

# Eisen Doctor

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## Traits

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

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## Advantages:

Linguist, Keen Senses, Swordsman's Guild<sup>1</sup>

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

## Languages:

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

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

### Durchsetzungburg: (Fencing Sword)

Riposte ●●○○○ Tagging ●●○○○ Wall of Steel ●●○○○ Exploit Weakness ●●○○○

*Apprentice Ability:*

+5 to Called Shot with a Fencing Weapon

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## Skills and Knacks

### *Athlete:*

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

### *\*Fencing:*

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

### *Doctor:*

Diagnosis ●●●○○ First Aid ●●●○○ Surgery ●○○○○

### *\*Scholar:*

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

### *Servant:*

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

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## Equipment and Starting Money

1 Set of Poor Clothes

1 Poor Fencing Sword

10 G Starting money/ 0 G per month

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<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