

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 Sellsword

You are the Sellsword, the ultimate soldier of fortune, the master of arms and armors, the last man standing in the battlefield. You joined the brotherhood recently but the history of your life, with your fists clenched to your weapons, is written in scars on your skin, and tells a tale that scares the most. Once you're armored up and with your weapon in hand, few dare to cross your path, and those who do end up biting the dust, or choked in their own blood. You take your duty seriously; you named the price and the price has been paid; you have no time for regret or second thoughts.

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: **0 0 0**
- SHADOW** xp Face danger/Death
 xp Lie & deceive: **0 0 0**
- BRAINS** xp Face danger/Death
 xp Perception: **0 0 0**

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 **0 0 0**

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

Take -1 to Fail with 6- any Combat move
Spirit when: Refuse a martial challenge

WEAPONS AND ARMORS

Weapons

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

Armors

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

+ Armors penalties:

SELLSWORD MOVES

Ø STRENGTH AND STYLE

You can switch combat style: if you rolled +Steel for Engage In Battle at least once for this opponent, you can roll the next +Edge. Do this as many times as you want, preceding +Edge with a +Steel. If you hit, inflict +1 harm. *If you're Tainted, +1 harm becomes ap.*

0 SLEEP WITH YOUR SWORD

Your weapon is your most valuable companion. You always have a hand on the hilt and cannot be surprised by an attack. You also have a supernatural bond with your weapon and if it's taken away, you will know where to find it. It can be a precious or peculiar weapon.

Weapon Name:

Looks:

0 WASH IT WITH BLOOD xp

The purity of your killings is your salvation. When you kill a monster, or a human but only to protect innocents, you take +1 Spirit.

0 INDOMITABLE

When you go below 0 Health, and you inflict harm to an opponent, you can add 1 harm to your hit and take -1 Spirit. *If you're Tainted, the harm becomes ap.*

0 UNBEATABLE xp

When you use your AD in battle, you can restore 1 point of Health, but take -1 Spirit for this supernatural healing. You can do it even if your AD is low and it makes things worse for you, but not when the AD has the value of 1. You can do this only once per battle.

0 RISK IT ALL xp

To risk all in a battle, you must be facing a worthy opponent or a clearly tough situation. You cannot retreat after this move; if you retreat, take -1 Spirit and you cannot use this move again until you gained somehow +1 Spirit.

When you risk all in a battle, before you continue roll +Steel.

Holds
0 0 0

On a 10+ hold three. On a 7-9 hold two. On a hit, also take +1 to Spirit.

Spend your holds when you need, during the battle, once per move, to:

- > Inflict +1 harm
- > Cancel 1 harm directed against you
- > Take +1 to the Advantage Die

On a 6-, you still hold one but take -1 Spirit, and the GM makes his move.

0 A SWORD WITH PURPOSE xp

(Special Advancement)

When you swear your loyalty to the cause of another character or of an important NPC, or you swear to protect and defend them, but without demanding payment, if they accept your services then you immediately gain 1 XP; without marking it on this move. When your oath is put to the test, take 1 XP on this move: if you are loyal at a price or risk take +1 Spirit; if you fail or betray them take -1 Spirit.