

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** 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 Unprepared **Holds**
(holds to the side) Debt **0 0 0**

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

Take -1 to Fail with 6- any roll with Steel
Spirit when: 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:

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.

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.

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.

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.

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

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)