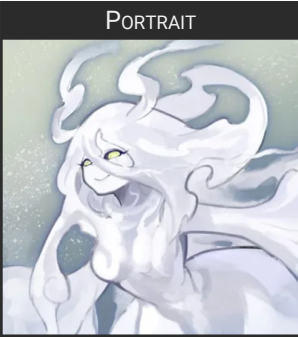











<div>Portrait</div> 	IDENTITY		MISCELLANEOUS		162 POINTS 								
	NAME Doppel		CREATED Aug 4, 2024, 12:53 AM		10 UNSPENT								
	TITLE		MODIFIED Jan 22, 2025, 7:31 PM		48 ANCESTRY								
	ORGANIZATION		PLAYER Joel		25 ATTRIBUTES								
DESCRIPTION						76 ADVANTAGES							
GENDER Female		HEIGHT 1.6 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)		8 GRIT		EYES -9 0		0 NONE 8 kg 5 8							
[20] 11 INTELLIGENCE (IQ)		8 KEUM		3-4 SKULL -7 0		1 LIGHT 16 kg 4 7							
[0] 10 HEALTH (HT)		Senses		5 FACE -5 0		2 MEDIUM 24 kg 3 6							
BASIC DAMAGE		[5] 12 PERCEPTION (PER)		6-7 RIGHT LEG -2 0		3 HEAVY 48 kg 2 5							
1d-2 BASIC THRUST		[0] 12 VISION		8 RIGHT ARM -2 0		4 X-HEAVY 80 kg 1 4							
1d-1 BASIC SWING		[0] 12 HEARING		9-10 TORSO +0 0		LIFTING & MOVING THINGS							
		[0] 12 TASTE & SMELL		11 GROIN -3 0		8 kg BASIC LIFT							
		[0] 12 TOUCH		12 LEFT ARM -2 0		16 kg ONE-HANDED LIFT							
		Movement		13-14 LEFT LEG -2 0		64 kg TWO-HANDED LIFT							
		[0] 5 BASIC SPEED		15 HAND -4 0		96 kg SHOVE & KNOCK OVER							
		[0] 5 BASIC MOVE		16 FOOT -4 0		192 kg RUNNING SHOVE & KNOCK OVER							
				17-18 NECK -5 0		120 kg CARRY ON BACK							
				VITALS -3 0		400 kg SHIFT SLIGHTLY							
POINT POOLS													
[0] 10 OF 10 FP [RESTED]													
[0] 9 OF 9 HP [HEALTHY]													
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	Acting 				13	IQ+2	4	B174	
Very Beautiful					Brawling				10	DX	1	B182+	
Flight 				8	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)					Guns (Pistol)				11	DX+1	2	B198	
Air Move is Basic Speed x 2 (drop all fractions)					Makeup				11	IQ	1	B206	
Honest Face				1	Mimicry (Speech) 				11	IQ	4	B210	
Levitation 				1	Observation				12	Per	1	B211	
0.2m					Performance				10	IQ-1	2	B228	
Morph 0 				30	Sex Appeal				10	HT	2	B219	
Cosmetic; Preparation Required (1 minute, Weakened without preparation); Requires (IQ) Roll													

TRAIT			PTS	
Night Vision 10			10	<u>B71+</u>
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	

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>
Filch		5	DX-5	0	<u>B195</u>
Holdout		7	IQ-4	0	<u>B200</u>
Intimidation 📖		9	Will-2	0	<u>B202</u>
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.											