

EXPERIENCE

Total XP 1 2 3 4 5 6 7

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| <input type="checkbox"/> +1 Edge | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A move of your playbook |
| <input type="checkbox"/> +1 Steel | <input type="checkbox"/> <input type="checkbox"/> A move of another playbook |
| <input type="checkbox"/> +1 Charm | <input type="checkbox"/> Heal a debility |
| <input type="checkbox"/> +1 Shadow | <input type="checkbox"/> Erase your debts |
| <input type="checkbox"/> +1 Brains | |

Special

You can take these after you took at least 5 of the above

Advancements

- | | |
|---|--|
| <input type="checkbox"/> Change playbook | <input type="checkbox"/> Special Advancement |
| <input type="checkbox"/> Return safely home | <input type="checkbox"/> Become a Magister |
| <input type="checkbox"/> Make another
playbook | <input type="checkbox"/> Compete to become
a Caesar |

NOTES

BROTHERS IN BLOOD

Name xp Conflict
 xp Help

Name xp Conflict
 xp Help

Name xp Conflict
 xp Help

Name xp Conflict
 xp Help

OTHER EQUIPMENT



You are the Barber, skilled with blades, be it a sword or a scalpel. You had a medical training, perhaps in a renowned school, but didn't become a medic. Instead, you took your tools to the battlefield. You attend to your enemies as any mercenary, with your weapon in hand, but your real work begins after the battle, stitching up, operating, cleaning wounds and working on your companions' bodies. You make no miracles: medicine is a tough business, but still you give a wounded man a shot to survive. If you could only convince them of how important hygiene is.

Player Name

Character Name

Looks






BACKGROUND

xp

xp

STATISTICS

Mark available holds on the circles, erase when used

- EDGE**  xp Face danger/Death
 xp Take ur shot/Defend
- STEEL**  xp Face danger/Death
 xp Engage battle/Defend
- CHARM**  xp Face danger/Death
 xp Manipulate: **OOO**
- SHADOW**  xp Face danger/Death
 xp Lie & deceive: **OOO**
- BRAINS**  xp Face danger/Death
 xp Perception: **OOO**

COUNTERS

HEALTH +4 +3 +2 +1 0 -1 -2 -3
 xp Suffer harm Unstable

Debilities Crippled, -1 Steel
 Disfigured, -1 Charm Shattered, -1 Edge
 Damaged, -1 Shadow Broken, -1 Brains

EQUIPMENT +3 +2 +1 0 -1 -2 -3
 xp Gear and ammo Unprepared **Holds**
(holds to the side) Debt **OOO**

SPIRIT +3 +2 +1 0 -1 -2 -3
 xp Test your spirit Tainted
 Infamous

Take -1 to Spirit when: Fail with 6- any roll with Brains
Ignore a human in need of healing

WEAPONS AND ARMORS

Weapons

+ ___ harm tags []
+ ___ harm tags []
+ ___ harm tags []
+ ___ harm tags []

Armors

+ ___ armor tags []
+ ___ armor tags []
+ ___ armor tags []

+ Armors penalties:

BARBER MOVES

Ø KNIFES AND SCALPELS xp

You can take care of any wound, given enough time and material; spend one hold of Gear&ammo. You can work on yourself if you're not unstable. When you operate on someone, or diagnose, roll+Edge.

On a 10+ hold two. On a 7-9 hold one.

Spend one hold to remove Unstable or heal one Health point - or HS for NPCs. At Health 0 natural recovery begins. With a hit you can also diagnose conditions.

On a 6- take -1 Spirit, or give -1 Health to your patient.

O HEALING HANDS xp

When you impose your hands on a wounded, including yourself, and heal with magic, roll+Brains.

You don't need tools, it's magical, but it takes several minutes. You and the patient take -1 to Spirit.

On a 10+ hold two. On a 7-9 hold one. Spend holds like for Knives And Scalpels. *If you're Tainted, you can heal 2 points of Health instead of 1 for the first hold.*

On a 6- both you and the patient take -1 Health or -1 Spirit (your call), but both the same.

O VOICE OF REASON

When you reason with your counterpart, discuss patiently and rationally, roll+Brains instead of Charm, for social interactions (i.e. Manipulate). *If you're Tainted, you can roll also Lie And Deceive or make poison with Brains instead of Shadow.*

On a hit on the social move (10+ or 7-9), take +1 Spirit.

O CIRCLE OF LIFE

When you heal someone (not yourself) with medicine, but not magic, take +1 Spirit, or take +1 to the AD.

O POTION MASTER xp

When you have time and materials, you can prepare a healing potion; spend one hold of Gear&ammo.

Only when the potion is drunk, roll+Brains and mark xp. Treat the roll result as a roll for Healing Hands.

If the drinker is someone else, you can use Circle Of Life, but only to gain +1 AD, not Spirit.

O POISON MASTER xp

With time and materials, you can prepare a dose of poison; spend one hold of Gear&ammo. When the poison is used roll+Shadow (find your way to use it: on weapons, food, etc...) mark xp, and take -1 to Spirit.

On a 10+ the poison does 1 to 3 harm ap (your call).

On a 7-9 the poison does 1 to 2 harm ap (your call) but will trigger a GM's move. *If you're Tainted the poison does +1 more harm ap if you wish.*

On a 6- the poison does only 1 harm ap and the GM makes a move.

O THE SAGE (Special Advancement)

Take a playbook that is not in play, and gain its first Move (the one marked with "Ø" that is otherwise unavailable to everybody else). When you make other advancements, you can pick from the other playbook as if it was your own. If you take a spell list, you take five spells at the start, as a Sorcerer, and gain more in the same way.