

CHARACTERISTICS

13 STR **000cm (0'0"), 000kg (000#), 3'(1m) reach, -0" KNB**
 18 DEX 13- Run 6" (12"), 21.8 kph 13.4 mph, 4.5 m/mi, DCV 3, 1 END/a
 18 CON 13- Swim 2" (4"), 7.2 kph, 4.5 mph, 13.4 s/mi, DCV 0, 0 END/a
 11 BOD Leap 3" (6"), 3.6 kph, 2.2 mph, 26.8 s/mi
 13 INT 12-
 13 EGO 12-
 23 PRE 14-
 14 COM 12-
 3 PD OCV 6, DCV 6 // ECV 4
 4 ED
 3 SPD
 7 REC
 36 END PER 12-
 27 STUN Heal 7/30, 1/4.3d

WEAPONS

+1 level w/Common Missile Weapons
 +1 level w/Ranged Combat

SKILLS

WF	Hand-to-hand, Clubs Common Melee Common Missile Weapons	PRE	14 Acting 14 Bribery 14 Bureaucratics 14 Conversation 14 Courtier 8 Oratory 14 Persuasion 8 Seduction 14 Streetwise 14 Trading	AK	8 Starfall City
DEX	8 Acrobatics 8 Breakfall 8 Climbing 13 Combat Driving 13 Combat Riding 8 Contortionist 13 Lockpicking 13 Pickpocket / Sleight 13 Stealth	GEN	11 Co-ordination 12 Counterfeiting 11 Disguise 11 Gambling 11 Lip Reading 11 Navigation 11 Shadowing	KS	11 Crew of the Saucy Mare 11 Maidstone Society
INT	12 Concealment 8 Deduction 12 Eavesdropping 12 Healer			PS	11 Accounting 11 Family head 11 Merchang Prince 11 Sea Captain
				Languages	Killimaran (native+1) Canine (native) Boveyan (basic)
				Tr	Sailing
				Talents	Ambidexterity Fast Draw (13)

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: 23pts

CHANGES 1.0 > 1.1 (10)

NEW 3pts >> DEX: Combat Riding (13-)
INT: Healer (8-) +2pts >> (12-)
NEW 3pts >> PRE: Bureaucratics (14-)
PRE: Conversation (8-) +2pts >> (14-)
NEW 3pts >> PRE: Trading (14-)
GEN: Counterfeiting (11-) +2pts >> (12-)
NEW 1pt >> GEN: Navigation (8-)
NEW: 2pts >> KS: Crew of the Saucy Mare
PS: JOB (8-) +1pt >> PS: Merchant Prince (11-)
NEW: 2pts >> PS: Sea Captain (11-)
NEW: 2pts >> PS: Family head (11-)

CHANGES 1.1 > 1.2 (25)

NEW 3pts >> +1 level with Common Missile Weapons
GEN: Coordination (8) +2pts >> (11)
GEN: Lip Reading (8) +2pts >> (11)
NEW 2pts >> KS: Maidstone Society (11)
NEW 2pts >> GEN: Disguise (11)
NEW 1pt >> PRE: Oratory (8)
NEW 3pts >> PRE: Streetwise (14)
NEW 2pts >> PS: Accounting (11)
NEW 3pts >> Talent: Ambidexterity
NEW 3pts >> Talent: Fastdraw (13)
NEW 1pt >> Talent: Immunity (Mt. Society Poison)

CHANGES 1.2 > 1.3 (8/10)

Talent: Immunity (Mt. Society Poison) >> 1pt L2: Basic Boveyan
NEW 3pts >> +1 level with Ranged Combat
NEW 1pt >> PRE: Seduction (8)
NEW 3pt >> PRE: Persuasion (14)
NEW 3pt >> DEX: Sleight of Hand (13)

NOTES

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