

# Pirate

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## Traits

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

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## Advantages:

Combat Reflexes, Night Trained, Scoundrel,<sup>1</sup>

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

## Languages:

Native Language (N)<sup>2</sup>

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## Swordsman School (Or Choose One<sup>3</sup>)

**Rogers:** (Fencing Sword/Cutlass)

Bind ●●○○○ Corps-a-corps ●●○○○ Disarm ●●○○○ Exploit Weakness ●●○○○

*Apprentice Ability:*

You can use your Balance knack in place of any Parry knack.

You learn one Pirate Trick<sup>4</sup>.

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## Skills and Knacks

*\*Dirty Fighting:*

Attack (Dirty Fighting) ●●○○○

*\*Fencing:*

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

*Firearms:*

Attack (Firearms) ●●●○○

*Knife:*

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

*Criminal:*

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

*Sailor:*

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

*Streetwise:*

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

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## Equipment and Starting Money

1 Set of Poor Clothes

1 Poor Fencing Sword/Cutlass

10 G Starting money/ 0 G per month

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<sup>1</sup> If another sword school is chosen, may need to add Swordsman's Guild. See specific sword school for details.

<sup>2</sup> Must purchase Castille in addition to native language. For costs, see PG, p. 135.

<sup>3</sup> If another school is chosen, remove the skills with an asterisk (\*) and replace with the appropriate skills for the new school

<sup>4</sup> See Pirate Nations, p. 94-95 for examples.