

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, 2:13 AM		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	0	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	B21	Acting				13	IQ+2	4	B174		
Flight				8	B56+	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	B26+	Diplomacy				9	IQ-2	1	B187		
Caravana Terrien; Recognized all the time						Disguise (Te'karn)				13	IQ+2	4	B187		
Honest Face				1	B101	Dreaming				5	Will-6	0	B188		
Levitation (10 cm)				1		Escape				9	DX-1	1	B192		
Luck (1/h)				15	B66+	Fast-Draw				10	DX	1	B194+		
						Fast-Talk				11	IQ	1	B195		

TRAIT				PTS		SKILL / TECHNIQUE				SL	RSL	PTS	
Morph 0				30	<u>B84</u>	Guns (Pistol)				11	DX+1	2	<u>B198</u>
Cosmetic; Preparation Required (1 minute, else is weakened); Requires IQ Roll						Holdout				11	IQ	1	<u>B200</u>
Night Vision 10				10	<u>B71+</u>	Makeup				11	IQ	1	<u>B206</u>
Talent (Spy) 1				10	<u>PU3:16</u>	Mimicry (Speech)				11	IQ	4	<u>B210</u>
Culture				0		Observation				12	Per	1	<u>B211</u>
Cultural Familiarity				0	<u>B23</u>	Performance (Ventriloquism)				10	IQ-1	2	<u>B228</u>
Te'karn (Native)						Sex Appeal				10	HT	2	<u>B219</u>
Language: Ama'kon				0	<u>B24</u>	Stealth				12	DX+2	4	<u>B222</u>
Native; Spoken (Native); Written (Native)						Tracking				13	Per+1	2	<u>B226</u>
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									

✓ # 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											