

Montaigne Thief

Traits

Brawn ●●○○○ Finesse ●●●○○ Wits ●●●○○ Resolve ●●○○○ Panache ●●○○○ Reputation: -10

Advantages:

Night Trained, Scoundrel (¹)

Arcana: Judgmental (or Choose One)

Languages:

Montaigne (N), Castille

Swordsman School (Or Choose One²)

Boucher: (Two Knives)

Double-Attack ●●○○○ Double-Parry ●●○○○ Riposte ●●○○○ Exploit Weakness ●●○○○

Apprentice Ability:

Negates the off-hand penalty when using a main gauche or dagger.

Add the current phase to your initiative total when wielding two knives.

Skills and Knacks

Athlete:

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

**Knife:*

Attack (Knife) ●●●○○ Parry (Knife) ●●●○○

**Criminal:*

Gambling ●○○○○ Shadowing ●●○○○ Stealth ●●○○○

Urchin:

Stealth ●●○○○ Street Navigation ●●○○○ Survival ●●○○○ Conceal ●○○○○ Pickpocket ●○○○○

Streetwise:

Socializing ●●○○○ Street Navigation ●●○○○ Underworld Lore ●○○○○

Equipment and Starting Money

1 Set of Poor Clothes

1 Poor Knife

10 G Starting money/ 0 G per month

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

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