

# Vestenmannjavnjar Warrior

---

## Traits

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

---

## Advantages:

Large, Combat Reflexes, Jarl, Swordsman's Guild<sup>1</sup>

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

## Languages:

Vendel (N), Castille

---

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

**Leegstra:** (Broadsword or Axe)

Beat ●●○○○ Corps-a-corps ●●○○○ Lunge ●●○○○ Exploit Weakness ●●○○○

*Apprentice Ability:*

May choose (before rolling to hit) to turn Action dice into extra *kept* dice of damage.

Dice are used up even if you miss.

---

## Skills and Knacks

*Athlete:*

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

*\*Heavy Weapon:*

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

*\*Wrestling:*

Grapple ●●○○○

*Sailor:*

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

*Streetwise:*

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

---

## Equipment and Starting Money

1 Set of Fine Clothes

1 Fine Broadsword or Axe

500 G Starting money/ 100 G per month

---

<sup>1</sup> If another sword school is chosen, this may need to be removed. 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