

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 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		☐ 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: 0 0 0
SHADOW		☐ xp Face danger/Death ☐ xp Lie & deceive: 0 0 0
BRAINS		☐ xp Face danger/Death ☐ 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