

Portrait	Identity			Miscellaneous			120 Points					
	NAME	Ashildr Brunnelle		CREATED	May 10, 2025, 10:40 PM		0 UNSPENT					
	TITLE			MODIFIED	May 30, 2025, 5:29 PM		0 ANCESTRY					
	ORGANIZATION			PLAYER	Guido		42 ATTRIBUTES					
	DESCRIPTION						64 ADVANTAGES					
	GENDER	Female	HEIGHT	1.68 m	HAIR	Dark	-20 DISADVANTAGES					
AGE	22	WEIGHT	63 kg	EYES	Brown	-1 QUIRKS						
BIRTHDAY	2 de Crux, 1º	SIZE	+0	SKIN		35 SKILLS						
RELIGION	Fe de Sh-gá-rra	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			
[20] 11 DEXTERITY (DX)	[0] 11 COMPOSURE	2-3	HEAD	-5	0	0 NONE	10 kg	5	8			
[20] 11 INTELLIGENCE (IQ)	[0] 5.25 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			NECK	-5	0	3 HEAVY	60 kg	2	5			
1d-2 BASIC THRUST			EYES	-9	0	4 X-HEAVY	100 kg	1	4			
1d BASIC SWING			4-6 ARMS	-2	0	LIFTING & MOVING THINGS						
			HANDS	-4	0	10 kg BASIC LIFT						
			7-9 TORSO	+0	0	20 kg ONE-HANDED LIFT						
			VITALS	-3	1	80 kg TWO-HANDED LIFT						
			GROIN	-3	0	120 kg SHOVE & KNOCK OVER						
			10-12 LEGS	-2	0	240 kg RUNNING SHOVE & KNOCK OVER						
			FEET	-4	0	150 kg CARRY ON BACK						
						500 kg SHIFT SLIGHTLY						
POINT POOLS												
[0] 10 OF 10 HP [HEALTHY]												
[0] 0 OF 0 STRESS [CALM]												
MELEE WEAPON			USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST			
Natural Attacks			Bite	12	No	No	1d-3 cr	C				
Natural Attacks			High Kick	10	No	No	1d-3 cr	C,1				
Natural Attacks			Low Kick	12	No	No	1d-3 cr	C,1				
Natural Attacks			Punch	12	9	No	1d-3 cr	C				
Wrench			Swung	12	9U	No	1d+1 cr	1	10			
RANGED WEAPON			USAGE	SL	ACC	DAMAGE	RANGE	RoF	SHOTS	BULK	RECOIL	ST
Wrench			Thrown	11	1	1d+1 cr	10/15	1	T	-3		10
TRAIT		PTS	SKILL / TECHNIQUE			SL	RSL	PTS				
✔ Advantages & Perks		61	Acting			8	IQ-3	0	B174			
Ambidexterity		5	Airshipman			11	IQ	1	B185			
Dabbler		1	Apparatus Operation			11	IQ	2	B189			
Intimidation, Savoir-Faire (High Society), Acting, Public Speaking			(Comms)									
Luck (1/h)		15	Area Knowledge (Sha'karrat)			11	IQ	1	B176			
Signature Gear 40		40	Brawling			12	DX+1	2	B182+			
The Faraheim (2000 kt)			Current Affairs (Arkopan Racing)			12	IQ+1	2	B186			
✔ Disadvantages & Quirks		-21	First Aid			11	IQ	1	B195			
Debt 20		-20	Hiking			10	HT	2	B200			
20 kt/month			Intimidation			8	Will-3	0	B202			
Expression ("Avanti!", and similar)		-1	Liquid Projector (Sprayer)			11	DX	1	B205			
✔ Languages & Culture		3	Mechanic (Comms)			10	IQ-1	1	B207			
Cultural Familiarity		1	Mechanic (Light Arkopan)			13	IQ+2	8	B207			
Korkon; Te'karn (Native)			Navigation (Land)			10	IQ-1	1	B211			
Language: Ama'kon		0	Piloting (Contragravity)			12	DX+1	4	B214			
Native; Spoken (Native); Written (Native)			Public Speaking			8	IQ-3	0	B216			
Language: Korank		2	Savoir-Faire (High Society)			9	IQ-2	0	B218+			
Spoken (Accented); Written (None)			Stealth			11	DX	2	B222			
Natural Attacks		0	Tactics			11	IQ	4	B224+			
Te'karn Ancestry		0	Thrown Weapon (Axe/Mace)			11	DX	1	B226			
			Weather Sense			11	IQ	2	B209			
✔	#	CARRIED EQUIPMENT (1.5 kg; \$20)			USES							
✔	1	Wrench				20	1.5 kg	20	1.5 kg	B289		

#	OTHER EQUIPMENT (15.5 KG; \$705)	USES						
1	📌 Backpack, Frame		100	5 kg	705	15.5 kg	<u>B288</u>	
1	Personal Basics 📁 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	<u>B288</u>	
1	Portable Tool Kit (Mechanic: Light Arkopan)		600	10 kg	600	10 kg	HT24	