

<b>Barber-Surgeon</b>	Reqs: 3rd État Starting HP: 2d2 Lifepath HP: +0-1
	Saves: Chance, poison & plague Starting Age: 18+2d10
<i>Surgeon</i>	Increase Chirurgie rating by one.
<i>Le Coiffure</i>	Increase Barber rating by one.
<i>Blood-Soaked</i>	Increase Sang-Froid rating by one.
<i>Bedside Manner</i>	+1 to hit with Beg Pardon actions when apologizing for injury or pain to the other party.
<i>Reliable</i>	Increase reputation by 1 per person helped in the barber's chair.
<i>Habile</i>	Increase Improvise rating by one.
Equipment	Leather apron, razor, shears, whetstone, strop, leather bit, pomade, tonic, shoes and a set of clean clothes.
Names	Barbour, Butts, Tully, Aylef, Samon, Vicary

E	2nd	3rd	4th	5th	Fin	Barber-Surgeon Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Give someone an excellent coiffure.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Save someone's life in the barber chair.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Prick a churlish customer with your razor.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Sew up a disagreeable wound; or set a bad break.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Excise dead weight, no matter how painful.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Bleed a patient back to health.

<b>Doctor</b>	Reqs: Latin Starting HP: 2d2 Lifepath HP: +0-1
	Saves: Chance, poison & plague Starting Age: 21+2d10
<i>Surgeon</i>	Increase Chirurgie rating by one.
<i>Physicker</i>	Increase Physic rating by one.
<i>Philosopher</i>	Increase Chymistry rating by one.
<i>Authoritative</i>	+1 damage to Implore and Shame actions when attempting to motivate a patient to right action.
<i>Reputable</i>	Increase reputation by 1d2 per person cured but decrease by 1d4 for each patient who dies in your care.
<i>Studied</i>	Increase Latin and Greek rating by one.
Equipment	Leather attaché case, set of small knives, medicines, tonics, vial of hemlock, a fine suit of fashion from the previous decade.
Names	Charles, Paracelsus, Paulenius,

E	2nd	3rd	4th	5th	Fin	Doctor Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Treat an illness with medication.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Dissect a cadaver.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Invent a new medicine for a common ailment.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Write a treatise on the treatment of a disease.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Lecture your patient on their poor health choices.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perform research on the efficacy of a treatment.

**Physic:** Mixing and dosing of medicines. If successful, increase saves for poison & disease by one. If unsuccessful, the game master may let it pass, do 0-3 pts of damage to the patient or force a poison & plague save lest they fall ill for 1d3 weeks.

**Chirurgie:** The surgeon extracts or remove cancrus or diseased flesh, organs or limbs; the surgeon also extracts rotted or impacted teeth or musket balls lodged in the flesh or organs. Use skill to save those dying of wounds. Success staves off death, but at the cost of a limb or general health (-4 to Strength, Dexterity, Constitution, or Charisma) or -2d3 hit points permanently. If treating the merely injured who may or may not require surgery, on success, do one hit point of damage now to increase their rate of healing by +1 hit point per die per day of rest. Failure simply does 1d3 points of damage. If this damage reduces a patient to zero hit points, see the rules above for saving those dying of their wounds.

<b>Empiric</b>	Reqs: — Starting HP: 2d2 Lifepath HP: +0-1
	Saves: Chance, terror Starting Age: 18+2d10
<i>Miasmatic</i>	Increase Physic by one.
<i>Bloodletter</i>	Bleed a patient: do 1 pt of damage and increase their exertion by one. Leech a wounded or gangrenous patient: grant 1 hp of recovery or increase an imending poison & plague save by one.
<i>Charlatan</i>	Increase Parley by one.
<i>Plague Doctor</i>	Increase Search rating by one when looking for the dead or dying.
<i>Dirty Job</i>	Increase Wealth rating by one for each plague outbreak you work.
<i>Traveller</i>	Increase Nationality by one.
<b>Equipment</b>	Wide-brimmed hat, ankle-length waxed leather overcoat, a bird-like beak mask, waxed leather pants, waxed leather gloves and waxed leather boots. A valise case containing: lavender, lancets, razors, onions, snake.
<b>Names</b>	Michel, de Nostredame, Giovanni, Ventura, Niall

E	2nd	3rd	4th	5th	Fin	Empiric Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Take a census of the dead and dying in town.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Comfort the dying with false hope.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Invent a new medicine for a common ailment.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Alleviate the doomed of any personal valuables that might block their way into Heaven.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Attempt to cure the sick or dying, no matter how unqualified you are for the task.
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Be hired for your services as an empiric during a plague outbreak.

<b>Author</b>	None	Starting HP: 2d2	Lifepath HP: +0-1
	Saves: Chance, terror		Starting Age: 18+2d4
<i>Classical</i>	Increase Poetics rating by one.		
<i>Director</i>	Increase Stagecraft rating by one.		
<i>Auteur</i>	Increase Composition rating by one.		
<i>Society</i>	Increase reputation by +1d4 for a play beloved by critics and +1d4 for a play beloved by the people.		
<i>Le stylo est...</i>	+1 to hit for Shame and Insult actions in the press when responding to criticism of your work or when criticizing the work of others.		
<i>Unassuming</i>	Increase Fashion rating by one.		
Equipment	Suit of unfashionable clothes, buckle shoes, quill, ink, penknife, journal, candle, lead candle-holder.		
Names	Madelaine, Pauline, Marie, Pierre, Corneille, Rotrou		

**Poetics:** One must understand Aristotle’s Poetics—especially the Three Unities—to be able to write for or perform on the stage. Or at least that’s what the old queen tells you. You’ve never read them yourself, but you know enough to keep to the Classical forms while on stage, lest the rotten vegetables fly from the audience.

**Stagecraft:** Make-up, costumes, scenery and lighting are integral aspects to putting up a command performance.

**Composition:** To write is a discipline and skill. The truly gifted auteur does not confine themselves to one form, but is able to move between verse, dialogue and prose with ease.

E	2nd	3rd	4th	5th	Fin	Author Experience Conditions
■	□	□	□	□	■	Keep correspondence with a friend, relative or rival
□	□	■	□	■	□	Write poetry and perform it at a salon
■	■	□	■	□	■	Write a novel and have it published
■	□	■	□	■	□	Write a play and see it staged
■	■	□	■	□	■	Gain a wealthy or powerful patron
□	■	■	■	■	□	Defy tradition and innovate a new style or form of play, poem or novel

<b>Actor</b>	Marginaux	Starting HP: 2d2	Lifepath HP: +0-1
	Saves: Chance, poison & plague	Starting Age: 15+1d6	
<i>Chanteur/euse</i>	Increase Opera rating by one.		
<i>Classical</i>	Increase Poetics rating by one.		
<i>Ensemble</i>	Increase Stagecraft rating by one.		
<i>Ballet de Cour</i>	Increase Dance rating by one.		
<i>Sensation</i>	Increase reputation by 1d2 per sold out performance, but decrease by 1d4 per empty room you sing to.		
<i>Desired</i>	Increase Skin Trade rating by one.		
Equipment	Leotard, mask, make-up case, and a large sack containing a collection of men's and women's threadbare clothes.		
Names	Turlupin, Gros-Guillaume, Gautier-Gargouille, Floridor, Monfleury, la Champmeslé		

**Opera:** Opera is popular among the elites today, so if one wishes to be paid and fed, one must learn how to sing with gusto.

**Skin Trade:** The madame who runs the theater turns out all of the actors, men and women. After the performances, the bourgeois and nobles want to frolic with the fauns and nymphs. So if you want a part, you turn tricks. Still, it could be worse. It's a job like any other and it's not too dissimilar from acting.

E	2nd	3rd	4th	5th	Fin	Actor Experience Conditions
□	□	□	□	□	□	Perform in a play
■	□	■	□	■	□	Perform a lead role in a play
□	■	□	■	□	■	Turn tricks for the stage manager
■	□	■	□	■	□	Sabotage a rival's performance
■	□	■	■	□	■	Form an actor's troupe
□	■	■	■	■	□	Stage a new, innovative production

<b>Presbyter</b>	Reqs: Protestant      Starting HP: 2d2    Lifepath HP: +0-1
	Saves: Terror, chance, poison & plague    Starting Age: 22+2d6
<i>Theologian</i>	Increase Theology rating by one.
<i>Exorcist</i>	Increase Goëtia rating by one.
<i>Catechist</i>	Increase Religion rating by one.
<i>Copyist</i>	Increase Latin rating by one.
<i>Lectio continua</i>	Increase Hebrew or Greek language rating by one.
<i>Preacher</i>	+1 to hit with the Educate action when instructing on the primacy of the Holy Scripture. Maximum +5 bonus. Combine with Charisma modifier.
Equipment	Bible, crucifix (pectoral cross), cassock, stole, alb, modest hat and plain leather shoes.
Names	Martin, Jehan, Cauvin, Luther, Chrysotom, Knox, Zwingli

### Presbyter Lifepath Skills

**Theology:** The Theology skill grants access to the prayers listed in the Sacred & Profane chapter. Each prayer is listed with a difficulty and a gnosis rating. The difficulty is a penalty to the Theology skill when invoking that prayer. The gnosis rating represents the knowledge required to access the divine.

### Presbyter Gnosis

The game master rolls 2d6 for your Jesuit's gnosis rating.

### Presbyter Prayers

Did they pray? They read from the bible. Sacraments instead?

### Presbyter Experience Conditions

E	2nd	3rd	4th	5th	Fin	Presbyter Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Pray to God in your hour of need.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Challenge the authority of the filthy Papists.
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Educate another into the Mysteries of the Faith.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Find a solution to your troubles in the Bible.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Rely on faith alone to see you through a crisis.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Drive the Devil out of your flock.

<b>Duelist</b>	Reqs: Soldier or Petty Noble	Lifepath HP: +1d2
	Saves: Chance, terror	Starting Age: —
<i>Scarred</i>	Ignore 1 hit point damage hits. Combines to work with armor.*	
<i>Seasoned</i>	Increase Sang-Froid rating by one.	
<i>Fencer</i>	Increase to-hits with sabers, rapiers and cutlasses by one up to a maximum of +5. Combine with your Strength modifier.	
<i>Touch</i>	On a hit, before rolling for damage, you may opt to do 1 pt of damage instead of rolling for damage (and Strength modifier does not apply). This point cannot be absorbed by normal armor.*	
<i>Duelist</i>	Increase reputation by one per duel won according to your client's wishes and the unwritten laws of dueling.	
<i>Intimidating</i>	+1 damage to Threaten actions involving physical violence.	
Equipment	A cloak, rapier and pistol are traditional.	
Names	Étienne, Latil, Vincent, de Pisnay, Souscarrieres	

E	2nd	3rd	4th	5th	Fin	Duelist Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Win a duel fighting on someone else's behalf.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Spare a target's life you've been hired to kill.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Take a target's life out of anger or arrogance.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strictly obey the proper rules of dueling.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fall in love with your target or client.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Accept a duel you can't win.

\*May only be taken once.