

CHARACTERISTICS

13 STR **000cm (0'0"), 000kg (000#), 3'(1m) reach, -0" KNB**
 23 DEX 14- Run 6" (12"), 28.8 kph 17.9 mph, 3.3 m/mi, DCV 3, 1 END/a
 18 CON 13- Swim 2" (4"), 9.6 kph, 6.0 mph, 10.0 s/mi, DCV 0, 0 END/a
 13 BOD Leap 3" (6"), 3.6 kph, 2.2 mph, 26.8 s/mi
 13 INT 12-
 13 EGO 12-
 18 PRE 13-
 14 COM 12-
 6 PD OCV 8, DCV 8 // ECV 4
 4 ED
 4 SPD
 8 REC
 40 END PER 12- (+2 lvl)
 30 STUN Heal 8/30, 1/3.8d

MARTIAL ARTS (DIRTY INFIGHTING)

Name	OCV	DCV	DC	DAM	NOTES
Martial Throw	8	9	2 d		STR+v/5, Throw
Martial Disarm	7	9	23 STR		STR+10, Disarm

Weapon Elements: W.Element: Knife, Sword, HtH

SKILLS

WF	Hand-to-hand, Clubs	PRE	13 Conversation	AK	8 Starfall City
	Common Melee		13 Courtier	PS	
	Vehicle weapons		13 Seduction		11 Sea Captain
	(Cannon)		8 Streetwise	Languages	
DEX			13 Trading		Killimaran (native+1)
14 Acrobatics		GEN			Canine (native)
14 Breakfall			11 Co-ordination	Tr	
8 Climbing			11 Gambling		Sailing
14 Combat Riding			8 Navigation		
14 Stealth			8 Shadowing		
INT		Talents			
8 Concealment			Defense Maneuver		
8 Deduction			14 Fast Draw (DEX)		
8 Healer			12 Light Sleep (PER)		
13 Magic					

POWERS

Magic 10pts

DISADVANTAGES

DNPC (Normal/Useful/Group/8) Crew of the Saucy Mare
 Hunted (PC+/NCI/11) Family Pravinchandra
 Watched (PC+/NCI/11) Family St. Genevieve
 Psych(C/S) Family Uber Alles
 Psych(C/M) We may be pirates, but we're not uncouth
 Reputation (8) St. Genevieve Pirates
Psych (U/S) ??? (10pts)
Unspecified Disadvantages: 8pts

Unspent Points: 0pts

CHANGES 1.0 > 1.1 (10)

DEX: Combat Riding (8-) +2pts >> (14-)
NEW 5pts >> INT: Magic 13-
GEN: Co-ordination (8-) +2pts >> (11-)
PS: JOB (8-) +1pt >> PS: Sea Captain (11-)

CHANGES 1.1 > 1.2 (25)

NEW 4pts >> 2 levels with PER
NEW 3pts >> Martial Throw (Dirty Infighting)
DEX: Stealth (8) +2pts >> (14)
NEW 3pts >> PRE: Seduction (13)
NEW 3pts >> GEN: Gambling (11)
NEW 10pts >> Magic

CHANGES 1.2 > 1.3 (10)

PRE: Conversation (8) +2pts >> (13)
NEW 4pts >> Martial Disarm (Dirty Infighting)
NEW 1pt >> PRE: Streetwise (8)
COM: 12 +2pts >> 14
Magic 10pts +1pt >> 11pts

CHANGES 1.3 > 1.4 (2/20)

NEW 2pts >> Weapon Elements (Sword, Knife)

NOTES

Items in **BOLD *STILL*** need to be specified. :-)