

Ussuran Knight

Traits

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

Advantages:

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

Arcana: Overconfident (or Choose One)

Languages:

Ussura (N), Castille

Swordsman School (Or Choose One²)

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

¹ Only in Ussura or aboard an Ussuran ship

² If another school is chosen, remove the skills with an asterisk (*) and replace with the appropriate skills for the new school