

# Avalon Noble

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## Traits

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

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## Advantages:

Noble, Swordsman's Guild<sup>1</sup>

**Arcana:** Hedonistic (or Choose One)

## Languages:

Avalon (R/W/N), Castille

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## Swordsman School (Or Choose One<sup>2</sup>)

**Andrews:** (Fencing Sword)

Lunge ●●○○○ Feint ●●○○○ Riposte ●●○○○ Exploit Weakness ●●○○○

*Apprentice Ability:*

+2 to TN to be hit, except when performing a Lunge.

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## Skills and Knacks

*\*Athlete:*

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

*\*Fencing:*

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

*Firearms:*

Attack (Firearms) ●●○○○

*Rider:*

Ride (Horse) ●●○○○

*Courtier:*

Dancing ●●○○○ Etiquette ●●○○○ Fashion ●○○○○ Oratory ●○○○○

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## Equipment and Starting Money

1 Set of Fancy Clothes

1 Fancy Fencing Sword

1500 G Starting money/ 500 G per month

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

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