



Barber, Surgeon

By Andrew Aulenback v1.2

25 gc to hire + 25 gc upkeep

The Royal College of Barber Surgeons of Ostermark was renowned across the Empire for the students who came from its hallowed halls. None were as fast, and everyone knows that speed is the one thing that saves lives.

An Ostermark barber surgeon could take off a leg in under three minutes, and an arm in under two. One surgeon-teacher at the school, in a demonstration practice before a class full of students, once took a leg in under thirty seconds, along with two fingers from his assistant's left hand, and the life of one of the audience, who died of shock.

None bleed patients so heroically, taking pints at a time to balance the humours. None cut so certainly, pulling out cankers and mutations that would otherwise debilitate and kill.

And where better to see how wyrdstone affects the mortal form, than in Mordheim itself, protected and sheltered by armed gangs of patients?

May be Hired: Any warband may hire a Barber Surgeon, as some surgeons will turn to any opportunity to study how wyrdstone corruption affects the body. Skaven, Beastmen, Chaos, and Undead warbands of all types pay 30 gc upkeep, however, instead of 25 gc. The barber may be unethical, but they are not stupid.

Rating: A Barber Surgeon increases the warband's rating by +20 points plus 1 point for each Experience point he has.

Profile	M	WS	BS	S	T	W	I	A	Ld
Barber	4	2	2	2	3	1	4	1	7

Weapons/Armour: The Barber is armed with saw, scalpels, syringes, tooth-key, fleam, bleeding bowl, surgeon's mask, and knowledge. Consider them effectively a short-sword, and helmet, which cannot be traded.

Skills: The Barber Surgeon may choose from the *Haggle* Academic skill, a roll on the Speed skills table, or the *Strike To Injure* skill from the Combat list, when he gains a new skill.

SPECIAL RULES:

Familiar with the Crypts: Studying anatomy sometimes requires a questionable relationship to the disposal of the dead. The Barber Surgeon allows your warband to modify a single dice roll on the Exploration chart by -1.

Aha!: The Barber Surgeon allows you to modify one of the dice on a single Serious Injuries roll by +1/-1, after each scenario in which he participated without going Out Of Action. For example, he could turn an 11 on a Hero's injury roll into either a 12, or a 21.

You Call That Noxious?: The Barber Surgeon is personally familiar with all too many poisons, venoms, and toxins. Sometimes, you have only yourself to experiment on. They are completely immune to poisons, wind globes, Nurgle's Rot, and similar effects.





M. Aulenback, barber surgeon,
lately ashore of the ship *Shannon*,
and found above the pie shoppe on Fleete Street,
of late cut for the stone one Sgt. Dobyons,
from whom were taken six stones, one as
big as a swan's egg, two as a
pigeon's, the others as a nutmeg. His
recovery was swift, and he has returned to
duty and has no more complaynt.

All that are distressed to the last degree with
the Breton disease, or any symptoms of it,
and try'd salvation, the sprecifick, and
arcanum, and all the diet drinks, and tired
of taking medicines to no purpose, may
have a fair, speedy, cheap, and safe cure: A
clap or running of the reins is cured in a few
days, without hindrance of business; and so
private, that the most intimate cannot take
notice of't.

On 17 Nachgeheim, M. Aulenback cut a small
head from the shoulder of Thomas Welling,
formerly a fighter for the Smart Blades, now a
Pensioner in Sigmarhaven; and last Konistag the man
appear'd upon the stage perfectly well cured.

