

PORTRAIT		IDENTITY				MISCELLANEOUS				120 POINTS			
		NAME		Ashildr Brunnelle		CREATED		May 10, 2025, 10:40 PM		0 UNSPENT			
		TITLE				MODIFIED		Jun 2, 2025, 5:37 PM		0 ANCESTRY			
		ORGANIZATION				PLAYER		Guido		42 ATTRIBUTES			
		DESCRIPTION								64 ADVANTAGES			
		GENDER		Female		HEIGHT		1.68 m		HAIR		Dark	
AGE		22		WEIGHT		63 kg		EYES		Brown			
BIRTHDAY		2 de Crux, 1º		SIZE		+0		SKIN					
RELIGION		Fe de Sh-gá-rra		TL		(5+1)		HAND		Right			
										-20 DISADVANTAGES			
										-1 QUIRKS			
										35 SKILLS			
										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] 10 PERCEPTION (PER)			EYES	-9	0	4 X-HEAVY	100 kg	1	4		
1d BASIC SWING		[2] 11 VISION		4-6	ARMS	-2	0	LIFTING & MOVING THINGS					
		[0] 10 HEARING			HANDS	-4	0	10 kg BASIC LIFT					
		[0] 10 TASTE & SMELL		7-9	TORSO	+0	0	20 kg ONE-HANDED LIFT					
		[0] 10 TOUCH			VITALS	-3	1	80 kg TWO-HANDED LIFT					
POINT POOLS					GROIN	-3	0	120 kg SHOVE & KNOCK OVER					
[0] 10 OF 10 HP [HEALTHY]				10-12	LEGS	-2	0	240 kg RUNNING SHOVE & KNOCK OVER					
[0] 10 OF 10 FP [RESTED]					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			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		