



Name Chag Yuk, Nature God

Player

Point Total 300

Ht 6'2"

Wt 200 lbs.

Size Modifier 0 Age

Unspent Points 0

Notes Manifests as an unnerving blend of alligator, bat, swamp dragon, and human.

ST	10	[0]	HP	10	[0]
DX	11	[20]	Will	9	[0]
IQ	9	[-20]	Per	11	[10]
HT	11	[10]	FP	11	[0]

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
BASIC SPEED 5 [-10] BASIC MOVE 6 [5]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 6	Dodge 8
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 4

ADVANTAGES AND PERKS

Animal Empathy	[5]
Burning Attack (Flame Jet) 3	[15]
Claws (Sharp Claws)	[5]
Congregation (Up to 50)	[12]
Damage Resistance 4	[20]
Doesn't Breathe	[20]
Doesn't Eat or Drink	[10]
Flight (Winged, Can Hover)	[30]
Insubstantiality (Can Carry Objects (Light Encumbrance))	[96]
Invisibility (Can Carry Objects (Light Encumbrance); Only While Insubstantial; Substantial Only)	[40]
Legal Immunity (Answerable only to other gods) (Very few rules)	[15]
Mind Shield 1	[4]
Pressure-Proof	[15]
Resistant (Disease) (Occasional) (Immunity)	[10]
Resistant (Poison) (Common) (Immunity)	[15]
Speak With Animals (Swamp Animals) (One Class)	[13]
Teeth (Sharp Teeth)	[1]
Temperature Tolerance (Cold) 3	[6]
Temperature Tolerance (Heat) 3	[6]
Tenure (You can't sack me, I'm your god)	[5]
Ultrahearing	[5]
Longevity	[1]
Name Hearing	[1]
Penetrating Voice	[1]
Recognised Divinity	[1]
Scales	[1]

DISADVANTAGES AND QUIRKS

Appearance (Ugly)	[-8]
Disturbing Voice	[-10]
Faith Maintenance (21-50 Believers)	[-30]
Low TL -1	[-5]
Phobia (Claustrophobia: Enclosed Spaces) (15 or less)	[-7]
Pyromania (12 or less)	[-5]
Semi-Upright	[-5]
Supernatural Feature (Blatantly Unnatural: Semi-upright alligator with intermittently flaming breath and sometimes wings.)	[-10]
Blunt and Tactless	[-1]
Distractible	[-1]
Tends to start flying when annoyed	[-1]

MP			Magery:	[]
			Staff:	[]

Languages	Spoken	Written
Quirmian (Native Language)	(Native)	(Native) [0]

DR	TL: 3	[0]
0+4	Cultural Familiarities	
	Sto Plains/Uberwald (Native)	[0]

PARRY	Reaction Modifiers
8	Appearance: -2/-2
	<i>Unappealing Includes: -2 from 'Appearance'</i>
	<i>Appealing Includes: -2 from 'Appearance'</i>
DX	Status: +0
BLOCK	Other: +0
6	Conditional: -2 from 'Disturbing Voice' when talking to people, -2 from 'Supernatural Feature (Blatantly Unnatural: Semi-upright alligator with intermittently flaming breath and sometimes wings.)' when noticed
DX	

Name	Level	Relative Level
Area Knowledge (The Swamplands)	11	IQ+2 [4]
Innate Attack (Breath)	12	DX+1 [2]
Intimidation	8	Will-1 [1]
Conditional: +1 from 'Penetrating Voice' when surprising someone by yelling or roaring		
Naturalist	9	IQ+0 [4]
Stealth	11	DX+0 [2]
Conditional: +9 from 'Invisibility' when being seen would matter		
Survival (Swampland)	11	Per+0 [2]

