

			Trait	Pts		Skill	/ TECHNIC	QUE		SL	RSL	Pts	
O	Disadvantages & Quirks			-23		Observation				12	Per	1	<u>B211</u>
	Bad	Rep	outation 1 🖪	-1	B26+	Performance	(Ventrile	oquism	1)	10	IQ-1	2	B228
			os de Erlit; Recognized all the time			Pickpocket				5	DX-5	0	B213
	Chu			-5 -10	<u>B126</u>	Sex Appeal				10	HT	2	B219
		dious Personal Habit (Bromas 🖪			<u>B22</u>	Stealth				12	DX+2	4	B222
	constantes)					Tracking				13	Per+1	2	B226
	-2 Reaction												
	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!												
0	● Languages & Culture			0									
	Cultural Familiarity 🗟			0	<u>B23</u>								
	Te'karn (Native) Language: Ama'kon			0	DO 4								
	Native; Spoken (Native); Written (Native)			0	<u>B24</u>								
	Nu'karn (Te'karn) Ancestry			29									
		1 (1 (·		00.4E)			-	•				
✓	#	# CARRIED EQUIPMENT (3.9 1			\$845)		Uses	60	1.5 k		65	2 kg	HT54
1	1							5		_	5	0.5 kg	B288
*	١.		Minimum gear for camping: -2 to a	ny Surviy	al roll witho	ut it Includes	3	0.5 kg	y	J	0.5 kg	<u>DZ00</u>	
			utensils, tinderbox or flint and steel										
1	1	Pistol						0	0 k	g	750	1.7 kg	
1	1	Auto Pistol, 9mm (Silenced)						350	1.2 k	_	350	1.2 kg	
4	1	Silencer, Pistol or SMG ■						400	0.5 k	-	400	0.5 kg	
4	1		Small Knife			30	0.25 k	-	30	0.25 kg			
					Nоте								
Δno	tacion	25: [[1] Autoproclamada; [2] Edad apaı	rente		·							
			6 (>HP/2), 4 (>HP/3), 3 (<hp 3)<="" td=""><td>Citt</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></hp>	Citt									
_ U.I.I.	J. u.C.S	·· ·	0 (*111 / 2), 7 (*111 / 0), 0 (*111 / 0)										