Name *Theresa Vilhemina de'Pusay E'Tanosa*

HP	Alt HP	Dam.
40	40	

Abilities

	Score		Modifier	
Strength	13	13	+1	+1
Muscle	*12*	*12*	*+1*	*+1*
Stamina	*14*	*14*	*+2*	*+2*
Dexterity	14	14	+2	+2
Aim	*16*	*16*	*+3*	*+3*
Balance	*12*	*12*	*+1*	*+1*
Constitution	17	17	+3	+3
Health	*17*	*17*	*+3*	*+3*
Fitness	*17*	*17*	*+3*	*+3*
Mobility	12	12	+1	+1
Speed	*12*	*12*	*+1*	*+1*
Movement	*12*	*12*	*+1*	*+1*
Intelligence	16	16	+3	+3
Knowledge	*16*	*16*	*+3*	*+3*
Reasoning	*16*	*16*	*+3*	*+3*
Wisdom	15	15	+2	+2
Intuition	*14*	*14*	*+2*	*+2*
Willpower	*16*	*16*	*+3*	*+3*
Charisma	14	14	+2	+2
Influence	*12*	*12*	*+1*	*+1*
Phys. Beauty	*16*	*16*	*+3*	*+3*
Fëa	7	7	-2	-2
Soul	*6*	*6*	*-2*	*-2*
Luck	*8*	*8*	*-1*	*-1*

Classes

Swashbuckler (Musketeer; Freelancer; Noble)

Levels

3

Experience Points

Total:

To next Level:

Level Adjustments

Racial:

Special:

TAINT

Corruption:	Depravity:
0	0

Sanity: 53

Insanity: *0* *±0*

Affinities

Psychic	Mystic
05%	*30%*

Player *Lord Nut-twister*

	Total	Base	Abil	Misc	Epic	Magic
Armor Cl	14	10	+1	+3	+0	+0
Fortitude	+6	+3	+3			
Reflex	+3	+1	+1	+1		
Will	+4	+1	+3			
Soul	+1	+3	-2			
Initiative	+1		+1			

Movement & Encumbrance

Weight	Move	Category	Max Dex	Check P
43	36	Light	–	–
86	36	Medium	+3	-3
130	24	Heavy	+1	-6
260	6	Lift	+0	*
650	18	Push	*	*

Special Qualities / Abilities

Human: +1 Skill Point/Level

Base Attack Scores

Base	Muscle	Size	Misc / Epic	Base Bonus	Base Melee Attack Progression
+3	+3	+0	+0	+0	+6

Base	Aim	Size	Misc / Epic	Base Bonus	Base Ranged Attack Progression
+3	+3	+0	+0	+0	+6

Weapons, Armor, Shields & Other Protection

Armor Name	AC Bonus	Max Dex to AC	Check Penalty	Spell Failure
Studded Leather	+3	+5	-1	00%

Other Properties (Masterwork / Magical / Psionic)	Top Speed
Stylized Blue & Grey w/Family Crest	30 ft.
Absorb Rate 2S; 1P; 0B 15HP; Hit Range: 12+	

Shield Name	AC Bonus	Check Penalty	Spell Failure
None	+0	-0	00%

Other Properties (Masterwork / Magical / Psionic)	Top Speed
	30 ft.
Absorb Rate 0S; 0P; 0B 0HP; Hit Range: 10+	

Deflection	Magic / Psionic	Insight / Luck	Other	Profane/Sacred	Natural
+0	+0	+0	+0	+0	+0

Weapon Name	Melee Attack Progression	Damage
Rapier	+6	1d6+1+3

Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range / Multiplier
+0	+0	+0	-2 (1d6+1)	18-20/x2

Other Properties (Masterwork / Magical / Psionic)	Type	Range
	Pierce	5 ft.

Weapon Name	Melee Attack Progression	Damage
Spiked Chain	+6	2d4+1+3

Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range / Multiplier
+0	+0	+0	-2 (2d4+1)	20/x2

Other Properties (Masterwork / Magical / Psionic)	Type	Range
	P/S	5/10 ft.

Psionics

PPE Cost	Display	Power Name
0		

Total PPE	PPE Used	Surge Bonus
0		

Skills

Skill Name	Total	Rank	Abil	Mod
Applied Science ( )	+3	0	Know	+3
Appraise	+2	0	Re/Inu	+2
Assense	+2	0	Intuitiion	+2
Autohypnosis	+3	0	Will	+3
Balance	+2	1	Balance	+1
Bluff	+7	6	Influence	+1
Bureaucracy (cc)	+9	6	Inf+Soc	+1+2
Climb	+2	1	Mus/Bal	+1
Concentration	+8	5	Will	+3
Craft (Firearms)	+5	2	Reas	+3
Craft (Literary)	±1	1	Varies	+X
Craft (Weapons)	+3	1	Stam/Rea	+2
Decipher Script	+2	0	Inu/Rea	+2
Diplomacy	+6	3	Inf+Soc	+1+2
Disable Device	+2	0	Inu/Dex	+2
Disguise	+2	0	Inf/Rea	+2
Engineering	+4	1	Reason	+3
Escape Artist	+3	1	Dexterity	+2
First Aid	+6	4	Inu/Kno	+2
Forgery	+6	4	Inf/Int	+2
Gather Information	+3	2	Intu/Infl	+1
Handle Animal	+1	0	Infl	+1
Hide	+1	0	Balance	+1
Intimidate	+X	0	Varies	+X
Jump	+2	1	Muscle	+1
Knowledge (Nobility)	+6	3	Know	+3
Knowledge (Origin)	+4	1	Know	+3
Listen	+3	1	Intuition	+2
Move Silently	+2	1	Balance	+1
Nautical	+4	2	Intu/Reas	+2
Open Lock	+2	0	Dx/Rea	+2
Perform ( )	+X	0	Varies	+X
Profession (Blacksmith)	+4	2	Rea/Stam	+2
Psicraft	+3	0	Reason	+3
Read Lips	+2	0	Intuition	+2
Ride	+5	4	Balance	+1
Scry	+3	0	Reason	+3
Search	+3	0	Reason	+3
Sense Motive	+3	1	Intuition	+2
Slight of Hand	+2	0	Dexterity	+2
Spellcraft	+3	0	Re or Inf	+3
Spot	+3	1	Intuition	+2
Survival	+2	0	Intu/Kno	+2
Swim	+3	1	Stam/Fit	+2
Tumble	+5	4	Balance	+1
Use Magical Device	+1	0	Influence	+1
Use Psionic Device	+1	0	Influence	+1
Use Rope	+3	1	Dex/Kno	+2
Use Scientific Apparatus	+3	0	Reason	+3

Normal (Mundane / Masterwork) Equipment

Item Name	#	Lbs	Tot	Item Name	#	Lbs	Tot
Stud. Leather, Blue w/Grey Trim	1			Sack	2		
Spiked Chain	1			Sewing Needle	1		
Rapier	1			Signal Whistle	1		
Stiletto	1			Soap (in Lbs)	1		
Blue & Scarlet Silk Dress	1			Belt Pouch	1		
Blue & Grey Silk Dress	1			Personal Tent	1		
Red Silk Dress	1			Torch	10		
Blue Corset	1			Water skin (1 pint)	3		
Red Corset	1			Link of Chain (Dk Grey)		5	
Black Corset	1			Broken Sword Blade			
Armor Maintenance Kit	1			Field Medical Kit			
Book of Origin, Simple	1			Heavy Crossbow (Steel)			
	1			Quarrels for HV CB	25		
Food (in days)	180			Grenades	4		
Backpack (Leather)				Stockings (pairs)	5		
Bedroll				Broad-brimmed hat			
Blanket, Winter				Linen Shirt	3		
Candles	20			Leather Gloves			
Map Case				Peasant Dress	2		
Chalk (Box of 20)	1			Girdle	2		
Flask	3			Hard, High Boots			
Flint & Steel				Wool Breeches	2		
Ink (Black)	3			Linen Chemise	3		
Pen	1			MW Forge Tools			
Lamp				MW Files Set			
Mirror (Hand)				Musket Parts			
Paper (sheet)	15			Gunpowder (in Lbs)	9.5		
Leatherbound Book, 200pgs	1			Musket			
Trail Rations (in days)	7			Pistol	2		
Help Rope, 50 ft.	1			Ammunition	1k		
Silk Rope, 50 ft.	1						
Total Weight			0	**Total Weight**			0

Special (Magical / Psionic / Artifact) Equipment

Item Name	Special Powers	#	Lbs	Total
Conceptual Firearms Drawings	Set of from Saeros			
			Total Weight	

Personal Information & Other Statistics

Race		Gender	Age	Height	Weight	Marital Status
Human		F	26	5ft 0in	134#	Single
Eye Color	**Hair Color**	**Social Status**		**Soc. Stat Mod**	**Soc. Rank**	**Birth Rank**
Green	Black	UUC		+2	15	1 of 2
Mother (Profession)		**Father (Profession)**		**Place of Origin**		
Diplomat		*Archon*		Uborix		

Notes																																			**Notes**
Pathos													X	X																					**Neutral**
Ethos													X	X																					**Neutral**

Cohort / Animal Companion / Controlled Undead

Name	Type (Subtype)	HD	Hp	AC / t / Ff
Attack / Full Attack		**Movement (Burrow/Fly/Swim)**		
Attacks (& Damage)				
Special Attacks / Qualities				

Money

	Marks	Drachma	Koji	Aros
Stored	2,530	0	0	0
Local	100	0	80	0
	0	0	0	0

Other Valuables

Item	#	Value	Subtotal
Silver Ring			
Signet Ring (House Tanos)			
Wooden Chest			
^ Large mark Coins	326	5Mk ea	1,630*
Bag of marbles	20	~100Mk ea	~2000Mk
*Reflected in ***Money***			
		Valuables Total	0 Mk
		Grand Total	0 Mk

Languages

Language Name	Tot+	Ranks	Int+
Imperial	+13	10	+3
Legal	+10	7	+3
Saroan	+10	7	+3
Alterran (Ori)	+0	0	+0
Tarana (Orient)	+0	0	+0
OPEN SLOT	+0	0	+0

Feats & Class Features

Starting	**Open Minded**
Racial	**Able Learner**

Weapon Group: Basic
Weapon Group: Flails & Chains
Weapon Group: Exotic
Weapon Group; Light Blades
Weapon Group: Firearms (Saeros)
Armor Group: Light
Weapon Finesse (L1 Class)
Grace +2 (L2 Class)
Insightful Strike (L3 Class)
Fast Loader (Level 3)

Learning

Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1 1 1 1	Ability 1 Ability 2 Ability 3 Ability 4	00 00 00 00	50
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1 1 1	Ability 1 Ability 2 Ability 3 Ability 4	00 00 Ray	50
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1 1 1	Ability 1 Ability 2 Ability 3 Ability 4	00 00 Ray	50
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1 1 1	Ability 1 Ability 2 Ability 3 Ability 4	00 00 Ray	50
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1 1 1	Ability 1 Ability 2 Ability 3 Ability 4	00 00 Ray	50
Chg	Item/Staff Name, Caster Level: 0	DC	Remaining Ch
1 1 1	Ability 1 Ability 2 Ability 3 Ability 4	00 00 Ray	50
1	Wand of Spell Name	DC 00	50
1	Wand of Spell Name	DC 00	50
1	Wand of Spell Name	DC 00	50

Game Notes

MP Energy	Total	Expended
	0	0

Prepared Spell Slots	
0	
0	
0	
1	

Spells Known		
0	***Read Magic***	1MP
0	***Detect Magic***	1MP
0		1MP
0		1MP
0		1MP
0		1MP
1		1MP
1		1MP
1		1MP
1		1MP
2		1MP
3		1MP
3		1MP

Additional Weapons, Tools and Items

Weapon Name			*Melee Attack Progression*	*Damage*	
Stiletto			+6	1d4+1+3	
Attack B	*Damage B*	*Special B*	*Ranged Attack Progression*	*Crit Range / Multiplier*	
+0	+0	+0	+6	18-20/x2	
Other Properties (Masterwork / Magical / Psionic)				*Type*	*Range*
				P	10 ft.

Weapon Name			*Melee Attack Progression*	*Damage*	
Heavy Steel Crossbow			-2 (1d4 Bludgeoning)	1d10+3	
Attack B	*Damage B*	*Special B*	*Ranged Attack Progression*	*Crit Range / Multiplier*	
+0	+0	+0	+6	19-20.x2	
Other Properties (Masterwork / Magical / Psionic)				*Type*	*Range*
				P	100ft..

Weapon Name			*Melee Attack Progression*	*Damage*	
Pistol			None	1d10+3	
Attack B	*Damage B*	*Special B*	*Ranged Attack Progression*	*Crit Range / Multiplier*	
+0	+0	+0	+6	20/x3	
Other Properties (Masterwork / Magical / Psionic)				*Type*	*Range*
				P	50 ft.

Weapon Name			*Melee Attack Progression*	*Damage*	
Musket			-2 (1d6+1+3 Bludgeon)	1d12+3	
Attack B	*Damage B*	*Special B*	*Ranged Attack Progression*	*Crit Range / Multiplier*	
+1	+0	+0	+6	20/x3	
Other Properties (Masterwork / Magical / Psionic)				*Type*	*Range*
				P	150 ft.

Weapon Name			*Melee Attack Progression*	*Damage*	
Attack B	*Damage B*	*Special B*	*Ranged Attack Progression*	*Crit Range / Multiplier*	
+0	+0	+0			
Other Properties (Masterwork / Magical / Psionic)				*Type*	*Range*

Weapon Name			*Melee Attack Progression*	*Damage*	
Attack B	*Damage B*	*Special B*	*Ranged Attack Progression*	*Crit Range / Multiplier*	
+0	+0	+0		20/	
Other Properties (Masterwork / Magical / Psionic)				*Type*	*Range*

Weapon Name			*Melee Attack Progression*	*Damage*	
Attack B	*Damage B*	*Special B*	*Ranged Attack Progression*	*Crit Range / Multiplier*	
+0	+0	+0	+0	20/	
Other Properties (Masterwork / Magical / Psionic)				*Type*	*Range*
					.

Weapon Name			*Melee Attack Progression*	*Damage*	
Attack B	*Damage B*	*Special B*	*Ranged Attack Progression*	*Crit Range / Multiplier*	
+0	+0	+0	+0	20/	
Other Properties (Masterwork / Magical / Psionic)				*Type*	*Range*
					.

Weapon Name			*Melee Attack Progression*	*Damage*	
Attack B	*Damage B*	*Special B*	*Ranged Attack Progression*	*Crit Range / Multiplier*	
+0	+0	+0	+0	20/	
Other Properties (Masterwork / Magical / Psionic)				*Type*	*Range*
					.

Weapon Name			*Melee Attack Progression*	*Damage*	
Attack B	*Damage B*	*Special B*	*Ranged Attack Progression*	*Crit Range / Multiplier*	
+0	+0	+0	+0	20/	
Other Properties (Masterwork / Magical / Psionic)				*Type*	*Range*
					.

Weapon Name			*Melee Attack Progression*	*Damage*	
Attack B	*Damage B*	*Special B*	*Ranged Attack Progression*	*Crit Range / Multiplier*	
+0	+0	+0	+0	20/	
Other Properties (Masterwork / Magical / Psionic)				*Type*	*Range*
					.

Game Notes

AG Energy	Total	Expended
	8	0

Additional Circles Developed

Circle Degrees Understood

1	***1st Degree***	1AGP
2	***2nd Degree***	2AGP
0		0AGP
0		0AGP