


PORTRAIT		IDENTITY				MISCELLANEOUS				100 POINTS																							
		✂ NAME		Ashildr Brunnelle		CREATED		May 10, 2025, 10:40 PM		0 UNSPENT																							
		TITLE				MODIFIED		May 12, 2025, 3:33 PM		0 ANCESTRY																							
		ORGANIZATION				PLAYER		Guido		42 ATTRIBUTES																							
										24 ADVANTAGES																							
DESCRIPTION																																	
✂ GENDER		Female		✂ HEIGHT		1.68 m		✂ HAIR		Dark		0 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)				☑ Senses				2-3		HEAD		-2 0		0 NONE		10 kg		5		10													
[20] 11 INTELLIGENCE (IQ)				[0] 11 PERCEPTION (PER)						SKULL		-2 2		1 LIGHT		20 kg		4		9													
[0] 10 HEALTH (HT)				[2] 12 VISION						FACE		-2 0		2 MEDIUM		30 kg		3		8													
[0] 10 KEUM (KE)				[0] 11 HEARING						NECK		-2 0		3 HEAVY		60 kg		2		7													
BASIC DAMAGE				[0] 11 TASTE & SMELL						EYES		-3 0		4 X-HEAVY		100 kg		1		6													
1d-2 BASIC THRUST				[0] 11 TOUCH				4-5		ARMS		-1 0		LIFTING & MOVING THINGS																			
1d BASIC SWING				☑ Movement						HANDS		-2 0																					
				[0] 5.25 BASIC SPEED				6-8		TORSO		+0 0																					
				[0] 5 BASIC MOVE						VITALS		+0 0																					
POINT POOLS								9-12		LEGS		-1 0		10 kg BASIC LIFT																			
				[0] 10 OF 10 FP [RESTED]						FEET		-2 0		20 kg ONE-HANDED LIFT																			
				[0] 10 OF 10 HP [HEALTHY]										80 kg TWO-HANDED LIFT																			
				[0] 10 OF 10 KP [HARMONICAL]										120 kg SHOVE & KNOCK OVER																			
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+2 cr		1		10							
RANGED WEAPON														USAGE		SL		ACC		DAMAGE		RANGE		RoF		SHOTS		BULK		RECOIL		ST	
Wrench														Thrown		11		1		1d+2 cr		10/15		1		T		-3				10	
TRAIT				PTS		B		SKILL / TECHNIQUE										SL		RSL		PTS		B									
Ambidexterity				5		B39		Acting										8		IQ-3		0		B174									
☑ Culture				3				Airshipman										11		IQ		1		B185									
Cultural Familiarity (Korkon)				1		B23		Apparatus Operation (Comms)										11		IQ		2		B189									
Cultural Familiarity (Te'karn)				0		B23		Apparatus Repair (Comms)										10		IQ-1		1		B190									
Language: Ama'kon				0		B24		Area Knowledge (Sha'karrat)										11		IQ		1		B176									
Native; Spoken (Native); Written (Native)								Brawling										12		DX+1		2		B182+									
Language: Korank				2		B24		Current Affairs (Arkopan Racing)										12		IQ+1		2		B186									
Spoken (Accented); Written (None)								First Aid										11		IQ		1		B195									
Dabbler				1		PU2:16		Hiking										10		HT		2		B200									
Intimidation, Savoir-Faire (High Society), Acting, Public Speaking								Intimidation										8		Will-3		0		B202									
Expression				-1		B164		Liquid Projector (Sprayer)										11		DX		1		B205									
"???"								Mechanic (Light Arkopan)										13		IQ+2		8		B207									
Luck				15		B66+		Navigation (Land)										10		IQ-1		1		B211									
Usable once per hour of play								Piloting (Contragravity)										12		DX+1		4		B214									
Natural Attacks				0		B271		Public Speaking										8		IQ-3		0		B216									
Te'karn  Ancestry				0				Savoir-Faire (High Society)										9		IQ-2		0		B218+									
								Stealth										11		DX		2		B222									
								Tactics										11		IQ		4		B224+									
								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 (10 kg; \$600)														USES																			
1 Portable Tool Kit (Mechanic: Light Arkopan)																600		10 kg		600		10 kg		HT24									