

PORTRAIT		IDENTITY				MISCELLANEOUS				175 POINTS			
	NAME	Doppel				CREATED	Aug 4, 2024, 12:53 AM			8 UNSPENT			
	TITLE	La Princesa Bromista [1]				MODIFIED	Apr 22, 2025, 7:34 PM			35 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			EYES	-3	0	4 X-HEAVY	100 kg	1	6				
1d-2 BASIC THRUST	[0] 12 TASTE & SMELL	4-5	ARMS	-1	0	LIFTING & MOVING THINGS							
1d BASIC SWING	[0] 12 TOUCH		HANDS	-2	0	10 kg BASIC LIFT							
POINT POOLS		6-8	TORSO	+0	0	20 kg ONE-HANDED LIFT							
[0] 10 OF 10 FP [RESTED]	Movement		VITALS	+0	0	80 kg TWO-HANDED LIFT							
[0] 10 OF 10 HP [HEALTHY]	[0] 5 BASIC SPEED		GROIN	-1	0	120 kg SHOVE & KNOCK OVER							
[0] 11 OF 12 KP [HARMONICAL]	[0] 5 BASIC MOVE	9-12	LEGS	-1	0	240 kg RUNNING SHOVE & KNOCK OVER							
			FEET	-2	0	150 kg CARRY ON BACK							
						500 kg SHIFT SLIGHTLY							
± 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"										
+0	from others 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		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)				Dreaming		5	Will-6	0	B188				
Good Reputation 1		1	B26+	Escape		9	DX-1	1	B192				
People Affected (Caravana Terrien);				Fast-Draw		10	DX	1	B194+				
Recognized all the time				Fast-Talk		11	IQ	1	B195				
Honest Face		1	B101	Guns (Pistol)		11	DX+1	2	B198				
Levitation		1											
0.2m													

TRAIT			PTS	
Luck			15	<u>B66+</u>
Usable once per hour of play				
Morph 0			30	<u>B84</u>
Cosmetic; Preparation Required (1 minute, Weakened without preparation); Requires (IQ) Roll				
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			-23	
Bad Reputation 1			-1	<u>B26+</u>
People Affected (Erlit); Recognized all the time				
Chummy			-5	<u>B126</u>
Odious Personal Habit			-10	<u>B22</u>
-2 Reaction Bromas constantes				
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!				
Nu'karn (Te'karn) Ancestry			35	
Natural Attacks			0	<u>B271</u>

SKILL / TECHNIQUE		SL	RSL	PTS	
Holdout		11	IQ	1	<u>B200</u>
Intimidation		9	Will-2	0	<u>B202</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>
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	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.										

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