







PORTRAIT		IDENTITY				MISCELLANEOUS				120 POINTS																													
		NAME		Ashildr Brunnelle		CREATED		May 10, 2025, 10:40 PM		0 UNSPENT																													
		TITLE				MODIFIED		May 27, 2025, 11:23 AM		0 ANCESTRY																													
		ORGANIZATION				PLAYER		Guido		42 ATTRIBUTES																													
										64 ADVANTAGES																													
DESCRIPTION										-20 DISADVANTAGES																													
		GENDER		Female				HEIGHT		1.68 m				HAIR		Dark		-1 QUIRKS																					
		AGE		22				WEIGHT		63 kg				EYES		Brown		35 SKILLS																					
		BIRTHDAY		2 de Crux, 1º				SIZE		+0				SKIN				0 SPELLS																					
		RELIGION		Fe de Sh-gá-rra				TL		(5+1)				HAND		Right																							
PRIMARY ATTRIBUTES				SECONDARY ATTRIBUTES				HUMANOID				ENCUMBRANCE, MOVE & DODGE																											
[0] 10 STRENGTH (ST)				[0] 11 WILL				ROLL				LEVEL				MAX LOAD				MOVE				DODGE															
[20] 11 DEXTERITY (DX)				[0] 11 COMPOSURE				2-3				HEAD				0				0 NONE				10 kg				5				5							
[20] 11 INTELLIGENCE (IQ)				[0] 5.25 INITIATIVE (INIT)								SKULL				-7				2				1 LIGHT				20 kg				4				4			
[0] 10 HEALTH (HT)				5 KEUM								FACE				-5				0				2 MEDIUM				30 kg				3				3			
BASIC DAMAGE				[0] 5 BASIC MOVE								NECK				-5				0				3 HEAVY				60 kg				2				2			
1d-2 BASIC THRUST				Senses								EYES				-9				0				4 X-HEAVY				100 kg				1				1			
1d BASIC SWING				[0] 10 PERCEPTION (PER)				4-6				ARMS				-2				0				LIFTING & MOVING THINGS															
				[2] 11 VISION								HANDS				-4				0																			
				[0] 10 HEARING				7-9				TORSO				+0				0																			
				[0] 10 TASTE & SMELL								VITALS				-3				1																			
				[0] 10 TOUCH				10-12				GROIN				-3				0																			
POINT POOLS												LEGS				-2				0				10 kg BASIC LIFT															
[0] 10 OF 10 HP [HEALTHY]												FEET				-4				0				20 kg ONE-HANDED LIFT															
0 OF 0 STRESS [CALM]																								80 kg TWO-HANDED LIFT															
																								120 kg SHOVE & KNOCK OVER															
																								240 kg RUNNING SHOVE & KNOCK OVER															
																								150 kg CARRY ON BACK															
																								500 kg SHIFT SLIGHTLY															
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+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																					
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 (Comms)				10		IQ-1		1		B207																					
Cultural Familiarity				1		B23		Mechanic (Light Arkopan)				13		IQ+2		8		B207																					
Korkon; Te'karn (Native)								Navigation (Land)				10		IQ-1		1		B211																					
Language: Ama'kon				0		B24		Piloting (Contragravity)				12		DX+1		4		B214																					
Native; Spoken (Native); Written (Native)								Public Speaking				8		IQ-3		0		B216																					
Language: Korank				2		B24		Savoir-Faire (High Society)				9		IQ-2		0		B218+																					
Spoken (Accented); Written (None)								Stealth				11		DX		2		B222																					
Natural Attacks				0		B271		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 (1.5 kg; \$20)										USES																													
✓ 1 Wrench												20		1.5 kg		20		1.5 kg		B289																			
# OTHER EQUIPMENT (15.5 kg; \$705)										USES																													
1 Backpack, Frame												100		5 kg		705		15.5 kg		B288																			

#	OTHER EQUIPMENT (15.5 KG; \$705)	USES					
1	Personal Basics  Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		5	0.5 kg	5	0.5 kg	<u>B288</u>
1	Portable Tool Kit (Mechanic: Light Arkopan)		600	10 kg	600	10 kg	<u>HT24</u>