

Shield (Wo)Man

Traits:

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

Advantages:

Explorer's Society, Night Trained, Combat Reflexes, Keen Senses, Large

Arcana:

Loyal

Languages:

Castille, Montaigne, Avalon

Swordsman School:

Shield Man: (Improvised Weapons)

Bind ●○○○○ Corps-a-Corps ●○○○○ Riposte ●○○○○ Exploit Weakness ●○○○○

Apprentice Ability:

Negates off-hand penalty with improvised weapon. If your weapon breaks, roll a die. On an even number you prevent the breakage.

Skills and Knacks: 10 + 14

*Athlete:

Climbing ●●●○○ Footwork ●●●○○ Sprinting ●●○○○ Throwing ●○○○○ Leaping ●●○○○ Swimming ●○○○○

Bodyguard:

Interpose ●●○○○ Shadowing ●●○○○ Unobtrusive ●○○○○

*Dirty Fighting:

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

Heavy Weapon:

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

Firearms:

Attack (Firearms) ●●●○○

Knife:

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

Archaeologist:

Occult ●○○○○ Research ●○○○○ Explorer's Lore ●○○○○ Synchrony Lore ●○○○○

Guide:

Climbing ●●○○○ Stealth ●○○○○ Survival ●○○○○

Equipment and Starting Money:

1 Set of Average Clothes

1 Average Axe or Sword

10 G Starting money/ 0 G per month

Combat Rolls and TNs:

To Hit:

Dirty Fighting 4k3 Improvised 5k3 Improvised (Thrown) 4k3 Heavy Weapon 6k3 Firearms 6k3 Knife 6k3

Damage:

Dirty Fighting 4k1 Improvised 4k2 Heavy Weapon 7k2 Firearms 4k3 Knife 5k2

Passive Defense(s):

Climbing 20 Footwork 20 Leaping 15 Parry (Improvised) 15 Parry (Heavy Weapon) 20 Parry (Knife) 20

Active Defense(s):

Climbing 6k3 Footwork 6k3 Parry (Improvised) 5k3 Parry (Heavy Weapon) 6k3 Parry (Knife) 6k3