

Portrait	Identity			Miscellaneous			120 Points					
	NAME	Ashildr Brunnelle		CREATED	May 10, 2025, 10:40 PM		0	UNSPENT				
	TITLE			MODIFIED	Jun 6, 2025, 7:41 AM		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			EYES	-9	0	4 X-HEAVY	100 kg	1	4			
1d BASIC SWING			ARMS	-2	0	LIFTING & MOVING THINGS						
			HANDS	-4	0	10 kg BASIC LIFT						
			TORSO	+0	0	20 kg ONE-HANDED LIFT						
			VITALS	-3	1	80 kg TWO-HANDED LIFT						
			GROIN	-3	0	120 kg SHOVE & KNOCK OVER						
			LEGS	-2	0	240 kg RUNNING SHOVE & KNOCK OVER						
			FEET	-4	0	150 kg CARRY ON BACK						
						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	Apparatus Operation			11	IQ	2	B189		
Intimidation, Savoir-Faire (High Society), Acting, Public Speaking				(Comms)								
Luck (1/h)		15	B66+	Area Knowledge (Sha'karrat)			11	IQ	1	B176		
Signature Gear 40		40	B85	Brawling			12	DX+1	2	B182+		
The Faraheim (2000 kt)				Current Affairs (Arkopan Racing)			12	IQ+1	2	B186		
CdP Natural Attacks		0	B271	First Aid			11	IQ	1	B195		
Disadvantages & Quirks		-21		Hiking			10	HT	2	B200		
Debt 20		-20	B26	Intimidation			8	Will-3	0	B202		
20 kt/month				Liquid Projector (Sprayer)			11	DX	1	B205		
Expression ("Avanti!", and similar)		-1	B164	Mechanic (Comms)			10	IQ-1	1	B207		
Languages & Culture		3		Mechanic (Light Arkopan)			13	IQ+2	8	B207		
Cultural Familiarity		1	B23	Navigation (Land)			10	IQ-1	1	B211		
Korkon; Te'karn (Native)				Piloting (Contragravity)			12	DX+1	4	B214		
Language: Ama'kon		0	B24	Public Speaking			8	IQ-3	0	B216		
Native; Spoken (Native); Written (Native)				Savoir-Faire (High Society)			9	IQ-2	0	B218+		
Language: Korank		2	B24	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		



**Umbrales HP:** 6 (>HP/2), 4 (>HP/3), 3 (<HP/3)