

# Highland Sea Dog

---

## Traits

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

---

## Advantages:

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

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

## Languages:

Avalon (R/W/N), Castille

---

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

**MacDonald:** (Claymore)

Beat ●●○○○ Lunge ●●○○○ Pommel Strike ●●○○○ Exploit Weakness ●●○○○

*Apprentice Ability:*

You ignore the claymore's one unkept die penalty to your Attack roll.

---

## Skills and Knacks

*Dirty Fighting:*

Attack (Dirty Fighting) ●○○○○

*Sailor:*

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

*Scholar:*

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

*\*Athlete:*

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

*\*Heavy Weapon:*

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

---

## Equipment and Starting Money

1 Set of Poor Clothes

1 Poor Claymore

10 G Starting money/ 0 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