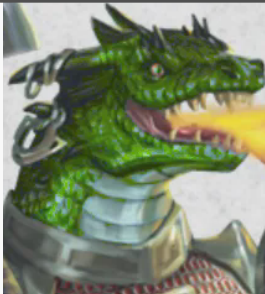


PORTRAIT		IDENTITY				MISCELLANEOUS				256 POINTS				
		NAME	Dresey Keso			CREATED	Jun 18, 2026, 12:53 PM			1 UNSPENT				
		TITLE	Dragon-Blooded Knight			MODIFIED	Sep 4, 2026, 5:04 PM			5 ANCESTRY				
		ORGANIZATION				PLAYER	Captain Joy			150 ATTRIBUTES				
	DESCRIPTION									77 ADVANTAGES				
		GENDER	Male			HEIGHT	6'10"			HAIR	n/a			
	AGE	20			WEIGHT	235 lb			EYES	Brown				
	BIRTHDAY	December 6			SIZE	+0			SKIN	Green				
	RELIGION				TL	4			HAND	Right				
											-27 DISADVANTAGES			
											-5 QUIRKS			
											55 SKILLS			
											0 SPELLS			
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE						
[50]	15	STRENGTH (ST)	[5]	11	WILL	ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE	
[80]	14	DEXTERITY (DX)	[0]	13	FRIGHT CHECK		EYES	-9	5	0	NONE	45 lb	6	10
[0]	10	INTELLIGENCE (IQ)	[0]	10	PERCEPTION (PER)	3-4	SKULL	-7	7	1	LIGHT	90 lb	4	9
[30]	13	HEALTH (HT)	[0]	10	VISION	5	FACE	-5	5		2 MEDIUM	135 lb	3	8
			[0]	6	HEARING	6-7	RIGHT LEG	-2	5	3	HEAVY	270 lb	2	7
			[0]	10	TASTE & SMELL	8	RIGHT ARM	-2	5	4	X-HEAVY	450 lb	1	6
BASIC DAMAGE		[0]	10	TOUCH	9-10	TORSO	+0	5		LIFTING & MOVING THINGS				
1d+1 BASIC THRUST		[-15]	6	BASIC SPEED	11	GROIN	-3	5		45 lb BASIC LIFT				
2d+1 BASIC SWING		[0]	6	BASIC MOVE	12	LEFT ARM	-2	5		90 lb ONE-HANDED LIFT				
					13-14	LEFT LEG	-2	5		360 lb TWO-HANDED LIFT				
					15	HAND	-4	5		540 lb SHOVE & KNOCK OVER				
					16	FOOT	-4	5		1,080 lb RUNNING SHOVE & KNOCK OVER				
					17-18	NECK	-5	5		675 lb CARRY ON BACK				
						VITALS	-3	5		2,250 lb SHIFT SLIGHTLY				
± REACTION														
-2 from others because nobody likes a bully.														
± CONDITION														
-3 Brawling parries against non-thrust weapon attacks														
+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														
-3 Sumo Wrestling parries against non-thrust weapon attacks														
+3 to Dodge, Parry & Block against attacks from the front or shield side														
+1 to initiative rolls for your side (+2 if you are the leader)														
+3 to resist torture														
RANGED WEAPON				USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST	
Dragon's Breath				Breath	15	0	1d+1 burn	7	1		-2			
costs 2 FP per attack														
Hatchet				Thrown	9	1	2d+1 cut	22/37	1	T	-2		8	
Mace				Thrown	10	1	3d cr	7/15	1	T	-4		12	
Spear				Thrown	15	2	2d imp	15/22	1	T	-6		9	
MELEE WEAPON				USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST				
Hatchet				Swung	16	12	No	2d+1 cut	1	8				
Large Shield				Shield Bash	16	No	12	1d+1 cr	1					
Mace				Swung	17	12U	No	3d cr	1	12				
Morningstar				Swung	13	10U	No	3d cr	1	12				
Natural Attacks				Punch	15	11	No	1d cr	C					
w Light Cloth Gloves														
Sharp Claws				Kick	13	No	No	1d+1 cut	C,1					
Sharp Claws				Slash	15	11	No	1d cut	C					
Spear				Thrust	17	12	No	1d+3 imp	1*	9				
Spear				Thrust	17	12	No	2d imp	1-2*	9+				
Teeth, Sharp				Bite	15	No	No	1d cut	C					
Trademark Move				Skull Hammer	11	12U	No	3d cr	1	12				
Skull Hammer: Mace swung at Skull is 11(12) to hit = 17(skill) - 7(skull)														
+1(Trademark Move)														

TRAIT		PTS				
Natural Attacks	with Light Cloth Gloves	0	<u>B271</u>	—		
✔ Dragon-Blooded Ancestry		5	<u>NF13</u>	—		
Dragon's Breath	Spend 2 FP to breathe a 1-yard wide cone of flame	12	<u>NF13</u>	—		
Elemental Resistance 2	may purchase up to 4 levels total	8	<u>NF13</u>	—		
Nictitating Membrane 1	+1 to HT rolls concerning the eyes.	1	<u>NF13</u>	—		
Sharp Claws		5	<u>DFA43</u>	—		
Teeth, Sharp		1	<u>DFA43</u>	—		
Tough Skin 1		3	<u>DFA16</u>	—		
Greed (CR12)	Self-Control Roll (CR): 12 or less (Resist quite often)	-15	<u>DFA60</u>	—		
Restricted Diet	Meat: doubles the cost of rations and imposes a -4 penalty on any rolls for Foraging (Exploits, p.18) using skills other than Fishing.	-10	<u>NF13</u>	—		
Feature: Green scales.		0		—		
✔ Knight		50	<u>DFA27</u>	—		
✔ Class Advantages	75 total, not 35+60 points because Dragon-Blooded costs 20 points	77		—		
Armor Mastery		5	<u>DFA28</u>	—		
Born War Leader 2		10	<u>DFA47</u>	—		
Combat Reflexes	Never freeze	15	<u>DFA48</u>	—		
High Pain Threshold	Never suffer shock penalties when injured	10	<u>DFA50</u>	—		
Luck, Extraordinary	Usable once per 30 minutes of play	30	<u>DFA51</u>	—		
Rallying Cry		5	<u>DFA28</u>	—		
Shield-Wall Training	You can sacrifice your block defense to try to block an attack on an associate standing beside you.	1	<u>DFA29</u>	!		
Trademark Move	Skull Hammer: Mace swung at Skull is 11(12) to hit = 17(skill) - 7(skull) +1(Trademark Move)	1	<u>DFA53</u>	!		
✔ Class Disadvantages		-27		—		
Bad Temper (CR15)	Self-Control Roll (CR): 15 or less (Resist almost all the time)	-5	<u>DFA57</u>	—		
Bloodlust (CR12)	Self-Control Roll (CR): 12 or less (Resist quite often)	-10	<u>DFA57</u>	—		
Bully (CR15)	Self-Control Roll (CR): 15 or less (Resist almost all the time)	-5	<u>DFA57</u>	—		
Overconfidence (CR15)	Self-Control Roll (CR): 15 or less (Resist almost all the time)	-2	<u>DFA64</u>	—		
Sense of Duty	Adventuring Companions	-5	<u>DFA65</u>			
Habit (Bounces Shoulders)		-1	<u>DFA68</u>			
Habit (Rubs Hands/Adjusts Gloves)		-1	<u>DFA68</u>			
Speech Mannerism ("Get after it.")		-1	<u>DFA68</u>	!		
Speech Mannerism (High Talker)		-1	<u>DFA68</u>	!		
Like ("Bar" Fights)		-1	<u>DFA68</u>	!		
SKILL / TECHNIQUE		SL	RSL	PTS		
Innate Attack (Breath)		15	DX+1	2	<u>DFA79</u>	—
✔ Knight				53		—
Armory (Body Armor)		11	IQ+1	4	<u>DFA73</u>	—
Axe/Mace		17	DX+3	12	<u>DFA81</u>	—
Brawling		15	DX+1	2	<u>DFA93</u>	—
Climbing	Includes modifiers from: Encumbrance [-2]	11	DX-1	1	<u>DFA74</u>	—
Connoisseur (Weapons)	Includes modifiers from: Born War Leader 2 [+2 (+1 per level)]	12	IQ+2	2	<u>DFA74</u>	—

SKILL / TECHNIQUE			SL	RSL	PTS					
✓		Fast-Draw (Potion)	15	DX+1	1	DFA76	—			
		Includes modifiers from: Combat Reflexes [+1]								
		First Aid	10	IQ	1	DFA76	—			
		Flail	13	DX-1	0	DFA81				
		Default: Axe/Mace-4								
		Forced Entry	14	DX	1	DFA77	—			
		Hiking	12	HT-1	1	DFA78	—			
		Knife	14	DX	1	DFA81	—			
		Leadership	12	IQ+2	2	DFA80	—			
		Includes modifiers from: Born War Leader 2 [+2 (+1 per level)]								
		Shield (Shield)	16	DX+2	4	DFA88	—			
		Spear	17	DX+3	12	DFA81	—			
		Stealth	11	DX-1	1	DFA89	—			
		Includes modifiers from: Encumbrance [-2]								
		Strategy	11	IQ+1	2	DFA90	—			
		Includes modifiers from: Born War Leader 2 [+2 (+1 per level)]								
		Sumo Wrestling	14	DX	2	DFA92	—			
		Tactics	11	IQ+1	2	DFA91	—			
		Includes modifiers from: Born War Leader 2 [+2 (+1 per level)]								
		Thrown Weapon (Spear)	15	DX+1	2	DFA91	—			
✓	#	CARRIED EQUIPMENT (126.07 LB; \$3,520)	TL	LC						
✓	1	Spear			40	4 lb	40	4 lb	DFA102	
✓	1	Large Shield			90	25 lb	90	25 lb	DFA107	!
✓	1	Silver Ring with a Moon Stone Magic: Dark Vision (5 fp for 1 m) worn on left pinky finger			0	0 lb	0	0 lb	DFS46	—
✓	1	☑ Belt stout enough to bear a scabbard on each hip plus a hafted weapon stuck through it.			15	0.5 lb	65	5.5 lb	DFA111	!
✓	1	Mace			50	5 lb	50	5 lb	DFA98	!
✓	1	☑ Basic Delver Package			0	0 lb	203	13.27 lb	PY106:11	—
✓	1	Hatchet Tool grade; Useful for Forced Entry			15	2 lb	15	2 lb	DFA112	
	1	Light Cloth Gloves that cover my claws. Don/remove 1s each glove (E32).			5	0.6 lb	5	0.6 lb	DFA108	!
✓	1	☑ Pouch Holds 3 lbs.			10	0.2 lb	173	0.42 lb	DFA111	—
✓	0	Gold Coin			400	0.02 lb	0	0 lb	DFX73	
✓	8	Silver Coin			20	0.02 lb	160	0.16 lb	DFX73	
✓	3	Copper Coin			1	0.02 lb	3	0.06 lb	DFX73	
✓	1	☑ Wineskin Holds 1 gallon of liquid			10	0.25 lb	10	8.25 lb	DFA111	—
✓	4	Water 1 Quart			0	2 lb	0	8 lb	DFA111	—
✓	1	Clothing Starting clothes (free)			0	2 lb	0	2 lb	DFA110	—
✓	1	☑ Potion Belt Has 4 slots, each of which can carry one "grenade" bottle or two potion vials; Padding gives the containers +2 DR vs deliberate attacks; Use Ready or Fast-Draw to pull one from a slot			60	1 lb	770	3 lb	DFA112	
✓	1	Healing Potion, Major Heals 2d HP			350	0.5 lb	350	0.5 lb	DFA116	
✓	3	Healing Potion, Minor Heals 1d HP. Ready to open; ready to drink.			120	0.5 lb	360	1.5 lb	DFA116	!
✓	1	☑ Light Segmented Plate Suit			0	0 lb	1,860	49.6 lb	DFA109	
✓	1	Light Segmented Plate Body Armor			630	16.8 lb	630	16.8 lb	DFA109	!
✓	1	Light Segmented Plate Boots Don/remove 3s per boot (E32)			210	5.6 lb	210	5.6 lb	DFA109	!

✓	#	CARRIED EQUIPMENT (126.07 LB; \$3,520)	TL	LC								
✓	1	Light Segmented Plate Gloves no +1 punch damage because claws are exposed (A43). Don/remove 1s each glove (E32).			60	1.6 lb	60	1.6 lb	<u>DFA109</u>	!		
✓	1	Light Segmented Plate Helmet Full Face Coverage (Can't see your side hexes, even if you have Peripheral Vision) Don/remove 3s (E32)			210	5.6 lb	210	5.6 lb	<u>DFA109</u>	!		
✓	1	Light Segmented Plate Leggings			450	12 lb	450	12 lb	<u>DFA109</u>			
✓	1	Light Segmented Plate Sleeves			300	8 lb	300	8 lb	<u>DFA109</u>			
✓	1	☑ Quick-Release Backpack Holds 40 lbs. Dropping is a Free Action; When dropped, fragile items inside must check for breakage (1 on 1d if not specified)			300	3 lb	492	25.7 lb	<u>DFA112</u>	!		
✓	1	Morningstar (rusty from Whark) Attempts to parry flails and kusaris are at -4; knives and fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. (A103)			80	6 lb	80	6 lb	<u>DFA99</u>	!		
✓	1	☑ Sack Holds 40 lbs. DR 1, HP 5; Requires two hands or a pole			30	3 lb	30	3 lb	<u>DFA111</u>	!		
✓	1	☑ Pouch Holds 3 lbs.			10	0.2 lb	30	3.2 lb	<u>DFA111</u>	—		
✓	1	Bandages 0 of 6 uses left; Basic equipment for First Aid			10	1 lb	10	1 lb	<u>DFA111</u>	—		
✓	1	Personal Basics Basic equipment for camping; -2 to Survival rolls without it			5	1 lb	5	1 lb	<u>DFA111</u>	—		
✓	1	Whetstone			5	1 lb	5	1 lb	<u>DFA111</u>	—		
✓	1	Rations (meat only) One meal (x2 cost)			4	0.5 lb	4	0.5 lb	<u>DFA111</u> , <u>NF13</u>	—		
✓	1	Rope, 3/4" 10 yards; Supports 1,100 lb			25	5 lb	25	5 lb	<u>DFA111</u>	—		
✓	1	Blanket			20	4 lb	20	4 lb	<u>DFA111</u>	—		
✓	1	Torch Eliminates darkness penalties in a 2 yard radius; Requires a hand; Burns for 1 hour			3	1 lb	3	1 lb	<u>DFA111</u>	—		
#	OTHER EQUIPMENT (0.25 LB; \$15)				TL	LC						
1	Small Belt Knife given to Niffeya						15	0.25 lb	15	0.25 lb	<u>PY106:11</u>	—
NOTE												
Dresey Keso left his small hamlet of Leatherkin at the age of 20 in order to relieve monsters of their gold. No one from his home town will miss him.												—
SPELL								SL	RSL	Pts		
Dark Vision Provided by magic ring (5 fp for 1m, no ritual needed) Ritual: need both hands and feet free and must speak; Time: Doubled Class: Regular; Cast: 5; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Light & Darkness Unsatisfied prerequisite(s)								-	-	0	<u>DFS46</u>	!