


Portrait	Identity	Miscellaneous	75 Points
	✂ Name: Thirsting Embers (Click, rumble growl, small gr Title: Kobold Orphan Player: PPA Ally	Created: May 13, 2021 at 9:32 PM Modified: May 13, 2021 at 11:29 PM Options: wpmdkstC	4 Unspent -7 Race 15 Advantages 44 Advantages -35 Disadvantages -5 Quirks 59 Skills 0 Spells
	Description		
Gender: Male	✂ Height: 5' 7"	✂ Hair: none	
✂ Age: 8	✂ Weight: 125 lb	✂ Eyes: Lime Green, luminous	
✂ Birthday: Third rotation, rimward	Size: -1	✂ Skin: Red, scaly	
Religion: Cthonic shamanism	TL: 3(6)	Hand: Left	

Attributes	Fatigue Points	Humanoid Locations	Encumbrance, Move & Dodge
[0] 8 Strength (ST)	10 Current	Roll Where Penalty DR	Level Max Load Move Dodge
[0] 11 Dexterity (DX)	[0] 10 Basic	- Eye -9 0	0 None 13 lb 5 9
[0] 10 Intelligence (IQ)	3 Tired	3-4 Skull -7 3	1 Light 26 lb 4 8
[0] 10 Health (HT)	0 Collapse	5 Face -5 1	2 Medium 39 lb 3 7
[0] 10 Will	-10 Unconscious	6-7 Right Leg -2 2	• 3 Heavy 78 lb 2 6
12 Fright Check		8 Right Arm -2 1	4 X-Heavy 130 lb 1 5
[0] 5.25 Basic Speed	Hit Points	9-10 Torso 0 2	Lifting & Moving Things
[0] 5 Basic Move	[0] 8 Current	11 Groin -3 2	13 lb Basic Lift
[15] 13 Perception (Per)	8 Basic	12 Left Arm -2 1	26 lb One-Handed Lift
13 Vision	2 Reeling	13-14 Left Leg -2 2	104 lb Two-Handed Lift
13 Hearing	0 Collapse	15 Hand -4 1	156 lb Shove & Knock Over
13 Taste & Smell	-8 Check #1	16 Foot -4 1	312 lb Running Shove & Knock Over
13 Touch	-16 Check #2	17-18 Neck -5 1	195 lb Carry On Back
1d-3 Basic Thrust	-24 Check #3	- Vitals -3 2	650 lb Shift Slightly
1d-2 Basic Swing	-32 Check #4		
	-40 Dead		

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
Hatchet	Swung	12	10	No	1d-2 cut	1	8
Blunt Claws	Punch	11	9	No	1d-3 cr	C	
Sharp Teeth	Bite	11	No	No	1d-4 cut	C	
Blunt Claws	Kick	9	No	No	1d-2 cr	C,1	

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Blowpipe		11	1	1d-3 pi-	32	1	1(2)	-6		2
Hatchet	Thrown	11	1	1d-2 cut	12/20	1	T(1)	-2		8

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
▼ Doin	40		▼ Fight			31	
Combat Reflexes Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative roll (+2 if you're the leader)	15	B43	Axe/Mace	12	DX+1	4	B208
Flexibility (Double-Jointed) May ignore up to -5 in penalties for close quarters	15	B56	Feint (Axe/mace) Default: Axe/mace	13	+1	2	B231+
Talent (Outdoorsman) 1 Alternate Benefit (Bonus to HT rolls to avoid harm from failure of covered skills)	10	PU3:14	Hook (Axe/mace) Default: Axe/mace - 5	11	-1	5	MA74
▼ Talkin	1		Disarming (Axe/mace) Default: Axe/mace	13	+1	2	B230+
Cultural Familiarity (Dwarf) Do not suffer the normal -3 penalty for unfamiliarity	1	B23	Thrown Weapon (Axe/Mace)	11	DX+0	1	B226
Language: Dwarven Spoken (Native)	3	B24	Blowpipe	11	DX+0	4	B180
Language: Kobold Native; Spoken (Native) Illiterate	-3	B24	Bolas	10	DX-1	1	B181
Autophobia (Being Alone) CR: 9 (Resist Fairly Often) You cannot stand to be alone, and do anything in your power avoid it.	-22	B149	Brawling	11	DX+0	1	B182
Oblivious	-5	B146	Ground Fighting (Brawling) Default: Brawling - 4	11	+0	5	B231
			Crossbow	11	DX+0	1	B186
			Fast-Draw (Arrow)	12	DX+1	1	B194
			Escape	14	DX+3	1	B192
			Net	9	DX-2	1	B211
			Spear	10	DX-1	1	B208
			Wrestling	10	DX-1	1	B228
			▼ Flight			7	
			Climbing	12	DX+4	1	B183

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Truthfulness CR: 12 (Resist Quite Often) Make a self-control roll whenever you must keep silent about uncomfortable truth (lying by omission). Roll at -5 if you actually have to tell a falsehood! If you fail, you blurt out the truth, or stumble so much that your lie is obvious.	-5	B159	Scaling (Climbing) Default: Climbing - 3	10	-2	2	B233
▼ Quirky Perky	-5		Heraldry (Cthonic)	9	IQ-1	1	B199
Cyclothymic ups and downs	-1	PU6:17	Riding (Insectile)	10	DX-1	1	B217
Mild Dyslexia Human runes are so squiggly	-1	PU6:31	Savoir-Faire (Kobold Clans) Default: Games (Hide and Seek) - 3	9	IQ-1	1	B218
Sharpens weapons at every opportunity	-1	PU6:30	Swimming	4	HT+0	1	B224
Thin Skull	-1	PU6:25	▼ Skulk			21	
Trivial Destiny New clan prince	-1	PU6:34	Camouflage Default: Survival (Mountain) - 2	12	IQ+2	1	B183
▼ Kobold Racial Template	-7		Erotic Art (kobold)	15	DX+4	1	B192
Decreased Strength 2	-20	B14	Esoteric Medicine	11	Per-2	1	B192
Increased Dexterity 1	20	B15	Explosives/TL3(6) (Demolition)	9	IQ-1	1	B194
Dark Vision	25	B47	First Aid/TL3(6) Default: Esoteric Medicine	11	IQ+1	1	B195
Blunt Claws	3	B42	Fishing	14	Per+1	1	B195
Sharp Teeth	1	B91	Fortune-Telling (Augury)	9	IQ-1	1	B196
Damage Resistance 1 Flexible Scale hide	4	B47	Games (Hide and Seek)	10	IQ+0	1	B197
Stress Atavism CR: 12 (Resist Quite Often); Mild	-10	B156	Knot-Tying	11	DX+0	1	B203
Sense of Duty Family Tribe (Belo, Party, Orphanage)	-10	B153	Mimicry (Animal Sounds)	9	IQ-1	1	B210
Low TL 3	-15	B22	Naturalist (Earthlike)	9	IQ-1	1	B211
Unnatural Features (Red, scaly, clawed, horned, fanged) 5	-5	B22	Navigation/TL3(6) (Land)	10	IQ+0	1	B211
			Observation	12	Per-1	1	B211
			Poisons/TL3(6)	8	IQ-2	1	B214
			Scrounging	13	Per+0	1	B218
			Sleight of Hand	9	DX-2	1	B221
			Stealth	7	DX-1	1	B222
			Survival (Mountain)	13	Per+0	1	B223
			Survival (River/Stream)	13	Per+0	1	B223
			Tracking	13	Per+0	1	B226
			Traps/TL3(6)	9	IQ-1	1	B226

✓	Qty	Carried Equipment (67.512 lb; \$1,506.75)	Uses	\$	Weight	Σ \$	Σ Weight	Ref
✓	2	Hatchet		40	2 lb	80	4 lb	B271
✓	1	Blowpipe		30	1 lb	30	1 lb	B275
✓	1	▼ Leather Pouch, 1 gal. DR 2, 5 compartments		4.5	0.75 lb	56.75	2.762 lb	LT34
✓	20	Blowpipe Darts		0.1	0.05 lb	2	1 lb	B276
✓	1	Serpentine Black Powder		10	1 lb	10	1 lb	LT85
✓	1	Sulphur Matches Quarters fire starting time		0.25	0.012 lb	0.25	0.012 lb	LT35
✓	1	Viper Venom		10	0 lb	10	0 lb	LT129
✓	1	Hemlock		5	0 lb	5	0 lb	LT129
✓	1	Deathcap Mushroom		25	0 lb	25	0 lb	LT129
✓	1	▼ Leather Pouch with Flap 0.27 cu. ft.		10	1.25 lb	222	5.75 lb	LT34
✓	1	Panpipes		12	0.5 lb	12	0.5 lb	LTC1:17
✓	1	Esoteric Tool Kit, Mini (E.Medicine, Kobold)		200	4 lb	200	4 lb	LMH7
✓	1	Surveyor's Kit		245	40 lb	245	40 lb	LT43
✓	1	Torc, silver Promise Band		500	0.5 lb	500	0.5 lb	LT38
✓	1	Cord/Thread (1/64") Fungal Leather Fibre (1 lb.) Supports 0.44 lbs. static load. Length 4551 yds. Various colors		1	1 lb	1	1 lb	LT43
✓	1	Long Coat, Heavy Felt or Leather		250	10 lb	250	10 lb	LT99
✓	1	Clothing, Ordinary, Freeman (Status 0)		120	2 lb	120	2 lb	LT98

✓	Qty	Carried Equipment (67.512 lb; \$1,506.75)	Uses	\$	Weight	Σ \$	Σ Weight	Ref
✓	1	Foot Wrappings		2	0.5 lb	2	0.5 lb	LT98

Modifier	Reaction
-1	to resist Influence skills: Diplomacy, Fast-Talk, Intimidation, Savoir-Faire, Sex Appeal, and Streetwise