BAND -- OF -- BLADES

THE MEDIC

TOTAL VALUE	STATE SHOW THE	1			
STRESS -	00000	III TRA	UMA ••	* *	INSIGHT
TRAUMA: COLD — HAUNTED — OBSESSED — PARANOID — RECKLESS — SOFT				– VICIOUS	DOCTOR DOCTOR DOCTOR DOCTOR DOCTOR
CORRUPTION DDDDD BUIG					
CONDITIONS: ANATHI				VISIONS	∓ ♦ ♦ ♦ RIG
CONDITIONS: ANATHI	EMIA — 11031 — 110NGI	ER — MIASMA — MOI	ATION — RAGE — ROT -	- V131ON3	
HARM			ARMOR	0	PROWESS
			HEAVY	0	~ A A A MANELIVER
4		D			SS SHOOT
4		DEATH	HELMET	0	₹ ♦ ♦ ♦ ♦ SKIRMISH
3		NEED HELP	SPECIAL	0	☐ ♦ ♦ ♦ WRECK
		00	OT BOILE		DESCRIPTION OF
2		-1D	DOCTOR USES (0000	RESOLVE
1		LESS		502 -	CONSORT → CONSORT
1		EFFECT		0000	ĕ ♦ ♦ ♦ DISCIPLINE F ♦ ♦ ♦ MARSHAL
HANDER WELL & CORD				30	WARSHAL SWAY
HERITAG	DETAIL:				
SPIREBORN					SPECIALIST (R)
Influence (Boost 1 Campaign Action for You) Connected (+1 SV Particle (+			SWAY, Max 3) r Playing up Heritage Traits)		♦ ♦ ♦ AIM
			ne Action can go to 4)		♦ ♦ ♦ ANCHOR
LABORER					♦ ♦ ♦ ♦ CHANNELS
Cared For (Your Weapons Never Malfunction) Crew (+1D in GRO					♦ ♦ ♦ ♦ GRIT
◆ Dedicated (+1 Specialist Action) ◆ Tradesman (Max RIG of 4)					♦ ♦ ♦ SCROUNGE
CRIMINAL	,,	V Tough (TID of	T RO W Edo Tesisty		♦ ♦ ♦ WEAVE
♦ Bold (+1D RESIST on DESPERATE actions)		Oie Hard (Harı	m penalties less severe)	Si	PECIAL ABILITIES
Fighter (+1 SKIRMISH, max 3)		Gun Hand (+1 SHOOT, max 3)			Attaché: You may deploy on any mission,
Rake (+1 CONSORT, m	ax 3)	Vengeful (POT	ENCY when penalized by har	m)	even outside the usual Specialist caps. Gain this ability for free when you become a Medic.
OUTCAST Saithful (Gain a personal)	al RELIQUARY)	♦ Marked (+2D to	resist CORRUPTION)	♦	First Aid: You can spend 1 use of DRUGS to
Resourceful (+1 RIG, max 3) Shrewd (+1D to					remove appropriate LEVEL 1 HARM from any one person on your mission.
♦ Stubborn (+1D to RESOLVE resist) ♦ Survivor (1p\mission free push to ignore harm)				n) 🔷	Not Today: You can spend a DOCTOR use
LOAD c	l I : -l - /NI l	TI 10 TV:1:4	D-11:4		on a Squadmate who has taken LEVEL 4 HARM on a mission, but you must do so
	hoose Light/Normal/			s are fine.	quickly before they die. You treat them and reduce the wound to LEVEL 3 HARM instead.
LIGHT (Quieter, Faster. All Items E	□ NORN Below.) (All Light It		(Slower, All Normal Ite	ms and)	Doctor Feelgood: Spend 1 use of DRUGS to grant
■ Fine Medic Kit OOO ■ Flak Armor			■ Drugs O		one person POTENCY for a physical action.
■ Drugs O ■ Drugs O ■ Reloads		■ Carapce Armor & Helmet ■ Light Weapon OO		Helmet 🔷	Field Dressing: At the end of a mission you may expend
■ Pathfinder Beret	- Keloaus		- Light Weapon OO		remaining DOCTOR uses to add 1 check to a Squadmate's LEVEL 2 or LEVEL 3 HARM,
■ Medic Armband	n Climbing Kit n Medic Kit	nTech Kit nLight Weapon	n Grenades O		once per person. Chemist: You have training in Mechanicus alchemical
LIGHT WEAPONS	n Repair Kit	nNormal Weapon	nTents & Can	3000	medicine. You may equip an Alchemical Bandolier on each mission, it holds four charges.
n AutoPistol	n Sappers Kit	nMelee Weapon	nAuspex		Moral Support: You know how to keep troop spirits up.
n Hand Cannon n LasPistol	n Soldiers Kit	nAmmo OO	n Respirator &	Gas Mask	Once a mission, if you tell a funny, personal, or meaningful
n LasCarbine	Mechanicus Al				story when the squad is resting, anyone listening may clear 1 STRESS.
n Stub Revolver	n De-Tox Neutralizes most poisons and toxins. Also an Spook Gain limited psyker powers for a scene,				Elite: Gain mastery of 2 actions (they can go up to rank 4).
excellent battlefield disinfectant. 11 Frenzon Gain physical potency for a scene. You must		6 0 1	rolled randomly. You must make an INSIGHT Resist to avoid going temporarily insane. ADDICTIVE. ADDICTIVE.		♦ Hardened: You can mark 2 additional stress boxes.
	make a RESOLVE resist to and foes indiscriminately.	avoid attacking friends n	Slaught Pushing does not cost STRESS for a		
	n Lumen Oil Lets you see in the dark for	000	Afterwards, make a PROWESS resi he effects of a trauma out that lasts	st to avoid	Survivor: You can take +1 trauma before dying.
	bright light is blinding.		ADDICTIVE.	\(\rightarrow\)	♦ Veteran: Take a special ability from

n Hallucinogen Grenade
Afflicts random hallucinogenic affects on anyone caught in the blast radius, lasts for a scene.

♦♦ Veteran: Take a special ability from

another source.

CHARACTER SKETCH

PLAYBOOK: THE MEDIC

You are one of the few surviving Veterans of the 82nd Metallican Drop Corps, a hard suffering Regiment of the Imperial Guard, grand army of the Imperium of Man. You are a volounteer for this elite unit, the 1st Company "Pathfinders" who jump before the Regiment to make safe for your comrades. One of the only survivors of the Year of Hell on the demon world of Ancreon.

To create your Legionnaire, do the following:

- Pick a starting ability. Any will do, but if you're stumped, choose the first.
- ◆ Pick a heritage. Choose a name, two traits, and detail it (e.g. old farming family).
- ♦ Assign 4 more Action points. Descriptions are on the back. Max starting rating is 2.
- Report for duty.

ACTIONS

- Consort with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- ♦ Discipline a fellow soldier; command obedience using force of personality; intimidate or threaten.
- ♦ **Doctor** is the Medic Specialist action. For details on it, see the **Specialist Action** section below.
- Maneuver into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
- Marshal a squad or larger group to action; command attention amidst chaos; coordinate fire on a target.
- Research a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.

- Rig together mechanical solutions; disable, repair, or create mechanisms; disable a trap, pick a lock; build fortifications; repair siege weapons.
- ♦ Scout a location or situation to gather information; move or observe withoutbeing noticed; spot weaknesses or exploits if there are any to be seen.
- Shoot a target with precision from a distance; find a perch with clear lines of fire; make trick shots.
- ♦ Skirmish with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short range.
- Sway someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- Wreck a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place explosives or alchemicals; use siege weapons.

SPECIALIST ACTION

DOCTOR is an action that **MEDICS** specialize and train in. Unlike most actions it's not rolled, but its rating determines it's **USES** per mission. While on a mission, you may spend **DOCTOR** uses to treat a fellow Squadmate to they ignore all wound penalties for a **SCENE**. Level 4 **HARM** is still lethal.

MEDIC ADVANCEMENT

♦ When you roll a desperate action, mark 1 xp in that action's attribute.

At the end of each mission, mark 1 xp (playbook or attribute)...

- ♦ If you survived the mission.
- If you helped your squad through MEDICAL KNOWLEDGE or EMOTIONAL COMFORT.
- ♦ If you brought into play your heritage or traumas (2 xp if you did both).
- ◆ Per threat of the highest threat opponent on the mission.

CHARACTER NOTES