

	Trait	Pts		5	SKILL /	Гесниіо	UE	5	SL	RSL	Ртѕ	
	Levitation 🖪	1		Holde	out				11	IQ	1	B200
	0.2m			Make	eup				11	IQ	1	B206
	Luck 🖪	15	<u>B66+</u>	Mimi	cry (Sp	eech)			11	IQ	4	B210
	Usable once per hour of play				rvation				12	Per	1	B211
	Morph 0 🖪	30	<u>B84</u>	Perfo	rmand	e			10	IQ-1	2	B228
	Cosmetic; Preparation Required (1 minute,			(Vent	riloqui	sm)				Ť		
	Weakened without preparation); Requires (IQ) Roll				ppeal				10	HT	2	B21
	Night Vision 10	10	B71+	Steal						DX+2	4	B22
	Talent (Spy) 1	10	PU3:16	Track						Per+1	2	B22
• •	ulture	0	<u>FU3.10</u>	② ~ Def	_				.0		0	DZZ
			DOO	Fil					5	DX-5	0	B19
	Cultural Familiarity (Te'karn)	0	B23		imidat	ion 🗐				Will-2	0	B20
	Language: Ama'kon 🖪 Native; Spoken (Native); Written (Native)	0	<u>B24</u>		ckpock					DX-6	0	B21
9 D	isadvantages	-23										
	Bad Reputation 1	-1	<u>B26+</u>									
	Chummy	-5	B126									
	Odious Personal Habit	-10	<u>B22</u>									
	Trickster 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!	-7	<u>B159</u>									
N	atural Attacks	0	B271									
D N	u'karn (Te'karn) Ancestry 🗔	35										
ΑĮ	pply on top of another species' template.											
√	# CARRIED EQUIPMENT (1.95 KG	; \$780)		Uses	TL	LC	3	A	*		\$ ▲	
√	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	
✓	1 Silencer, Pistol or SMG ■				6		400	0.5 kg		400	0.5 kg	
✓	1 Small Knife				0		30	0.25 kg		30	0.25 kg	_
#	OTHER EQUIPMENT (2 KG; \$6	5)		Uses	TL	LC	3	A			₽ ^	
1	Backpack, Small □	-,			5		60	1.5 kg		65	2 kg	HT
1	Personal Basics □				0		5	0.5 kg		5	0.5 kg	
	Minimum gear for camping: -2 to any Survi Includes utensils, tinderbox or flint and ste							o.o ng		J	0.0 kg	32
	permits.											
			Note									