

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 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		☐ 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 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.