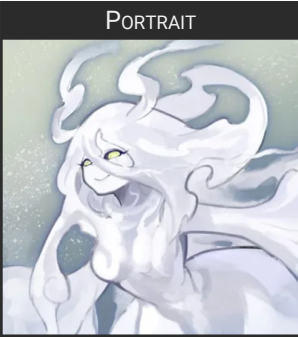











<div>Portrait</div> 	IDENTITY		MISCELLANEOUS		160 POINTS 		
	NAME Doppel		CREATED Aug 4, 2024, 12:53 AM		8 UNSPENT		
	TITLE		MODIFIED Jan 22, 2025, 7:31 PM		48 ANCESTRY		
	ORGANIZATION		PLAYER Joel		25 ATTRIBUTES		
DESCRIPTION						76 ADVANTAGES	
GENDER Female		HEIGHT 1.6 m		HAIR		-30 DISADVANTAGES	
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 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.										