

## 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<br>playbook | <input type="checkbox"/> Compete to become<br>a Caesar |

## NOTES

## BROTHERS IN BLOOD

Name  xp Conflict  
 xp Help

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Name  xp Conflict  
 xp Help

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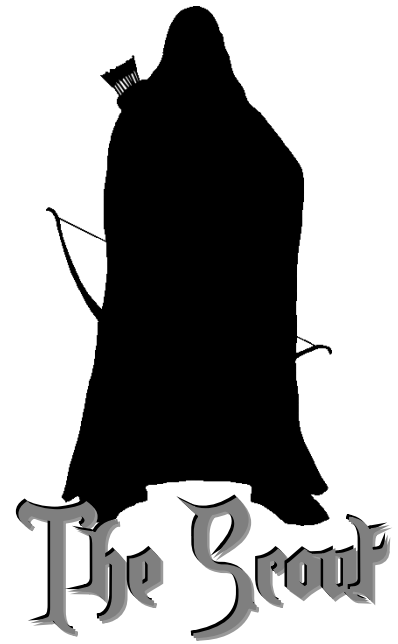
Name  xp Conflict  
 xp Help

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Name  xp Conflict  
 xp Help

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## OTHER EQUIPMENT



*You are the Scout; that's the name they give you, so that they won't fear you for what you really are. Your movements are silent like those of a wildcat, your blades sharp, and your garments black and with mysterious, hidden pockets. You can find your way in the wild or in a foreign city, you can mix with a crowd of foreigners or sneak unseen behind the enemy lines: you are their spy, their eyes and ears, their saboteur and their assassin, their blade that reaches far and strikes from the shadows, unexpected and deadly.*

Player Name

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Character Name

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Looks

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## BACKGROUND

xp

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xp

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# 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:
- SHADOW**  xp Face danger/Death  
 xp Lie & deceive:
- BRAINS**  xp Face danger/Death  
 xp Perception:

## 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 (holds to the side)  Unprepared  
 Debt

**Holds**

**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 Shadow  
 Give something away, info about yourself or show emotions

## WEAPONS AND ARMORS

### Weapons

- + \_\_\_ harm tags [ ]  
 + \_\_\_ harm tags [ ]  
 + \_\_\_ harm tags [ ]  
 + \_\_\_ harm tags [ ]

### Armors

- + \_\_\_ armor tags [ ]  
 + \_\_\_ armor tags [ ]  
 + \_\_\_ armor tags [ ]

+ Armors penalties:

# SCOUT MOVES

UNCOVER THEIR SECRETS  xp  
 When you study or spy someone long enough or interact with them or their things, or with people close to them, roll+Shadow. The other Player or the GM must answer truthfully.

On a 10+ hold two and take +1 on the AD. On a 7-9 hold one. *If you are Tainted, hold another one.*

Spend your hold when you want, to ask a question:

- › What is their strength? Or their best ally?
  - › What's their weakness or secret? Or their weakest link?
  - › What is their greatest fear or worry?
  - › What or whom do they care about the most?
  - › How can I get in their graces or have their attention?
  - › Pay one hold so that your scrutiny remains secret
- On a 6- you still hold one, but the GM makes his move.

STREETWISE  xp  
 When you work your connections in a city or human-populated environment, roll+Shadow.

On a 10+ they have what you want, if reasonable, and you can have it or purchase it, or obtain info on it.

On a 7-9 they have it (or have info), but it comes with strings attached, and you take -1 Spirit.

On a 6- the GM makes his Move and something from your dark past comes back to hunt you; take -1 Spirit.

MASTER OF MASKING  
 When you use lies, costumes or other deception to interact, you can roll Manipulate with Shadow instead of Charm; take -1 Spirit. You need to make some work for it, it could require time and maybe one hold of Gear&ammo.

JUST A SHADOW  xp  
 When you want to disappear, stand still or mix with a crowd, or put a costume to go unnoticed, roll+Shadow.

On a 10+ you are hidden and hold three.

On a 7-9 hold one. Take -1 Spirit when you holds are all spent. *If you're Tainted, you always leave no traces.*

- › You remain undetected as long as you do nothing excessive
- › You gain undetected access to places or resources
- › You can extend your hiding privileges to companions, paying one hold for each one
- › You leave no visible traces to be followed once you're done

On a 6- you still hold one, but the GM makes his Move.

SHADOW VS SHADOW  
 When you roll+Shadow for your moves against monsters or to protect your friends take +1 Spirit.

FAST AND SHARP BLADES  
 When you fight with small weapons, you can Engage In Battle and roll+Edge instead of Steel, but you must be fighting in very close quarters, in the dark, or attack by surprise, or your advantage is lost after one roll.

EVASION (Special Advancement)  xp  
 When you want to evade, say what's your escape route, or if you're prisoner, what's your plan, and roll+Edge.

On a 10+ you escape successfully, on a 7-9 you can still make it, but leaving something behind, or with something on your tail. On a hit, take +1 Spirit.

On a 6- you are caught vulnerable half in and half out.