

Ussuran Knight

Traits:

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

Advantages:

Combat Reflexes, Indomitable Will, Pain Tolerance, Swordsman's Guild¹

Arcana:

Overconfident

Languages:

Ussura (N), Avalon, Castille

Swordsman School:

Bogotyr: (Axe)

Lunge ●●●●○ Pommel Strike ●●●●○ Throw ●●●●○ Exploit Weakness ●●●●○

Apprentice Ability:

You get +5 to attack with an axe. You get two additional ranks on Hunter knacks.

Skills and Knacks:

Archer:

Attack (Bow) ●●●●○ Fletcher ●○○○○

Athlete:

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

*Heavy Weapon:

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

*Hunter:

Stealth ●○○○○ Survival ●○○○○ Tracking ●●○○○ Trail Signs ●○○○○ Traps ●○○○○

Courtier:

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

Equipment and Starting Money:

1 Set of Poor Clothes

1 Poor Axe

10 G Starting money/ 0 G per month

Combat Rolls and TNs:

To Hit:

Attack (Bow) 6k3 Attack (Heavy Weapon) 7k3+5

Damage:

Bow 6k2 Axe 7k2

Passive Defense(s):

Climbing 10 Footwork 20 Parry (Heavy Weapon) 20

Active Defense(s):

Climbing 4k3 Footwork 6k3 Parry (Heavy Weapon) 6k3

¹ Only in Ussura or aboard an Ussuran ship