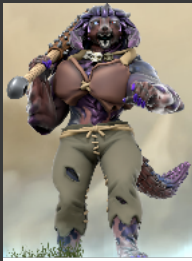


Portrait	Identity		Miscellaneous		307 Points	
	✂ Name	Vares Fah Marr	Created	Aug 19, 2021 at 4:09 PM		6 Unspent
	Title		Modified	Jan 6, 2022 at 11:06 AM		32 Race
	Organization		Player	Jollyfish		131 Attributes
	Description					2 Advantages
✂ Gender	Female	✂ Height	24'	✂ Hair	Purple and Blue tinted Brown Fur	-20 Disadvantages
✂ Age	23	✂ Weight	7,431 lb	✂ Eyes	Blue on Black Scelera	-2 Quirks
✂ Birthday	February 1	Size	+3	✂ Skin	Dark Red, bony plates are visible beneath the fur	158 Skills
Religion		TL	4	✂ Hand	Right	0 Spells

Primary Attributes		Secondary Attributes		Humanoid			Encumbrance, Move & Dodge			
[70] 20 Strength (ST)	[5] 10 Will	[0] 12 Fright Check	[5] 11 Perception (Per)	Roll	Location	DR	Level	Max Load	Move	Dodge
[20] 11 Dexterity (DX)	[0] 11 Vision	[0] 11 Hearing	[0] 13 Taste & Smell	-	Eyes	-9	0 None	80 lb	8	9
[-20] 9 Intelligence (IQ)	[0] 11 Touch	[0] 5.5 Basic Speed	[10] 8 Basic Move	3-4	Skull	-7	1 Light	160 lb	6	8
[10] 11 Health (HT)				5	Face	-5	2 Medium	240 lb	4	7
2d-1 Basic Thrust				6-7	Right Leg	-2	3 Heavy	480 lb	3	6
3d+2 Basic Swing				8	Right Arm	-2	4 X-Heavy	800 lb	1	5

Point Pools			
[0] 11 of 11 FP [Rested]			
[31] 42 of 42 HP [Healthy]			

Humanoid		
12	Left Arm	-2
13-14	Left Leg	-2
15	Hand	-4
16	Foot	-4
17-18	Neck	-5
-	Vitals	-3

Lifting & Moving Things			
80 lb	Basic Lift		
160 lb	One-Handed Lift		
640 lb	Two-Handed Lift		
960 lb	Shove & Knock Over		
1,920 lb	Running Shove & Knock Over		
1,200 lb	Carry On Back		
4,000 lb	Shift Slightly		

Modifier	Reaction	Modifier	Condition
-2	from experienced NPCs	+1	SM for biting attacks only. Those with any level of Born Biter suffer a nose hit on a roll of 1-2 on 1d when struck in the face.
-2	from others if they witness your On the Edge behavior, unless it is someone who values bravery over self-preservation (GM's decision), who will react at +2 instead		
+1	from others in close confines		
+2	from young or naive individuals who believe you are as good as you say you are		

Melee Weapons							Usage	Lvl	Parry	Block	Damage	Reach	ST
Backbreaker							Backbreaker	18	No	No	4d+2 cr	grapple	
32 Eff ST from Trained Wrestling													
Bolted Tree Trunk (Tetsubo)							Mace Swing	7	7U		3d+8 cr	1-4*	20‡
Signature Gear 1000\$, DR 4, HT12, HP20 (Currently using SM+1 weight and ST)													
Damage based on Low-Tech Companion 2 Weapons and Warriors Scaling with SM, Page 21.													
Bolted Tree Trunk (Tetsubo)							Mace Thrust	7	7		2d+2 cr	1-4*	19‡
Signature Gear 1000\$, DR 4, HT12, HP20 (Currently using SM+1 weight and ST)													
Damage based on Low-Tech Companion 2 Weapons and Warriors Scaling with SM, Page 21.													
Bolted Tree Trunk (Tetsubo)							Sword Swing	27	17U		3d+7 cr	1-4	20+
Signature Gear 1000\$, DR 4, HT12, HP20 (Currently using SM+1 weight and ST)													
Damage based on Low-Tech Companion 2 Weapons and Warriors Scaling with SM, Page 21.													
31 Eff ST from Trained Weapon Skill for weapon grapples													
Bolted Tree Trunk (Tetsubo)							Sword Thrust	27	17		2d+2 cr	4	19+
Signature Gear 1000\$, DR 4, HT12, HP20 (Currently using SM+1 weight and ST)													
Damage based on Low-Tech Companion 2 Weapons and Warriors Scaling with SM, Page 21.													
31 Eff ST from Trained Weapon Skill for weapon grapples													
Claws, Sharp (Feet)							Kick	24	No	No	2d+2 cut	C-3	
30 Eff ST from Trained Brawling Grapples													
Claws, Sharp (Feet)							Trample	24	No	No	2d+2 cut	C-3	
30 Eff ST from Trained Brawling Grapples													
Claws, Sharp (Hands)							Slash	24	16	No	2d+1 cut	C-2	
30 Eff ST from Trained Brawling Grapples													
Natural Attacks							Bite	24	No	No	2d+1 cr	C-3	
31 Eff ST from Trained Brawling Grapples													
Natural Attacks							Kick	24	No		2d+2 cr	C-3	
31 Eff ST from Trained Brawling Grapples													
Natural Attacks							Punch	24	16		2d+1 cr	C-2	
31 Eff ST from Trained Brawling Grapples													

Melee Weapons				Usage	Lvl	Parry	Block	Damage	Reach	ST
Natural Attacks				Trample	24	No		2d+2 cr	C-3	
31 Eff ST from Trained Brawling Grapples										
Neck Snap (Bite)				Neck Snap (Bite)	18	No	No	4d+2 cr	grapple	
33 Eff ST from Trained Wrestling										
Teeth, Fangs				Bite	24	No	No	2d+1 imp	C-2	
31 Eff ST from Trained Brawling Grapples										

Advantages & Disadvantages		Pts	
Weapon Master (Two-Handed Sword)		0	B99
One weapon			
20 POINTS +2 per die damage			
Behemothian (Racial)		32	DF3:5
(Giant beast person) Modified combination of cat-folk and Yrth Giant with some fenagling to make it work out point wise.			
Exotics		28	
Limit = 25% of total points, disabled Skills may be bought later			
Night Vision 1		1	B71
Damage Resistance 5		15	B47
Can't wear armor			
Teeth, Fangs		2	B91
Impaling Striker (Horns)		0	B88
8 POINTS			
Crushing Striker (Tail)		0	B88
5 POINTS			
Fur		1	B101
Claws, Sharp (Feet)		5	B43
Claws, Sharp (Hands)		0	B42
Nictitating Membrane 3		3	B71
Long Spines		0	B88
3 POINTS			
Sanitized Metabolism		1	B101
-1 to attempts to track you by scent			
Racial Advantages and Features		28	
Born Biter 1		0	MA:115
+1SM for biting attacks only. Those with any level of this feature suffer a nose hit on a roll of 1-2 on 1d when struck in the face.			
Combat Reflexes		15	B43
Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)			
High Pain Threshold		10	B59
Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture			
Night Vision 2		2	B71
Penetrating Voice		1	B101
Feature: Tail		0	
Natural Attacks		0	B271
Attributes		9	
Acute Taste & Smell 2		4	B35
Increased Perception 1		5	B16
Gigantism		0	B20
Increased Size 2		0	
Racial Disadvantages		-33	
Racial Quirks		-3	
Via the disadvantage rules on the site			

Skills		SL	RSL	Pts	
Combat				148	
Lifting		11	HT+0	2	B205
Throwing		13	DX+2	8	B226
Wrestling		15	DX+4	16	B228
At ST 20-29, training bonus is doubled -MATG:48					
Spinning Strike (Two-Handed Sword)		26	+0	3	MA79
Default: Two-Handed Sword - 2					
a Quick Contest of					
Spinning Attack against your opponent's best melee combat					
skill before you make your attack roll. If you win, you may					
subtract your margin of victory from your victim's defense					
roll against the blow. If you lose, you					
"telegraph" your intentions and your foe may add his margin of					
victory to his					
defense!Next, make an attack roll against					
Spinning Attack. Your					
target may use any active defense,					
adjusted by the modifier					
determined in the Contest. This does add					
to the penalty for					
a feint, Deceptive Attack, etc. – a					
well-executed Spinning					
Attack can increase the defense penalty					
while a bad one can					
cancel it out (or worse). However, if you					
wish to try a					
Deceptive Attack, you must apply the					
penalty for that option					
to both your roll in the Contest and your					
attack roll.					
As a Committed Attack, a Spinning Attack					
does normal					
damage for your punch, kick, or weapon.					
It leaves you at -3					
on all defense rolls and unable to retreat.					
If you struck with a					
hand or a weapon, you can't use it to					
parry. If you kicked, you					
can't dodge at all. These penalties last					
until your next turn.					
Two-Handed Sword		26	DX+15	64	B209
Brawling		24	DX+13	48	B182
At ST 20-29, training bonus is doubled -MATG:48					
Kicking (Brawling)		24	+0	3	B231+
Default: Brawling - 2					
Backbreaker (ST)		18	-2	2	MA82
Default: ST - 3					
Neck Snap (Bite) (ST)		18	-2	2	B232+
Default: ST - 4					
Movement				10	
Acrobatics		10	DX-1	2	B174
Body Sense		9	DX-2	1	B181
Default: Acrobatics - 3					
Climbing		12	DX+1	4	B183
Jumping		11	DX+0	1	B203

Advantages & Disadvantages				Pts		Skills				SL	RSL	Pts	
Lunacy During the full moon, you are extremely emotional and volatile (-2 to all Will and self-control rolls), while on nights of the new moon, you are very passive (you temporarily suffer from the Laziness disadvantage, B142). While the moon is waxing, you are focused and pleasant; while it is waning, you are apathetic and a little touchy.				-1	B143	Swimming				12	HT+1	2	B224
Impulsiveness CR: 12 (Resist Quite Often)				-1	B139								
Stubbornness				-1	B157								
Bad Temper CR: 15 (Resist Almost All The Time)				-5	B124								
Stress Atavism CR: 15 (Resist Almost All The Time); Severe				-10	B156								
Berserk CR: 9 (Resist Fairly Often) Make a self-control roll any time you suffer damage over 1/4 your HP in the space of one second, and whenever you witness equivalent harm to a loved one				-15	B124								
▼ Other Advantages and Perks				2									
Metal Plated Tree Trunk (Signature Gear) 2 For equipment normally bought with money, each point gives goods worth up to 50% of the average campaign starting wealth (but never cash).				2	B85								
▼ Other Disadvantages and Quirks				-22									
▼ Other Quirks				-2									
Broad-Minded				-1	B163								
Responsive				-1	B164								
Constricting Band (Overconfidence) CR: 12 (Resist Quite Often) You must make a self-control roll any time the GM feels you show an unreasonable degree of caution. If you fail, you must go ahead as though you were able to handle the situation!				-5	B148								
On the Edge CR: 12 (Resist Quite Often) Make a self-control roll whenever you face a life-threatening situation: piloting a burning vehicle, staring down an entire street gang while armed only with a toothbrush, etc. If you fail, you may not back down from the challenge – but you may roll again after every success roll or reaction roll relating to the situation. In combat, make a self-control roll every time you take your turn. If you fail, you must make an All-Out attack or engage in some other kind of near-insane, suicidal behavior.				-15	B146								
		Carried Equipment (22.5 lb; \$1,237.5)				Uses	\$						
	1	Bolted Tree Trunk (Tetsubo) SM +1; Fitted Grip (Negates 1 point of skill penalty from SM difference.); Balanced Signature Gear 1000\$, DR 4, HT12, HP20 (Currently using SM+1 weight and ST)					1,237.5	22.5 lb	1,237.5	22.5 lb			MA230+

Behemothians are an exceptionally large species of beast-man, they live in deep wild jungles where giant animals roam and they are able to hunt freely. They have a bony tail, large fangs, sharp claws, and occasionally have horns though some take a while to grow them, they also have bony plates hidden under their fur which provides additional protection against other predators and more resistant prey. They are not used to civilization or dealing with people often as their kind normally only gather in pairs unless raising young. They are very territorial, despite this they rarely actually kill one another, mostly they just fight until one of the sides is exhausted and flees. When they do kill another, they wear the skulls of the fallen as a way to ward off future invaders.

She was captured during a hunt and forced to fight in the arenas for sport at the hands of her mysterious "patron", her true strength limited somewhat by a special magic band placed upon her which also constricts, causing pain if she refuses to fight or tries to escape. Despite her natural strength, the fact that her "patron" captured her once is proof that a brute force approach to freedom may not be a valid option. She killed 3 of her captors initially, which resulted in a 3 skull necklace, but ultimately a combination of magic and trickery took her down before she could rout them. Her "patron" allowed it to stay as it added to the overall spectacle of a giant violent behemoth. She uses the necklace to hide her limiting band out of shame and agitation.

Unused to the crowd and agitated by her situation, she occasionally loses herself and fights like a giant wild predator, a sight which often ends up drawing yet more crowds unfortunately. When not fighting she gets adequate food and shelter, but it's all very bothersome compared to the open freedom of her homeland. She ends up sparing gladiators on occasion due to her kinds' natural instincts, this does not tend to go over well, sometimes resulting in her limiting band tightening if she avoids it for too long. In spite of her wild nature, she does her best to not make more enemies than is necessary, though friends are few and far between for her monstrous kind, especially in an arena. Really she'd just like to return home but until that becomes possible, she will just focus on surviving.

She focuses on leveraging her size against her opponents. If she ever loses herself to her wild nature then she becomes a whirlwind of teeth, claws, and thrashing. Her primary weapon aside from her natural ones is a tree trunk, uprooted, shaved down to the wood, and with metal spikes and plating rammed onto it. It's a crude attempt at giant weaponry but it does the job well enough. If it is ever lost or destroyed, she can easily have another made (she does the woodcutting with ease, and a few good nails and bolts from a blacksmith fixes the rest). Its massive weight makes her already deadly attacks even more earthshaking.

Note to self: Buy another weapon until ST is high enough to use SM+3 Tetsubo (46ST needed)