

# Eisen Dopplesoldat

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## Traits

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

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## Advantages:

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

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

## Languages:

Eisen (N), Castille

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

### Drexel: (Zweihander)

Disarm ●●○○○ Lunge ●●○○○ Pommel Strike ●●○○○ Exploit Weakness ●●○○○

*Apprentice Ability:*

You know two Stances (see Eisen, p. 86-87) and have the Apprentice abilities of each.

+5 to your initiative total when wielding a zweihander.

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## Skills and Knacks

### *Athlete:*

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

### *\*Dirty Fighting:*

Attack (Dirty Fighting) ●●○○○

### *\*Heavy Weapon:*

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

### *Hunter:*

Stealth ●●○○○ Survival ●●○○○ Tracking ●●○○○

### *Streetwise:*

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

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## Equipment and Starting Money

1 Set of Poor Clothes

1 Poor Zweihander

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