

# Eisen Hunter

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## Traits

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

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## Advantages:

Eagle Eyes, Night Trained, (<sup>1</sup>)

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

## Languages:

Eisen (N), Castille

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

### Hopken: (Crossbow)

Arc ●●●○○ Reload ●●○○○ Trick Shooting ●●○○○ Exploit Weakness ●●○○○

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## Skills and Knacks

### \*Athlete:

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

### \*Crossbow:

Attack (Crossbow) ●●●○○ Fletcher ●○○○○

### Dirty Fighting:

Attack (Dirty Fighting) ●●○○○

### Knife:

Attack (Knife) ●●●○○ Parry (Knife) ●●●○○

### Hunter:

Stealth ●●○○○ Survival ●●○○○ Tracking ●●○○○ Trail Signs ●○○○○ Traps ●○○○○ Skinning ●○○○○

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## Equipment and Starting Money

1 Set of Poor Clothes

1 Poor Crossbow

10 G Starting money/ 0 G per month

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<sup>1</sup> If another sword school is chosen, Swordsman's Guild may need to be added. 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