

PORTRAIT		IDENTITY		MISCELLANEOUS		160 POINTS							
	NAME	Doppel		CREATED	Aug 4, 2024, 12:53 AM		8 UNSPENT						
	TITLE			MODIFIED	Jan 21, 2025, 1:17 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)	4 RESIS. THR. (RT)	ROLL	LOCATION	DR		LEVEL	MAX LOAD						
[0] 10 DEXTERITY (DX)	[0] 11 WILL		EYES	-9	0	0 NONE	8 kg						
[20] 11 INTELLIGENCE (IQ)	8 KEUM	3-4	SKULL	-7	0	1 LIGHT	16 kg						
[0] 10 HEALTH (HT)	✓ Senses	5	FACE	-5	0	2 MEDIUM	24 kg						
BASIC DAMAGE	[5] 12 PERCEPTION (PER)	6-7	RIGHT LEG	-2	0	3 HEAVY	48 kg						
1d-2 BASIC THRUST	[0] 12 VISION	8	RIGHT ARM	-2	0	4 X-HEAVY	80 kg						
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						
POINT POOLS		17-18	NECK	-5	0	120 kg	CARRY ON BACK						
[0] 10 OF 10 FP [RESTED]			VITALS	-3	0	400 kg	SHIFT SLIGHTLY						
[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	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													

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	
☑ 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 2			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	
Sex Appeal		10	HT	2	<u>B219</u>
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.										