

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 Advancements *You can take these after you took at least 5 of the above*
- | | |
|---|--|
| <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 though, 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** 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: **OOO**
- SHADOW** xp Face danger/Death
 xp Lie & deceive: **OOO**
- BRAINS** xp Face danger/Death
 xp Perception: **OOO**

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 to the side) Debt

Holds
OOO

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

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).

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
OOO 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.

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.

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:

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.

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.

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.