting points);				Urban Survival		10	Per-1
Appears fairly often (9-); Unknown; Watcher							
Mild Shyness		-3	B154				
Only with other gender							
You are uneasy with strangers, especially							
assertive or attractive ones.							

TRAIT			PTS		SKILL / TECHNIQUE		SL	RSL	PTS	
Social Stigma (Kwazaar)			-5	B155	Weather Sense		10	IQ-1	1	B209
Teratophobia (Monsters) 			-10	B150	Wrestling		11	DX+1	4	B228+
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!										
✓ Kwazaar	Ancestry		27							
Amphibious			10	B40+						
Born Biter 1			0	MA115						
Breath-Holding 2			4	B41						
Cold-Blooded 			-5	B127						
Under 50-degrees										
Crushing Striker (Tail) 			3	B88+						
Limited Arc (Behind)										
Damage Resistance 2 			8	B47+						
Flexible										
Early Maturation 1			0	TT2:12						
Increased Intelligence 1			20	B15						
Jaw ST 3			3							
Nictitating Membrane 1			1	B71						
Reduced Consumption 1			2	B80						
Restricted Diet (Carnivore) 			-10	B151						
Very Common										
Sharp Teeth			1	B91						
Stress Atavism 			-10	B156						
CR: 12 (Resist quite often); Mild										
Tail			0	TT2:12						
✓ Languages & Cultures			3							
Cultural Familiarity 			0	B23						
Kwazaar (Native)										
Language: Ama'kon 			3	B24						
Spoken (Accented); Written (Broken)										
Language: Lurank 			0	B24						
Native; Spoken (Native); Written (Native)										
✓	#	CARRIED EQUIPMENT (6.06 kg; \$593)			USES					
✓	1	✓ Backpack, Small				60	1.5 kg	88	5.06 kg	B288
✓	1	Canteen 				10	1.5 kg	10	1.5 kg	HT53
		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	B288
		One meal								
✓	1	Whetstone 				5	0.5 kg	5	0.5 kg	B289
		For sharpening tools and wapons								
✓	1	✓ Scabbard, Sword 				5	0.25 kg	505	1 kg	LT57+
		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	LT61
NOTE										
Umbrales HP: 6 (>HP/2), 4 (>HP/3), 3 (<HP/3)										