

# Vendel Duellist

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## Traits

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

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## Advantages:

University, Linguist, Combat Reflexes, Firm Grip (<sup>1</sup>)

**Arcana:** Arrogant (or Choose One)

## Languages:

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

## Background:

Obligation 3 – Defend Rasmussen School

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## Swordsman School (Or Choose One<sup>2</sup>)

### Rasmussen: (Pistol)

Pommel Strike ●●○○○ Reload ●●○○○ Trick Shooting ●●○○○ Exploit Weakness ●●○○○

*Apprentice Ability:*

You have no penalty for using a pistol in your off hand. You may draw and fire a pistol as one action.

Your short range penalty to hit is -5 (instead of -10).

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## Skills and Knacks

### Acrobat:

Balance ●○○○○ Footwork ●●●○○ Leaping ●○○○○

### Athlete:

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

### \*Firearms:

Attack (Firearms) ●●●○○

### \*Courtier:

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

### Doctor:

Diagnosis ●●○○○ First Aid ●●○○○

### Scholar:

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

### Streetwise:

Socializing ●●○○○ Street Navigation ●●○○○

### Teacher:

Oratory ●●●○○ Research ●●○○○ Writing ●○○○○

### Merchant:

Gunsmithing ●●○○○

### Politician:

Etiquette ●●○○○ Oratory ●●○○○ Socializing ●●○○○

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## Equipment and Starting Money

1 Set of Poor Clothes

1 Poor Pistol

10 G Starting money/ 0 G per month

<sup>1</sup> If another sword school is chosen, Swordsman's Guild may need to be added. See appropriate sword school for details.

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