

THE BARBER

Storytellers, folk surgeons, and flamboyant rogues, barbers may give you a perfect shave, trap you in an unending story, or abscond with your valuables. Or maybe all three!

Weapons: Razor, club, dagger, shortbow, short sword, crossbow

Armor: Leather

Hit Dice: 1d4

Languages: Hours in the marketplace give barbers the ability to understand any common language. They also gain one rare language.

Folk Healing: With ten minutes, your barbering kit, and a supply of herbs (costing 25 gp per use), you can do one of the following on yourself or someone else:

- **Heal damage** — You heal injuries (1d4 hit points for every 2 levels you've gained).
- **Treat disease** — You stop the progression of a disease for 1 day, and the victim receives another saving throw to resist.
- **Treat poison** — You stop the effects of poison for 1 hour, and the victim receives another saving throw to resist.

Barbering: You are skilled at the art of making a person look and feel their best. Some of these skills may also be used for less honorable purposes. Your barbering kit contains all the tools and supplies you need. You are trained in the following skills and have advantage on any associated ability checks.

- **Haggling** — You receive your Charisma bonus x 10% discount for a transaction. You can also sell something for your Charisma bonus x 10% more. Minimum +/- 10%.
- **Barbering** — You can temporarily increase the Charisma bonus of your customer by your level. This lasts for a day.
- **General Lore** — You have a chance to know just about anything about anything. You can also use this skill to tell stories.
- **Apply Disguise** — You can change the appearance of yourself or a subject with about 10 minutes of work. Your skill check becomes the DC for detection.
- **Appraisal** — You can assess the value of just about anything. You can also determine if an object is magical, though you can't determine the nature of the magic.
- **Sleight of Hand** — You can palm small objects, pick a pocket, or otherwise redirect someone away from what your hands are doing.



BARBER TALENTS

Roll 2d6	Effect
2	You have a contact. This person can provide you with connections to resources in a specific urban area. Each subsequent roll provides a contact with a wider reach (region, country, etc.)
3-6	Those you heal receive +1 hit point per healing die or a +1 to their saving throw to resist disease or poison.
7-9	+2 Charisma, Wisdom, or Dexterity
10-11	You gain +1 to a barbering skill of your choice.
12	You gain +1 AC.



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