

Portrait	Identity			Miscellaneous			120 Points						
	NAME	Ashildr Brunnelle		CREATED	May 10, 2025, 10:40 PM		0 UNSPENT						
	TITLE			MODIFIED	Jun 3, 2025, 8:34 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 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			NECK	-5	0	3 HEAVY	60 kg	2	5				
1d-2 BASIC THRUST	Senses		EYES	-9	0	4 X-HEAVY	100 kg	1	4				
1d BASIC SWING	[0] 11 PERCEPTION (PER)	4-6	ARMS	-2	0	LIFTING & MOVING THINGS							
	[2] 12 VISION		HANDS	-4	0	10 kg BASIC LIFT							
	[0] 11 HEARING	7-9	TORSO	+0	0	20 kg ONE-HANDED LIFT							
	[0] 11 TASTE & SMELL		VITALS	-3	1	80 kg TWO-HANDED LIFT							
	[0] 11 TOUCH		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													
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	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			
CdP Natural Attacks			0	First Aid			11	IQ	1	B195			
Disadvantages & Quirks			-21	Hiking			10	HT	2	B200			
Debt 20			-20	Intimidation			8	Will-3	0	B202			
20 kt/month				Liquid Projector (Sprayer)			11	DX	1	B205			
Expression ("Avanti!", and similar)			-1	Mechanic (Comms)			10	IQ-1	1	B207			
Languages & Culture			3	Mechanic (Light Arkopan)			13	IQ+2	8	B207			
Cultural Familiarity			1	Navigation (Land)			10	IQ-1	1	B211			
Korkon; Te'karn (Native)				Piloting (Contragravity)			12	DX+1	4	B214			
Language: Ama'kon			0	Public Speaking			8	IQ-3	0	B216			
Native; Spoken (Native); Written (Native)				Savoir-Faire (High Society)			9	IQ-2	0	B218+			
Language: Korank			2	Stealth			10	DX	2	B222			
Spoken (Accented); Written (None)				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 (17 kg; \$725)													
	#				USES								
	1	Backpack, Frame				100	5 kg	705	15.5 kg	B288			
	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			
	1	Wrench				20	1.5 kg	20	1.5 kg	B289			