

PORTRAIT		IDENTITY				MISCELLANEOUS				165 POINTS				
	NAME		Doppel		CREATED		Aug 4, 2024, 12:53 AM		8 UNSPENT					
	TITLE		La Princesa Bromista [1]		MODIFIED		May 15, 2025, 7:21 PM		25 ANCESTRY					
	ORGANIZATION		YFRLD		PLAYER		Joel		25 ATTRIBUTES					
	DESCRIPTION								92 ADVANTAGES					
	GENDER		Female		HEIGHT		1.6 m		HAIR		-22 DISADVANTAGES			
AGE		20 [2]		WEIGHT		65 kg		EYES		-1 QUIRKS				
BIRTHDAY		8 de Gisc, 2º		SIZE		+0		SKIN		38 SKILLS				
RELIGION				TL		(5+1)		HAND		Right		0 SPELLS		
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE						
[0] 10 STRENGTH (ST)		[0] 11 WILL		ROLL	LOCATION	DR		LEVEL	MAX LOAD	MOVE	DODGE			
[0] 10 DEXTERITY (DX)		Senses		2-3	HEAD	-2	0	0 NONE	10 kg	5	10			
[20] 11 INTELLIGENCE (IQ)		[5] 12 PERCEPTION (PER)			SKULL	-2	2	1 LIGHT	20 kg	4	9			
[0] 10 HEALTH (HT)		[0] 12 VISION			FACE	-2	0	2 MEDIUM	30 kg	3	8			
[0] 12 KEUM (KE)		[0] 12 HEARING			NECK	-2	0	3 HEAVY	60 kg	2	7			
BASIC DAMAGE		[0] 12 TASTE & SMELL			EYES	-3	0	4 X-HEAVY	100 kg	1	6			
1d-2 BASIC THRUST		[0] 12 TOUCH		4-5	ARMS	-1	0	LIFTING & MOVING THINGS						
1d BASIC SWING		Movement			HANDS	-2	0	10 kg BASIC LIFT						
		[0] 5 BASIC SPEED		6-8	TORSO	+0	0	20 kg ONE-HANDED LIFT						
		[0] 5 BASIC MOVE			VITALS	+0	1	80 kg TWO-HANDED LIFT						
		10 DODGE			GROIN	-1	0	120 kg SHOVE & KNOCK OVER						
POINT POOLS				9-12	LEGS	-1	0	240 kg RUNNING SHOVE & KNOCK OVER						
[0] 10 OF 10 FP [RESTED]					FEET	-2	0	150 kg CARRY ON BACK						
[0] 10 OF 10 HP [HEALTHY]								500 kg SHIFT SLIGHTLY						
[0] 12 OF 12 KP [HARMONICAL]														
±		REACTION		±		CONDITION								
-2	for anyone who discovers your aberrant features and recognizes you as a Nu'karn.		-1		to IQ-based skills when alone									
+1	From any person who values a rogue-ish skill set and notices it.		+1		to trained Acting skill for the sole purpose of "acting innocent"									
-1	from Erilit citizens aware of your reputation													
+1	from Terrien Caravan members aware of your reputation													
+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				High Kick	8	No	No	1d-3 cr	C,1					
Natural Attacks				Low Kick	10	No	No	1d-3 cr	C,1					
Natural Attacks				Punch	10	8	No	1d-3 cr	C					
Small Knife				Swung	6	5	No	1d-3 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	5/10	1	T	-1		5
TRAIT			PTS	SKILL / TECHNIQUE			SL	RSL	PTS					
Advantages			92	Acrobatics			10	DX	4	B174+				
Appearance (Very Beautiful)			16	Acting			13	IQ+2	4	B174				
Flight			8	Brawling			10	DX	1	B182+				
Gliding; Slow (Basic Speed); Up to medium encumbrance (Fall if greater)				Camouflage			12	IQ+1	2	B183				
Good Reputation 1			1	Diplomacy			9	IQ-2	1	B187				
Caravana Terrien; Recognized all the time				Disguise (Te'karn)			13	IQ+2	4	B187				
Honest Face			1	Dreaming			5	Will-6	0	B188				
Levitation (10 cm)			1	Escape			9	DX-1	1	B192				
Luck (1/h)			15	Fast-Draw			10	DX	1	B194+				
				Fast-Talk			11	IQ	1	B195				

TRAIT			PTS	
Morph 0			30	<u>B84</u>
Cosmetic; Preparation Required (1 minute, else is weakened); Requires IQ Roll				
Night Vision 10			10	<u>B71+</u>
Talent (Spy) 1			10	<u>PU3:16</u>
Culture			0	
Cultural Familiarity			0	<u>B23</u>
Te'karn (Native)				
Language: Ama'kon			0	<u>B24</u>
Native; Spoken (Native); Written (Native)				
Disadvantages			-23	
Bad Reputation 1			-1	<u>B26+</u>
Ciudadanos de Erilit; Recognized all the time				
Chummy			-5	<u>B126</u>
Odious Personal Habit (Bromas constantes)			-10	<u>B22</u>
-2 Reaction				
Trickster			-7	<u>B159</u>
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!				
Natural Attacks			0	<u>B271</u>
Nu'karn/Te'karn Ancestry			25	

SKILL / TECHNIQUE		SL	RSL	PTS	
Guns (Pistol)		11	DX+1	2	<u>B198</u>
Holdout		11	IQ	1	<u>B200</u>
Makeup		11	IQ	1	<u>B206</u>
Mimicry (Speech)		11	IQ	4	<u>B210</u>
Observation		12	Per	1	<u>B211</u>
Performance (Ventriloquism)		10	IQ-1	2	<u>B228</u>
Pickpocket		5	DX-5	0	<u>B213</u>
Sex Appeal		10	HT	2	<u>B219</u>
Stealth		12	DX+2	4	<u>B222</u>
Tracking		13	Per+1	2	<u>B226</u>

✓	#	CARRIED EQUIPMENT (1.95 kg; \$780)	USES						
✓	1	Pistol		0	0 kg	750	1.7 kg		
✓	1	Auto Pistol, 9mm (Silenced)		350	1.2 kg	350	1.2 kg		<u>B278</u>
✓	1	Silencer, Pistol or SMG		400	0.5 kg	400	0.5 kg		<u>B289</u>
✓	1	Small Knife		30	0.25 kg	30	0.25 kg		<u>B272</u>
#	OTHER EQUIPMENT (2 kg; \$65)		USES						
1	Backpack, Small			60	1.5 kg	65	2 kg		<u>HT54</u>
1	Personal Basics			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.							

NOTE										
Anotaciones: [1] Autoproclamada; [2] Edad aparente										