

Inish Swordsman

Traits

Brawn ●●○○○ Finesse ●●●○○ Wits ●●○○○ Resolve ●●●○○ Panache ●●○○○ Reputation: 0

Advantages:

Able Drinker, Pain Tolerance, Combat Reflexes, Swordsman's Guild¹

Arcana: Hot-Headed (or Choose One)

Languages:

Inish (N), Castille

Swordsman School (Or Choose One²)

Donovan: (Shortsword and Buckler)

Bind ●●○○○ Disarm ●●○○○ Riposte ●●○○○ Exploit Weakness ●●○○○

Apprentice Ability:

Negates the off-hand penalty when using a Buckler.

Free Raise when using a Buckler

Skills and Knacks

Athlete:

Climbing ●●○○○ Footwork ●●●○○ Sprinting ●●○○○ Throwing ●●○○○

**Buckler:*

Parry (Buckler) ●●●○○

**Fencing:*

Attack (Fencing) ●●●○○ Parry (Fencing) ●○○○○

Dirty Fighting:

Attack (Dirty Fighting) ●○○○○ Throat Strike ●○○○○

Sailor:

Balance ●●●○○ Climbing ●●○○○ Knotwork ●●○○○ Rigging ●○○○○

Equipment and Starting Money

1 Set of Poor Clothes

1 Poor Shortsword

10 G Starting money/ 0 G per month

¹ If another sword school is chosen, this may need to be removed. See appropriate sword school for details.

² If another school is chosen, remove the skills with an asterisk (*) and replace with the appropriate skills for the new school