

Vendel Merchant

Traits:

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

Advantages:

Linguist, University, Barterer, Debater, Keen Senses, Membership – Merchant Guild¹

Arcana:

Inattentive

Languages:

Vendel (R/W/N), Avalon (R/W), Montaigne (R/W), Castille (R/W), Eisen (R/W)

Skills and Knacks:

Dirty Fighting:

Attack (Dirty Fighting) ●○○○○

Fencing:

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

Firearms:

Attack (Firearms) ●●●○○

Courtier:

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

Merchant:

Pick one² ●●●○○ Accounting ●●●○○ Appraising ●●○○○ Hagging ●●●○○ Tinker ●○○○○

Sailor:

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

Scholar:

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

Servant:

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

Streetwise:

Socializing ●●●○○ Street Navigation ●●●○○ Underworld Lore ●●●○○

Equipment and Starting Money:

1 Set of Average Clothes

1 Average Pistol

20 G Starting money/ 2k2 G per month

Combat Rolls and TNs:

To Hit:

Dirty Fighting 4k3 Fencing 5k3 Firearms 6k3

Damage:

Dirty Fighting 2k1 Rapier 4k2 Firearms 4k3

Passive Defense(s):

Parry (Fencing) 20

Active Defense(s):

Parry (Fencing) 7k4

¹ Pick a Guild of your choice

² Choose a Merchant Skill related to your guild membership, you have that at 3 pips