

Montaigne Duelist

Traits:

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

Advantages:

Combat Reflexes, Left-Handed, Toughness, Swordsman's Guild

Arcana:

Reckless

Languages:

Montaigne (N), Castille, Vodacce

Swordsman School:

Gaule: (Fencing Sword and Triple Dagger)

Double-Parry ●●●●○ Bind ●●●○○ Disarm ●●●○○ Exploit Weakness ●●○○○

Apprentice Ability:

Negates the off-hand penalty when using a knife. +5 to Active Parry with an off-hand dagger.

Skills and Knacks:

Athlete:

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

*Fencing:

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

*Knife:

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

Guide:

Climbing ●●○○○ Ride ●●○○○ Street Navigation ●●○○○

Urchin:

Stealth ●○○○○ Street Navigation ●●○○○ Survival ●○○○○ Conceal ●○○○○ Scrounging ●○○○○

Streetwise:

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

Equipment and Starting Money:

1 Set of Poor Clothes

1 Poor Fencing Sword

10 G Starting money/ 0 G per month

Combat Rolls and TNs:

To Hit:

Attack (Fencing) 6k3 Attack (Knife) 5k3

Damage:

Rapier 5k2 Knife 4k2

Passive Defense(s):

Climbing 15 Footwork 20 Parry (Fencing) 15 Parry (Knife) 20

Active Defense(s):

Climbing 5k3 Footwork 6k3 Parry (Fencing) 5k3 Parry (Knife) 6k3