



Name: Khamuz  
 Race: Khajiit  
 Appearance: Female Senche-Raht (massive quadruped)

Player:  
 Ht: 14' Wt: 120st Age: 190 mo Spent: 159  
 Unspent: -9

### CHARACTER SHEET

ST 39 [ 87]	HP 41 [ 3]	Basic Speed 5.5 <sup>†</sup> [ -20]
DX 12* [ 0]	Will 10 [ 15]	Basic Move 10 <sup>‡</sup> [ 15]
IQ 7 [ -60]	Per 9 [ 10]	BL 304 lb (ST×ST)/5
HT 12 [ 20]	FP 12 [ 0]	Thr 4d+1 Sw 7d-1
TL 3 [ 0]		SM +3
* Includes: +2 from 'DX Bonus from Khajiit'		† Includes: +0.5 from 'Basic Speed Bonus from Birthsign: The Steed'
		‡ Includes: +2 from 'Basic Move Bonus from Birthsign: The Steed'

Vision 9	Taste/Smell 9	Death Check 12
Hearing 9	Fright Check 12*	Broad Jump 5.67 yd
Touch 9	Consciousness 12	High Jump 1.39 yd
* Includes: +2 from 'Combat Reflexes'		

HP 13, 0, -41, -82, -123, -164, -205 FP 3, 0, -12

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	304 lb	608 lb	912 lb	1824 lb	1.52 tn
Ground	10 yd	8 yd	6 yd	4 yd	2 yd
Water	2 yd	1 yd	1 yd	1 yd	1 yd
Jump	10 yd	8 yd	6 yd	4 yd	2 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	DR
10*	10*	8*	9*	0+4 <sup>†</sup>
DX	DX	DX	None	Torso
* Includes: +1 from 'Combat Reflexes'		† Includes: +4 from 'Damage Resistance'		

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	
* Conditional: +2 from 'Catburglary'	

TEMPLATES AND META-TRAITS	
Name	Pts
Birthsign: The Steed	[ 20]
Basic Move Bonus from Birthsign: The Steed	[ 10]
Basic Speed Bonus from Birthsign: The Steed	[ 10]
Quadruped	[ -35]
Extra Legs (4 Legs)	[ 5]
Horizontal	[ -10]
No Fine Manipulators	[ -30]
Race: Khajiit	[ 86]
Catburglary 2	[ 10]
DX Bonus from Khajiit	[ 40]
Claws (Sharp Claws)	[ 5]
Flexibility	[ 5]
Night Vision 9	[ 9]
Perfect Balance	[ 15]
Teeth (Sharp Teeth)	[ 1]
Fur	[ 1]

ADVANTAGES	
Name	Pts
Basic Move Bonus from Birthsign: The Steed	[ 10]
Basic Speed Bonus from Birthsign: The Steed	[ 10]
Catburglary 2	[ 10]
Claws (Sharp Claws)	[ 5]
Combat Reflexes	[ 15]
Damage Resistance 4	[ 20]
DX Bonus from Khajiit	[ 40]
Flexibility	[ 5]
Night Vision 9	[ 9]
Perfect Balance	[ 15]
Teeth (Sharp Teeth)	[ 1]
Terror (Battle-roar; Will-0)	[ 30]

PERKS	
Name	Pts
Fur	[ 1]

DISADVANTAGES	
Name	Pts
Cannot Speak	[ -15]
Charitable (12 or less)	[ -15]
Colorblindness	[ -10]
Hidebound	[ -5]
Incurious (12 or less)	[ -5]
Pacifism (Cannot Kill)	[ -15]
Slow Eater	[ -10]

SKILLS			
Name	Level	Relative	Pts
Brawling	16	DX+4	[ 12]
Parry: 12			
Intimidation	14	Will+4	[ 16]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[ 70]
Advantages, Perks		[ 171]
Disadvantages, Quirks		[ -110]
Skills, Techniques		[ 28]
<b>Total Points Spent:</b>		<b>159</b>
<b>Unspent Points:</b>		<b>-9</b>

### DESCRIPTION

The Senche-Raht, born under a full Masser with a waxing Secunda, are the largest of the Khajiit. Walking on four legs, they prefer the plains or the edge of the jungles. They can't speak, though they can understand the speech of other Khajiit, and their battle-roar can terrify their enemies.

Khamuz, as she was called by her mother, quickly outgrew her home and left to live among the plains. A kind and helpful Khajiit, she would offer her services to any tribe passing through, for example to carry them on her back, or to clear trees for their settlement.

Lately she has joined up with a new group. One of them, Shabhira, seems to be able to understand her thoughts. Khamuz is also very fond of Ma'Dato, a cat smaller than Khamuz's paw.

The group have been fighting an infestation of furless animals, vicious creatures from a different part of the world. They say that the Khajiit can only be safe when they have killed all of them. Khamuz doesn't understand why, but respects her friends and will do anything to help them and drive away the dangerous animals.

Khamuz is reaching her middle months. She has mottled orange and black fur. She can carry three or four Khajiit on her back with ease, as long as they hold on to her fur.

Name	MELEE ATTACKS		Damage	Reach	ST	LC	Notes
	Skill	Parry					
Brawling: Punch	16	12	4d+4 cut	C,1-2	-	-	
Brawling: Bite	16	-	4d+4 cut	C,1-2	-	-	
Brawling: Kick	14	-	4d+1 cut	C,1-3	-	-	