

Penitent Brother

1.1 Overview

Innoch 13:4. Where there are innocents, there will come the faithful to lay down their lives in their stead. Where there is injustice, there will be men who will bear arms against it. The Penitent Brothers, sometimes known as Zealots, or Beghard Brothers are fanatical followers of the Church of Mithras. Their belief in the teachings of Mithras leads them to devote themselves to the militant service of Mithras and the people. There is a strong fraternal bond between Brother-Zealots, who will usually offer aid to one another and to the needy when required or requested.

Frithuwold 2:8. Good thoughts, good words, good deeds. Brother-Initiates are required to take a number of vows when they first are accepted into the order. A Brother who lives his life by these principles maintains a State of Grace with Mithras. These vows include:

Vow of Poverty Brothers of Mithras eschew worldly riches. They dress in common garb. Any riches they accumulate should be dispersed to the needy within a reasonable amount of time.

Vow of Devotion Vow to serve and protect those in need.

Adherence to the Sanguinus Dictat Brothers of Mithras vow to follow the Asanguinous Dictat. They must use Asanguinous tagged weapons or fall from grace.

Vow of Fidelity The Brother forgoes the use of armour and trusts in Mithras to protect him. If a Brother uses metal armour they will fall from grace. While in a State of Grace all damage the Brother receives is reduced by one.

Vow of Allegiance The Brother swears to be faithful unto Mithras. While in a State of Grace a Brother may declaim contextually reasonable scripture

before an action to grant a plus one modifier to that action. The character must make the declamation before the action. This requires a minor action during combat.

Vow of Penitence Should the Brother fall out of a State of Grace he can restore himself to that blessed state by spending time in prayer, by shriving himself or indulging in self-flagellation.

Sagittatus 1:4. Lo Those that shed their blood for me will be my Brothers in all things, even unto death. Penitent Brothers are not priests, they are laymen who have been called unto Mithras' service. The Order of Penitent Brothers officially exists outside the aegis of the Churches organization. There is no formal hierarchy amongst Brother-Zealots which is what attracts many to its calling, as opposed to formal service in the Church. Brothers are free to choose where and how they serve. Oft times they will unofficially attach themselves as servitors to an official member of the Church.

Nicodemus 10:10. Hope is an illusion.. Banish it from your mind. You must turn to Mithras. There is only redemption in his name, and suffering in his service. As a group, they are very loosely organized and very hard to control. Zealots are often used as an unofficial martial arm of the Church, where their unpredictability grants the Church plausible deniability for any actions taken. The power that large numbers of roving Zealots gives the Church is resented by the non-ecclesiastic elite, and Zealots are the subject of persecution by the ruling classes, the army, the College of Magi, and the trading guilds. However, this persecution is exactly the kind of injustice that sets the Zealots off in large numbers, and so it is usually done as quietly as possible. The antipathy between the rich and the Brotherhood is such that the Brothers rarely come from noble backgrounds.

General Aldos Shreiver. The lives of the Zealots are short, uncomfortable but often end in glory. From time to time a holy man will arise to champion a cause and

the Zealots will flock en masse to his banners. Occasionally, they rise up against the Church itself, falsely claiming that it is corrupt, or heretical. In those times, they find themselves without political ally and are usually rapidly, and righteously, slaughtered. After the heretical uprising in what has now come to be known as the Donatus Rebellion, it was said that so many zealots were burned at the stake, that their immolation fires lit up the night like votive candles in the temple. The Brotherhood of Zealots is a double edged sword and the Church wields them with great care.



1.2 Character Creation

Follow these steps to create a Penitent Brother character

- (i) Print out the character sheet.
- (ii) Choose a name for the character and write it on the character sheet..
- (iii) Write your own name in the players name area on the character sheet.
- (iv) Fill in the Archetype Value: Penitent Brother
- (v) Fill in your Height: $162 + 3d10$ cm, Weight: $65 + 3d10$ kg, and Age: $26 + 2d6$ years. Your gender is male.
- (vi) Fill in your level: 1.
- (vii) Fill in your characters tags: human, humanoid, medium
- (viii) Determine your Primary Abilities by choosing one of the following sets of ability scores/modifiers:
 - ♦ Str:14/+1, End:15/+2, Ag:12/-1, Spd:13/+0, Per:12/-1 or
 - ♦ Str:14/+1, End:14/+1, Ag:13/+0, Spd:13/+0, Per:12/-1

Then roll a Std-Check for each ability against a DC of 13. Add +1 to the ability if successful. Add -1 to the ability if a bane is rolled. The player may reroll if a boon is rolled.
- (ix) All Brothers of Mithras start with the following skills: Club Strike II, Club Parry I, Jump III, Swim I, Charge III, Juggernaut I, Reroll III, I Think I'm OK! II Etiquette [Laibstadt Common], Merovingian III, Theology II, No, Take Me! I, Nick of Time I.
- (x) Work out your characters background using the the tables from the next section. Do this now. It may effect your abilities.
- (xi) Record your **Archetype Initiative**: 8 and add your Perception Modifier to get your Initiative and Initiative Modifier.
- (xii) Record your **Archetype Move Distance**: 6 and add your Speed Modifier to get your Move and Move Modifier.
- (xiii) Record your characters Health and Stamina:

Stamina = $d3+9$ + Endurance Modifier

Health = $d3+9$ + Strength Modifier

Your current stamina and health are the same as your full stamina and health. The temporary values are zero, and the refresh rate is $1d4$

- (xiv) Determine your characters dice pool: maximum and refresh values. The current values are initially set to the maximum values:

Luck Pool Maximum/Refresh = $2/+1$

Magic Pool Maximum/Refresh = $2/+1$

Mettle Pool Maximum/Refresh = $4/+2$

- (xv) Players should choose a few initial aspects for their character. It is best to choose your aspects in a group with the other players and GM. Newly acquired aspects have a difficulty of $9 + d4$ unless the archetype description or the GM says otherwise.

Some suggested aspects for this archetype are: You must choose: Brother of Mithras, other suggestions are: I have been Chosen, Unshakeable Belief, Faith for my Heart the Bottle for my Head, Do not speak her name, Do Not Tempt Me. It is a Long Story, Sudden in Choler, Hast thou deserted me? . But feel free to choose an aspect of your own. Try to create one that will generate interesting game play.

- (xvi) Gain the following ability advances: +1 Hammer I, +1 Axe I, +1 Hammer II or Axe II, +1 Martial I
- (xvii) Optionally sketch out a couple of lines of back story with your fellow players and GM with a few points about the characters history. For example, Dourli might come from the Iron Mountains and be searching for his long lost cousin Grimli.
- (xviii) Determine your starting money: $20 + d4$ sp.
- (xix) You get some starting equipment for free: Gambeson, one of flail, mace or morning star, dagger, rations for a week.
- (xx) Buy equipment. Now you can purchase any common equipment from the equipment list.

You are now finished character creation.

1.3 Character Background

1.4 Level Progression

1.4.1 Level Progression

The level progression table contains a list of new abilities and promotions the character gets when they gain a new level. Your character automatically receives all innate abilities at first level.

Table 1.1: Level Progression Table

Level	Stamina	Health	Mettle	Magic	Luck	Promotions
1	d3+9/1d4	d3+9/full,	4/+2	2/+1	2/+1	