

# Jane Hulda

*Human woman 27 years old brown hair, green eyes*

## Attributes [70]

ST 10 DX 13 [60] IQ 10 HT 11 [10]  
HP 10 Will 10 Per 10 FP 11  
Basic Lift 20 Damage 1d-1/1d+2  
Basic Speed 6 Basic Move 6  
Ground Move 6 Water Move 1

## Social Background

TL: 3 [0]  
Cultural Familiarities: Medieval (Native) [0].  
Languages: English (Native) [0].

## Advantages & Perks [90]

Alcohol Tolerance [1]  
Ambidexterity [5]  
Appearance (Attractive) [4]  
Combat Reflexes [15]  
Enhanced Parry (Rapier) (1) [5]  
Ex. Attk (1) (Multi-Strike; (Rapier Only)) [25]  
Sea Dog\* (1) [5]  
Striking ST (2) [10]  
Weapon Master (Rapier) [20]

## Disadvantages [-70]

Bad Temper (12-) [-10]  
Code of Honor (Pirate's) [-5]  
Enemy (Cap'n/Crew of the 'Dead Shrike') (9-) [-10]  
Enemy (Al Haz Navy) (6-) [-15]  
Greed (12-) [-15]  
Overconfidence (12-) [-5]  
Reputation (Dread Pirate) (-2) ( Large class (People along the Erythean Sea) [-5]  
Selfish (12-) [-5]

## Quirks [-5]

Attentive [-1]  
Nervous Stomach [-1]  
Trademark (Carves the letter 'J' into the corpses of men killed in duels.) [-1]



HP 10

FP 11


Minor Handicap [-1]

Nosy [-1]

## Skills [54]

Acrobatics 13 [4], Area Knowledge (Erythean Sea) 10 [1], Brawling 14 [2], Carousing 12 [2], Climbing 14 [2]  
**includes: +1 from 'Sea Dog',** Cloak 15 [8], Fast-Draw (Knife) 14 [1] **includes: +1 from 'Combat Reflexes',** Fast-Draw (Sword) 14 [1] **includes: +1 from 'Combat Reflexes',** First Aid/TL3 (Human) 10 [1], Knot-Tying 14 [1] **includes: +1 from 'Sea Dog',** Leadership 10 [2], Main-Gauche 13 [1], Navigation/TL3 (Sea) 12 [4] **includes: +1 from 'Sea Dog',** Rapier 15 [8] **includes: Enhanced Parry (Rapier),** Savoir-Faire (Pirate) 10 [1]. Seamanship/TL3 12 [2], **includes: +1 from 'Sea Dog',** Sex Appeal (Human) 11 [1] **includes: +1 from 'Appearance',** Shield (Buckler) 16 [8], Stealth 12 [1]. Thrown Weapon (Knife) 14 [2], Wrestling 12 [1]

**Techniques [11]**

Arm Lock (Wrestling) 12 [0], Counterattack (Rapier) 11 [2], Disarming (Cloak) 16 [2], Disarming (Rapier) 17 [3], Disarming (Main-Gauche) 13 [0], Initial Carving (Rapier) 12 [2], Targeted Attack (Rapier Thrust/Neck) 11 [2].

Stats [70] Ads [89] Disads [-70] Quirks [-5] Skills [65] = Total [150]

\*Sea Dog Talent aids Climbing, Fishing, Knot-Tying, Navigation (Sea), Seamanship, and Shiphandling.

**Hand Weapons****Ranged Weapons****Armor & Possessions****Notes**

Jane's father was a Pirate captain and he raised his only child to be the son he never had. In due time he retired to a small villa near Ten=Teri in Cardiel and gave his ship to her.

Her Pirate Enemy ship, the Dead Shrike is a ship that unfortunately resembles her ship, 'The Sunrise' in build. Normally each ship has made sure to be distinctly painted from the other ship, but the Shrike's captain made a mistake in a raid on a traveling merchant ship and killed the son of the Pasha of 3 tails Haroun ibn Ibrihim. His first instinct was to slaughter the surrendered ship's crew and passengers and did so.

Then he thought a bit and had his ship painted so it would match The Sunrise, hired a prostitute who passably resembled Jane and had her deliver the head of the young noble to a al Hazian fishing vessel off the coast in thinning mists.

Basically he framed Jane for the killing of Mustafa ibn Haroun, raided a couple of small towns along Al Haz's coast for good measure and took a long trip to Araterre, thus leaving her wondering why Al Haz' navy is specifically looking for her and her ship.