

PORTRAIT		IDENTITY				MISCELLANEOUS				160 POINTS	
		NAME Doppel				CREATED Aug 4, 2024, 12:53 AM				8 UNSPENT	
		TITLE				MODIFIED Jan 19, 2025, 5:05 AM				48 ANCESTRY	
		ORGANIZATION				PLAYER Joel				25 ATTRIBUTES	
	DESCRIPTION										76 ADVANTAGES
		GENDER Female		HEIGHT 1.6 m		HAIR		-30 DISADVANTAGES			
		AGE 20		WEIGHT 65 kg		EYES		0 QUIRKS			
		BIRTHDAY June 19		SIZE +0		SKIN		33 SKILLS			
		RELIGION		TL (5+1)		HAND Right		0 SPELLS			
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE			
[0] 9 STRENGTH (ST)		[0] 11 WILL		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE
[0] 10 DEXTERITY (DX)		9 KEUM			EYES	-9	0	0 NONE	8 kg	5	8
[20] 11 INTELLIGENCE (IQ)		Senses		3-4	SKULL	-7	0	1 LIGHT	16 kg	4	7
[0] 10 HEALTH (HT)		[5] 12 PERCEPTION (PER)		5	FACE	-5	0	2 MEDIUM	24 kg	3	6
BASIC DAMAGE		[0] 12 VISION		6-7	RIGHT LEG	-2	0	3 HEAVY	48 kg	2	5
1d-2 BASIC THRUST		[0] 12 HEARING		8	RIGHT ARM	-2	0	4 X-HEAVY	80 kg	1	4
1d-1 BASIC SWING		[0] 12 TASTE & SMELL		9-10	TORSO	+0	0	LIFTING & MOVING THINGS			
		[0] 12 TOUCH		11	GROIN	-3	0	8 kg BASIC LIFT			
		Movement		12	LEFT ARM	-2	0	16 kg ONE-HANDED LIFT			
		[0] 5 BASIC SPEED		13-14	LEFT LEG	-2	0	64 kg TWO-HANDED LIFT			
		[0] 5 BASIC MOVE		15	HAND	-4	0	96 kg SHOVE & KNOCK OVER			
POINT POOLS				16	FOOT	-4	0	192 kg RUNNING SHOVE & KNOCK OVER			
[0] 10 OF 10 FP [RESTED]				17-18	NECK	-5	0	120 kg CARRY ON BACK			
[0] 9 OF 9 HP [HEALTHY]					VITALS	-3	0	400 kg SHIFT SLIGHTLY			
± REACTION		± CONDITION									
+1	From any person who values a rogue-ish skill set and notices it.	-1	to IQ-based skills when alone								
-1	from others except those of your own kind	+1	to trained Acting skill for the sole purpose of "acting innocent"								
+6	from those attracted to members of your sex, +2 from everyone else. Exception: Members of the same sex with reason to dislike you (more than -4 in reaction penalties regardless of bonuses) resent your good looks and react at -2 instead.										
+2	to others										
MELEE WEAPON				USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST	
Natural Attacks				Bite	10	No	No	1d-3 cr	C		
Natural Attacks				Kick	8	No	No	1d-2 cr	C,1		
Natural Attacks				Punch	10	8	No	1d-3 cr	C		
Natural Attacks				Slam	10	No	No	1d-4 cr	C		
Small Knife				Swung	6	5	No	1d-4 cut	C,1	5	
Small Knife				Thrust	6	5	No	1d-3 imp	C	5	
RANGED WEAPON		USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Auto Pistol, 9mm (Silenced)			11	2	2d pi	150/1,850	3	8+1(3)	-2	2	9
Small Knife		Thrown	6	0	1d-3 imp	4/9	1	T	-1		5
TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL	PTS			
Advantages		76		Acrobatics		10	DX	4		B174+	
Appearance		16 B21		Acting		13	IQ+2	4		B174	
Very Beautiful				Brawling		10	DX	1		B182+	
Flight		8 B56+		Camouflage		12	IQ+1	2		B183	
Gliding; Slow (Basic Speed);				Diplomacy		9	IQ-2	1		B187	
Encumbrance-Limited (Medium encumbrance)				Disguise (Nu'karn)		13	IQ+2	4		B187	
(Can only glide at best when overburdened)				Default: Makeup-3							
Air Move is Basic Speed x 2 (drop all fractions)				Guns (Pistol)		11	DX+1	2		B198	
Honest Face		1 B101		Makeup		11	IQ	1		B206	
Levitation		1		Mimicry (Speech)		11	IQ	4		B210	
0.2m				Default: Acting-6							
Morph 0		30 B84		Observation		12	Per	1		B211	
Cosmetic; Preparation Required (1 minute,				Performance		10	IQ-1	2		B228	
Weakened without preparation); Requires (IQ)				(Ventriloquism)							
Roll				Sex Appeal		10	HT	2		B219	
Night Vision 10		10 B71+									

TRAIT			PTS	
Talent (Spy) 1			10	<u>PU3:16</u>
☑ Culture			0	
Cultural Familiarity (Te'karn) 📖			0	<u>B23</u>
Language: Ama'kon 📖			0	<u>B24</u>
Native; Spoken (Native); Written (Native)				
☑ Disadvantages			-30	
Chummy			-5	<u>B126</u>
Odious Personal Habit 📖			-10	<u>B22</u>
-2 Reaction Bromas constantes				
Trickster 📖			-15	<u>B159</u>
CR: 12 (Resist quite often) Make a self-control roll each day. If you fail, you must try to trick a dangerous subject: a skilled warrior, a dangerous monster, a whole group of reasonably competent opponents, etc. If you resist, you get a cumulative -1 per day to your self-control roll until you finally fail a roll!				
Natural Attacks			0	<u>B271</u>
☑ Nu'Karn Ancestry			48	
☑ Advantages			75	
Doesn't Breathe			20	<u>B49</u>
Injury Tolerance 📖			45	<u>B60+</u>
Homogenous (Altered wound modifiers: imp & pi++ are x1/2, pi+ is x1/3, pi is x1/5, pi- is x1/10); No Blood (Do not bleed, unaffected by blood-borne toxins, immune to attacks that rely on cutting off blood to part of your body)				
Keumic Affinity 1			10	
☑ Attributes			-10	
☑ Disadvantages			-17	
No Skull DR			-2	<u>TT2:29</u>
Restricted Diet (Materia viva) 📖			-10	<u>B151</u>
Very Common				
Social Stigma (Second-Class Citizen) 📖			-5	<u>B155</u>
You belong to a group that receives fewer rights and privileges than "full citizens."				
☑ Features			0	
Early Maturation 1			0	<u>TT2:12</u>
Sterile			0	<u>TT2:12</u>

SKILL / TECHNIQUE		SL	RSL	PTS	
Stealth		12	DX+2	4	<u>B222</u>
Tracking		12	Per	1	<u>B226</u>
☑ Defaults				0	
Escape		5	DX-5	0	<u>B192</u>
Fast-Talk 📖		8	IQ-3	0	<u>B195</u>
Default: Acting-5					
Filch		5	DX-5	0	<u>B195</u>
Holdout		7	IQ-4	0	<u>B200</u>
Intimidation 📖		9	Will-2	0	<u>B202</u>
Default: Acting-3					
Pickpocket		4	DX-6	0	<u>B213</u>

✓	#	CARRIED EQUIPMENT (1.95 kg; \$780)	USES	TL	LC						
✓	1	☑ Pistol			4	0	0 kg	750	1.7 kg		
✓	1	Auto Pistol, 9mm (Silenced)		6	3	350	1.2 kg	350	1.2 kg	<u>B278</u>	
✓	1	Silencer, Pistol or SMG 📖		6		400	0.5 kg	400	0.5 kg	<u>B289</u>	
✓	1	Small Knife		0		30	0.25 kg	30	0.25 kg	<u>B272</u>	
#	OTHER EQUIPMENT (2 kg; \$65)		USES	TL	LC						
1	☑ Backpack, Small 📖			5		60	1.5 kg	65	2 kg	<u>HT54</u>	
1	Personal Basics 📖			0		5	0.5 kg	5	0.5 kg	<u>B288</u>	
		Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.									