

Game Rules

Callings

Brother Battle only has a limited number of callings within its ranks, though that list has been expanded with the new callings detailed below. When a member of the Order advances in a calling like Healer or Theurgist, that calling takes on a Brother Battle flair. A Brother Battle Healer is going to be combat-focused, more like a medic or battlefield surgeon than someone more esoteric or removed from the violence that creates the demand for their skills. A Brother Battle Occultist or Theurgist is going to focus on theurgic rites that empower battle, combat the symbiots, and have other very concrete, practical effects. (*Note:* While the Order has spies — the Sworn Followers of St. Joshua — instead of following the Spy calling, they often serve as Battle Curates; see below.)

Auxiliary

The majority of Brother Battle's legions are not actual members of the Order; instead, they're Auxiliaries who haven't yet taken the oaths to join but are still sworn to serve. Made up of a mixture of veterans looking for salvation, penitents looking for forgiveness, and those who could not pass the tests to join the Order in full, the Auxiliaries are a highly trained, disciplined military force. While most serve as infantry or support, Auxiliaries serve in every unit that Brother Battle fields, including everything from armor units to artillery to space fleets. Even Manifest Light occultists are often protected by Auxiliaries in the field. They are the rank-and-file Brother Battle, the numbers that make their operations possible, and they are respected within the Order for it.

Auxiliaries can come from any class, although most of them are yeomen. An Auxiliary character's faction must be Brother Battle, so long as they serve as an Auxiliary.

The Auxiliary calling allows a character to change to the Brother Battle calling at a later level if the

story supports them being promoted to a full member of the Order. The Auxiliary then follows all the rules of changing callings for Brother Battle and may not return to the Auxiliary calling without leaving the Order. This could allow a character who began as something other than Auxiliary or Brother Battle to take the Brother Battle calling at a higher level.

PATRON SAINTS

Captain Menelaus Hewton – Said to be the first official Auxiliary sworn in by Grand Master Jackson, Captain Menelaus served as the captain of Grand Master Jackson's personal guard before his ascension to leadership of the Order. Captain Menelaus lost both legs in the storming of Alamut. Afterwards, he served as the first auxiliary captain of the Order.

Hoshi Cestmir – As an auxiliary assigned to a Brother Battle unit on Stigmata, Hoshi was the only member of her unit who wasn't knocked unconscious by a symbiot gas attack. Hoshi held off the symbiot forces from her unit's fortified outpost alone for eight hours while her fellows recovered, killing an estimated 57 symbiots in the process and saving the lives of numerous auxiliaries, brothers, and sisters.

EARLY CAREER TRAITS

Capabilities: Armor (Combat Armor), Military Ordnance (Artillery, Demolitions, Gunnery) or Ranged Weapons (choose Energy Guns or Slug Guns)

Characteristics: Dexterity +2 or Strength +2, Endurance +2 or Will +2, Perception +1

Perk: Choose 1 from the Auxiliary Perks list below or from the open perks list.

Skills: Fight 1; Focus 1 or Impress 1; Melee 2; Remedy 1; Shoot 2; Survival 1; Vigor 2

Equipment: an Order-issued kit that includes plastic half-plate armor, a sword or mace, and a Brother Cass pistol or Sister Cass rifle (see *Tech* below); one field kit that includes a canteen, shovel, emergency blanket, matches, 3-days of MREs, and a personal MedPak



AUXILIARY PERKS

- Born on the Battlefield
- Invigorate
- Logistical Forethought (see below)
- Marksmanship
- Military Rank
- Resilient
- Seen Too Much

Battle Curate

Precondition: Brother Battle faction and calling
Not every member of Brother Battle is a fearsome master of war or a wielder of occult might. While all are knowledgeable about combat, the Order needs its logistics officers, administrators, accountants, and other support personnel. The Brother Battle Curate calling represents members of the Order who contribute more through administration than combat, relying more on organization skills than will. They are the ones who keep the auxiliaries fed, clothed, and supplied. While Brother Battle Curates win few accolades for their deeds, the Order would grind to a halt without these dedicated brothers and sisters.

This calling joins the small list of alternate callings available to Brother Battle monks: Healer, Occultist, Theurgist, and now Battle Curate. A character who follows the Brother Battle calling may change to the Brother Battle Curate calling and vice versa (see *Traits* below).

PATRON SAINTS

Administrator Axelrod Xi – The first of Brother Battle to hold the rank of Administrator, Axelrod Xi is celebrated for keeping the Brother Battle contingent of the Stigmata Garrison fed and supplied despite every possible supply chain issue, financial failure, and bad harvest. If Administrator Axelrod had not carried such a burden, it is likely Stigmata would have fallen.

Adept Silas the Unbreakable – In the earliest days of the Order, Adept Silas kept Grand Master Jackson on schedule. Adept Silas maintained his schedule, delegated his orders,

and at times even directly guarded the Grand Master's person when they entered combat. Adept Silas never faltered in these tasks, earning the sobriquet "the Unbreakable" from Grand Master Jackson himself.

TRAITS

Battle Curates must begin their careers with the Brother Battle calling. At 2nd level or higher, they can switch to this calling, but like the other alternate callings for the Order, they must switch back to the Brother Battle calling every other level after that.

Battle Curates can choose their calling perks from the Battle Curate list.

BROTHER BATTLE CURATE PERKS

- Bankster
- Chartophylax
- Logistical Forethought (see below)
- Money Manager
- Quaestor
 - Savings
 - Strategic Mind

Perks

LEAD BY EXAMPLE

Calling • Ability • Precondition:
Brother Battle *or* Commander

By standing fast in the face of personal danger, you can rally the spirits of those around you.

Benefice: Once per scene, in the same scene that you have personally weathered an injury (i.e., you've lost Vitality from an attack or a combat-related accident), you can rally your allies. You can affect a number of people equal to your level; through the force of your example, you can remove *one* of the following states from them: Afraid, Anxious, Confused, Daunted, or Terrified. You cannot use this perk while you are Afraid or Terrified.

