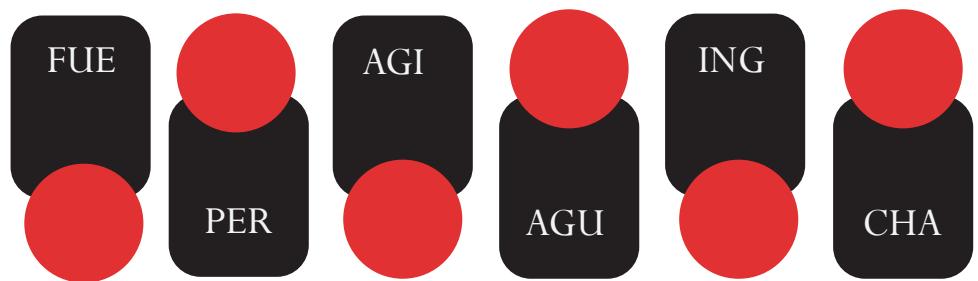
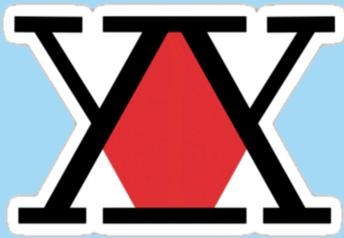


# STATS



?

Vida  
Hp: 10\*AGU

Nen  
Nen: Lvl \*Mil

• Gyo(visión):	100
• Shu(envolver):	100
• In(ocultar):	200
• En(detectar):	200
• Ren(envolver cuerpo):	500
• Ken (envl.Cpo Def):	500
• Ko(Env. parcial. 100%):	100
• Ryu(Dis. % Nen "Lv8") :	250
• Hatsu(habilidad Nen):	250
• Predilecta: No necesitan tirada	
• Adyacentes: <b>8 o +</b>	
• Consecutivas: <b>12 o +</b>	
• Opuesta: <b>16 o +</b>	

Hoja 6 Anexo :“Como utilizar tu Nen”

para accion Utilizar un **D20**

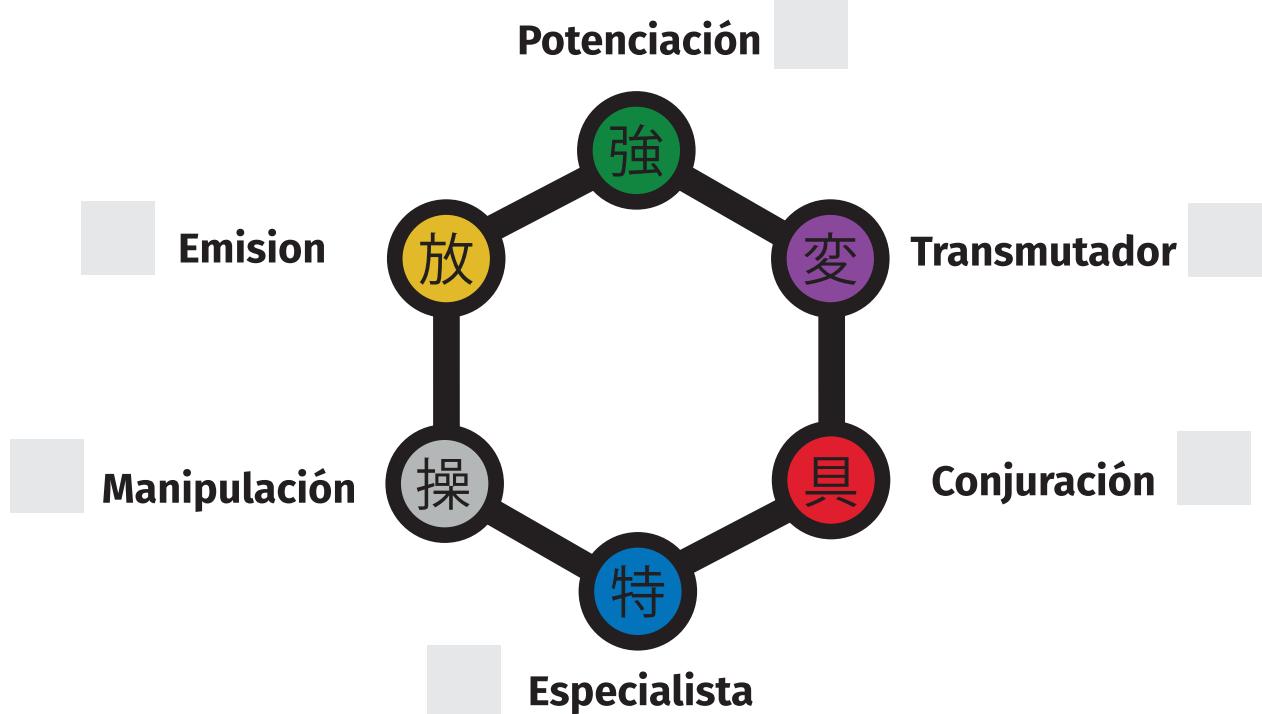
## Skills

- \_\_\_\_\_ Buscar
- \_\_\_\_\_ Combate c/c
- \_\_\_\_\_ Comerciar
- \_\_\_\_\_ Correr
- \_\_\_\_\_ Intimidar
- \_\_\_\_\_ Cazar
- \_\_\_\_\_ Esconderse
- \_\_\_\_\_ Apuntar
- \_\_\_\_\_ Hurtar
- \_\_\_\_\_ Manejo
- \_\_\_\_\_ Medicina
- \_\_\_\_\_ Naturaleza

Lanzar *N* veces D4  
donde *N* es igual al n° de puntos en Skill

Objetos

Marca cual es tu Tipo de Nen principal



Hatsu

## Notas

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# Notas

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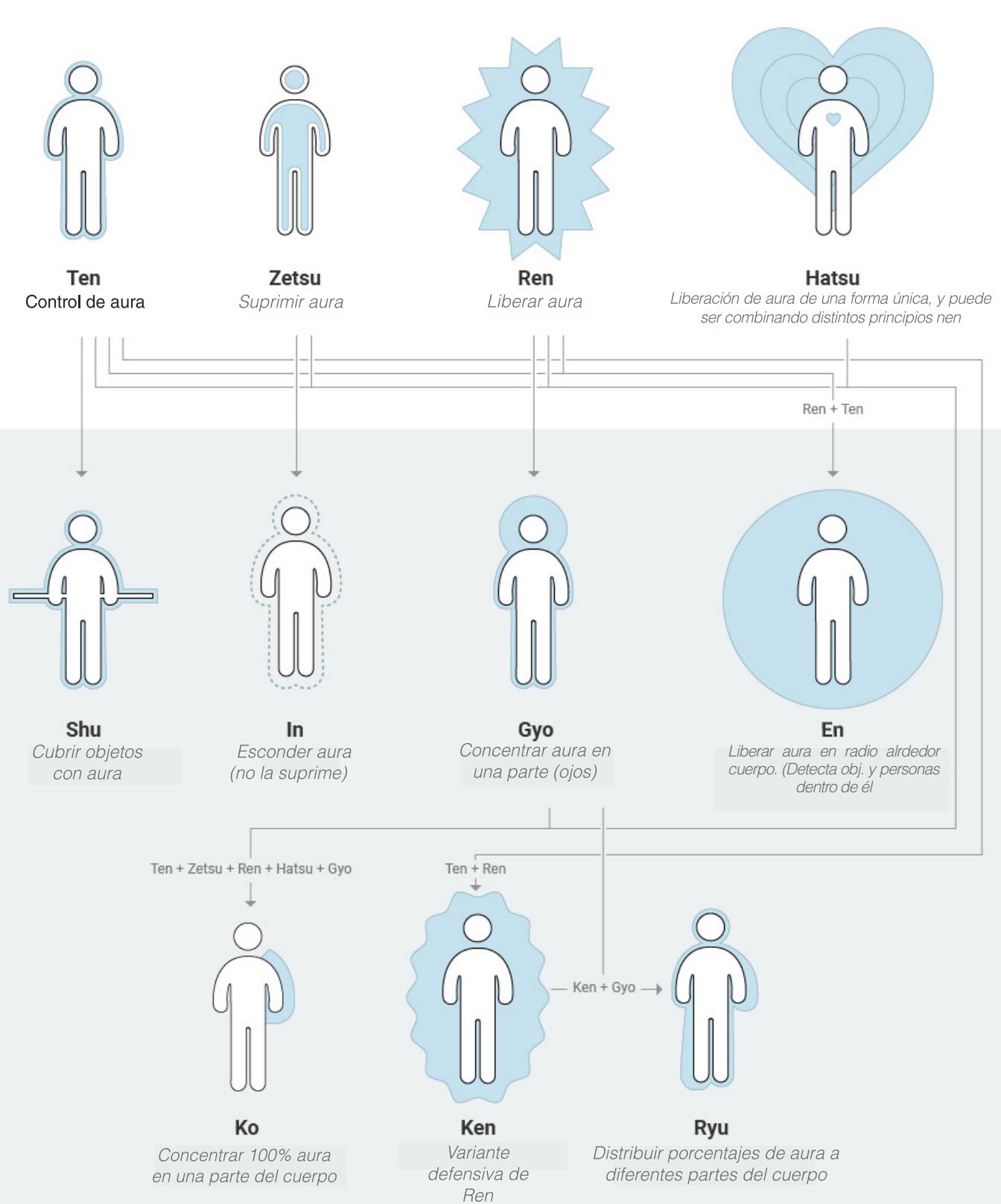


## Notas

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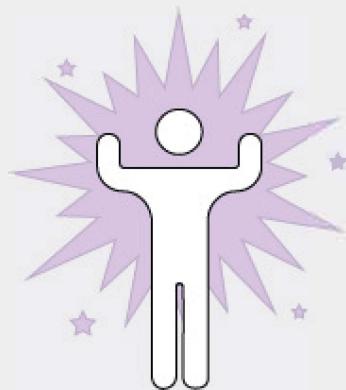


Basic



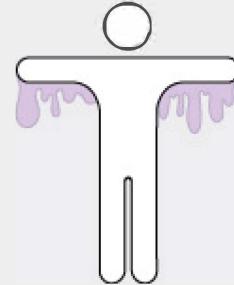
Advanced





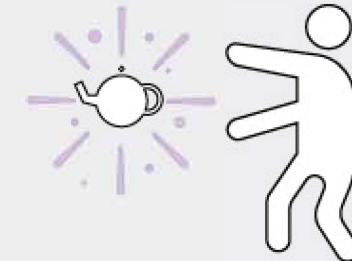
### Enhancement

Greatly increase physical capabilities of self or an object



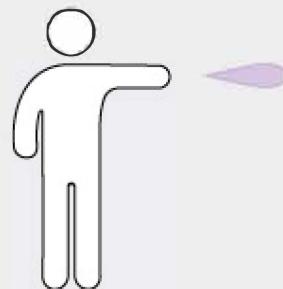
### Transmutation

Give aura special properties  
(Ex: sticky, cold, paralyzing, etc)



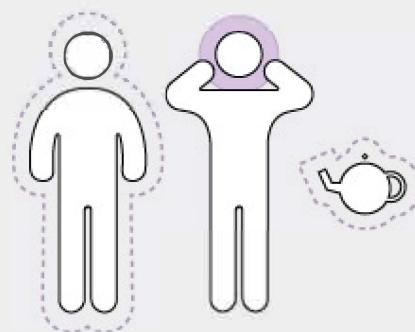
### Conjunction

Create tangible objects that are visible to non-nen users



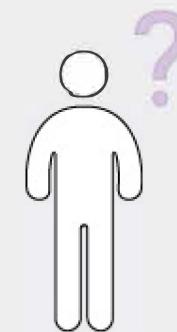
### Emission

Separate aura from body for increased distance or duration



### Manipulation

Control animate or inanimate objects



### Specialization

Create abilities that don't conform to any of the other categories

