

Name Yomm, God of Nuisances

Player

Point Total 300

Ht 5'9"

Wt 140 lbs.

Size Modifier 0 Age

Unspent Points 0

Notes A twisted, gnarled being of roots and batwings, but with an oddly convincing manner despite the glowing red eyes.

ST	10	[ 0 ]	HP	10	CURRENT	[ 0 ]	MP		CURRENT	Magery:	[ ]
									Staff:	[ ]	
DX	12	[ 40 ]	Will	10		[ 0 ]	Languages				
							Spoken		Written		
IQ	10	[ 0 ]	Per	10		[ 0 ]	Latatian		(Accented)	(Accented	[ 4 ]
							Quirmian (Native		(Native)	(Native)	[ 0 ]
HT	11	[ 10 ]	FP	12	CURRENT	[ 3 ]	Language)				
							DR	TL: 3			[ 0 ]
							Cultural Familiarities				
							Sto Plains/I lberwald (Native)				

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d  
 BASIC SPEED 6 [ 5 ] BASIC MOVE 5 [ -5 ]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	20	BM x 1	5	Dodge	9
Light (1) = 2 x BL	40	BM x 0.8	4	Dodge - 1	8
Medium (2) = 3 x BL	60	BM x 0.6	3	Dodge - 2	7
Heavy (3) = 6 x BL	120	BM x 0.4	2	Dodge - 3	6
X-Heavy (4) = 10 x BL	200	BM x 0.2	1	Dodge - 4	5

**ADVANTAGES AND PERKS**

Burning Attack (Short-Range Flame) 3	[ 12 ]
Claws (Sharp Claws)	[ 5 ]
Congregation (Up to 50)	[ 12 ]
Doesn't Breathe	[ 20 ]
Doesn't Eat or Drink	[ 10 ]
Flight (Winged, Can Hover)	[ 30 ]
Insubstantiality (Can Carry Objects (Light Encumbrance))	[ 96 ]
Invisibility (Can Carry Objects (Light Encumbrance); Only While Insubstantial; Substantial Only)	[ 40 ]
Legal Immunity (Answerable only to other gods) (Very few rules)	[ 15 ]
Pressure-Proof	[ 15 ]
Resistant (Disease) (Occasional) (Immunity)	[ 10 ]
Resistant (Poison) (Common) (Immunity)	[ 15 ]
Temperature Tolerance (Cold) 3	[ 6 ]
Temperature Tolerance (Heat) 3	[ 6 ]
Tenure (You can't sack me, I'm your god)	[ 5 ]
Honest Face	[ 1 ]
Longevity	[ 1 ]
Name Hearing	[ 1 ]
Recognised Divinity	[ 1 ]

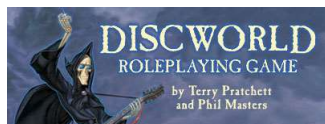
**DISADVANTAGES AND QUIRKS**

Appearance (Hideous) (Universal)	[ -20 ]
Cowardice (15 or less)	[ -5 ]
Faith Maintenance (21-50 Believers)	[ -30 ]
Low TL -1	[ -5 ]
Secret (Actually a demon in disguise...) (Utter Rejection)	[ -10 ]
Trickster (12 or less)	[ -15 ]
Dislikes very "holy" humans and high-power gods	[ -1 ]
Horrible Hangovers	[ -1 ]

DR 0	TL: 3 [ 0 ]
	Cultural Familiarities Sto Plains/Uberwald (Native) [ 0 ]
PARRY 9	<b>Reaction Modifiers</b>  <b>Appearance:</b> -4/-4 <i>Unappealing Includes:</i> -4 from 'Appearance' <i>Appealing Includes:</i> -4 from 'Appearance' <b>Status:</b> +0 <b>Other:</b> +0 Conditional: -1 from 'Cowardice' when from non-cowards, when cowardice matters, -1 from 'Trickster' when from people who disapprove
DX BLOCK	
7	
DX	

**SKILLS**

Name	Level	Relative Level
Acting	10	IQ+0 [ 2 ]
Fast-Talk	11	IQ+1 [ 4 ]
Filch	13	DX+1 [ 4 ]
Forced Entry	13	DX+1 [ 2 ]
Hidden Lore (Demon Lore)	10	IQ+0 [ 2 ]
Innate Attack (Gaze)	13	DX+1 [ 2 ]
Intimidation	11	Will+1 [ 1 ]
Includes: +2 from 'Appearance'		
Mimicry (Speech)	10	IQ+0 [ 4 ]
Psychology (Human)	10	IQ+0 [ 4 ]
Stealth	13	DX+1 [ 4 ]
Conditional: +9 from 'Invisibility' when being seen would matter		



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**HAND WEAPONS**

Qty Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
Bite	1d-3 cr	C	12 (No)			
Burning Attack (Short-Range Flame)	( 3)d bu	C,1	13 ( )			
Kick	1d-2 cut	C,1	10 (No)			
Punch	1d-3 cut	C	12 (9)			

**RANGED WEAPONS**

Qty Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
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**SPEED/RANGE TABLE**

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

**HIT LOCATION**

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

*Imp* or *Pi* attacks can target vitals at -3 or eyes at -9.

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**ARMOR & POSSESSIONS**

Qty Item	Location	Cost	Weight
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**APPEARANCE****POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 53 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 305 ]
Disadvantages/Quirks	[ -87 ]
Skills/Standardised Spells	[ 29 ]
Other	[ ]