## Kue

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GENERAL	INFO			ATTRIBUTES						COMBAT STATISTICS						
Name:										Physical Defense Value				8		
Owner:			Phy	sical		Value Step & Dice			•	Spell Defense Value				7		
Race: Astral Mount				Dexterity.			6 d10			Social Defense Value				6		
Sex:				Strength						Normal/Mystical Armor				4 / 1		
Age:			7	Toughness			6 d10			Movement Combat/Normal				40y / 80y		
Height: 2 feet tall at the shoulder										Flying Combat /Normal						
Weight:				Mental						Max. Carry/Max. Lift						
Length: 3-4 feet long				Perception			5 d8									
Wingspan:				Willpower			5 d8			Knockdown				5		
Hair:				Charisma			4 d6							- :		
Eyes:										Initiative Step & Dice				7 d12		
				Karma						n D						
Current: Maximum:			ım:	Cost:						Karma Dice:						
EQUIPMENT & LOOT	Weigh			Dα	nk Base	Sto	p & Dice	SKILL	_S			Rank	Rasa	Step &	Dica	
	weigh			Ka	lik base	Sie	p & Dice					Kalik	Dase	Step &	Dice	
						-										
								-								
							ATTAC									
									Base	Dama		Ran	ge	Weight		
2x Normal Att			Attack	tack			7 d12			7	d12 -					
												-	-			
Armor							<u> </u>					-				
ARMOR																
RACIAL	ARII ITIE	ES & NOTES					Langu	IAGES		<u> </u>				RENCY		
cross between lizard and cat, reptilian body, nigh				on		Spoken			Read		Copt	Copper		Water		
horns on their head and tail										Silve				Air		
										Go		ld		Fire		
ideal mounts for windling Cavalrymen and War											th	Orichalcum		n		
					S	PELLS										
			Threads	Weaving	Casting	5	Range		D	uration	T		Eff	ect		
				/												
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				/				-+								
LEGEND POINTS			DAMAGE			Wounds			U	UNCONCIOUS RATING			RECOVERY TESTS			
Current:										28				3		
			LOOD MA	OOD MAGIC			OUND THRESHHOLD			DEATH RATING			Rı	RECOVERY DICE		
Legendary Status:					10				36			6 / d10				