

Knight of the Rose and Cross

Traits:

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

Advantages:

Membership (Rose and Cross), The Secret (Panache), Legendary Trait (Wits), Swordsman's Guild

Arcana:

Loyal

Languages:

Native Language (N), Castille¹

Swordsman School:

Desaix: (Fencing Sword and Main-gauche)

Double-Parry ●●○○○ Feint ●●○○○ Lunge ●●○○○ Exploit Weakness ●●○○○

Apprentice Ability:

Negates the off-hand penalty for dagger or main gauche. Get +5 Active Defense with dagger or main gauche

Skills and Knacks:

Athlete:

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

**Fencing:*

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

**Knife:*

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

Doctor:

Diagnosis ●○○○○ First Aid ●○○○○ Doctor ●○○○○

Guide:

Street Navigation ●●○○○ Ride ●●○○○ Climbing ●●○○○

Servant:

Etiquette ●●●○○ Fashion ●●○○○ Menial Tasks ●○○○○ Unobtrusive ●●○○○

Equipment and Starting Money:

1 Set of Poor Clothes

1 Poor Fencing Sword

10 G Starting money/ 0 G per month

Combat Rolls and TNs:

To Hit:

Fencing 7k4 Knife 7k4

Damage:

Rapier 5k2 Knife 4k2

Passive Defense(s):

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

Active Defense(s):

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

¹ Or one more language if Castille is Native