

PORTRAIT		IDENTITY				MISCELLANEOUS				123 POINTS				
		NAME	Ashildr Brunnelle			CREATED	May 10, 2025, 10:40 PM			2	UNSPENT			
		TITLE				MODIFIED	Jul 24, 2025, 6:59 PM			0	ANCESTRY			
		ORGANIZATION				PLAYER	Guido			42	ATTRIBUTES			
	DESCRIPTION										65	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	FRIGHT CHECK	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		Senses				NECK	-5	0		3 HEAVY	60 kg	2	5	
1d-2 BASIC THRUST		[0]	11	PERCEPTION (PER)		EYES	-9	0		4 X-HEAVY	100 kg	1	4	
1d BASIC SWING		[2]	12	VISION	4-6	ARMS	-2	0		LIFTING & MOVING THINGS				
		[0]	11	HEARING		HANDS	-4	0		10 kg BASIC LIFT				
		[0]	11	TASTE & SMELL	7-9	TORSO	+0	0		20 kg ONE-HANDED LIFT				
		[0]	11	TOUCH		VITALS	-3	1		80 kg TWO-HANDED LIFT				
						GROIN	-3	0		120 kg SHOVE & KNOCK OVER				
POINT POOLS					10-12	LEGS	-2	0		240 kg RUNNING SHOVE & KNOCK OVER				
[0] 10 OF 10 HP [HEALTHY]						FEET	-4	0		150 kg CARRY ON BACK				
[0] 10 OF 10 FP [RESTED]										500 kg SHIFT SLIGHTLY				
MELEE WEAPON						USAGE	SL	PARRY	BLOCK	DAMAGE	REACH	ST		
CdP Natural Attacks						Unarmed	12	9	No	1d-3 cr	C			
Parry with punches; Kicks have range C, 1; High Kicks are at -2.														
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	B39	Airshipman			11	IQ	1	B185			
Dabbler			1	PU2:16	Area Knowledge (Sha'karrat)			11	IQ	1	B176			
Intimidation, Savoir-Faire (High Society), Acting, Public Speaking					Brawling			12	DX+1	2	B182+			
Luck (1/h)			15	B66+	Current Affairs (Arkopan Racing)			12	IQ+1	2	B186			
Signature Gear 40			40	B85	Electronics Operation (Communications)			11	IQ	2	B189			
The Faraheim					Electronics Repair (Communications)			10	IQ-1	1	B190			
Disadvantages & Quirks			-21		First Aid			11	IQ	1	B195			
Debt 20			-20	B26	Hiking			10	HT	2	B200			
20 kt/month					Intimidation			8	Will-3	0	B202			
Expression ("Avanti!", and similar)			-1	B164	Liquid Projector (Sprayer)			11	DX	1	B205			
Languages & Culture			4		Mechanic (Light Arkopan)			13	IQ+2	8	B207			
Cultural Familiarity (Korkon)			1	B23	Navigation (Land)			10	IQ-1	1	B211			
Cultural Familiarity (Te'karn)			0	B23	Piloting (Contragravity)			12	DX+1	4	B214			
Native					Public Speaking			8	IQ-3	0	B216			
Language: Ama'kon			0	B24	Savoir-Faire (High Society)			9	IQ-2	0	B218+			
Native; Spoken (Fluent); Written (Educated)					Stealth			10	DX	2	B222			
Language: Korank			3	B24	Tactics			11	IQ	4	B224+			
Spoken (Conversational); Written (Semi-Literate)					Thrown Weapon (Axe/Mace)			11	DX	1	B226			
Other Features & Traits			0		Weather Sense			11	IQ	2	B209			
CdP Natural Attacks			0	B271										
Te'karn Ancestry			0											
	#	CARRIED EQUIPMENT (17.3 kg; \$726)				USES								
	1	Backpack, Frame					100	5 kg	706	15.8 kg	B288			
	1	Aerosol Paint Spray					1	0.3 kg	1	0.3 kg				
	1	Personal Basics					5	0.5 kg	5	0.5 kg	B288			
Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.														
	1	Portable Tool Kit (Mechanic: Light Arkopan)					600	10 kg	600	10 kg	HT24			

✓	#	CARRIED EQUIPMENT (17.3 kg; \$726)	USES							
✓	1	Wrench		20	1.5 kg	20	1.5 kg	B289		
#	OTHER EQUIPMENT (764.25 kg; \$197,305)		USES							
1	The Faraheim			197,305	764.25 kg	197,305	764.25 kg			
	Custom Levelond-class light arkopan									
NOTE										
Umbrales HP: 6 (>HP/2), 4 (>HP/3), 3 (<HP/3)										