

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]

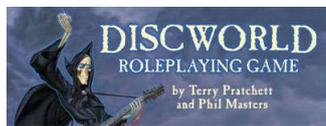
MP	CURRENT	Magery: []
		Staff: []

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	

SKILLS		
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]



Chag Yuk, Nature God

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-3 cut	C	11 (No)			
	Kick	1d-2 cut	C,1	9 (No)			
	Punch	1d-3 cut	C	11 (8)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
	Burning Attack (Flame Jet)	(3)d bu		5 / 10				12						

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[15]
Advantages/Perks/TL/Languages/Cultural Familiarity	[353]
Disadvantages/Quirks	[-83]
Skills/Standardised Spells	[15]
Other	[]