

# Explorer

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## Traits:

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

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## Advantages:

Linguist, Membership (Explorer's Society), Keen Senses, Guardian Angel

## Arcana:

Reckless

## Languages<sup>1</sup>:

Castille (R/W)

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## Skills and Knacks:

### Athlete:

Climbing ●●●○○ Footwork ●●●○○ Sprinting ●●○○○ Throw ●○○○○ Leaping ●○○○○ Breakfall ●●○○○ Swimming ●●○○○

### Firearms:

Attack (Firearms) ●●●○○

### Heavy Weapon<sup>2</sup>:

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

### Waylay:

Lie in Wait ●○○○○ Set Traps ●●○○○ Shadowing ●○○○○ Ambush ●○○○○

### Archeologist:

Occult ●●○○○ Research ●●○○○ Society Lore (explorer's) ●●●○○ Syneth Lore ●●●○○

### Guide:

Ride ●●○○○ Street Navigation ●○○○○ Trail Signs ●●○○○ Direction Sense ●○○○○

### Hunter:

Survival ●●○○○ Tracking ●●○○○ Traps ●●○○○

### Scholar:

History ●●○○○ Mathematics ●○○○○ Philosophy ●○○○○ Research ●●○○○ Natural Philosophy ●○○○○

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## Equipment and Starting Money:

1 Set of Poor Clothes

1 Poor Pistol

10 G Starting money/ 0 G per month

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## Combat Rolls and TNs:

### To Hit:

Attack (Firearms) 6k3 Attack (Heavy Weapon) 6k3

### Damage:

Firearms 4k3 Heavy Weapon 6k2

### Passive Defense(s):

Climbing 20 Footwork 20 Leaping 10 Parry (Heavy Weapon) 20

### Active Defense(s):

Climbing 7k4 Footwork 7k4 Parry (Heavy Weapon) 7k4

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<sup>1</sup> Take 5 HP worth of languages, see PG, p. 163 for costs (remember to include Castille)

<sup>2</sup> May take Fencing at Player's discretion