

# Shield Man

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## Traits

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

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## Advantages:

Membership – Explorer's Society, Combat Reflexes, Large, <sup>1</sup>

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

## Languages:

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

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

### Shield Man: (Improvised Weapon)

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

#### *Apprentice Ability:*

Negates the off-hand penalty when using an improvised weapon.

If your weapon breaks, roll one die. On an even number you prevent the breakage.

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## Skills and Knacks

### \* *Athlete:*

Climbing ●●○○○ Footwork ●●●○○ Sprinting ●○○○○ Throw ●○○○○

### *Bodyguard:*

Interpose ●○○○○ Shadowing ●○○○○ Unobtrusive ●○○○○

### \* *Dirty Fighting:*

Attack (Dirty Fighting) ●○○○○ Attack (Improvised Weapon) ●○○○○ Parry (Improvised Weapon) ●○○○○

### *Heavy Weapon:*

Attack (Heavy Weapon) ●●○○○ Parry (Heavy Weapon) ●●○○○

### *Firearms:*

Attack (Firearms) ●○○○○

### *Sailor:*

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

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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