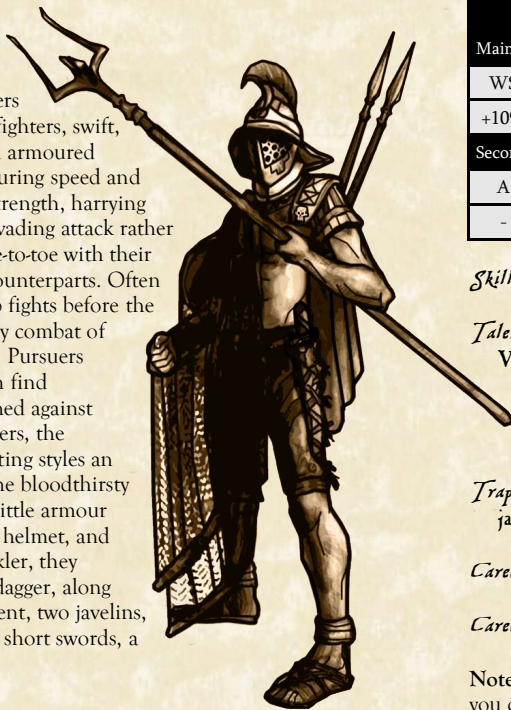


- PURSUER -

DESCRIPTION

Dating back to the ancient days of the Tilean gladiators, Pursuers are specialist pit fighters, swift, lightly-armed and armoured combatants, favouring speed and agility over raw strength, harrying opponents and evading attack rather than standing toe-to-toe with their more powerful counterparts. Often used for warm-up fights before the carnage and heavy combat of normal pit fights, Pursuers nonetheless often find themselves matched against ordinary pit fighters, the mismatch of fighting styles an exotic draw for the bloodthirsty crowds. Bearing little armour beyond a stylised helmet, and sometimes a buckler, they typically wield a dagger, along with either a trident, two javelins, and a net, or two short swords, a spear, and a net.



- Pursuer Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	-	+5%	+15%	-	+5%	-

Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Dodge Blow

Talents: Ambidextrous, Disarm or Wrestling, Fleet Footed or Very Resilient, Lightning Reflexes or Rapid Reload, Mighty Shot or Strike Mighty Blow, Quick Draw or Strike to Injure, Specialist Weapon group (Entangling), Specialist Weapon Group (Parrying).

Trappings: Helmet, buckler, dagger, net; trident and two javelins, or two short swords and spear.

Career Entries: Pit Fighter, Protagonist

Career Exits: Bounty Hunter, Pit Fighter, Protagonist

Note: If you are rolling randomly for your Starting Career, you can substitute Pursuer for Pit Fighter with your GM's permission.