

CHARACTERISTICS

13 STR **000cm (0'0")**, **000kg (000#)**, 3'(1m) reach, -0" KNB
 14 DEX 12- Run 6" (12"), 21.8 kph 13.4 mph, 4.5 m/mi, DCV 3, 1 END/a
 13 CON 12- Swim 2" (4"), 7.2 kph, 4.5 mph, 13.4 s/mi, DCV 0, 0 END/a
 13 BOD Leap 3" (6"), 3.6 kph, 2.2 mph, 26.8 s/mi
 23 INT 14-
 18 EGO 13-
 10 PRE 11-
 12 COM 11-
 4 PD OCV 5, DCV 5 // ECV 6
 5 ED
 3 SPD
 6 REC
 26 END PER 14-
 27 STUN Heal 6/30, 1/5.0d

SKILLS

WF

Hand-to-hand, Clubs
 Common Melee

DEX

8 Breakfall
 8 Climbing
 8 Combat Riding
 8 Stealth

INT

8 Concealment
 14 Cryptography
 14 Deduction
 8 Embalming
 14 Healer
 8 Inquisition
 14 Inventor
 14 Traps

PRE

8 Bribery
 11 Conversation
 11 Courtier
 8 Persuasion
 11 Trading
GEN
 8 Co-ordination
 11 Counterfeiting
 12 Mechanics
 14 Navigation
 12 Sapping
 8 Shadowing
 11 Weaponsmith

AK

8 Starfall City
 12 Starfall Coast
 11 League of Killamara

KS

12 Tension Weapons
 14 Alchemy

PS

14 Alchemy
 12 Carpentry
 11 Merchant Prince
 13 Shipbuilding
 14 Tension Weapons

Languages

Killimaran (native+1)
 Canine (native)
 "Hermetic" (conver+1)

Tr

Sailing

Talent

Cramming (8)
 Lightning Calculator
 Speed Reading

POWERS

Potion Pool 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

Unspecified Disadvantages: 2pts

Unspent Points: 26pts

CHANGES 1.0 > 1.1

NEW: 1pt >> DEX: Combat Riding (8-)
PRE: Courtier (8-) +2pts >> (11-)
INT: Cryptography (8-) +2pts >> (14-)
GEN: Counterfeiting (8-) +2pts >> (11-)
KS: Tension Weapons (11-) +1pt >> (12-)
PS: Alchemy (11-) +1pt >> (12-)
PS: JOB (8-) +1pt >> PS: Merchant Prince (11-)
PS: Tension Weapons (11-) +1pt >> (12-)

CHANGES 1.1 > 1.2

NEW 1pt >> Breakfall (8)
GEN: Sapping (11) +2pts >> (12)
GEN: Mechanics (11) +2pts >> (12)
PRE: Conversation (8) +2pts >> (11)
NEW 3pts >> PRE: Trading (11)
NEW 2pts >> AK: League of Killamara (11)
PS: Alchemy (12) +2pts >> (14)
PS: Tension Weapons (12) +2pts >> (14)

CHANGES 1.2 > 1.3

NEW 3pts >> Lightning Calculator
NEW 3pts >> Martial Throw (Dirty Infighting?)
NEW 4pts >> Potion Pool

NOTES

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