

Kray

Ardent / Rootless / Rattlehand

A stern and serious wanderer with a passion for salvage, exploration and the repurposing of ancient relics. Not too handy in a fight, but sharp as a whip.

Edges

- Iron
- Instinct
- Sharps

Skills

- | | | |
|---------------|--------------|-------------|
| ◦ Scramble +2 | ◦ Leap +1 | ◦ Sense +1 |
| ◦ Craft +2 | ◦ Salvage +2 | ◦ Repair +1 |
| ◦ Break +1 | ◦ Shoot +1 | ◦ |
| ◦ | ◦ | ◦ |
| ◦ | ◦ | ◦ |

Languages

- | | | |
|---------------|------------------|---------------|
| ◦ Chthonic +2 | ◦ Brasstongue +1 | ◦ Tokotoka +1 |
| ◦ | ◦ | ◦ |
| ◦ | ◦ | ◦ |

Drives

Make amends for an ancestor's wrongs
Aid rootless ships and colonies
Craft a weapon that can take down a leviathan

Mires

- Your mechanisms whirr and click loudly, even at rest
- The open sky is wide, oppressive
- Ancient machines are too beautiful to destroy

Aspects & Rigs

Wild Words (Trait) 0-0

Mark to remember a rumour or folktale pertinent to your situation (supplied by the Firefly).

Clanking Pack (Gear) 0-0-0-0

Contains bits and pieces of useful salvage. Mark to use the contents in place of a resource when crafting. Can be swung like a weapon, dealing CQ Blunt damage.

Scrap Rifle (Gear) 0-0

Designed to fire mechanical offcuts and oddments. Deals LR spike damage.

Relic Replacement (Gear) 0-0-0-0-0

You've replaced one of your arms with an unfeeling mechanical limb, fashioned from pre-verdant parts. The tools built into it allow you to craft without a workshop or toolbench, without cutting.

Resources

Salvage

- | | |
|-------------------|-------------------|
| ◦ Warped Highwood | ◦ Brass Filaments |
| ◦ Rusted Cogs | ◦ Ceramic Battery |
| ◦ | ◦ |
| ◦ | ◦ |

Specimens

- | | |
|-----------------|---|
| ◦ Firefly Bulbs | ◦ |
| ◦ | ◦ |
| ◦ | ◦ |
| ◦ | ◦ |

Whispers

- | | |
|--------------------|---|
| ◦ Locomotive Power | ◦ |
| ◦ | ◦ |
| ◦ | ◦ |
| ◦ | ◦ |

Charts

- | | |
|---|---|
| ◦ | ◦ |
| ◦ | ◦ |
| ◦ | ◦ |
| ◦ | ◦ |

Benefits, Injuries & Tracks

Notes