

PORTRAIT		IDENTITY			MISCELLANEOUS			123 POINTS							
		NAME	Ashildr Brunnelle		CREATED	May 10, 2025, 10:40 PM		3	UNSPENT						
		TITLE			MODIFIED	Jul 22, 2025, 4:41 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		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					
					10-12	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	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			10	IQ-1	1	B190				
CdP Natural Attacks			0	B271	(Communications)										
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			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			0		Thrown Weapon (Axe/Mace)			11	DX	1	B226				
					Weather Sense			11	IQ	2	B209				
	#	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)										