

A PLAYBOOK FOR BAND OF BLADES

AUXILIARY: MERCY

A mystic healer

A healer devoted to the healing goddess, Asrika, and bound to her power through sacred rites, the Mercy heals others' injuries by taking them onto themselves. You are known by your white and red vestments, whether simple or ornate. Still, your work is disturbing to watch, even for your patients. Usually you work your boons from behind the lines, but are sometimes needed on the battlefield, or desire to confront the blight of the undead directly.

When you play a Mercy, you earn xp when you help your squad through selfless sacrifice or providing aid. You are their shield and their armor, their pain is yours to bear that they may continue to live and fight.

Notes: The Mercy can be used to fulfill the specialist requirement on missions where the Medic is needed. Mercies do not count as oath-sworn to the Legion for engagement rolls.

Do you still use your name, or simply call yourself Mercy? How did being branded change you? What is the worst wound you have taken for another?

STARTING ABILITIES

- Weave: 1
- Sway: 1
- Maneuver : 2

STARTING BUILDS

If you need help choosing your first four action dots and ability, use one of the following templates.

PALADIN: Skirmish +2, Weave +1, Marshal +1. **Asrika's Succor.**

NURSE: Consort +1, Research +2, Rig +1. **Medical Assistance.**

MARTYR: Wreck +2, Weave +1, Discipline +1. **Asrika's Shield.**

MENDICANT: Sway +1, Consort +1, Research +1, Scout +1. **Mercy for...**

SPECIALIST ACTION

As a Mercy, you start with one rank in weave. These are not rolled. Instead, each rank gives you one weave use per mission. You have learned to mystically weave other beings' injuries closed by taking the wounds onto yourself.

Each weave use allows you to remove an injury from another living being, but you then suffer the same harm, although you heal from it more swiftly – an injury you take in this manner counts as a harm one level lower than the one taken. Spending a use of weave to heal a level one harm results in the injury taken disappearing at the end of the scene. Injuries taken in this way cannot be resisted or further reduced. You cannot spend weave to heal yourself.

MERCY SPECIAL ABILITIES

ASRIKA'S WILL

When you spend a **weave use** to remove a **level four harm** from an injured, living being you may spend your **special armor** to reduce the harm you take by one additional level. You must act before they die. You cannot heal anyone with a **level five harm** or higher. This ability cannot be taken as a veteran advance.

ASRIKA'S SUCCOR

You can expend **reliquary uses** equal to an undead's **threat level** to destroy it and prevent all necromancy from raising it again. With powerful or numerous undead, this instead ticks their clock equal to the uses spent. You must be able to touch the target. This ability cannot be taken as a veteran advance.

SPREAD THE PAIN

You may **push yourself** to transfer one of your own injuries to a **willing** target, or also take **one corruption** and transfer it to an **unwilling** living target. Tick an enemy clock equal to the transferred wound's level. Take **one corruption** if a living target dies from this action. A willing target cannot **resist**. You cannot later remove this injury by weave. This ability cannot be taken as a veteran advance.

MERCY FOR THE HEALER

You gain +1d to **sway** a hostile living being to spare you and your patients, or when you use your status as a Mercy to **gather information** or settle disputes.

ASRIKA'S SHIELD

When you act to **protect** someone, ignore all harm penalties and take **one less stress** (no lower than 0) to **resist** the consequences. You gain +1d to **resist** pain, injury, and exhaustion when not acting to **protect**.

MEDICAL ASSISTANCE

When you **assist** a Medic with performing battlefield **first aid** or surgery, their efforts also gain a **level of effect**. If they don't need effect, consider asking for a better **position**.

LIKE AN ANGEL

You gain +1d to **maneuver** in order to reach injured squad mates and companions to help them, or to drag or carry them out of danger. You may **push yourself** to automatically succeed at this action.

BECOMING A MERCY

In order to take a **Veteran Advance** to become a Mercy, the player and GM must determine how the character learns or gains the ability to **weave**, and how during the retreat of the Legion they have managed to be given the sacred rites needed to become bound to Asrika.

MERCY ITEMS AND LOADOUT

LIGHT LOAD

- **Reliquary:** Bones of ancient Chosen kept in a vial of sacred oil. Shavings of relics in a cedar keepsake box. A scroll or small primer of blessed scripture written in a Chosen's blood. Spend to reduce corruption taken by 1 and gain +1d to resist it. Three uses. *What is the name of the Chosen whose remains you bear?*
- **Medic's Kit:** Antiseptic, slings, sutures, poultices, gauze. Spend for special armor against disease and wound complications. Three uses. *What unusual item do you include in your kit to help channel your powers?*
- **Sacred Robes:** Distinctive white-and-red vestments that identify you as the member of an Asrikan holy order. *Are your vestments simple or ornate?*
- **Mark of the Mercy:** Your flesh is branded with an Asrikan sigil of folded wings and a weeping eye. Villagers and strangers provide courtesy and safe passage to you when they wouldn't otherwise. *Where were you branded on your body?*
- **Scars of Selfless Sacrifice:** Your body bears the scars of countless healed wounds you have suffered for others' sake. *What scar still aches when the weather changes?*

NORMAL LOAD

- **Shield:** Wood with metal reinforcement. Provides 1 armor against physical attacks. *What design is painted or worked on it?*
- **Armor:** Legion-issue leather cuirass and chain shirt. Provides 1 armor against physical attacks. *Who wore it last?*
– OR – (Choose either Armor or Fine Pistol and Blackshot Ammo)
- **Fine Pistol:** A masterfully crafted Orite revolver (five shots) with fine embossing and balanced for quick reloading. *Why do you carry it?*
- **Blackshot Ammo:** Three uses of specially crafted bullets refined for your pistol. Grants potency against undead. *Do you mark them with Asrika's symbol?*

HEAVY LOAD

- Equip the **Fine Pistol** and **Blackshot Ammo** from Normal Load.
- **Fine Reliquary:** Bones of ancient Chosen kept in vials of sacred oil. A silk-wrapped item once carried by a Chosen. Tomes of blessed scripture written in a Chosen's blood. Spend to reduce corruption taken by 2 and gain +1d to resist it. Three uses.
- **Fine Shield:** Fully metal shield embossed with any symbol you desire. Provides 1 armor against physical attacks. Replaces any Shield. *What insignia fills its front?*
- **Fine Armor:** Provides 1 armor against physical attacks. Ornate or dyed. Customized for you. Replaces any Armor. *What identifies it as yours?*

UTILITY CHOICES

Armor, Shield, Black Shot (3 uses) [2 boxes], Hand Weapon, Winter Clothing, Oil (3 uses), Supplies (5 uses), Books & Scrolls, Soldier's Kit, Reliquary (3 uses) [2 boxes].

ACTIONS

- ◆ **WEAVE** is the Mercy's Specialist action. For details on it, see the **Specialist Action** section below.
- ◆ **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.
- ◆ **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 without being 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

WEAVE is an action that Mercies specialize and train in. Unlike most actions it's not rolled, but its rating determines its **uses** per mission. While on a mission, you may spend **weave** uses to heal someone else's **harm** by removing one of their wounds and taking that same wound yourself at one level of harm **lower**.

MERCY 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 selfless-sacrifice or providing aid.*
- ◆ *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.*

BAND OF BLADES

VERSION 1.3

PLAYBOOK: MERCY

NAME:

You are one of the few surviving soldiers in the Legion—a famous band of sell-swords. You and your Chosen are all that stands between the Cinder King's undead armies and the destruction of the Eastern Kingdoms. The war has lasted three years, and the dead do not grow weary.

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.**

HERITAGE NAMES

BARTAN (WARM, PIOUS, STOIC, EDUCATED)

NAMES: Arun, Karoj, Kirish, Makit, Rakash; Aswina, Kaviya, Kita, Riya, Shimya, Vani.

FAMILY NAMES: Arani, Chabarti, Dardhi, Dewa, Kapatia, Khatri, Manabur, Pakshi.

ORITE (NOBLE, CONNECTED, VENGEFUL, STERN)

TITLES: Cadret, Chevalier, Equite, Graf, Landgrave, Marchioness, Reina, Viscount.

NAMES: Albra, Blas, Elrik, Eucho, Hadclio, Syanus, Tyrius; Aurora, Canonina, Favia, Hadriana, Livia, Myrtia, Phaera, Virdria.

PANYAR (ARTISAN, TRAVELER, SHREWD, MARKED)

COLOR NAME: Blue, Gray, Indigo, Red, Silver.

MARK NAME: Charging, Dancing, Echoing, Raging, Rising, Shifting, Striking, Vexing.

DEED NAME: Forest, Gale, Iron, Pyre, Wind.

ZEMYATI (TOUGH, BOLD, LOYAL, STUBBORN)

FIRST NAMES: Adrimir, Colay, Gabridyor, Liavel, Maleksei, Melislav; Alika, Dania, Freriya, Klarina, Sverena, Valentina, Zaya.

PATRONYMS: -ovich, -evich, -ich.

MATRONYMS: -yevna, -ovna or -ichna.

MERCY

NAME _____

NOTES:

STRESS

□ □ □ □ □ □ □ □ □ □

TRAUMA

◆ ◆ ◆ ◆

TRAUMA: COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—SOFT—UNSTABLE—VICIOUS

CORRUPTION

□ □ □ □ □ □

BLIGHT

◆ ◆ ◆ ◆

CONDITIONS: ANATHEMA—HOST—HUNGER—MIASMA—MUTATION—RAGE—ROT—VISIONS

HARM

4	DEATH
	□ □ □ NEED HELP
3	□ □ -1D
2	□ □ -1D
1	□ LESS EFFECT

ARMOR ○

HEAVY ○

SHIELD ○

SPECIAL ○

WEAVE USES ○ ○ ○ ○

○ ○ ○ ○

HERITAGE

DETAIL: _____

BARTAN TRAITS

- ◆ WARM: +1 **consort** (max 2).
- ◆ PIOUS: Always equip a Reliquary.
- ◆ STOIC: +1d to **proWess** resist.
- ◆ EDUCATED: +1 **research** (max 2).

ORITE TRAITS

- ◆ NOBLE: Boost 1 **campaign** action for you.
- ◆ CONNECTED: +1 **sway** (max 3).
- ◆ VENGEFUL: Potency when harm penalized.
- ◆ STERN: +1 **discipline** (max 2).

PANYAR TRAITS

- ◆ ARTISAN: You can have up to 4 **rig**.
- ◆ TRAVELER: Fast/quiet in **normal** load.
- ◆ SHREWD: +1d to **insight** resist.
- ◆ MARKED: +2d to resist corruption.

ZEMYATI TRAITS

- ◆ TOUGH: Ignore level 1 harm penalties.
- ◆ BOLD: +1d to resist on **desperate** actions.
- ◆ LOYAL: +1d in group actions.
- ◆ STUBBORN: +1d to **resolve** resist.

SPECIAL ABILITIES

- ◆ ASRIKA'S WILL: When you spend **weave** to remove a level 4 **harm**, you may spend **special armor** to again reduce the level of harm.
- ◆ ASRIKA'S SUCCOR: Spend **reliquary** uses equal to an undead's **threat** level to destroy it, or tick their clock if numerous or powerful.
- ◆ MEDICAL ASSISTANCE: When you **assist** a Medic with first-aid or surgery, they gain +1 level of **effect**.
- ◆ MERCY FOR THE HEALER: You gain +1d to **sway** a living enemy to spare you and your patients, or use your status as a Mercy to **gather information** or settle disputes.
- ◆ SPREAD THE PAIN: You may **push yourself** to transfer a wound to a **willing** target, who may not resist; you may take 1 **corruption** and transfer it to an **unwilling** target. In either case, take 1 **corruption** if the target dies.
- ◆ ASRIKA'S SHIELD: When you **protect** someone, take 1 **less stress** to resist the consequences. Gain +1d to **resist** pain, injury, and exhaustion with **proWess**.
- ◆ LIKE AN ANGEL: Gain +1d to **maneuver** to reach or carry the wounded or **push yourself** to do it automatically.
- ◆ ELITE: Gain **mastery** of 2 actions (they can go up to rank 4).
- ◆ ◆ HARDENED: You can mark 2 **additional stress** boxes.
- ◆ ◆ SURVIVOR: You can take +1 **trauma** before dying.
- ◆ ◆ VETERAN: Take a **special ability** from another source.

INSIGHT

◆	◆	◆	◆	WEAVE
◆	◆	◆	◆	RESEARCH
◆	◆	◆	◆	RIG
◆	◆	◆	◆	SCOUT

PROWESS

◆	◆	◆	◆	MANEUVER
◆	◆	◆	◆	SHOOT
◆	◆	◆	◆	SKIRMISH
◆	◆	◆	◆	WRECK

RESOLVE

◆	◆	◆	◆	CONSORT
◆	◆	◆	◆	DISCIPLINE
◆	◆	◆	◆	MARSHAL
◆	◆	◆	◆	SWAY

SPECIALIST

◆	◆	◆	◆	AIM
◆	◆	◆	◆	ANCHOR
◆	◆	◆	◆	CHANNELS
◆	◆	◆	◆	GRIT
◆	◆	◆	◆	SCROUNGE
◆	◆	◆	◆	DOCTOR

LOAD

CHOOSE LIGHT/NORMAL/HEAVY, AND 2 UTILITY.

Bold items are fine.

□ LIGHT

Quieter/faster. All items below.

- Reliquary ○ ○ ○
- Medic Kit ○ ○ ○
- Sacred Robes
- Mark of the Mercy
- Scars of Selfless Sacrifice

□ NORMAL

All Light items and...

- Shield
- Armor
- or-
- Fine Pistol
- Black Shot ○ ○ ○

□ HEAVY

Slower. All Normal items and...

- **Fine Reliquary** ○ ○ ○
Replaces Reliquary
- **Fine Shield**
Replaces Shield
- **Fine Armor**
Replaces Armor

UTILITY. Choose 2 **load** below.

- | | | | |
|----------------------|-------------------|----------------------|---------------------|
| □ Armor | □ Hand Weapon | □ Supplies ○ ○ ○ ○ ○ | □ □ _____ |
| □ Shield | □ Winter Clothing | □ Books & Scrolls | □ □ _____ |
| □ □ Black Shot ○ ○ ○ | □ Oil ○ ○ ○ | □ Soldier's Kit | □ □ Reliquary ○ ○ ○ |