

Castillian Soldier

Traits:

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

Advantages:

Academy, Combat Reflexes, Commission: Corporal, Extended Family

Arcana:

Loyal

Languages:

Castille (R/W/N), Montaigne

Skills and Knacks:

Athlete:

Climbing ●●●○○ Footwork ●●●○○ Sprinting ●●○○○ Throwing ●○○○○ Leaping ●●●○○ Swimming ●○○○○

Commander:

Strategy ●●○○○ Tactics ●●○○○ Ambush ●○○○○ Diplomacy ●●○○○ Incitation ●●○○○

Dirty Fighting:

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

Fencing:

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

Firearms:

Attack (Firearms) ●●●○○

Knife:

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

Polearm:

Attack (Polearm) ●●●○○ Parry (Polearm) ●●●○○

Courtier:

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

Streetwise:

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

Equipment and Starting Money:

1 Set of Average Clothes

1 Average Fencing Sword

24 G Starting money/ 8 G per month

Combat Rolls and TNs:

To Hit:

Dirty Fighting 4k3 Improvised Weapon 5k3 Improvised Weapon (Thrown) 4k3 Fencing 6k3 Firearms 6k3 Knife 6k3 Polearm 6k3

Damage:

Dirty Fighting 3k1 Improvised 5k2 Rapier 5k2 Firearms 4k3 Knife 4k2 Polearm 5k2

Passive Defense(s):

Climbing 20 Footwork 20 Leaping 20 Parry (Improvised) 15 Parry (Fencing) 20 Parry (Knife) 20 Parry (Polearm) 20

Active Defense(s):

Climbing 6k3 Footwork 6k3 Parry (Improvised) 5k3 Parry (Fencing) 6k3 Parry (Knife) 6k3 Parry (Polearm) 6k3