

PORTRAIT		IDENTITY				MISCELLANEOUS				170 POINTS		
		NAME		Doppel		CREATED		Aug 4, 2024, 12:53 AM		0 UNSPENT		
		TITLE		"La Princesa Bromista"		MODIFIED		Aug 19, 2025, 8:32 PM		14 ANCESTRY		
		ORGANIZATION		YFRLD		PLAYER		Joel		45 ATTRIBUTES		
	DESCRIPTION								91 ADVANTAGES			
			GENDER	Female		HEIGHT	1.6 m		HAIR	-22 DISADVANTAGES		
			AGE	20?		WEIGHT	65 kg		EYES	-1 QUIRKS		
			BIRTHDAY	8 de Gisc, 2º		SIZE	+0		SKIN	43 SKILLS		
			RELIGION			TL	(5+1)		HAND	0 SPELLS		
PRIMARY ATTRIBUTES		SECONDARY ATTRIBUTES		HUMANOID				ENCUMBRANCE, MOVE & DODGE				
[0] 10 STRENGTH (ST)		[0] 12 WILL		ROLL	LOCATION	DR		LEVEL		MAX LOAD	MOVE	DODGE
[0] 10 DEXTERITY (DX)		[0] 12 FRIGHT CHECK		2-3	HEAD	-5	0	0 NONE		10 kg	5	8
[40] 12 INTELLIGENCE (IQ)		[0] 5 INITIATIVE (INIT)			SKULL	-7	2	1 LIGHT		20 kg	4	7
[0] 10 HEALTH (HT)		[0] 5 BASIC MOVE			FACE	-5	0	2 MEDIUM		30 kg	3	6
BASIC DAMAGE		Senses			NECK	-5	0	3 HEAVY		60 kg	2	5
1d-2 BASIC THRUST		[5] 13 PERCEPTION (PER)			EYES	-9	0	4 X-HEAVY		100 kg	1	4
1d BASIC SWING		[0] 13 VISION		4-6	ARMS	-2	0	LIFTING & MOVING THINGS				
		[0] 13 HEARING			HANDS	-4	0	10 kg BASIC LIFT				
		[0] 13 TASTE & SMELL		7-9	TORSO	+0	0	20 kg ONE-HANDED LIFT				
		[0] 13 TOUCH			VITALS	-3	1	80 kg TWO-HANDED LIFT				
POINT POOLS					GROIN	-3	0	120 kg SHOVE & KNOCK OVER				
[0] 10 OF 10 HP [HEALTHY]				10-12	LEGS	-2	0	240 kg RUNNING SHOVE & KNOCK OVER				
[0] 10 OF 10 FP [RESTED]					FEET	-4	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 Body Sense skill when in a K-shift.								
+1 From any person who values a rogue-ish skill set and notices it.				-1 to IQ-based skills when alone								
-1 from Erilit citizens aware of your reputation				+1 to trained Acting skill for the sole purpose of "acting innocent"								
+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												
TRAIT		PTS		SKILL / TECHNIQUE		SL	RSL	PTS				
Advantages & Perks		91		Acrobatics		10	DX	4	B174+			
Appearance (Very Beautiful)		16	B21	Acting		14	IQ+2	4	B174			
Flight		8	B56+	Body Sense		7	DX-3	0	B181			
Gliding; Slow (5); Up to Medium encumbrance				Brawling		10	DX	1	B182+			
Good Reputation 1		1	B26+	Camouflage		13	IQ+1	2	B183			
Caravana Terrien; Recognized all the time				Diplomacy		10	IQ-2	1	B187			
Honest Face		1	B101	Disguise (Te'karn)		14	IQ+2	4	B187			
Levitation (10 cm)		1		Dreaming		6	Will-6	0	B188			
Luck (1/h)		15	B66+	Escape		9	DX-1	1	B192			
Morph (Disguise) 0		30	B84	Fast-Draw (Pistol)		10	DX	1	B194+			
Cosmetic; Preparation Required (1 minute, else is weakened); Requires (IQ) Roll				Fast-Talk		12	IQ	1	B195			
Night Vision 9		9	B71+	Guns (Pistol)		11	DX+1	2	B198			
Talent (Spy) 1		10	PU3:16	Holdout		12	IQ	1	B200			
Disadvantages & Quirks		-23		Impersonate		11	-1	2	B233			
Bad Reputation 1		-1	B26+	Makeup		12	IQ	1	B206			
Ciudadanos de Erilit; Recognized all the time				Mimicry (Speech)		12	IQ	4	B210			
Chummy		-5	B126	Recon		12	Per-1	1	B211			
Odious Personal Habit (Bromas constantes)		-10	B22	Performance		12	IQ	1	B212			
-2 Reaction				Pickpocket		9	DX-1	1	B213			
				Public Speaking		11	IQ-1	1	B216			
				Sex Appeal		10	HT	2	B219			

TRAIT		PTS	
<b>Trickster</b> 📖	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!	-7	<b>B159</b>
✔ <b>Languages &amp; Culture</b>		0	
<b>Cultural Familiarity (Te'karn)</b> 📖	Native	0	<b>B23</b>
<b>Language: Ama'kon</b> 📖	Native; Spoken (Fluent); Written (Educated)	0	<b>B24</b>
✔ <b>Other Features &amp; Traits</b>		14	
<b>CdP Natural Attacks</b>		0	<b>B271</b>
➤ <b>Nu'karn</b> <b>Ancestry</b>		14	
➤ <b>Te'karn</b> <b>Ancestry</b>		0	

SKILL / TECHNIQUE	SL	RSL	PTS	
<b>Singing</b>	11	HT+1	2	<b>B220</b>
<b>Stealth</b>	12	DX+2	4	<b>B222</b>
<b>Tracking</b>	14	Per+1	2	<b>B226</b>

MELEE WEAPON		USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST
<b>CdP Natural Attacks</b> 📖	Parry with punches; Kicks have range C, 1; High Kicks are at -2.	Unarmed	10	8	No	1d-3 cr	C	
<b>Small Knife</b>		Swung	6	5	No	1d-3 cut	C,1	5
<b>Small Knife</b>		Thrust	6	5	No	1d-3 imp	C	5

RANGED WEAPON		USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
<b>Auto Pistol, 9mm (Silenced)</b>			11	2	2d pi	150/1,850	3	8+1(3)	-2	2	9
<b>Small Knife</b>	Thrown		6	0	1d-3 imp	5/10	1	T	-1		5

✓	#	CARRIED EQUIPMENT (3.95 kg; \$845)		USES						
✓	1	✔ <b>Backpack, Small</b> 📖		60	1.5 kg	845	3.95 kg		<b>HT54</b>	
✓	1	<b>Personal Basics</b> 📖 Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		5	0.5 kg	5	0.5 kg		<b>B288</b>	
✓	1	✔ <b>Pistol</b>		0	0 kg	750	1.7 kg			
✓	1	<b>Silencer, Pistol or SMG</b> 📖		400	0.5 kg	400	0.5 kg		<b>B289</b>	
✓	1	<b>Auto Pistol, 9mm (Silenced)</b>		350	1.2 kg	350	1.2 kg		<b>B278</b>	
✓	1	<b>Small Knife</b>		30	0.25 kg	30	0.25 kg		<b>B272</b>	