

Avalon Merchant

Traits:

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

Advantages:

Linguist, University, Debater, Keen Senses, Membership – Merchant Guild¹

Arcana:

Greedy

Languages:

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

Skills and Knacks:

Dirty Fighting:

Attack (Dirty Fighting) ●●●○ Attack (Improvised Weapon) ●●●○ Parry (Improvised Weapon) ●●●○

Firearms:

Attack (Firearms) ●●●○

Courtier:

Dancing ●●●○ Etiquette ●●●○ Fashion ●●●○ Oratory ●●●○

Criminal:

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

Fence:

Appraising ●●●○ Socializing ●●●○ Hagging ●●●○ Shopping ●●●○ Underworld Lore ●●●○

Merchant:

Pick one² ●●●○ Pick one ●●●○ Accounting ●●●○ Appraising ●●●○

Sailor:

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

Servant:

Etiquette ●●●○ Fashion ●●●○ Menial Tasks ●●●○ Unobtrusive ●●●○ Drive Carriage ●●●○

Politician:

Etiquette ●●●○ Oratory ●●●○ Socializing ●●●○ Sincerity ●●●○ Scheming ●●●○

Equipment and Starting Money:

1 Set of Average Clothes

1 Average Pistol

add equipment for merchant trade

20 G Starting money/ 2k2 G per month

Combat Rolls and TNs:

To Hit:

Dirty Fighting 4k3 Improvised Weapon 5k3 Firearms 6k3

Damage:

Dirty Fighting 2k1 Improvised 4k2 Firearms 4k3

Passive Defense(s):

Parry (Improvised) 15

Active Defense(s):

Parry (Improvised) 6k4