







Portrait	Identity		Miscellaneous		120 Points						
	NAME	Ashildr Brunnelle	CREATED	May 10, 2025, 10:40 PM		0 UNSPENT					
	TITLE		MODIFIED	May 21, 2025, 10:41 PM		0 ANCESTRY					
	ORGANIZATION		PLAYER	Guido		42 ATTRIBUTES					
					64 ADVANTAGES						
DESCRIPTION											
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				
[20] 11 DEXTERITY (DX)	[0] 11 COMPOSURE	2-3	HEAD	-2	0	0 NONE	10 kg				
[20] 11 INTELLIGENCE (IQ)	[0] 5 BASIC MOVE		SKULL	-2	2	1 LIGHT	20 kg				
[0] 10 HEALTH (HT)	[0] 5.25 INITIATIVE (INIT)		FACE	-2	0	2 MEDIUM	30 kg				
[0] 10 KEUMIC INERTIA	Senses		NECK	-2	0	3 HEAVY	60 kg				
BASIC DAMAGE			EYES	-3	0	4 X-HEAVY	100 kg				
1d-2 BASIC THRUST		4-5	ARMS	-1	0	LIFTING & MOVING THINGS					
1d BASIC SWING			HANDS	-2	0	10 kg BASIC LIFT					
		6-8	TORSO	+0	0	20 kg ONE-HANDED LIFT					
			VITALS	+0	1	80 kg TWO-HANDED LIFT					
			GROIN	-1	0	120 kg SHOVE & KNOCK OVER					
		9-12	LEGS	-1	0	240 kg RUNNING SHOVE & KNOCK OVER					
			FEET	-2	0	150 kg CARRY ON BACK					
						500 kg SHIFT SLIGHTLY					
POINT POOLS											
[0] 10 OF 10 HP [HEALTHY]											
0 OF 0 STRESS [CALM]											
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	Airshipman		11	IQ	1	B185			
Dabbler		1	Apparatus Operation		11	IQ	2	B189			
Intimidation, Savoir-Faire (High Society), Acting, Public Speaking			Area Knowledge (Sha'karrat)		11	IQ	1	B176			
Luck (1/h)		15	Brawling		12	DX+1	2	B182+			
Signature Gear 40		40	Current Affairs (Arkopan Racing)		12	IQ+1	2	B186			
The Faraheim (2000 kt)			First Aid		11	IQ	1	B195			
Disadvantages & Quirks		-21	Hiking		10	HT	2	B200			
Debt 20		-20	Intimidation		8	Will-3	0	B202			
Expression ("Avanti!", and similar)		-1	Liquid Projector (Sprayer)		11	DX	1	B205			
Languages & Culture		3	Mechanic (Comms)		10	IQ-1	1	B207			
Cultural Familiarity		1	Mechanic (Light Arkopan)		13	IQ+2	8	B207			
Korkon; Te'karn (Native)			Navigation (Land)		10	IQ-1	1	B211			
Language: Ama'kon		0	Piloting (Contragravity)		12	DX+1	4	B214			
Native; Spoken (Native); Written (Native)			Public Speaking		8	IQ-3	0	B216			
Language: Korank		2	Savoir-Faire (High Society)		9	IQ-2	0	B218+			
Spoken (Accented); Written (None)			Stealth		11	DX	2	B222			
Natural Attacks		0	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 20 1.5 kg 20 1.5 kg B289											
# OTHER EQUIPMENT (15.5 kg; \$705) USES 100 5 kg 705 15.5 kg B288											
1 Backpack, Frame											

#	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>