


PORTRAIT	IDENTITY		MISCELLANEOUS		250 POINTS	
	NAME		CREATED	Nov 4, 2024, 11:41 AM	0 UNSPENT	
	TITLE		MODIFIED	Nov 4, 2024, 1:08 PM	0 ANCESTRY	
	ORGANIZATION		PLAYER		102 ATTRIBUTES	
	DESCRIPTION				212 ADVANTAGES	
	GENDER		HEIGHT	0'	HAIR	-101 DISADVANTAGES
	AGE		WEIGHT	0 lb	EYES	0 QUIRKS
	BIRTHDAY		SIZE	+0	SKIN	37 SKILLS
	RELIGION		TL		HAND	0 SPELLS

PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE			
[12]	12 STRENGTH (ST)	[10]	10 WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE
[48]	14 DEXTERITY (DX)	[0]	12 FRIGHT CHECK		EYES	-9	0	0 NONE	29 lb	3	13
[-40]	8 INTELLIGENCE (IQ)	[20]	12 PERCEPTION (PER)	3-4	SKULL	-7	5	1 LIGHT	58 lb	2	12
[20]	12 HEALTH (HT)	[0]	12 VISION	5	FACE	-5	3	2 MEDIUM	87 lb	1	11
BASIC DAMAGE		[0]	12 HEARING	6-7	RIGHT LEG	-2	3	3 HEAVY	174 lb	1	10
3d-1 BASIC THRUST		[0]	12 TASTE & SMELL	8	RIGHT ARM	-2	3	4 X-HEAVY	290 lb	1	9
5d+1 BASIC SWING		[0]	12 TOUCH	9-10	TORSO	+0	3	LIFTING & MOVING THINGS			
		[50]	9 BASIC SPEED	11	GROIN	-3	3	29 lb BASIC LIFT			
		[-30]	3 BASIC MOVE	12	LEFT ARM	-2	3	58 lb ONE-HANDED LIFT			
		[12]	24 AIR MOVE	13-14	LEFT LEG	-2	3	232 lb TWO-HANDED LIFT			
POINT POOLS				15	HAND	-4	3	348 lb SHOVE & KNOCK OVER			
[0]	12 OF 12 FP [RESTED]			16	FOOT	-4	3	696 lb RUNNING SHOVE & KNOCK OVER			
[0]	12 OF 12 HP [HEALTHY]			17-18	NECK	-5	3	435 lb CARRY ON BACK			
					VITALS	-3	3	1,450 lb SHIFT SLIGHTLY			

±	REACTION	±	CONDITION
-8	from others	+3	on all HT rolls to avoid knockdown and stunning
		+6	on all IQ rolls to wake up or to recover from surprise or mental stun
		+1	to initiative rolls for your side (+2 if you are the leader)
		+3	to resist torture
		-2	to ST vs. knockback

MELEE WEAPON	USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
Impaling Striker (Tail)	Stab	20	14	No	4d+1 imp	2	
Natural Weapon	Stab	20	14	No	3d+2 imp	C,1	
Sharp Teeth	Bite	20	No	No	3d+1 cut	C	

TRAIT	PTS	SKILL / TECHNIQUE	SL	RSL	PTS	
0 Language	-4	Brawling	20	DX+6	20	B182+
Language: Common	-4	Flight	13	HT+1	4	B195
Native; Spoken (Accented); Written (None)		Aerobatics	14	DX	4	B174
1 Advantages	212	Intimidation	13	Will+3	1	B202
Combat Reflexes	15	Observation	13	Per+1	4	B211
Damage Resistance 3	9	Survival (Plains)	12	Per	2	B223
Can't wear armor		Gesture	9	IQ+1	2	B198
Extra Attack 1	25					
Flight	30					
Winged						
High Pain Threshold	10					
Impaling Striker (Tail)	26					
Long 3						
Innate Attack (Toxic) 1	5					
Partial Dice (1 point); Cyclic 8 (1 sec; Resistible); Resistible (HT-5); Follow-Up						
Natural Weapon	14					
Impaling; Extra Reach 1; Resilient 2						
Peripheral Vision	12					
Easy to Hit						
Sharp Teeth	1					
Speak With Animals	5					
Specialized (Own species)						
Striking ST 15	45					
No Fine Manipulators						

TRAIT		PTS	
	Unfazeable	15	<u>B95</u>
☑ 2	Disadvantages	-97	
	Appearance	-20	<u>B21</u>
	Monstrous		
	Bloodlust	-10	<u>B125</u>
	CR: 12 (Resist quite often)		
	Cannot Speak	-15	<u>B125</u>
	No Fine Manipulators	-30	<u>B145</u>
	Noisy 1	-2	<u>B146</u>
	Skinny	-5	<u>B18</u>
	Social Stigma (Monster)	-15	<u>B155</u>