

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



The Veteran

You are the Veteran: behind you is a life of dodging blades, parrying strikes, and hitting back. Behind you is a life of corpses of friends and enemies alike; but not yours, not your corpse. You are tougher, faster, more skilled and deadlier than the majority of your fellow mercenaries, have the reputation you deserve. The others might have their ways with animals and gangs, with nobles and thieves, with medicine or sorcery or any other bullshit. You know what really counts, in the end: a sharp blade and a solid hand to handle it. Yes, in the end it boils down to that: kill or be killed. It wouldn't surprise you if even after the end, even after your own death, you'll stand there grasping your sword.

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 to the side) Debt

Holds
OOO

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

Take -1 to Spirit when: Fail with 6- any Combat move
Leave a companion behind in danger

WEAPONS AND ARMORS

Weapons

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

Armors

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

+ Armors penalties:

VETERAN MOVES

Ø MERCILESS

When you inflict harm in melee, you can decide to inflict +1 harm more. Take -1 Spirit if against humans, even evil ones; take +1 Spirit if against a monster.
If you're Tainted, you can make this +1 harm ap.

O BLOOD THIRST

Your instincts lead you to the best choices in battle: for Perception in a fight roll+Steel instead of Brains.
If you're Tainted you can ask one more question.

O THE TOUGHEST

xp

You can recover at an insane, almost unnatural speed, from wounds. When you heal, with time, medicine or sorcery, you can heal 1 Health more and take -1 Spirit.

O THREATENING

When you use fear or brutality to obtain what you want, you can roll+Steel for Manipulate or Perception against a person, and take -1 Spirit.

When you roll the move, on a 10+ they fear you and you need nothing more than your threats

On a 7-9 you will need to inflict part of your harm or follow up on your threat, to obtain the holds of the move. If you do not follow up on your threat, then you lose your holds and cannot threaten them again, until you do not regain your credibility somehow.

O LAST STAND

xp

When you are facing a small gang (not more) or a large monster, you fight like a monster yourself and count as their peer as long as you do no retreat. Roll+Steel for the battle and take +1 Spirit.

On a 10+ take both, on a 7-9 take one:

- > You count as their peer, take no penalties for size
- > You don't need to roll Face Death, it's just another fight

O LUCKY IN BATTLE

xp

When you use your Advantage Die in battle, reset it to 2 instead of 1. *If you're Tainted, reset it to 3.*

O A LONG WAY HOME (Special Advancement)

When you decide to return home, announce your intentions, also in fiction. Do not mark the Return home advancement, but take this move instead.

The GM will put obstacles in your path and you must mark two Advancements more at least, before you can take the real Return home. **Mark them here: OO**

Whenever you let something or someone hold you back from returning home (some trouble, revenge, someone you care about and so on), you roll+Spirit.

Holds
OOO

On a 10, hold three, on a 7-9 hold two.

Spend your holds when needed to:

- > Gain +1 Spirit, strengthening your resolve to go back home once this is solved
- > Heal +1 Health, excluding the Unstable condition
- > Contact an old friend for help, obtain +1 Equipment
- > Obtain +1 AD when you enter a fight
- > If you receive a deadly and final wound, you can keep fighting for at least another three of your dice rolls, before being taken out for good

On a 6- take -1 Spirit and feel the hope of ever going back home slipping away from you.