

Players Playbooks

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INSTRUCTIONS

Print all the Playbooks: each one is presented with front and back and will fit a single A4 or Letter sheet. The front page of each Playbook contains an illustration and other generic info; the back contains all the mechanical Stats, Counters and Moves.

Fold the Playbook in the middle: so when you present them to the Players they will see the image and title of the Playbook.

Note that the Sorcerer Playbook comes with additional sheets for the list of spells and rituals.

You need to print also one copy of all the Moves reference sheets (Basic, Peripheral and Combat) but more copies would be better. The best would be to have one copy for every Player at the table.

You will find the moves in the Players Handouts file, ready to print in a format similar to this.

INFORMATION

These are the playbooks for the City of Judas RPG; a medieval and dark-fantasy AW-hack.

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CREDITS

Artwork

All the black and white silhouettes artwork, in the Playbooks, are from M.A.W. (in a few cases with some manipulation). See M.A.W. DA page here: <http://mawstock.deviantart.com/>

Thanks

Many thanks to Tommy Rayburn for his support in editing and layout and for his constant feedback during the project.

The Barber: this is the group's healer. Although he can fight, his main role is to support the others



The Horseman: he is the group's knight, he fight and acts at the best of his potential while on the saddle

The Hunter: this is the tracker of monsters, the one who knows wilderness and beasts



The Priest - of Judas: he is the moral counselor, the confessor, and the spiritual guide of the group

The Leader: this is the high-born member of the group, who aims to obtain a position of leadership



The Raider: his strength is in its war-gang, that moves with him. He's the one ready to get his hands - and soul - dirty



The Scout: he is the group's assassin and spy, at his best within city walls

The Sellword: this is a strong and indomitable, but also a mysterious and lonely fighter



The Veteran: this is an expert and resourceful fighter, with plenty of experience on the battlefields

The Sorcerer: he is the group's expert in sorcery, with access to the mighty power of magic



EXPERIENCE

Total XP 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| <input type="checkbox"/> +1 Edge | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A move of your playbook |
| <input type="checkbox"/> +1 Steel | <input type="checkbox"/> <input type="checkbox"/> A move of another playbook |
| <input type="checkbox"/> +1 Charm | <input type="checkbox"/> Heal a debility |
| <input type="checkbox"/> +1 Shadow | <input type="checkbox"/> Erase your debts |
| <input type="checkbox"/> +1 Brains | |

Special

You can take these after you took at least 5 of the above

Advancements

- | | |
|---|--|
| <input type="checkbox"/> Change playbook | <input type="checkbox"/> Special Advancement |
| <input type="checkbox"/> Return safely home | <input type="checkbox"/> Become a Magister |
| <input type="checkbox"/> Make another
playbook | <input type="checkbox"/> Compete to become
a Caesar |

NOTES

BROTHERS IN BLOOD

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

OTHER EQUIPMENT



You are the Barber, skilled with blades, be it a sword or a scalpel. You had a medical training, perhaps in a renowned school, but didn't become a medic. Instead, you took your tools to the battlefield. You attend to your enemies as any mercenary, with your weapon in hand, but your real work begins after the battle, stitching up, operating, cleaning wounds and working on your companions' bodies. You make no miracles: medicine is a tough business, but still you give a wounded man a shot to survive. If you could only convince them of how important hygiene is.

Player Name

Character Name

Looks

BACKGROUND

☐ xp

☐ xp

STATISTICS

Mark available holds on the circles, erase when used

EDGE



- ☐ xp Face danger/Death
- ☐ xp Take ur shot/Defend

STEEL



- ☐ xp Face danger/Death
- ☐ xp Engage battle/Defend

CHARM



- ☐ xp Face danger/Death
- ☐ xp Manipulate: ○○○

SHADOW



- ☐ xp Face danger/Death
- ☐ xp Lie & deceive: ○○○

BRAINS



- ☐ xp Face danger/Death
- ☐ xp Perception: ○○○

COUNTERS

HEALTH +4 ☐ +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐

- ☐ xp Suffer harm
- ☐ Unstable

Debilities

- ☐ Crippled, -1 Steel
- ☐ Disfigured, -1 Charm
- ☐ Shattered, -1 Edge
- ☐ Damaged, -1 Shadow
- ☐ Broken, -1 Brains

EQUIPMENT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐

- ☐ xp Gear and ammo (holds to the side)
- ☐ Unprepared
- ☐ Debt

Holds
○○○

SPIRIT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐

- ☐ xp Test your spirit
- ☐ Tainted
- ☐ Infamous

Take -1 to Spirit when: Fail with 6- any roll with Brains
Ignore a human in need of healing

WEAPONS AND ARMORS

Weapons

- + ___ harm tags []
- + ___ harm tags []
- + ___ harm tags []
- + ___ harm tags []

Armors

- + ___ armor tags []
- + ___ armor tags []
- + ___ armor tags []

+ Armors penalties:

BARBER MOVES

Ø KNIFES AND SCALPELS

☐ xp

You can take care of any wound, given enough time and material; spend one hold of Gear&ammo. You can work on yourself if you're not unstable. When you operate on someone, or diagnose, roll+Edge.

On a 10+ hold two. On a 7-9 hold one.

Spend one hold to remove Unstable or heal one Health point - or HS for NPCs. At Health 0 natural recovery begins. With a hit you can also diagnose conditions.

On a 6- take -1 Spirit, or give -1 Health to your patient.

○ HEALING HANDS

☐ xp

When you impose your hands on a wounded, including yourself, and heal with magic, roll+Brains.

You don't need tools, it's magical, but it takes several minutes. You and the patient take -1 to Spirit.

On a 10+ hold two. On a 7-9 hold one. Spend holds like for Knives And Scalpels. *If you're Tainted, you can heal 2 points of Health instead of 1 for the first hold.*

On a 6- both you and the patient take -1 Health or -1 Spirit (your call), but both the same.

○ VOICE OF REASON

When you reason with your counterpart, discuss patiently and rationally, roll+Brains instead of Charm, for social interactions (i.e. Manipulate). *If you're Tainted, you can roll also Lie And Deceive or make poison with Brains instead of Shadow.*

On a hit on the social move (10+ or 7-9), take +1 Spirit.

○ CIRCLE OF LIFE

When you heal someone (not yourself) with medicine, but not magic, take +1 Spirit, or take +1 to the AD.

○ POTION MASTER

☐ xp

When you have time and materials, you can prepare a healing potion; spend one hold of Gear&ammo.

Only when the potion is drunk, roll+Brains and mark xp. Treat the roll result as a roll for Healing Hands.

If the drinker is someone else, you can use Circle Of Life, but only to gain +1 AD, not Spirit.

○ POISON MASTER

☐ xp

With time and materials, you can prepare a dose of poison; spend one hold of Gear&ammo. When the poison is used roll+Shadow (find your way to use it: on weapons, food, etc...) mark xp, and take -1 to Spirit.

On a 10+ the poison does 1 to 3 harm ap (your call).

On a 7-9 the poison does 1 to 2 harm ap (your call) but will trigger a GM's move. *If you're Tainted the poison does +1 more harm ap if you wish.*

On a 6- the poison does only 1 harm ap and the GM makes a move.

○ THE SAGE (Special Advancement)

Take a playbook that is not in play, and gain its first Move (the one marked with "Ø" that is otherwise unavailable to everybody else). When you make other advancements, you can pick from the other playbook as if it was your own. If you take a spell list, you take five spells at the start, as a Sorcerer, and gain more in the same way.

EXPERIENCE

Total XP 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| <input type="checkbox"/> +1 Edge | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A move of your playbook |
| <input type="checkbox"/> +1 Steel | <input type="checkbox"/> <input type="checkbox"/> A move of another playbook |
| <input type="checkbox"/> +1 Charm | <input type="checkbox"/> Heal a debility |
| <input type="checkbox"/> +1 Shadow | <input type="checkbox"/> Erase your debts |
| <input type="checkbox"/> +1 Brains | |

Special

You can take these after you took at least 5 of the above

Advancements

- | | |
|---|--|
| <input type="checkbox"/> Change playbook | <input type="checkbox"/> Special Advancement |
| <input type="checkbox"/> Return safely home | <input type="checkbox"/> Become a Magister |
| <input type="checkbox"/> Make another
playbook | <input type="checkbox"/> Compete to become
a Caesar |

NOTES

BROTHERS IN BLOOD

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

OTHER EQUIPMENT



You are the Horseman: your strength is in your warhorse first of all. Anybody can ride a horse; a few can tame and control a mighty stallion. You can do that, and more: you're born to be natural rider of the most powerful of the warhorse and you can turn even the most coward steeds into fierce machines for battle. When you charge in battle your horse's hooves thunder on the ground, your heavy weapons shine threateningly, and in a heartbeat you're on them, spreading death and destruction. As long as you remain on the saddle, you're no easy prey even for the mightiest of these monsters.

Player Name

Character Name

Looks

BACKGROUND

☐ xp

☐ xp

STATISTICS

Mark available holds on the circles, erase when used

EDGE	<input type="radio"/>	<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Take ur shot/Defend
STEEL	<input type="radio"/>	<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Engage battle/Defend
CHARM	<input type="radio"/>	<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Manipulate: <input type="radio"/> <input type="radio"/> <input type="radio"/>
SHADOW	<input type="radio"/>	<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Lie & deceive: <input type="radio"/> <input type="radio"/> <input type="radio"/>
BRAINS	<input type="radio"/>	<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Perception: <input type="radio"/> <input type="radio"/> <input type="radio"/>

COUNTERS

HEALTH +4 ☐ +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Suffer harm ☐ Unstable

Debilities ☐ Crippled, -1 Steel
☐ Disfigured, -1 Charm ☐ Shattered, -1 Edge
☐ Damaged, -1 Shadow ☐ Broken, -1 Brains

EQUIPMENT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Gear and ammo (holds to the side) ☐ Unprepared ☐ Debt

Holds
☐ ☐ ☐

SPIRIT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Test your spirit ☐ Tainted ☐ Infamous

Take -1 to Spirit when: Fail with 6- any roll with Steel
 Your horse dies or you're thrown off the saddle

WEAPONS AND ARMORS

Weapons

+ ___ harm tags []
 + ___ harm tags []
 + ___ harm tags []
 + ___ harm tags []

Armors

+ ___ armor tags []
 + ___ armor tags []
 + ___ armor tags []

+ Armors penalties

HORSEMAN MOVES

Ø BEST ON THE SADDLE

While riding a warhorse, add its relevant Stat to your rolls, if it even remotely makes sense. In combat, you (and anybody on a warhorse) inflict +1 harm; but you get +1 armor too. Your warhorse is either stronger or more agile than average. The Iron Fist will replace it if it dies. If it suffers harm, roll Inflict Harm as for NPCs.

Horse Name: Looks:
☐ Strong (+1 Steel) Harm +1; Armor +1
☐ Agile (+1 Edge) Harm Suffered:

Ø HORSE MASTER ☐ xp

To summon your nearest warhorse with a whistle or a call, if it is within hearing distance, roll+Steel. On a 10+ it comes now, and take +1 AD if it saves you. On a 7-9 it's somehow blocked; but you can force it to reach you with some delay at the price of 1 harm (ap) to it. On a hit, take also +1 Spirit.

Ø BATTLE WINDS

When you use Perception in battle and from the saddle, you are one with your horse's instincts and roll+Steel (not Brains). Add the horse's Steel if any. Take -1 Spirit for your supernatural instincts
If you're Tainted you can ask one question more, or take +1 to the AD.

Ø UNTOUCHABLE ☐ xp

When you fight on the saddle, your warhorse can suffer harm instead of you, once per fight; take -1 Spirit, though, when it does.
If you're Tainted, when you do this, you gain to roll an immediate counterattack against the enemy.

Ø CHARGE ☐ xp

When you ride your warhorse into a battle against a small gang or a large monster, you count as their peer as long as you are on the saddle and Roll+Steel now. On a 10+ take both, on a 7-9 take one:
 › Ignore penalties for the size/number of the opponent
 › Take penalties, but don't roll Face Death in the fight
 For each battle where you charge to helps friends or victims, or against monsters, take +1 Spirit.

Ø SUPPORT CAVALRY

When you follow someone's lead and fight on your warhorse, every roll+Steel you make, on a hit take one:
 › Take +1 AD or give them +1 AD
 › Select one more from the options of your move, or grant them one additional choice on their move

Ø GRAND STEED (Special Advancement)

You have a grand steed worth of a king. Add its stats to your rolls, when relevant. It's stronger, faster, and impressive. It gives you +1 harm, and +1 armor. Spend one hold of Gear&ammo to maintain it, every session. The Iron Fist will replace it if it dies. If it suffers harm, roll Inflict Harm as for NPCs.

Steed Name: Looks:
☐ Strong (+1 Steel) Harm +1; Armor +1
☐ Agile (+1 Edge) Harm Suffered:
☐ Impressive (+1 Charm)

EXPERIENCE

Total XP 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| <input type="checkbox"/> +1 Edge | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A move of your playbook |
| <input type="checkbox"/> +1 Steel | <input type="checkbox"/> <input type="checkbox"/> A move of another playbook |
| <input type="checkbox"/> +1 Charm | <input type="checkbox"/> Heal a debility |
| <input type="checkbox"/> +1 Shadow | <input type="checkbox"/> Erase your debts |
| <input type="checkbox"/> +1 Brains | |

Special

You can take these after you took at least 5 of the above

Advancements

- | | |
|---|--|
| <input type="checkbox"/> Change playbook | <input type="checkbox"/> Special Advancement |
| <input type="checkbox"/> Return safely home | <input type="checkbox"/> Become a Magister |
| <input type="checkbox"/> Make another
playbook | <input type="checkbox"/> Compete to become
a Caesar |

NOTES

BROTHERS IN BLOOD

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

OTHER EQUIPMENT



You are the Hunter, the master of the hounds, the unerring eye and the steady hands behind the bow. Your life is out there, in the wild; where most men feel lost, struggle and make noise like little children. When the trees branches are so thick to cover the sky, when the mountains climb steep up to the everlasting ice, when rivers turn into swamps, you're at home. You're the one they call for, to track a monster, an animal or a fugitive; to learn the secrets of the mighty beasts of the wild. Your arrows will find them and kill them swiftly, but the creatures of the wild earned all your respect.

Player Name

Character Name

Looks

BACKGROUND

☐ xp

☐ xp

STATISTICS

Mark available holds on the circles, erase when used

EDGE	<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Take ur shot/Defend
STEEL	<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Engage battle/Defend
CHARM	<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Manipulate: ○○○
SHADOW	<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Lie & deceive: ○○○
BRAINS	<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Perception: ○○○

COUNTERS

HEALTH +4 ☐ +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Suffer harm ☐ Unstable

Debilities ☐ Crippled, -1 Steel
☐ Disfigured, -1 Charm ☐ Shattered, -1 Edge
☐ Damaged, -1 Shadow ☐ Broken, -1 Brains

EQUIPMENT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Gear and ammo (holds to the side) ☐ Unprepared
☐ Debt

Holds
○○○

SPIRIT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Test your spirit ☐ Tainted
☐ Infamous

Take -1 to Fail with 6- any roll with Edge
 Spirit when: Have to give up a hunt or lose a track

WEAPONS AND ARMORS

Weapons

+ ___ harm tags []
 + ___ harm tags []
 + ___ harm tags []
 + ___ harm tags []

Armors

+ ___ armor tags []
 + ___ armor tags []
 + ___ armor tags []

+ Armors penalties:

HUNTER MOVES

Ø MASTER OF HOUNDS

You own a couple of loyal hounds; when they work with you add their relevant Stat to your rolls. They're more ferocious or smarter and better trackers than regular dogs. If they help in combat, inflict +1 harm. The Iron Fist will replace them if they die. If they suffer harm (as one), roll Inflict Harm as for NPCs.

When they help you, take +1 Spirit.

Hounds Names: Looks:
 O Ferocious (+1 Steel) Harm +1
 O Smarter (+1 Brains) Harm Suffered:

O GRAND FALCONER

You have a hawk that flies for you; add its Stats to your rolls. It gives you +1 Brains to tracking but it's much faster than any other tracking. The Iron Fist will replace it if it dies. If it suffers harm, roll Inflict Harm as for NPCs. When the hawk helps you, take +1 Spirit.

Hawk Names: Looks:
 Tracker (+1 Brains) Harm +1
 Faster tracker Harm Suffered:

O THE TRACKER

☐ xp

When you study a monster or track something in the wilderness, roll+Brains, take -1 Spirit for following your animal instincts. *If you're Tainted, you can always ask one question more.*

On a 10+ ask two and take +1 on the AD. On a 7-9 ask one. On a 6- ask one, but the GM makes his Move. You receive answers beyond common knowledge.

- › What happened here? Who, what was here?
- › Where is it going, and where did it come from? How long ago did it pass here?
- › What's its typical behavior or expected actions? Is there something else behind it?
- › What's most valuable for it, or against it? How strong is it?

O ANIMAL REFLEXES

☐ xp

When you fight in light armor or no armor, by taking -1 Spirit you can avoid the first hit of the battle (full Established Harm of the first attack that would hit you).

O INVISIBLE

When you hide, sneak, steal or do something silent or secret in the wilderness, roll+Edge instead of Shadow. *If you're Tainted, you can hide or bring or favor others with you, but take -1 Spirit.*

O ALWAYS PREPARED

Once per session, if you are out in the wilderness, you can make a use of Gear&ammo without spending a hold, or instead you can take +1 to Equipment and resupply.

O ANIMAL SPIRIT (Special Advancement)

☐ xp

When you concentrate, you can briefly merge with your animals and see, hear, smell, feel as they do. For this demoniac communion, take -1 Spirit. You cannot control the actions of your animals. *If you are Tainted, then you can control your animals and make them do something. Or you can commune with another wild beast within a reasonable range, but not control it.*

EXPERIENCE

Total XP 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| <input type="checkbox"/> +1 Edge | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A move of your playbook |
| <input type="checkbox"/> +1 Steel | <input type="checkbox"/> <input type="checkbox"/> A move of another playbook |
| <input type="checkbox"/> +1 Charm | <input type="checkbox"/> Heal a debility |
| <input type="checkbox"/> +1 Shadow | <input type="checkbox"/> Erase your debts |
| <input type="checkbox"/> +1 Brains | |

Special

You can take these after you took at least 5 of the above

Advancements

- | | |
|---|--|
| <input type="checkbox"/> Change playbook | <input type="checkbox"/> Special Advancement |
| <input type="checkbox"/> Return safely home | <input type="checkbox"/> Become a Magister |
| <input type="checkbox"/> Make another
playbook | <input type="checkbox"/> Compete to become
a Caesar |

NOTES

BROTHERS IN BLOOD

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

OTHER EQUIPMENT



You are the hand of God on earth; you are the voice of Judas, the prophet and savior of the humble commoners and the victims of this unjust society. Your simple, plain robes should be feared by the nobles wearing rich capes and dresses; the small rope tied in a noose around your neck should hold more power than the golden necklace ornate with rubies of a king. Where others trust the steel of their weapons, their gold or powerful friends; where they rely on the dark power of sorcery or the faint comfort of so-called science, you stand strong in your faith. That's why in the end, they come to you.

Player Name

Character Name

Looks






BACKGROUND

☐ xp

☐ xp

STATISTICS

Mark available holds on the circles, erase when used

EDGE		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Take ur shot/Defend
STEEL		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Engage battle/Defend
CHARM		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Manipulate: 0 0 0
SHADOW		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Lie & deceive: 0 0 0
BRAINS		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Perception: 0 0 0

COUNTERS

HEALTH +4 ☐ +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Suffer harm ☐ Unstable

Debilities ☐ Crippled, -1 Steel
☐ Disfigured, -1 Charm ☐ Shattered, -1 Edge
☐ Damaged, -1 Shadow ☐ Broken, -1 Brains

EQUIPMENT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Gear and ammo (holds to the side) ☐ Unprepared
☐ Debt

Holds
0 0 0

SPIRIT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Test your spirit ☐ Tainted
☐ Infamous

Take -1 to Spirit when: Fail with 6- any roll with Charm
 Fail your God, Judas or your faith

WEAPONS AND ARMORS

Weapons

+ ☐ harm tags [☐]
 + ☐ harm tags [☐]
 + ☐ harm tags [☐]
 + ☐ harm tags [☐]

Armors

+ ☐ armor tags [☐]
 + ☐ armor tags [☐]
 + ☐ armor tags [☐]

+ Armors penalties:

PRIEST MOVES

Ø PRAY YOUR GOD

When you pray or meditate, and not more than once a day, draw strength from your faith and roll+Spirit.

Holds
0 0 0

On a 10+ hold two, on a 7-9 hold one; on a hit also take +1 Spirit. If someone else prays with you, hold one more, while they take +1 Spirit.

Spend your holds after any roll, to gain a +1 per hold spent. On a 6- take -1 Spirit and the GM makes a move.

Ø MEMBER OF THE CHURCH

☐ xp

While you are in the graces of the Church of Judas, once per session you can roll+Charm to gain support.

Holds
0 0

On a 10+ hold two, on a 7-9 hold one. Spend your holds when in contact with members of the church to get:

- › Information or direction; shelter or protection etc.
- › Extend shelter or protection to your companions
- › Moral comfort for +1 Spirit
- › A supply of opium (one hold of Gear&ammo) or basic gear or supplies for +1 Equipment

On a 6- the GM makes a move; maybe you incurred in the wrong branch of the Church or did something wrong.

Ø THE VOICE OF JUDAS

☐ xp

When you speak to someone or a crowd in the name of Judas, roll+Charm. On a 10+ hold two, on a 7-9 hold one. *If you're Tainted, hold one more.* Spend holds to:

- › Obtain immunity for you and your companions
- › Obtain immunity or forgiveness for someone else
- › Trigger the expression of a strong emotion from them: rage, fear, repentance, rebellion, peace, etc.
- › They side with you as the voice of God, so their leaders or nobles must pay attention to you
- › Have them fight in your protection, or against who you say (but lose all remaining holds)

Ø THE VOICE OF ANGELS

☐ xp

When another character comes to you for advice, you must set them on the path of glory of Judas. If they follow your advice they take +1 to their AD and also +1 Spirit, and you take +1 Spirit. *If you're Tainted, you can give any kind of advice, honestly believing it's for the glory of God.*

Ø HANDS OF GOD

☐ xp

When you impose your hands and pray on a wounded, including yourself, and heal with faith, roll+Spirit. You and the patient take -1 to Spirit.

On a 10+ hold two. On a 7-9 hold one. Spend one hold to remove Unstable or heal one Health point - or HS.

Ø BLADE OF JUDAS

☐ xp

You or someone you bless, gain +1 to the AD and +1 harm against whom you indicate as the enemy of Judas or monstrous abomination. *If you're Tainted, you can name really anyone as the enemy.*

Ø FUMES OF OPIUM (Special Advancement)

When you use your opium, you need a hold from Gear&ammo or from the Church. Then pick one:

- › Obtain another hold of Pray Your God
- › Take +1 Spirit or remove Tainted

If someone uses opium with you, you can use one social move hold against them; characters also take +1 Spirit with you

EXPERIENCE

Total XP 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| <input type="checkbox"/> +1 Edge | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A move of your playbook |
| <input type="checkbox"/> +1 Steel | <input type="checkbox"/> <input type="checkbox"/> A move of another playbook |
| <input type="checkbox"/> +1 Charm | <input type="checkbox"/> Heal a debility |
| <input type="checkbox"/> +1 Shadow | <input type="checkbox"/> Erase your debts |
| <input type="checkbox"/> +1 Brains | |

Special

You can take these after you took at least 5 of the above

Advancements

- | | |
|---|--|
| <input type="checkbox"/> Change playbook | <input type="checkbox"/> Special Advancement |
| <input type="checkbox"/> Return safely home | <input type="checkbox"/> Become a Magister |
| <input type="checkbox"/> Make another
playbook | <input type="checkbox"/> Compete to become
a Caesar |

NOTES

BROTHERS IN BLOOD

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

OTHER EQUIPMENT



You are a natural Leader; you are highborn and other's obedience is what you're used to. You've chosen the path of the sellsword, causing a major scandal within your family. Life as a mercenary is tough, not nearly as comfortable as it was within your family's castle, and far less romantic than how bards portrayed it in their songs about errant heroes. But you have something that your companions don't have: you're educated, trained in the arts of war by the best sword masters, and you have a way with them. They respect your charisma, your leadership, and you will rise one day to the place you deserve: the one of commander.

Player Name

Character Name

Looks






BACKGROUND

☐ xp

☐ xp

STATISTICS

Mark available holds on the circles, erase when used

EDGE		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Take ur shot/Defend
STEEL		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Engage battle/Defend
CHARM		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Manipulate: 0 0 0
SHADOW		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Lie & deceive: 0 0 0
BRAINS		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Perception: 0 0 0

COUNTERS

HEALTH +4 ☐ +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Suffer harm ☐ Unstable

Debilities ☐ Crippled, -1 Steel
☐ Disfigured, -1 Charm ☐ Shattered, -1 Edge
☐ Damaged, -1 Shadow ☐ Broken, -1 Brains

EQUIPMENT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Gear and ammo (holds to the side) ☐ Unprepared
☐ Debt

Holds
0 0 0

SPIRIT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Test your spirit ☐ Tainted
☐ Infamous

Take -1 to Spirit when: Fail with 6- any roll with Charm
Accept orders from peers or low-born

WEAPONS AND ARMORS

Weapons

+	___ harm	tags []
+	___ harm	tags []
+	___ harm	tags []
+	___ harm	tags []

Armors

+	___ armor	tags []
+	___ armor	tags []
+	___ armor	tags []

+ Armors penalties:

LEADER MOVES

Ø BORN LEADER

☐ xp

When you take the lead in a situation, incl. combat, any other character that follows orders, marks XP once per situation, or takes +1 AD for each important action (their choice). At the end, you gain +1 Spirit if your leadership proved efficient (their choice).

O BANNER OF COMMAND

☐ xp

You have a family or personal banner; when you raise it on the battlefield and guide your group, roll+Charm.

Holds
0 0 0

On a 10+ hold three. On a 7-9 hold one. On a hit, also take +1 Spirit. When you spend holds in battle:

- › You gather friends and companions to you
- › You stop a gang from dispersing or surrendering
- › You're impressing your opponent, take +1 AD
- › You're hitting hard, inflict +1 harm
- › Their blades don't stop you, suffer -1 harm
- › You push through, skip rolling Suffer Harm once
- › Give one of the above to one of your companions.

On a 6- still take one, but the GM makes his Move.

O SCRUTINY

When you interact with authority against another character or an NPC, you can roll+Charm instead of Brains for Perception, and take -1 Spirit for this abuse.

If you're Tainted you can ask one question more.

O COMPANION

You have a loyal servant or companion from the days of your youth. Add his relevant Stats (choose two Stats and give +1 to both) to your rolls, if he helps you in your actions. He will never betray you. If they suffer harm, roll Inflict Harm as for NPCs. If they die, someone might take his place (your choice). Take -1 Spirit each time they suffer harm at your orders or at your service.

Name:

Looks:

+1 ...

Harm +1

+1 ...

Harm Suffered:

O WE GOT GOLD

☐ xp

When you need money, you can turn to your wealthy family, and roll+Charm.

On a 10+ you receive a significant sum, up to 3 Gear&ammo holds, within hours. On a 7-9 up to 2, but within days. Take -1 Spirit for each hold you get.

On a 6- you take -1 Spirit, but receive no money.

O ONE OF NOBLE BLOOD

When you interact with nobles in the appropriate context, you can roll+Charm and take holds like for Uncover Their Secret (see the Scout move).

On a 10+ or 7-9, take also +1 Spirit.

If you're Tainted, you can also roll+Charm instead of Shadows, for Lie And Deceive against them.

O THE VASSAL (Special Advancement)

You obtain through your family, or in opposition to them, the right to rule over a small patch of land close to Jerusalem, with a small fortified hold. The land comes with a little income and prestige (gain +1 Equipment when you return to it, not more than once per session), but also can bring you troubles with the GM Moves, and becomes a new Front in itself.

EXPERIENCE

Total XP 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| <input type="checkbox"/> +1 Edge | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A move of your playbook |
| <input type="checkbox"/> +1 Steel | <input type="checkbox"/> <input type="checkbox"/> A move of another playbook |
| <input type="checkbox"/> +1 Charm | <input type="checkbox"/> Heal a debility |
| <input type="checkbox"/> +1 Shadow | <input type="checkbox"/> Erase your debts |
| <input type="checkbox"/> +1 Brains | |

Special

You can take these after you took at least 5 of the above

Advancements

- | | |
|---|--|
| <input type="checkbox"/> Change playbook | <input type="checkbox"/> Special Advancement |
| <input type="checkbox"/> Return safely home | <input type="checkbox"/> Become a Magister |
| <input type="checkbox"/> Make another
playbook | <input type="checkbox"/> Compete to become
a Caesar |

NOTES

BROTHERS IN BLOOD

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

OTHER EQUIPMENT



You are the Raider: they call upon you and your small gang whenever there's blood to shed. You work with your small group, a brotherhood within the brotherhood; the other mercenaries might not like you that much nor trust you, but they know they can count on your lot when there is the need to scatter terror among the enemies' line, a revenge to obtain, a payment to demand. Your entire life has been about violence and you're familiar with most of the weapons, but more than anything you know that having someone watching your back is more important than a solid shield.

Player Name

Character Name

Looks






BACKGROUND

☐ xp

☐ xp

STATISTICS

Mark available holds on the circles, erase when used

EDGE		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Take ur shot/Defend
STEEL		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Engage battle/Defend
CHARM		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Manipulate: 0 0 0
SHADOW		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Lie & deceive: 0 0 0
BRAINS		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Perception: 0 0 0

COUNTERS

HEALTH +4 ☐ +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Suffer harm ☐ Unstable

Debilities ☐ Crippled, -1 Steel
☐ Disfigured, -1 Charm ☐ Shattered, -1 Edge
☐ Damaged, -1 Shadow ☐ Broken, -1 Brains

EQUIPMENT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Gear and ammo (holds to the side) ☐ Unprepared ☐ Debt

Holds
0 0 0

SPIRIT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Test your spirit ☐ Tainted ☐ Infamous

Take -1 to Spirit when: Fail with 6- any roll with Steel
 One of yours dies or is left in danger

WEAPONS AND ARMORS

Weapons

+	___ harm	tags []
+	___ harm	tags []
+	___ harm	tags []
+	___ harm	tags []

Armors

+	___ armor	tags []
+	___ armor	tags []
+	___ armor	tags []

+ Armors penalties:

RAIDER MOVES

Ø YOUR GANG

You are part of a Small gang, of around 10 members; they have equipment similar to yours and they belong and are maintained by the Iron Fist. Give them a name, and a description (i.e. are they family, friends, just other mercenaries).

Gang Description:

Steel: +1

Gang harm: 3

Gang armor: 1

Members (number):

Harm Suffered:

Ø I AM THE LEADER HERE

☐ xp

You are their leader: wherever you go, they follow. When you have to impose your status, roll+Steel.

On a 10+ hold two, on a 7-9 hold one, and spend holds when needed. On a hit, take +1 Spirit.

If you are Tainted hold another one.

› They do what you want, even if basically suicidal

› Prevent the gang from dispersing in combat

› They'll do their best to bring or give you what you ask

On a 6- they'll dispute your position as leader, plus you take -1 Spirit.

Ø SECOND IN COMMAND

☐ xp

You have a loyal second in command. Name him and describe him. You can rely on him to keep the gang together and lead them as if you were present - he's an NPC but he will never betray or threaten you.

While he leads the gang, the gang takes +1 Steel.

You can make plans and he will show up with the gang at the right moment, or give you the opportunity you need. He does not have Stats - just track Harm Suffered if needed, and if he dies, name a successor.

He expects the best from you: if you let him down, take -1 Spirit. Mark XP when he plays some role.

Name:

Harm Suffered:

Looks:

Ø STEEL RIDERS

You and your gang all have warhorses. While on a warhorse, you and they deal +1 harm. Horses are replaced by the Iron Fist if they die.

If you're Tainted, the +1 harm becomes ap.

Ø WALL OF STEEL

Your gang is disciplined and can regroup in a shield-wall on command, gaining +1 armor in battle as a gang. It does not apply if you're alone, too few or on horses.

Ø RAIN OF STEEL

Your gang has bows or crossbows, or a mix of the two. They can attack from far and provide the tactical choices of Take Your Shot. They have the same ammo as you do, as the result of your Gear&ammo holds.

If you're Tainted, your arrows or darts inflict +1 harm.

Ø WARBAND WITH PURPOSE (Special Advancement)

When you swear your loyalty, together with your gang, to another character, or a powerful NPC, you can take Steel Riders or Wall Of Steel or Rain Of Steel or +1 Steel for the gang. You can do this only once.

When you honor your loyalty at a price, take 1 XP or +1 Spirit.

EXPERIENCE

Total XP 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| <input type="checkbox"/> +1 Edge | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A move of your playbook |
| <input type="checkbox"/> +1 Steel | <input type="checkbox"/> <input type="checkbox"/> A move of another playbook |
| <input type="checkbox"/> +1 Charm | <input type="checkbox"/> Heal a debility |
| <input type="checkbox"/> +1 Shadow | <input type="checkbox"/> Erase your debts |
| <input type="checkbox"/> +1 Brains | |

Special

You can take these after you took at least 5 of the above

Advancements

- | | |
|---|--|
| <input type="checkbox"/> Change playbook | <input type="checkbox"/> Special Advancement |
| <input type="checkbox"/> Return safely home | <input type="checkbox"/> Become a Magister |
| <input type="checkbox"/> Make another
playbook | <input type="checkbox"/> Compete to become
a Caesar |

NOTES

BROTHERS IN BLOOD

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

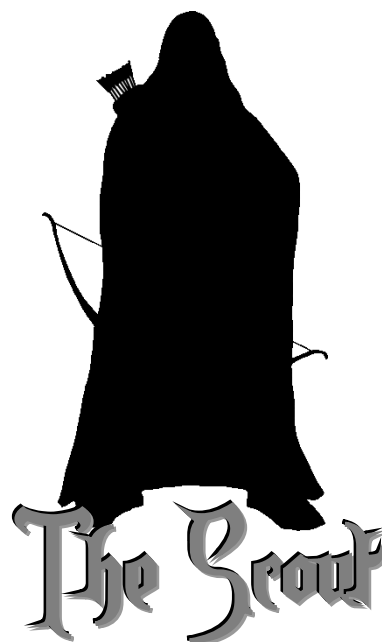
Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

OTHER EQUIPMENT



You are the Scout; that's the name they give you, so that they won't fear you for what you really are. Your movements are silent like those of a wildcat, your blades sharp, and your garments black and with mysterious, hidden pockets. You can find your way in the wild or in a foreign city, you can mix with a crowd of foreigners or sneak unseen behind the enemy lines: you are their spy, their eyes and ears, their saboteur and their assassin, their blade that reaches far and strikes from the shadows, unexpected and deadly.

Player Name

Character Name

Looks

BACKGROUND

☐ xp

☐ xp

STATISTICS

Mark available holds on the circles, erase when used

EDGE



- ☐ xp Face danger/Death
☐ xp Take ur shot/Defend

STEEL



- ☐ xp Face danger/Death
☐ xp Engage battle/Defend

CHARM



- ☐ xp Face danger/Death
☐ xp Manipulate: ○○○

SHADOW



- ☐ xp Face danger/Death
☐ xp Lie & deceive: ○○○

BRAINS



- ☐ xp Face danger/Death
☐ xp Perception: ○○○

COUNTERS

HEALTH +4 ☐ +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐

- ☐ xp Suffer harm ☐ Unstable

Debilities

- ☐ Crippled, -1 Steel
☐ Disfigured, -1 Charm ☐ Shattered, -1 Edge
☐ Damaged, -1 Shadow ☐ Broken, -1 Brains

EQUIPMENT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐

- ☐ xp Gear and ammo (holds to the side) ☐ Unprepared ☐ Debt

Holds
○○○

SPIRIT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐

- ☐ xp Test your spirit ☐ Tainted ☐ Infamous

Take -1 to Spirit when: Fail with 6- any roll with Shadow
 Give something away, info about yourself or show emotions

WEAPONS AND ARMORS

Weapons

- + ___ harm tags []
 + ___ harm tags []
 + ___ harm tags []
 + ___ harm tags []

Armors

- + ___ armor tags []
 + ___ armor tags []
 + ___ armor tags []

+ Armors penalties:

SCOUT MOVES

○ UNCOVER THEIR SECRETS

☐ xp

When you study or spy someone long enough or interact with them or their things, or with people close to them, roll+Shadow. The other Player or the GM must answer truthfully.

On a 10+ hold two and take +1 on the AD. On a 7-9 hold one. *If you are Tainted, hold another one.*

Spend your hold when you want, to ask a question:

- › What is their strength? Or their best ally?
- › What's their weakness or secret? Or their weakest link?
- › What is their greatest fear or worry?
- › What or whom do they care about the most?
- › How can I get in their graces or have their attention?
- › Pay one hold so that your scrutiny remains secret

On a 6- you still hold one, but the GM makes his move.

○ STREETWISE

☐ xp

When you work your connections in a city or human-populated environment, roll+Shadow.

On a 10+ they have what you want, if reasonable, and you can have it or purchase it, or obtain info on it.

On a 7-9 they have it (or have info), but it comes with strings attached, and you take -1 Spirit.

On a 6- the GM makes his Move and something from your dark past comes back to hunt you; take -1 Spirit.

○ MASTER OF MASKING

When you use lies, costumes or other deception to interact, you can roll Manipulate with Shadow instead of Charm; take -1 Spirit. You need to make some work for it, it could require time and maybe one hold of Gear&ammo.

○ JUST A SHADOW

☐ xp

When you want to disappear, stand still or mix with a crowd, or put a costume to go unnoticed, roll+Shadow.

On a 10+ you are hidden and hold three.

On a 7-9 hold one. Take -1 Spirit when you holds are all spent. *If you're Tainted, you always leave no traces.*

- › You remain undetected as long as you do nothing excessive
- › You gain undetected access to places or resources
- › You can extend your hiding privileges to companions, paying one hold for each one
- › You leave no visible traces to be followed once you're done

On a 6- you still hold one, but the GM makes his Move.

○ SHADOW VS SHADOW

When you roll+Shadow for your moves against monsters or to protect your friends take +1 Spirit.

○ FAST AND SHARP BLADES

When you fight with small weapons, you can Engage In Battle and roll+Edge instead of Steel, but you must be fighting in very close quarters, in the dark, or attack by surprise, or your advantage is lost after one roll.

○ EVASION (Special Advancement)

☐ xp

When you want to evade, say what's your escape route, or if you're prisoner, what's your plan, and roll+Edge.

On a 10+ you escape successfully, on a 7-9 you can still make it, but leaving something behind, or with something on your tail. On a hit, take +1 Spirit.

On a 6- you are caught vulnerable half in and half out.

EXPERIENCE

Total XP 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| <input type="checkbox"/> +1 Edge | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A move of your playbook |
| <input type="checkbox"/> +1 Steel | <input type="checkbox"/> <input type="checkbox"/> A move of another playbook |
| <input type="checkbox"/> +1 Charm | <input type="checkbox"/> Heal a debility |
| <input type="checkbox"/> +1 Shadow | <input type="checkbox"/> Erase your debts |
| <input type="checkbox"/> +1 Brains | |

Special

You can take these after you took at least 5 of the above

Advancements

- | | |
|---|--|
| <input type="checkbox"/> Change playbook | <input type="checkbox"/> Special Advancement |
| <input type="checkbox"/> Return safely home | <input type="checkbox"/> Become a Magister |
| <input type="checkbox"/> Make another
playbook | <input type="checkbox"/> Compete to become
a Caesar |

NOTES

BROTHERS IN BLOOD

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

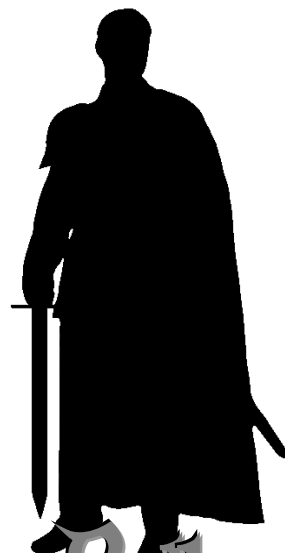
Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

OTHER EQUIPMENT



The Sellsword

You are the Sellsword, the ultimate soldier of fortune, the master of arms and armors, the last man standing in the battlefield. You joined the brotherhood recently but the history of your life, with your fists clenched to your weapons, is written in scars on your skin, and tells a tale that scares the most. Once you're armored up and with your weapon in hand, few dare to cross your path, and those who do end up biting the dust, or choked in their own blood. You take your duty seriously: you named the price and the price has been paid; you have no time for regret or second thoughts.

Player Name

Character Name

Looks






BACKGROUND

☐ xp

☐ xp

STATISTICS

Mark available holds on the circles, erase when used

EDGE		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Take ur shot/Defend
STEEL		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Engage battle/Defend
CHARM		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Manipulate: 0 0 0
SHADOW		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Lie & deceive: 0 0 0
BRAINS		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Perception: 0 0 0

COUNTERS

HEALTH +4 ☐ +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Suffer harm ☐ Unstable

Debilities ☐ Crippled, -1 Steel
☐ Disfigured, -1 Charm ☐ Shattered, -1 Edge
☐ Damaged, -1 Shadow ☐ Broken, -1 Brains

EQUIPMENT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Gear and ammo (holds to the side) ☐ Unprepared ☐ Debt

Holds
0 0 0

SPIRIT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Test your spirit ☐ Tainted ☐ Infamous

Take -1 to Spirit when: Fail with 6- any Combat move
 Refuse a martial challenge

WEAPONS AND ARMORS

Weapons

+	___ harm	tags []
+	___ harm	tags []
+	___ harm	tags []
+	___ harm	tags []

Armors

+	___ armor	tags []
+	___ armor	tags []
+	___ armor	tags []

+ Armors penalties:

SELLSWORD MOVES

Ø STRENGTH AND STYLE

You can switch combat style: if you rolled +Steel for Engage In Battle at least once for this opponent, you can roll the next +Edge. Do this as many times as you want, preceding +Edge with a +Steel. If you hit, inflict +1 harm. *If you're Tainted, +1 harm becomes ap.*

Ø SLEEP WITH YOUR SWORD

Your weapon is your most valuable companion. You always have a hand on the hilt and cannot be surprised by an attack. You also have a supernatural bond with your weapon and if it's taken away, you will know where to find it. It can be a precious or peculiar weapon.

Weapon Name:

Looks:

Ø WASH IT WITH BLOOD

☐ xp

The purity of your killings is your salvation. When you kill a monster, or a human but only to protect innocents, you take +1 Spirit.

Ø INDOMITABLE

When you go below 0 Health, and you inflict harm to an opponent, you can add 1 harm to your hit and take -1 Spirit. *If you're Tainted, the harm becomes ap.*

Ø UNBEATABLE

☐ xp

When you use your AD in battle, you can restore 1 point of Health, but take -1 Spirit for this supernatural healing. You can do it even if your AD is low and it makes things worse for you, but not when the AD has the value of 1. You can do this only once per battle.

Ø RISK IT ALL

☐ xp

To risk all in a battle, you must be facing a worthy opponent or a clearly tough situation. You cannot retreat after this move; if you retreat, take -1 Spirit and you cannot use this move again until you gained somehow +1 Spirit.

When you risk all in a battle, before you continue roll +Steel.

Holds
0 0 0

On a 10+ hold three. On a 7-9 hold two. On a hit, also take +1 to Spirit.

Spend your holds when you need, during the battle, once per move, to:

- › Inflict +1 harm
- › Cancel 1 harm directed against you
- › Take +1 to the Advantage Die

On a 6-, you still hold one but take -1 Spirit, and the GM makes his move.

Ø A SWORD WITH PURPOSE

☐ xp

(Special Advancement)

When you swear your loyalty to the cause of another character or of an important NPC, or you swear to protect and defend them, but without demanding payment, if they accept your services then you immediately gain 1 XP; without marking it on this move. When your oath is put to the test, take 1 XP on this move: if you are loyal at a price or risk take +1 Spirit; if you fail or betray them take -1 Spirit.

EXPERIENCE

Total XP 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| <input type="checkbox"/> +1 Edge | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A move of your playbook |
| <input type="checkbox"/> +1 Steel | <input type="checkbox"/> <input type="checkbox"/> A move of another playbook |
| <input type="checkbox"/> +1 Charm | <input type="checkbox"/> Heal a debility |
| <input type="checkbox"/> +1 Shadow | <input type="checkbox"/> Erase your debts |
| <input type="checkbox"/> +1 Brains | |

Special

You can take these after you took at least 5 of the above

Advancements

- | | |
|---|--|
| <input type="checkbox"/> Change playbook | <input type="checkbox"/> Special Advancement |
| <input type="checkbox"/> Return safely home | <input type="checkbox"/> Become a Magister |
| <input type="checkbox"/> Make another
playbook | <input type="checkbox"/> Compete to become
a Caesar |

NOTES

BROTHERS IN BLOOD

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

OTHER EQUIPMENT



The Veteran

You are the Veteran: behind you is a life of dodging blades, parrying strikes, and hitting back. Behind you is a life of corpses of friends and enemies alike; but not yours, not your corpse. You are tougher, faster, more skilled and deadlier than the majority of your fellow mercenaries, have the reputation you deserve. The others might have their ways with animals and gangs, with nobles and thieves, with medicine or sorcery or any other bullshit. You know what really counts, in the end: a sharp blade and a solid hand to handle it. Yes, in the end it boils down to that: kill or be killed. It wouldn't surprise you if even after the end, even after your own death, you'll stand there grasping your sword.



Player Name

Character Name

Looks






BACKGROUND

☐ xp

☐ xp

STATISTICS

Mark available holds on the circles, erase when used

EDGE		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Take ur shot/Defend
STEEL		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Engage battle/Defend
CHARM		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Manipulate: 0 0 0
SHADOW		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Lie & deceive: 0 0 0
BRAINS		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Perception: 0 0 0

COUNTERS

HEALTH +4 ☐ +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Suffer harm ☐ Unstable

Debilities ☐ Crippled, -1 Steel
☐ Disfigured, -1 Charm ☐ Shattered, -1 Edge
☐ Damaged, -1 Shadow ☐ Broken, -1 Brains

EQUIPMENT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Gear and ammo (holds to the side) ☐ Unprepared
☐ Debt

Holds
0 0 0

SPIRIT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Test your spirit ☐ Tainted
☐ Infamous

Take -1 to Spirit when: Fail with 6- any Combat move
 Leave a companion behind in danger

WEAPONS AND ARMORS

Weapons

+ ☐ harm tags [☐]
 + ☐ harm tags [☐]
 + ☐ harm tags [☐]
 + ☐ harm tags [☐]

Armors

+ ☐ armor tags [☐]
 + ☐ armor tags [☐]
 + ☐ armor tags [☐]

+ Armors penalties:

VETERAN MOVES

Ø MERCILESS

When you inflict harm in melee, you can decide to inflict +1 harm more. Take -1 Spirit if against humans, even evil ones; take +1 Spirit if against a monster.
If you're Tainted, you can make this +1 harm ap.

Ø BLOOD THIRST

Your instincts lead you to the best choices in battle: for Perception in a fight roll+Steel instead of Brains.
If you're Tainted you can ask one more question.

Ø THE TOUGHEST

☐ xp

You can recover at an insane, almost unnatural speed, from wounds. When you heal, with time, medicine or sorcery, you can heal 1 Health more and take -1 Spirit.

Ø THREATENING

When you use fear or brutality to obtain what you want, you can roll+Steel for Manipulate or Perception against a person, and take -1 Spirit.

When you roll the move, on a 10+ they fear you and you need nothing more than your threats

On a 7-9 you will need to inflict part of your harm or follow up on your threat, to obtain the holds of the move. If you do not follow up on your threat, then you lose your holds and cannot threaten them again, until you do not regain your credibility somehow.

Ø LAST STAND

☐ xp

When you are facing a small gang (not more) or a large monster, you fight like a monster yourself and count as their peer as long as you do no retreat. Roll+Steel for the battle and take +1 Spirit.

On a 10+ take both, on a 7-9 take one:

- › You count as their peer, take no penalties for size
- › You don't need to roll Face Death, it's just another fight

Ø LUCKY IN BATTLE

☐ xp

When you use your Advantage Die in battle, reset it to 2 instead of 1. *If you're Tainted, reset it to 3.*

Ø A LONG WAY HOME (Special Advancement)

When you decide to return home, announce your intentions, also in fiction. Do not mark the Return home advancement, but take this move instead.

The GM will put obstacles in your path and you must mark two Advancements more at least, before you can take the real Return home. **Mark them here: 0 0**

Whenever you let something or someone hold you back from returning home (some trouble, revenge, someone you care about and so on), you roll+Spirit.

On a 10, hold three, on a 7-9 hold two.

Spend your holds when needed to:

- › Gain +1 Spirit, strengthening your resolve to go back home once this is solved
- › Heal +1 Health, excluding the Unstable condition
- › Contact an old friend for help, obtain +1 Equipment
- › Obtain +1 AD when you enter a fight
- › If you receive a deadly and final wound, you can keep fighting for at least another three of your dice rolls, before being taken out for good

On a 6- take -1 Spirit and feel the hope of ever going back home slipping away from you.

Holds
0 0 0

EXPERIENCE

Total XP 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| <input type="checkbox"/> +1 Edge | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> A move of your playbook |
| <input type="checkbox"/> +1 Steel | <input type="checkbox"/> <input type="checkbox"/> A move of another playbook |
| <input type="checkbox"/> +1 Charm | <input type="checkbox"/> Heal a debility |
| <input type="checkbox"/> +1 Shadow | <input type="checkbox"/> Erase your debts |
| <input type="checkbox"/> +1 Brains | |

Special

You can take these after you took at least 5 of the above

Advancements

- | | |
|---|--|
| <input type="checkbox"/> Change playbook | <input type="checkbox"/> Special Advancement |
| <input type="checkbox"/> Return safely home | <input type="checkbox"/> Become a Magister |
| <input type="checkbox"/> Make another
playbook | <input type="checkbox"/> Compete to become
a Caesar |

NOTES

BROTHERS IN BLOOD

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

Name

- ☐ xp Conflict
☐ xp Help

OTHER EQUIPMENT



You are the Sorcerer: the one who can speak with demons, who can gaze into their world, draw their power, and bind them to his will. You know well the power of a sword and the solidity of a shield: these are as strong as the man who wields them. But with sorcery, with your dark powers, you can be stronger than the mightiest warrior, because your strength comes from the ethereal force that feeds demons and angels, gods and devils. You are drawn to power as power is drawn to you, but you must be careful: your books contain powerful spells and horrible tales of sorcerers who lost their own souls, messing carelessly or with too much greed with powers greater than them.

Player Name

Character Name

Looks






BACKGROUND

☐ xp

☐ xp

STATISTICS

Mark available holds on the circles, erase when used

EDGE		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Take ur shot/Defend
STEEL		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Engage battle/Defend
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BRAINS		<input type="checkbox"/> xp Face danger/Death <input type="checkbox"/> xp Perception: 0 0 0

COUNTERS

HEALTH +4 ☐ +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Suffer harm ☐ Unstable

Debilities ☐ Crippled, -1 Steel
☐ Disfigured, -1 Charm ☐ Shattered, -1 Edge
☐ Damaged, -1 Shadow ☐ Broken, -1 Brains

EQUIPMENT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Gear and ammo (holds to the side) ☐ Unprepared
☐ Debt

Holds
0 0 0

SPIRIT +3 ☐ +2 ☐ +1 ☐ 0 ☐ -1 ☐ -2 ☐ -3 ☐
☐ xp Test your spirit ☐ Tainted
☐ Infamous

Take -1 to Spirit when: Fail with 6- any roll with Brains
 Reveal sorcery, except to Iron Fist members, demons, or sorcerers

WEAPONS AND ARMORS

Weapons

+ ___ harm tags []
 + ___ harm tags []
 + ___ harm tags []
 + ___ harm tags []

Armors

+ ___ armor tags []
 + ___ armor tags []
 + ___ armor tags []

+ Armors penalties:

SORCERER MOVES

Ø BOUND TO THE STARS

You are bound to the magical forces and powers in the stars. At the beginning of every session, or when one day passed in fiction, you must roll+Brains.

Holds
0 0 0

On a 10+ hold three and take +1 Spirit as the alignment is favorable. On a 7-9 hold two.

On a 6- you still hold one but the stars are in opposition; the GM holds a hard move against you, now or later. *If you're Tainted, hold two on a 6-.*

Spend your holds to perform spells or rituals with the power of the sun, the moon and the stars.

Ø SPELLS AND RITUALS

You have the Book Of Spells and rituals and arcane knowledge (see next pages). At the start you know only five spells, later you will unlock access to more.

Each spell or ritual requires the roll below to cast and grants xp (mark it on the given spell).

Casting a Spell takes a relatively short amount of time, like a minute or two. When you cast roll+Brains.

On a 10+ pay one; on a 7-9 pay two; *still pay only one if you're Tainted.*

You can pay one more to make casting undetected except by another Sorcerer. Pay with:

- › A favorable alignment: 1 hold of Bound To The Stars
 - › Connect directly with demons and take -1 Spirit
 - › Read aloud and destroy a page of a spell book or scroll or ingredient; 1 hold of Gear&ammo
 - › A self inflicted wound: 1 harm ap
 - › A willing tribute in blood: 2 harm ap
 - › An unwilling tribute in blood and fear: 1 harm ap
 - › Cast in a pause, between sessions, or with no urgency
- On a 6- you still pay two but the spell fails or works wrong; the GM makes a move. If you refuse to pay, you take 1 harm ap and -1 Spirit, as forced payment.

To perform a Ritual, you need few hours to prepare and execute. When you cast roll+Brains.

On a 10+ pay two; on a 7-9 pay three, *pay only two if you're Tainted.* You cannot make a ritual undetected by those who witness; you can try to mask it, though: explain how, perhaps roll a social move.

Select the price to pay from the list of Spells, or also:

- › Perform the ritual in a place of power, like a sacred place, a place where magic energy is concentrated, a place that you've properly setup
- › Offer a large material sacrifice, like a human life, a single precious animal, several other animals, precious objects or gold

On a 6- you still pay three but the ritual fails or works wrong; the GM makes a move.

If you refuse to pay, you take 1 harm ap and -1 Spirit, plus one more decided arbitrarily by the GM (can be again 1 harm ap or -1 Spirit, too).

Obtain access to additional lists of spells with the moves below. You need Spells And Rituals as pre-requisite.

- | | |
|-------------------|--|
| Ø SOUL BINDER | Ø DARK ARTS MASTER |
| Ø ELEMENTAL MAGIC | Ø ALCHEMIST |
| Ø DEMONOLOGY | Ø MASTER CASTER
(Special Advancement) |

SORCERY

Spells and Rituals are the core move available to the Sorcerer:

- › **IMPORTANT: Whenever a spell or a ritual is cast on another Character to his advantage, he takes -1 Spirit**
- › If the spell or ritual demands another roll for another move, you need to roll separately and might mark XP
- › A spell or a ritual lasts until the next sunrise or sunset, unless otherwise specified, then the spell is dispersed
- › A sorcerer can **prepare a spell or ritual in advance and hold it** as ready to cast in an instant; say which one and roll only when actually releasing it, and pay its price
- › Sorcery should be about brain. If you find loopholes or smart ways to combine multiple spells, or want to improvise, bend the rules, go for it, unless you make it too powerful so that it become boring

Sorcery is a complex matter: there is no such a thing as an instant spell or a fireball. Instead, every spell is composed by a very specific ritual, very much like a sort of science. Below are some guidelines.

There are two sources of power: one is in the heavens, power descends from the Sun, the Moon and the Stars - while the other is in hell, or wherever demons and devils and monsters come from. Most people imagine hell being under the surface of the earth - so this magic energy rises to earth, while the one from the celestial bodies descends.

At the end though, it's all the same. Behind the curtain of our world, is a magical one populated by supernatural entities, granting sorcerers access to power, in exchange for something. There's always a price.

Astrology has a strong influence: the Sun, the Moon and the Stars in the skies are the gates for ethereal forces to descend on earth, and mimic the spheres of power in hell. A sorcerer is one who can see these lines of forces, from above and below, and channel them according to their inclination, and sometimes bend them to his will.

A very rare and positive alignment can improve a spell's magnitude by a hundred; a negative one can reduce the sorcerer powers to basically none.

Rituals are a fundamental component, and spoken words, or carefully written ones, are absolutely necessary. Think of the words like the needle used by sorcerers to channel the magic energy strings into the fabric of reality. Think of a ritual as a pattern, a design to follow with that needle, so that the spell will compose the desired image on the fabric of reality.

A long chant is more powerful than a short formula; a scroll inscribed in golden ink and decorated by tiny and meticulous scripts will overpower a note scribbled in the sand. When a ritual is attended by more people, the spell potential will be increased. Participants can be either one or more fellow sorcerers (usually a few), or a large number of regular people focusing their will or hopes or emotions or religious faith into the spell, without proper training but guided by at least one sorcerer.

Materials are another key component of any sorcery; they represent the payment, the tradeoff with the ethereal world and are always destroyed or rendered useless by the casting, regardless of the success of the spell.

Sometimes the payment to the ethereal world can be done in advance: charging an item, and use that charge later on within a ritual (a small firestone for example can be charged with the power of a fire burning for the entire night). The number of the objects involved, and their power and pureness, clearly influences the scope and power of the spell.

Discipline and focus count more than pure will or emotions, with the latter being actually more of an obstacle, for most sorcerers. A spell is like a complex web of erratic strings of magical power, which the sorcerer will tie together and merge into the fabric of the real world.

It takes discipline and focus to learn a spell and to use its words correctly, so that the ethereal power is channeled into the worldly materials used by the sorcerer, and then its power is properly directed to the desired result.

☒ BOOK OF SPELLS

At the start of the game, select five spells. Add one more when you take an Advancement with xp, and have time to study.

Note that when you take an Advancement, you can add a spell on every list that you've unlocked. If you have three lists unlocked, a single Advancement grants you three new spells, each one in a different list.

O LIGHT SPELL ☐ xp

Make an item to glow, like a torch with the color you want. It can be your own hand. It makes no heat; you can dim the light but if you extinguish it, the spell is dispersed. If the light is ready, you can make it flash to confuse an adversary for a moment but then the spell is dispersed.

O MINOR TRICKS SPELL ☐ xp

You can perform a minor magic trick: clean something, make a small object move without touching it, light a small fire, create a simple illusion, disappear from sight for a few moments, hide something, see something hidden. Few small tricks of different nature can be combined, for a short duration, or a single one can last longer, before it's dispersed.

O DETECT MAGIC SPELL ☐ xp

You can analyze a place, a person or an object and obtain information about its magic power, a spell that was used here, and so on. Alternatively you can leave the spell hanging around you and be alerted when magic is used in proximity.

O DISPERSE MAGIC SPELL ☐ xp

You can disperse a spell cast by someone else and cancel its effects. You cannot disperse a ritual.

O SUPERNATURAL SENSES SPELL ☐ xp

Improve one of your or someone else's senses, for a while. It affects the fiction, and also give the subject one additional question to ask for Perception (for a situation or a person), and +1 AD when using those moves, once.

O CHARM SPELL ☐ xp

The single target of the spell gains an extremely favorable attitude towards you or whom you say.

O LUCKY SPELL ☐ xp

The single target of the spell gains +1 AD and can use the AD once without resetting it to 1.

O MESSAGE SPELL ☐ xp

The single target of the spell receives a supernatural message from you, in his mind, and can whisper a short response before the spell is dispersed.

O MAGIC WARD SPELL ☐ xp

Place a magic rune on your target, person or thing, and describe the conditions for the Ward to activate. When the condition occurs, the Ward gives you an alarm and the target gets +1 AD (if applicable) to react. It can be also a quite wide protection circle, but only one target benefits from the +1 AD.

O HEALING HANDS SPELL ☐ xp

Same as the Barber Move, but this spell can be taken only if there is no Barber in the group.

O POTION MASTER SPELL ☐ xp

Same as the Barber Move, but this spell can be taken only if there is no Barber in the group.

O TRACKING SPELL ☐ xp

Same as the Hunter Move, but this spell can be taken only if there is no Hunter in the group.



□ SOUL BINDER

When you unlock Soul Binder, select five. Add one more when you take an Advancement with xp, and have time to study. Each option of Soul Whispers, to become available, must be acquired separately, as a different, specific spell.

○ SOUL BINDING RITUAL □ xp

When you want to bind someone, you must swap blood: few drops will be enough. For instance, blood can be drunk or exchanged with ritual wounds. You can force the soul bind on someone unaware of it, if you prepare in advance and then find a way to exchange blood or get him to drink yours and manage to obtain a few drops of his. Soul-binding will last until released by the caster or otherwise until the end of the entire adventure (a mission, a front, not just a single session).

If you personally inflict harm against your target, once bound, either with weapons or through a spell, the bond is broken and the ritual dispersed. Your allies can harm the target though, and the bond will remain.

When you're bound, you always know the general position of your target. You can bind only one person at the same time.

○ SOUL WHISPERS SPELL □ xp

You can reach into the soul of someone bound to you. You can do this even when far from the target, but within a reasonable range, i.e. in the same city, or just outside of it.

You can use the spell to do one of the below, if you unlocked the option (for multiple effects, cast again a new spell). If your choice contains a move or spell, roll it separately, with your own Stat score, and mark xp if possible.

In his favor:

- You can roll Perception for him and he will know the answers, or he will suffer your failure
- You can roll a social Move for him and he'll know the answers, or he will suffer your failure
- Send him sweet or strengthening dreams or visions: give him +1 Spirit and take the shadow on yourself for -1 Spirit
- Open a channel to be able to have a magic conversation through the ether with your target

Against him:

- You can roll Perception as if you were there, but at his disadvantage, finding his vulnerabilities
- You can roll a social Move against him, to gather information about him
- Send him nightmares or dark dreams or visions: give him -1 Spirit, and take -1 yourself

○ SOUL WHISPERS RITUAL □ xp

You can reach into the soul of someone bound to you. With the ritual, you can pick any option of the above spell, but across any distance.

Also, you can unlock the following, additional options:

- Open a channel to cast a favorable spell or ritual at his advantage: cast that spell regularly (roll and xp) and the effects apply as if you were there
- Open a channel to cast an adverse spell or ritual against him: cast that spell regularly (roll and xp) and the effects apply as if you were there

○ SOUL PUPPETEER

You can cast the Soul Binding Ritual against a second person at the same time. You can select this Ritual multiple times with your Advancements, to have additional contemporary bound souls for each selection: O 2 (default); O 4; O 8; O 16; O 32; got the idea?

□ DARK ARTS

When you become a Dark Arts Master, select five. Add one more when you take an Advancement with xp, and have time to study.

All the dark arts spells, require the target to be within sight of the caster. Making the casting undetected, therefore, is often critical.

○ DISPERSE LIGHT SPELL □ xp

Make a room or a place go dark, by killing all torches, fires, candles, etc. If there are windows or other light sources, they close shut, or appear as shut. The spell always works, even outdoor, including at sunrise or sunset, but not in the open and in broad daylight.

In the darkness you are blinded as others, but since you're the one casting the spell, you can use the confusion it generates to make a reasonable move as with a 10+ (i.e. attack someone) or to successfully escape, steal something, etc.

○ CURSE SPELL □ xp

When a character is cursed, his Advantage Die is reset to 1 with no benefit. If you curse an NPC, the curse acts when you say so, and whoever is acting against the NPC can treat his own AD as showing a 6, use it and reset it to 1.

○ HATE SPELL □ xp

The target of the spell becomes extremely unfavorable towards you or whom you say, ranging from simple dislike to clear suspicion, from contempt to hatred. If the target is a PC, every time he acts accordingly, he takes 1 XP.

○ SOUL POISON SPELL □ xp

You can inflict a strong, negative emotion on a single target, like fear, desperation, pointless rage, and so on. You can then exploit these feelings, for example to roll+Brains in a social Move against the target. If the target is a PC, every time he acts accordingly, he takes 1 XP.

○ SOUL SUCKER SPELL □ xp

You can swap the Advantage Die with the target of this spell, after you cast or at any time later on, whenever you're in his presence.

○ SOUL SCRUTINY SPELL □ xp

The target of the spell must respond to your questions of Perception for a person, as if you rolled 10+. You don't need to speak with the target, but he must be within sight.

○ VULNERABILITY SPELL □ xp

The target of the spell takes -1 armor, to subtract to whatever he has already, unless it's already 0. Lasts for the current fight, or for the next fight if cast in a quiet time.

○ CONFUSION SPELL □ xp

The target is affected by serious troubles to one of his senses, up to the point of losing it completely after an hour or so. It can affect for example hearing or sight. If relevant in fiction (i.e. sight in a fight) the adversaries of the target take +1 AD, when acting against him, for each type of action. Once the sense is fully lost (i.e. the target becomes blind), some actions like fighting back are unavailable to the target.

○ DARK TOUCH SPELL □ xp

You can target anyone in sight, and inflict 1 harm ap, and take -1 Spirit for this. If you rolled 10+ you can take another -1 to Spirit and inflict another 1 harm ap.

○ POISON MASTER SPELL □ xp

Same as the Barber Move, but this spell can be taken only if there is no Barber in the group.



□ ELEMENTALIST

When you unlock Elementalism, select five. Add one more when you take an Advancement with xp, and have time to study.

○ FLAME SPELL □ xp

Set an object on fire, even if it is not flammable, like a weapon's blade. A blade in flames inflicts +1 harm, but it is really burning: it cannot be sheathed, it is highly visible. The flames on the other hand will not ruin the object, unless it is flammable: if it is, it burns brighter and faster until consumed.

○ CONTROL FIRE SPELL □ xp

Gives you complete control of an existing fire, even large ones (like a burning house). You can make it burn much faster, spread it, wave it around like a weapon or control it or extinguish it. You can use it as a weapon if it's big enough (like a campfire, the one in a fireplace, not the one of a simple torch), starting as 2 harm ap and at throw distance.

○ WIND SPELL □ xp

Generates a strong, supernatural wind that will appear as exhaling from you. The wind is strong enough to confuse or hold a strong man for a few seconds, enough to place an attack or run away for example.

○ CONTROL WIND SPELL □ xp

Gives you complete control of the existing winds around you. You can make them stronger, enough to block a group of man for a bit, or calm winds in a storm, for example, to give your group easier weather conditions. You cannot use them to seriously change the weather in a large area, though, and not for flying or such.

○ STONE SPELL □ xp

Generates a strong, magic stone protection of a medium size, that can appear of any desired shape (like a shield, a wall, an obstruction in a door frame). If used as protection, it gives +1 armor to the character or the small gang behind it. The protection cannot be moved: it is as heavy as real stone.

○ CONTROL STONE SPELL □ xp

Gives you complete control of an existing piece of ground or stone or metal or another material, solid and inanimate. You can change its shape, make it a wall or a small rough bridge, break it to pieces, make it crumble, reinforce it up to the point of giving +2 armor to a medium gang, and so on.

○ WATER SPELL □ xp

Generates a small amount of water, extracting liquid from air and plants and natural materials. It is enough, in case of emergency, to provide for a small gang necessity of water for a day. But for more than a few days, people will get sick.

○ CONTROL WATER SPELL □ xp

Gives you complete control of an existing quantity of water, like from the sea, a river, a lake. It can stop a man from drowning, or drag someone down (5 harm ap), or be used to slow down someone hitting him with a wave.

○ ELEMENTAL RITUALS □ xp

Execute any of the above as a ritual, to increase its power, reach or duration, like start a fire big enough to quickly burn a house, control or extinguish a very large fire, control winds and weather of a few days, crumble a piece of a city wall, and such.

□ ALCHEMIST

When you become an Alchemist, select five. Add one more when you take an Advancement with xp, and have time to study.

All the alchemist rituals last until the end of the adventure or mission, unless stated otherwise.

○ A PLACE OF POWER □ xp

With this ritual and enough preparation, the sorcerer can transform a place into his own place of power to facilitate other rituals. Once transformed, the place has a clear magical connotation and cannot be disguised as something else. The ritual always costs 1 more hold of Gear&ammo to setup.

○ A PLACE OF RETURN □ xp

With this ritual and a Place Of Power, the sorcerer can create a bind with the place itself. Whenever he wants he can use the Spell Of Return to come back to the place. When bound to a place, regardless of the distance from it, the Sorcerer is vaguely aware of possible danger or peculiar situations in the place itself, but knows no details.

○ SPELL OF RETURN □ xp

When the sorcerer casts this spell, he is instantaneously teleported back to the Place Of Return. The sorcerer can teleport other willing subjects and their animals: for each subject (person or animal) there is the need to pay -1 Spirit and +1 harm ap more than the basic cost of the ritual. The sorcerer decides how to distribute the payment for the spell. It is possible to transport only a single unwilling subject, at the price of -1 Spirit and +1 harm ap to the sorcerer.

○ AN OBJECT OF POWER □ xp

With this ritual and a valid object (a book, a scroll, a ring, a wand, etc...) the sorcerer can infuse the power of the stars into that object. At the beginning of every session roll Bound To The Stars and the object shares the result with the sorcerer, offering additional holds: O O O on a 10+, O O on a 7-9 or O on a 6-, to spend for magic.

No other effects of the move apply to the object. If the object goes to zero holds, it is destroyed. You do not carry unused holds to the next session.

○ PROTECTION RITUAL □ xp

The object target of this ritual must be something to wear like clothes or armor. Once enchanted by the ritual, the object provides +1 armor more, to add to any other protection. If multiple enchanted objects are worn, only a +1 applies.

As an alternative the object has the power to negate entirely one full harm (the result of a hit), but only once; or again the object can turn the X harm suffered in a round in +X to the Advantage Die, but only once.

○ ENCHANTED WEAPON □ xp

The weapon target of this ritual, once enchanted inflicts +1 harm. As an alternative the weapon can grant +1 AD every time the bearer enters a fight with it, or be blessed so that it can harm monsters and creatures invulnerable to regular weapons. Another alternative is to make the weapon very precise: 1 of its regular harm becomes ap. If the weapon is ranged, as the last alternative the ritual can increase its range.

○ AN OBJECT OF MAGIC □ xp

The object target of this ritual, once enchanted, will contain the power of a spell known by the sorcerer or to another sorcerer participating in the ritual.

The spell can be triggered instantly, and only once, by anyone holding the object, at the cost of -1 Spirit.



□ DEMONOLOGY

When you unlock Demonology, select five. Add one more when you take an Advancement with xp, and have time to study.

Each option of the Command Spells, to become available, must be acquired separately, as a different, specific, spell.

All demons are incorporeal and invisible, after the evocation; you need the specific commands to make them tangible. All evoked demons cannot harm the sorcerer, as long as they are under his spells, nor lie to him, refuse to answer and so on.

○ SOUL TRAP RITUAL

□ xp

You can extract the soul from the corpse of a recently dead character or NPC. Take -1 Spirit or pay one price more for each sunrise since the time of death. The soul is bound as a minor demon to an object or a weapon; the demon is immortal as long as the object is not destroyed. The demon of a character is controlled by the original Player, by the GM for an NPC. You can interact with it as with any other minor demon, but you need to evoke it after the soul trap.

○ MINOR EVOCATION RITUAL

□ xp

You can evoke and take control of a minor demon. Once in your control, you can always communicate with him in your mind and you can use the Minor Command Spell to issue commands. You can take -1 Spirit more or pay a higher price for the ritual for each day you wish to extend the duration. If the demon is already present in the story, as long as you know his name, you can use this to take control.

○ MAJOR EVOCATION RITUAL

□ xp

You can evoke and take control of a major demon. Works as for minor demons, but for more powerful ones. Evoking and controlling a major demon always costs -1 Spirit more than a minor one. You can still take -1 Spirit more or pay a higher price if you wish the evocation to last longer than a day.

○ MINOR COMMAND SPELL

□ xp

You can issue a command to a minor demon under your control. You can use these minor commands also for a major demon. Use the spell to issue one command:

- Send the demon instantly anywhere to spy for you: you can roll Brains for Perception, or a social Move that lets you ask questions as if you were there
 - Send the demon with a small item to deliver (like a message or a small weapon) that becomes incorporeal and is transferred immediately
 - Send the demon and use him to channel an attack: roll any spell at your advantage as if you were there
 - Make the demon visible and tangible for a while (3 harm, 2 armor) to fight for you or serve you until sunrise
 - Upgrade him to Major for the duration of the entire adventure: you will need Major Evocation to call upon him again
 - Banish him, for a very, very long time (like, 77 years?)
- In any case of any failure, you can have the demon take the fall and be dispersed (perhaps to be evoked again later).

○ MAJOR COMMAND SPELL

□ xp

You can issue a command to a major demon under your control. You cannot issue these commands to a minor demon. Use the spell to issue one command (cast again for more):

- Make the demon visible and tangible for a while (4 harm, 3 armor) to fight for you or serve you until sunrise
- Make the demon stronger (take -1 Spirit or pay one more price for each +1 harm and each +1 armor, and each +1 Ignore HS, for a maximum of 3)
- Make it weaker, becoming a minor demon, so you can banish him

□ MASTER CASTER

When you become a Master Caster, select five. Add one more when you take an Advancement with xp, and have time to study.

○ DISPERSE RITUAL

□ xp

You can disperse the effects of a ritual and stop its effects from progressing or cancel them altogether. If the ritual already had some effects, you need to disperse it twice: once to stop it, and again to reverse its effects.

○ HOLD MAGIC RITUAL

□ xp

You can hold more than a spell or ritual at once, ready to cast instantly. The first comes for free at the price for the ritual; for each one in advance, pay 1 more from the list of payments, but never the same payment twice. Pay for the spell(s) or the ritual(s) that you memorized only when you cast them.

○ MESSAGE RUNE RITUAL

□ xp

A rune is inscribed on the surface you decide. The rune will last until someone reads it; when someone does, he receives a message from you in his mind, and can send a short response back before the rune disappears. You can make the rune destined to someone in particular, or to whoever will read it; in this case you'll know the reader identity if you know him.

○ RUNE OF PAIN RITUAL

□ xp

A rune is inscribed on the surface you decide. The rune will last until someone reads it, and when someone does, he receives immediately a magic blow that causes 3 harm ap. You can place multiple runes, but only one at the time can be read, so damage cumulates only if the victim keeps reading.

○ CHARM RITUAL

□ xp

The target of the ritual gains an extremely favorable attitude towards you or whom you say. You can add more targets to influence more people, and include your companions to receive the favorable attitude, and extend it beyond the first day. Count targets x subjects x days: a ritual provides you up to a total of 20, up to 30 if you take -1 Spirit.

○ UNNATURAL HEALING RITUAL

□ xp

The target of the ritual is cured from a Debility, but he receives an additional -1 Spirit and Tainted, as a consequence.

○ LUCKY RITUAL

□ xp

The target can be the entire group of the characters. Everyone, including the sorcerer, gains a +1 to the AD, and only one of them can use the AD once without resetting to 1. The first to do it, cancels this option for the others.

○ VISIONS RITUAL

□ xp

The target of the ritual falls unconscious and will experience short visions, about another time (past or possible future) and/or another place (even unknown). The target must be willing or if not, the sorcerer must still be able to touch him to initiate the visions; the sorcerer can even delay the effect for up to a few hours.

○ GRIMOIRE RITUAL

□ xp

When you manage to acquire a grimoire or a scroll or an arcane knowledge source (buying or stealing from another sorcerer, buying in an obscure market, discovering in your adventures...), you can use the ritual to study it.

The study grants you the knowledge of a spell or ritual of your choosing, from any list (even one you do not own). You can use that spell or ritual once, when you want (for example, to cast it, or to infuse it in an object with alchemy).

If you use the ritual to prepare in advance, you maintain this knowledge for the entire adventure or until, of course, you cast the spell; then you'll need to study it again.

