

EXPERIENCE

Total XP 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐

Advancements

You can take the same just once

- | | |
|------------------------------------|--|
| ☐ +1 Edge | ☐ ☐ ☐ A move of your playbook |
| ☐ +1 Steel | ☐ ☐ A move of another playbook |
| ☐ +1 Charm | ☐ Heal a debility |
| ☐ +1 Shadow | ☐ Erase your debts |
| ☐ +1 Brains | |

Special

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

Advancements

- | | |
|---|--|
| ☐ Change playbook | ☐ Special Advancement |
| ☐ Return safely home | ☐ Become a Magister |
| ☐ Make another
playbook | ☐ 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	☐	☐ 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 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)