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Doppel
gurpscharactersheet.com

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TRAIT			PTS		SKILL / TECHNIQUE			SL	RSL	PTS					
Luck			15	<u>B66+</u>	Holdout			11	IQ	1	<u>B200</u>				
Usable once per hour of play					Intimidation			9	Will-2	0	<u>B202</u>				
Morph 0			30	<u>B84</u>	Makeup			11	IQ	1	<u>B206</u>				
Cosmetic; Preparation Required (1 minute, Weakened without preparation); Requires (IQ) Roll					Mimicry (Speech)			11	IQ	4	<u>B210</u>				
Night Vision 10			10	<u>B71+</u>	Observation			12	Per	1	<u>B211</u>				
Talent (Spy) 1			10	<u>PU3:16</u>	Performance (Ventriloquism)			10	IQ-1	2	<u>B228</u>				
✔ Culture			0		Sex Appeal			10	HT	2	<u>B219</u>				
Cultural Familiarity (Te'karn)			0	<u>B23</u>	Stealth			12	DX+2	4	<u>B222</u>				
Language: Ama'kon			0	<u>B24</u>	Tracking			13	Per+1	2	<u>B226</u>				
Native; Spoken (Native); Written (Native)															
✔ Disadvantages			-23												
Bad Reputation 1			-1	<u>B26+</u>											
People Affected (Erlit); Recognized all the time															
Chummy			-5	<u>B126</u>											
Odious Personal Habit			-10	<u>B22</u>											
-2 Reaction Bromas constantes															
Trickster			-7	<u>B159</u>											
CR: 15 (Resist almost all the time) 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 (Te'karn) Ancestry			35												
✔ # 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.										
NOTE															
Anotaciones: [1] Autoproclamada; [2] Edad aparente															