

*Name* Kalauben  
*Race* Vashaen  
*Concept* Wandering Swordsman  
*Rank* Seasoned  
*Experience* 20

**Equipment**

Leather armor (+1 armor on torso, arms, legs; wt. 15; \$50)  
 \$100 in coin

**Attributes**

Agility D8  
 Smarts D6  
 Strength D6  
 Spirit D6  
 Vigor D8

**Armor**

Head	
Torso	+1
Arms	+1
Legs	+1

<i>Base</i>		<i>Mod</i>	<i>AV</i>
0	Charisma	+1	+1
6	Pace		6
7	Parry	+2	9
6	Toughness	(+1)	6 (7)

**Weapons**

Argentium Rapier\* (d6+d4; +1 parry; Wt. 3; \$lots)  
 Shortsword (2d6; Wt. 4; \$200)  
 Bow (2d6; Wt. 3; \$250)

**Edges**

Ambidextrous, Block, Nerves of Steel, Quick, Two-Fisted

**Hindrances**

Decadent, Code of Honor (major), Curious (major)

**Experience Gains**

- 5 Guts to d6, Shooting to d6
- 5 Vigor to d8
- 5 Nerves of Steel
- 5 *Seasoned*, Block

**Skills**

Fighting D10  
 Gambling D6  
 Guts D6  
 Knowledge (Geography) D4  
 Notice D6  
 Riding D4  
 Shooting D6  
 Stealth D6

\* added damage on a raise is +1d8!

<i>Garret</i> (Chris)
<i>Aldreth</i> (Paul)
<i>Versane</i> (Ernest)
<i>Maur</i> (Ed)
<i>Erf</i> (Tim)
<i>Umbutu</i> (Patrick)

**Languages**

Aemoni, Vashaen