Portrait	IDENTITY   NAME   Ashildr Brunnelle				Miscellaneous					120 Points 🗹		
	r Brunne	ınnelle			CREATED May 10, 2025, 10:40 PM				0 Unspei			
	TITLE				Modified May 26, 2025, 8:32 PM				РМ ∥	0 Ancestry		
6 0		PLAYER Guido						42 ATTRIBUTES				
U (Note of the last)		Dı	SCRIPTION						64 ADVANTAGES			
S GENDER Female			ℷℷ Height 1.0			68 m 3 Hair Dark				20 DISADV		
→ AGE 22			₩EIGHT 63							-1 QUIRKS		
	□ SIRTHDAY 2 de Cr	ux, 1º		SIZE +		:	SKIN			35 SKILLS		
	RELIGION Fe de S	h-gá-rra		TL (5	5+1)	:	HAND F	Right		0 Spells		
PRIMARY ATTRIBUTES	SECONDARY ATTRIBUT		Ник	MANOID			FNCUM	IBRANCE,	Move 8.	Donge		
	[0] 11 WILL	Ro			÷		LEVEL	IDRANCL,	Max Lo		Dodge	
[0] 10 STRENGTH (ST) [20] 11 DEXTERITY (DX)	[0] 11 WILL	2-3		-2 0		10 📤	ONE		10			
[20] 11 DEXTERITY (DX)	[0] 5.25 INITIATIVE (IN		SKULL	-2 2			JGHT		20			
[0] 10 HEALTH (HT)	5 KEUM	")	FACE	-2 0			<b>√</b> EDIUM		30	-		
	[0] 5 BASIC MOVE		NECK	-2 0			HEAVY		60	_	_	
Basic Damage	Senses		Eyes	-3 0			(-HEAVY		100	_	1	
1d-2 Basic Thrust	[0] 10 PERCEPTION (	PED) 4-5	-	-1 0				INC & Mc			-	
1d Basic Swing	[2] 11 VISION	rek)	HANDS	-2 0		LIFTING & MOVING			JVING IF	IINGS		
	[0] 10 HEARING	6-8				10 kg Basic Life						
	[0] 10 HEARING		VITALS				20 kg O					
	[0] 10 TASTE & SME		GROIN	-1 0			80 kg T					
		9-		-1 0			120 kg St				_	
	Pools		FEET	-2 0			240 kg Ru			NOCK OVE	R	
	ALTHY]						150 kg C					
0 OF 0 STRESS [CAL	LM]					,	<b>500 kg</b> S⊦	HIFT SLIGH	HILY			
	Melee Weapon			Usage	S	L Pai	RRY BLO	оск [	DAMAGE	Reach	ST	
Natural Attacks				Bite	12	2 No	No	10	d-3 cr	С		
Natural Attacks				High Kic			No		d-3 cr	C,1		
Natural Attacks				Low Kick			No		d-3 cr	C,1		
Natural Attacks				Punch	12	9	No	10	d-3 cr	С		
14/					40		NI.	4		4	10	
Wrench				Swung	12	_	No		d+1 cr	1	10	
Ranged Weaf			SL Acc	Swung Damag	Е	Range	RoF	Sнотs	Bulk	1 RECOIL	ST	
		SAGE S		Swung	Е			Sнотs			_	
RANGED WEAR Wrench	Th	rown 1 Pts		DAMAG 1d+1 c	E r 1	Range	RoF T	SHOTS SL	Bulk -3 RSL		ST 10	
RANGED WEAR Wrench TRAIT Advantages & Perks	Th	PTS 61	1 1	DAMAG 1d+1 c	e r 1	RANGE 0/15	RoF T	SHOTS SL 8	BULK -3 RSL IQ-3	PTS 0	ST 10 <u>B174</u>	
RANGED WEAR Wrench  TRAI  Advantages & Perks Ambidexterity	Th	PTS 61 5	1 1 B39	DAMAG 1d+1 c Acting Airshipm	E r 1 SKILL /	RANGE 0/15 'TECHNIQ	RoF 1	SHOTS SL 8 11	BULK -3 RSL IQ-3 IQ	PTS 0 1	ST 10 B174 B185	
RANGED WEAR Wrench  TRAIT Advantages & Perks Ambidexterity Dabbler	Th	PTS 61 5 1	1 1	DAMAG 1d+1 c  Acting Airshipm Apparatu	E r 1 SKILL /	RANGE 0/15 'TECHNIQ	RoF 1	SHOTS SL 8	BULK -3 RSL IQ-3	PTS 0	ST 10 <u>B174</u>	
RANGED WEAR Wrench  TRAIT Advantages & Perks Ambidexterity Dabbler Intimidation, Savoir-Fa	Th	PTS 61 5 1	1 1 B39	DAMAG 1d+1 cr Acting Airshipm Apparatu (Comms	E r 1 SKILL / lan us Ope	RANGE 0/15  TECHNIQ eration	RoF 1	SHOTS SL 8 11	BULK -3 RSL IQ-3 IQ	PTS 0 1 2	ST 10 B174 B185 B189	
RANGED WEAR Wrench  TRAIT Advantages & Perks Ambidexterity Dabbler	Th	PTS 61 5 1	1 1 B39	DAMAG 1d+1 cr Acting Airshipm Apparatu (Comms Area Kno	E 1 SKILL / an us Ope	RANGE 0/15  TECHNIQ eration	RoF 1	SHOTS  SL  8 11 11	RSL IQ-3 IQ IQ	PTS 0 1 2 1	ST 10 B174 B185 B189 B176	
RANGED WEAR Wrench  TRAIT Advantages & Perks Ambidexterity Dabbler Intimidation, Savoir-Fa Public Speaking Luck (1/h) Signature Gear 40	The irre (High Society), Acting,	PTS 61 5 1	1 1 B39 PU2:16	DAMAGE 1d+1 cm	E r 1 SKILL / nan us Ope )	RANGE 0/15  / TECHNIQ eration ge (Sha'l	RoF 1 1 T	SHOTS  SL  8 11 11 11	BULK -3  RSL IQ-3 IQ IQ IQ DX+1	PTS 0 1 2 1 2	ST 10 B174 B185 B189 B176 B182+	
RANGED WEAR Wrench  TRAIT Advantages & Perks Ambidexterity Dabbler Intimidation, Savoir-Fa Public Speaking Luck (1/h) Signature Gear 40 The Faraheim (2000 km	The irre (High Society), Acting,	PTS 61 5 1 15 40	B39 PU2:16	DAMAG 1d+1 cr Acting Airshipm Apparatu (Comms Area Kno	E r 1 SKILL / nan us Ope )	RANGE 0/15  / TECHNIQ eration ge (Sha'l	RoF 1 1 T	SHOTS  SL  8 11 11	BULK -3  RSL IQ-3 IQ IQ IQ DX+1	PTS 0 1 2 1	ST 10 B174 B185 B189 B176	
RANGED WEAR Wrench  TRAIT  Advantages & Perks Ambidexterity Dabbler Intimidation, Savoir-Far Public Speaking Luck (1/h) Signature Gear 40 The Faraheim (2000 kt	The irre (High Society), Acting,	PTS 61 5 1 15 40 -21	B39 PU2:16 B66+ B85	DAMAGE 1d+1 cm	E r 1 SKILL / nan us Ope )	RANGE 0/15  / TECHNIQ eration ge (Sha'l	RoF 1 1 T	SHOTS  SL  8 11 11 11	BULK -3  RSL IQ-3 IQ IQ IQ DX+1	PTS 0 1 2 1 2	ST 10 B174 B185 B189 B176 B182+	
RANGED WEAR Wrench  TRAIT  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Disadvantages & Quir  Debt 20 I	The irre (High Society), Acting,	PTS 61 5 1 15 40	B39 PU2:16	DAMAGE  1d+1 cr  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking	E r 1 SKILL / lan us Ope ) owled Affairs	RANGE 0/15  / TECHNIQ eration ge (Sha'l	RoF 1 1 T	SHOTS  SL  8 11 11 11 12 12	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1	PTS 0 1 2 2 1 2 2 1 2 2	B174 B185 B189 B176 B182+ B186 B195 B200	
RANGED WEAR Wrench  TRAIT  Advantages & Perks Ambidexterity Dabbler Intimidation, Savoir-Far Public Speaking Luck (1/h) Signature Gear 40 The Faraheim (2000 kt	The ire (High Society), Acting, to the image of the image	PTS 61 5 1 15 40 -21	B39 PU2:16 B66+ B85	DAMAGE  1d+1 cr  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat	E 1 SKILL / nan us Ope ) owled Affairs	RANGE 0/15 / TECHNIQ eration ge (Sha'l s (Arkop	RoF 1 1 T	SHOTS  SL  8 11 11 12 12 12 11 10 8	BULK -3  RSL IQ-3 IQ IQ IQ IQ UP+1 IQ+1 IQ+1	PTS 0 1 2 2 1 2 2 1 2 0 0	B174 B185 B189 B176 B182+ B186 B195 B200 B202	
RANGED WEAR Wrench  TRAIT  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Disadvantages & Quir  Debt 20 Intimidation, Savoir-Far  Debt 20 Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Obsadvantages & Quir  Debt 20 Intimidation, Savoir-Far  Debt 20 Intimidation, Savoir	The ire (High Society), Acting, to the ire t	PTS 61 5 1 15 40 -21 -20	B39 PU2:16 B66+ B85	DAMAGE  1d+1 cr  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr	E 1 SKILL / nan us Ope ) owled Affairs	RANGE 0/15  / TECHNIQ eration ge (Sha'l	RoF 1 1 T UE karrat) an	SHOTS  SL  8 11 11 12 12 12 11 10 8 11	BULK -3  RSL IQ-3 IQ IQ IQ IQ DX+1 IQ+1 IQ+1 IQ HT Will-3 DX	PTS 0 1 2 2 1 2 2 1 2 3 0 1 1	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205	
RANGED WEAR Wrench  TRAIT  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 km  Debt 20 Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 km)  The Faraheim (2000 km)  Languages & Quire Culture Cultural Familiarity	The ire (High Society), Acting, the thicks ti!", and similar)	PTS 61 5 1 15 40 -21 -20 -1	B39 PU2:16 B66+ B85	DAMAGE 1d+1 cr  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani	san us Ope owled Affairs cojector	RANGE 0/15  / TECHNIQ  eration ge (Sha'l s (Arkop  or (Spragmms)	RoF 1 1 T	SHOTS  SL  8 11 11 12 12 11 10 8 11 10	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1 Vill-3 DX IQ-1	PTS 0 1 2 2 1 2 2 1 2 3 0 1 1 1	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207	
RANGED WEAR Wrench  TRAIT  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kr  Disadvantages & Quir  Debt 20 Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kr  Languages & Culture  Cultural Familiarity  Korkon; Te'karn (Native	The ire (High Society), Acting, the ire (High Society), acting, the ire it.  The ire (High Society), Acting, a	PTS 61 5 1 15 40 -21 -20 -1 3 1	B39 PU2:16 B66+ B85 B26 B164 B23	DAMAGE 1d+1 ce  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani Mechani	SKILL / san us Ope ) owled Affairs coject c (Co c (Lig	RANGE 0/15  / TECHNIQ  eration  ge (Sha'l  s (Arkop  or (Spray  mms) E  ht Arkop	RoF 1 1 T	SHOTS  SL  8 11 11 12 12 12 11 10 8 11 10 13	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+1 IQ+2	PTS 0 1 2 2 2 1 2 2 1 1 2 8 0 1 1 8 8	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207 B207	
RANGED WEAR Wrench  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Disadvantages & Quir  Debt 20 Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Languages & Culture  Cultural Familiarity  Korkon; Te'karn (Native  Language: Ama'ko	The ire (High Society), Acting, the ire (High Society), Acting, the ire ire ire ire ire ire ire ire ire ir	PTS 61 5 1 15 40 -21 -20 -1 3	B39 PU2:16 B66+ B85 B26 B164	DAMAGE  1d+1 ce  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani Mechani Navigatio	SKILL / san us Ope owled Affairs coject c (Co c (Lig on (La	RANGE 0/15  / TECHNIQ eration ge (Sha'l s (Arkop or (Spray mms) E ht Arkop	RoF 1 1 T	SHOTS  SL  8 11 11 12 12 12 11 10 8 11 10 13 10	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1 IQ+1 IQ+2 IQ-1	PTS 0 1 2 2 2 1 2 2 1 1 2 8 0 1 1 8 1 1	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207 B207 B211	
RANGED WEAR Wrench  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Disadvantages & Quir  Debt 20 Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Languages & Culture  Cultural Familiarity  Korkon; Te'karn (Native  Language: Ama'ko  Native; Spoken (Native	The string of th	PTS 61 5 1 15 40 -21 -20 -1 3 1	B39 PU2:16 B66+ B85 B164 B23 B24	DAMAGE  1d+1 ce  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani Mechani Navigatic Piloting (	SKILL / Isan Is Ope Dowled Affairs Coject Co (Co Co (Lig Cont	RANGE 0/15  / TECHNIQ eration ge (Sha'l s (Arkop or (Spray mms) Emily ht Arkop and) ragravity	RoF 1 1 T	SHOTS  SL  8 11 11 12 12 12 11 10 8 11 10 13 10 12	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1 IQ+1 UP+1 IQ+1 IQ+2 IQ-1 DX+1	PTS 0 1 2 2 1 2 2 1 1 2 8 0 1 1 8 8 1 4	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207 B207 B211 B214	
RANGED WEAR Wrench  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Disadvantages & Quir  Debt 20 Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Languages & Culture  Cultural Familiarity  Korkon; Te'karn (Native  Language: Ama'ko	The The Theorem 1 in the Indian Society), Acting, and the Indian Strict Theorem 2 in the Indi	PTS 61 5 1 15 40 -21 -20 -1 3 1	B39 PU2:16 B66+ B85 B26 B164 B23	DAMAGE  1d+1 cr  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani Mechani Navigatio Piloting ( Public Sp	sion coject c (Contoeakii	RANGE 0/15  / TECHNIQ eration ge (Sha'l s (Arkop or (Spray mms) E ht Arkop and) ragravity	RoF 1 1 T	SHOTS  SL  8 11 11 12 12 12 11 10 8 11 10 13 10	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1 IQ+1 IQ+2 IQ-1 DX+1 IQ-3	PTS 0 1 2 2 1 2 2 1 1 2 2 1 1 1 8 1 1 4 0 0	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207 B207 B211 B214 B216	
RANGED WEAR Wrench  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Disadvantages & Quir  Debt 20 Intimidation, Savoir-Far Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Languages & Culture  Cultural Familiarity  Korkon; Te'karn (Native  Language: Ama'ko  Native; Spoken (Native  Language: Korank	The The Theorem 1 in the Indian Society), Acting, and the Indian Strict Theorem 2 in the Indi	PTS 61 5 1 15 40 -21 -20 -1 3 1	B39 PU2:16 B66+ B85 B164 B23 B24	DAMAGE  1d+1 ce  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani Mechani Navigatic Piloting (	sion coject c (Contoeakii	RANGE 0/15  / TECHNIQ eration ge (Sha'l s (Arkop or (Spray mms) E ht Arkop and) ragravity	RoF 1 1 T	SHOTS  SL  8 11 11 12 12 12 11 10 8 11 10 13 10 12 8	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1 IQ+1 UP+1 IQ+1 IQ+2 IQ-1 DX+1	PTS 0 1 2 2 1 2 2 1 1 2 8 0 1 1 8 8 1 4	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207 B207 B211 B214 B216 B218+	
RANGED WEAR Wrench  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Disadvantages & Quir  Debt 20 Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Languages & Culture  Cultural Familiarity  Korkon; Te'karn (Native  Language: Ama'ko  Native; Spoken (Native  Language: Korank  Spoken (Accented); W	The The Theorem 1 in the Indian Society), Acting, and the Indian Strict Theorem 2 in the Indi	PTS 61 5 1 15 40 -21 -20 -1 3 1 0 2	B39 PU2:16 B66+ B85 B26 B164 B23 B24 B24	DAMAGE  1d+1 cr  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani Mechani Navigatic Piloting ( Public Sp Savoir-Fa	sion coject c (Contoeakii	RANGE 0/15  / TECHNIQ eration ge (Sha'l s (Arkop or (Spray mms) E ht Arkop and) ragravity	RoF 1 1 T	SHOTS  SL  8 11 11 12 12 11 10 8 11 10 13 10 12 8 9	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1 IQ-1 IQ+2 IQ-1 DX+1 IQ-3 IQ-2	PTS 0 1 2 2 1 2 2 1 1 2 2 1 1 8 1 4 0 0 0	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207 B207 B211 B214 B216	
RANGED WEAR Wrench  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Disadvantages & Quir  Debt 20 Intimidation, Savoir-Far  20 kt/month  Expression ("Avantages" ("Avantages	The The Theorem 1 in the Indian Society), Acting, and the Indian Strict Theorem 2 in the Indi	PTS 61 5 1 15 40 -21 -20 -1 3 1 0 2 0	B39 PU2:16 B66+ B85 B26 B164 B23 B24 B24	DAMAGE  1d+1 ce  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani Mechani Navigatio Piloting ( Public Sp Savoir-Fa Stealth Tactics Thrown N	ian is Ope owled Affairs c (Co c (Lig on (La (Continue)	RANGE 0/15  / TECHNIQ  eration  ge (Sha'l  s (Arkop  or (Spray  mms) E  ht Arkop  and)  ragravity  ng  High Soc	RoF 1 1 T	SHOTS  SL  8 11 11 12 12 11 10 8 11 10 13 10 12 8 9 11	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1 IQ-1 IQ+2 IQ-1 DX+1 IQ-3 IQ-2 DX	PTS 0 1 2 2 1 2 2 1 1 2 2 2 1 1 8 1 4 4 0 0 0 2 2	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207 B207 B211 B214 B216 B218+ B222 B224+ B226	
RANGED WEAR Wrench  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Disadvantages & Quir  Debt 20 Intimidation, Savoir-Far  20 kt/month  Expression ("Avantages" ("Avantages	The The Theorem 1 in the Indian Society), Acting, and the Indian Strict Theorem 2 in the Indi	PTS 61 5 1 15 40 -21 -20 -1 3 1 0 2 0	B39 PU2:16 B66+ B85 B26 B164 B23 B24 B24	DAMAGE  1d+1 cr  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani Mechani Navigatio Piloting Public Sp Savoir-Fa Stealth Tactics	ian is Ope owled Affairs c (Co c (Lig on (La (Continue)	RANGE 0/15  / TECHNIQ  eration  ge (Sha'l  s (Arkop  or (Spray  mms) E  ht Arkop  and)  ragravity  ng  High Soc	RoF 1 1 T	SHOTS  SL  8 11 11 12 12 12 11 10 8 11 10 13 10 12 8 9 11 11	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1 IQ+1 IQ+2 IQ-1 DX+1 IQ-3 IQ-2 DX IQ	PTS 0 1 2 2 1 2 2 1 1 2 8 0 1 1 8 1 4 0 0 0 2 4	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207 B207 B211 B214 B216 B218+ B222 B224+	
RANGED WEAR Wrench  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Disadvantages & Quir  Debt 20 Intimidation, Savoir-Far  20 kt/month  Expression ("Avantages" ("Avantages	The The Theorem 1 in the Indian Society), Acting, and the Indian Strict Theorem 2 in the Indi	PTS 61 5 1 15 40 -21 -20 -1 3 1 0 2 0 0	B39 PU2:16 B66+ B85 B26 B164 B23 B24 B24 B271	DAMAGE  1d+1 ce  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani Mechani Navigatio Piloting ( Public Sp Savoir-Fa Stealth Tactics Thrown N	ian is Ope owled Affairs c (Co c (Lig on (La (Continue)	RANGE 0/15  / TECHNIQ  eration  ge (Sha'l  s (Arkop  or (Spray  mms) E  ht Arkop  and)  ragravity  ng  High Soc	RoF 1 1 T	SHOTS  SL  8 11 11 12 12 12 11 10 8 11 10 13 10 12 8 9 11 11 11	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1 IQ+1 IQ+2 IQ-1 DX+1 IQ-3 IQ-2 DX IQ DX	PTS 0 1 2 2 1 2 2 1 1 2 2 2 1 1 8 1 4 0 0 0 2 4 1 1	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207 B207 B211 B214 B216 B218+ B222 B224+ B226	
RANGED WEAR Wrench  TRAIT  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Disadvantages & Quir  Debt 20 Intimidation, Savoir-Far  20 kt/month  Expression ("Avantages & Culture)  Cultural Familiarity  Korkon; Te'karn (Native)  Language: Ama'ko  Native; Spoken (Native)  Language: Korank  Spoken (Accented); W  Natural Attacks  Te'karn (Ancestry)	The string of th	PTS 61 5 1 15 40 -21 -20 -1 3 1 0 2 0 0	B39 PU2:16 B66+ B85 B26 B164 B23 B24 B24 B271	DAMAGE  1d+1 ce  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani Mechani Navigatio Piloting ( Public Sp Savoir-Fa Stealth Tactics Thrown N	ian is Ope owled Affairs c (Co c (Lig on (La Continue (H	RANGE 0/15  / TECHNIQ  eration  ge (Sha'l  s (Arkop  or (Spray  mms) E  th Arkop  and)  ragravity  ng  High Soc  on (Axe/e	RoF 1 T	SHOTS  SL  8 11 11 12 12 12 11 10 8 11 10 13 10 12 8 9 11 11 11	RSL IQ-3 IQ IQ DX+1 IQ+1 IQ+1 IQ+2 IQ-1 DX+1 IQ-3 IQ-2 DX IQ DX IQ	PTS 0 1 2 1 2 1 2 1 2 1 8 0 1 1 8 1 4 0 0 2 4 1 2	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207 B207 B211 B214 B216 B218+ B222 B224+ B226 B209	
RANGED WEAR Wrench  Advantages & Perks  Ambidexterity  Dabbler Intimidation, Savoir-Far  Public Speaking  Luck (1/h)  Signature Gear 40  The Faraheim (2000 kt)  Disadvantages & Quir  Debt 20 Intimidation ("Avantation of the company	The Time (High Society), Acting, white (High Society), Acting, the till, and similar)  The till, and similar (High Society), Acting, and till, and	PTS 61 5 1 15 40 -21 -20 -1 3 1 0 2 0 0	B39 PU2:16 B66+ B85 B26 B164 B23 B24 B24 B271	DAMAGE  1d+1 ce  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani Mechani Navigatio Piloting ( Public Sp Savoir-Fa Stealth Tactics Thrown N	ian is Ope owled Affairs c (Co c (Lig on (La Continue (H	RANGE 0/15  / TECHNIQ eration ge (Sha'l s (Arkop or (Spray mms) E ht Arkop and) ragravity ng High Soc on (Axe/e USES	RoF 1 T	SHOTS  SL  8 11 11 12 12 11 10 8 11 10 13 10 12 8 9 11 11 11 11 11	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1 IQ+1 IQ-1 IQ+2 IQ-1 DX+1 IQ-3 IQ-2 DX IQ DX IQ 20	PTS 0 1 2 1 2 1 2 1 1 2 2 1 1 2 2 1 1 2 1 1 8 1 4 0 0 2 4 1 2   \$\illassee \text{\texts}\$ 1.5 kg	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207 B207 B211 B214 B216 B218+ B222 B224+ B226 B209	
RANGED WEAR Wrench  TRAIT Advantages & Perks Ambidexterity Dabbler Intimidation, Savoir-Far Public Speaking Luck (1/h) Signature Gear 40 The Faraheim (2000 km Disadvantages & Quir Debt 20 20 km 20 kt/month Expression ("Avant Expression ("Avant Cultural Familiarity Korkon; Te'karn (Native Language: Ama'ko Native; Spoken (Native Language: Korank Spoken (Accented); W Natural Attacks Te'karn Ancestry	The Table 1 The Table 2 The Ta	PTS 61 5 1 15 40 -21 -20 -1 3 1 0 2 0 0	B39 PU2:16 B66+ B85 B26 B164 B23 B24 B24 B271	DAMAGE  1d+1 ce  Acting Airshipm Apparatu (Comms Area Kno Brawling Current A Racing) First Aid Hiking Intimidat Liquid Pr Mechani Mechani Navigatio Piloting ( Public Sp Savoir-Fa Stealth Tactics Thrown N	ian is Ope owled Affairs c (Co c (Lig on (La Continue (H	RANGE 0/15  / TECHNIQ  eration  ge (Sha'l  s (Arkop  or (Spray  mms) E  th Arkop  and)  ragravity  ng  High Soc  on (Axe/e	RoF 1 T	SHOTS  SL  8 11 11 12 12 11 10 8 11 10 13 10 12 8 9 11 11 11 11 11	BULK -3  RSL IQ-3 IQ IQ IQ DX+1 IQ+1 IQ+1 IQ+1 IQ+2 IQ-1 DX+1 IQ-3 IQ-2 DX IQ DX IQ DX IQ	PTS 0 1 2 1 2 1 2 1 2 1 8 0 1 1 8 1 4 0 0 2 4 1 2	B174 B185 B189 B176 B182+ B186 B195 B200 B202 B205 B207 B207 B211 B214 B216 B218+ B222 B224+ B226 B209	

#	Other Equipment (15.5 kg; \$705)	Uses	<b>9</b>	Â	\$€	\$≜	
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