

Castillian Swordsman

Traits

Brawn ●●○○○ Finesse ●●●○○ Wits ●●○○○ Resolve ●●○○○ Panache ●●●○○ Reputation: -10

Advantages:

Combat Reflexes, Scoundrel, Swordsman's Guild¹

Arcana: Righteous (or Choose One)

Languages:

Castille (N), Montaigne, Vodacce

Swordsman School (Or Choose One²)

Gallegos: (Fencing Sword)

Feint ●●○○○ Riposte ●●○○○ Tagging ●●○○○ Exploit Weakness ●●○○○

Apprentice Ability:

+5 to Active Parry with a fencing sword.

When you hold an action die, it increases to the next phase's number, which makes you more likely to go first later.

Skills and Knacks

*Athlete:

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

*Fencing:

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

Firearms:

Attack (Firearms) ●●○○○

Criminal:

Gambling ●●○○○ Shadowing ●●○○○ Stealth ●●○○○

Hunter:

Tracking ●●○○○ Trail Signs ●●○○○ Traps ●●○○○

Streetwise:

Socializing ●●○○○ Street Navigation ●●○○○

Equipment and Starting Money

1 Set of Poor Clothes

1 Poor Fencing Sword

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