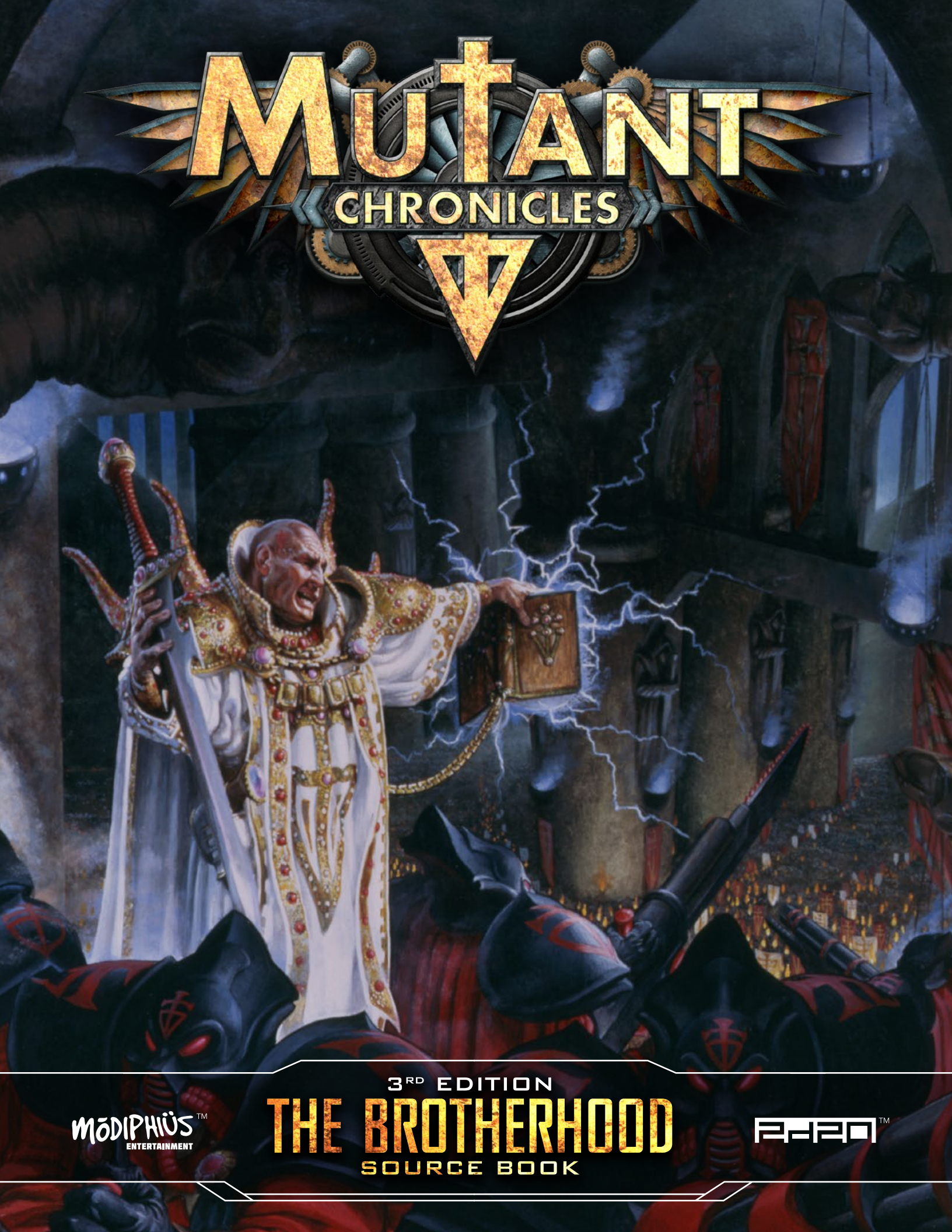


MUTANT

CHRONICLES

V



3RD EDITION

THE BROTHERHOOD

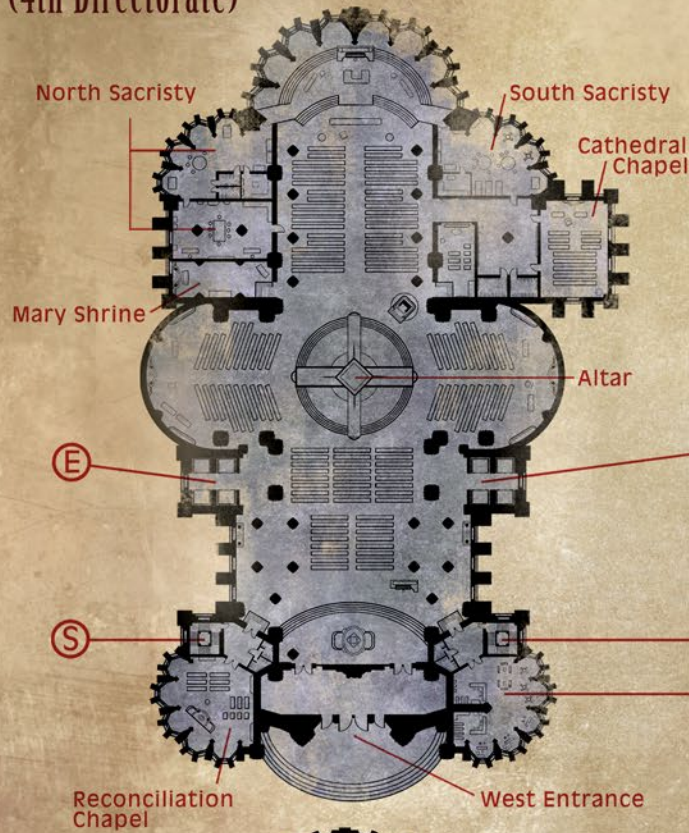
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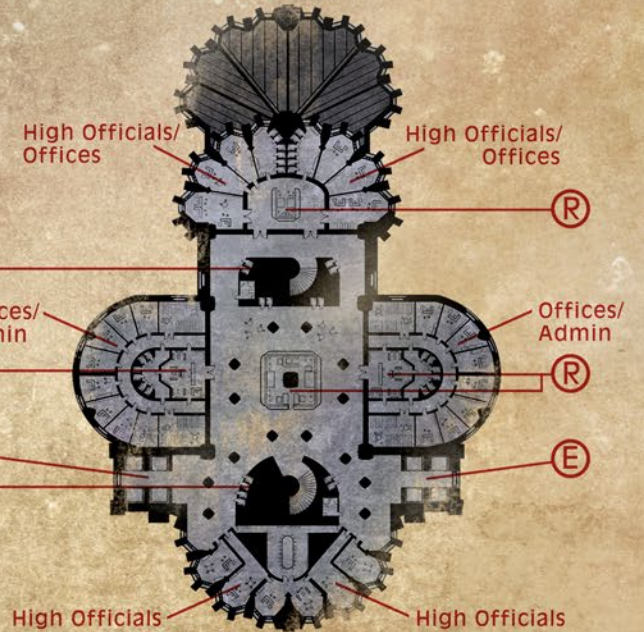
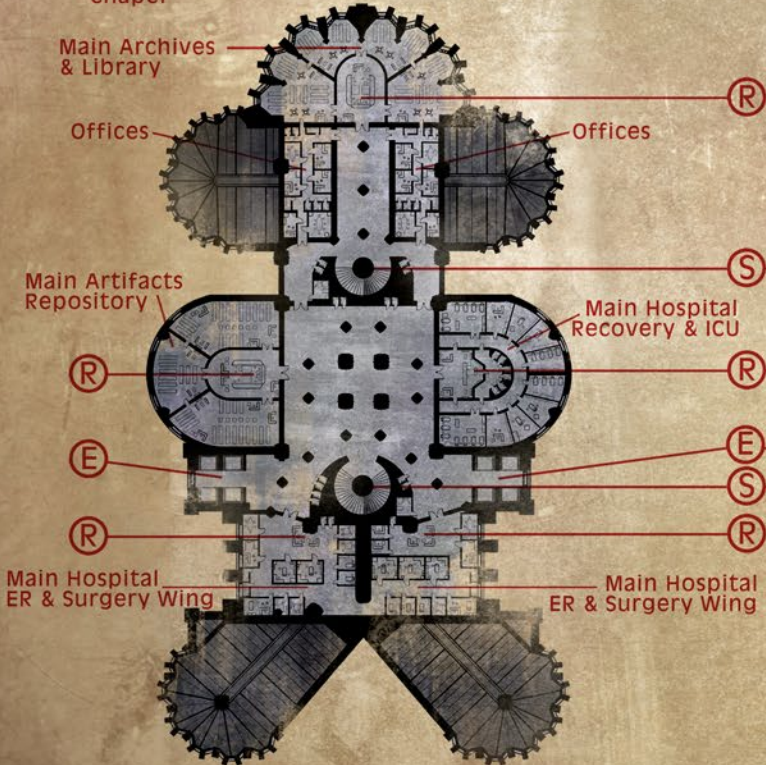
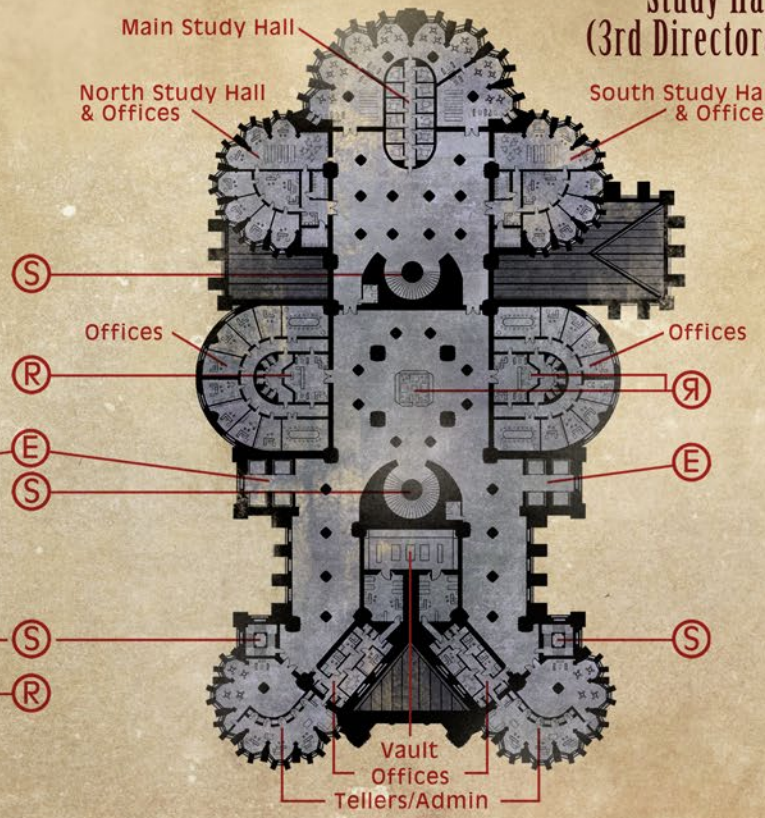
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BROTHERHOOD CATHEDRAL

Main Floor: Open Cathedral
(4th Directorate)



Floor 2: Official administration/
Study Halls
(3rd Directorate)



Spire: Cathedral Main Council
(1st & 2nd Directorate)

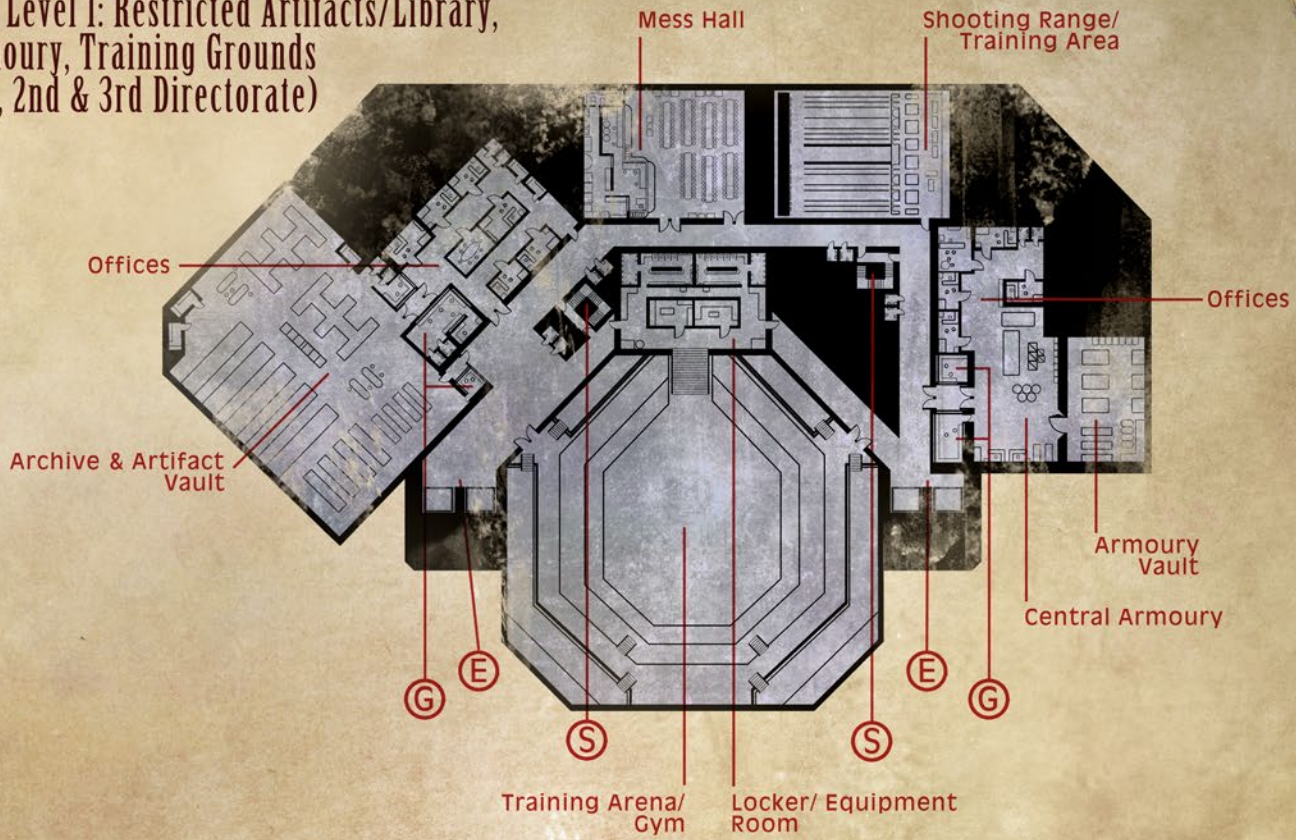
Floor 3: Scribes and Artifacts
(3rd & 4th Directorate)

- (S) — stairs
- (R) — Reception
- (E) — Elevators
- (G) — Guard Station

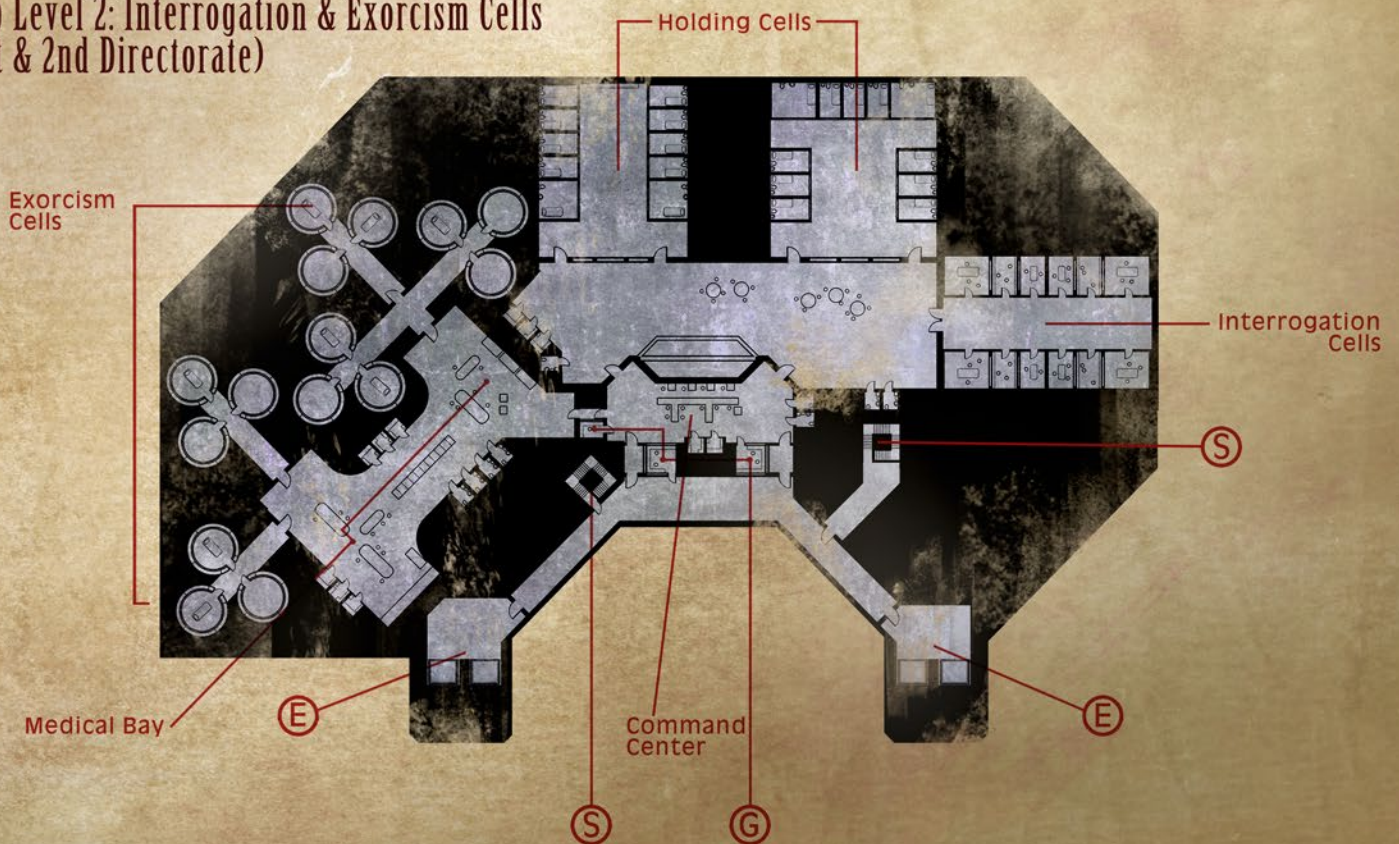
Cathedral Sub levels



Sub Level 1: Restricted Artifacts/Library, Armoury, Training Grounds (1st, 2nd & 3rd Directorate)



Sub Level 2: Interrogation & Exorcism Cells (1st & 2nd Directorate)



MUTANT CHRONICLES

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USING THIS BOOK

This book is laid out somewhat differently to the other *Mutant Chronicles* faction guidebooks, as astute readers may notice. Rather than having a single Character Creation section, the book details new Primary and Iconic careers in amongst the background text describing those vocations and roles within the Brotherhood itself. An assortment of additional character creation information, including event tables, is contained in **Chapter 07: Brotherhood Characters**.

The Prelude and first chapter of this book are written to present the Brotherhood as they existed during the Dark Symmetry Era, describing the Brothers' organisation before, and during, the First Corporate Wars and First Dark Legion War. The rest of the book details the Brotherhood as it exists during the Dark Legion Era.



Luna City Herald

VOL. CLVIII. No. 54,6345

LUNA, Wednesday, October 17th 2546

7.50

DIVINATION!

By **IKUKO SUSUI**. Picture by **ANDRZEJ OLSZEWSKI**

FOR SIX months, the population of the solar system has awaited this day with a mixture of curiosity and uncertainty. For six months, the citizens of Luna City and parts beyond have wondered exactly how Nathaniel Durand planned to follow through on the ultimatum issued to corporate leaders.

At 8.20 AM, Luna Standard Time, Nathaniel Durand took the podium he has stood at every week for the last few years. Appearing unconcerned by the weight of expectation, his eyes were alight with the

familiar and uncanny fervour that has come to characterise the silent moments before his sermons. Then, he began to speak. The microphones surrounding the podium were there only for the benefit of the millions unable to be physically present, listening by radio and television across the system: Nathaniel's voice carried perfectly to every one of the thousands of people in the crowd. One woman next to me commented, "it's as if he speaks directly into your soul".

The precise words were transcribed by my assistant, who clearly had more presence of mind than I do. Truth be told, it's a little

difficult to recall the specifics – there is something about Nathaniel's way of speaking that makes the content less important to the memory than the passion and emotion behind those words. I glanced away from the sermon for a moment, and looked down at those notes. Then it dawned on me what he is actually saying: the words themselves are dry and analytical, and they would not seem out of place in a corporate boardroom. But for the fervour of the sermon, I don't imagine anyone would have listened. Focussing my attention, it became clearer – this wasn't a warning about the evils that threaten



PRELUDE

mankind, or some philosophical commentary on the need for unity and human collectivism. It was a blow by blow analysis of Bauhauser financial and military strategy, presented in excruciating detail.

It becomes perfectly clear at that moment exactly how Nathaniel Durand plans to end the war. That he has this information is baffling, but the consequences of revealing it publically are breath-taking. With the secrets revealed in the first hour alone, Bauhaus' ability to act against its competitors both in the stock markets and on the battlefield is crippled. After hours of revealing every brilliant strategy and dirty little secret that Bauhaus possesses, the crowd had grown. While some were growing weary, others were engrossed, or had joined the crowd to gather information first-hand before the delays and editorial bias of the broadcasters could compromise the sermon's content. After four and a half hours of airing Bauhauser secrets, Nathaniel moved on to reveal Capitol's strategies. That was no surprise – anyone who had been paying attention since the sermon began had come to the conclusion that this would not single out any one corporation. To end the war, no corporation could be spared, and they would all be paralysed as a result of this sermon's revelations.

By about five in the evening, it was Imperial's turn. It was a little after nine at night that Mishima began to suffer the indignities that had befallen the other three major corporations. By the early hours of this morning, eighteen hours after beginning the sermon, Nathaniel showed no signs of letting up. Few of those observing – and the crowd had been in a constant state of change all day, with new arrivals taking the place of those departing to work, eat, or sleep – could figure out what was to follow. Nathaniel had already presented an exhaustive analysis of corporate strategies sufficient to paralyse the corporations' war machines for a year or more, so there seemed to be nothing left to show.

The answer, it seemed, was a demonstration of conviction. Scores of men and women – bound in chains and held at gunpoint – were brought out for the crowds to see. Each one was, we were told, a professional killer, tasked by one or other of the corporations to eliminate the Durand brothers. Unconfirmed chatter from loose-lipped freelancers had suggested that the corporations had sought to kill the brothers for some time – at least since the ultimatum, six months ago – but this was the first time it had been more than rumour.

A little over 150 assassins in all stood before the assembled crowds, lined up as if to accept punishment. Nathaniel walked along the line, and one by one asked each one to forsake their mission and join the crusade against Darkness. One by one, each knelt and swore fealty to Nathaniel Durand. Only a handful refused, and in a show of compassion that shocked those present, Nathaniel ordered them freed: "I am no tyrant; I desire not dominance over all mankind, only that we be united in a common cause. Those who will not yield to me need fear no retribution, unless they harbour the Darkness in their hearts."

What happened next, I wouldn't believe had I not been there. One of the freed assassins drew a concealed blade, and leapt to strike Nathaniel down. With calm determination, Nathaniel Durand turned to face the assassin, raised his hand, and was wreathed in blinding light. When the light cleared, the assassin was gone, and Nathaniel was unharmed.

"Let no man be harmed, unless he stands against unity and the survival of mankind. Let no blows be struck, unless they be in defence of humanity. The Dark Symmetry is the only enemy, and with the end of this war, all the might of mankind can be turned towards defeating that foe."

Only time will tell what comes of this momentous event, but I feel safe in assuming that it will forever be regarded as a pivotal moment in human history.

Suspect in Luna PD station shooting charged with attempted murder

By ENZO COSTA

A 29-YEAR-OLD man accused of wounding a Luna PD officer after he opened fire at an Old Town police station was charged Thursday with two counts of attempted murder of a peace officer.

Kristian Henning Jonasson, of Southside, also faces gun allegations in connection with Monday night's shooting at Luna PD's Tai-Sho District station, the Luna City prosecutor's office said. If convicted, prosecutors said he faces 75 years to life in Ryker's Mountain.

Jonasson, who was critically wounded by police, remains hospitalized and has not entered a plea.

Authorities allege Jonasson walked into the Old Town station about 8:30 p.m. Monday, approached the front desk and fired a HG-16 pistol at the two officers there. One of the officers was injured before the pair returned fire.

Luna PD Chief Bahadur Amirmoez said Jonasson was carrying extra magazines and had a "heavily modified" AG-9 assault rifle in his car parked outside. Authorities later found what Amirmoez described as an "arsenal" of high-powered weapons and hundreds of rounds of ammunition at Jonasson's home.

"Thankfully, the suspect did not come in with the assault weapons that he had access to," Amirmoez said.

Investigators are still trying to determine what prompted the attack, saying only that, before he began shooting, Jonasson told the officers he had a complaint.

Luna PD Cmdr. Matias Alessi said Jonasson had applied to become a Luna PD officer but was rejected. The force's personnel department said he sought the job in 2541 and had passed a written test.

Jonasson's father said in an interview that he learned of the allegations against his son when detectives showed up at his door Tuesday morning... (CONT., PAGE 9)

THE BROTHERS

A NEW LIGHT IN THE DARKNESS

The Light emerged when the Darkness began its encroachment. Earth was the past, mankind's birth-world, abandoned centuries before. Humans had spread across the inner worlds of the solar system and beyond, and humanity had experienced an unprecedented golden age of expansion and prosperity. However, with triumph comes hubris, and with hubris came the fall. All that mankind had built was on the verge of collapse, and decades of decay and war had undone centuries of progress.

The First Corporate War occupied the attentions of most of humanity, vast populations swept up in patriotic fervour as Bauhaus, Capitol, Imperial, and Mishima plunged the inner worlds into bloody conflict. War blinded mankind to the real threat. Most of mankind, at least.

Outspoken opponents of the conflict, Nathaniel Durand and his brothers, Alexander and Peter, worked tirelessly to promote the ideals of peace and unity, and to convince people of the value of cooperation between all four corporations. Alongside their words, came an example. The Durand brothers were wealthy, and they were resourceful. Charitable works, giving aid and assistance to the poorest and most desperate, sprang up in their wake. Some of these were through the efforts of the brothers, while others were established by others inspired by the brothers' example.

Then, without warning, the brothers vanished. The charities carried on as usual, supported by donations and cunning investments. The worlds continued to turn, and the war continued unabated. The brothers were all but forgotten by most, their words and deeds recalled only by those who had been touched by them. A decade passed, and the name Durand became a footnote in history.

That war was nearing its fifth decade when the Durand brothers emerged from the war-torn jungles of Venus. When they departed, they had been philanthropists, humanitarians, and philosophers. When they returned, they did far more than preach. They had always understood the intricacies of business and finance, and had spent vast amounts of time, effort, and money to ally themselves with minor corporations and freelance groups struggling to survive amidst the corporations' war. In the years they had spent forming charitable foundations and decrying the warmongering executives, they had also been laying the foundation for something bigger.

In the month prior to their re-emergence, they called in every favour and alliance they had forged before their seclusion. The stock markets shuddered and trembled as properties and holdings were purchased by unseen buyers, shell companies, and freelance brokers. Minor, yet pivotal, corporate territories and subsidiaries broke away from their parent companies in a frenzy of activity lasting days. The Durand Foundation emerged from the chaos.

Within a year, a new wave of Durand-funded soup kitchens, shelters, and free clinics had sprung up in every major city in the inner system, providing sanctuary and succour to the desperate and needy. Within eighteen months, donation-funded television and radio broadcasts transmitted Nathaniel's sermons across the system.

As their popularity amongst the populace grew, Nathaniel's sermons became more fervent, and he began to speak of a great darkness.



Little can withstand the fury of the righteous.

This darkness, he claimed, was responsible for the crippling of technology and the strife that besets human hearts. He names it the Dark Symmetry. Millions, even billions heard his words. It is against this force that mankind must unite, for only as one can humanity hope to prevail.

Nathaniel's sermons spoke to those who toiled, who were ignored, and who had little hope. Alexander's actions spoke as loudly to some, gathering disillusioned veterans to his side and waging a crusade against the cults that had sprung up as the Dark Symmetry had grown in strength. Peter's serene wisdom contrasted with his brother's fierce preaching, speaking to human spirituality, and transcending divisions of faith that had existed since long before Earth was abandoned.

However, where those overlooked by the corporations flocked to the brothers' banner, the corporations instead saw a threat. They retaliated, pressuring religious leaders to decry the brothers' words and deeds as those of con artists or delusional madmen. Widespread investigations began in to the brothers' pasts and activities, seeking something to incriminate or discredit them... with little result. The brothers' increasing popularity did not slow, and in the face of claims that Nathaniel's words were mere superstitious nonsense and fear-mongering, they took the next step: revelation.

The brothers revealed the powers they had honed and mastered during the years before their emergence – miraculous and wondrous powers. They spoke into the minds of men, moved great masses with willpower alone, and healed the sick and infirm with but a thought. Light flowed from their eyes and fingertips, and they each wielded these powers in the way that most suited their natures. Nathaniel's passion and fervour were now felt as much as heard, his voice carrying into the minds of those witnessing his sermons. Alexander laid waste to the servants of Darkness, annihilating foes with nothing more than the force of his wrath. Peter embraced the healer's role, giving aid to any who asked for it, bringing Light to all the places he visited.

The Art, Nathaniel called it, as he broadcast their miracles for billions of witnesses. More and more flocked to see these feats of supernatural prowess in person, and few could deny the power they saw. In front of an immense crowd in the heart of Luna City, Nathaniel gave an ultimatum to the corporations: cease all hostilities in six months, or he would end the war himself.

Though unnerved by the brothers' displays of power, the leaders of the corporations could not imagine how three men, even ones as powerful as the Durand brothers, could possibly halt a war that had raged for decades across the system. Business and battle alike continued as usual in spite of Nathaniel's threat. Nevertheless, as a precaution, each corporation tasked covert operatives and trusted freelancers with the elimination of the brothers.

Months passed, and the worlds continued spinning. The corporations continued planning and executing operations against one another. Nathaniel's sermons continued to draw record crowds, lending a furious passion to the crowds. Alexander continued his crusade against the dark cults, and against many of the assassins who had revealed themselves. Peter continued to walk amongst the people, banishing doubt and despair in crowded shelters and soup kitchens.

Six months, to the minute, after giving his ultimatum, Nathaniel Durand stood before the worlds once more. The corporate wars had not so much as slowed, and there was no end in sight to the violence. Durand began his longest address yet. For almost eighteen hours, he spoke to an assembled crowd of millions, and to billions more listening to the radio and watching television. Hour after hour, he spoke of the strategies and agendas of the corporations, dismantling in hours what had taken years to set in motion. Whether they wanted to or not, the corporations simply could not continue their wars with their plans so exposed, and it could take months, even years to regroup enough to resume hostilities.

The war was over, and Nathaniel had kept his promise. However, he was not yet finished. One hundred and fifty four men and women were brought forward, each one chained and held at gunpoint by Alexander's militia. Corporate agents and freelance assassins, each had accepted a lucrative contract to murder the Durand brothers, and each had failed. Yet, rather than kill them, the brothers had chosen to spare these assassins. One by one, each assassin was asked to swear allegiance to the brothers' cause, to join the crusade against the Darkness. Most chose to kneel and pledge themselves to this mission, until only ten remained. Nathaniel ordered that they be released, to the disbelief of the crowd.

Of these freed assassins, only one did not simply walk away. One turned to strike, revealing a hidden blade. Nathaniel reached up with one hand, and the assassin vanished in a blaze of actinic light, felled by the Art. That would signal the end of any resistance from the corporations. Unable to compete with popular opinion, and having been effectively disabled by what was now being called the 'Divination' address, the corporations were forced to cease hostilities and begin negotiations.

The Treaty of Heimborg was drafted and signed within a week, and the First Corporate War ended. While the corporations backed down in uneasy truce, the Durand brothers set about building something greater.

The Brotherhood was born, and Nathaniel Durand was crowned its first Cardinal.



THE BROTHERS

THE BROTHERS' ORGANISATION

While it pales in comparison to the breadth and scale of the Brotherhood that grew from it, the following that the brothers gained was impressive nonetheless. A network of charitable undertakings formed the most visible part of the brothers' undertaking, beyond Nathaniel's frequent sermons, but it was far from the only facet of the organisation that sprung up in their wake.

The foundations of this structure could be found in the brothers' origins in Bauhaus, and in the numerous freelance enterprises and smaller corporations that had flocked to the brothers' banner as an alternative to dealing with the corporations alone.

AGAINST DESPAIR

While the ideals of unity and cooperation are the core of Nathaniel Durand's sermons, it is not for these things that many people flock to the brothers' cause. With so many discarded or overlooked by their corporate masters, the offer of food, shelter, and medicine is a tempting one. It should come as little surprise, then, that many people were introduced to the brothers' message first through a pamphlet, or radio or television broadcast that they encountered in a homeless shelter, free clinic, or soup kitchen.

Established long before the brothers emerged from the Venusian jungles, the first of these institutions cropped up in Luna City, San Dorado, Heimbürg, and Longshore. When the brothers faded from the public consciousness, these locations remained open. After the brothers returned, they found renewed success, and were quickly overwhelmed by demand. New locations opened every passing week to try to meet the needs of the people.

As the brothers' message spread, it became common to see wise and gentle Peter Durand moving amongst the various shelters and hospices of Luna City, and occasionally beyond. While Nathaniel's voice was heard far and wide, it was as much Peter walking amongst the desperate and destitute that drew people to the brothers, as it was the fierce and powerful sermons.

THE HUNTERS

Alexander Durand was larger and mightier than his brothers, and a more puissant combatant. Yet his fury was directed only at the encroaching Darkness, and those that it ensnared. His anger was borne of a sense of protectiveness for his fellow man. These qualities drew disillusioned soldiers – men and women returned home after tours of duty in the long and brutal corporate wars – to his side. The wearying futility of the war had left many with little stomach for another decade of battle in the name of territorialism and profit margins, and the prospect of fighting a worthier war

against a truly monstrous foe seemed to give them a renewed sense of purpose.

Operating in small groups under Alexander's overall command, these hunters sought out signs of corruption and the influences of the Dark Symmetry, and destroyed them as thoroughly as possible. Though it was initially little more than a rag-tag band of veterans, it grew into a sizeable paramilitary force very quickly, with branches spreading from its heart in Luna City to other worlds in the system. While it began with worn-out old service pistols and other privately-owned weapons, these hunters quickly gathered a considerable range of military-grade equipment, and established an uneasy truce with Luna PD.

BUSINESS AND POLITICS

The brothers made enemies amongst the corporate hierarchy – few of those in power were willing to permit another competitor for territory, wealth, and the loyalty of their people. More than that, the fact that the brothers put themselves in direct opposition to the corporations' policies and agendas, and seemed to be immensely popular amongst the populace, made them a threat.



Blessed are those who embrace the Light.

BAUHAUS

Durand is an old Bauhauser family, respected but largely inconsequential in the grand scheme – cogs in the machine of industry. The family has a legacy dating back at least to the terraforming of Venus and the exodus from Earth, and possibly earlier, though records from that era are inconsistent at best. However, the family's break from the corporation is regarded as deeply shameful and highly suspicious, unbecoming of noble scions of Bauhaus.

CAPITOL

The board of directors is of two minds about the brothers. On the one hand, the choices of individual Capitolian employee-citizens are their own business, with freedom of religion no different from any of the other personal freedoms available to the people of Capitol. On the other, the brothers' demands threaten the free pursuit of opportunities that made the corporation so successful.

IMPERIAL

As the smallest of the corporations, and with an established practice of aggressively integrating smaller operations, the prospect of a new rival was most undesirable. The brothers' tendency to recruit followers, regardless of past loyalties, and their seeming lack of interest in new territory makes Imperial uneasy, and it has launched extensive operations to investigate and interfere with the Brothers' activities. In the wake of the revelation of the brothers' powers, many in the Imperial intelligence community believe that they may be behind the spreading chaos, and the degradation of technology across the system.

MISHIMA

The poor quality of life experienced by most Mishiman commoners makes them extremely open to the charitable works provided by the brothers' organisation, which makes many Mishiman nobles view the brothers with scorn and suspicion. Further, while the corporation has been more adversely affected by the collapse of technology than most – having once relied heavily on the manufacture of electronics – the purported influence of this 'Dark Symmetry' has not otherwise been felt as heavily on Mercury as it has on Venus, Mars, or Luna. As a result, there are doubts about whether or not this threat is real.



PLAYING FOLLOWERS OF DURAND

The following Iconic Careers represent the roles and vocations of those who choose to align themselves with the Brothers during and immediately after the First Corporate Wars. During this period, there is no Brotherhood – that would not form until after Nathaniel Durand's 'Divination' address, and it took time to gather in strength and evolve into the colossal institution it would become.

Characters in this era cannot be educated by the Brotherhood – they cannot enter the Brotherhood Academy or Brotherhood Apprenticeship educations, and should re-roll all such results. The organisation that permits such educations does not yet exist. Characters from any corporation or background may choose to enter the Iconic Careers in this section, though by doing so they earn the enmity of their former corporation – they do not fully trust the Brothers' intentions, even after 'Divination', and it takes the Brotherhood's leadership during the First Dark Legion War that would follow to secure that trust.

MESSENGER ICONIC CAREER



Serving to help spread the Durand brothers' message to the furthest corners of human endeavour, Messengers serve as a mixture of preachers, managers, spies, and ambassadors. A Messenger may spend one day overseeing a shelter or hospice, spreading the message through acts of compassion, and then spend the next in a fine suit negotiating a business deal. They are the brothers' eyes and ears in the world, and their voice in the darkest parts of the solar system.

Prerequisites: Observation Expertise 1, Persuade Expertise 2, Lifestyle Expertise 1

Difficulty: 1

Mandatory Skills: Lifestyle, Observation, Persuade.

Elective Skills: Insight, Resistance, Willpower.

Signature Skill: Lifestyle, Observation, Persuade, Willpower.

Talents: One talent from Lifestyle, Observation, Persuade, or Willpower.

Equipment: Ballistic nylon clothing, light military shoulder pads, case full of pamphlets and literature.

Earnings Rating: 3

HUNTER ICONIC CAREER



These guerrilla fighters are expert combatants, drawn from disenfranchised veterans from the corporate armies. Given a new purpose and a truly vile enemy, these warriors put aside rivalries and grudges forged between the corporations, and form the elite cadre at the heart of Alexander Durand's war against the Darkness.

Prerequisites: Close Combat Expertise 2, Ranged Weapons Expertise 2, Willpower Expertise 1

Difficulty: 2

Mandatory Skills: Close Combat, Ranged Weapons, Willpower.

Elective Skills: Acrobatics, Resistance, Stealth.

Signature Skill: Acrobatics, Close Combat, Ranged Weapons, Willpower.

Talents: Three talents from Acrobatics, Close Combat, Ranged Weapons, or Willpower.

Equipment: SMG (any one), bulletproof vest, medium military shoulder pads.

Earnings Rating: 3

STUDENT OF THE ART ICONIC CAREER



The Students of the Art are the Brotherhood's secret weapon, learning the secrets of a miraculous power that few have ever grasped before. They are pioneers, studying the little-understood effects of the Light and learning how it can be turned into both a weapon and a shield against the Darkness. They study a wide range of subjects, learning how the Art relates to the world.

Prerequisites: Willpower Expertise 2, Insight Expertise 1

Difficulty: 3

Mandatory Skills: Mysticism, Observation, Willpower.

Elective Skills: Education, Insight, Sciences.

Signature Skill: Insight, Mysticism, Observation, Willpower.

Talents: Mystic, plus two talents from Insight, Mysticism, Observation, or Willpower.

Equipment: Personal library (Education, Mysticism, or Sciences).

Earnings Rating: 4



THE ART DURING THE FIRST CORPORATE WAR

It would take a few generations for the earliest forms of the Art to evolve into the Aspects that contemporary Mystics wield. As a result, the earliest Students of the Art wielded a more rudimentary power. Most of these students cannot access the powerful abilities that their successors in later generations will wield – such powers are the preserve of the Durand Brothers, whose connection to the Light is pure and strong. Instead, they learn an eclectic blend of powers, gained by purchasing talents from the talent tree below. This talent tree is only available to characters who have taken the Student of the Art Iconic Career.

BROTHERHOOD ART TALENT TREE



MYSTIC

This is the normal Mystic talent, as described on page 168 of the *Mutant Chronicles* core book. The character may purchase the other talents listed on that page as normal.

PROPHET

PREREQUISITE: Mystic

The character has learned a few techniques that allow him to extent his senses. Choose one of the following spells: Gaze (see page 32),

Object Reading (page 32), or Omen (page 32-33). The character learns that spell. This talent may be purchased up to three times, each time choosing a different spell.

KINETIC

PREREQUISITE: Mystic

The character has learned a few techniques that allow him to influence the world with his will alone. Choose one of the following spells: Barrier (see page 173 of the *Mutant Chronicles* core book), Impel (page 174 of the core book), or Strike (page 175 of the core book). The character learns that spell. This talent may be purchased up to three times, each time choosing a different spell.

DECEIVER

PREREQUISITE: Mystic

The character has learned a few techniques that allow him to bend the minds of others. Choose one of the following spells: Cloak of Doubt (see page 26), Compel (page 26), or Seeming (page 26-27). The character learns that spell. This talent may be purchased up to three times, each time choosing a different spell.



THE WILL OF THE CARDINAL

Since its founding, the Brotherhood has expanded much and endured more. The Brotherhood is a colossal institution, with millions of sworn Brothers and access to wealth that rivals that of the corporations. Yet, all is not well with the Brotherhood. History, as it wont to do, has repeated itself, and centuries of peace and prosperity have seen humanity grow complacent once more. The corporations chafe at Brotherhood edicts, and many people have come to regard the threat of Darkness as a distant one at best, and a myth at worst.

The Brotherhood fights on, because that is all it can do, and all that it must do.

THE CALLING

The modern Brotherhood is monumental, both in terms of size and singularity of intent. While many have sought to enter the Brotherhood with the intent of pursuing temporal powers – the Brotherhood has extraordinary amounts of political and social influence, and immense wealth – they seldom achieve as much as they hope (and the few that have are swiftly made examples of).

Every action undertaken by every Cell and Order within the Brotherhood is directed towards the singular goal of strengthening humanity against the perpetual threat of the Dark Soul. Even the simplest, most mundane tasks – even the routine maintenance and food service roles that go unnoticed by most – are performed to ensure that the Brotherhood persists, and can function as smoothly and efficiently as possible.

This focus informs every action the Brotherhood undertakes, and the public knows this. Charitable acts combat despair and destitution, and defeat means by which people can be lured to the service of Darkness. Investigations and interrogations uncover the enemies of mankind. Armies wage war against the Dark Legion. Missionaries spread the Cardinal's word to the people. Diplomats and negotiators convey the Cardinal's will to the corporations.

What the public does not see – though it would be *naïve* to consider that many do not suspect – is the depth and breadth of Brotherhood activities. Covert operations and clandestine activities make up a significant proportion of the Brotherhood's daily routine, and the work of secretive Brothers ensures that even the most subtle and insidious threats to humanity cannot go completely unnoticed.

THE CARDINAL

No man or woman outside the Brotherhood has as much power as the Cardinal. As much as the rulers of the corporations may wish to downplay this, it is an indisputable fact. Between the military and political influence of the Brotherhood, and the fact that every Cardinal in history has been a supremely powerful practitioner of the Art, there is literally no person within the solar system who possesses as much political power or mystical might as any given Cardinal. More crucially, there is no one person who is revered by more of the system's population than the Cardinal. Whoever holds the office of Cardinal is the embodiment of the Brotherhood, and the inheritor of Nathaniel Durand, the saviour of humanity.

The present Cardinal is Durand XVII, the twenty fifth Cardinal, and the seventeenth to take the regnal name Durand, in honour of the first and greatest. He is regarded as being the greatest Cardinal in many generations, and his drive and compassion are seen as akin to those of Peter Durand, Nathaniel's youngest brother. He is a good man, quiet and thoughtful, but decisive when action is necessary. Though he has been Cardinal for only a few years, he has served the Brotherhood his entire life, and he has accumulated decades of experience and much wisdom during his lengthy service as a Mystic, a Keeper of the Art, and a member of the Curia.

Immediately upon his appointment to the throne, Durand XVII sought to renew and restore the Brotherhood's ties to the corporations. His first sermon was one of grim portents and fierce defiance, calling for all mankind to unite – as it had done twelve centuries before – and re-join the battle against the Dark Soul. His words were met with disdain from the corporations, the sermon falling flat to the ears of those who had heard such declarations their entire lives. Instability amongst the corporations was building, growing towards a new war. In an act of desperation, he proposed a new peace initiative – the Calm Waters Conference – to be held at Peacekeeper Station on Eos, an asteroid towed into Mars orbit to serve as a naval base.

A host of Sacred Warriors, and scores of Mystics, Keepers, and Emissaries were dispatched to Eos, to transform the Capitolian military base into a suitable location for a summit. Every precaution – both physical and mystical – was taken to ensure the safety of the delegates. As a symbolic act, the conference was to begin during a rare convergence of the Martian moons – Phobos and Deimos, both branded by the Dark Symmetry, passing above the great sigil of Algeroth seared into the surface of Mars itself – allowing the delegates to gaze upon the evil that mankind faced..

When the warning came, it was already too late. A dozen Prophets on Luna foresaw the Dark Symmetry shift and twist in opposition to this conference, the signal interference between Luna and Eris was too intense – a warning would not reach them in time. All that could be done was to send ships to tend to whoever survived the coming attack. As it turned out, there were few survivors, and each told a different tale.

Betrayal was seen from every angle. The Cardinal condemned this attack as a strike against human unity by the forces of Darkness – the Peacekeeper Massacre was the work of the Dark Soul. The words fell on deaf ears. The conflicting testimony from the handful of survivors spoke of sabotage by rivals from other corporations. War was imminent.

Cardinal Durand XVII is an outstanding leader in an impossible time. Confronted with a Second Corporate War, and the impending return of the Dark Legion, he is forced to marshal every resource,



Cardinal Durand XVII.

THE REVERED FEW

Twenty five men have sat upon the Cardinal's throne since the Brotherhood's formation. These few represent the best of humanity, those who are the most pure in spirit and skilled in the many fields of endeavour that the Brotherhood finds invaluable. The Cardinalcy is for life, though the path to becoming Cardinal is a long one, and few are young when they are crowned.

Most who become Cardinal take on what is known as a regnal name – a ceremonial name they will live under for the duration of their reign. In these cases, names harking back to the reigns of the first three Cardinals are popular. It is also worth remembering that the numbering of these regnal names is not limited to the Prime Cardinals – some lesser Cardinals, those who preside over the individual cathedrals and territories, also assume regnal names.

0 YC	Nathaniel Durand
53 YC	Alexander Toth
91 YC	Randolph Petrus
147 YC	Nathaniel Magnificus
201 YC	Pius Alexander II
237 YC	Petrus II
281 YC	Durand Catonius IV
336 YC	Magnus Toth VI
392 YC	Petrus III
450 YC	Marcus Durand V
499 YC	Alexander VI
545 YC	Randolph II
596 YC	Nathaniel IX, 'The Invincible'
652 YC	Toth Alexander VIII
708 YC	Randolph III
755 YC	Durand X 'The Pure'
810 YC	Marcon Alexander X
854 YC	Petrus the Elder
960 YC	Sebastian Toth XIV
1012 YC	Petrus V
1053 YC	Roland Durand XIII 'The Bald'
1107 YC	Alexander Primus
1151 YC	Petrus VI
1204 YC	Durand XVI
1204 YC	Durand XVI
1255 YC	Durand XVII

asset, and ally the Brotherhood has remaining in order to maintain even a tenuous notion of human unity. The Cartel's agents and Brotherhood infiltrators take every conceivable step to undermine corporate war efforts, attempting to limit the spread of a war that cannot be halted.



THE CURIA

This ruling council is appointed directly by the Cardinal himself. The Curia consists of sixteen of the wisest, most experienced, and most powerful Brothers. These men and women are second only to the Cardinal in power and influence, and are chosen specifically for their ability to aid the Cardinal in carrying out the Calling. Individual members of the Curia are known as Curates, but each tends to adopt his own titles and styles.

The first eight members of the Curia, by tradition, oversee distinct regions within the solar system. Over time, these have become tied to the cathedrals, with each of these individuals – given the title of Cardinal, though they are never confused for the ruling Cardinal – governing the affairs of a single cathedral and all the territories associated with it. Colloquially referred to by a variety of titles, they are politicians and administrators first and foremost, but each must be ready at a moments' notice to mobilise the armed forces stationed within their cathedral. They are joined by two members of the Third Directorate, and two members from the Fourth Directorate. Collectively, they are the *Curia saecularis*, whose concerns and portfolios face the material world and the politics of the solar system. Their duties are to treat with the world outside the Brotherhood, determine the ways in which the Brotherhood might most efficiently engage with the corporations and their people. Theirs is the burden of human nature, the struggle to restrain bitterness and jealousy and to cultivate hope and unity.

The remaining four – two of the First Directorate, and two of the Second Directorate – concern themselves with the Light and the Darkness. Their responsibilities are to discern the activities of the Dark Soul's forces, and to oversee all studies into the depth and breadth of the Light in order to combat them. These powerful souls are the *Curia spiritus*, and their gaze cares not for the petty feuds of men. Theirs is the burden of the war against the Darkness.

THE SHERIFF OF LUNA

Samuel Dominic is the second highest-ranking member of the Brotherhood. The foremost of the eight lower-ranking Cardinals who oversee the cathedrals and their congregations, Dominic is

a veteran of the Brotherhood, appointed to his current position on the Curia by the previous Cardinal, Durand XVI. Though older than the current Cardinal, he still holds aspirations to become Cardinal himself.

A former Interrogator, Dominic is still a common sight within the interrogation chambers beneath the First Cathedral, and he frequently divides his time between his office in the Curia's spire and interrogating particularly recalcitrant Heretics. He seems to take considerable joy in forcibly extracting the truth from the unwilling, and will not hesitate to use every method at his disposal – and,

THE CARDINAL'S CLOSEST ADVISORS

The current incarnation of the Curia consists of the following persons, listed by their chosen official title.

- ◀ **Sheriff of Luna:** Cardinal Samuel Dominic
- ◀ **Magistrate of Heimbürg:** Cardinal Ida Brandt
- ◀ **Bishop of San Dorado:** Cardinal Clorindo Gutiérrez Matos
- ◀ **Sage of Longshore:** Cardinal Heita Gotou
- ◀ **Chaplain of Burroughs:** Cardinal Luca Genovese
- ◀ **Marshall of Volksbürg:** Cardinal Szücs Adelbert
- ◀ **Warden of Gibson:** Cardinal Augund Berdal
- ◀ **Minister of Fukido:** Cardinal Charles O'Connor
- ◀ **Reverend Teacher:** Chang Dang-Vu
- ◀ **Blessed Artificer:** Marzena Pawlak
- ◀ **Lord Inquisitor Majoris:** Hanno Hamilkar
- ◀ **Arch-Revisor:** Maja Jankovic
- ◀ **First Missionary:** Jana Nacht
- ◀ **Master Historian:** Keresztes Treszka
- ◀ **Vigilant Observer:** Leo Gavrilov
- ◀ **Prime Emissary:** Julian Chacon

given his station, and his considerable experience, there are few methods beyond his reach.

Many have expressed concern at the pleasure Dominic takes in interrogation. Others point to the man's results – only one subject in fifty has ever resisted his ruthless attentions for more than an hour, and the only ones who have failed to give up the truth have died in the attempt.

Dominic is a bitter, ruthless old man, who does not suffer weakness or dissent. He is short-tempered and vindictive, often producing harsh outbursts directed at any who displease him even slightly.

THE REVEREND TEACHER

Chang Dang-Vu is one of the most powerful Keepers of the Art in history. None alive possesses a more comprehensive understanding of the Art or a greater proficiency in its use than Dang-Vu. He is an elderly, frail-looking gentleman of Asian descent, and but for the robes and symbols of his office, he would seem almost entirely unremarkable. His family – a half-dozen children, and dozens of



The Sheriff of Luna

grand-children, more than half of which are also in Brotherhood service – are his motivation, and his compassion is said to be limitless.

Dang-Vu has a gentle way about him. He moves and acts with the patient grace of someone who is entirely in tune with the world around him. He regards the Dark Soul as a blight, a cancerous growth within the serene order of the universe, and sees it as his solemn and singular duty to excise this cancer and heal the great harm it has done to reality. He does this for all humanity, especially for his children.

This exceptional, masterful Keeper has mastered each of the Aspects of the Art, with the exception of Kinetics. He is especially fond of the Aspect of Elements, and he has studied its uses and applications far more deeply than anyone else alive today has. He regards it as an extension of the natural flow and order of the universe, as he regards the Light as akin to the universe's immune system, its emergence a fundamental response to the 'disease' of the Darkness.

Dang-Vu is patient and forgiving, tolerant of the mistakes of those beneath him – which is basically everyone. He is a man of great serenity and wisdom, who feels strongly that his duty is to pass on all he has learned and all he believes to the next generation of Mystics and Keepers. He frequently spins parables when trying to make a point, and is liberal in his use of similes and metaphors in his normal speech. Most people who meet him come away from the encounter feeling refreshed and inspired, and with their faith in the Light and the Brotherhood renewed and strengthened.

He is a vocal opponent of Cardinal Dominic, who he views as a man ever upon the edge of Darkness. Such a man should not be permitted so much power, he feels, and he worries about the things that the Sheriff of Luna's potency permits him to do. Dominic is aware of his fellow Curate's disapproval, but to him Dang-Vu is just one of many in the Brotherhood who simply do not have the stomach to confront the Dark Soul with all the ferocity and tenacity that this conflict demands.

Research into the Art is Dang-Vu's life, and while he is fully aware of the political games that the Curia must play, he has little desire to become more deeply enmeshed in them. He knows where his talents lie, and they would be better utilised elsewhere. Nevertheless, he cares deeply about the Curia and the Cardinal's Calling, and so he reluctantly engages with the system as an outsider, one who has no personal interest in the players and the agendas at play. He cares only about ensuring the triumph of the Brotherhood in this conflict that overshadows all mankind.

THE LORD INQUISITOR

Hanno Hamilkar is Lord Inquisitor Majoris of the Second Directorate, and supreme commander of the Brotherhood's military. He is a rare man indeed, serving not only as a paragon of everything an Inquisitor is expected to be, but also a master of

strategy and tactics. He was born in the Nord region of Luna, and found abandoned as a baby, his presence and potential discerned by Brotherhood Prophets. He was raised in the isolated monastery in Luna's Hellvatican Mountains, with the intent of conditioning him to become one of the Guardia Oblati. Yet, once the depths of his talent – both for the Art, and for strategic thinking – became apparent, his training ceased, and he was placed to become an Inquisitor instead. His rigorous upbringing has served him well, and he has risen swiftly through the ranks, becoming one of the youngest Inquisitors Majoris.

Since then, he has continued to rise. His mind suits warfare well, and he tends to favour raids and military assaults, delegating covert operations to those who suit such activities. He was appointed to the Curia a few years ago, after the death of his predecessor in battle. He has taken to the role of Lord Inquisitor Majoris with vigour and enthusiasm, and the Brotherhood's military grows in strength under his meticulous and cunning command.

Politically, he allies himself with Cardinal Dominic, regarding the Sheriff of Luna's ruthless approach and willingness to take the fight to the enemy as laudable. He also works well with his Second Directorate colleague, the Arch-Revisor Maja Jankovic. However, while he has allies and contacts in the corporate militaries, he has little patience for the politicians who govern them, and little regard for the delicacy of inter-corporate politics.



THE FURY

While it consists entirely of warriors, the Fury is not part of the Brotherhood's military. Instead, the stalwart warriors of the Fury are charged with a singular task – the protection of the Brotherhood and the Curia. They enter battle only at the side of one of their charges, and at least two Fury Elites will be found within a few metres of any member of the Curia at any given moment. Fury Elites are hand-picked from the very finest warriors in the Brotherhood, most commonly from amongst the ranks of the Sacred Warriors and the First Directorate's Pilgrim Sentinels. Almost universally, Fury Elites are chosen from amongst those warriors who have learned to harness the Art, and their powers give them a considerable advantage over anyone who seeks to harm one of the Brotherhood's rulers.

Their armament is superficially similar to that of the Sacred Warriors. Each one carries a hand-crafted Deliverer electrosword, most of which are centuries old, and a sturdy Protector Powershield. Furthermore, all Fury Elites are clad in ornate antique armour,

carefully maintained and restored, and handed down through generations of warriors. Most also carry a Punisher handgun for limited ability at range, though some prefer to rely on the Art for this instead. There is grand history behind every blade and every piece of every suit of armour used by the Fury Elite, and it is the responsibility of each new wearer to live up to that history.

FURY ELITE ICONIC CAREER



Prerequisites: Brotherhood, Mystic talent, Close Combat Expertise 2, Willpower Expertise 2

Difficulty: 3

Mandatory Skills: Acrobatics, Close Combat, Willpower.

Elective Skills: Mysticism, Persuade, Close Combat.

Signature Skill: Acrobatics, Close Combat, Mysticism, Willpower.

Talents: Three talents from Acrobatics, Close Combat, Mysticism, or Willpower.

Equipment: Fury Battleplate, Deliverer Powersword, Protector Powershield.

Special: As elite bodyguards, Fury Elites reduce the difficulty of Defend Other Response Actions by one.



The Lord Inquisitor

SERGUT INQUISITOR



Never a man of many words, Sergio Gutiérrez Santos, known to most as simply 'Sergut', struggled in his job designing consumer electronics for Bauhaus. Though technically excellent, his abrasive personality always put him on the wrong side of corporate politics. The stress drove him to drink. It seemed that he would forever be an outsider. That was until the Conquistadors landed on Pluto. As technology began to malfunction throughout society, Sergut was one of the first to realise the terrible truth about what those explorers had unleashed. It was then, in one of his few sober moments, that he saw a broadcast from Nathaniel Durand and realised what his true vocation was. Shaving his head, he dedicated himself to finding and destroying the machinery and people corrupted by this new Dark Symmetry. He put aside the bottle and became one of the first Inquisitors, earning the title through zeal and absolute devotion.

WOUNDS:

- ◀▶ **Head 3** ▶▶ **Torso 8**
- ◀▶ **Arms 4** ▶▶ **Legs 6**
- ◀▶ **Serious Wounds 6** ▶▶ **Critical Wounds 4**
- ◀▶ **Mental Wounds 10**

SOAK: Armoured vestments, combat helmet, heavy military shoulder pads: (Head 3, Torso 2, Arms 3, Legs 1)

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
10		8		9		10	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
9		10		10		9	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	2	1	2	1	1	-	2	1	3	2

ATTACKS:

- ◀▶ **Punisher Handgun (ranged):** Range C, 1+**T**6, Burst, Unbalanced, Close Quarters, Knockdown
- ◀▶ **Punisher Sword (melee):** 1+**T**6, 1H, Parry 1
- ◀▶ **Unarmed Strike (melee):** 1+**T**5

SPECIAL ABILITIES

- ◀▶ **Mystic:** Sergut has been taught to tap into the fundamental energies of the Light, and may wield the spells of the Art. He has Mysticism Expertise 1, Mysticism Focus 3, and knows the following spells: Barrier, Blessing, Contempt, Succour, and Strike.
- ◀▶ **Righteous Fury:** Sergut's rage and zealous passion drives him in battle, but sometimes leaves him vulnerable to attack. He may add two bonus Momentum to any Close Combat attack or Ranged attack he attempts, but he loses his Response Action that turn.



THE GUARDIANI OBLATI

A special order even within the Fury Elite, the Guardiani Oblati are barely even rumour outside the Brotherhood. The Custodians of the Cardinal, Sacrificial Angels, and the Immortal Guards are just a few of the names used to describe the silent, yet fanatical order of the Guardiani Oblati. These elite defenders are known most commonly as the Hellvatican Guards, named so because of their gruelling training in the Hellvatican Mountains of Luna. Dotted along these mountains are religious temples, monasteries, academies, follies, and icons; all built with monumental architectural references, taken from ancient texts of Earth.

These monasteries are home to small groups of children, selected through prophecy and divination each year from amongst the homeless and destitute. These individuals – all of whom are blessed with the ability to wield the Art – will spend their lives subjected to intensive training and rigorous tests, honing their devotion to the Cardinal to a fierce obsession. They are sculpted not only by their training, but also by the rites, rituals, and spells woven upon them during their arduous study. Their lives are burned away in the fires of

zeal, and they give themselves utterly to the service of the Cardinal. Eventually, they become akin to machines – utterly relentless, and completely without doubt or compassion.

Through brutal trials, they are forced to rely on the Art to survive, and its use becomes as instinctive to them as breathing. They even perceive the world through the medium of the Art, their eyes blinded such that they cannot be deceived by false imagery – they see only through the truth of the Light. Their final trial sees them subjected to an ancient relic that scours from them all sense of self or empathy. Those who survive this trial – and only a few do – are living weapons, forged in Light and suffering.

The Guardiani Oblati are few in number, and these numbers are replenished slowly. Each takes five years to train, bonding them to a suit of sophisticated, Art-powered armour. These suits are fitted with an array of weapons, which respond to the wearer's use of the Art, bringing forth the right weapon for each job at a moment's thought.

The Guardiani Oblati do not accompany their charges, but rather wait nearby, appearing via the Art when called upon. Once called, they will not stop until the threat has been utterly obliterated. They have no regard for their own safety, and feel nothing but loathing for their foes. Should they fail in their duty – which seldom happens – their lives are forfeit.

GUARDIANO OBLATO ★

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
11		10		9		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
9		7		10		6	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	3	3	2	1	1	2	2	1	-	1	1

WOUNDS: 7

SOAK: Blessed Guardia Armour: (Head 5, Torso 6, Arms 5, Legs 4)

ATTACKS:

- ▶ **AC-31P Cleansing Flamethrower (ranged):** Range C, 1+♣5, Munition, 1H, Incendiary 3, Pious 3, Torrent
- ▶ **Avalanche Handgun (ranged):** Range C, 1+♣7, Burst, 1H, Armour Piercing 3, Pious 3, Vicious 1
- ▶ **Consecrated Blade (melee):** 1+♣6, 1H, Parry 1, Pious 3, Vicious 1
- ▶ **Concussive Hammer (melee):** 1+♣7, 1H, Armour Piercing 2, Pious 3, Stun

SPECIAL RULES

- ▶ **Hellvatican Fists:** Each Guardiani Oblato is armed with a pair of advanced multirole weapons known as Hellvatican Fists. These devices respond to the user's mind – after intensive training – to bring forward the right melee or ranged weapon at any given moment. As a Free Action, a Guardiani Oblato can switch each Hellvatican Fist to one of the four weapons listed above. The character may take up two different weapons in this way, or two of the same weapon. In either case, he is wielding two weapons, and may thus use the Swift Strike Momentum spend for only one Momentum, so long as a different weapon is used for each attack.
- ▶ **Holy Guardians:** Guardiani Oblati are completely immune to all the effects of fear, and they cannot suffer Mental Damage or accrue Dread. They reduce the difficulty of all tests to perform Defend Other Response Actions by one. If a Guardiani Oblato loses his charge, he is immediately slain, unleashing a blast of holy light, inflicting 1+♣4 damage with the Pious 3 quality to all enemies within Close range.
- ▶ **Nullified:** Guardiani Oblati are immune to the effects of corruption, as is all of their equipment. Further, each Guardiani Oblato gains four bonus Momentum on all tests to resist the effects of a supernatural power, such as a Dark Gift, and increase their Soak by four against supernatural attacks.
- ▶ **Where Needed Most:** Guardiani Oblati operate in pairs, appearing instantly when their charge is attacked. Each pair is assigned to a single character, typically an important member of the Brotherhood. They will appear instantly the moment that their charge is hit by an attack, arriving within Close range in a flash of light. They may not move outside of Close range of their charge at any point during battle, and will only depart their charge's side once all threats are eliminated.



THE FIRST DIRECTORATE

The Art is the principal tool with which the Brotherhood opposes the Darkness, the singular key advantage that mankind has harnessed to combat the unnatural powers and vile technologies of the Dark Legion. The First Directorate, the Directorate of Mystics, is devoted utterly to the study and use of this power in all of its forms, for the survival and betterment of humanity.

Each and every member of the First Directorate is a Mystic, a skilled practitioner of the Art of the Light, and even the least of their ranks is capable of miraculous feats. Each is a scholar of this supernatural discipline, and whatever mundane lore gives them the greatest advantage when employing their powers. For example, practitioners of the Aspect of Exorcism study medicine to understand their healing powers better.

The first Mystics were plucked from their lives in secret by Peter Durand, gathered one at a time over many years. During the brothers' seclusion from civilisation, these few early Mystics accompanied Peter, and were introduced to the Light and shown its potential. Peter had drawn from his own powers to locate those who had the potential to wield it, and these first students of the Art –



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many of them children – had great power waiting to be tapped. None but the most gifted would be sufficient for the first generation of Peter's students. They remained in hiding even after the brothers returned to the public eye, focussing their attentions on the study of the Art, and assisting with whatever mystical projects the brothers tasked them with.

These first learned quickly, and their perspectives helped expand the Art. The brothers had developed their powers alone, and though they had great power, it was almost more instinctive than anything learned. These new Mystics delved deeper, for they lacked the raw power of the brothers, and they needed to learn more. In

TERMS OF ADDRESS

Given the sheer size and scale of the Brotherhood, and its widespread activities, it is inevitable that people will come into contact with those that represent it. With that in mind, it becomes important to understand the accepted forms and styles of addressing a member of the Brotherhood.

Strictly speaking, all members of the Brotherhood are referred to as Brothers. This term applies universally, with a group of Brothers being known collectively as either Brothers or Brethren, as desired. As the Brotherhood recruits as many women as men, the term Sister (and thus the collective terms Sisters, and Sistren) is entirely acceptable. However, there is one other important distinction that must be considered – aptitude in the Art. The Brotherhood is divided into two broad groups – those who can wield the Art, and those who cannot. Those with an aptitude for the Art are referred to as the clergy, and are addressed as Blessed Brother, or Blessed Sister. Those who lack any skill in the Art are laity, or laypersons, and have no specific title or form of address.

The final consideration is the Curia. These individuals are far and above the most respected and powerful beings in the system, both personally and politically, and are thus deserving of an additional term of address. Members of the Curia are addressed as Revered Brothers and Sisters, and in formal circumstances can expect to be referred to as 'The Revered' before their names.

the process, they unlocked deeper secrets, dividing the Art into distinct Aspects, each drawn from a different portion of the Light and influenced by different frequencies and forms of brain activity. They learnt that some people sensitive to the Light had particular proclivities for one Aspect over the others, and that most lacked the capability to tap in to more than one Aspect.

These first Mystics in turn became the first Keepers of the Art, scholars of the supernatural without peer. Their studies and teachings led the way for those who followed, who in turn contributed to the lore of the Brotherhood. This has continued virtually uninterrupted for over 1,000 years.

THE CELL OF DISTORTERS

Distorters focus upon uses of the Art that alter the shape and form of reality. This is the basic information known by those who have at least some knowledge of the Brotherhood's structure, but few know what it actually entails. Of the three 'lesser' Cells, the Distorters are the least subtle in their approach, bending the laws of nature to their will. Of all the different varieties of Mystic within the Brotherhood, Distorters are those most likely to be encountered by those outside the organisation, even if only briefly. The two broad groups of Distorters are warriors and healers, both of which are frequently seen outside of their chambers within the cathedrals.

Warriors, as the name suggests, are commonly found on the battlefield, providing mystical support to Inquisitors and other military operations. Although the Second Directorate has many powerful practitioners of the Art – Inquisitors, Mortificators, and a variety of other elite warriors all possess powers of their own – even their greatest cannot match the versatility and potency of a skilled Distorter in the use of battlefield powers. These warriors typically concentrate on the Aspects of Kinetics, Elements, and Mentalism, for those are the most directly useful in combat. Warriors are most commonly identified by their heavy robes and armour, their front-line role requiring protection to supplement their powers. A few carry blades and pistols – the popular 'Punisher' combo – but others rely solely on their powers for offensive purposes.

Healers are similarly found in a public-facing role, serving in field hospitals and within the Sanatoria of Cathedrals. They all practice the Aspect of Exorcism, though most study other Aspects as well. Their healing abilities are legendary, and countless lives have been saved by the intervention of one of their number. A few, drawing upon another Aspect for defence, even take on the role of battlefield medics, healing wounds inflicted by bullet, blade, and dark sorcery alike. Healers wear similar garb to their warrior counterparts, though with some of the armour stripped away. The threat of terrorist attacks against Cathedral Sanatoria is an ever-present one, and even without such a threat, the armour serves as readily to protect against biological contaminants of the sort commonly found in hospitals.

WARRIOR MYSTIC ICONIC CAREER



Prerequisites: Brotherhood, Mystic talent

Difficulty: 2

Mandatory Skills: Mysticism, Observation, Willpower.

Elective Skills: Ranged Weapons, Close Combat, Insight.

Signature Skill: Close Combat, Mysticism, Observation, Ranged Weapons.

Talents: Two talents from the Aspect of Elements, Aspect of Kinetics, or Aspect of Mentalism.

Equipment: Power controller, Mystic War-Robes, P-60 Punisher, Punisher Sword.

Special: A Warrior Mystic may select talents from any or all Aspects of the Art, and is not limited to one as most other Brotherhood careers are.

HEALER MYSTIC ICONIC CAREER



Prerequisites: Brotherhood, Mystic talent, Treatment Expertise 1

Difficulty: 2

Mandatory Skills: Mysticism, Treatment, Observation.

Elective Skills: Insight, Medicine, Psychotherapy.

Signature Skill: Medicine, Mysticism, Psychotherapy, Treatment.

Talents: One talent from Medicine, Mysticism, Psychotherapy, or Treatment. One talent from the Aspect of Exorcism.

Equipment: Power controller, armoured vestments, rebreather, paramedic's medkit.

Special: A Healer Mystic may select talents from any or all Aspects of the Art, and is not limited to one as most other Brotherhood careers are.



THE CELL OF CHANGELLORS

Few outside the Brotherhood ever have cause to deal with the Changellors, and most people are grateful for that fact. Rumours persist that a Changellor can read thoughts as if they were newsprint, crafting memories as an artist crafts a masterpiece. This is not far from the truth, as the Changellors are devoted to the inner mysteries of the human mind. Their powers are subtle but potent, and only the most trustworthy of Mystics are considered for placement as a Changellor – corruption amongst their ranks produces a dangerous and insidious threat that cannot easily be rooted out. Changellors are roughly divided into two groups, whose roles are as different as night and day, but all employ the Aspects of Changeling, Manipulation, Exorcism, and Mentalism.

Interrogators operate in the depths of the cathedrals, working in close cooperation with Inquisitors to extract information from particularly recalcitrant or stubborn suspects. While most Inquisitors are up to the task of interrogating suspects, with those who study the

Aspects of Changeling or Manipulation being the most proficient, even their skills cannot always overcome the will or fortitude of their suspects. An Interrogator possesses a broader range of supernatural capabilities, and can devote himself far more deeply to the Art than an Inquisitor – who has other duties to consider – ever could. As a result, an Interrogator can frequently employ techniques, and combinations of techniques, that most Inquisitors do not possess. Interrogators are typically clad in plain, heavy robes and featureless masks, maintaining an intimidating presence that only adds to their effectiveness.

Liaisons range further afield, operating alongside the ambassadorial and diplomatic teams of the Fourth Directorate. Their skills are invaluable to those of the Cell of Diplomats, providing deeper insights into the various parties involved in a negotiation. These skilled individuals never involve themselves directly in the activities they support, often communicating telepathically rather than vocally to avoid interposing themselves in the proceedings. Many choose to study the Aspect of Premonition as well as the more traditional Changelor Arts, using pre and post-cognitive insights to augment their understanding of situations and people. Liaisons are commonly garbed in fine suits or hooded robes that cover their faces in shadow – a Liaison's duties seldom require direct interaction with outsiders, and a simple, unobtrusive appearance helps them go largely ignored.

INTERROGATOR MYSTIC ICONIC CAREER



Prerequisites: Brotherhood, Mystic talent, Insight Expertise 1

Difficulty: 2

Mandatory Skills: Mysticism, Insight, Willpower.

Elective Skills: Education, Observation, Persuade.

Signature Skill: Education, Observation, Insight, Mysticism.

Talents: Two talents from the Aspect of Changeling, the Aspect of Exorcism, the Aspect of Manipulation, or the Aspect of Mentalism.

Equipment: Power controller, armoured vestments, combat helmet.

Special: An Interrogator Mystic may select talents from any or all Aspects of the Art, and is not limited to one as most other Brotherhood careers are.

LIAISON MYSTIC ICONIC CAREER



Prerequisites: Brotherhood, Mystic talent, Persuade Expertise 1

Difficulty: 2

Mandatory Skills: Education, Mysticism, Persuade.

Elective Skills: Command, Observation, Willpower.

Signature Skill: Education, Mysticism, Observation, Persuade.

Talents: Two talents from the Aspect of Changeling, the Aspect of Exorcism, the Aspect of Manipulation, or the Aspect of Mentalism.

Equipment: Bespoke business suit, fine-quality hooded robe, power controller.

Special: A Liaison Mystic may select talents from any or all Aspects of the Art, and is not limited to one as most other Brotherhood careers are.

THE CELL OF SEERS

A rarity amongst the First Directorate, Seers universally focus on the Aspect of Premonition – it is impossible to perform their duties without it. It is with the insights of the Cell of Seers that the Brotherhood's decisions are guided, and the history of humanity is made certain. Few Seers are encountered outside of the walls of a cathedral, as their duties seldom require them to stray far from meditative cells and archive chambers. The two branches of this Cell are divided purely by their difference of focus. In either case, Seers are normally clad in the simple, comfortable robes adorned with pouches and pockets for carrying notebooks and research materials.

Prophets look to the future, attempting to discern valuable information about events yet to come. The further ahead they gaze, the more indistinct and uncertain the visions, but even the vaguest prophecy is worth recording and following up on, for it may be invaluable. The archives of each cathedral are piled high with annotated transcripts of prophecies and detailed studies of years yet to happen, which are frequently referred to, and expanded upon, as new insights are gained. Apprentices to the Cell of Seers serve by transcribing and referencing these records of the future, helping their masters understand the collected information and present it in a meaningful form. Significant future events – once corroborated by several Prophets – are presented to the Curia and the Cardinal to allow them to make preparations.

Conversely, Chroniclers turn their abilities towards the past, uncovering the secrets of days gone by, and studying them in depth to maintain a solid understanding of history. From the earliest days of the Brotherhood, the Dark Symmetry has sought to corrupt everything mankind is, was, and can be, and its distortion of historical records is a significant part of that effort. The establishment of the Chronicles was the first step in combating this distortion, while the works of Chroniclers supports that. Current events are recorded, and historical events re-evaluated, through the power of the Art, to provide a constant and ever-reinforced record of human history. Apprentices transfer the collected prophecies of future events to this archive as they happen – yesterday's future is tomorrow's history – to compare and contrast what was predicted with what actually occurred.

SEER MYSTIC ICONIC CAREER



Prerequisites: Brotherhood, Mystic talent, Insight Expertise 1

Difficulty: 2

Mandatory Skills: Mysticism, Observation, Insight.

Elective Skills: Education, Linguistics, Willpower.

Signature Skill: Education, Insight, Mysticism, Observation.

Talents: One talent from Education, Mysticism, Observation, or Persuade. One talent from the Aspect of Premonition.

Equipment: Power controller, media kit, personal library (Education, Linguistics, or Mysticism).

Special: A Seer Mystic may select talents from any or all Aspects of the Arts, and is not limited to one as most other Brotherhood careers are.

THE KEEPERS OF THE ART

There are few beings as individually powerful as a Keeper of the Art is, and the Cell of the Keepers represents the single greatest concentration of mystical power in the system, with the possible exception of the Curia. An individual Keeper has likely mastered at least three distinct Aspects of the Light. Each one has had years, or even decades, to study and utilise the many intricacies of the Art. There is little they do not know about it, and the secrets that they do not know are ones that they will endeavour to uncover. Keepers are, for these reasons, given virtually limitless autonomy to pursue objectives of their own choosing, and over the manner in which they equip themselves to fulfil those objectives. However, where many move from project to project and task to task as required, most fall within one of two groups.

Researchers within the Cell of the Keepers devote themselves to increasing the Brotherhood's understanding of the Art itself. Beyond the secrets shared by the Durand brothers in the Brotherhood's earliest days, everything the Brotherhood knows about the Art has come from successive generations of Researchers. They can commonly be found in the depths of the cathedrals, in fortified meditation chambers and research laboratories, moving between intense study and deep contemplation. Many Researchers favour the use of the Aspect of Mentalism to heighten their self-awareness and ability to reason, allowing them to reach peaks of understanding far greater than most humans.

Engineers, by comparison, devote themselves less to the subtle mysteries of the Art and more to what they can do with those mysteries already uncovered. Many tools and technologies employed across the Brotherhood were developed by Engineers within the Cell of the Keepers, and it is their efforts that provide the Brotherhood with its sophisticated technology. Notable examples of their craft are the power stabilisers that many Mystics employ, and advanced fighting machines such as the Icarus Jetfighter and

Judicator battle walker, both of which rely heavily on pilots skilled in the Art to operate. Many other devices, tools that augment or draw from a Mystic's power, have been developed in small quantities by Engineers. These items are distributed only occasionally to those who have the greatest need and who are the most trusted, but they can make a considerable difference in the right hands.

PLAYING KEEPERS OF THE ART

The most powerful Mystics are something far beyond the capabilities of a starting character. Becoming a Keeper of the Art is the endeavour of a lifetime, and many Mystics never achieve such lofty heights of power. Any Mystic character – that is, any player character with a Mystic Iconic Career (either the one in the core book, or one of the ones listed in this chapter – may aspire to become a Keeper of the Art.

A Mystic must achieve some noteworthy and laudable feat for the Brotherhood; the opportunity to become a Keeper of the Art can be given as a reward to any Mystic who has purchased the Dominus talent of one or more Aspects. At this point, the character is given the secret to creating a Talisman of Light. Once he has created one of these Talismans, he is considered to be a Keeper of the Art.

This particular status is extremely valuable. Few amongst the Brotherhood are regarded more highly than a Keeper of the Art is, and most of the Curia are chosen from amongst the most promising Keepers. Every single Cardinal barring the first two were Keepers before they joined the Curia, for no others have so pure a connection to the Light.

A Keeper of the Art gains two bonus Momentum on all Persuade and Command tests made when dealing with other members of the Brotherhood. Few Brothers will refuse a request or an order from a Keeper. Further, beyond the broad endeavours of the Order of Engineers and the Order of Researchers, Keepers of the Art are given high-priority missions of great secrecy, and are given absolute freedom to complete these missions as they see fit.



THE FIRST DIRECTORATE

PILGRIMS

The First Directorate is aided by numerous persons who are not Mystics, but who are included here for completeness. In other circumstances, they might be regarded as parts of other Directorates, but their duties are so utterly tied to the Directorate of Mystics that it would simply be a complication to cross-attach them from other Directorates.

Pilgrims – so named because they are Brothers of another Directorate who have volunteered for extended duties in service to the Mystics, wherever those duties will take them – come in many forms. Amongst the most visible are Pilgrim Protectors, soldiers from the Second Directorate who are subjected to rigorous physical, mental, and spiritual tests. These hardened individuals escort Mystics into dangerous or unknown territory, serving as scouts and bodyguards for their blessed brethren. They are perpetually vigilant, allowing them to react swiftly to threats against the well-being of their charges. Rather than the customary body armour of the Second Directorate's Troopers, they wear compact armour under heavy robes, making them seem less threatening. This is a deliberate use – Pilgrim Protectors are no less fierce in battle, as many can attest, and merely dress in a more humble manner to avoid drawing unwanted attention to their charges.

PILGRIM PROTECTOR PRIMARY CAREER

Any Brotherhood character who rolls or chooses the Military Primary Career may choose Pilgrim Protector instead of Military (Basic).

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	2	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	2	0

Mandatory Skills: Ranged Weapons, Stealth, Willpower.

Elective Skills: Acrobatics, Athletics, Close Combat.

Signature Skill: Close Combat, Ranged Weapons, Stealth, Willpower.

Talents: Select one talent from Mandatory Skills.

Equipment: Armoured vestments, combat helmet, medium military shoulder pads, Sanctus AC-19 Volcano assault rifle.

Veteran Pilgrim Protectors are often chosen to serve in some greater capacity, joining either the selective ranks of the Resonators, or the Sentinels. Resonators are fitted with sophisticated implants, devised by the Order of Engineers, that allow them to employ the Resonator Helm. These devices interfere with the energies drawn upon by Mystics and other users of supernatural power, hindering the skills of Nepharites, Dark Magi, and other supernaturally-powered foes. Pilgrim Sentinels form an elite cadre within the Pilgrim Protectors, specialising in ambush and close quarters combat, striking against

powerful servants of Darkness as directed by the Mystics they serve. Sentinels who triumph against the most powerful foes are candidates for the Fury Elite, the greatest and most respected warriors within the Brotherhood.

PILGRIM RESONATOR ICONIC CAREER

Prerequisites: Brotherhood, Willpower Expertise 2, Pilgrim Protector career

Difficulty: 2

Mandatory Skills: Ranged Weapons, Mysticism, Willpower.

Elective Skills: Acrobatics, Athletics, Close Combat.

Signature Skill: Close Combat, Ranged Weapons, Mysticism, Willpower.

Talents: Two talents from Close Combat, Ranged Weapons, Mysticism, or Willpower.

Equipment: Believer Armour, Resonance Helm.

PILGRIM SENTINEL ICONIC CAREER

Prerequisites: Brotherhood, Close Combat Expertise 1, Ranged Weapons Expertise 1, Pilgrim Protector career

Difficulty: 2

Mandatory Skills: Close Combat, Ranged Weapons, Stealth.

Elective Skills: Observation, Mysticism, Willpower.

Signature Skill: Close Combat, Ranged Weapons, Stealth, Willpower.

Talents: Two talents from Close Combat, Ranged Weapons, Stealth, or Willpower.

Equipment: Believer Armour, Deliverer sword, Sanctus MP-21 Nemesis handgun.

Pilgrims do not only perform a military function, however – the Brotherhood has the Second Directorate to handle such matters on a larger scale. Pilgrim Scholars aid Seers and Keepers of the Art in their research, gathering and compiling information from the Brotherhood's extensive archives, while Pilgrim Machinists support the works of the Engineers in the development and construction of their miraculous creations.

PILGRIM SCHOLAR PRIMARY CAREER

Any Brotherhood character who rolls or chooses an Academic Primary Career may choose Pilgrim Scholar instead of Academic (Researcher).

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	0	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	2

Mandatory Skills: Education, Sciences, Willpower.

Elective Skills: Linguistics, Mysticism, Persuade.

Signature Skill: Education, Linguistics, Mysticism, Sciences.

Talents: Select one talent from Mandatory Skills.

Equipment: Personal laboratory or personal library (Education, Linguistics, or Mysticism).

PILGRIM MACHINIST PRIMARY CAREER

Any Brotherhood character who rolls or chooses a Technical Primary Career may choose Pilgrim Machinist instead of Technical (repairman).

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	0

Mandatory Skills: Education, Mechanics, Willpower.

Elective Skills: Observation, Sciences, Mysticism.

Signature Skill: Education, Mechanics, Mysticism, Willpower.

Talents: Select one talent from Mandatory Skills.

Equipment: Advanced repair kit.



THE ART

Though the Durand brothers are the first known practitioners of the Art, it is not a new power that mankind has stumbled upon in some evolutionary lottery. The Art is ancient, and the secrets contained within these primordial powers are far more extensive than even the most knowledgeable Keeper understands. It is reckoned that a few humans throughout history have possessed some rudimentary connection to the Art, leading to confused myths and legends of miracles scattered throughout human history. However, until the coming of the Cardinal, the formal study and exploration of the Art was unheard of.

According to the most advanced theories, the Art represents a connection between the human mind and the fundamental forces of the universe. Sophisticated mnemonic techniques allow individuals to create complex effects without requiring an absolute understanding of the function of the universe – easily-replicated techniques known as ‘spells’ – and it can take centuries of research and development to turn a theoretical application of the Art into a practical spell.

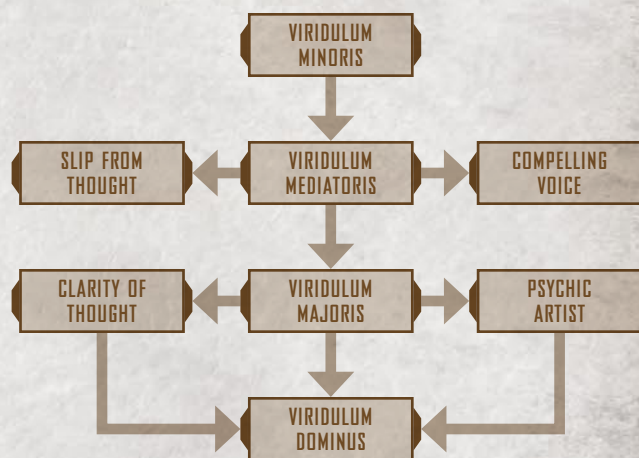
The individual Aspects are groups of techniques connected by common mnemonic elements – all of the spells within a single Aspect require similar thought patterns to create their effects, with the most powerful spells requiring progressively more complex mental processes. Nobody can cast the most potent spells without first learning the simpler ones of that Aspect, gaining a gradual understanding of the mnemonic techniques involved.

THE ASPECT OF CHANGELING

One of the first Aspects developed by the early Mystics, the Aspect of Changeling focuses upon influencing the minds of others. Telepathy, illusions, and limited forms of mind control form the core of this Aspect, and its practitioners are highly adept at interpreting human behaviour and manipulating people even without their powers – studying psychology is a common means of expanding one’s proficiency with the Aspect of Changeling.

Brotherhood traditions regard the Aspect of Changeling as drawing from the green portion of the spectrum of the Light, and practitioners of the Aspect are sometimes known as Viridulum.

ASPECT OF CHANGELING TALENT TREE



VIRIDULUM MINORIS

PREREQUISITE: Mystic

The character has elected to study the Aspect of Changeling, and has a solid grasp of the fundamental elements of this discipline. The character gains the Cloak of Doubt spell.

VIRIDULUM MEDIATORIS

PREREQUISITE: Viridulum Minoris, Mysticism Expertise 1

The character has achieved the first true tier of expertise in the Aspect of Changeling, and has learned to twist the minds of enemies in subtle ways. The character gains the Compel and Seeming spells.

VIRIDULUM MAJORIS

PREREQUISITE: Viridulum Mediatoris, Mysticism Expertise 2

The character has grown skilled with the Aspect of Changeling, learning to perceive more clearly his own mind and those of his foes. The character gains the Empathy and Mind-Wall spells.

VIRIDULUM DOMINUS

PREREQUISITE: Viridulum Majoris, Clarity of Thought, Psychic Artist, Mysticism Expertise 3

The character has mastered the Aspect of Changeling, learning to wield emotions with surgical precision. The character gains the Glamour and Hymn of Durand spells.

SLIP FROM THOUGHT

PREREQUISITE: Viridulum Majoris

The character has become skilled at minimising his presence in the awareness of others; their eyes may see him, but their minds seldom notice him unless he means them to. The character may substitute his Mysticism skill when attempting to hide or sneak.

COMPELLING VOICE

PREREQUISITE: Viridulum Mediatoris

The character's voice is aided by his powers, and it resonates deeply in the subconscious of his audience, reaching them almost in spite of themselves. The character may re-roll any dice on Command or Persuade tests that do not generate a success on the initial roll. The results of this re-roll must be accepted.

CLARITY OF THOUGHT

PREREQUISITE: Viridulum Majoris

The character knows well the deepest recesses of his own mind, and remains in perfect control of himself. When attempting a Willpower test against mental assault, the character may increase his Willpower Focus by a number of ranks equal to his ranks in Clarity of Thought. This may increase the character's focus beyond its normal upper limit. Clarity of Thought may be taken up to three times.

PSYCHIC ARTIST

PREREQUISITE: Viridulum Mediatoris

The character is deft and careful with his powers, able to sculpt particularly convincing and effective images and emotions. When the character generates at least one success when attempting a Mysticism test to cast a Changeling spell, he may immediately roll an additional d20 and add the result to the skill test.

ASPECT OF CHANGELING SPELLS

CLOAK OF DOUBT

TIER: Viridulum Minoris

DIFFICULTY: D1

TARGET: Self

DURATION: Concentration

BASE EFFECT: The Mystic shrouds himself in a cloak woven from

uncertainty and confusion. Enemies find themselves hesitating to act, their minds overwhelmed by indecision. While this spell remains in effect, a character or creature attempting hostile action (including, but not limited to, attacks) against the Mystic for the first time must attempt an Average D1 Willpower test. If this test is failed, then the attacking character hesitates, and wastes his action.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, increase the difficulty of the Willpower test by one step.
- ◆ For two Momentum spent, the Mystic gains one bonus Momentum on all Dodge and Parry Response Actions while the spell remains in effect.

COMPEL

TIER: Viridulum Mediatoris

DIFFICULTY: D1

TARGET: One intelligent creature within Close range.

DURATION: Instant

BASE EFFECT: The Mystic infiltrates the target's subconscious, and places a brief compulsion there. The Mystic determines a single, simple activity that can be carried out immediately and completed quickly. This activity cannot be something against the target's basic nature, nor can it be something that would put the target's life in immediate danger. Unless the target can pass an Average D1 Willpower test, he must begin trying to carry out the activity immediately. This compulsion ends when the activity is completed. The character may feel that the compulsion is unusual, but will not know that it was caused by a spell unless he can pass an Average D1 Insight test.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, increase the difficulty of the Willpower test by one step.
- ◆ For each Momentum spent, the target's memory of the spell's effect is increasingly vague and blurry, increasing the difficulty of the Insight test by one.
- ◆ For two Momentum, affect an additional target within range. Both targets are subject to the same compulsion.

SEEMING

TIER: Viridulum Mediatoris

DIFFICULTY: D1

TARGET: One intelligent creature, touched.

DURATION: Concentration

BASE EFFECT: The Mystic distorts his presence in the minds of his target, causing him to regard the Mystic as a friend or ally. While he maintains this spell, the target will regard him as an ally, and will not seek to do him harm, unless the target can pass an Average D1 Willpower test. If this test is failed, the target will regard the Mystic's previous actions in the most favourable way, and he cannot choose to inflict harm on the Mystic. The Mystic gains two bonus

Momentum on all Persuade tests against the target while this spell remains in effect. Attacking the target, or taking other aggressive action against him, breaks the effect and ends the spell. When the spell's effects end, the target remembers everything he did and said.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, increase the difficulty of the Willpower test by one step.
- ◆ For every two Momentum spent, increase the bonus Momentum granted on Persuade tests by one.
- ◆ For every two Momentum spent, target one additional living creature within Close range.

EMPATHY

TIER: Viridulum Majoris

DIFFICULTY: D1

TARGET: One living creature within Close range.

DURATION: Instant

BASE EFFECT: The Mystic reaches into the minds of those nearby, discerning their emotional state and immediate intentions. The target may make an Average D1 Willpower test to avoid this effect. A successful use of this power reveals the immediate intentions of the victim – telling the Mystic whether the target intends harm or if he seeks peace. It will also reveal the target's dominant emotion in general terms (anger, hatred, love, apathy).

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, increase the difficulty of the Willpower test by one step.
- ◆ For one Momentum, identify the second-strongest emotion the target is currently feeling.
- ◆ For one Momentum, reveal the target's maximum and current Mental Wounds (player characters and Nemesis NPCs only – Troopers and Elite NPCs have no Mental Wounds).

MIND-WALL

TIER: Viridulum Majoris

DIFFICULTY: D1

TARGET: Self

DURATION: Concentration

BASE EFFECT: The Mystic forms a psychic barrier that blocks outside forces from entering his mind. This spell is often used to resist the abilities of Heretics and other servants of the Dark Symmetry. While this spell remains in effect, the Mystic is immune to the effects of corruption, and he gains an additional d20 on all Willpower tests to resist mental assaults and mind-influencing powers.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, affect one ally within Close range as well.
- ◆ For each Momentum spent, up to a maximum of two, increase the number of bonus d20s on Willpower tests by one.

- ◆ For two Momentum, inflict 1+ \uparrow 2 Mental Wounds on any creature that fails to use a mind-influencing power on the Mystic. Increase this damage by \uparrow for each additional Momentum spent.

GLAMOUR

TIER: Viridulum Dominus

DIFFICULTY: D2

TARGET: One zone within Close range

DURATION: Concentration

BASE EFFECT: The target zone is wreathed in a mystical illusion, taking on another guise. The Mystic chooses what the zone will appear like for the spell's duration. This can include the appearance of difficult terrain, requiring an Average D1 Athletics test to enter or leave the zone – it looks real enough to make people work to avoid it. The Mystic may nominate any number of creatures to be able to see through the illusion, and a creature who succeeds on an Athletics test to enter or leave the zone may spend one Momentum to realise that the terrain is illusory. Creatures able to see through the illusion are unaffected by any Athletics tests to enter or leave the area.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, increase the difficulty of Athletics tests to enter or leave the illusory zone.
- ◆ For two Momentum, create an illusory hazard, inflicting 1+ \uparrow 3 Mental Wounds on a failed Athletics test to enter or leave the illusory zone. Increase this damage by \uparrow for each additional Momentum spent.
- ◆ For one Momentum, increase the amount of Momentum spend required for an enemy to realise that the terrain is illusory.
- ◆ For every two Momentum spent, grant one bonus Momentum on Stealth tests to allies within the illusory zone.

HYMN OF DURAND

TIER: Viridulum Dominus

DIFFICULTY: D2

TARGET: All allies within Close range

DURATION: Five minutes

BASE EFFECT: The glorious light of the First Cardinal issues from the Mystic to bolster his allies and render them impervious to the insidious terror of the Dark Soul's forces. While this spell remains in effect, the Mystic and all affected allies reduce the difficulty of all Willpower tests by three, which may remove the need for a test.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, remove one Dread from each affected ally.
- ◆ For every two Momentum spent, each affected ally recovers one Mental Wound.

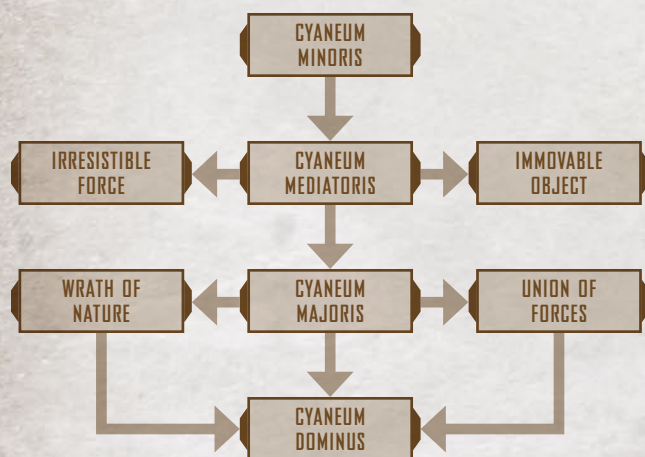


THE ASPECT OF ELEMENTS

One of the more aggressive and overt Aspects, the Aspect of Elements is unique in that it allows the creation of temporary matter. This matter is crude and simplistic – the creation of more complex or permanent matter is beyond any practitioner – but an effective tool for those who have studied its applications. This matter can be made to manifest in any state – solid, liquid, gas, or plasma – with the most energetic states requiring the greatest control and concentration to create. Where even a novice can generate gusts of wind, a master of the Aspect of Elements can project bolts of lightning and blasts of flame.

Brotherhood traditions hold that the Aspect of Elements draws from the indigo portion of the Light, and practitioners of the Aspect are sometimes known as Cyaneum.

ASPECT OF ELEMENTS TALENT TREE



CYANEUM MINORIS

PREREQUISITE: Mystic

The character has elected to study the Aspect of Elements, and has learned to bend the air to his will. The character gains the Zephyr spell.

CYANEUM MEDIATORIS

PREREQUISITE: Cyaneum Minoris, Mysticism Expertise 1

The character has achieved the first true tier of expertise in the Aspect of Elements, and has learned to command liquids. The character gains the Deluge and Torrent spells.

CYANEUM MAJORIS

PREREQUISITE: Cyaneum Mediatoris, Mysticism Expertise 2

The character has reached new levels of skill with the Aspect of Elements, learning how to influence the structure and movement of solid materials. The character gains the Earthshape and Tremor spells.

CYANEUM DOMINUS

PREREQUISITE: Cyaneum Majoris, Union of Forces, Wrath of Nature, Mysticism Expertise 3

The character has mastered the Aspect of Elements, learning to conjure and wield plasma and raw energy. The character gains the Lightning and Inferno spells.

IRRISISTIBLE FORCE

PREREQUISITE: Cyaneum Mediatoris

The character has learned well that the forces of nature are inexorable, and his spells reflect this. The Dark Symmetry point cost of Response Actions against spells from the Aspect of Elements is increased by X, where X is the character's rank in Irresistible Force. Irresistible Force may be taken up to three times.

IMMOVABLE OBJECT

PREREQUISITE: Cyaneum Mediatoris

The elemental forces are unyielding, seldom subject to outside influences, and the character has learned to turn this to his advantage. When the character benefits from Cover Soak, each Dark Symmetry Icon generated adds +X Soak, where X is the character's rank in Immovable Object. Immovable Object may be taken up to three times.

WRATH OF NATURE

PREREQUISITE: Cyaneum Majoris

When directed in anger, elemental forces are devastating. When wielding a damage-dealing spell from the Aspect of Elements, the character may spend one or more Momentum to add the Spread X quality to the spells' damage roll, where X is equal to the Momentum spent.

UNION OF FORCES

PREREQUISITE: Cyaneum Majoris

Alone, an onslaught of stone, water, or flame can be a dangerous thing. In concert, multiple elements can be particularly devastating. By spending one Momentum after casting an Aspect of Elements spell, the character may gain an additional Standard Action that may only be used to cast another, different, Aspect of Elements spell. This may only be done once per turn, and cannot be used on the same turn as he uses the Swift Strike Momentum Spend.



ASPECT OF ELEMENTS SPELLS

ZEPHYR

TIER: Cyaneum Minoris

DIFFICULTY: D1

TARGET: One creature or object within Close range.

DURATION: Instant

BASE EFFECT: The Mystic directs the air in his vicinity to blow with sudden force towards the target. If the target is an unattended object, it is blown forcefully across the zone. If the target is a creature, that creature must attempt an Average D1 Resistance test or be knocked prone.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, increase the difficulty of the Resistance test by one step.
- ◆ For one Momentum, inflict $\uparrow 3$ damage to a target that fails the Resistance test.
- ◆ For one Momentum, if the zone the target is within contains gas or smoke, end that effect immediately.

DELUGE

TIER: Cyaneum Mediatoris

DIFFICULTY: D1

TARGET: One zone within Close range

DURATION: See below.

BASE EFFECT: The Mystic conjures a great quantity of water, shaping it to his will to impede his enemies. This has a number of effects. Firstly, the zone's surfaces become slick or sodden with water, making swift movement tricky: any movement into, out of, or within the zone is an Average D1 Acrobatics test, with failure causing the creature to either cease its movement immediately, or slip and fall prone. This terrain effect lasts until the water evaporates, which may take hours. Secondly, the quantity of water present allows the Mystic to create a number of effects, fuelled by the Momentum generated when the spell is cast – record this Momentum separately, and track its use during the spell's duration. When this pool of Momentum is expended, the spell ends. Uses for this Momentum are described below, but these effects can be created at any point during the spell's duration as a Restricted Action. If the Mystic is within Medium range of a source of water, he gains one bonus Momentum when casting Deluge.

MOMENTUM: Once this spell has been cast, Momentum generated may be used for the following additional effects:

- ◆ For one Momentum, raise the water level to increase the difficulty of Acrobatics tests to move through the zone by one step.
- ◆ For one Momentum, cause the water to rise up and create a barrier. This barrier counts as Light Cover, adding $\uparrow 2$ Cover Soak to characters in the zone, and requires a Challenging D2 Athletics test to push through.
- ◆ For one Momentum, attempt to trip a character within the zone, forcing an Average D1 Acrobatics test to avoid being knocked

prone. The difficulty of this test increases by one for each additional Momentum spent.

- ◆ For one Momentum, begin drowning a character who is currently prone within the zone. It costs one additional Momentum for each round this drowning continues.
- ◆ For one Momentum, extinguish any fires in the zone, including any Burning X status effects.

TORRENT

TIER: Cyaneum Mediatoris

DIFFICULTY: D1

TARGET: One creature or object within Close range.

DURATION: Instant

BASE EFFECT: The Mystic conjures and directs a stream of high-pressure water, which slams into the target with considerable force. This is regarded as a ranged attack, and it may target anyone within the Mystic's line of sight. This attack hits automatically – the skill test to cast the spell is also the attack roll – but enemies may attempt Response Actions as if the Torrent was a normal ranged attack. The spell hits as a ranged weapon dealing $1 + \uparrow 3$ damage with the Knockdown, Stun, and Torrent qualities. Due to the high pressure stream, the attack is considered to generate one Dark Symmetry Icon in addition to those generated by the \uparrow . If the Mystic is within Medium range of a source of water, he gains one bonus Momentum when casting Torrent.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, generate one additional Dark Symmetry Icon.

EARTHSHAPE

TIER: Cyaneum Majoris

DIFFICULTY: D1

TARGET: One zone within Close range

DURATION: See below.

BASE EFFECT: The Mystic harnesses the integrity of earth and stone, bending solid materials to his will. This has a number of effects. Firstly, the zone's surfaces begin to shift and become unstable, making swift movement tricky: any movement into, out of, or within the zone is an Average D1 Acrobatics test, with failure causing the creature to either cease its movement immediately, or be tripped and fall prone. This terrain effect lasts for the entire duration of the spell. Secondly, the Mystic's control of earth and stone allows him to create a number of effects, fuelled by the Momentum generated when the spell is cast – record this Momentum separately, and track its use during the spell's duration. When this pool of Momentum is expended, the spell ends. Uses for this Momentum are described below, but the effects can be created at any point during the spell's duration as a Restricted Action. If the Mystic is stood within Medium range of natural earth or stone, he gains one bonus Momentum when casting Earthshape.

MOMENTUM: Once this spell has been cast, Momentum generated may be used for the following additional effects:

- ◆ For one Momentum, create cracks, fissures, and obstacles to increase the difficulty of Acrobatics tests to move through the zone by one step.
- ◆ For one Momentum, cause the stone to rise up and create a barrier. This barrier counts as Heavy Cover, adding $\uparrow 4$ Cover Soak to characters in the zone, and requires a Daunting D3 Athletics test to climb over. If there is an enclosed ceiling in the zone, the wall completely blocks movement until destroyed – the wall has 12 Wounds and 5 Soak.
- ◆ For one Momentum, attempt to trap a character within a cage of stone, forcing an Average D1 Acrobatics test to avoid being restrained. The difficulty of this test increases by one for each additional Momentum spent. Once restrained, it takes a Daunting D3 Athletics test to break free. The cage can also be destroyed, and has 10 Wounds and 3 Soak.
- ◆ For one Momentum, create a platform or tunnel that allows the character access to a zone above or below the target zone. Another point of Momentum can collapse that platform or seal the tunnel.

TREMOR

TIER: Cyaneum Majoris

DIFFICULTY: D1

TARGET: One zone within Close range

DURATION: Instant

BASE EFFECT: The Mystic causes the ground to shake and crack, inflicting panic and harm to those in the vicinity. This has several effects. Firstly, all creatures in the zone other than the Mystic must pass a Challenging D2 Acrobatics test or be knocked prone. Secondly, all Cover in the zone is damaged, reducing its protection by one \uparrow . Finally, all creatures within the zone suffer one Dread due to the disorienting and unsettling tremors. At the GM's discretion, this may have other structural effects on buildings in the vicinity.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For one Momentum, each creature knocked prone by the spell also suffers $1+\uparrow 4$ damage with the Dreadful and Stun qualities. For one additional Momentum, add the Armour Piercing 1 quality to this damage.
- ◆ For three Momentum, increase the size of the tremor to target all zones within Medium range.
- ◆ For each Momentum spent, damage cover in the target zone even more, reducing the protection of Cover by a further \uparrow .

INFERNO

TIER: Cyaneum Dominus

DIFFICULTY: D2

TARGET: One zone within Close range

DURATION: Concentration

BASE EFFECT: The Mystic conjures a cleansing flame and sends it forth to burn everything nearby. All creatures within the target zone suffer $1+\uparrow 4$ damage with the Incendiary 2 quality. Creatures may

choose to take an Average D1 Acrobatics test to try and reduce the damage, gaining $\uparrow 1$ Soak, plus an additional $+\uparrow 1$ for each Momentum spent.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, increase the rating of the Incendiary quality by one.
- ◆ For one or more Momentum, add the Pious X quality to the damage, at a rating equal to the Momentum spent.
- ◆ For each Momentum spent, increase the difficulty of the Acrobatics test by one.

LIGHTNING

TIER: Cyaneum Dominus

DIFFICULTY: D2

TARGET: One creature or object within Medium range

DURATION: Instant

BASE EFFECT: The Mystic's fingertips crackle with an iridescent aura moments before a searing bolt of lightning issues forth to smite his foes. This is regarded as a ranged attack, and it may target anyone within the Mystic's line of sight. This attack hits automatically – the skill test to cast the spell is also the attack roll – but enemies may attempt Response Actions as if the Lightning bolt was a normal ranged attack. The spell hits as a ranged weapon dealing $2+\uparrow 4$ damage with the Armour Piercing 2 quality.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, increase the rating of the Armour Piercing quality by one.
- ◆ For one or more Momentum, add the Vicious X quality to the damage, at a rating equal to the Momentum spent.
- ◆ For one Momentum, add the Blast (Close) quality to the damage.

THE ASPECT OF EXORCISM

Focussed purely upon restorative effects, the Aspect of Exorcism is best described as 'healing magic'. Its practitioners are healers and medics of the highest order, able to restore body and mind to a degree beyond the means of ordinary doctors. Master exorcists can even restore life to the recently dead, and banish the taint of the Dark Symmetry where it has taken hold.

Rules for the Aspect of Exorcism can be found in the *Mutant Chronicles* core book.

THE ASPECT OF KINETICS

Commonly employed by some of the most aggressive mystics, the Aspect of Kinetics allows a practitioner to move objects with his mind, distort local gravity, and even bend space itself. A dramatic, flashy, and extremely visible Aspect, and one of the first established, Kinetics holds a strong place in the public consciousness.

Practitioners of Kinetics are commonly seen on the battlefield, using their powers to attack, defend, and redeploy in ways that few creatures can easily match or counter. The sight of a Kinetic holding off torrents of fire, or floating through the air, hurling enemies aside with a thought and gesture, is one that few soldiers forget.

Rules for the Aspect of Kinetics can be found in the *Mutant Chronicles* core book.

THE ASPECT OF MANIPULATION

A latter-day development, created to serve the needs of Inquisitors, the Aspect of Manipulation is similar to the Aspect of Changeling, but focussed far more on delving deep into the mind and memories of individuals, as an aid to interrogation. Practitioners of Manipulation can unlock the secrets of a subject's mind, and there are few who can withstand the talents of those skilled in this Aspect. The greatest of them can erase, rewrite, or even create memories in a subject's mind, literally altering the recollections and experiences that define them.

Rules for the Aspect of Manipulation can be found in the *Mutant Chronicles* core book.

THE ASPECT OF MENTALISM

Focussed entirely upon the practitioner's self, the Aspect of Mentalism allows a Mystic to enhance his natural capabilities, or to surpass the limitations of humanity. On a whim, a practitioner of Mentalism can become faster, stronger, smarter, and more perceptive, while the greatest of them can achieve impossible feats, such as moving completely unseen through crowded rooms. Many practitioners of Mentalism study it in order to achieve great heights of prowess in particular field – Mortificators and Revisors heighten their agility and cunning, and step beyond the physical world, while Archangels augment their reflexes and piloting skills beyond the levels of the most naturally-skilled pilot.

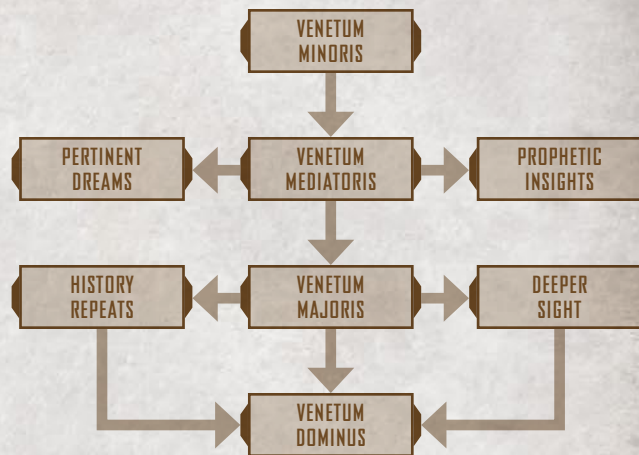
Rules for the Aspect of Mentalism can be found in the *Mutant Chronicles* core book.

THE ASPECT OF PREMONITION

Thanks to Nathaniel Durand's divination address, the idea that Mystics can tell the future is one commonly known to the public. However, its effects are far less obvious and visible than those of most Aspects, and its practitioners remain mostly behind closed doors, meaning that few people ever actually encounter someone skilled in Premonition. Allowing its practitioners to gaze into other times – both the past and the future – the Aspect of Premonition is a vital tool for the Brotherhood's long-term strategies, shaping decision-making across centuries.

Brotherhood traditions regard the Aspect of Premonition as representing the blue portion of the spectrum that comprises the Light, and practitioners are sometimes known as Venetum.

ASPECT OF PREMONITION TALENT TREE



VENETUM MINORIS

PREREQUISITE: Mystic

The character has elected to study the Aspect of Premonition, and has begun to explore his ability to see other times and places. The character gains the Gaze spell.

VENETUM MEDIATORIS

PREREQUISITE: Venetum Minoris, Mysticism Expertise 1

The character has achieved the first true tier of expertise in the Aspect of Premonition, and has learned to focus his precognitive gaze. The character gains the Object Reading and Omen spells.

VENETUM MAJORIS

PREREQUISITE: Venetum Mediatoris, Mysticism Expertise 2

The character has reached new levels of skill with the Aspect of Premonition, learning how apply his skills to the immediate future. The character gains the Glimpse and Prescient Dodge spells.

VENETUM DOMINUS

PREREQUISITE: Venetum Majoris, History Repeats, Deeper Sight, Mysticism Expertise 3

The character has mastered the Aspect of Premonition, learning to turn foresight into wisdom and insight. The character gains the True Premonition and Foresight spells.




PERTINENT DREAMS

PREREQUISITE: Venetum Mediatoris

The character's dreams are often filled with visions and symbolism that are relevant to his duties. After sleeping, the character may spend a Chronicle point in order to have had some particular vision about the following day's events. At any point during that day, the character may call upon that vision in one of two ways: to succeed automatically on any one test without rolling and generate three Momentum on that test, or to increase the difficulty of any test made against him by three, to a maximum of five.

PROPHETIC INSIGHTS

PREREQUISITE: Venetum Mediatoris

The character sees glimpses of other times and places in everything he does, observing the fundamental patterns that govern cause and effect, and gaining insights into how events should unfold. When the character spends a Chronicle point, he may roll a  on a 1 or 2, immediately add that many points to the group Momentum pool. If a Dark Symmetry Icon is generated, immediately add one point to the Dark Symmetry pool.

HISTORY REPEATS

PREREQUISITE: Venetum Majoris

The character has observed the cyclical nature of time, growing to comprehend how all that has happened before will happen again. On any successful skill test, the character may spend two Momentum to keep a single d20 result from that test. On any subsequent test using that same skill, the character may substitute that d20 result for one of the d20s rolled for the new test, after the dice have been rolled. This can be used to prevent a Repercussion, by replacing a roll of 20 with a lower roll.

DEEPER SIGHT

PREREQUISITE: Venetum Majoris

The character has learned never to regard existence at face value, for even the most insignificant events can have an effect on the future. When the character succeeds on a skill test, but does not roll enough successes to generate Momentum, he immediately adds one Momentum to the group Momentum pool.



ASPECT OF PREMONITION SPELLS

GAZE

TIER: Venetum Minoris

DIFFICULTY: D1

TARGET: Self

DURATION: One minute

BASE EFFECT: When using this spell, the Mystic can gaze through solid materials. This mystical sight is blocked by lead or similarly-dense materials, or by organic matter like bone or wood. This vision allows the character to see through solid objects within Reach, but the perception is vague and indistinct, increasing the difficulty of tests to identify details or objects perceived via this spell by one.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For one Momentum, the Mystic can see through solid objects within Close range.
- ◆ For one Momentum, the Mystic also gains perfect night vision, allowing him to ignore all penalties imposed by darkness.
- ◆ For one Momentum, the spell allows clearer vision through solid objects, removing the difficulty increase for identifying details – the character can perceive fine details and colours, and even read fine text through walls.

OBJECT READING

TIER: Venetum Mediatoris

DIFFICULTY: D1

TARGET: One object, touched

DURATION: Instant

BASE EFFECT: This spell allows the Mystic to peer into the azure aura that suffuses all objects. This aura retains an echo of past events, and its fluctuations forecast the future. When touching the object, the Mystic is able to visualise important events in which the object has played, or will play, a part. If this spell is successfully cast, the Mystic may ask a single question about the object's past or future. The GM must answer this question truthfully, but the answer may be vague if the question is broad. Specific questions will naturally result in specific answers, but knowing what questions to ask is a challenge in itself.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For one Momentum, increase the range to one object within Close range.
- ◆ For each Momentum spent, ask the GM one additional question. You may choose what each question is one at a time, after hearing the answer to the previous question.

OMEN

TIER: Venetum Mediatoris

DIFFICULTY: D1

TARGET: Self

DURATION: Instant

BASE EFFECT: When using this spell, the Mystic can instinctively choose the better way when presented with a choice. It can be used to find out which way is the safest, most advantageous, or simply the most correct. To find the right way, the Mystic must phrase a question in his mind – the answer is a gut feeling, possibly backed up by minor sensory or environmental effects in his vicinity, as to which choice is the better one. If successfully used, the GM must answer the question, but the answer must consist of only one word.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, the GM's answer consists of an additional word.

GLIMPSE

TIER: Venetum Majoris

DIFFICULTY: D1

TARGET: Self

DURATION: Instant

BASE EFFECT: This spell gives the Mystic an instinctive and undeniable feeling of any presences of the Dark Legion nearby. If successful, the spell will locate the presence of any creatures, locations, or objects tainted by the Dark Symmetry within Medium range, identifying which zone each presence is within at the moment of casting. Multiple presences in a single zone show up as a single presence – the spell cannot distinguish between multiple presences in close proximity. For each creature within range that possesses the Dark Presence or Personal Dark Symmetry special rules (determined secretly by the GM before casting), this spell gains one bonus Momentum – their power is difficult to miss. Creatures that are concealing their dark nature (such as with the Obfuscation Dark Gift) are not immediately detected, and may attempt an Average D1 Willpower test to remain hidden (with Obfuscation, this test gains bonus Momentum equal to the power's difficulty).

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, gain specific details about the presence within one zone – whether the presence is an object or location tainted by Darkness, or if it is one or more creatures, though specific types cannot be determined.
- ◆ For each Momentum spent, increase the difficulty of Willpower tests to remain hidden from the spell by one.

PRESCIENT DODGE

TIER: Venetum Majoris

DIFFICULTY: Special, see below

TARGET: Self

DURATION: Instant

BASE EFFECT: This spell allows the Mystic to evade attack by foreseeing it. The spell may be used as a Response Action against a melee or ranged attack, turning the attack into an opposed test, opposed by the Mysticism test used to cast this spell.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For two Momentum, using this spell as a Response Action does not cost a Dark Symmetry point.
- ◆ For two Momentum, the Mystic's timing catches his enemy off-guard, and the enemy suffers a Repercussion.

FORESIGHT

TIER: Venetum Dominus

DIFFICULTY: D2

TARGET: Self

DURATION: Special, see below

BASE EFFECT: This spell causes the Mystic to see images of the immediate future as blue-hued mirages in the world around him. This is of little use to those of a scholarly bent, but it can be vital in moments of urgency and peril, as a few seconds warning is sufficient to avoid all manner of threats and dangers. If successfully cast, the spell generates two Foresight points, which may be used in two ways. Any point may be spent to add 1d20 to any test the character makes, spending a Foresight point instead of paying a Dark Symmetry point (and with the same limit of three dice purchased in this way). Alternately, up to three Foresight points may be spent when an enemy attempts a test that directly effects the Mystic, increasing the difficulty of that test by one per point spent. The spell's effects end when this pool is empty and the Mystic can only benefit from one Foresight spell at a time.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For each Momentum spent, the spell generates one additional Foresight point.
- ◆ For one Momentum, the Mystic gains one additional use for Foresight points: he may spend two Foresight points to add +1d20 to a skill test attempted by an ally within Close range.
- ◆ For one Momentum, the Mystic gains one additional use for Foresight points: he may spend three Foresight points to gain a Chronicle point, which must be used before the spell's effects end.

TRUE PREMONITION

TIER: Venetum Dominus

DIFFICULTY: D2

TARGET: One creature within Reach

DURATION: Instant

BASE EFFECT: Through a sorcerous blue veil, the Mystic gains glimpses from some future event in which the target will play some significant role. The studies of Seers are devoted towards interpreting these premonitions, and it is rare that these analyses are concise or clear. When using this spell, the Mystic must choose a particular date, location, or forthcoming event: the more specific the choice, the more exact the vision. The player may ask a single question about the time, place, or event chosen, and the GM must answer this question truthfully. However, the GM does not have

to provide a complete or detailed answer – the more specific the question, the more specific the answer. This spell's effects are more narrative than mechanical, and the effects are defined primarily by the GM's discretion.

MOMENTUM: When casting this spell, Momentum gained may be used for the following additional effects:

- ◆ For one Momentum, increase the range to one creature within Close range.
- ◆ For each Momentum spent, increase the clarity of the vision by allowing one more question to be asked.

SPECIAL NOTE: This spell *always* shows the real future, though it may not show the future clearly. This future is inevitable and cannot be changed, though the circumstances that lead to that future may be unknown. The GM must therefore be extremely careful when dealing with very distant events, as the details revealed *must* come true.

MYSTIC ARTEFACTS

Some of the strangest and most potent items in Brotherhood possession are those that have seemingly magical qualities. While they could be regarded as machines of a sort, these artefacts do not function in any way that resembles even the most advanced technology developed by mankind. Items of this sort respond easily and efficiently to those able to wield the Art, suggesting some connection to its ancient origins. While the Order of Engineers has managed to replicate some of these devices, most are located in the field by the Brotherhood and its allies, and subject to intense scrutiny by the Cell of Artefacts.

Some artefacts are aligned towards the Light, while others show strong ties to the powers of the Dark Symmetry. Those that cleave to the Light are occasionally released into service, entrusted into the care of Mystics and Keepers to further the Cardinal's end. Those that are tainted by the Darkness are destroyed, so long as a method of doing so safely can be found. Those that cannot be destroyed safely are sealed away in impregnable vaults beneath the cathedrals.

This section contains a number of the more common types of artefact, including those that the Brotherhood has been able to recreate. Whether or not they show up in a *Mutant Chronicles* game is up to the GM, and care should be taken when introducing them to a game, as they can quickly make player characters significantly more powerful. Artefacts encountered in the field are likely to be confiscated by the Cell of Artefacts immediately and never seen again. This is by no means an exhaustive list, providing only a cursory examination of these artefacts. New artefacts may appear in future *Mutant Chronicles* supplements.

Most artefacts provide the wielder with the ability to use certain spells of the Art, even if he lacks the ability to wield the Art. The basic power and form of this spell use is bound inextricably to

the substance and structure of the artefact, and is represented by a resource referred to here as Charges. When attempting to use a spell from an artefact, the wielder may expend one or more Charges, with each Charge serving as an automatic success on the Mysticism test needed to cast the spell. Excess successes are converted to Momentum as normal, but Momentum generated from a Charge cannot be banked in the group Momentum pool. While no test is required – the test is automatically performed by the expenditure of Charges – the spell still takes the same action to perform. A character requires no training in Mysticism or the Art in order to wield an artefact.

A character who can wield the Art can make use of these Charges in other ways. A character able to wield the Art may use an artefact to augment his ability to wield the spell or spells bound within that artefact, drawing upon the Charges to generate automatic successes on his Mysticism test.

EXORCIST GLOVES

These lightweight gauntlets empower the wearer with abilities similar to those produced by the Aspect of Exorcism. They appear to be made of some form of white rubber, but feel like silk when touched or worn. Any who are free of the taint of the Dark Symmetry can use these gloves, but they are most effective in the hands of those who have some degree of skill in the Aspect of Exorcism.

A character using Exorcist Gloves may use them to cast the spells Ease Suffering, Exorcise Poison, and Exorcise Wounds spells from the Aspect of Exorcism. Lesser Exorcist Gloves contain three Charges, while Greater Exorcist Gloves contain seven Charges. These Charges are replenished in full every twenty four hours. A character may not use Exorcist Gloves if he has any corruption. Characters who have any Aspect of Exorcism talents gain one bonus Momentum when casting Exorcism spells while wearing Exorcist Gloves.



FORCE BLASTER

These artefacts appear as little more than hollow tubes, a few centimetres in diameter, made of a strange black wood, and carved inside and out with intricate runes and sigils. They can project, with little effort, a bolt of kinetic force – though each Force Blaster holds only holds a limited amount of power with which to generate these blasts.

A character using a force blaster may use it to cast the Strike spell from the Aspect of Kinetics. The force blaster contains ten Charges. A Mystic may restore Charges by attempting an Average D1 Mysticism test as a Standard Action. Success, and each Momentum spent, restores one Charge.

FORCE SHIELD

Shaped as a handle affixed to a small metallic disc, these objects can project a larger disc of shimmering force, similar to the forces created by the Aspect of Kinetics. A skilled user can use this device to ward himself from harm, and while the force is not impervious, it reforms almost instantly upon receiving damage. The device itself appears to be completely indestructible – no means the Brotherhood have employed has managed to as much as scratch one of these devices.

A character using a force shield adds +1 to the character's Armour Soak across all locations. Further, the character may attempt an Average D1 Mysticism test as a Restricted Action. Success increases this bonus by one, and an additional one for each Momentum spent.

GATE

Unlike most artefacts, Gates cannot easily be collected for study – each is affixed into a large object or location, and invisible to those who do not know what to look for. They take a variety of forms – mirrors, doorways, pools of water, windows, and even brick walls have been catalogued – and can be found almost anywhere, allowing instantaneous passage to another gate within a few kilometres. Gates that are more distant can be reached by those with supernatural powers, channelling their power into the artefact. Rumours persist that the cathedrals possess heavily-guarded Gates of their own for rapid or secretive deployment of forces.

Any character who knows the presence of a Gate may spend a Standard Action to teleport themselves to another Gate anywhere within ten kilometres. A Mystic or Heretic may attempt an Average D1 Mysticism test to channel additional power into the Gate. Each Momentum spent may be used to increase the range of the Gate by ten kilometres (though the 'exit point' must still be another known Gate), or to bring along an additional person.

It takes an Epic D5 Insight test requiring eight hours to locate a hidden Gate, as they can take almost any form and are extremely difficult to sense.

SPELL FINDER

This is a small, wrist-mounted device that can quickly identify and locate sources of mystical power within a short distance. Appearing similar to an elaborate compass, these devices do not point north, but rather to the nearest source of mystical energy – the Art, Dark Gifts, other supernatural powers, or other artefacts. Though they cannot distinguish between individual sources, and are useless if the user employs powers of his own (because the user would then become the closest source of mystical energy), they are nonetheless invaluable when searching for hidden artefacts such as gates.

A Spell Finder will accurately identify any zone within Long range that contains a supernatural effect, an artefact or other supernaturally-empowered item, or a character using or affected by supernatural powers. Supernaturally-empowered items includes Mishiman heirloom weapons, and anything created by Imperial rune magic, while supernatural powers wielded by characters encompasses the Art, Dark Gifts, and Ki Powers.

However, if multiple such supernatural presences are present within Long range, the Spell Finder will only identify the location of the closest of those sources. If the character using the Spell Finder uses supernatural powers, or is carrying any other supernatural item himself, then it will naturally detect him instead.



STAFF OF CASTING

These staves are shafts of an unknown wood measuring a little under two metres long and five centimetres in diameter, wrapped in rune-etched iron bands. Their fairly innocuous appearance aside, these artefacts are amongst the most valuable and potent tools a Mystic can obtain, for they allow a skilled user to store power for later use, and most possess some other strange or valuable capability as well.

A character must attune himself to a Staff of Casting before use, requiring an hour-long ritual. Once attuned, the character can store energy within the staff for later use. A Least Staff of Casting can contain up to five Charges. A Lesser Staff of Casting can contain up to ten Charges. A Greater Staff of Casting can contain up to fifteen charges. A Staff of Casting has no spells bound into it, and cannot benefit a character who is not able to use some form of supernatural power – the Art, Dark Gifts, or Ki Powers.

STAFF OF CASTING TABLE

2D6 POWER

2 No Additional Power

3 No Additional Power

Force – the staff is attuned with the motion of the worlds. When wielding this staff, the character may blast a single foe nearby with kinetic force.

4 This attack is considered to be a weapon with the following profile: Range C, \uparrow 3, Munition, Knockdown, Nonlethal, Stun

For the purposes of this attack's Munition mode, one Charge is equivalent to one Reload.

Illumination – the staff can be commanded to generate a bright light. As a free action, the staff can be illuminated or extinguished. While illuminated, it lights an area within Close range of the character.

5 Further, the staff can be commanded to generate a blinding flash instead, at the cost of one Charge and a Standard Action. If this is done, every creature within Close range must attempt a Challenging D2 Resistance test or be blinded until the end of their next turn. Characters using night vision equipment increase the difficulty of this test by two steps.

Channelling – the staff helps gather the powers beyond the reach of normal mortals. While wielding this staff, whenever the character attempts a Mysticism test, he generates one additional success for every natural 1 rolled. This is in addition to the extra successes generated by rolling within the character's Mysticism Focus range.

A character may attempt to charge a Staff of Casting once every day in a ritual requiring an Average D1 Mysticism test. Success adds one Charge to the staff, plus an additional Charge per Momentum spent, up to the staff's maximum.

Most staves of casting have some other useful power as well. At the very least, all count as a melee weapon with the following profile:

STAFF OF CASTING

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ \uparrow 3	-	2	2H	5
QUALITIES	-				

For each Staff of Casting, roll one or more times on the Staff of Casting Table, re-rolling duplicate results.

2D6 POWER

7 **Deliverance** – the staff is an extension of the wielder's body, able to deliver his spells as surely as his own hands. The staff gains the Reach quality, and may deliver Touch spells instead of the wielder's own hands.

8 **Dispelling** – the staff is inscribed with disruptive patterns and sigils of protection, allowing it to fend off the spells and supernatural talents of others. While wielding this staff, whenever the character makes a Dodge, Parry, or Defend Other Response Action against a spell, Dark Gift, or supernatural attack, he may use the Mysticism skill.

8 **Flame** – the staff glows with a smouldering, holy power. The staff gains the Incendiary 3 quality. Further, any damage dealing spell the wielder casts while holding this staff gains the Incendiary 3 quality.

9 **Purification** – The staff fends off the taint of Darkness, permitting no corruption within its presence. The staff gains the Pious 2 quality, and grants the wielder an additional +1 Corruption Soak. Further, any damage dealing spell the wielder casts while holding the staff gains the Pious 2 quality.

10 **Resounding Strike** – The staff's impacts send foes reeling, knocking them aside with blows that resound with the crash of thunder. The staff gains the Knockback quality, and increases its damage by + \uparrow 2. Further, any damage dealing spell the wielder casts while holding the staff gains the Knockdown and Vicious 1 qualities.

11 **Two Powers:** Roll twice on this table, ignoring any further results of 11 or 12.

12 **Three Powers:** Roll three times on this table, ignoring any further results of 11 or 12.

SYMBOL OF LIGHT

Though relatively commonplace – they are amongst the easiest of artefacts for the Brotherhood to replicate – Symbols of Light are incredibly valuable to Mystics confronting the Dark Legion. Any discovered or created are placed into use immediately, as a valuable tool to protect the wearer against the Darkness. Newly-created Symbols of Light are bound inexorably to their creators, and their creation is a common rite of passage for aspiring Keepers of the Art and Inquisitors Majoris. Those Symbols of Light that are discovered, and those recovered from the dead, can be employed by any practitioner of the Art.



Individual Symbols of Light vary immensely in power, with the greatest of them carried by the Cardinal himself. Together with his immense personal power and force of will, his symbol makes him essentially impervious to any of the Dark Legion's mystical attacks. Similar devices created using the Dark Symmetry are known to exist, serving the same purpose for their own wearer – protection from hostile mystical assault – much to the dismay of the Inquisition.

A Symbol of Light grants the wearer bonus Momentum on all tests made to resist the effects of a Dark Gift or any other supernatural effect created by the Dark Symmetry. In addition, it grants an increase to the wearer's Corruption Soak. The quantity of bonus Momentum and the bonus to Corruption Soak is determined by the potency of the symbol, as described on the Symbol of Light Table.

SYMBOL OF LIGHT TABLE

SYMBOL POTENCY	BONUS MOMENTUM	CORRUPTION SOAK INCREASE
First Tier	1	+0
Second Tier	2	+1
Third Tier	3	+1
Fourth Tier	4	+2
Fifth Tier	5	+2
Sixth Tier	6	+3
Seventh Tier	7	+3

The benefits of multiple symbols are not cumulative, and only the most powerful will take effect. Symbols are powered by their creator, who can only have a single symbol at one time, which will lose its effect if he creates a new one. However, symbols do not lose their power when their creator dies, so the Brotherhood's armouries contain a number of unowned symbols which it will loan out on important missions.

Symbols of Light can be created by any character who has learned the Dominus talents of one or more Aspects of the Art. The potency of the symbol will be equal to the number of Dominus talents the character has learned – only the most powerful Keepers of the Art can create seventh tier Symbols of Light. Creating a Symbol of Light is a vital, but arduous ritual taking eight hours of work and a Daunting D3 Mysticism test for each tier of potency.



THE SECOND DIRECTORATE

At the forefront of the battle against the Darkness is the Second Directorate. Its members are the warriors that stand shoulder to shoulder against the Dark Legion, the unyielding wardens who ward mankind from the insidious and pervasive threat of the Dark Symmetry. Using some of the finest weapons manufactured by mankind, and the undeniable power of the Art, the Second Directorate, the Directorate of the Inquisition, represents the front line against the greatest threat humanity has ever known. Nothing will be permitted to interfere with that sacred and vital duty.

When people think of the Brotherhood, they think of one of two things: the firebrand missionaries and their sermons in the cathedral, or the stern Inquisitor, chasing down and slaying Heretics. Inquisitors are a pervasive presence across the system, a simple fact of everyday life, and yet not one so mundane as to disregard their significance. As commonplace as a sighting of an Inquisitor may be – one may spy an Inquisitor standing vigil over a marketplace or catch a momentary glimpse of a raid in progress – the men and women themselves are a world apart from normal life. Normalcy is something that an Inquisitor leaves behind, the better to ensure that everyone else may continue to live fruitful lives free from the threat of the Dark Symmetry.

The Directorate of the Inquisition grew out of Alexander Durand's hunters, transitioning from a well-armed paramilitary force to the beginnings of a fully-grown military and counter-terrorism force as the brothers' message spread across the system. Aided by the first generation of Peter's Mystics, the hunters became vastly more effective than they had been before, and it was not long before Art-capable soldiers joined the ranks of Alexander's army. As this force expanded and grew more complex, a divide began to form – a distinction between the Art-capable investigators, hunters, and trackers who located the servants of Darkness, and the more numerous soldiers who eliminated them. These first Inquisitors set the standard for those who followed – equal parts detective, mystic warrior, and field commander.

The early days of the Brotherhood were characterised by incessant conflict: though the First Corporate War had ended, the threat of the Dark Symmetry was only just beginning to make itself known, and dark cults were springing up with increasing regularity. The hunts and battles grew more ferocious with every passing week, and countless lives were lost in the process. However, with the corporations' war

efforts curtailed, thousands of soldiers from Bauhaus and Capitol were demobilising, and the nascent Inquisition recruited as many of them as it could. Along with support from the corporations' remaining military forces and law enforcement agencies, new cults were being eliminated almost as quickly as they appeared.

By the time the Dark Legion had been unleashed, the Second Directorate had fully transformed from its origins as a militia to an extensive, well-equipped military. Supported by the industrial output of the corporations, and spearheaded by spell-wielding Inquisitors, the Brotherhood's armed forces were able to march to battle alongside the battered corporate forces during the retaliatory strike on Venus.



THE CELL OF INQUISITORS

The Inquisition is the collective name for the entirety of the Second Directorate, but the term most properly applies to a select group within it. Specifically, the title of Inquisitor refers to the warrior-investigators who form the most notable and visible element of the Brotherhood's war against the Darkness. The Cell of Inquisitors is more loosely organised than the other Cells of the Second Directorate, being composed of individual Inquisitors and Revisors engaged in numerous distinct operations and investigations.

While individual operatives within the Cell have considerable autonomy to pursue leads, there is still a chain of command, with more powerful and experienced Inquisitors having seniority over their younger counterparts, able to veto their decisions and coordinate the actions of several subordinates. Inquisitors Majoris tend to devote themselves entirely to this approach, overseeing dozens of investigations and operations simultaneously, orchestrating the downfall of larger threats through a series of smaller actions.

Unsurprisingly, the majority of the Cell of Inquisitors is made up of Inquisitors of varying ranks. These individual operatives – commonly seen clad in full armour and carrying military-grade weaponry – may seem more like mighty warrior-mystics than anything else, but in practical terms they are not entirely dissimilar to police officers. The average Inquisitor spends much of his time engaged in fairly routine investigations, interrogations, and counter-terrorist operations against suspected Heretics and servants of the Dark Symmetry. Inquisitors are surprisingly numerous, though their activities require them to be spread thinly across the system so there are never more than a handful in one location at any one time. Nevertheless, the unending activity that characterises an Inquisitor's life means that they are a common sight for most people.

Rules for playing an Inquisitor character can be found on page 59 of the **Mutant Chronicles** core book.

The remainder of the Cell of Inquisitors is composed of Revisors. These are the unsung heroes of the Inquisition, operatives whose activities remain unknown to the public. While Inquisitors make up the public face of the Brotherhood's war, the Revisors act in secret, gathering information on the myriad threats, cults, and conspiracies that threaten humanity. Self-reliant and capable of operating alone for long stretches of time, a Revisor takes direct action only when absolutely necessary and certain of success; when a threat is identified, and is too great for the Revisor to face alone, he will summon an Inquisitor for support, whose forces will engage in the grim work of eliminating that threat. An Inquisitor's overt and public nature makes it difficult for him to hunt and destroy the most deeply-rooted Heretics, so the subtlety of a Revisor is a valuable asset.

The Cell of Inquisitors is divided into two Orders. The larger of the two deals with all external investigations, and is the one that most people will encounter, should they have the misfortune of encountering an Inquisitor at all. Their operations are wide-ranging and often reported upon in the media – it is difficult to keep an armed raid out of the news, and the Brotherhood likes to report upon the Inquisition's successes through its own media outlets. The smaller Cell, internal investigations, is more secretive but no less active, and for good reason; while the Brotherhood wants people to know of its successes against the Darkness, it would rather not reveal the possibility of corruption infiltrating its own ranks. Both orders consist of a mixture of Inquisitors and Revisors, though the order of internal operations has a slightly higher proportion of Revisors, as befits its more clandestine work.

PLAYING LORDS INQUISITOR

Becoming a Lord Inquisitor is the culmination of a lifetime's work, and their power and authority are beyond the means of a starting character. Many characters never achieve such glorious status. Any Inquisitor character – that is, any player character with the Inquisitor Iconic Career may aspire to become a Lord Inquisitor.

An Inquisitor must achieve some grand and crushing victory over the Darkness; the status of Lord Inquisitor can be given as a reward to any Inquisitor who has purchased at least Expertise 3 in three of the following skills: Close Combat, Command, Insight, Persuade, or Ranged Weapons. At this point, he is considered to be a Lord Inquisitor.

THE CELL OF INTELLIGENCE

Though each corporation quietly claims that its intelligence agencies are superior to those of its rivals – because nobody wants to consider the consequences of *not* having the foremost intelligence network – the Cell of Intelligence has a significant advantage over its counterparts. Consisting almost entirely of Revisors, the Cell employs the Art extensively, giving it an edge that the competition cannot easily match (though Cybertronic's technology and the strange powers employed by Mishiman forces certainly pose a challenge), both in terms of the individual capabilities of its operatives, and in terms of the depth and detail of the information it can gather.

Guided by the collective insights and prophecies of the Cell of Seers, the Revisors of the Cell of Intelligence are deployed across the system with uncanny precision. They utilise their supernaturally-enhanced skills to work their way deep into key positions all across society, gathering vital information. This information, along with prophetic visions, guides Brotherhood activities across the system.

The Cell of Intelligence works in concert with many other parts of the Brotherhood, which either provide the Revisors with the means for their operations, or rely on the intelligence gathered by these mystically-empowered spies. It operates closely with the order of internal investigations, supporting and monitoring its investigations, and being monitored in turn; corruption within the Cell of Intelligence or within internal investigations could be disastrous if allowed to thrive. At the same time, it utilises the insights and visions of the Cell of Seers to guide its activities, while various Brothers within the Directorate of Administration employ the information gathered to direct and inform their own operations.

The Cell of Intelligence is considered to be the ideal posting for Revisors, and it is rare for a senior Revisor to have achieved his status outside of this group; while their activities in the Cell of Inquisitors are vital, they often go unappreciated. Further, where the Cell of Inquisitors is focussed primarily on overcoming the Dark Symmetry, the Cell of Intelligence has a far broader remit, gathering information from and about a wide range of sources.

REVISOR ICONIC CAREER



Prerequisites: Brotherhood, Mystic, Observation Expertise 1, Persuade Expertise 1

Difficulty: 3

Mandatory Skills: Observation, Persuade, Willpower.

Elective Skills: Insight, Mysticism, Stealth.

Signature Skill: Mysticism, Observation, Persuade, Stealth.

Talents: Three talents from Mysticism, Observation, Persuade, and Stealth.

Equipment: Three different suits of corporate-quality clothing, two excellent fake IDs, twenty five assets.

Earnings Rating: 4

Special: Unlike most Brotherhood characters, Revisors possess an Earnings Rating and assets – these resources are provided by the Brotherhood for their use while working undercover.

THE CELL OF THE SACRED WARRIORS

An Inquisitor clad for battle is a formidable opponent, a potent warrior-mystic arrayed in the finest wargear. However, they are far from the best the Inquisition has to offer in terms of martial prowess. These deadly combatants are known as Sacred Warriors, and they exist for one purpose – the destruction of each and every creature belonging to the Dark Legion.

The Dark Legion has many strange and powerful creatures at its command, and untold ways of generating new horrors: alien dimensions filled with dread creatures, flesh-factories and dark crafts that forge hordes of monsters, and far more besides. It should come as little surprise, then, that Sacred Warriors are some of the most rigorously trained and heavily-tested elite troops in the system,

employed only in times of dire necessity, and only against the Dark Legion. Only those who support the Brotherhood's crusade on the front lines have ever seen a Sacred Warrior at work, as it is regarded as a gross misuse of these warriors' abilities to use them against any force other than the Dark Legion.

Unusual in that they are often recruited from outside the Brotherhood, applicants to join the Sacred Warriors come from corporate militaries, private militias, and mercenary groups, as well as from within the Brotherhood itself. Only a small minority of Sacred Warriors possess the capability and training to employ the Art. Most Art-capable warriors tend to find themselves in other roles, and rare is an individual with both skill in the Art and enough martial prowess to become a Sacred Warrior. However, all of them are warriors of exceptional skill. The trials and challenges that an applicant must overcome to join – whether he is Art-capable or not – are formidable, no less gruelling than those for the individual corporations' own elite special forces.

Each Sacred Warrior, regardless of his origins, is armed with custom-made wargear of the highest quality. The famed Avenger powered sword and Protector Shield are their best-known weapons, though some Sacred Warriors have been known to eschew either blade or shield in favour of the high-calibre R75 Retributor carbine



wielded in one hand, to give them some short-ranged firepower. Those few who do employ the Art tend to prefer the Aspects of Elements, Kinetics, or Mentalism – the former two because they can be used most aggressively, and the latter one because it allows them to heighten their already formidable prowess.

The Sacred Warriors are answerable to very few individuals, and their chain of command is extremely shallow. Individual Sacred Warriors may support an Inquisitor's operations, or to join a Cartel Doomtrooper strike force for a protracted period, and a complex, deep chain of command would hinder this necessary flexibility. The Cell is split into small squads – seldom consisting of more than half a dozen warriors, and never more than a dozen – who are directed and assigned by the High Inquisitor, the Curia, and the Cardinal as required. There is a relatively small number of officers within the Cell, who are deemed more as 'first amongst equals' than strict superiors, heeded because of their wisdom and experience. These Captains – variously Brother-Captains and Lay-Captains, to distinguish between those who can wield the Art, and those who cannot, respectively – are a rarity, and their existence remains largely unknown outside of the Brotherhood, as the Sacred Warriors do not employ any system of rank markings or other method of denoting seniority.

SACRED WARRIOR ICONIC CAREER



Prerequisites: Brotherhood, Close Combat Expertise 2, Willpower Expertise 1

Difficulty: 2

Mandatory Skills: Athletics, Close Combat, Willpower.

Elective Skills: Acrobatics, Command, Mysticism.

Signature Skill: Athletics, Close Combat, Command, Willpower.

Talents: Two talents from Athletics, Close Combat, Command, Willpower.

Equipment: Sacred Warrior battle armour, Avenger sword, Protector Power Shield.



THE CELL OF THE MILITARY

The most diverse Cell within the Second Directorate, the Cell of the Military consists of all of the Brotherhood's armed forces other than the Sacred Warriors. For the most part, it resembles a traditional military of the sort maintained by the corporations. However, the differences lie in the details.

In theory, the Cell of the Military can request – and expect to receive – the direct assistance of almost any individual within the Brotherhood. In practice, only Inquisitors and Mystics are commonly called to support it (and often, a Mystic or Inquisitor will be the one arranging the operation in the first place), as the Sacred Warriors are fundamentally exempt, and few others have the skill to be of any practical use in a military operation.

The core of the Brotherhood's military are its Troopers. These simple soldiers are the backbone of any Brotherhood military operation. As befits the Brotherhood's defenders, they are well-equipped, clad in sturdy armour reminiscent of an Inquisitor's harness, and carrying high-quality AC-19 Volcano assault rifles. Some favour lightweight combat shields and Retaliator power swords instead, especially for close-quarters environments such as Mercurian tunnel networks or dense Venusian jungles. There are countless companies of Brotherhood Troopers within the cell of the military, each consisting of 700 Troopers, both green recruits and veterans alike, gathered into squads of no more than twelve. While they do not typically have any aptitude for the Art, it is not uncommon for veterans and commanders to be drawn from the apprentice intake, or to learn enough to develop rudimentary powers later in life. These individuals tend to either climb the ranks, or be transferred to other parts of the Brotherhood over time, meaning that elite squads and leadership roles are more commonly filled by Blessed Brothers, rather than laypersons.

Brotherhood Troopers are recruited from all walks of life, both within and without the Brotherhood. In theory, almost any person within the Brotherhood who does not have some other militarily-valuable role can be called to fight as a Trooper, but a dedicated core of professional full-time soldiers exists within the Second Directorate that will be called upon in preference to militia reserves from other Directorates.

BROTHERHOOD TROOPER PRIMARY CAREER

Any Brotherhood character who rolls or chooses the Military Primary Career may choose Brotherhood Trooper instead of Military (Basic).

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	2	0

Mandatory Skills: Close Combat, Ranged Weapons, Willpower.

Elective Skills: Acrobatic, Athletics, Survival.

Signature Skill: Athletics, Close Combat, Ranged Weapons, Willpower.

Talents: Select one talent from Mandatory Skills.

Equipment: Believer Armour, Sanctus AC-19 Volcano assault rifle.

BROTHERHOOD ELITE TROOPER ICONIC CAREER



Prerequisites: Brotherhood, Close Combat Expertise 1, Ranged Weapons Expertise 1

Difficulty: 1

Mandatory Skills: Close Combat, Ranged Weapons, Willpower.

Elective Skills: Acrobatics, Athletics, Survival.

Signature Skill: Athletics, Close Combat, Ranged Weapons, Willpower.

Talents: One talent from Athletics, Close Combat, Ranged Weapons, or Willpower.

Equipment: Believer Armour (if not already possessed), Retaliator sword, Guardian Shield.

One particular unit of Troopers is worth noting: the Paladins. Commissioned more than a millennium ago, in the aftermath of the First Dark Legion War, they were established to serve as the Brotherhood's military police. Charged with the enforcement of the Cardinal's Will within cities, as well as serving as security forces within cathedrals and other Brotherhood facilities, the Paladins can be recognised by their cobalt robes and armour, and the symbolic skull that adorns their shoulder pads. An honour that commemorates their sacrifice and eventual triumph during a twelve-day massacre in Luna City perpetrated by the Nephrite Warlord Korabiathus, the skull symbolises the head of the Nephrite adorning the city's gates after the Paladins' heroic counter-attack. There are a thousand times as many Paladins now as there were when they were founded, and they can be found within every major city in the system, cooperating with corporate, Cartel, and independent law enforcement groups like Luna PD.

PALADIN PRIMARY CAREER

Any Brotherhood character who rolls or chooses a Police Primary Career may choose Paladin instead of Police (Beat Cop).

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
1	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	2	1

Mandatory Skills: Athletics, Observation, Persuade.

Elective Skills: Insight, Ranged Weapons, Willpower.

Signature Skill: Athletics, Insight, Persuade, Ranged Weapons.

Talents: Select one talent from Mandatory Skills.

Equipment: Armoured vestments, light military shoulder pads, Sanctus MP-21 Nemesis handgun.

However, the Brotherhood employs a far wider range of soldiers, beyond its basic infantry. Its specialist combatants and elites are characterised as much by the powers they wield as the armaments they employ.

Mortificators serve as the Brotherhood's assassins, tracing their origins to the hired killers who swore themselves to Nathaniel Durand on the day of his Divination address. These original assassins were almost immediately put to work, silently slaying cult leaders and mutated monstrosities as directed by the newly-invested Cardinal, fighting those foes that conventional forces could not easily reach. Widely believed to be nothing more than a myth (a belief cultivated by the Brotherhood's practices), the Mortificators are Art-wielding silent killers, deadlier than any mundane assassin, and able to challenge even the unnatural might of the Dark Legion's infiltration creatures. The majority of Mortificators favour the Aspect of Mentalism, heightening their own natural prowess and surpassing natural limitations. They wield razor-sharp Mortis swords and Nemesis handguns for close-in work, and the powerful Mephisto sniper rifle for long-ranged kills.

Rules for playing a Mortificator can be found on page 60 of the *Mutant Chronicles* core book.

Archangels are the Brotherhood's pilot corps, Art-wielding expert aviators who employ the Aspect of Mentalism to heighten their piloting skills far beyond those of even the most skilled mundane pilots. The sophisticated Icarus Jetfighters they fly are craft from an age



long passed, exceptionally challenging to operate without complex electronic control systems. Archangels revel in the fact that their skill – both mundane and supernatural – allows them to operate such deadly aircraft effectively. The best amongst them are known as Archons, and they are charged with operating and navigating the Brotherhood's spacecraft.

ARCHANGEL PRIMARY CAREER

Any Brotherhood character with the Mystic talent who rolls or chooses the Military Primary Career may choose Archangel instead of Military (Basic).

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
3	1	2	0

Mandatory Skills: Heavy Weapons, Ranged Weapons, Pilot.

Elective Skills: Mechanics, Mysticism, Willpower.

Signature Skill: Heavy Weapons, Mysticism, Pilot, Willpower.

Talents: Select one talent from the Aspect of Mentalism talent tree.

Equipment: Ballistic nylon flight suit, Piranha handgun.



ARCHON ICONIC CAREER



Prerequisites: Brotherhood, Mystic talent, one or more talents from the Aspect of Mentalism, Pilot Expertise 2

Difficulty: 3

Mandatory Skills: Heavy Weapons, Mysticism, Pilot.

Elective Skills: Mechanics, Ranged Weapons, Space.

Signature Skill: Heavy Weapons, Mysticism, Pilot, Space.

Talents: Three talents from Heavy Weapons, Mysticism, Pilot, or Space.

Equipment: Icarus Jetfighter or Daedalus Starfighter.

Valkyries are elite shock-troops, composed entirely of female Art-capable warriors. Idealised by those outside the Brotherhood as being stunningly beautiful warrior-maidens, these warriors are far more terrifying in reality than the propaganda suggests. Their ferocity and ruthless efficiency in battle paint a very different picture to the angelic figures depicted in pulp novels and motion pictures. Both orders employ the Castigator power spear, a weapon that only they are trained to wield. Valkyries are rapid assault troops, descending from the skies to strike into the heart of an enemy force. Veteran Valkyries become leaders known as Vestals, or move on to become Inquisitors, and most choose

to retain their signature armaments, frequently using the status and reputations of the Valkyries as an asset in investigations and negotiations. This Blessed Sisterhood is commonly called upon to liaise between the Brotherhood's military and that of the corporations.

VALKYRIE PRIMARY CAREER

Any female Brotherhood character with the Mystic talent who rolls or chooses the Military Primary Career may choose Valkyrie instead of Military (Basic).

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	1	2	0

Mandatory Skills: Acrobatics, Close Combat, Mysticism.

Elective Skills: Persuade, Ranged Weapons, Willpower.

Signature Skill: Acrobatics, Close Combat, Mysticism, Persuade.

Talents: Select one talent from Mandatory Skills.

Equipment: Valkyrie combat armour, Castigator power spear, P-60 Punisher handgun.

VESTAL ICONIC CAREER



Prerequisites: Brotherhood, female, Valkyrie primary career, Persuade Expertise 1

Difficulty: 2

Mandatory Skills: Acrobatics, Close Combat, Command.

Elective Skills: Persuade, Ranged Weapons, Willpower.

Signature Skill: Acrobatics, Close Combat, Command, Willpower.

Talents: Two talents from Acrobatics, Close Combat, Command, Mysticism, or Willpower.

Equipment: Power Controller.

Crucifiers are amongst the strangest and deadliest of the Brotherhood's warriors. The works of the Order of Engineers created a sophisticated and powerful suit of powered armour, controlled through use of the Art rather than forbidden cybernetics. A Crucifier – already a potent warrior – undergoes extensive and invasive neurosurgery to implant the connections and control interface into his brain, allowing him to operate the Crucifier Ex-Armour. The procedure connects directly into the parts of the brain that control the Art, with most applicants sacrificing mystical power for the ability to use this armour. This armour is fitted with a pair of additional limbs, which the warrior must learn to control as effectively as his original ones. A fully-trained Crucifier is a match for whole squads of lesser soldiers, able to dispatch foes with a blade or pistol in each hand. Few outside the Brotherhood even know of these warriors' existence, and only those who have encountered them in the field – and lived to tell of it – can attest to the slaughter they leave in their wake.

CRUCIFIER ICONIC CAREER



Prerequisites: Brotherhood, Mystic talent, Close Combat Expertise 2

Difficulty: 3

Mandatory Skills: Acrobatics, Close Combat, Observation.

Elective Skills: Athletics, Close Combat, Insight.

Signature Skill: Acrobatics, Athletics, Close Combat, Insight.

Talents: Three talents from Acrobatics, Athletics, Close Combat, or Insight.

Equipment: Crucifier exo-armour, two Mortis swords, two Sanctus MP-21 Nemesis handguns.

THE BOOK OF LAW

While not strictly a holy text, the Brotherhood cleaves to the words within the Book of Law for guidance and purpose in all things. It is the will of the original Cardinal in written form, the basis for everything the Brotherhood is and does. Every single member of the Brotherhood carries a copy with him, save for those working undercover.



The wise avoid incurring the ire of the Brotherhood.

In order to preserve the sanctity of its contents from the insidious corruption of the Dark Symmetry, each and every copy – and there are reckoned to be millions in circulation – is hand-crafted, with hundreds of hours of painstaking labour put into each one. The paper is produced from a blend of woods grown in the shadow of the cathedrals on Venus and Mars, and is specially-prepared by a cadre of Mystics. Each copy is then meticulously transcribed by a member of the Third Directorate's Cell of Scribes. Other Scribes hand-sew each binding, and for the most important members of the Brotherhood, emboss the covers and ornament them with precious metals. The Dark Symmetry's threat is such that only the most primitive methods are trusted in the creation of these books, to ensure that the Darkness cannot corrupt this most precious of texts.

The Book of Law is the definitive and absolute source of guidance for all within the Brotherhood. If a member has doubts, the book will provide answers. This ranges from matters to do with the influence of the Dark Soul upon the spirit of humanity, to practical matters such as the best ways to track and slay a Heretic at large within a major city.

The book is divided chapters covering diverse matters – The Light, The Darkness, Military Procedure, The Art, Identification, The Dark Legion, and The Cardinal, to name but a few. Much of this information is widely known to the public from weekly sermons, but other details are only for the eyes of the Brotherhood. Copies of the Book of Law are commonly chained and locked to prevent them easily falling into the hands of outsiders, and intense questioning accompanies any outsider being found with a true copy of the Book of Law. Abridged copies (machine printed, though only using the simplest of mechanical techniques) containing only the publically-known, most basic information can be found in public places like hotel rooms across the system, and are sold in bookstores everywhere, forming a major source of income for the Brotherhood. Law enforcement agencies are given a little more information in order to better facilitate a good relationship with the Brotherhood, but there are some things that only those within the Brotherhood can know of.

PURGATION

The Purging chapter of the Book of Law is nothing less than a how-to manual for the location, capture, and elimination of Heretics and other creatures of the Dark Soul that have managed to infiltrate human civilisation. It is, as one might expect, the bread and butter of an Inquisitor's duties and responsibilities, but the chapter acknowledges that it is seldom an Inquisitor who makes initial contact between the Brotherhood and those tainted by the Darkness.

All members of the Brotherhood must be prepared to encounter and challenge the agents of the Dark Soul, for the Darkness is everywhere and its influence is extremely pervasive. Members of the Brotherhood from all directorates may find themselves embroiled in the war against the Dark Soul and its minions, and at times like

The great wooden doors were smashed open. Inquisitor Majoris Constantine swept into the building like a holy storm. He was flanked by a unit of Brotherhood Troopers, who smoothly fanned out behind him in a V-shape, heedless of the mess their armoured boots were making on the beautiful inlaid map of the solar system on the marble floor.

The Inquisitor stopped in the precise centre of the room, his keen eyes scouring the environment for clues. Clad in his full blood red combat armour, Inquisitor Constantine was a sight guaranteed to strike fear into the hardest heart. He raised a hand and the Trooper Sergeant ran up to him and dropped to one knee.

"Inquisitor?"

"Spread out and search the rooms by squads. I want every centimetre of this building searched. I know they are here somewhere. Leave one squad guarding the entrances. No one leaves."

The sergeant nodded and gave the orders. The visions that had brought Inquisitor Constantine to this building in Luna City had been strong, almost overpowering. Something terrible was about to happen unless he stopped it, and many people would die if he did not. Unlike some other Inquisitors, Constantine strove to avoid unnecessary deaths, but anyone who mistook that for weakness was sorely mistaken.

A side door slammed open and two of his troopers dragged an office worker before the Inquisitor. The man hung limply between the soldiers, his feet dragging along the ground. They dropped him to the floor and the man curled up in a foetal position.

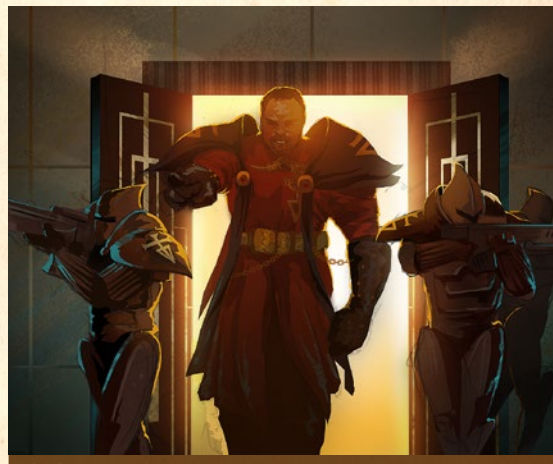
"We found him hiding in the fuse room, Inquisitor."

Constantine knelt down and took the man's chin in his armoured gauntlet, raising his face so he could get a good look at him. There was no doubt about it, it was the man from his vision.

"Look at me." Commanded Constantine.

The man looked up. Constantine took a deep breath as he summoned the powers of the Art at his disposal. His eyes acquired an ethereal glow. The man tried to struggle away, but Constantine held his head in a stone-like grip.

"You will tell me everything you know about Krieger." A squad of troopers formed a wall around the heretic and the Inquisitor and turned facing outwards. The Heretic's screams could be heard throughout the entire building.



Thanks to Ken Robinson.

these, even the least battle-ready Brother can turn to the Book of Law for guidance on how to proceed – even if how to proceed is simply "inform an Inquisitor".

TRACKING A SINGLE HERETIC

Locating the Heretic should be carried out with all possible aid from the Third Directorate. If a suspected hide-out is fortified, or otherwise heavily-defended, assistance can be requested from the Cell of the Inquisition. All civilian resources may be employed with few restrictions – uniformed corporate personnel may not be taken into custody, though they can be questioned and be subject to scrutiny via the Art at any time. If a Heretic is a prominent person, or extraordinary impediments occur, petitions for assistance can be posted to the Curia. Petitions will be answered within three hours.

In all tracking missions, possible hide-outs must first be determined, and all efforts must be taken to eliminating less-likely possibilities in order to narrow the range of targets. If a suspected hide-out is a corporate possession, a senior member of the Fourth Directorate must be consulted to obtain permission to proceed.

Once a likely hide-out has been identified and permission to raid has been granted, standard breach and clearance procedures are to be followed, summarised as follows: each room should be secured in turn, and confirmed secure before proceeding. Existing ingress and egress points should be avoided where possible, in favour of improvised alternatives, to avoid ambushes and traps set by the Heretic and his associates. If possible, the target should be taken as a living captive, but unnecessary risks should not be taken to

capture a target if said target could be killed without unnecessarily risking the lives of personnel.

In an urban environment, care should be taken to minimise – or where possible, avoid – harm to innocent civilian bystanders and private property, though the capture or elimination of the Heretic should always take priority. In rural environments, these considerations may be disregarded. Utmost care must be taken at all times regarding uniformed corporate personnel and Brotherhood officials. Blades and handguns are the preferred weapons for this sort of objective. The Art must not be used other than in self defence, or when given explicit permission by a senior Brotherhood official with jurisdiction over the operation.

TRACKING OF AN APOSTATE MYSTIC

Locating an Apostate is to be carried out with all possible aid from the Third Directorate. If the suspected location is strongly fortified, or otherwise heavily defended, assistance from the First and Second Directorates may be requested. All civilian resources may be employed without restriction. Uniformed resources may only be taken into custody if it is determined beyond reasonable doubt that they have been influenced or tainted by the Apostate's corruption, though they may be subjected to questioning and scrutiny via the Art at any time. If the Apostate is in a prominent position, or extraordinary impediments occur, contact the local Revisors' headquarters for on-site assistance. Should this fail, petition the Curia immediately.

Possible hide-outs must first be determined, and all efforts must be taken to eliminating less-likely possibilities in order to narrow the range of targets. If a suspected hide-out is a corporate possession, a senior member of the Fourth Directorate must be consulted to obtain permission to proceed.

Once a likely hide-out has been identified, and permission to raid has been granted, standard breach and clearance procedures are to be followed, summarised as follows: each room should be secured in turn, and confirmed secure before proceeding. Existing ingress and egress points should be avoided where possible, in favour of improvised alternatives, to avoid ambushes and traps set by the Apostate and his associates. If possible, the target should be taken as a living captive, but unnecessary risks should not be taken to capture a target if said target could be killed without unnecessarily risking the lives of personnel. Use of snipers and heavy ordnance is authorised.

In an urban environment, care should be taken to minimise – or where possible, avoid – harm to innocent civilian bystanders and private property, though the capture or elimination of the Apostate should always take priority. In rural environments, these considerations may be disregarded. Utmost care must be taken at all times regarding uniformed corporate personnel and Brotherhood officials. Blades

and handguns are the preferred weapons for this sort of objective. Use of the Art is fully authorised, particularly in self defence and the protection of others.

FIRST CONTACT WITH DARKNESS

At such time as first contact is made with a force of Darkness, it is left to the discretion and good sense of the individual Brother to evaluate the situation and respond accordingly. How the situation is handled depends primarily upon whether or not the Brother(s) involved in the first contact feel capable of handling the target themselves. If so, the Brother should proceed as outlined below. Otherwise, the Brother is advised to retreat to a position of safety, from which he can contact the Brotherhood and alert it to the situation.

In situations where time is of the essence and/or the minion of Darkness is likely to escape if not immediately stopped, corner and eliminate the threat immediately. If the target withdraws to, or is located within, a corporate holding, consult a ranking operative of the Fourth Directorate in order to obtain permission, if time allows. Should time be of the essence, this restriction may be waived – the elimination of the target is considered to take priority over such petty matters as the ownership of property.

Any weapons and means available to him at that time may be employed. Use of appropriate deadly force is authorised, though heavy ordnance is discouraged if deemed excessive. Ordnance is not to be wasted.

Snipers and other support units may be requested, though time constraints may limit the effectiveness or availability of such forces. If the Brother is confident in his ability to track the creature, this should be done without delay. Under no circumstances – even following a retreat – should contact with the creature be lost completely. Only under immediate threat of grievous physical or spiritual harm can a Brother abandon his responsibility to track down creatures of Darkness and have them eliminated.

Normal considerations for collateral damage are to be taken into account, to an extent – the pursuit of the target is considered to be the highest priority. Preferred armaments vary based on the nature of creatures encountered, and the use of the Art is fully authorised.

ERADICATE DARK INFLUENCE IN A CREATURE

Cleansing an individual of the influence of the Dark Symmetry is generally a straightforward, if arduous, task. The sole requirement is the presence of an Art-capable Brother with training in the Aspect of Exorcism, or similar capabilities. Additional Brothers may be required to subdue or restrain the target while the spell is prepared. If the Cell is lacking an appropriate Art-capable Brother, contact the local ranking representative of the First Directorate for assistance and a suitable Mystic will be dispatched.

An exorcism can be accomplished anywhere, though preferred locales are secure, sanctified locations that are deemed free of the taint of the Dark Symmetry. Exorcisms carried out in unsecured locations run the risk of being interrupted by associates of the person or persons to be exorcised, which can prove disastrous. Only perform field exorcisms in unsecured locations in situations where no alternative exists.

Cathedral holding cells are considered ideal for this purpose – security is already in place, and the chance of a sudden interruption is extremely remote. Once the exorcism has been performed, remove the cleansed person to the nearest hospital for treatment of any secondary ailments or conditions that they may have suffered while under the influence of Darkness, particularly those incurred during tracking and capture.

The Art is a requirement of this objective, and is expected. Weapons are not typically required, but are recommended as a precautionary measure.

LOCATE ARTEFACT

Location shall be carried out with all possible aid of the Third Directorate. If at all possible, the tracking group should be equipped with a Spell Finder or trained Mystic to aid in its search. Otherwise, the group will engage in a systematic room-to-room search of the entire area in which the artefact is suspected to be located.

Artefact location prior to mission will be narrowed to an area of not more than one square mile. If a potential location is a corporate holding, a ranking representative of the Fourth Directorate is to be consulted for permission to enter and search premises. If the group has use of a Spell Finder, and determines that the artefact is in motion, track the object immediately. If tracking takes the artefact from the established search area, contact your immediate superior at the first opportunity. Otherwise, proceed with extreme caution.

Once the location of the artefact has been determined, use existing procedures to search each room in a systematic manner. Move cautiously, and be wary of ambushes and traps at all times. If the artefact is in the possession of a Heretic or creature of Darkness, use all available means to secure the artefact and initiate procedures for first contact with Darkness. If the possessor of the item is not under the influence of the Darkness, attempt negotiation for transfer of the artefact. If the owner is reluctant to deal, contact your immediate superior with details and await further instruction. At all times, take care regarding interactions with corporate personnel and Brotherhood officials. Use of force and the Art are authorised only in self defence.

PERFORM INTERROGATION

Interrogating a suspected or confirmed Heretic is a relatively straightforward matter. The only requirement is an Inquisitor. Skill in the Aspects of Premonition, Changeling, or Manipulation may

help a great deal in this. Additional Brothers, preferably from the Second or Third Directorates (the former being preferred for particularly dangerous subjects), may be called upon to restrain and/or subdue the target while the Inquisitor prepares his spells. If there is no person present with ability in appropriate Aspects of the Art, contact a senior local representative of the Second Directorate for assistance, and a capable Inquisitor or Mystic Interrogator will be dispatched to provide assistance. If time is of the essence, Inquisitors may be compelled to rely upon other methods to extract the required information from the subject. Suspects should be allowed to live for rehabilitation if at all possible.

Interrogations can be carried out anywhere, but preferred locales are the holding cells, such as those found within local law enforcement stations or, preferably, the local cathedral. Locations secure from the taint of the Dark Symmetry should be used if available – once again, any cathedral is ideal for this purpose. Impromptu interrogations carried out in unsecured locations run a risk of being interrupted by associates of the suspect, which can prove disastrous. Such interrogations should only be performed when absolutely necessary, such as when in pursuit of a minion of the Darkness. All possible precautions should still be taken.

As noted above, cathedrals are an ideal venue for interrogations, as their holding cells are sanctified and intended for such use, and extensive security measures are already in place. Once interrogation has been completed, remove the subject to the nearest hospital (again, cathedrals contain such facilities already) for treatment of any injuries or secondary ailments incurred during capture or interrogation. If time is of the essence, the suspect may be left in that locale – suitably restrained – for subsequent collection, though all precautions must be taken to ensure that the suspect is incapable of warning his or her associates of the Inquisitor's attentions. In such cases, local authorities or fellow representatives of the Brotherhood should be contacted at the earliest opportunity to arrange collection of the suspect.

Weapons should not be necessary during an interrogation, but most Inquisitors will be armed with at least a Punisher Combo at all times, which is useful should incident occur. Full use of the Art for interrogation and information-gathering purposes is authorised, but lethal force – with the Art or not – is to be used only when no other alternative exists.

INFILTRATE ORGANISATION

Due to the nature of any infiltration work, support for a Revisor or other individual in deep cover is limited. The Brother is essentially on his own. As a result, an undercover operative is given full discretionary powers and relied upon to act upon his own judgement in the field. The Brotherhood will support any undercover operations (that it publically acknowledges) so long as they appear to be to the benefit of the Brotherhood's goals.

Any organised group within the solar system is a potentially viable target for infiltration, whether this group is a formal organisation or a loosely affiliated group. The more prominent the position the operative is to have within the target organisation, the more challenging and risky the assignment is likely to be. All but the deepest cover operatives will have a handler – a personal contact with whom messages and information can be exchanged – and all operatives will have some allotted method of communicating with the Brotherhood in a clandestine manner. Common methods include the placement of coded advertisements in local newspapers, notes left in agreed-upon drop sites, and miniaturised radio transmission systems, though Revisors and their contacts are encouraged to develop and employ more creative and less obvious methods where possible. The Third Directorate includes a number of specialist cryptographers and communications specialists, whose skills may be requested to aid in the development of a ciphers and clandestine communication methods.

Every infiltration is unique. Frequently, an operative will be required to spend a certain amount of time developing contacts and connections, and gaining the trust of the organisation he is attempting to infiltrate, before information can be gathered. This may involve certain rites of loyalty, and it is understood that any rites undertaken by an operative on assignment are not to be held against him in any capacity – they are a necessary part of the job.

Once the operative has gained the trust of the members of the target organisation, information gathering can commence. Any and all opportunities to gather information directly related to the operative's mission should be taken. Risks should be assessed and minimised according to prospective gains, and an operative in a sensitive position is encouraged to err on the side of caution when evaluating the risks and rewards of a particular act. Should there be a safer, but slower, method of obtaining the same information, and if that information is not time-sensitive, the safer method should be favoured. This, of course, is left to the judgement of the individual operative. Once information has been obtained, the operative should endeavour to pass that information to the Inquisition in an agreed-upon manner and format to inform it of progress made, and await further instructions.

At some point, an operative may be extracted from his current assignment. This may be a matter of days, months, or even years. Once this happens, the operative is to report to the nearest cathedral, or other agreed-upon location, for collection and debriefing. Where possible, extraction is to be made in a manner that allows for subsequent infiltration by the same or a different operative, and which minimises risk of suspicion or investigation by the target organisation. Organisations that are made aware they have been infiltrated are problematic, and an operative who cannot extricate himself cleanly is to make every viable effort to minimise suspicion. These efforts may include faking the demise of a cover

identity, though as this is a common trope in the media it cannot always avoid suspicion.

In case of emergency, the operative should make contact with his or her handler immediately, without breaking cover if possible. If contact with a handler is not possible, the Curia should be notified immediately, as action from the Brotherhood may be necessary. An operative will only be armed as appropriate for his cover identity, which often allows for a range of personal weapons, and most Revisors are likely to carry at least a Piranha for personal defence. Full use of the Art is authorised, but operatives are advised that overt use of the Art is often a clear indication of Brotherhood involvement.

MORTIFICATION

Mortifications are performed almost entirely without support. The fewer people aware of a mortification, both before and after the attempt, the better. Mortificators who fail in their task are disavowed, and all knowledge and support of their operations is publicly denied. The performance of mortifications is not public knowledge, and none outside the Brotherhood may be made aware of it. As such, a Mortificator must take every precaution to avoid being identified as a member of the Brotherhood, up to and including the elimination of any and all witnesses, barring specific orders.



A mortification can occur anywhere. In ideal circumstances, they will take place at night, in order to minimise the risk of the Mortificator being spotted, and the target will be isolated and far from public attention. However, ideal circumstances are seldom available, and thus every available measure should be taken to conceal the Mortificator's identity and affiliation.

The first priority is to identify and overcome any and all security surrounding the target. This is best accomplished through established surveillance procedures. Simple techniques such as stakeouts and physically following the target are preferred to technological means such as bugging and wiretapping, as the Dark Symmetry can corrupt and distort these surveillance methods. In extreme circumstances, the Art may be employed to glean information through precognition or telepathy, though permission to request outside assistance must be obtained from the supervising Inquisitor Majoris first, if the Mortificator does not possess the necessary capabilities. At all times, the Mortificator should be working to assess the situation at hand in order to determine the best way to overcome any obstacles presented.

Execution of a target is done in the manner least likely to point the finger of suspicion towards the Brotherhood, and deaths that appear to be natural or accidental are best. Failing that, techniques that do not expose the Mortificator to scrutiny should be employed. Sniping and poisoning are good remote techniques, as are explosives if collateral damage can be controlled or minimised. Personal infiltration and the use of a blade or gun at close range is last resort, and disguise is suggested as a means of deflecting attention from the Brotherhood. Careful planning is essential in the performance of a mortification, and plans can be elaborate – using distractions and deception to make a target vulnerable or allow for ease of escape. In all cases, a Mortificator must be searching for a way to withdraw from the scene in a manner that draws no attention.

While Mortificators may employ a number of signature weapons, their firearms are chambered with widely-available ammunition, and all weapons are based on a corporate design to minimise suspicion due to the use of particular armaments. The term Mortificator can be applied to any Brother called upon to perform a mortification – whether or not they are a Mortificator proper. Unqualified Brothers must adhere to all established guidelines as closely as possible, and will be provided with as much intelligence and assistance in the performance of the mission as is necessary to positively resolve the situation.

INVESTIGATE LOCATION

When investigating a location – which may be a common element of almost any other purgation objective – support will be available in a variety of forms, ranging from mystical assistance from the First Directorate, to direct military back-up from the Second Directorate, or any other form of assistance provided by the Third Directorate.

In rare situations, this level of support may not be available, and Brothers are encouraged to employ whatever assets are available in a creative manner, in order to complete their objectives with a minimum of risk.

Investigation of unknown locales can occur in any areas other than those under direct Brotherhood control. If a location to be investigated is a corporate holding, a local ranking representative of the Fourth Directorate should be consulted before permission is given to proceed.

Investigating an unknown site is an assignment fraught with potential challenges and the possibility of disaster, and it is not a task that should be undertaken lightly. Brothers are literally entering an area about which little is known, and their objective is to discover as much about that area as possible and report back to their superiors. Brothers in this situation must be constantly vigilant for traps and ambushes.



Investigating a Heretic stronghold.

Every reasonable precaution should be taken. Where possible, an Art-capable Brother skilled in the Aspect of Premonition should observe the area for any presence of the Dark Legion, or any other hazards that may be present. Such brethren are also valuable for perceiving things beyond walls and obstacles, and discerning safe paths through perilous environs. If no such Brother is within the group, one may be requested. Such requests cannot always be granted, however, for Premonition-skilled Mystics are a valuable resource. If a suitable Mystic cannot be secured, the group must continue with conventional methods.

If any person or object of import is discovered, it should immediately be recovered. If this is not possible, it should be immediately marked for subsequent retrieval. If a person or persons tainted by the Dark Soul are encountered, the Brothers should immediately refer to the guidelines on first contact with Darkness.

Force is permitted only in defence, or if circumstances arise that require the immediate use of force, such as first contact with Darkness. Use of the Art for any reason other than information gathering or self defence is prohibited, unless permission is given by a superior.

RESCUE HOSTAGES

All civilian resources may be used, with few restrictions. Uniformed corporate personnel may not be taken into custody, though they may be subjected to questioning and placed under scrutiny via the Art at any point. If terrorists are prominent, or extraordinary problems occur, petitions for assistance may be posted towards the Curia. Petitions will be responded to in no more than three hours.

In a hostage situation, the primary advantage possessed by the Brothers is the ability to research and study the target location in advance. Chances are high that the targets will not stray far from a single confined and controlled location. Art-capable Brothers skilled in the Aspect of Premonition should be utilised to gather as much immediate and precognitive information about the situation as possible. Should no appropriately-skilled Brother be present, requests to obtain the services of such a Brother will be prioritised.

Once all possible intelligence has been gathered, it is the responsibility of the group at the scene to plan any subsequent action. Standard breach and secure strategies are recommended, summarised as follows: Create openings in the side of any structure in such a way that terrorists and hostages are not harmed. Once an opening is created, employ smoke and stun grenades to cover advance, and enter structure. Favour the creation of new methods of ingress and egress over using existing routes, so as to avoid traps and ambushes. Vision augmentation – such as night vision equipment or mystical powers – is recommended to allow clear target identification through smoke and obstacles. Care should be taken to minimise risk to hostages, but only insofar as it does not hinder the elimination of the terrorists. If some of the hostages are

injured or killed in the process of stopping the terrorists, this is to be considered an unfortunate but necessary loss. Do not attempt to take the terrorists captive – with civilians in the area there is too much at stake to risk mercy.

Once all hostiles have been eliminated, gather and remove the hostages as swiftly and safely as possible. Terrorists have been known to trap or sabotage locales in the event of their demise, and these traps can often be avoided with a swift exit from the premises. Use of improvised methods of egress is encouraged, as these will not be trapped. Wounded hostages are to be stabilised swiftly in the field if necessary, and then carried out, while unharmed hostages should be herded ahead of the group. Use of non-lethal force to persuade or subdue hysterical or uncooperative hostages is permitted.

In an urban environment, innocent bystanders should be cleared from the vicinity of the target location before any action is initiated. Utmost care must be taken at all times regarding uniformed corporate personnel and Brotherhood officials.

Armament is left at the discretion of the individual, but heavy ordnance is not to be permitted due to risk of unnecessary collateral damage. Sidearms, standard rifles, and personal blades are the preferred weapons, along with non-lethal grenades (smoke and stun). Use of the Art is only permitted for intelligence-gathering and self defence – the use of the Art in a direct and offensive manner is forbidden, unless specific approval is given by a superior.

THE ARMOURY

The armed forces of the Brotherhood are extremely well-equipped, owing to a combination of highly lucrative manufacturing contracts and the expertise of the Order of Engineers in finding ways to create devices that are more advanced, without relying on technologies vulnerable to the Dark Symmetry. The Brotherhood's own Order of the Armoury provides scrupulous maintenance and upkeep for the vast arsenals of the Second Directorate, but both large-scale manufacturing and precision engineering are contracted out to the corporations. Bauhaus, Capitol, and Imperial provide this production expertise, under intense scrutiny by Brotherhood operatives.

While the Brotherhood keeps most of its technological advances secret, some are licensed out to the corporations, providing the Brotherhood with another source of income to maintain its system-wide operations.

Items in this section do not have the usual Restriction or Cost values; they are available only to members of the Brotherhood, and are illegal to possess outside of it. Access to these weapons for non-Brotherhood characters is only through the black market, and possession of a Brotherhood item not sanctioned for use by non-Brothers is punished severely.

WEAPONS

The Brotherhood's weapons have long been a product of corporate engineering, further refined and enhanced by Art-capable engineers. Many firearms in use by the Brotherhood since its inception are variants of Bauhauser designs, though Capitolian and Imperial designs have been adopted since the rise of Cybertronic, as a result of Bauhaus sympathies towards the new corporation. By comparison, the blades they employ are commonly made using old Mishiman and Imperial techniques and designs, but manufactured within the Brotherhood's armouries and routinely blessed. The Brotherhood has developed several weapons designs, which it has given to the Cartel for widespread manufacture and distribution as tools against the Dark Legion. The most famous of these is the Punisher Combo – a high-calibre handgun and sturdy powered sword that are widely available.

MELEE WEAPONS

The ferocious and savage forces of the Dark Legion must be fought by those who are as effective up-close as they are at a distance. For this reason, the Brotherhood's forces are routinely trained and equipped to fight at close quarters, with long blades of fine quality.

AVENGER POWER SWORD

Customarily carried by Sacred Warriors, these long blades are hand-made and tailored for their intended wielder – perfectly balanced for the owner's fighting style and capabilities. Outside of the finest Imperial Runeswords and Mishiman katana, there are no finer swords produced anywhere in the system. Avengers are electro-charged and edged with a monofilament wire, making them all the more formidable to face. Avenger swords are not available to the public at any price, and the possession of such a blade by a private individual is punishable by death. This has not, however, stopped there being a lucrative black market in both legitimate Avengers and counterfeit versions of these fearsome blades.

AVENGER POWER SWORD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ ↑ 6	-	4	Unbalanced	4
QUALITIES Armour Piercing 1, Duelling, Parry 1, Pious 2					

RETALIATOR SWORD

A lesser form of the powerful Avenger and Deliverer swords, the Retaliator is mass-produced by a subsidiary of Imperial's Clan Murray for use by Brotherhood Troopers and other soldiers. It lacks some of the fine craftsmanship and deadly power of the Avenger or Deliverer, but it's a perfectly serviceable weapon.



RETALIATOR SWORD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ ↑ 5	-	4	Unbalanced	4
QUALITIES Armour Piercing 1, Parry 1, Pious 1					

PROTECTOR POWER SHIELD

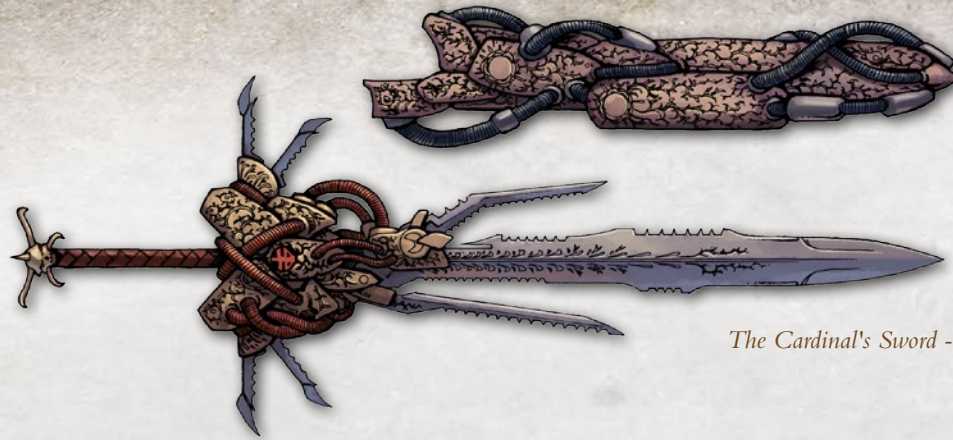
A greater version of the Guardian Shield, the Protector is a heavy, powerful defensive tool in the hands of the right warrior. They're almost exclusively carried by Sacred Warriors and Fury Elites, giving them a particular edge in close combats against the forces of the Dark Legion.

PROTECTOR POWER SHIELD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ ↑ 3	-	4	1H	4
QUALITIES Full Defence 3, Knockdown					

DEFLECT: A character wielding a Protector Power Shield may spend two Momentum after a successful Parry action against a ranged attack in order to reflect a ranged attack to strike a single enemy within Close range; this requires a Ranged Weapons test to hit.





The Cardinal's Sword - The Bringer of Light

CASTIGATOR POWER SPEAR

A heavy two-handed battle-spear, these weapons are difficult to wield effectively without the proper training, which is only provided to Valkyries and Vestals. The edged head is designed in the same way as the blade of an Avenger sword – electro-charged and monofilament edged – while the other end of the haft is fitted with a heavy spiked head, allowing a skilled warrior to strike effectively with both ends.

CASTIGATOR POWER SPEAR

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ ↑ 5	-	3	2H	4
QUALITIES	Armour Piercing 1, Parry 1, Reach, Pious 2				

MACE-HEAD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ ↑ 4	-	-	2H	4
QUALITIES	Stun, Pious 1				

MACE-HEAD: A character wielding a Castigator spear may choose freely between the spear blade and the mace-head whenever he attacks. A character wielding a Castigator spear can use the Swift Strike Momentum spend for one Momentum, rather than two, so long as he uses the spear blade for one attack and the mace-head for the other (in any order).

CONFESSOR CHAINWORD

An upgraded version of the industry-standard ASH-88 chainsword, the skills and insights of the Order of Engineers have allowed the internal mechanism to be miniaturised without losing much of the weapon's power, vastly improving its handling weight and balance.

CONFESSOR CHAINWORD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ ↑ 5	-	2	1H	3
QUALITIES	Parry 1, Vicious 2				

DELIVERER POWER SWORD

A potent electro-charged blade, the first Deliverers were the precursors to almost all powered blades in use by the Brotherhood, and were developed during the organisation's founding. The precision and power of these blades has been difficult to replicate over the centuries, and the original Deliverer blades are highly prized not only as relics of the Brotherhood, but also as powerful weapons in their own right.

Each blade contains a series of circuit-runes connected to a compact power source, and electromagnetic coils that allow the weapon to generate a powerful magnetic field. This causes the blade to vibrate rapidly, such that the blade inflicts severe damage and grievous injuries.

DELIVERER POWERSWORD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ ↑ 6	-	4	Unbalanced	5
QUALITIES	Armour Piercing 1, Duelling, Parry 1, Pious 2, Vicious 2				

PISTOLS

Personal sidearms are commonplace, and as many battles against the Dark Legion are won in back-alley gunfights with cultists as on distant battlefields with massed armies. With such an ever present and insidious threat, the widespread ownership of handguns is both a blessing and a curse; that people can defend themselves is vital, yet cults take as much advantage of these weapons as the innocent and righteous.

MP-21 NEMESIS MACHINE PISTOL

Modelled on the Bauforce MP-105 machine pistol, the Nemesis is a high performance compact machine pistol, firing caseless ammunition. The Nemesis is smaller than the original MP-105,

with the magazine contained within the grip rather than placed forward of it. This makes it slightly less accurate thanks to the altered balance and shorter barrel, but more portable and easier to conceal. It is a common sidearm of Brotherhood Troopers, and can be fitted with a micro-grenade launcher or compact flamer under the barrel.

Mortificators favour a variation on this weapon, the MP-210, which eschews the automatic fire and adds an integral suppressor, making it a perfect complement to a Mortificator's grim duties.

Either the MP-21 or the MP-210 can be fitted with a GL-221 grenade launcher or F-214 flamer attachment, though these must be acquired and fitted separately.

MP-21

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 3	Burst	2	1H	3
QUALITIES	Close Quarters, Hidden 1, Pious 1				

MP-210

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 3	Semi-Automatic	2	1H	3
QUALITIES	Close Quarters, Hidden 1, Pious 1				

GL-221 GRENADE LAUNCHER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	As Grenade	Munition	-	1H	3
QUALITIES	As Grenade				

F-214 FLAMER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ [↑] 4	Munition	-	1H	3
QUALITIES	Incendiary 2, Pious 1, Torrent				

SILENCED: The MP-210 is fitted with an integral silencer, making it far quieter to fire. Hearing the sound of an MP-210 at Medium range is an Average D1 Observation test. Each zone further out increases the difficulty of this test by one step, and loud noises can make this test more difficult still.

RIFLES

Handguns alone cannot provide an army with the firepower it needs, and consequently the Brotherhood produces a number of powerful rifles to equip its armed forces. Brotherhood Troopers are typically armed with weapons that are considered too expensive for widespread distribution.

R-75 RETRIBUTOR CARBINE

Regarded either as a larger counterpart to the Punisher, or as a smaller version of the Volcano, the R-75 is a compact, high powered carbine designed for one-handed use. Its weight and bulk mean that it takes considerable strength to use in one hand, while the short

BROTHERHOOD WEAPONS



MP-21 NEMESIS
MACHINE PISTOL



MP-210 NEMESIS
PISTOL

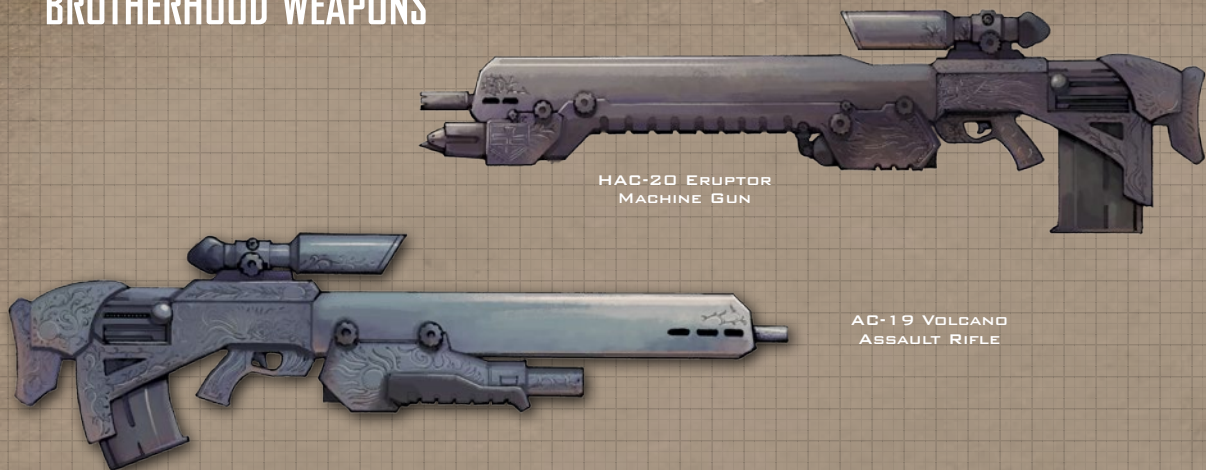


MP-21 NEMESIS
WITH GL-221
GRENADE LAUNCHER



MP-21 NEMESIS
WITH F-214 FLAMER

BROTHERHOOD WEAPONS



HAC-20 ERUPTOR
MACHINE GUN

AC-19 VOLCANO
ASSAULT RIFLE

barrel and relative lack of stability mean that it has little accuracy at longer ranges. However, these are minor concerns for Sacred Warriors and the Fury Elite, who are the warriors most commonly seen carrying R-75s into battle, in combination with a shield or sword.

R-75 RETRIBUTOR CARBINE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ \uparrow 6	Burst	5	Unbalanced	3
QUALITIES	Knockdown, Pious 1				

MACHINE GUNS

The monstrous foes arrayed against mankind are the kind that cannot easily be overcome, and overwhelming these creatures with vast amounts of firepower is often the only straightforward way to combat them.

ANOINTER LIGHT AUTOCANNON

One of a new generation of Brotherhood weapons produced by sources other than Bauhaus in the wake of the rise of Cybertronic, the Anointer is an Imperial design, developed by Lyon & Atkinson from scratch rather than being based on an existing model. This monstrous weapon unleashes a terrifying fusillade of 30mm armour-piercing rounds, easily able to overcome all but the most resilient of targets.

The Anointer uses the Heavy Weapons skill.

ANOINTER LIGHT AUTOCANNON

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+ \uparrow 6	Automatic	30	Mounted	3
QUALITIES	Armour Piercing 2, Pious 1, Spread 1				

MOUNTED: The weapon is always mounted on a weapon platform or vehicle, and cannot be operated without one.

HAC-20 ERUPTOR MACHINE

A squad support variant of the AC-19, the HAC-20s can be fitted with a large box magazine or a belt feed. A more powerful gas system, a slightly longer barrel, and a heavier round increase the weapon's performance, though it is less stable as a result, and best used from a stable firing position. The HAC-20 is commonly fitted with an Incinerator flamethrower for close range defence.

The HAC-20 uses the Heavy Weapons skill.

HAC-20

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+ \uparrow 6	Automatic	7	2H	3
QUALITIES	Pious 1, Spread 1				

FLAMER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ \uparrow 4	Muntion	-	1H	3
QUALITIES	Incendiary 2, Pious 1, Torrent				

LAUNCHERS

Used to supplement rifles and machine guns, grenade and rocket launchers are relatively rare in the Brotherhood, but still valuable tools for combating the Dark Legion. Most such weapons are simple and unsophisticated devices, to harden them against the darkness, and are manufactured under licence by Capitol's Federated Arms & Munitions.

ARL-57 RETRIBUTOR ROCKET LAUNCHER

The ARL-57 is unusual amongst the launcher weapons of the Brotherhood in that it has received significant upgrades and enhancements from the Orders of Engineers. The launcher is designed to provide Brotherhood Troopers with the firepower to overcome heavily-armoured Dark Legion monstrosities and necrovehicles.

The ARL-57 uses the Heavy Weapons skill.

ARL - 57

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	As Grenade +↑1	Munition	8	Unwieldy	3
QUALITIES As Grenade, plus Unforgiving 2, Pious 2					

HGL-50 WRATH GRENADE LAUNCHER

An archaic-seeming design, this breech-loading single-action grenade launcher is little different to its counterparts in corporate forces.

HGL-50

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	As Grenade	Munition	3	2H	4
QUALITIES As Grenade, plus Pious 1					

ARMOUR

As an organisation geared towards warfare, many within the Brotherhood go about their day-to-day duties clad in reinforced or armoured clothing. The threat of the Dark Symmetry is everywhere, and protecting people from that threat is the responsibility of every member of the Brotherhood, from the lowliest missionary to the Cardinal himself. Most suits of armour used by the Brotherhood have similar distinctive features – broad, rounded shoulder pads, ornate helms, and some form of mounting to carry a Book of Law. Many are also designed to accommodate a power stabiliser for wearers who rely upon the Art, and most incorporate technological innovations developed by the Order of Engineers that distinguish them from the armour of the corporations.

The most common of these advancements are the blessed hydraulics and sanctified electronics that are hidden beneath the sleek outer shells. The hydraulics support the wearer's movements, allowing him to move more freely than the armour's weight and bulk might otherwise suggest, while numerous electronic systems monitor the wearer's life signs during battle, and are tied in to both an automed system and a tiny device known as a Cremator. This latter device injects the body with chemicals that incinerate the body after death, preventing the wearer's remains being turned against humanity by the twisted science and vile sorcery of the Dark Legion.

CRUCIFIER EXO-ARMOUR

Developed by the Order of Engineers, this armour is the nearest thing to powered armour that the Brotherhood employs. Using technology developed through the use of the Art, and designed to interact with a wearer's mind directly, Crucifier armour has few of the vulnerabilities to the Dark Symmetry that electronic systems have. It is extraordinarily difficult to use, and only a tiny minority of warriors have the potential to use it effectively – and all but a rare few must give up use of the Art in order to wear it. The armour is characterised most by the pair of additional arms emerging from the torso, which wield blade and gun as effectively as the wearer's own arms.

CRUCIFIER EXO-ARMOUR

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Brotherhood	4	5	4	4
ENCUMBRANCE		RELIABILITY	RESTRICTION	COST
10		5		

MURDEROUS TORNADO: A suit of Crucifier exo-armour has four arms, and can thus wield more weapons than an ordinary warrior can. The armour is normally fitted with a pair of pistols and a pair of melee weapons. The wearer can still only attack with one weapon at a time. If the character uses the Swift Strike Momentum spend, it only costs one Momentum (as normal for Dual Wielding), but the character may use that spend up to three times (for a total of four attacks, one with each weapon).



FURY BATTLEPLATE

The heavy armour of the Fury Elite is a work of art, composed of carved and polished titanium alloy plates layered over impact-resistant laminates and high-density ceramics. A steel compartment sits in the centre of the breastplate, large enough to store the Fury's copy of the Book of Law. Each suit is handed down from warrior to warrior, and upon a Fury's death, his armour will be carefully repaired and restored, then issued anew when a new warrior joins that elite force.

FURY BATTLEPLATE

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Brotherhood	6	6	5	5
ENCUMBRANCE		RELIABILITY	RESTRICTION	COST
12		5		

BLESSED: A warrior wearing Fury battleplate automatically regains one wound at the start of each of his turns, starting with the most severe (Critical, then Serious, then Light).



Crusier Exo-Armour

MYSTIC WAR-ROBES

The silhouette of a Mystic marching to battle is distinctive – the broad, rounded pauldrons, sleek helm, and tell-tale tubes of his power controllers atop voluminous robes makes a Mystic easy to spot. All sets of war-robes are designed to accommodate a Mystic’s power controller, and are layered with high-density ballistic nylon and cunningly-concealed ceramic plates.

MYSTIC WAR-ROBES

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Brotherhood	5	5	3	3
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
8	5			

RESONATOR HELMET

Fitted to volunteers from amongst the First Directorate’s Pilgrims, Resonator Helmets were designed by the Order of Blessed Engineers in recent decades to ward off the supernatural energies wielded by Heretics and other creatures of Darkness. Using a combination of

surgical implants and the sanctified technologies in these tall helms, the wearer can generate a field of mystical interference that hinders another being’s ability to wield supernatural powers. These devices are fitted with self-destruct devices that trigger upon the wearer’s death, in order to prevent them falling into the wrong hands.

The disruptive effect is not limited only to the patterns of the Dark Symmetry, and it affects those who wield the Art just as surely. Mystics entering the field alongside Resonators are advised to stand clear of anyone wearing a Resonator Helm.

RESONATOR HELMET

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Brotherhood	4	–	–	–
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
3	5			

DISRUPTIVE RESONANCE: A character wearing a Resonator Helmet generates a field that disrupts all mystical powers within Close range. When a supernatural power originates from, or is targeted at, any point within Close range of one or more characters wearing a Resonator helm has the difficulty increased by two steps. A character with the Mystic talent may not cast any spells while wearing a Resonator Helmet.

SACRED WARRIOR COMBAT ARMOUR

These suits are some of the finest armour the Brotherhood’s artificers produce; the distinctive armour of Sacred Warriors is hand-made for each individual warrior. Comprising a series of intricately cast and precision machined layers of metal, ceramic, and plastic, the armour is extremely durable. When combined with a power shield – as many Sacred Warriors do – it renders a warrior almost untouchable by conventional attacks. Some Sacred Warriors choose to wear their hair long and loose in obvious contempt for the abilities of their foes, but all are equipped with a sturdy, ornate helm should they wish or need to wear one. Flowing robes cover most of the armour – all but the cuirass and pauldrons – though as with many elements of Sacred Warriors’ doctrine, individuals are free to alter or discard elements as they see fit.

SACRED WARRIOR COMBAT ARMOUR

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Brotherhood	5	5	4	4
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
10	5			

BLESSED: A warrior wearing Sacred Warrior Combat Armour automatically regains one wound at the start of each of his turns, starting with the most severe (Critical, then Serious, then Light).

VALKYRIE COMBAT ARMOUR

The polished, metallic plates and sweeping cloak of a Valkyrie's armour is a distinctive sight on the battlefield, and can be worn comfortably for a protracted period – a capability taken full advantage of, as a Valkyrie or Vestal is rarely seen without her armour. Even those who occasionally wear less military garb will likely have their armour close at hand, for they are never unprepared for battle.

VALKYRIE COMBAT ARMOUR

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Brotherhood	4	5	4	4
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
10	5			

AERIAL ASSAULT: Valkyrie Combat Armour is designed for airborne assaults, and fitted with a jump pack that allows the wearer to descend from an air transport safely. The jump pack can only be used once before needing to be refuelled, and allows the wearer to ignore all falling damage when deploying from an aircraft.

SHINING LIGHT: A warrior wearing Valkyrie Combat Armour gains one bonus Momentum when making a Dodge Response Action, due to the distracting glare on her armour.

AIRCRAFT MUNITIONS

The aircraft in this section are listed with 'Weapon Pylons'. These multi-role mounting points are used by aircraft crews to adapt their payloads to different targets and different circumstances. All weapons mounted on Weapon Pylons are Munitions, and each Pylon mounts a single Reload – a single use of that weapon, in the form of a single bomb or missile.

Bombs: Bombs come in a variety of forms, and use the same basic rules as Grenades and Missiles. Due to their larger size, bombs increase the grenade's damage by 1+↑2, and add +1 to the rating of any traits with a numerical rating (such as Armour Piercing, Vicious, Incendiary, or Toxic). Bombs all have a range of Long, but they can only be used against targets that are in zones below the aircraft and on a solid surface (the ground, floors, roofs, etc).

Missiles: Missiles similarly come in a variety of forms, and use the same basic rules as Grenades and Missiles. Due to their larger size, missiles increase the grenade's damage by +↑3, and gain the Unforgiving 3 quality.

VEHICLES

Compared to the corporate forces, the Brotherhood employs very few vehicles – relying instead on corporate allies if armoured support is desperately required. Those it does employ, however, are potent tools of war, effective counterparts to the war machines of the corporations and the monstrous beasts and vehicles of the Dark Legion.

DEATH ANGEL

RELIABILITY: 4

With its distinctive appearance, the Death Angel is less a vehicle and more a motorised gun carriage, most notable for two features: the statue of the Cardinal that stares down upon the battlefield from the rear of the vehicle, and the heavy Anointer autocannon mounted on the front. Requiring only a single driver to operate both the vehicle and its only weapon, Death Angels are commonly driven by an Inquisitor, using the striking appearance of the vehicle, and the ridiculous amount of firepower it can produce, to make the wrath of the Cardinal unforgettable.

QUALITIES	Exposed, Rugged, Wheeled			
CRUISING SPEED	135 kph	COMBAT MANEUVRABILITY	1	
CREW	1 commander	CARRYING CAPACITY	25 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	3	5	3	2
MOTIVE SYSTEM	2	4	3	2
WEAPON	2	3	2	1
IMPACT DAMAGE	2+↑2			
ARMAMENTS	<ul style="list-style-type: none"> • Anointer Autocannon: Range M, 2+↑6, Automatic, Armour Piercing 2, Plous 1, Spread 1 • Six Reloads for Anointer. Crew gains ↑2 Cover Soak. • Cardinal's Stern Gaze: the presence of a Death Angel is a grim reminder of the duty of the Brotherhood. All Brotherhood characters within Medium range of a Death Angel may re-roll 1d20 on all Willpower tests. 			
NOTES				

ICARUS JETFIGHTER

RELIABILITY: 3

Though crude compared to the cutting edge of the pre-Symmetry years, the Icarus Jetfighter is the peak of aviation technology. Designed by the Order of Engineers, reverse-engineered from pre-Symmetry technologies purged of their electronic vulnerabilities, the Icarus is the fastest, most agile and most deadly aircraft in the skies of the system. To ensure that it remains resistant to the corruption of the Dark Symmetry, the aircraft has no automated systems, requiring the pilot and co-pilot to maintain continual and

perfect control over every aspect of flight, navigation, and weapons. It is a point of pride, then, that the Brotherhood's Archangel pilot corps is more than up to the challenge. Using the Aspect of Mentalism to heighten their skills to a supernatural degree, a pair of Archangels can operate these craft with astounding grace and precision, both to counter enemy aircraft and to bomb a variety of ground targets.

The current version is designed to be useful both as jet interceptor and as close support craft, utilising a system of independent wing- vanes that can angle to favour lift over acceleration. A skilled Archangel can allow an Icarus to drift across the battlefield, turning on a pin-head and weaving to avoid fire as if it were utterly weightless.

Icarus Jetfighter



QUALITIES	Agile, Aircraft (VTOL), Enclosed			
CRUISING SPEED	2090 kph	COMBAT MANOEUVRABILITY	3	
CREW	1 commander, 1 gunner	CARRYING CAPACITY	None	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	7	7	5	3
MOTIVE SYSTEM	6	5	3	2
WEAPON	4	4	3	1
IMPACT DAMAGE	3+↑8			
ARMAMENTS	<ul style="list-style-type: none"> • Cardinal's Fury Machine Guns: Range L, 2+↑6, Automatic, Armour Piercing 1, Dreadful, Pious 1, Spread 3 • Firefist Flamethrower: Range M, 2+↑4, Munition, Armour Piercing 1, Blast (Close), Incendiary 4, Pious 1 • Weapon Pylons: Stats as weapon 			
NOTES	<ul style="list-style-type: none"> • Twelve Reloads for Cardinal's Fury Machine Guns. Five Reloads for Firefist Flamethrower. Four Reloads for Weapon Pylons. 			



MALACH GUNSHIP

RELIABILITY: 3

Named for an ancient word meaning 'messenger' or 'angel', these helicopter gunships are designed to insert troops directly into a warzone, though they are also occasionally used for the fast and secure transport of VIPs. They are normally used by Valkyries, who can deploy swiftly from a gunship without it needing to land, but it functions perfectly well touching down into battle where its nose-mounted autocannon and door-mounted Purifiers can eviscerate nearby enemies while its passengers embark or disembark. It also carries a number of munitions mounted below the engine nacelles, intended for close support of its passengers.

QUALITIES	Agile, Aircraft (VTOL), Enclosed			
CRUISING SPEED	305 kph	COMBAT MANOEUVRABILITY	2	
CREW	1 commander, 3 gunners	CARRYING CAPACITY	12 passengers, 360 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	7	7	5	3
MOTIVE SYSTEM	7	6	4	3
WEAPON	5	4	3	1
IMPACT DAMAGE	3+↑8			
ARMAMENTS	<ul style="list-style-type: none"> • Anointer Autocannon: Range M, 2+↑6, Automatic, Armour Piercing 2, Pious 1, Spread 1 • 2x AC-41 Purifier HMG: Range M, 2+↑5, Automatic, Pious 1, Spread 2 • 2x Purifier Flamer: Range C, 1+↑4, Munition, Incendiary 2, Pious 1, Torrent • Weapon Pylons: Stats as weapon 			
NOTES	<ul style="list-style-type: none"> • Nine Reloads for Anointer Autocannon. Twelve Reloads for each Purifier HMG. Three Reloads for each Purifier Flamer. Four Reloads for Weapon Pylons. 			

JUDICATOR BATTLE WALKER

RELIABILITY: 5

The Judicator is not a true vehicle, but rather a blend of walking tank and sophisticated prosthetic. The war the Brotherhood is engaged in is a costly and brutal one, and its warriors are zealous and passionate, unfettered by fear of death. Those who survive the war against the Dark Legion often do not return from battle intact, and even the miraculous powers of the Aspect of Exorcism cannot treat all injuries. The greatest warriors, if crippled beyond the ability to serve in battle, are too valuable an asset to lose entirely, and for this reason, the Order of Engineers developed the Judicator. Using technologies and techniques that are also employed in Crucifier Exo-Armour, a Judicator is a hulking mechanical body, piloted by a crippled, surgically-altered warrior. Only those with great aptitude for the Art, and mighty prowess in battle, are considered, and most will have received some measure of accolade from the Curia or even the Cardinal. The machine is connected directly into the warrior's mind, and he is bound within the armour for the remainder of his life, but this provides Judicators with a semblance of human motion in their advance. They stampede forwards, crushing all within their path, and obliterating targets with their powerful AC-100 Crusader cannons and massive electro-charged Retaliator broadswords. Each Judicator is customised and detailed as desired by the inhabitant, their outer carapace a work of art reflecting the soul of the warrior within.

QUALITIES	Enclosed, Walker			
CRUISING SPEED	15 kph	COMBAT MANOEUVRABILITY		0
CREW	1 commander	CARRYING CAPACITY	None	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	6	6	5	4
MOTIVE SYSTEM	5	5	4	4
WEAPON	4	4	3	2
IMPACT DAMAGE	2+↑5			
ARMAMENTS	<ul style="list-style-type: none"> • AC-100 Crusader Cannon: Range M, 2+↑6, Automatic, Armour Piercing 1, Pious 1, Spread 2, Vicious 1 • Retaliator Broadsword: Melee, 2+↑8, Armour Piercing 3, Knockdown, Pious 1, Vicious 2 			
NOTES	<p>Six Reloads for Crusader Cannon. May exchange Retaliator Broadsword for a second Crusader Cannon and six additional Reloads. May only be crewed by a crippled, Art-capable character of the Second Directorate with at least Close Combat Expertise 2. The character is installed in the machine and cannot be removed.</p>			

RETRIBUTION BATTLE TANK

RELIABILITY: 4

The only battle tank commonly fielded by the Brotherhood, the Retribution is a formidable vehicle. While not quite as massive as the tanks fielded by corporate forces, the sophisticated systems developed by the Order of Engineers allow it to trade shots with its larger corporate counterparts. Armoured in rare and difficult-to-manufacture alloys, its hull is immensely impact-resistant, far tougher than the steel and uranium alloys commonplace on other vehicles, giving it disproportionate durability for its mass. Its armament is fearsome; each mounts several heavy autocannons and incinerators for close defence and intensive purgation missions alike, but the turret is a particular terror for those facing Retribution battle tanks. The powerful Judgement heavy cannon is accompanied by an armoured pulpit-cupola, carrying a single powerful Mystic, or sometimes even a Keeper of the Art, whose powers contribute to an already formidable arsenal.

QUALITIES	Enclosed, Ponderous, Rugged, Tracked			
CRUISING SPEED	70 kph	COMBAT MANOEUVRABILITY		1
CREW	1 commander, 1 driver, 3 gunners	CARRYING CAPACITY	55 enc	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	9	13	9	5
MOTIVE SYSTEM	8	8	6	4
WEAPON	6	5	3	2
IMPACT DAMAGE	3+↑4			
ARMAMENTS	<ul style="list-style-type: none"> • Judgement Heavy Cannon: Long, 3+↑8, Munition, Armour Piercing 2, Vicious 2, Pious 2 • 2x Anointer Autocannon: Range M, 2+↑6, Automatic, Armour Piercing 2, Pious 1, Spread 1 			
NOTES	<p>Eight Reloads for Ultracannon. Fifteen Reloads each for Autocannon. The tank's Commander must be a Mystic. While seated upon the commander's throne, the Mystic gains three bonus Momentum on his Mysticism test when casting any damage dealing spell.</p>			

STARSHIPS

The Brotherhood's fleet is compact, but undeniably potent. Commanded by elite Archon pilots and navigators, under the auspices of Inquisitors and Mystics, the Brotherhood's fleet is a source of pride for its efficiency, potency, and devotion to the cause. The vessels are a mixture of archaic designs retro-engineered to remove vulnerabilities to the Dark Symmetry, and newer technologies devised by the Order of Engineers and supplemented by the miraculous powers of Art-capable crewmen.

SPACECRAFT WEAPON QUALITIES

The following weapon qualities apply specifically to the weapons of spacecraft.

ANTI-SHIP: The weapon is ponderous and heavy, designed to slay massive spacecraft rather than smaller targets. Increase the difficulty of all attacks made by this weapon against Light Craft or other small targets by one step.

SLOW LOADING X: The weapon is difficult to reload quickly, because of a complex firing mechanism, massive ammunition, or some other factor. It takes the weapon's gunner X standard actions, where X is the rating of this quality, to reload this weapon between uses.

BROTHER MARCO PIEROZZI, BROTHERHOOD MYSTIC



Brother Marco Pierozzi began his career as just another TV preacher. Plagued by unwanted visions since he was a child, his particular crusade was against the unfettered use of technology. He claimed that it would lead to humanity's downfall. When the first signs of the Dark Symmetry began to appear, Marco realised what they heralded, but no one would listen. As the threat increased, so did Marco's dreams until they invaded his waking hours, causing him to hallucinate things that had not yet happened. The strain of his divination powers threatened to tear him apart until one day he awoke to find Nathaniel Durand at his side. Nathaniel understood what was happening and believed. With his help, Marco learned to focus his abilities and he became one of the first Mystics in what would become the Brotherhood.

ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
7		8		7		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		9		11		9	

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	2	2	1	-	3	1	2	2	3	1

MYSTIC CREWMEN

The crews of Brotherhood spacecraft are supplemented by Mystics, who turn their supernatural powers to the betterment of ship and crew. The Mystic crewman counts as an Engineer, but has additional actions available to him, dependent upon which Aspects he knows.

- ◆ **KINETICS:** Barrier (Standard Action). Average D1 Mysticism test to increase craft's Soak by \uparrow , plus an additional \uparrow per Momentum spent. Each Dark Symmetry Icon generated on these \uparrow grants two Soak, but reduces the barrier by \uparrow 1. This barrier lasts until reduced to zero, or for ten minutes, whichever comes first.
- ◆ **MANIPULATION:** Thief of Intent (Standard Action). Average D1 Mysticism test. Success means that the vessel gains one bonus Momentum on Response Actions for one round, plus another round per Momentum spent.
- ◆ **ELEMENTS:** Onslaught (Standard Action). Average D1 Mysticism test. Success is a ranged attack against a target within

WOUNDS:

- ◆ **Head 3**
- ◆ **Arms 3**
- ◆ **Serious Wounds 5**
- ◆ **Mental Wounds 11**
- ◆ **Torso 7**
- ◆ **Legs 5**
- ◆ **Critical Wounds 3**

SOAK: Armoured vestments: (Torso 1, Arms 1, Legs 1)

ATTACKS:

- ◆ **Unarmed Strike (melee):** 1+ \uparrow 3

SPECIAL ABILITIES

- ◆ **Mystic:** Pierozzi has been taught to tap into the fundamental energies of the Light, and may wield the spells of the Art. He has Mysticism Expertise 1, Mysticism Focus 3, and knows the following spells: Blessing, Contempt, Gaze, Succour, and Omen.
- ◆ **Proselytise:** Pierozzi is a skilled orator and has a knack for preaching his views and inspiring a crowd. When addressing a crowd and preaching the Durand brothers' message, he gains two bonus Momentum to his Command or Persuade test.



Close range, inflicting 1+ \uparrow 4 damage with one of the following qualities: Armour Piercing 2, Incendiary 2, Spread 1, Vicious 1. The attack hits automatically (the Mysticism test is the attack roll), but can be opposed normally as with any ranged attack.

- ◆ **CHANGELING:** Obfuscate (Standard Action). Average D1 Mysticism test. Success increases the difficulty of all Observation tests made to detect the vessel for one round, plus another round per Momentum spent.
- ◆ **PREMONITION:** Precognitive Evasion (Standard Action). Challenging D2 Mysticism test. Success means that one member of the crew gains one additional Response Action before the start of the vessel's next turn. Each Momentum spent grants one additional Response Action to a different member of the crew.

DAEDALUS STARFIGHTER

RELIABILITY: 3

Similar in design to the smaller, atmospheric Icarus Jetfighter, the Daedalus is a high performance void-capable interceptor and tactical bomber. Crewed by a pair of Archangel pilots and a single specially trained Mystic, these craft use not only cutting-edge technology but also potent spells and blessings to triumph over enemy spacecraft. Kinetic spells, augmented by the vehicle's structure and construction, provide additional defence and mobility

for a craft that is already amongst the most agile and swift of its type, while the Aspect of Premonition gives the crewmen valuable insights into the immediate future, allowing them to pilot their fighter through the most perilous of situations unscathed.

QUALITIES	Light Craft, Agile		
INTERPLANETARY RANGE	15 days	COMBAT MANOEUVRABILITY	2
CREW	1 commander, 1 gunner, 1 mystic	PASSENGERS	None
DAMAGE	SOAK 1	DAMAGE	5
IMPACT DAMAGE	2+ \uparrow 2	FUEL LOAD	3
ARMAMENTS	<ul style="list-style-type: none"> • Illuminator Autocannons (Close, Automatic, 1+\uparrow3, Armour Piercing 1, Close Quarters) • Searing Fury Missiles (Medium, Munition, 2+\uparrow4, Armour Piercing 2, Incendiary 2). 		
NOTES	Six Reloads for Illuminator Autocannons. Four Reloads for Missiles.		

DEFENDER FRIGATE

RELIABILITY: 4

The iconic starship of the Brotherhood, the Defender has been the subject of countless documentaries that explain and describe its deployment in the defence of mankind. The Defenders are,



Defender Frigates massing to confront a Black Ship.

amongst other duties, the Curia's chariots in the void, carrying these revered souls across the system. More than that, they serve as humanity's shield in the cold, dark reaches of space. While none have the luxury of waging war in space frequently, Defenders often move amongst corporate convoys as armed escorts. Their presence, and the ire of the Brotherhood that accompanies them, are often sufficient to deter any but the most determined of aggressors. However, the Brotherhood is often stretched thin by numerous disparate concerns, so these escorts are not as commonplace as might be desired.

Each Defender is heavily armed for its size, and while the vessels are unique individual creations, they tend to favour close range firefights, using precognitive insights and telekinetic barriers from their Mystics, and the supernaturally enhanced skills of their Archon pilots to get into and out of range as safely as possible. Further, each one carries a squadron of Daedalus starfighters for support, allowing it to strike far harder than its batteries of macro-cannons and missile launchers alone would suggest.

QUALITIES	Agile, Ship, Rugged				
INTERPLANETARY RANGE	30 days		COMBAT MANOEUVRABILITY 2		
CREW	1 commander (Crew 2), 1 pilot, 4 gunners (Crew 3), 1 engineer (Crew 2), 3 mystics (Crew 1)			PASSENGERS	20
DAMAGE	LOCATION	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURE DAMAGE
	ENGINE	5	6	5	4
	HULL	7	5	4	3
	WEAPON	4	3	2	1
IMPACT DAMAGE	3+↑4		FUEL LOADS	5	
ARMAMENTS	<ul style="list-style-type: none"> • 4x Illuminator Autocannon Battery (Range Close, Automatic, 1+↑3, Armour Piercing 1, Spread 1, Point Defence, Close Quarters,) • 2x Dawnstrike Macrocannon (Range Medium, Burst, 2+↑6, Armour Piercing 2, Vicious 1) • Holy Lance Railcannon (Range Medium, Munition, 3+↑6, Unforgiving 3) • Sunspear Missiles (Medium, Munition, 3+↑5, Spread 2, Incendiary 4). 				
NOTES	Twelve Reloads for each Autocannon Battery. Ten Reloads for each Macrocannon. Six Reloads for Railcannon. Six Reloads for Missiles.				



THE GIFTS

The Brotherhood's fleet of Defenders is augmented by four Dreadnoughts, gifts from the corporations during the Brotherhood's founding. As befits four colossal vessels from four distinct sources, each Dreadnought is unique, and though they have been retrofitted to fortify them against the Dark Symmetry and to suit the needs of Art-capable crewmen, they retain most of the original nature and character of the corporate vessels they once were.

CSS ENTERPRISE

RELIABILITY 4

The *CSS Enterprise*, a Capitolian Liberator-class battleship, named for a long line of warships throughout human history, is typically found in orbit over one of the major worlds of the system, rotating its station on a monthly basis. It is a typical Capitolian warship – grand and powerful, and versatile in the strategies it can employ.

QUALITIES	Ponderous, Rugged, Ship				
INTERPLANETARY RANGE	120 days		COMBAT MANOEUVRABILITY 0		
CREW	1 commander (Crew 5), 1 pilot, 14 gunners (see below), 2 engineers (Crew 5), 3 mystics (Crew 3)			PASSENGERS	20
DAMAGE	LOCATION	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURE DAMAGE
	ENGINE	9	15	10	5
	HULL	11	18	15	12
	WEAPON	8	12	8	4
IMPACT DAMAGE	4+↑10		FUEL LOADS	10	
ARMAMENTS	<p>Main Weapon, crewed by one Gunner (Crew 1):</p> <ul style="list-style-type: none"> • XM-3800 Dominator Spinal Cannon (ranged): L, Munition, 4+↑8, Anti-Ship, Slow Loading, Unforgiving 3 <p>13x Weapon Bays, each crewed by one Gunner (Crew 4):</p> <ul style="list-style-type: none"> • Autocannon Battery (Close, Automatic, 1+↑3, Point Defence, Close Quarters) • 'Razorhail' Railcannon Battery (Medium, Automatic, 2+↑6, Anti-Ship, Armour Piercing 1, Vicious 2) 				
NOTES	Ten Reloads for Dominator Spinal Cannon. Each Weapon Bay has fifteen Reloads for Autocannon Battery and twelve Reloads for Heavenstrike Railcannon Battery. Launch Bay containing three squadrons, each of five Daedalus Starfighters. A single squadron may launch or land in any one turn.				

HERZOG SALVATORE

RELIABILITY 4

The *Herzog Salvatore*, a Bauhauser Ironclad named for an ancient patriarch of House Saglieli, has sat in orbit above Venus since

the first Cardinal's battle against Algeroth, departing only for the most vital missions. Its grim, smooth hull is marred by the scars of numerous battles with vessels of the Dark Legion, and its vast broadside batteries are unmatched by those of any vessel but another Homebuilder Dreadnought

QUALITIES	Ponderous, Rugged, Ship				
INTERPLANETARY RANGE	120 days		COMBAT MANOEUVRABILITY	0	
CREW	1 commander (Crew 5), 1 pilot, 18 gunners (see below), 3 engineers (Crew 5), 3 mystics (Crew 3)			PASSENGERS	20
DAMAGE	LOCATION	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURE DAMAGE
	ENGINE	10	18	12	6
	HULL	12	21	17	14
	WEAPON	9	12	8	4
IMPACT DAMAGE	5+ \uparrow 11		FUEL LOADS	10	
ARMAMENTS	Main Battery, crewed by three gunners (Crew 1):				
	<ul style="list-style-type: none"> • 3x MT-10 Massentreiber Kanone (ranged): L, Munition, 4+\uparrow8, Anti-Ship, Slow Loading, Unforgiving 4 • 15x Weapon Bays, each crewed by one gunner (Crew 4): • Flak-88 Autocannon Battery (Close, Automatic, 1+\uparrow3, Point Defence, Close Quarters) • Siegfried K (R) Macro-cannon Battery (Medium, Automatic, 2+\uparrow6, Anti-Ship, Armour Piercing 2, Spread 1, Vicious 1) 				
NOTES	Ten Reloads for each MT-10 Massentreiber Kanone. Each Weapon Bay has fifteen Reloads for Flak-88 Autocannon Battery and twelve Reloads for Siegfried K® Macro-cannon Battery.				

HŌSHŌ

RELIABILITY: 4

The *Hōshō*, a Mishiman *Hōō*-class Voidcraft Carrier, has been the most extensively retrofitted – it now carries the largest contingent of Daedalus starfighters of any vessel in the Brotherhood fleet.

QUALITIES	Ponderous, Rugged, Ship				
INTERPLANETARY RANGE	120 days		COMBAT MANOEUVRABILITY	0	
CREW	1 commander (Crew 5), 1 pilot, 14 gunners (see below), 3 engineers (Crew 5), 2 mystics (Crew 3)			PASSENGERS	20
DAMAGE	LOCATION	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURE DAMAGE
	ENGINE	8	15	10	5
	HULL	10	18	15	12
	WEAPON	7	12	8	4
IMPACT DAMAGE	4+ \uparrow 10		FUEL LOADS	10	
ARMAMENTS	Main Weapon, crewed by one Gunner (Crew 1):				
	<ul style="list-style-type: none"> • 'Spirit Archer' Spinal Cannon (ranged): L, Munition, 4+\uparrow8, Anti-Ship, Slow Loading, Unforgiving 3 • 13x Weapon Bays, each crewed by one Gunner (Crew 4): • Autocannon Battery (Close, Automatic, 1+\uparrow3, Point Defence, Close Quarters) • Heavenstrike Railcannon Battery (Medium, Automatic, 2+\uparrow6, Anti-Ship, Armour Piercing 1, Vicious 2) 				
NOTES	Ten Reloads for Spirit Archer Spinal Cannon. Each Weapon Bay has fifteen Reloads for Autocannon Battery and twelve Reloads for Heavenstrike Railcannon Battery. Launch Bay containing six squadrons, each of five Daedalus Starfighters. A single squadron may launch or land in any one turn.				



Herzog Salvatore



HSSS VIGILANT

RELIABILITY: 4

Finally, the *HSSS Vigilant*, an Imperial Victory-class dreadnought, is the fastest of the four, a brutal and highly-capable vessel designed to spearhead void assaults and perform massive boarding actions. The *Hōshō* and the *Vigilant* are the two most active of the Gifts, being frequently deployed to curb internecine conflicts and repel Dark Legion attacks in the outer systems. For the last ten years, the *Vigilant* has been seconded to the Sacred Warriors for their strikes at Dark Legion holdings in the outer system, returning to the inner system only for rearmament and repairs.”

QUALITIES	Rugged, Ship				
INTERPLANETARY RANGE	120 days	COMBAT MANOEUVRABILITY			1
CREW	1 commander (Crew 5), 1 pilot, 10 gunners (see below), 3 engineers (Crew 5), 3 mystics (Crew 3)			PASSENGERS	200
DAMAGE	LOCATION	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURE DAMAGE
	ENGINE	8	15	10	5
	HULL	10	18	15	12
	WEAPON	7	12	8	4
IMPACT DAMAGE	4+↑12		FUEL LOADS	10	
ARMAMENTS	<ul style="list-style-type: none"> • 10x Weapon Bays, each crewed by one gunner (Crew 4): • Autocannon Battery (Close, Automatic, 1+↑3, Point Defence, Close Quarters) • Void-Charger Macro-cannon Battery (Close, Automatic, 2+↑7, Anti-Ship, Armour Piercing 2, Spread 3, Vicious 1) 				
NOTES	<p>Each Weapon Bay has fifteen Reloads for Autocannon Battery and twelve Reloads for Macro-cannon Battery. After successfully performing a Ram action, the <i>HSSS Vigilant</i> performs a boarding action. This is treated as an additional ranged attack with the following profile: 1+↑6, Armour Piercing 3, Spread 2, Incendiary 4, Vicious 2</p>				



HSSS Vigilant

THE THIRD DIRECTORATE

When the Brotherhood was founded, it was already a given that Mystics and warriors alone were not going to be sufficient to perpetuate the battle against the Darkness. The charities and other supporting works the Durand Foundation had constructed would need a place in the new Brotherhood, and thus the Third Directorate was created. Staffed by every person who lacked the supernatural might to become a Mystic, or the military prowess to join the swelling ranks of the Second Directorate, the Third Directorate, also known as The Mission, serves almost every other role the Brotherhood might require. For over 1,000 years, it has taken in those who wish to serve the Brotherhood but who cannot wage the spiritual or physical wars that define it in the public consciousness.

The Third Directorate is the most diverse and largest of the four Directorates, and it is the one most extensively staffed by people who have chosen to join the Brotherhood in later life, rather than the many initiates and apprentices who are recruited as children. It is also the group responsible for recruiting generation after generation of apprentices and new initiates of all ages, to maintain the Brotherhood's existence. Broadly speaking, there are only three main Cells of the Third Directorate – Artefacts, The Mission, and The Scribes. However, in practical terms, the sheer diversity of roles and responsibilities within the Third Directorate means that many of the Orders within these three broad groups are almost entirely autonomous, each contributing towards the Cardinal's vision in their own distinct ways.

The Third Directorate's core ethos is derived in part from the Durand brothers' Bauhauser origins – the sense of every person having a purpose, and of giving people the tools to achieve that purpose, is a distinctly Homebuilder philosophy. The Brotherhood educates, and gives those who join it the chance to not only develop their existing skills but also acquire new ones, the better to serve the ideals of humanity united against the Darkness. However, the organisation is also egalitarian to an extreme, with only skill, knowledge,

and mystical power being the determining factors in a person's status – in line with Capitolian philosophy, the only thing limiting your progression is your innate talents and will to succeed.

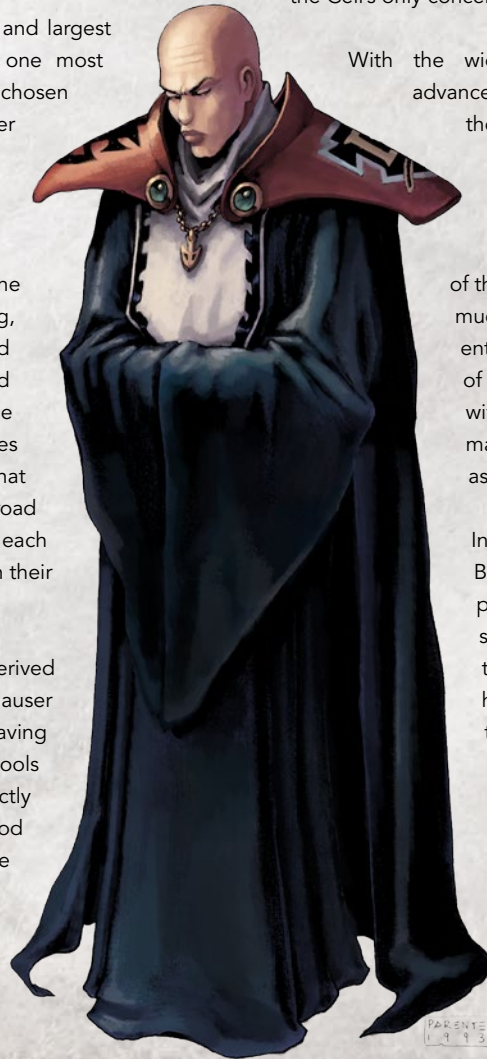
THE CELL OF ARTEFACTS

According to the treaties established during the Brotherhood's founding, items of mystical or supernatural significance are subject to Brotherhood oversight, and can be confiscated for study or containment without notice, warrant, or contract. This alone served to bring about the Cell of Artefacts in order to handle all matters pertaining to these items. However, supernatural artefacts are not the Cell's only concern.

With the widespread and destructive corruption of advanced technology caused by the Dark Symmetry, there was another purpose for this specialised group. A variety of forms of advanced technology and scientific development were outlawed, judged too vulnerable to corruption to be used by mankind. In spite of this, and though the corporations had suffered much because of the Dark Legion, they were not entirely willing to abandon the fruits of centuries of research. In secret, in isolation, individuals within the corporations continued to delve into matters that the Brotherhood had condemned as heresy.

In the course of other investigations, the Brotherhood discovered many of these proscribed research efforts, while others succumbed to the corruption that still threatened mankind and inflicted terrible harm. In such cases, the Cell of Artefacts served to catalogue and study these technologies, ensuring that the Brotherhood could be prepared for their emergence again in the future, and sometimes so that the Order of Engineers could seek ways to sanctify and purify these corrupted sciences.

As time has passed since the First Dark Legion War, the range and diversity of material threats – artefacts and dangerous technologies – has increased considerably.



PARENTE
1995

The rise of Cybertronic has magnified this even further, with extensive operations within the Cell of Artefacts made to secure and research Cybertronic's technology in order to understand its creations and learn what connection, if any, it has to the Dark Symmetry.

The Cell is divided in to two Orders, whose purposes are distinct but interlinked. The Order of Locators are analysts and researchers, whose efforts are directed towards determining where artefacts and technologies that still pose a threat may be located. The role is an unglamorous one, but even the lowliest Locator is a skilled and diligent analyst, able to discern patterns in unlikely places and identifying likely artefact locations through reports of seemingly coincidental events. It is rare that a Locator is required to enter the field personally – Inquisitors, Revisors, and squads of Troopers are far better tools for search and recovery operations – but the availability of military forces is not always guaranteed, and occasionally these Brothers must take up arms and recover the artefacts themselves. As all members of the Brotherhood must be ready and able to fight the forces of the Dark Legion, Locators are not as ill-equipped for this as they might seem at first.

LOCATORS ICONIC CAREER



Prerequisites: Brotherhood, Education Expertise 1, Insight Expertise 1

Difficulty: 2

Mandatory Skills: Education, Observation, Insight.

Elective Skills: Mysticism, Sciences, Willpower.

Signature Skill: Education, Observation, Insight, Mysticism.

Talents: Two talents from Education, Observation, Mysticism, or Insight.

Equipment: Formal robes, corporate-quality formal clothing, personal library (Education, Mysticism, or Sciences).

The members of the Order of Caretakers are those tasked with cataloguing, studying, and containing the artefacts confiscated by the Brotherhood. They determine the nature of each item recovered, learning all they can about it, and deciding whether or not it should be sealed away, destroyed, or stored for later use. They frequently work in close concert with the First Directorate, whose Mystics can often discern information about artefacts that others cannot.

Items placed in the Caretakers' charge are typically placed in one of three categories. The first category is the most common – items deemed too hazardous for human use. Most of the time these items are painstakingly documented under the highest security, uncovering as many of their secrets as possible, before being incinerated. Those few that cannot be safely destroyed are sealed away in the most secure depths of the deepest vaults of the cathedrals, isolated forever from humanity. The second category remain secure in Brotherhood hands, subject to continual study and analysis but never released beyond the hands of a select few. Many heretical technologies end up in this second category, turned

over to the Order of Engineers to unlock whatever valuable secrets can be salvaged from vulnerable technology. The final category is the rarest, but also the most valuable – items that can be proven safe and are issued in times of great need to other members of the Brotherhood. Artefacts of this kind are examined in more depth in **Chapter 03: The First Directorate.**

The Caretakers are scholars and scientists, versed in a wide range of subjects and fields of expertise. The analysis of any given artefact or item recovered may be the work of dozens of individual Caretakers, each contributing his own specialist knowledge to the greater pursuit of understanding. While the work of the Caretakers occurs only within the cathedrals, and security within each cathedral is formidable, Caretakers are still required to maintain a state of combat readiness. Terrorist attacks on cathedrals are not unheard of, and the threat of symmetry-corrupted technology confiscated for study has claimed more than a few Caretaker lives.

CARETAKER ICONIC CAREER



Prerequisites: Brotherhood, Education Expertise 1, Sciences Expertise 1

Difficulty: 2

Mandatory Skills: Education, Sciences, Willpower.

Elective Skills: Mysticism, Linguistics, Mechanics.

Signature Skill: Education, Mysticism, Sciences, Willpower.

Talents: Two talents from Education, Mysticism, Sciences, or Willpower.

Equipment: Robes, work overalls, personal laboratory.

THE CELL OF SCRIBES

The Cell of Scribes is charged with the solemn and necessary duty of maintaining the Brotherhood's lore, sacred texts, and knowledge in a manner that protects these vital assets from the corruption of the Dark Symmetry. This ranges from the most precious record of history, in the form of the Chronicles, to the more mundane, though no less vital, Books of Law.

Early in the history of the Brotherhood, it was identified that the influence of the Dark Symmetry could corrupt not only technology, but also memories and records of history. The Darkness was poised to corrupt mankind from within, twisting the past to taint the future with false beliefs and fictional slights and grudges. This could not be permitted to happen, and thus the Brotherhood set about establishing a countermeasure to this defiling influence. The Chronicles were the first stage of this, but that alone would not be enough.

Every piece of literature the Brotherhood produces, from the Books of Law that every Brother carries, to the tracts and promotional materials produced for public consumption, is done so in a careful manner, each stage scrutinised to ensure that corruption cannot take root. It is the Cell of Scribes that established and oversees these processes.

The Cell of Scribes is divided into two distinct Orders. The Order of Scribes, who form the vast majority of the Cell, occupy the Scriptoria far beneath the public levels of each cathedral. These men and women spend their days transcribing by hand all the documents the Brotherhood requires of them. Around half of the workload at any given time will be the production of copies of the Book of Law, whether full copies to be given to new Brothers or the abridged copies distributed to the public. The rest of their work is the production and transcription of sanctified literature – propaganda pieces, press releases, and similar works – to be distributed both within and beyond the Brotherhood.

Scribes are not merely skilled at accurate reproduction of written works, but tend to be skilled linguists in their own right, called upon to translate the works they copy into other languages. Their work brings them into contact with a wide range of materials, giving them surprising amounts of knowledge on a range of subjects. Most importantly, given their responsibility to create new copies of the Books of Law, there are few even within the Brotherhood who know the text better than a Scribe does – the words are embedded in their minds as a result of years of work. Consequently, they are frequently consulted by Brothers from all across the organisation about interpretation of doctrine. Many scribes end up developing this expertise further, joining the Order of Counsellors, and serving as the Brotherhood's lawyers.

SCRIBE PRIMARY CAREER

Any Brotherhood character who rolls or chooses the Corporate Worker Primary Career may choose Scribe instead of Corporate Worker.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	2

- Mandatory Skills:** Education, Linguistics, Observation.
- Elective Skills:** Insight, Mysticism, Willpower.
- Signature Skill:** Education, Insight, Linguistics, Mysticism.
- Talents:** Select one talent from Mandatory Skills.
- Equipment:** Robes, media kit.

The other Order within the Cell of Scribes is the Order of Archivists, which also works deep within the cathedrals. Its job is regarded as the inverse of that of the Order of Scribes – where the Scribes produce material, the Archivists gather it. Every piece of published material written, recorded, or filmed in the solar system that the Brotherhood can obtain is collected and catalogued, ensuring that no shred of human creation goes unrecorded or undocumented. Works of fiction are as carefully recorded as news and serious discourse, for the spirit of a culture is as worthy of protection as the facts of its history. Often,

the Archivists require copies to be made of particular pieces for wider dissemination, and entrust the Scribes to produce these copies in a manner that cannot be touched by corruption.

Archivists are knowledgeable people, well versed in the wide range of subjects they encounter during the course of their duties. They are required to understand the works they collect, and different forms and genres of material are often given over to those familiar with that style, creating experts in particular fields. As with their Brother Scribes, Archivists are often consulted in matters of their field of expertise, contributing their knowledge to the betterment of the Brotherhood. Numerous operations against deeply embedded Heretics have triumphed because of small but significant details interpreted by an Archivist's knowledge, while others have been set in motion after an Archivist spotted signs of corruption within some published work the Brotherhood had collected.

ARCHIVIST PRIMARY CAREER

Any Brotherhood character who rolls or chooses the Academic Primary Career may choose Archivist instead of Academic (Researcher).

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	0	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	2

- Mandatory Skills:** Education, Insight, Observation.
- Elective Skills:** Linguistics, Mysticism, Willpower.
- Signature Skill:** Education, Insight, Linguistics, Mysticism
- Talents:** Select one talent from Mandatory Skills.
- Equipment:** Robes, personal library (Education, Linguistics, or Mysticism).

THE CELL OF THE MISSION

Forming a catch-all 'everything else' group within the Brotherhood, the Cell of the Mission is the most diverse and largest Cell within any Directorate in the Brotherhood, challenged in that regard only by the Second Directorate's Cell of the Military. It contains the individuals whose efforts will most directly impact the daily lives of people across the solar system, Brothers whose skills are essential for the continued function of the Brotherhood, yet lack the obvious and heroic presence of Mystics, Inquisitors, and soldiers. The Mission is where the Brotherhood most closely resembles the corporations in form and structure, but it differs in that each and every person within the Cell is a volunteer, someone who has given his entire self to the service of the twin goals of human unity and human survival.

There are countless Orders within the Cell of the Mission, each performing some vital role, and while some are more visible than others are, no single Order could be regarded as superfluous.

THE THIRD DIRECTORATE

THE ORDER OF ARMOURERS

The size and might of the Brotherhood's military would amount to little without the tireless efforts of the Order of Armourers. These people stock, maintain, distribute, and sometimes even manufacture and customise the armaments employed across the Brotherhood. Firearms, blades, suits of armour, and every other piece of military equipment in use by a Brother anywhere in the system will have been tended to by the careful skills of the Order of Armourers.

Within the Order, there are numerous distinct specialists, and experts even within those specialisations. Every form of weapon or piece of wargear has its own master Artisans – gunsmiths, swordsmiths, armourers, chemists, and engineers, to name a few – along with numerous Craftsmen and a widespread cadre of Quartermasters. The Artisans, supported by Craftsmen studying under them, craft and customise equipment on request from individual Brothers. However, only select individuals within the Directorates have the right to make such requests – normally full-time elite and veteran soldiers, and prized individuals like Mystics and Inquisitors. Other Craftsmen manufacture ammunition, and perform standard maintenance and repairs. The Quartermasters, meanwhile, perform the many administrative tasks necessary to ensure that every Brother who needs wargear and ammunition is supplied with it. They handle supply lines, organise maintenance schedules and manufacturing orders, and process the numerous requests for arms and armour made by warriors from all across the Brotherhood.

ARTISAN ICONIC CAREER



Prerequisites: Brotherhood, Mechanics Expertise 2, Sciences Expertise 1

Difficulty: 2

Mandatory Skills: Education, Mechanics, Sciences.

Elective Skills: Persuade, Command, Willpower.

Signature Skill: Command, Education, Mechanics, Sciences.

Talents: Two talents from Command, Education, Mechanics, Sciences.

Equipment: High-quality robes, workshop, Craftsman apprentice.

QUARTERMASTER ICONIC CAREER



Prerequisites: Brotherhood, Mechanics Expertise 1, Lifestyle Expertise 1

Difficulty: 1.

Mandatory Skills: Lifestyle, Mechanics, Persuade

Elective Skills: Education, Observation, Willpower.

Signature Skill: Lifestyle, Mechanics, Observation, Persuade.

Talents: One talent from Lifestyle, Mechanics, Observation, or Persuade.

Equipment: Formal robes, media kit, Craftsman apprentice.



CRAFTSMAN PRIMARY CAREER



Any Brotherhood character who rolls or chooses the Technical Primary Career may choose Craftsman instead of Technical (Repairman).

ATTRIBUTE IMPROVEMENTS

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	2	0	1

Mandatory Skills: Insight, Mechanics, Willpower.

Elective Skills: Lifestyle, Observation, Resistance.

Signature Skill: Insight, Lifestyle, Mechanics, Willpower.

Talents: Select one talent from Mandatory Skills.

Equipment: Work overalls, basic tool kit.

THE ORDER OF BANKERS

The Cardinal's Bank is arguably the most powerful financial institution in the system, operating as a neutral intermediary between the corporations, and providing the stable common currency of the Cardinal's Crown that unifies system-wide commerce.

Within the Brotherhood, money is essentially irrelevant – individuals joining the Brotherhood give up all their worldly possessions, and they will never want for anything for the rest of their lives. The sale of inherited assets – such as Capitolian citizen-shares – forms a significant source of income for the Brotherhood, though one that fluctuates from year to year. However, when dealing with those outside the organisation, money can be a useful tool, and having control of the central bank ensures that the Brotherhood has all the funds it requires for dealing with private individuals and corporations alike. Whether contracting the manufacture of arms or other tools from a corporate factory, providing a Revisor with a clean bank account for his cover identity, or simply ensuring that a Brother in the field has a few crowns to reward informants or pay for room and board when necessary, the Cardinal's Bank supports these needs.

The Order of Bankers takes advantage of financial expertise from all four of the original corporations: most within the Order have chosen to leave the corporations to serve the Brotherhood, transferring their skills to a higher cause. The Order of Bankers is relatively small, but possesses great economic power, which it wields carefully for the salvation of humanity.

BANKER ICONIC CAREER



Prerequisites: Brotherhood, Lifestyle Expertise 2, Persuade Expertise 1

Difficulty: 3

Mandatory Skills: Education, Lifestyle, Persuade.

Elective Skills: Command, Observation, Insight.

Signature Skill: Command, Education, Lifestyle, Persuade.

Talents: Three talents from Command, Education, Lifestyle, or Persuade.

Equipment: Formal robes, high-quality formal clothing.

THE ORDER OF CHRONICLERS

An extensive and widespread organisation, the Order of Chroniclers controls one of the best media machines in the system. It controls television and radio stations, and the single most widely-circulated newspaper in human history – the Daily Chronicles. The Order of Chronicles is the most highly-respected news organisation in human history, producing many hundreds of hours of news broadcasts, documentaries, and sermons for the consumption of humanity on every world.

At least, that was the original intent. In the last few centuries, viewership has dropped, with few Mishiman households tuning in to Chronicler television and radio stations or subscribing to the Daily Chronicles. The rise of Cybertronic has hit the Chroniclers harder still, with that corporation and its customers often favouring the new media Cybertronic provides over traditional print and broadcast. Even so, the Order of Chroniclers remains a dominant force in mass media. Print runs of the Daily Chronicles produce hundreds of millions of copies each and every day, ranging from the daily editions compiled and printed on individual worlds, to the system-wide edition shipped out on fast couriers on a weekly basis. More people still turn to Chronicler-run radio stations than to corporate competitors for news during their daily commute, and those same stations can be heard at workplaces across the system.

Needless to say, advertising revenue and subscriber fees are major sources of income for the Brotherhood. The Daily Chronicles maintains a cover price of a single crown, or three for the weekly interplanetary edition, with an annual subscription costing less at 350 crowns. The Chronicler-run television and radio channels are free to everyone, though some Mishima-dominated areas are known to block the signal, and most Cybertronic citizens are thought not to bother with traditional media.

Though most famous for news and the nightly sermons – three hours of solid broadcast time, during which no corporate station is allowed to broadcast – the Brotherhood produces a considerable degree of high-quality documentaries and dramatisations of historical events. The production of **Rise and Fall**, a twelve-part drama depicting the founding of the Brotherhood from Cardinal Durand's ultimatum to his death in battle on Venus, has been a popular classic since its release a century after the events actually occurred, and is rebroadcast every few years for new audiences. The Chroniclers' media may be somewhat whitewashed "for the good of humanity", but most see that as a small price to pay for avoiding the inevitable bias of corporate media.

The Order is divided in to two main groups. Investigators are sanctioned journalists, seeking out news to report upon. Unbeknownst to most, several high-profile Investigators are actually Revisors operating in relatively safe cover identities, and the interviews and investigations of these journalists are frequently scrutinised by both the Order of Archivists and the Cell of Intelligence. The other group is the Producers, who handle the more technical and logistical side of getting the news to the public.

INVESTIGATOR ICONIC CAREER



Prerequisites: Brotherhood, Observation Expertise 2, Persuade Expertise 1

Difficulty: 2

Mandatory Skills: Observation, Insight, Persuade.

Elective Skills: Education, Lifestyle, Linguistics.

Signature Skill: Education, Observation, Insight, Persuade.

Talents: Two talents from Education, Observation, Insight, or Persuade.

Equipment: High-quality formal clothing, media kit, cameraman, 1d6 contacts in other corporations.

PRODUCER ICONIC CAREER



Prerequisites: Brotherhood, Lifestyle Expertise 1, Persuade Expertise 2

Difficulty: 2

Mandatory Skills: Command, Lifestyle, Persuade.

Elective Skills: Education, Mechanics, Observation.

Signature Skill: Command, Lifestyle, Mechanics, Persuade.

Talents: Two talents from Command, Lifestyle, Mechanics, or Persuade.

Equipment: Corporate-quality formal clothing, media kit, technical assistant, 1d6 Investigators as contacts.

THE ORDER OF COUNSELLORS

Serving as the Brotherhood's legal department, the Order of Counsellors intervenes in Cartel and corporate affairs when the Brotherhood's interests are under threat. This role takes up the majority of the Order's time, but is not its only purpose. Individuals from all walks of life often seek aid from the Brotherhood, and the Counsellors are tasked with providing legal support for these people, without charge – their services are covered by tithes and the Brotherhood's other sources of income – though petitioners are often required to attend cathedral services, if they do not already.

Just as with lawyers outside the Brotherhood, no one Counsellor could be asked to possess a deep understanding of all the corporate legal systems, so individual Counsellors focus on one specific area of law, in addition to their required comprehension of the Book of Law. Still, their purpose, rather than their skills, distinguishes them from most in the legal profession – the provision of free legal advice to the masses has been a part of the Brotherhood's charitable works since before its founding.

COUNSELLOR ICONIC CAREER



Prerequisites: Brotherhood, Education Expertise 2, Persuade Expertise 1

Difficulty: 3

Mandatory Skills: Education, Insight, Persuade.

Elective Skills: Linguistics, Observation, Willpower.

Signature Skill: Education, Insight, Linguistics, Persuade.

Talents: Three talents from Education, Insight, Linguistics, Persuade.

Equipment: Formal robes, high-quality formal clothing, personal library (Education or Linguistics).

Special: A Brotherhood Counsellor has the right and official licence to provide legal counsel and representation in the judicial system of any corporations other than Mishima and Cybertronic (whose legal systems are largely inaccessible to outsiders of any kind).



THE ORDER OF DOCTORS

Even before the rise of Darkness-fuelled plagues, the Brotherhood sought to give hope and relief to the neglected masses. Hospices and free clinics were amongst the earliest examples of the Brothers' charity, and their legacy has continued in the hospitals within each cathedral. While well-known for the miraculous powers of their Exorcists, the majority of patients who visit a cathedral hospital will be tended to by doctors and nurses of a more mundane sort, providing much the same range of treatments as can be found in any private or corporate medical facility.

The Order of Doctors is, in truth, a complete infrastructure for the provision of healthcare and medical treatment. The suggestion that it merely provides support for Mystic healers vastly undersells it. The Order consists of countless doctors, of a wide range of specialties, but also vast numbers of surgeons, psychotherapists, chemists, nurses, orderlies, and even paramedics complete with fleets of ambulances. The Brotherhood Military's field medics all receive a mandatory two-year internship within a cathedral hospital studying emergency medicine, making them some of the most accomplished combat medics in the system. Eighty percent of the staff within a cathedral hospital, or one of the supplementary free clinics, are Brothers who have chosen to give entirely of themselves to the good of mankind, but the remainder are private physicians and medical students seeking practical experience. The Brotherhood pays reasonably for this service, but the main advantages it brings are the experience and the weight it adds to a resume.

DOCTOR ICONIC CAREER



Prerequisites: Treatment Expertise 2, Medicine Expertise 1

Difficulty: 2

Mandatory Skills: Medicine, Persuade, Treatment.

Elective Skills: Insight, Psychotherapy, Sciences.

Signature Skill: Insight, Medicine, Psychotherapy, Sciences, Treatment.

Talents: Two talents from Medicine, Psychotherapy, or Treatment.

Equipment: Armoured vestments, disposable surgical garb, paramedic's kit.

Special: This career may be entered by non-Brotherhood characters, representing a term of service for a private or corporate physician. For such characters, this career has an Earnings Rating of 4. For Brotherhood characters, the difficulty to enter this career is reduced by one.

THE ORDER OF PREACHERS

One of the most visible presences of the Brotherhood is the Order of Preachers. Its members can be found on most street corners, market districts, transit hubs, and in a variety of other places where people gather or move in large groups. A copy of the Book of Law in hand, they spread the Cardinal's message to any who will listen.

This is, of course, the public perception, and while not far from the truth, it lacks some of the nuance behind the Preacher's craft. The average Preacher is a skilled public speaker, a firebrand orator able to give even the most fervent unbeliever pause, but they are also skilled at reading human behaviour and adept at noticing when things are amiss. A given Preacher will work the same area for hours each day, for weeks or months, often learning the names of those who live and work in the area, and these lay-Brothers are often the easiest point of contact for the public. As they spend most of their time dealing with the public rather than working within the cathedrals, Preachers are well-placed to observe the public during their normal activities, without the intimidating presence of an Inquisitor. Consequently, their scrutiny is often invaluable in identifying potential threats.

The independent work of each Preacher – presiding over a single public area for hours at a time – also means that they need to be tough enough to defend themselves should public opinion shift against them, or a Heretic or seditionist chooses to make an example



Let the truth set you free

of them. All Preachers are openly armed with a sidearm and short blade, often the popular Punisher Combo, both for personal safety and to serve as a living example of the battle against Darkness. By conveying the (entirely correct) image that the Brotherhood is prepared to fight against any servants of Darkness, they help dissuade those who might take arms against them.

PREACHER PRIMARY CAREER

Any Brotherhood character who rolls or chooses the Corporate Worker Primary Career may choose Preacher instead of Corporate Worker.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
1	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	1	2

Mandatory Skills: Observation, Persuade, Willpower.

Elective Skills: Close Combat, Insight, Ranged Weapons.

Signature Skill: Insight, Observation, Persuade, Willpower.

Talents: Select one talent from Mandatory Skills.

Equipment: Armoured vestments, light civilian shoulder pads, P-60 Punisher handgun, Punisher sword.

THE ORDER OF RECRUITERS

Where the Order of Preachers draws the attentions of the public, it is the Order of Recruiters who bring them into the fold. These Brothers are divided between recruitment stations in every major population centre, and roving groups of field recruiters who seek out those of significance identified by other sections of the Brotherhood. Of particular significance are those who, at the direction of the Cell of Prophets, recruit the Art-capable children who become apprentices to the Brotherhood.

Recruiters are, by necessity, skilled at understanding people – they must learn to judge the suitability and skill of a given applicant, to better direct them to a suitable posting. Their skills are put to constant use – the recruitment stations are frequently filled with individuals queuing to commit themselves to the Brotherhood – and it can take hours to properly evaluate a person to determine the skills they possess, and their susceptibility to corruption. A small minority of applicants, identified by the skills of Recruiters, are silently taken for interrogation rather than sworn in, judged as potential threats or Heretic infiltrators.

Recruiters in the field perform much the same duties, but have the advantage of being able to research those they are recruiting in advance. Their responsibilities, often to convince people to join when they have been identified as valuable candidates, means they need to be persuasive as well as observant.

THE THIRD DIRECTORATE

RECRUITER ICONIC CAREER



Prerequisites: Brotherhood, Insight Expertise 1, Persuade Expertise 1

Difficulty: 2

Mandatory Skills: Observation, Insight, Persuade.

Elective Skills: Education, Mysticism, Willpower.

Signature Skill: Education, Insight, Observation, Persuade.

Talents: Three talents from Education, Insight, Observation, or Persuade.

Equipment: Armoured vestments, lie detector, contact in the Inquisition.



THE ORDER OF SERVERS

Perhaps the least glamorous of the Orders within the Cell of the Mission, the Order of Servers mirrors the corporate service industry. It includes catering, messaging services, maintenance and cleaning, and any form of unskilled or semi-skilled labour necessary in ensuring that such a monolithic organisation keeps functioning.

NOT QUITE A CHURCH, NOT QUITE A CORPORATION

The Brotherhood occupies an odd place within the spirituality of mankind. The Dark Soul represents a profound existential threat to humanity, one that threatens to defile everything that mankind has ever created and enslave the corrupted remnants of the species for an eternity of conquest and depravity. As a result, the Brotherhood must set itself as the guardians of the human spirit, warding against corruption and iniquity in all walks of life.

However, the Brothers are not the only ones seeking to safeguard the spiritual wellbeing of mankind. For as long as humans have existed, existential questions have plagued people, and people have sought religion to answer those questions. Those faiths, most of which pre-date the human exploration of space by centuries or millennia, have given people comfort and guided them, and the Brotherhood has never sought to supplant faith, merely to supplement it.

However, for as long as religions have existed, people have exploited the beliefs of people to justify persecution, war, and other atrocities. Human history is a dark and unpleasant tale, with all manner of reasons used to justify internecine warfare. The corporate wars since the exodus from Earth are simply the latest evolution of this cycle of brutality. Worse, as important as

Its members, by and large, consist of those with few other valuable skills – people who wish to serve the Brotherhood but whose aptitudes do not fit any other, higher-priority roles. Though there are a number of skilled roles within the Order – food services and maintenance roles require technical knowledge that most Servers roles do not – they are a relative minority compared to the humble souls carrying missives, hauling loads, and mopping floors within Brotherhood facilities.

SERVER PRIMARY CAREER

Any Brotherhood character who rolls or chooses the Corporate Worker Primary Career may choose Server instead of Corporate Worker.

ATTRIBUTE IMPROVEMENTS

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	1	0

Mandatory Skills: Athletics, Mechanics, Resistance.

Elective Skills: Pilot, Stealth, Willpower.

spiritual belief can be for the defence of mankind, so too are the divisions between faiths exploited by the Dark Soul's agents, with the infiltration of organised religion by Heretic cells being a grave concern for the Inquisition.

In practical terms, the Brotherhood supports and maintains close ties with organised religions, often turning over parts of the public spaces of each cathedral for religious services, ensuring that they have secure places for congregations to worship as they see fit. This close bond serves another purpose: neither religious leaders nor the Brotherhood wish to suffer the threat of faith infiltrations, and maintaining a positive relationship helps quell accusations of religious persecution when the Inquisition performs investigations.

At times, the Brotherhood encounters those who see the Art and those who wield it as extensions of a higher power, and who venerate the Cardinal as more than merely a man with a vision. These worshippers hold that the Durand brothers were numinous beings, transcendental entities in the guise of mortal men. Their successors are seen as inheritors of a formidable power, a Light that exists to oppose the Darkness. The Brotherhood refuses to give any official comment on such claims, and condemns the actions of any extremist elements who seek to use their belief in the Divine Cardinal to judge, terrorise, or persecute others.

Signature Skill: Athletics, Mechanics, Resistance, Stealth.

Talents: Select one talent from Mandatory Skills.

Equipment: Sturdy work uniform, repair kit.

THE ORDER OF TUTORS

The education of the masses is regarded as essential for shaping a future free of the Dark Soul. The Order of Tutors is responsible for all matters of education required by the Brotherhood, other than the tutelage of aspiring Mystics and the training of soldiers.

The majority of this work is spent training apprentices and running the Brotherhood-operated schools that exist in most major population centres, but they also serve within the Brotherhood, passing on valuable skills to those Brothers and Sisters who have changed roles or moved to other parts of the Brotherhood. Their responsibilities include teaching the Book of Law, ensuring that each and every Brother is well acquainted with the Brotherhood's doctrines, strictures, and codes of conduct. A Tutor is also responsible for ensuring a high level of basic fitness, and that all Brothers have some basic degree of self defence

training. Any combat training beyond this basic level comes from instructors within the Second Directorate, but all members of the Brotherhood are expected to be able to respond to violence, and are encouraged to maintain familiarity with at least one firearm or melee weapon.

The Tutors are expected to practice what they teach, and thus are broadly skilled and knowledgeable individuals.

TUTOR ICONIC CAREER



Prerequisites: Brotherhood, Athletics Expertise 1, Education Expertise 1

Difficulty: 3

Mandatory Skills: Athletics, Education, Persuade.

Elective Skills: Close Combat, Command, Ranged Weapons, Willpower.

Signature Skill: Athletics, Command, Education, Persuade.

Talents: Three talents from Athletics, Command, Education, or Persuade.

Equipment: Formal robes, high-quality formal clothing, personal library (Education), teaching assistant.



The Brotherhood stands alongside the faiths of mankind; it does not replace them.

THE CHRONICLES

The Brothers are guardians of history, wardens over the achievements and accomplishments of mankind, and through their efforts, the legacies of Old Earth are preserved and safeguarded. Each of the cathedrals contains not only extensive written records of the history of humanity, but also a Chronicle – one portion of the unabridged, untainted history of mankind, engraved into stone tablets that line the walls of the archive buildings.

Access to the Chronicles is not restricted, but visitors are carefully monitored and armed guards stand watch over all those who venture near these sacred records. Anyone who petitions the Brotherhood for the chance to study a Chronicle is subjected to intensive background checks and searches both before and after each visit, though it is rare for a petition to be outright refused.

The Cell of Scribes has a small inner circle responsible for the care and maintenance of the Chronicles. Adding to the Chronicles is a rare occurrence, but these sacred texts require regular cleaning and maintenance – even stone is not immune to the ravages of time, and the preservation of these records is regarded as an act of great importance.



THE COMPLETE HISTORY OF THE SOLAR SYSTEM

The Chronicles are incredibly detailed, providing not only a historical narrative but also a vast wealth of supporting information. Much of what is known of the Dark Apostles and their legions is recorded there, presented to ensure that crucial facts are preserved without risk of taint or corruption. This section could not contain the full text of these marvellous works – the full Chronicles consist of hundreds of billions of words, engraved across monumental buildings on several worlds. The histories and bestiaries are presented in abridged form here and in other books in the **Mutant Chronicles** range, focussing on the differing perspectives of individual corporations.

Just as importantly, this book and the others in the range, also present information not included in the official histories – secrets and conspiracies that lurk beneath the surface of the solar system.

THE ARRIVAL OF THE DARKNESS AND THE CALL OF THE CARDINAL

Contained within the First Cathedral upon Luna, the First Chronicle tells of the rise of the original four corporations, the Exodus from Earth, the expansion through the solar System, the discovery of Nero, and the emergence of the Dark Soul. Most crucially, it tells of the Cardinal's call to all of humanity to join him in fighting back against the Darkness.

The First Chronicle was composed by Alexander Horatio, one of the Durand Brothers' oldest and most trusted allies, who spent thirty years compiling the histories into the definitive guide now inscribed upon the Cathedral's walls. He died, murdered by a Heretic assassin, before the work to etch the Chronicles on to the cathedral began. His death provoked a retaliatory purging that resulted in the deaths of 1,600 Heretics.

However, the First Chronicle is incomplete. It tells a rousing and inspiring version of history that omits how far back it truly began. In truth, the Durand brothers had been planning their emergence for a very long time, for they lived impossibly long lives, extended for many centuries with the power of the Art at their command. Their predecessors foresaw the rise of the Dark Symmetry long ago, recognising its influence in the minds and spirits of people even before the Exodus from Earth, and Nathaniel and his brothers infiltrated the corporations in order to make humanity ready by any means necessary.

What force empowered them and made them distinct from the mass of humanity is unknown – if anyone knows, it is the brothers themselves, and as far as the public knows, they have been dead for a very long time.

ILIAN AND THE DARK SYMMETRY

Located in the Heimburg Cathedral on Venus, the Second Chronicle tells of the resurgence of Darkness and the earliest days of the First Dark Legion War. It speaks at length of the coming of Ilian, Mistress of the Void, the first of the Dark Soul's Apostles, and of the myriad terrifying creatures that followed her – Nepharites, Templars, the Children of Ilian, and far more besides.

The Second Chronicle was compiled by Plinius Varro, whose detailed discourse on the nature of the Dark Symmetry is required reading for every Mystic and Inquisitor in the Brotherhood – the better to know the nature of the enemy. He was a warrior of considerable insight and prowess, and the first High Inquisitor of the Brotherhood during Nathaniel Durand's reign as Cardinal. He was crippled in battle against the Dark Legion, and spent the remainder of his years committing to paper all that he knew of the Darkness.

The Brotherhood's Preachers explain at length how deep and insidious the threat of the Dark Symmetry is, but the Second

Chronicle goes into much greater detail about the nature of the threat than almost any other source. In a way, this Chronicle is less a history and more a bestiary, but to comprehend the Dark Symmetry, one must have some insight in to the past.

Brotherhood scholars, for whom the occult and esoteric are matters of life and death, disagree on many of the details, but from the teachings of the original Cardinals and their own research, they know the following to be as close to truth as possible. The Dark Soul is far more ancient than humanity, and its effects can be felt throughout human history. Since before recorded history, its influence has waxed and waned, and when it has grown strong, it has encouraged and fed the flaws and fundamental vices in the human psyche – tempting people to give into their innate capacity for hatred, cruelty, and greed.

It would be easy to think of these eras of horror and suffering as the fault of the Darkness, that mankind is not at fault for the influence of an outside force beyond its comprehension, but the truth is more subtle. The Dark Symmetry cannot sway or coerce the human mind unless that mind already possesses some raw potential for malignant thoughts and deeds. Even at its strongest, before the Fall, it could do no more than whisper into dreams and imaginations. It is, in a way, a Dark Muse, a force that stimulates, suggests, and inspires, rather than one capable of exerting control, and humanity cannot be regarded as blameless for succumbing to these hate-fuelled notions.

Over the ages, it has grown a little stronger each time it has risen up, reaching a peak in the time immediately preceding the exodus from Earth. The Darkness has a polarising effect on people, whether they realise it or not, and just as many voluntarily succumb to these vile whispers, others find themselves fundamentally revolted by the moral decay around them, and stand taller and stronger in their defiance of it. During the exodus, the men and women leading the corporations from Earth were a mixture of the two. Some saw the other worlds of the solar system as new territory to conquer and ravage, while others chose to see hope on other worlds. In the end, as the Dark Soul's influence waned once more, hope won out, leading to the greatest and most prosperous civilisation in human history – a true testament to what humanity is capable of when it seeks to build rather than destroy.

That era of peace and prosperity was never to last – the Dark Symmetry was unleashed in greater strength upon humanity with the Imperial expedition to Pluto, bringing with it a tide of depravity, corruption, and madness the likes of which humanity has never known. Its whispers had fuelled wars and atrocities across the ages, but now it could shout. The thinking machines humans had come to rely upon were driven mad, their artificial intellects proving even more vulnerable to the malign whispers than human minds were.



The truth comes to the unwilling.

THE CORPORATE WARS

The Third Chronicle, compiled by Valerius Catullus, stands within the Cathedral at Longshore, and continues from the Second Chronicle's treatise on the Dark Symmetry. The work deals with historical matters, detailing the devastation wrought in the aftermath of the Dark Symmetry's emergence, for the First Corporate War is widely regarded as having been caused by the Dark Soul's influence.

The truth is obviously more complex than this, but the Brotherhood promotes the notion that Illian's evil permeated the world and inspired the war as a means of easing inter-corporate cooperation; it directs blame at the ancient evil that threatens all mankind, rather than reminding people of old grievances.

While humanity cannot be regarded as blameless for the wars they wage, the Dark Symmetry had never been as strongly felt as it was during that war, which tore down so many of the good works of hopeful, ambitious generations. Worse, the taint was not merely felt in the psyche, but on the surface of reality as well. Tales of monsters living in the dark corners of civilisation became more widespread and detailed, and physical deformities and bizarre mutations became apparent in a growing number of people – still only a tiny proportion of the population, but often enough to be a worrying occurrence.

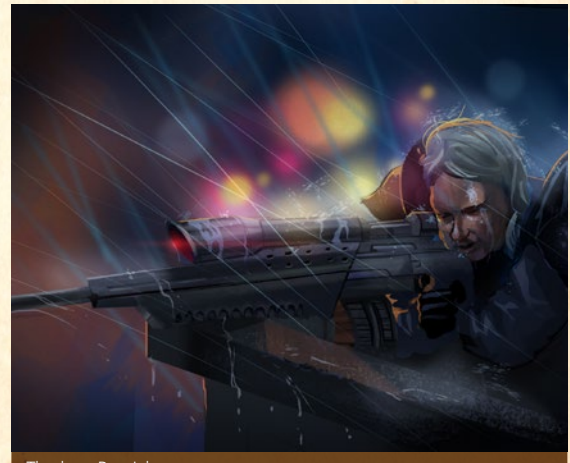
The worlds upon which mankind now dwelled did not escape this taint, either – instances of savage, feral animals and aggressive new diseases increased with every passing year. The shift was subtle, but the worlds seemed to shift in nature to reflect this new era. Shadows seemed deeper, perils and threats seemed to take on a looming and dreadful magnitude, and the universe seemed to become a more hostile and inhospitable place.

Mortificator Zeviel sighted the thermal scope of his Mephisto sniper rifle on the target as the executive paced around his office, shouting at his poor beleaguered secretary. Zeviel calibrated the sight for 300 metres and adjusted his aim up and to the right by four degrees to compensate for the slight crosswind coming in from the Perimeters as well as the additional ballistic drop from the smaller charge in the custom crafted rounds. Designed to leave the barrel with a lower velocity, the supersonic crack would be smaller and have less chance of giving him away. The flash suppressor fitted to the barrel should prevent the enemy from visually spotting him. He was going to extreme lengths as the Brotherhood did not want to be caught assassinating a high level ISC agent in the ranks of its closest ally, Imperial.

Zeviel had volunteered to carry out the assassination. As Benjamin Morgan – his former name – he had earned his stripes in the Dunsirn Hunters and had become an ISC agent. He had served faithfully for many years before his heart led him to leave Imperial service and join the Brotherhood. The man in his target was his former commander at the ISC, and largely the reason Zeviel had given up everything. He had always known something was wrong, and when it was revealed to him

by the Inquisitor that the Brotherhood had conclusive proof that he was a Heretic of Semai, everything snapped into place.

It was his duty to cleanse this particular Darkness. If anyone was going to kill the Heretic, it had to be him. Besides, he wasn't only his old boss, he was his brother too and Zeviel was going to be damned if he was going to let the Dark Legion take his family.



Thanks to Ben Johnson.

THE ARRIVAL OF SEMAI AND MUAWIJHE

Located within the imposing San Dorado Cathedral, the Fourth Chronicle details the coming of the next two Dark Apostles. This Chronicle is somewhat disputed by many historians both within and outside the Brotherhood, as it is commonly thought that Semai and Muawijhe emerged last. The truth is wreathed in uncertainty simply due to the nature of the Dark Apostles.

The Fourth Chronicle was composed by Lapidus Asolvos, a Mystic of the Order of Seers, who etched the text upon the walls of his chambers with a nail during a string of nightmarish visions that lasted a full thirteen days and nights. He was found dead in the aftermath of these visions, but his works have been preserved as his only remaining legacy. That knowledge of the Lord of Madness and the Bringer of Discord came only in madness and death is regarded as a worthy sacrifice, solemnly made. His work was expanded upon by Alindra Desanti and Gerard Adurandis, the Seers who deciphered and transcribed Vitelli's final visions.

The text describes the foundation of the Brotherhood in the wake of the Corporate Wars, overlapping with information found within the First Chronicle, but it goes further still, detailing events

that took place during and immediately after the founding of that great organisation. The Imperial expedition to Nero and the nightmare it encountered there is described in many sources, for it heralded the beginning of the First Dark Legion War, but the deluge of terrors and visions that accompanied the breaking of the Seal is described in this Chronicle as the first true signs of the arrival of Semai and Muawijhe. Their legions would not arrive until much later in the war, but it would later become apparent that the madness and chaos that afflicted mankind when the Seal was broken could only have been brought about by these two entities.

The Chronicle, which has been studied in depth, describes the creatures of these Apostles, seen in visions long before any human had ever encountered them. It took generations to decipher much of the text, for it is the determined scrawl of a dying man. It is known now to describe in depth a host of creatures that revel in the destruction of the bonds between brothers, and a twisted menagerie of beasts that seem only to desire the breaking of men's minds. Mankind's only solace is that these entities are indiscriminate in their evil – Semai sows as much discord amongst his siblings as he does amongst mankind, and Muawijhe is an insane being

with motivations that may be as destructive to the Dark Legion as to humanity.

ALGEROTH AND DEMNOGONIS

Located in Mars' second Cathedral in Burroughs, the Fifth Chronicle is etched into carefully sealed and preserved red brick. This text concerns itself with the arrival of two of the most fearsome and visible of the Dark Apostles – Algeroth, Lord of War and Dark Technology, and Demnogonis, Bringer of Plagues. The city of Burroughs, far larger now than it was when the cathedral there was built, is a major staging ground for Capitolian military forces fighting the Dark Legion. As a result, at least a third of the pilgrims visiting the Chronicle are off-duty military personnel, seeking some insight into the forces they face.

The text was compiled by Veritis Feria, a veteran officer and instructor of the Second Directorate's Cell of the Military, and Jalari Cercos, an experienced and learned Mystic of the Order of Healers, in order to provide a comprehensive guide to the most aggressive and brutal of the Dark Apostles. Feria spent the remainder of her life training and preparing Brotherhood forces for the battles they were to face, and died peacefully. Cercos was killed during a major epidemic that swept Luna City about a decade later, tending to scores of patients with every breath.

Algeroth's forces comprise the bulk of what most people consider the Dark Legion. Necromutants, Undead Legionnaires, Razides, and Praetorians are – in one form or another – part of the military history of every armed force in the solar system. Even children learn the names of these monsters in school, with many a child pretending to battle them during schoolyard games. None of the popular depictions of these beasts in the public consciousness can compare to the true horror of facing them. The Fifth Chronicle manages to buck that trend, providing the most detailed and unrelentingly horrifying treatise on the military might of the Dark Legion anywhere in the solar system. Most other texts on the subject spend more pages analysing the Fifth Chronicle and putting the work in to a local context, rather than attempting the nigh-impossible task of bettering the Chronicles.

Demnogonis, while not commanding legions to compare to those of Algeroth, is nonetheless considered as much a military threat as any other. Demnogonis' servants can be found lurking in the wake of Dark Legion battles, gathering the dead and dying from both sides for their experiments. The vile plagues concocted by creatures of Demnogonis are as much a threat as any number of weapons and ravaging monstrosities, and many of Algeroth's forces are accompanied by the grotesque Curators, serving as field medics for the Dark Legion.

The Chronicle also contains an extensive treatise on the foundation of the Second Directorate and the purpose and structure of the Inquisition, providing insight into the men and women who devote

their lives to fighting the monstrosities that the rest of the Fifth Chronicle describes. This and the bestiary do not overlap – that point in the history of the Brotherhood predates the emergence of the Dark Legion.

THE CRUSADES AND THE INQUISITION

Located in the Cathedral in Volksburg, the Sixth Chronicle is a military-focussed work similar to those found in Burroughs and Gibson. This is understandable, as these cathedrals began as staging posts for Brotherhood forces to counter-attack the Dark Legion. The fortress-like cathedral is a highly defensible position, and the words of the Chronicle are meant to serve as a comfort to those taking refuge behind the walls.

Inquisitor Majoris Galileo Achrostides composed the Sixth Chronicle towards the end of his life, providing a detailed account of the Brotherhood's actions to purge humanity of the Heretic cults and monstrous forces that lurked in the great cities. The work covers the entire period from the expedition to Nero and the Darkness unleashed by it, up to the arrival of the Dark Legion itself, detailing the long and difficult war between the nascent Inquisition and the dark cults that had infiltrated humanity. Beyond that, it also serves as an exploration and study of the earliest three Aspects of the Art to be discovered – the aspects of Changeling, Kinetics, and



The war against the Darkness is a costly one.

Premonition, which were being researched and defined during that period in the Brotherhood's history.

THE VENUSIAN FURY

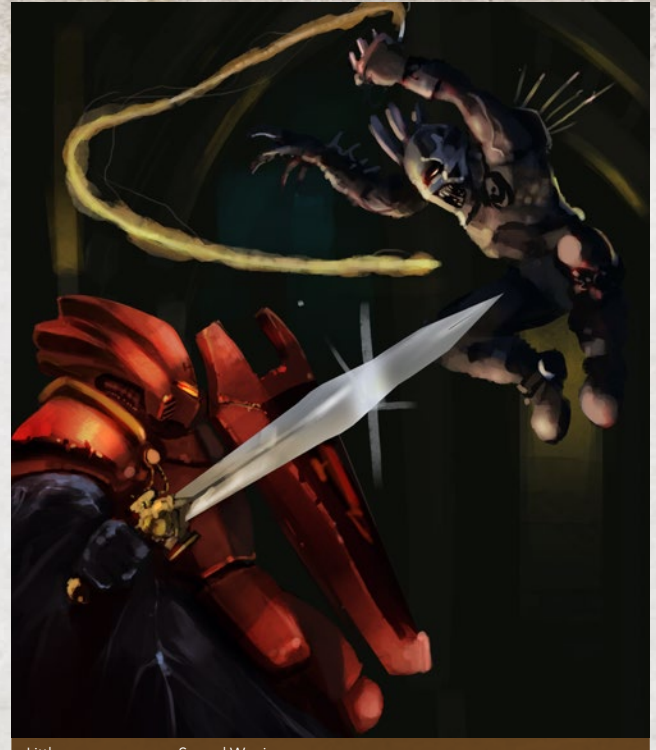
Etched upon the walls of the Gibson Cathedral, the Seventh Chronicle is one of the least frequently studied of the Chronicles, due primarily to the fact that most of the local population are citizens of Cybertronic, and thus tend not to attend services. It was compiled by Pius the Elder, a senior member of the Curia before the Neronian Heresy, who abdicated and went into seclusion after the coronation of Cardinal Durand XI. He spent his waning years focussed on the history of the Brotherhood, rather than confronting the terror that the 'mad Cardinal' inflicted upon the system.

The Chronicle details the First Dark Legion War, the emergence of the Dark Legion's forces across the system. Citadels sprang up from nothing on Mars, Venus, and Mercury, and monstrous armies conquered and killed with almost no resistance. In spite of their military might, the corporations had little ability to face the terrifying creatures of the Dark Legion, and could only present token resistance. Algoerth, whose armies were the greatest and whose mastery of conflict and strategy were supreme, was said to march across Venus, leading the charge against Homebuilder cities. Luna was spared the onslaught, but it was being overwhelmed by terrorised refugees bringing word of apocalyptic warfare against an army of abominations. In the face of this, the Cardinal called for humanity to remain strong, and began discussions with the corporations. Faced with the end of everything, the corporations gave the Cardinal all that he required of them – their armies, and their support in the war for the very survival of humanity.

Mystics and Inquisitors marched alongside the soldiers of the corporations, wielding the Light to hold back the Darkness. Humanity fought back, forcing the Dark Legion to pay dearly for every victory, and suffering greatly with every defeat. Amidst this, the Cardinal gathered the elite of each corporation – the greatest warriors from all of humanity – and journeyed to Venus to confront Algoerth. Even Whitestar, survivors upon Old Earth, stood with humanity for this epoch-defining conflict.

This is history, as everybody in the system knows it. While the best of humanity struggled against creatures of living nightmare and deathless hate, the Cardinal brought his miraculous powers to bear against the Apostle of War, and both dealt the killing blow to the other at the same moment. Algoerth's defeat sent the Dark Legion into disarray, while the Cardinal's death drove humanity into a frenzy of retribution that saw the forces of Darkness routed. This event has been the subject of discussion and recounting – and more than a few dramatisations and motion pictures – for generations.

It is not entirely true. The broad sweep of the narrative is correct, but it overlooks a few important details that very few know for certain.



Little can overcome a Sacred Warrior.

Not all of the system's military might was directed at Venus – an elite strike force, hand-picked by the Cardinal, ventures into the depths of a Dark Legion Citadel, infiltrating the dark dimension that connects these malignant structures. This dimension, to which the Apostles and all the citadels are bound, was more a prison than a home, a cage that had been broken open.

Just as Algoerth dealt the killing blow to Cardinal Durand, this team triumphed in severing the link, dragging the Dark Apostles and their greatest servants away, and preventing any further Dark Legion reinforcements. What fate befell the strike team is unknown, for they were still within the citadel when the link was severed. The body of Nathaniel Durand, the first Cardinal, was taken into the jungles of Venus by his brothers, returning from whence they had emerged years before, never to be seen again by humanity.

The Chronicle also serves as a history of the newer Aspects of the Art – Elements, Exorcism, Manipulation, and Mentalism – and provides a detailed inspection of the theory and philosophy of those Aspects.

THE CORPORATIONS AND THE CARTEL

Engraved upon the newest cathedral in Imperial-operated Fukido, the eighth and final Chronicle discusses the corporations. It discusses the history of the five great corporations, including newcomer Cybertronic. It also delves deeply into the history of mankind since the end of the First Dark Legion war, from the founding of the Cartel to the ages of strife and discord that

surrounded the Neronian Heresy and the founding of Cybertronic. It was composed by noted Ambassador Lucretii Marcellianus, one of the Brotherhood's foremost scholars on inter-corporation politics. Marcellianus died peacefully a few years ago, having retired from active duties to teach.

The work is based in part upon Nathaniel Durand's Divination address, and upon Marcellianus' own understanding of the corporations' structures. Its section on Cybertronic is the sparsest, owing to the secrecy of that corporation, but even that consists of volumes of observations and historical events. The work is regarded as the single most comprehensive socio-political history text in the system, and scholars and students of business and politics constantly pilgrimage to Fukido to study the Eighth Chronicle for even a few hours.

Its discussion of the Cartel is intertwined with the history of humanity since the First Dark Legion War, as the Cartel's establishment as a true political force is iconic of that era. It begins decades after the cataclysmic battle on Venus, with humanity having waged war against the Dark Legion for more than forty years. Generations had known nothing but war, and while the oldest remaining generation still recalled the Corporate Wars, the war against the Dark Legion was what most people knew. The Brotherhood had been met with mixed opinions at the end of the Corporate Wars, its powers and motives still largely unknown and regarded with suspicion. That was no longer the case – the Cardinal's sacrifice on Venus, and the way that Mystics, Missionaries, and Inquisitors had stood beside soldiers from every corporation had cemented the Brotherhood in the minds of the people as a force for good.

Membership of the Brotherhood soared, and the second Cardinal – newly invested Alexander Toth, formerly a Supreme Marshal of Bauhaus' Ministry of War – used the Brotherhood's new power to establish three edicts, which have defined human civilisation ever since. The Edicts of Toth, described elsewhere in detail, were three prohibitions intended to keep mankind from disturbing the forces of Darkness again. The Cartel – established shortly after the end of the Corporate Wars – was imbued with more power and authority. However, history repeated itself: eras of peace are all too often followed by ages of strife and discord, and this was no exception.

The Chronicle, of course, is not the complete history of the era. Unbeknownst to the masses of humanity, the Durand brothers did return, though in no recognisable form. The Brotherhood they had founded could continue with or without them, but its sacred mission was far from done. The Dark Legion had been banished, but was far from destroyed, and the remaining brothers still had much work to do. Using the Art to rejuvenate their bodies and disguise their forms, they crept back into the worlds of men, integrating themselves into the corporations and the Brotherhood they had founded. Alexander became the second Cardinal, adopting a persona he had cultivated

decades before, and claiming power in the chaotic period of consolidation that followed the death of his brother. Peter moved into position to succeed him decades later, and the pair worked to ensure that they maintained control over their creation.

For a time, this worked flawlessly. As Alexander's time as Cardinal came to a close, he would fake his own death, fade into the background, and reinvent himself as someone new while Peter took the throne. Then, when Peter wearied of rule, he would in turn engineer the circumstances of Alexander's ascension. Together, they oversaw a protracted era of peace and order for humanity, with one brother on the throne and another operating behind the scenes. However, that would all change. As the corporations grew dissatisfied with Brotherhood rule, so too did Alexander grow dissatisfied with inaction. After a great argument, Alexander departed entirely.

Peter was alone, and this left him with a difficult prospect. Unable to continue the unbroken chain of Cardinalcy by himself, especially not without compromising his works behind the scenes, he elected to turn the *façade* of nominating and electing a Cardinal in truth, at least half of the time. Thus, he continued the cycle alone, leaving the Brotherhood in the hands of the Curia and an elected Cardinal while he tended to other concerns, then returning to claim the throne after a few decades.

A sound enough plan for desperate times, but one undone by Darkness. Durand 'The Mad' was an Apostate, a servant of Semai whose timing allowed him to become Cardinal as Peter retreated from the world. In the five decades of his reign he caused colossal harm to both the Brotherhood, and to the organisation's standing in society. With humanity's belief in the Brotherhood shattered, Mishima cut ties with the Brotherhood, establishing its own faith. While many Mishiman commoners remained faithful – because the Brotherhood still provided aid to the needy and destitute – the samurai and noble castes turned to venerate a number of renegade Mystics known as the Seven Sages, forging their own mystical tradition.

Officially, Durand XI was forcibly deposed after forty nine years as Cardinal, and succeeded by Sebastian Toth XIV, a member of the Curia who sought to end the Mad Cardinal's tyranny. In truth, Toth was Peter Durand, at the head of a detachment of Fury Elites. He had returned to find his brothers' creation in disarray, and could permit this usurper's existence no longer. After a battle that raged for thirteen hours and all but destroyed the Cardinal's chambers within the First Cathedral, the Heretic was slain and Peter's newest alias was elected and crowned Cardinal.

Nevertheless, the damage had been done. The reputation of the Brotherhood had been shattered, and Peter's every effort for the next 150 years – through two further reigns as Cardinal – was spent trying to rebuild what had been broken. Amidst the chaos, Cybertronic emerged, and Peter recognised its tactics all too well – they were the

same ones that he, Alexander, and Nathaniel had used to construct the Durand Foundation before the Dark Legion War. They were more advanced, more subtle, but the techniques were unmistakable. Whether Alexander was behind the rise of Cybertronic, or someone was learning from the Brotherhood's example, was not clear. Whatever the truth, Peter could do nothing about it. Generations passed, and he monitored the worlds closely, both as Cardinals and as a silent observer. The Brotherhood's strength was damaged, and few listened to his warnings.

THE CATHEDRALS

There are eight cathedrals in the system, and each is a grand structure, a monument to unity and the Light. No matter what cities surround them, they are the mightiest, most majestic buildings anywhere on that planet.

SACRED GROUND

Every cathedral is a fortress, both in the military sense, and in the spiritual sense. Cathedrals are heavily defended, designed with countless hidden passageways, secure access ways, quick-seal bulkheads, secure armouries, and other defensive positions. Assaulting a cathedral is a daunting prospect, and strategists have theorised that an attacking force may need to outnumber the defenders fifteen-to-one or more in order to triumph. Considering the size of the Brotherhood's military, this is no easy prospect. Brotherhood characters are taught how to take advantage of the fortifications in case of an emergency – and terrorist attacks on cathedrals are not uncommon. A Brotherhood character benefiting from Cover while within a cathedral gains an additional 2 Soak for every Dark Symmetry Icon generated on the Cover dice.

However, as noted above, it is not merely a physical sanctuary, but a spiritual one as well. A cathedral's grounds are routinely and intensively sanctified and cleansed, ensuring that the corrupting influence of the Dark Symmetry cannot reach those living, working, and taking refuge within the walls. People naturally feel at ease within cathedral grounds, because the Dark Symmetry cannot so easily play upon their fears and doubts. While standing within a cathedral – including the grounds immediately surrounding the structure – a character's Corruption Soak increases by one, to a maximum of five. Further, characters resting within a cathedral remove one more Dread than normal for resting, and gain one bonus Momentum on all Willpower tests made to recover Mental Wounds.

THE CATHEDRAL ON LUNA

Luna City is home to the Cardinal Durand Cathedral, which is the template upon which all others are based, and is the single largest building anywhere in the solar system. It is far and away the most glorious of the cathedrals, composed of layers of intricately carved black stone, draped over a framework of steel. The *façade* of the Cathedral is covered with gargoyles and statues of Cardinals past, and of the most revered Brothers who have served the organisation. To be immortalised upon the face of The First Cathedral is the greatest honour, afforded only to a few. Chimneys protrude from the cathedral's structure in all manner of places; they form the visible part of the structure's immense heating system, and the steam that pours from them leaves the cathedral haloed in an unearthly haze.

Even amongst the overbuilt surroundings of the City, the cathedral towers above every building around it, visible even above the home offices of the corporations. The structure is over 200 storeys tall even without the tapering spires, shaped roughly like the emblem of the Brotherhood, and its sublevels delve over 100 metres into the surface of Luna. It is far more impressive than any single skyscraper, due to the vast surface area it covers. It is a colossal structure, so vast that it requires its own internal transit system simply for people to navigate it effectively, and it is more akin to a miniature self-contained city than a building. Spotlights shine upon its surface at all times, illuminating it as a beacon for all humanity, even in the middle of the night. Some say that the light cast upon it can outshine the grey reflected light of Old Earth hanging in the sky. The triangular bastion at the southern end of the cathedral contains the fortified chambers of the Curia, with the Cardinal's spire towering from the very tip of the triangle.

That point – and by extension the cathedral itself – is at the centre of the city, in the middle of the Ancient Quarter. The Cardinal Durand Cathedral, often simply referred to as The Cathedral (a structure that big, requires little description; it is simply *The Cathedral*), is the social, spiritual, and political centre of the entire solar system. All things on Luna City, and consequently all things in the system, revolve around the cathedral, and you would have to be dangerously naïve to be unaware of it.

The majority of the cathedral consists of office chambers and training quarters for each of the four Directorates. The sheer number of people involved in the day-to-day operations of the Brotherhood is staggering, and the cathedral is like a miniature city unto itself. It has a hospital, numerous schools, gymnasias, lodgings, shops and restaurants, several Underground stations, and offices for almost every sort of professional occupation you can think of. The only Brotherhood facilities on Luna that are not contained within the cathedral are its manufacturing facilities, a number of dedicated agricultural communities, and the Cardinal Durand XVI spaceport, which serves both pilgrims and the Brotherhood's military.

THE TOMB OF CARDINAL DURAND

The first Cardinal's tomb is at the entrance to the cathedral at the very northernmost point of the structure – the opposite end to the reigning Cardinal's spire. It is one of the most popular tourist attractions on Luna, and at peak times the line to see it can be three or more hours long.

A gargantuan statue of the late first Cardinal stands in the middle of the long, wide steps up to the entranceway. Within is a museum of the Brotherhood, and of the many Cardinals who have served it. Wrapped in the origins of the Brotherhood, Cardinal Durand I has an entire wing of this museum all to himself.

At the front of this wing lies a gigantic tomb with a figure of the Cardinal lying in state carved in white marble atop its lid. The tomb contains no body – since the coming of Demnogonis and the Black Rot, the dead are cremated rather than buried – so the edifice is home only to an urn of ashes.

The museum is an inspiration. Many Brothers visit it regularly, and it is a good place to encounter important people on weekend afternoons or during public holidays. Sometimes the place is even graced with a visit from a member of the Curia or the current Cardinal himself. To catch a glimpse of the Cardinal outside of a sermon is rare enough, but as he is continually surrounded by his Fury Elite bodyguards and other defences, it is regarded the height of foolishness to approach hastily.

THE HEIMBURG CATHEDRAL

The Cathedral at Heimbürg is the fourth largest, and the second oldest. It was constructed during the rebuilding of Heimbürg after Cardinal Durand I fell in battle, a testament to the son of Bauhaus who had rallied all of humanity during its darkest hour. The noble houses of Bauhaus were the foremost contributors to its creation, led by Houses Richthausen and Saglielli, and they regarded it as only fitting that they create a most magnificent structure for the Brotherhood.

The Heimbürg Cathedral – officially known as the Nathaniel Durand Memorial Cathedral – is universally acknowledged to be one of the most luxurious, awe inspiring edifices ever constructed. It is built using the very finest of Homebuilder engineering expertise, and exudes an atmosphere of only the highest, no-expenses-spared quality, befitting both the honour afforded Cardinal Durand I and the wealth and status of those who would attend services there.

The cathedral is constructed in a circular shape, reminiscent of the emblem of the Bauhaus corporation, with its Great Hall situated in the centre of the circle. It stands a 110 storeys tall, with spires at the centre and at the end of each of the four spokes that radiate from the centre. The spaces between the spokes are gardens and open grounds for training soldiers, secured within the outer ring

of the cathedral. The walls are steel-grey granite, illuminated by cunningly concealed lanterns and mirror-stones that give it a pale luminescence in the night, and a striking glow even during the brightest day.

THE LONGSHORE CATHEDRAL

This monumental complex is situated at the centre of the crater that contains the entirety of the city of Longshore. One of the few buildings taller than the crater is deep, it towers several stories over the next tallest building. Shaped from steel covered in brilliant white adobe, the fifth largest cathedral's brilliant white spires jut out over ground level such that they appear to be shining needles protruding from the clay bowl of Longshore.

The Ascendant Pinnacle Cathedral, to give the Longshore Cathedral's true name, was financed soon after the foundation of the Brotherhood, and was one of the first cathedrals outside of Luna to be designed. It was not completed until a few years after Algeroth's defeat, but it has stood proudly ever since as a reminder of a time when relations between the Brotherhood and the Mishima corporation were far more cordial than they are today.

These days, access to the cathedral is monitored carefully. Few Mishimans of the samurai caste or higher ever attend services, and tend only to enter the cathedral if they have business there. Commoners are more frequently found attending sermons, though frequent attendance is regarded as deeply suspicious by authorities – a sign of misplaced loyalties that cannot be tolerated.

THE SAN DORADO CATHEDRAL

The third largest cathedral, this was the fourth to be completed, shortly after the official end of the First Dark Legion War. It pierces the San Dorado skyline like a jagged spike protruding from some great beast's back. It was built through the generosity of Capitol and the numerous followers the Brotherhood counts within that corporation's populace.

The cathedral's construction was part of an extensive reconstruction of the city, performed in the wake of the war. The former capital city of Neo Jersey had been subjected to thermobaric bombing, scouring the evacuated city with fire to cleanse it of the risen dead. The following years were spent expanding and developing San Dorado – then Mars' second city – to serve as the new capital city. Amongst this development was the construction of a monumental cathedral, in part as thanks for Brotherhood assistance in the evacuation of Neo Jersey and the medical aid provided to the refugees.

The building, officially known as the Sanctuary Cathedral, is a solid block of a structure, dwarfing all but a handful of other buildings in the city. Its spires are numerous, and the internal structure is intended to be a model of function and efficiency, lacking the

aristocratic extravagance of the Cathedral on Heimburg. It is a bustling, ever-busy place, as often used as a neutral meeting place for business deals as it is for matters of spirit. Consequently, it is well furnished with secure conference rooms and lounges, which are available for hire for little more than a token donation. This is to the benefit of the Brotherhood, as it allows easier monitoring of corporate activities. To this end, the Cartel maintains offices within the San Dorado Cathedral as well, turning it into a hub of political and financial activity.

THE BURROUGHS CATHEDRAL

One of the smaller cathedrals, the one in Burroughs marked the first time two cathedrals occupied the same planet – in this case, Mars. At the time of the cathedral's founding, Burroughs was a small city, but it has grown considerably since then. The site – of both the city and of the cathedral – was originally chosen as a staging ground for attacks against the numerous citadels located in that hemisphere of the planet – an issue that has particularly plagued Mars even in years of relative peace.

Burroughs is a military city, with a greater proportion of soldiers to civilians than almost any other part of Mars. As the last major transit hub before the McCraig Line and the Doughpits, its military worth far outweighs its economic value. The Burroughs Cathedral – never given any official title – is a fortification in its own right, equal parts temple and bunker. The entire civilian population of Burroughs can be housed within the cathedral during an emergency, and it has storage rooms full of essential supplies, hydroponic gardens to grow food, and armouries sufficient to fend off even a protracted siege. However, it is not only designed for defence – cunningly-designed sally ports and access to a secret network of tunnels through and beyond the city allow defenders to coordinate counter-attacks. This will primarily be the Second Directorate forces, who provide much of the cathedral's personnel, but key members of the Capitol military are briefed on these capabilities as well, allowing for coordination between Capitol and Brotherhood soldiers.

THE VOLKSBURG CATHEDRAL

Like the one in Burroughs, the Volksburg Cathedral was originally meant as an outpost from which to launch attacks against the Dark Apostles' citadels on the other side of Venus from Heimburg, the capital city. Like Burroughs, Volksburg is a military city, fortified and filled with soldiers. The city is ringed with defences, bunkers, and minefields, while every building within is topped with watchtowers and machine gun nests.

The cathedral is little different. The only truly large building in the city, it is only rivalled in size by the nearby Monastery-Fortress of the Templars of the Fiery Sword. The cathedral differs from the buildings around it in that it is not purely functional – its ornamentation is designed to inspire the embattled citizens and soldiers of the city, while the pleasant environment within is intended to give comfort in

a place where comfort is hard to find. In all, the cathedral is amongst the purest expressions of the Brotherhood's ethos – a beacon of hope to stand against the Darkness.

The cathedral serves a more sinister purpose as well. The presence of apocalyptic cults in the city – an inevitable part of being situated too close to the fortress of a powerful Nephrite Warlord – mean that the Inquisition maintains a close watch over the populace, and Second Directorate patrols are as commonplace as BLEUs and Hussar squads.

THE GIBSON CATHEDRAL

The smallest of the cathedrals, and the third on Venus, this is the only one that could possibly be seen as a failure. Like the ones in Burroughs and Volksburg, this cathedral was built mainly as a battle station – its proximity to a Dark Legion citadel making it a valuable strategic location. Like all cathedrals, it depended upon the local populace for the support necessary to make the endeavour a success. Unfortunately, soon after the founding of this cathedral, the Cybertronic corporation emerged.

Cybertronic slowly but surely took over the city of Gibson, with many of the Bauhauser people living there – once devout followers of the Brotherhood – defecting to Cybertronic within a matter of years. As these people turned their backs on the Brotherhood, the cathedral's halls grew empty. The remaining presence is primarily military – a strong Second Directorate contingent remaining to defend against the nearby threat of the Dark Legion, and to watch carefully over their Cybertronic neighbours – with a token staff to keep the cathedral running. Were it not for the cathedral's presence in the city, the Brotherhood would have abandoned Gibson years ago. As it is, it remains for the sake of honour rather than any practical purpose.

Gibson has a long history with the Brotherhood, having been a staging post during the Cardinal's counter assault against Algoth. At that point, it was little more than a Marshall's way-station, with a map designation and a few fortified buildings in the middle of the jungle. Its population grew rapidly with the tent city that sprang up around the outpost, and after a company of Capitolian Sea Lions billeted there were decimated defending against a Dark Legion assault, the impromptu town gained a name: Camp Gibson, after Captain Violet Gibson, the company's late commanding officer. The city grew after the war, a collaborative effort between Capitol and Bauhaus that was seen as indicative of a new era of cooperation and peace. It did not endure as hoped. While a promising idea, most of the new settlers were Homebuilders, with relatively few citizens of Capitol choosing to migrate to Venus after the first few generations.



THE FUKIDO CATHEDRAL

The newest of the cathedrals, this is also one of the most magnificent. Second in size only to the cathedral on Luna, this wondrous melange of Imperial and Mishiman design was built almost entirely through contributions from Imperial, in exchange for the Brotherhood's support of its acquisition of most of Fukido. Such an opportunity was a win-win situation, and while Imperial's lease is only for a century (though even that is disputed), the cathedral will be there long after, as a monument to the Light.

It seems that Imperial learned from the mistakes that Mishima had made with the Longshore Cathedral. The Cathedral in Fukido – officially known as the Hieronymus Dome – is tasteful, yet spacious. Less attention was paid to efficiency, as there was room to spare in a developing city. As a result, the cathedral has a much more comfortable feel to it. It is said that the Cardinal of the time was immeasurably pleased with the end result, and both he and his successors have been seen more frequently in the Fukido Cathedral than any other, with the obvious exception of The First Cathedral on Luna.

Fukido's Cathedral is a bastion of serenity and order within a city driven by rampant capitalism. Partly because of the long-standing Imperial devotion to the ways of the Brotherhood, and partly because of the peace it offers, the cathedral is always busy with people taking a moment to escape the frenzy of life in Fukido. It is an unspoken law across Fukido – one of the few regulations that governs the city – that none shall cross a servant of the Brotherhood, so Inquisitors and Paladin patrols form one of the few organised peacekeeping forces in the city, and crime rates plummet when the Brotherhood is nearby. To ensure that the Brotherhood's presence within the city remains absolutely necessary, the cathedral also contains the city's Cartel offices. This is intended to allow the Cartel to keep a close eye on the Fukido economy from a place of safety, and to give justification for a strong Brotherhood presence in a city that will one day revert to Mishiman control.



Cathedrals are monumental structures, vast and imposing.

THE FOURTH DIRECTORATE

In a demonstration of the Brothers' foresight and skill at planning, the Fourth Directorate was established and fully-functional long before the rapidly increasing size of the Brotherhood made it an absolute necessity. Today, the Fourth Directorate is the least public part of the Brotherhood, but is by no means the least important. An organisation on the scale of the Brotherhood requires considerable effort to keep it running from day to day, and it is the role of the Administration to keep things running smoothly.

In practical terms, the Administration does not only concern itself with the routine operations of the Brotherhood. The Cardinal's work is not strictly an internal matter, but one that concerns all mankind, and thus the Fourth Directorate seeks to maintain a careful balance between the corporations, engaging in the labyrinthine politics and monumental economies of the solar system to ensure that the Brotherhood is best placed to guide the defence of humanity.

THE CELL OF ADMINISTRATORS

Regarded more as a polite euphemism than a strict description of its nature, the Cell of Administrators seldom engages in administrative work in the conventional sense. In truth, most of the work done by the Cell of Administrators overlaps with the duties of the Second Directorate in nature, though the purpose of that work is different. The Cell's primary duty is to ensure the security and wellbeing of important persons within the Brotherhood, as well as official guests that the Brotherhood is host to. It attends to the defensive needs of, and administers security to, the Brotherhood's VIPs. It is a relatively small Cell, large scale security efforts are handled more effectively by Second Directorate troops, or by Pilgrims operating on behalf of the First Directorate, so the Cell of Administrators deals more with matters of personal security and discrete protection than shows of force. A Brotherhood Administrator is a vigilant and devoted protector, seldom visible as anything other than an advisor until absolutely necessary.

The Cell is divided into several professional groups and specialisations, but the interactions between these groups are too fluid and dynamic for them to be regarded as distinct Orders within the Cell. Administrators attend to VIPs in person, typically operating under the guise of a personal assistant or deacon. The majority of Administrators are fairly junior members of the Cell, those starting out after completing their induction into the Brotherhood. Though relatively junior in rank, they are skilled protectors and security experts, able to spot potential threats and respond to them quickly.

A considerable number of these Administrators continue to serve in that role, their greater experience giving them greater authority. With the exception of the Cardinal and the Curia – whose security needs are attended to by the Fury Elite – Senior Administrators protect the most senior VIPs within the Brotherhood and those visiting, as well as consulting on security for larger events.

ADMINISTRATOR PRIMARY CAREER

Any Brotherhood character who rolls or chooses the Intelligence Primary Career may choose Administrator instead of Intelligence (operative).

ATTRIBUTE IMPROVEMENTS

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	2	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	1	2	0

Mandatory Skills: Acrobatics, Observation, Stealth.

Elective Skills: Close Combat, Insight, Thievery.

Signature Skill: Acrobatics, Observation, Stealth, Thievery.

Talents: Select one talent from Mandatory Skills.

Equipment: Armoured vestments, surveillance kit, MP-21 Nemesis handgun, Punisher sword.

The Cell of Administrators operates in a manner not entirely dissimilar to private security companies; indeed, its origin may even be within such organisations, purchased before the foundation of the Brotherhood. While most of the Brotherhood's intelligence gathering is performed by Revisors, they are primarily concerned with the threat of the Darkness. As a result, threats of a more political nature tend to be given less consideration by the Second Directorate. Many threats and perils that other parts of the Brotherhood identify, but which are classified as lower priority, tend to be picked up by the Cell of Administrators. This information is used to inform field operatives of potential threats to their charges.

Many former Administrators move on into other fields within the Cell, using their practical experiences to inform their work. Auditors work closely with the Second Directorate's Cell of Intelligence to collate information on pertinent threats to both the Brotherhood as a whole and to specific personages within, or in the care of, the Brotherhood. Largely invisible, Auditors seldom enter the field, instead working to provide the field Administrators with all the information they need to make informed security decisions.



Most in the Fourth Directorate adopt an unassuming guise.

AUDITOR ICONIC CAREER



Prerequisites: Brotherhood, Observation Expertise 2, Education Expertise 1

Difficulty: 2

Mandatory Skills: Education, Observation, Insight.

Elective Skills: Command, Education, Persuade.

Signature Skill: Command, Education, Observation, Insight.

Talents: Two talents from Command, Education, Insight, or Observation.

Equipment: Formal robes, personal library (Education), 1d6 contacts in the Inquisition.

There are times when traditional forms of protection are insufficient. Sometimes, conventional bodyguards – even subtle ones – cannot effectively keep a target from harm. In such situations, drastic measures are necessary. Utilising false identities, disguises, and advanced infiltration techniques, Targets enter a client's life covertly – sometimes even serving as a body double for the client – providing not only protection, but also investigative work that helps uncover the nature of an attacker and eliminate the threat permanently. They operate under the ethos that protection with the

appearance of vulnerability is the most effective of all, because it encourages the threat to expose itself.

TARGET ICONIC CAREER



Prerequisites: Brotherhood, Education Expertise 1, Observation Expertise 1, Stealth Expertise 2

Difficulty: 3

Mandatory Skills: Observation, Persuade, Stealth.

Elective Skills: Education, Insight, Unarmed Combat.

Signature Skill: Observation, Persuade, Stealth, Unarmed Combat.

Talents: Two talents from Stealth, one talent from Observation, Persuade, Stealth, or Unarmed Combat.

Equipment: Three sets of high-quality ballistic nylon clothing, surveillance kit, 3× flawless fake IDs.

THE CELL OF OBSERVERS

Compared to the obfuscation of the Cell of Administrators, the Cell of Observers is very open and straightforward in its operations. Observers are sent into other organisations – the corporations, the Cartel, and any significant freelance or microcorporate group – to watch for signs of Darkness.

This is, of course, the public purpose. The Cell of Observers sees everything, which means that it frequently uncovers truths and secrets that the corporations would rather keep hidden. The Cell of Observers maintains their discretion – the Brotherhood is not the kind to spread secrets carelessly, and it has far better ways to use that knowledge than to spread it across the media. Between the presence of Observers and the Brotherhoods' other intelligence apparatus – precognition, Revisors, and investigators – it can obtain all kinds of information about basically anyone in the system, and only the most rigorous security and counter-intelligence methods can defend against the Brotherhood's scrutiny.

Individual Observers are a regular sight for anyone in the business world, and their smart green and black hooded robes – typically worn over tailored business suits – can be found in the vast majority of corporate offices and high-level meetings across the solar system. The ubiquity of their presence, and the faceless, uniformed appearance they present, ensure that they are treated as neutral observers, more akin to human cameras than snooping interlopers. However, the Brotherhood knows that even the most devout people may not be entirely willing to speak openly in the presence of an agent of the Brotherhood. As a result, it employs covert Observers as well, infiltrating the business world as secretaries, clerks, personal assistants, and other ubiquitous personnel whose presence will go unremarked in the halls of high finance and corporate politics.

Many Observers aspire to a more active role in the organisation, often as Revisors, Advisors, or Diplomats.

OBSERVER PRIMARY CAREER

Any Brotherhood character who rolls or chooses the Intelligence Primary Career may choose Observer instead of Intelligence (Operative).

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
0	0	2	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	1

Mandatory Skills: Education, Observation, Stealth.

Elective Skills: Lifestyle, Linguistics, Insight.

Signature Skill: Education, Lifestyle, Observation, Stealth.

Talents: Select one talent from Mandatory Skills.

Equipment: Hooded formal robes, high-quality formal clothing, surveillance kit.

The other half of the Cell of Observers are those who oversee the system-wide operations of the Observers themselves. These Analysts' activities are unglamorous – sifting through reams of reports and collating observations to archive or pass to other branches of the Brotherhood. Their activities favour personnel who have keen attention to detail and the capability to effectively interpret and process large amounts of information, but as with Observers, there are few Analysts who do not aspire to some more active role within the Brotherhood.



ANALYST PRIMARY CAREER

Any Brotherhood character who rolls or chooses the Corporate Executive Primary Career may choose Analyst instead of Corporate Executive.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	3	2	1

Mandatory Skills: Education, Linguistics, Observation.

Elective Skills: Insight, Sciences, Willpower.

Signature Skill: Education, Insight, Linguistics, Mysticism.

Talents: Select one talent from Mandatory Skills.

Equipment: Robes, personal library (Education or Linguistics), comptograph.

THE CELL OF ADVISORS

The Cell of Advisors makes up the largest proportion of the Fourth Directorate, and for good reason. Where the business of the Brotherhood is the salvation of humanity, the people carrying out that business still need to eat. The Cell of Advisors is founded upon this principle, and it forms the logistical and economic backbone of the entire Brotherhood. Collectively, the members of this Cell handle all goods and money that flow into and out of the Brotherhood. Their responsibility is ensuring that tithes, donations, and other sources of income are used or invested correctly. They are also charged with handling and distributing the goods purchased with those funds, making sure that they are allocated to the correct Cells and Orders.

In the First Cathedral on Luna alone, there are more than 80,000 Advisors working at any given moment, overseeing the flow and goods and money. The other cathedrals contain proportionately fewer Advisors, for obvious reasons, but they are numerous and have far-reaching connections in the business world. The work they do is not glamorous, but it is necessary to ensure that everyone is housed, clothed, and fed.

The Cell is structured into two Orders – the Order of Buyers and the Order of Sellers. The Buyers are responsible for sourcing and obtaining the many and varied goods, raw materials, and other resources the Brotherhood requires. This necessarily requires skilled negotiators, arranging lucrative contracts with the corporations for vast quantities of goods – allowing the corporations to take a share from the tithes and donations of countless millions of faithful. Even with the strained relations between Mishima and the Brotherhood, numerous keiretsu – Mishiman business conglomerates – maintain strong business connections with the Brotherhood. The prospects involved in trading with the Brotherhood are too tempting for anyone, with the exception of Cybertronic, to engage in. Similarly, the Brotherhood engages in long-term speculative investment, putting funds into corporate projects such as the Imperial lease of Fukido as a means of expanding both financial gain and political reach.

The Order of Sellers deals with the other side of the process. The Brotherhood handles an immense amount of money in the form of donations, tithes, penance fines, and similar sources of income. Further, between newspapers and other print publications, TV and radio programming, interest and fees on Cardinal's bank transactions,

manufacturing licences for its few public products – the Punisher Combo alone makes millions of Crowns in licensing a year for the Brotherhood – and the intellectual property rights for the imagery of the Brotherhood used in mass media. Many of these sources of income seem petty or cynical, particularly for an organisation concerned primarily with the spiritual wellbeing and survival of humanity, but the corporation-dominated solar system is a place where a price can be put onto anything, and the expense of running an interplanetary organisation on the scale of the Brotherhood is colossal. In essence, every source of income that can be leveraged – primarily focussing on costs at the corporate level, so as to avoid charging the common populace for their salvation – is needed to ensure that the Brotherhood has the funds necessary to keep running.

Both the Buyers and the Sellers demonstrate one thing: while the goals of the Brotherhood are altruistic, its methods are ones borne of the ruthlessness of grand finance and interplanetary politics.

Individual Advisors, regardless of their particular role, can be seen both within the cathedrals and in corporate offices across the solar system, constantly working to ensure that the Brotherhood's needs are maintained. Their business suits are typically accompanied by robes, mantles, or some detail element – a broach, handkerchief, or tie – in the silver, white, and grey of the Cell of Advisors.

ADVISOR PRIMARY CAREER

Any Brotherhood character who rolls or chooses the Corporate Executive Primary Career may choose Advisor instead of Corporate Executive.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	3

Mandatory Skills: Education, Lifestyle, Persuade.

Elective Skills: Lifestyle, Observation, Willpower.

Signature Skill: Education, Lifestyle, Persuade, Willpower.

Talents: Select one talent from Mandatory Skills.

Equipment: High-quality formal clothing.

THE CELL OF DIPLOMATS

In contrast to the rest of the Fourth Directorate, the Cell of Diplomats is seen as amongst the most powerful and glamorous of the Brotherhood's personnel. Deployed to every major organisation and faction in the solar system, its members act as liaisons between the major powers of humanity and the Brotherhood. It is the Diplomats' responsibility to maintain peace and order in the solar system, and to keep relations between the Brotherhood and the corporations as pleasant as possible.

This is, as can be expected, not always an easy task, but the results can be extremely rewarding. The subtle, deadly dance of politics and diplomacy is what lures many Brothers to the Cell of Diplomats, and the prestige and plaudits that accompany success in that field more than outweigh the ignominy that accompanies failure.

The Cell of Diplomats is divided into two smaller Orders – Receivers and Emissaries. The Order of Receivers handles and treats with the ambassadors and negotiators sent to the Brotherhood by other organisations. Most Receivers are typically more junior members of the Cell of Diplomats – skilled negotiators and well educated, but without the far-ranging cultural and political experience necessary to effectively carry out diplomatic activities. A few years working within the Order of Receivers is an ideal way to give them the necessary experience to progress further, often moving into the Order of Emissaries. The actual task of engaging in negotiations and other diplomatic actions is handled by the most veteran Diplomats within the Order of Receivers, most of whom have returned from other diplomatic missions because of advancing age. Their experience is valued both by the staff that support and learn from them, and by the Curia who can more effectively consult them as political advisors.

The Order of Emissaries consists of Diplomats at the peak of their careers, operating diplomatic missions within territories owned by other factions and organisations. They tend to be found within the halls of power of the corporations – though Cybertronic has only minimal diplomatic contact with anyone except through the Cartel, and the Brotherhood Emissary to Mishima has little effective power – as well as powerful institutions like the Cartel, and Whitestar on Old Earth. Each mission consists of a handful of Diplomats and attached personnel – most missions include an Observer and one or more Scribes, and many missions contain one or more First Directorate Liaisons as well – operating for a protracted period within a foreign state, speaking and acting on the Brotherhood's behalf in matters of politics and inter-corporate cooperation.

In either Order, the Brotherhood's Diplomats are divided into numerous ranks, defining the responsibilities and degree of authority that an individual Diplomat has. The highest Diplomats tend to be given unique titles associated with their particular roles or the organisation they are assigned to – for example, the most senior Emissary to Imperial is traditionally known as the Serjeant Majoris, and is based in Reading Palace on Luna.

The majority of Cell of Diplomats personnel are Secretaries. They handle most of the routine diplomatic tasks – low-level and preliminary discussions, correspondence with other offices, etc – and serve as assistants and administrative staff for their senior colleagues. They have relatively few major responsibilities, and are often inexperienced Brothers studying the craft of diplomacy.

SECRETARY PRIMARY CAREER

Any Brotherhood character who rolls or chooses the Corporate Worker Primary Career may choose Secretary instead of Corporate Worker.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	2

Mandatory Skills: Education, Linguistics, Persuade.

Elective Skills: Education, Insight, Persuade.

Signature Skill: Education, Insight, Linguistics, Persuade.

Talents: Select one talent from Mandatory Skills.

Equipment: Robes, personal library (Education or Linguistics).

Senior personnel are referred to as Diplomats (in general), Emissaries (if they operate a mission in another organisation), Ministers (if they act within the Order of Receivers), or Ambassadors (a term reserved for the most senior Brothers of the Cell of Diplomats, regardless of their Order). Regardless of title, these experienced Brothers

BRUTUS GIAMMARINO, MASTER OF THE BROTHERHOOD'S GUARDIANI OBLATI



Brutus Giammarino is Master of the Guardiani Oblati, an order of Brotherhood Elite Guard assigned to protect the Brotherhood's sacred relics. Trained since birth, Master Brutus has attained mastery of powerful defensive Art powers, but that power comes at a price. As with all Guardiani Oblati the power they channel caused them to lose his natural sight, and gain eyes of pure white. This blindness is compensated by a supernatural awareness – certainly enhanced by the Art – that allows the Guardiani Oblati to function so well that most people are surprised to learn that they cannot see. Brutus is fanatical in his devotion to the cause of the Brotherhood, and views his role as central to the very survival of humanity. Extremely hands on, Master Brutus personally sees to the training of new recruits, purging those who waver or lack the necessary qualities. As far as Brutus is concerned, should he fail, humanity will fail.

WOUNDS:

- ◀▶ **Head 4**
- ◀▶ **Arms 5**
- ◀▶ **Serious 7**
- ◀▶ **Mental 10**
- ◀▶ **Torso 8**
- ◀▶ **Legs 6**
- ◀▶ **Critical 4**

SOAK: Blessed Guardia Armour: (Head 5, Torso 6, Arms 5, Legs 4)

ATTACKS:

- ◀▶ **AC-31P Cleansing Flamethrower (ranged):** Range C, 1+♣5, Munition, 1H, Incendiary 3, Pious 3, Torrent
- ◀▶ **Avalanche Handgun (ranged):** Range C, 1+♣7, Burst, 1H, Armour Piercing 3, Pious 3, Vicious 1
- ◀▶ **Consecrated Blade (melee):** 1+♣6, 1H, Parry 1, Pious 3, Vicious 1
- ◀▶ **Concussive Hammer (melee):** 1+♣7, 1H, Armour Piercing 2, Pious 3, Stun

ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	10	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	9	10	9

FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	3	3	2	1	1	2	2	3	2	1	–

SPECIAL ABILITIES

- ◀▶ **Hellvatican Fists:** Like all Guardiani Oblati, Giammarino is armed with a pair of advanced multirole weapons known as Hellvatican Fists. These devices respond to the user's mind – after intensive training – to bring forward the right melee or ranged weapon at any given moment. As a Free Action, Giammarino can switch each Hellvatican Fist to one of the four weapons listed above. The character may take up two different weapons in this way, or two of the same weapon. In either case, he is wielding two weapons, and may thus use the Swift Strike Momentum spend for only one Momentum, so long as a different weapon is used for each attack.
- ◀▶ **Holy Guardians:** As with all his warriors, Giammarino is completely immune to all the effects of fear, and cannot suffer Mental Damage or accrue Dread. He reduces the difficulty of all tests to perform Defend Other Response Actions by one.
- ◀▶ **Untouched by Darkness:** Giammarino is immune to the effects of Corruption, as is all of his equipment. Further, he gains four bonus Momentum on all tests to resist the effects of a supernatural power, such as a Dark Gift, and increases his Soak by four against supernatural attacks.
- ◀▶ **Mystic:** Giammarino is a potent Mystic, and draws deeply from the radiant power of the Light. He has Mysticism Expertise 3, Mysticism Focus 2, and knows the following spells: Barrier, Blessing, Contempt, Distortion, Impel, Levitate, Singularity, Strike, Succour, and Teleport.

perform the most difficult and most rewarding duties. They deal with their opposite numbers in the corporations, as well as heads of state, Chief Executives, and other people of power.

DIPLOMAT ICONIC CAREER



Prerequisites: Brotherhood, Education Expertise 2, Persuade Expertise 2

Difficulty: 3

Mandatory Skills: Education, Insight, Persuade.

Elective Skills: Command, Linguistics, Observation.

Signature Skill: Command, Education, Insight, Persuade



Talents: Three talents from Command, Education, Insight, or Persuade.

Equipment: Formal robes, high-quality formal clothing, secretary assistant.

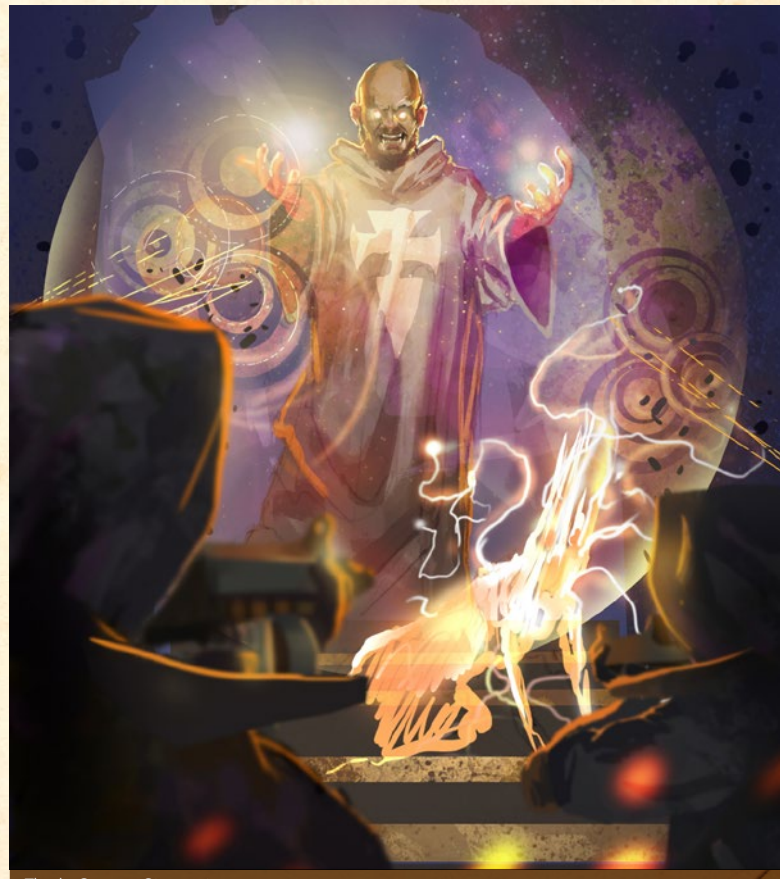
The attack on the reliquary had come without provocation or warning. One minute a reverential trail of pilgrims were quietly filing around the Holy Sepulchre of the Second Cardinal at the monastery deep in the Armstrong Mountains West of Luna City, and the next gunfire was echoing around the room along with shouts of “Death to the False Cardinal!”

Master Brutus Giammarino had been seeing to the training of new initiates to the Guardiani Oblati when he received reports of the attack. He was blind, unarmed, and clad in the simple robes of a brother, but those facts did not give him pause as he sprinted unerringly through the halls of the monastery.

Master Brutus could smell the blood in the air and knew that the Guardiani Oblati who had been guarding the Sepulchre were already dead. He knew that it was up to him to defend against the Heretics until reinforcements could arrive, but the thought held no fear for him. Bursting into the Chamber of the Sepulchre he threw himself on to the first attacker with such ferocity that the Heretic had no chance to fire. Master Brutus’ hands took on the holy glow of his Art and his touch caused the Heretic to writhe as if in flames. “May the Cardinal purge your sins,” whispered Brutus, before leaving the Heretic to his fate and searching for another attacker.

He heard the sound of several triggers being pulled and raised his hands up, palm out. The storm of bullets flew towards him, but as each almost touched him it was drained of the kinetic energy and fell harmlessly to the ground. Master Brutus felt the Heretic’s sense of victory vanish like an early morning mist in the sun. Fear began to overtake them.

Master Brutus smiled. He would restore the Sepulchre’s purity through their sacrifice.



Thanks Gaetano Giammarino.

POLITICAL INTERACTIONS

The Brotherhood necessarily maintains close – though not always friendly – contact with the other major factions in the solar system. This is regarded as an absolute necessity for the continued survival of the human race – the war against Darkness is too important a consideration to be left to chance.

As the centuries have passed, this has become more challenging. In the early years, after the First Dark Legion War, the Cardinal's sacrifice and the Brotherhood's instrumental role in the defeat of the Dark Legion made the rest of humanity eager to deal with the Brotherhood on peaceful terms. Centuries of peace, and thus complacency, have soured corporate moods towards the Brotherhood somewhat, and incidents such as the Neronian Heresy and the rise of Cybertronic have damaged public perceptions of the Cardinal's cause. In the modern age, the Brotherhood is stretched further than ever, and its diplomatic staff are continually struggling to quell unrest between the corporations.

The greatest threat to human civilisation is, of course, the corrupting influence of the Dark Soul. However, save for those individuals at the front lines of the ongoing battle against the Darkness, for most people, the Dark Legion is the stuff of history books at best, and a myth at worst – a tale from the distant past that once justified the Brotherhood's existence. Few people truly understand the scale of the threat, particularly the threat from within. The idea of Heretics is regarded with a kind of distant terror – the fear that unfamiliar or strange peoples could be malice-fuelled monsters is constant, but the notion that one's friends, family, or neighbours could be Heretics is disregarded out of hand. People regard themselves and their loved ones as above the threat, unwitting to how truly insidious the Darkness can be. This is almost universally the case. Even those who take every precaution against the influences of Darkness can be blinded by a false sense of security, a confidence in their measures that underestimates the cunning of the enemy.

Every political action the Brotherhood undertakes is towards the end of combating this perpetual threat. It takes considerable skill and subtlety to obfuscate these actions, to make them palatable for the governments and populations of the disparate corporations, and while some corporate rulers are more amenable to Brotherhood edicts than others are, they are still wont to overlook the perils of Darkness in the name of profit and progress.

BAUHAUS

The Brotherhood and the Homebuilders have traditionally maintained strong ties, a legacy both of the Durand brothers' origins in the Bauhaus corporation and of the Brotherhood response to Algeroth's assault on Venus during the First Dark Legion War. Bauhauser citizens at all levels of society frequently attend sermons –

at a cathedral if one is near, or in one of the Brotherhood's countless fortified chapels across the solar system.

The reasons for this are fairly simple. Bauhaus has suffered greatly at the hands of the Dark Legion – more, it claims with a sense of perverse pride, than any other corporation. Even after the end of the First Dark Legion War, its homeland was plagued by the lingering influences of the Darkness. For this reason, the threats of the Darkness – both the external threat posed by Dark Legion forces emerging from the citadels, and the more insidious threat of Heretics – are taken extremely seriously by the Bauhaus corporation.

To this day, Bauhauser nobles swear an oath of allegiance to both Cardinal and corporation at the age of sixteen, binding them to the Brotherhood in perpetuity. This oath is sworn before an Inquisitor or Mystic, who scrutinises the highborn youth for any sign of taint or corruption. This oath is one of the reasons that Bauhaus is regarded as having the closest associations with the Brotherhood, and why Bauhauser nobility are considered amongst the most trustworthy of the Brotherhood's allies. So close are the ties between the Brotherhood and Bauhaus that a select few within the corporation's militant orders are given the opportunity to study the ways of the Art – an opportunity that no others receive.

Relations between Bauhaus and the Brotherhood are far from perfect, however. There are numerous issues and points of concern that Brotherhood dignitaries are careful to gently bring up during meetings with the Council of Electors.

The first of these problems is a perpetual difficulty for Bauhaus as well: the Anarchists. Representative of the social inequality within the corporation, the Anarchists are a constant threat to public order, engaging in violent protest, sabotage, and terrorist activities. While they are not the singular conspiracy that the Homebuilder media portrays them as, they are a pervasive difficulty for Bauhaus law enforcement, and an increasing concern for the Inquisition – anger at societal injustice is an easy way for Heretic cults to gain a foothold in places that are traditionally extremely difficult for Heretics to infiltrate. Beyond that, widespread knowledge of the Anarchist threat to Bauhaus makes them an ideal cover for clandestine operations into and within Bauhaus territories – it is easy for another corporation to strike out against Bauhaus under the pretence of Anarchist activity. The Brotherhood's diplomats know, for the most part, that suggestions of social reform tend not to be well received by the Elector Dukes – though there are a few *faux pas* from time to time as the idea of a more egalitarian Bauhaus is presented to an unreceptive audience.

The second difficulty is no less complex. Cybertronic is a matter of intense debate within the Brotherhood, with many quietly believing it to be a new manifestation of the threat of the Dark Legion. Even at its most benign, Cybertronic is an affront to the Edicts of Toth

and to the peace and order that the Brotherhood had created. Yet, it emerged as much from Bauhaus as from anywhere else, and many Cybertronic employees are former Homebuilders. In spite of its controversial – borderline illegal – nature, the Bauhaus corporation refuses to publically condemn or act against Cybertronic. Indeed, Bauhaus retains a strong working relationship with Cybertronic. The Brotherhood cannot act directly against Cybertronic without endangering its strong relationship with Bauhaus, or without destabilising the precarious political balance of the solar system.

The challenge posed by apocalyptic cults is the third difficulty faced by the Brotherhood with regards to Bauhaus. Ostensibly loyal to the ideals of the Brotherhood, they believe that the last days of humanity are coming, and claim to stand beside the Cardinal. In practice, these dangerous extremists are fanatics and zealots who engage in violence against anyone they deem to be insufficiently devout – leading raids on rival corporate facilities (especially Cybertronic and Mishima), engaging in killing sprees against those they perceive as Heretics, and even striking out against the authority of their corporation's leaders if they are sufficiently provoked. Anyone who stands against them is an enemy of humanity, which makes them easy to subvert and highly

unpredictable. To make matters worse, traumatised veterans of conflicts against the Dark Legion are likely to be drawn to these cults as the horrors they have faced make it easy to believe that the end is coming. This means that the cults frequently have a core of hardened warriors to call upon. Not only a threat to public order, the cults' volatility makes them ripe targets for infiltration by Heretics – and the notion of an extremist cult loyal to the Cardinal's Creed being turned into a weapon of Darkness is not an amusing one. As a result, the Inquisition has been forced to intervene to demonstrate – with lethal force if necessary – what the Brotherhood's stance on violent extremism is.

CAPITOL

The Brotherhood maintains excellent relations with Capitol. Almost ninety percent of Capitolian citizens are faithful, attending or tuning into weekly sermons. A similar proportion of Capitolian citizens living in Luna City, or within a reasonable distance of San Dorado or Burroughs, are routine cathedral-goers. The entire Capitol Board of Directors is seen in a cathedral at least once a week – and the directors' attendance is a major social consideration and a factor in public relations.



The Brotherhood regards all mankind as being in its care.

Further, Capitol is a major supplier to, and contractor for, the Brotherhood, and the corporation makes a fortune from the Brotherhood annually. Officially, Capitol is a staunch supporter of the Cardinal's cause, and the Brotherhood can count it as one of its strongest allies.

However, the relationship is not as perfect as the Brotherhood and Capitol media machines would have you believe.

The biggest hindrance is the Capitolian attitude towards personal liberty. A citizen-shareholder of Capitol has almost total freedom to go about his life as he sees fit. On the surface, this may not seem like an issue, but from the perspective of an investigating Inquisitor, the commitment to personal liberty and fair trials is problematic. An Inquisitor's work is brutal, ruthless, and unrelenting in its pursuit of the Darkness, and often runs roughshod over a Capitolian citizen's rights. Attempts have been made to alleviate these problems: Capitol defines Inquisitors and Revisors as *de jure* agents of the Central Bureau of Investigation, Capitol's highest law enforcement agency and, in return, the Brotherhood endeavours to ensure that the Inquisitors deployed to Capitolian settlements are those more inclined to cooperate with the lawful authorities there. In spite of these efforts, and other attempts to ease the culture clash between the Second Directorate and the Capitolian people, the conflict of interests remains an intractable one.

The second issue is related to the first. While Capitol is justifiably worried about, and wary of, the threat of the Dark Legion, it is a visible and obvious threat to it – something to be faced with armies, to be opposed with blade and bullet. The threat from within is a concern often overlooked, regarded as a conspiracy theory (rumours abound that several members of the Board of Directors and even past Presidents have been Heretics) or something that happens to 'someone else'. As much as the notion of a Heretic infiltrating government or manipulating economies and elections is a terrifying one, it always seems distant. The truth is, Heretics can easily infiltrate a society as free and open as Capitol, gaining wealth – and thus power – swiftly and with relatively little effort, and the ability to track and isolate these dangerous individuals is hampered by the Heretics' ability to manipulate the social structure, economy, and legal system of Capitol to their advantage. A particular worry is that corruption at high levels naturally spreads downwards. Wealthy individuals can heavily influence corporate policy through voting, bribery, or nepotism, and these practices can be extremely dangerous when utilised by a Heretic. There are thousands of cases of worship of the Dark Apostles – particularly Semai and Muawijhe, whose sigils are branded upon Mars' moons – on record, and there are increasing signs that organised crime and the illegal drug trade are connected to Heretic cults. In particular, the Brotherhood suspects that the drugs thionite and anaihiline – both of which are banned under Brotherhood edict – make a user susceptible to the influence of the Dark Apostles.

CYBERTRONIC

There is virtually no diplomatic contact between the Brotherhood and Cybertronic. The Brotherhood privately believes that Cybertronic is a front for a new form of Dark Legion assault. Cybertronic is dismissive of the threat of Dark Symmetry, and flaunts the Edicts of Toth in its exploration of Artificial Intelligence. The only reason that the Brotherhood has not taken military action against Cybertronic is that it has no proof to act upon – and action without proof risks destabilising interplanetary politics further.

These things are a mixture of public knowledge and open secrets. The truth is not too far from this, but it is also more complicated.

Opinion within the Brotherhood is divided on the subject of Cybertronic. While it is agreed that its use of illegal technologies is worrisome and dangerous, there is a lot more uncertainty about the nature of Cybertronic that causes intense debate on the matter. More than that, Cybertronic is both secretive and a major player in system politics, meaning that even the smallest degree of understanding about its nature is a vital asset in the Brotherhood's long-term goals. Restrained hostility between the Brotherhood and Cybertronic is a fine public pretence, but it does not do the Brotherhood any good in practical terms.

The first consideration is always spiritual. While the most dangerous examples of Cybertronic technology are found primarily amongst Cybertronic employees, some examples have spread beyond their isolationist ranks, and these items of technology are a point of concern for the Brotherhood. The use of intelligent library and assistant systems – dubbed SARaH and DIANA, as well as the rumoured XANDER systems – and the slowly increasing popularity of Subreality as an alternative to traditional media are trends that concern the Brotherhood greatly, because they represent a dangerous shift in public perception. Centuries removed from the horrors caused by insane AI and corrupted technologies, the threat has been reduced to a myth, and people are slowly beginning to doubt the Cardinal's Creed. Just as problematic, Cybertronic seem to have found means of ensuring loyalty in its citizens that is far more enduring than the cultural and traditional structures of the other corporations. A Cybertronic employee, even one who was formerly an outspoken critic of its methods, is loyal for life, and instances of defectors are rumours at best. Such a hold over a populace is a worrying sign, made all the more disconcerting for the fact that no theory on *how* it engenders such loyalty is entirely sufficient to explain it.

The second consideration is military. Cybertronic's military capabilities are largely unknown – at least beyond propaganda pieces extolling the virtues of cyborg soldiers and the efficiency of its weaponry – but they are strongly believed to be relatively small-scale, favouring covert actions, interdictions, guerrilla warfare,

and similar activities. Limited accounts suggest that Cybertronic struggles to muster sufficient force for full-scale warfare, but its secretive nature and advanced technology make it well suited for more subtle operations. In one regard, this is a source of relief for the Brotherhood, whose own large military and extensive contacts in the Bauhaus, Capitol, and Imperial armed forces allow it to project military force anywhere in the solar system, and ensure that it remains defended and secure. In another regard, it is of grave concern – Cybertronic's covert strike capabilities are an unknown quantity, which means that it potentially has the means to engage in unforeseen military actions anywhere in the solar system, and that there is no way of knowing what kind of unreported military actions it has already undertaken.

The third consideration is political. Cybertronic has been a destabilising force in system politics since its arrival on the scene, and likely before. Even its greatest proponents are unlikely to deny this simple fact. However, since its arrival, Cybertronic has made few overt actions against any of its competitors. Indeed, it has made very public efforts towards cooperation, including making itself a significant presence within the Cartel. While it has seldom taken direct military action against the Dark Legion – at least, few instances of *visible* military action – it provides significant amounts of funding and personnel for the Doomtrooper corps, which exists only to combat the forces of Darkness.

IMPERIAL

The disparate clans of Imperial hold this to be true: that it is the most devout of the corporations. While Bauhausers and Capitolians might dispute this – their ties to the Brotherhood are extremely strong – nobody engages in the Cardinal's mission with quite the same savage fervour as an Imperial Clansman.

The Imperial population is scattered across the solar system, making cathedral attendance difficult, but most Imperial settlements contain a chapel that serves as a local Brotherhood headquarters, and groups of itinerant Missionaries and Inquisitors serve to give the Brotherhood a strong presence amongst the Imperials. This is regarded as a vital consideration by the Brotherhood, because Imperial is regarded as being extremely volatile, with as much potential to endanger the future of mankind as to help it thrive.

While many within the Brotherhood laud the zeal with which Imperial forces strike out against the Dark Legion, the Imperial policy of military-backed 'hostile takeovers' has long been a source of instability within the system. It is reckoned that fully a third of the items on the Cartel's agenda in the first year of its existence were grievances that the other corporations had with Imperial activities, and the Brotherhood has maintained a close eye on Imperial ever since.

Presently, most of Imperial's military actions are directed at Cybertronic, which is publically regarded within Imperial as being a manifestation of the Darkness. Those within the Brotherhood who condemn Cybertronic regard this as a positive development, but it has produced considerable tensions within the Cartel, particularly amongst Doomtroopers.

However, conflicts with other corporations have not died down completely, and the shooting down of a Capitolian air wing by Imperial forces, during a raid on a Dark Legion citadel on Mars, increased tensions considerably. This is, in part, indicative of one of the other perpetual issues that the Brotherhood has with Imperial – the fractured nature of the corporation.

For the most part, the many clans of Imperial are united against the corporation's rivals. However, rivalries and disputes between the clans have surged into internecine violence on a few occasions through the centuries, most notably the Sad Struggle. This divided structure and scattered populace, with each clan bound to its peers through a network of ancient treaties and agreements, is fragile, and in spite of the Imperials' zeal and ferocious opposition to the Darkness, they are all too vulnerable to corruption and infiltration.

The city of Fukido, from the Brotherhood's perspective, is an opportunity for Inquisitors to more closely monitor the politics and people of Imperial than is normally possible, and to help bring a greater stability to the corporation. This, regrettably, has not happened – the limited lease on the city has resulted in a place of unregulated capitalism, a place of endless opportunities and endless risks. This in turn makes it a hotbed of greed and vice, an ideal breeding ground for the influence of Darkness. The cathedral there is a bastion of Light not only for the city, but also against it.

MISHIMA

In spite of a strong past, the Mishima corporation has largely endeavoured to cut ties with the Brotherhood. This is, from the Brotherhood's perspective, extremely dangerous – the Mishimans' isolationist tendencies and particular social structure make it susceptible to corruption, and its power and status as one of the original four great corporations and the rulers of Mercury give it vast financial and political power.

Officially, there is an awkward peace between the Brotherhood and Mishima. The Mishimans cannot deny the historical significance or social importance of the Brotherhood, particularly as support for the Brotherhood is far from extinct amongst some Mishimans. Similarly, the Brotherhood cannot condemn Mishiman spirituality without making an enemy of one of the solar system's superpowers – an act that would likely shatter any semblance of peace or unity amongst humanity.

As is commonly the case with politics, the truth is complex. The modern form of Mishiman culture takes great inspiration from the ancient civilisation of Old Earth that gave birth to Mishima, but also from Mishiman-born Mystics who broke from the Brotherhood during the dark times of the Neronian Heresy. Mishiman history recounts that these Brothers despaired of the vile shadow cast by the Mad Cardinal, and of the violence and terror inflicted during his reign, and resolved to find a new path. Within the Brotherhood, however, there are many who wonder if those Mystics were Apostates, seeking to undermine the Brotherhood's name and engineer the schism that turned many Mishimans from the Light. Others are more charitable, believing that the Seven Sages of Mishiman lore are well-meaning, but wary that all too often are good intentions turned to malign ends. In either case, the pervasive spread of the Sages' teachings is worrisome to the Brotherhood in general – many Mishimans practice a form of supernatural power distinct from the Art, but not recognisable as the powers of the enemy.

The potential threat of one of the corporations being so thoroughly infiltrated by Darkness as to pervade its very culture is a horrifying one. Given Mishima's approach to law and order – "do as commanded by your betters" is the whole of the law, or so it can seem at times – and its tendency to spawn secretive societies and cults even without the threat of Darkness, it would be easy to see Mishima as a faction ripe for usurpation by a sufficiently ambitious Heretic. Yet, at least from the perspective of an outsider, the corporation continues to function, continues to trade, and continues to provide military forces for strikes against the Dark Legion.

The suspicion runs both ways – much of Mishima has grown more isolationist since abandoning the Brotherhood, and while it still pays lip service to the ideals promoted by the Cardinal, it is a continual battle of wits between the Cell of Emissaries and its Mishiman hosts. Brotherhood representatives are commonly directed to witness insignificant events and kept away from matters of real importance. Consequently, most Brotherhood information on Mishiman activities is gathered covertly or through second hand sources.

A general Mishiman disdain for the Cartel – once an organisation embraced heartily by Overlords and Lord Heirs in generations past – and outsiders in general further hinders cooperation. Political and commercial interactions with Mishima are better arranged by dealing directly with one of the Lord Heirs or the managers of a specific keiretsu, a process that often takes vast amounts of time and effort.

Amongst the few saving graces of the relationship between the Brotherhood and Mishima is Lady Mariko, who rules over the Mishiman holdings and keiretsu on Mars' southern hemisphere. Mariko's court is filled with representatives of the Brotherhood, and her subjects deal and interact more easily and freely with outsiders,

particularly where business is concerned. Mariko remains a devout follower of the Brotherhood's ways, and while she balances this with a slavish devotion to Mishiman traditions, she is nonetheless the most diplomatic of the Lord Heirs. Further, her command of one of the foremost media keiretsu – Red Sun, whose publications and productions are widespread both within and outside of Mishima – gives her considerable influence within the corporation as well. While many within the Brotherhood suspect her of courting it primarily for political reasons, they cannot truly claim otherwise – her connection to the Brotherhood is as much a boon for the organisation as it is for her aspirations.

THE CARTEL

Considering that it was founded at around the same time as the Brotherhood and with a similar intent, to bring the disparate corporations together as trading partners and allies, the Cartel is a subject of considerable debate within the Brotherhood. A tangled web of bureaucracy and a minefield of corporate infighting are the best ways to describe the Cartel these days, so inefficient has it become.

The biggest success of the Cartel – and the one that it is best known for by the public – is in coordinating military actions against the Dark Legion. With the legendary Doomtroopers at the forefront, and backed by elite warriors from the Brotherhood and the corporations alike – even Cybertronic, which supports Cartel military activities with surprising ferocity – the Cartel's security council remains true to its founding purposes.

It is the rest of the Cartel that is the problem. Brotherhood Observers – typically more experienced members of that Cell, who possess extensive understanding of inter-corporate politics – are present at every meeting, every committee, and every investigatory board, serving as the Cardinal's Voice in all Cartel matters. While they have no official power, they carry considerable weight with the Capitolian and Imperial delegations, who actively engage with Cartel matters, and with Bauhaus, which would otherwise rather not be involved, but is always receptive to the Brotherhood's arguments. This ensures that it is a rare meeting that is resolved in a manner counter to the Cardinal's wishes.

This is, in practice, insufficient. More than half the delegations at any given Cartel meeting are effectively without meaningful power either deliberately – Bauhaus and Mishima only pay the Cartel lip service – or because they are not trusted, as is the case with Cybertronic. As a result, negotiations are slow, and frequently end without resolution or result in yet more disputes.

This is a natural part of working through the Cartel, and while the Brotherhood maintains an extensive presence within all Cartel offices across the solar system, it does not rely upon it for influence

within the corporations. To do so would be hideously naïve. Instead, a major part of the Brotherhood's role within the Cartel is the monitoring of the Cartel itself. Officially, the Cartel is a neutral organisation; its hierarchy is not specifically beholden to any one corporation, or to the Brotherhood. In practical terms, the corporate delegations influence Cartel policy in numerous ways, both overt and subtle, ensuring that even if the grand negotiations are fruitless, the business of business continues unperturbed. The Brotherhood ensures that it is aware of as much of this as is possible, thanks in part to its extensive intelligence network and the goodwill its military forces have earned.

Independently of the Fourth Directorate's numerous agents within the Cartel, the Inquisition maintains extremely close ties with the Cartel's Security Bureaus, and a representative of the Lord High Inquisitor has a standing invitation to all Security Council meetings. It also ensures that Revisors are placed in as many parts of the Cartel as is possible, to better observe the day to day operations, and in an attempt to monitor the many and varied secret committees, lobbying groups, and corrupt offices.

WHITESTAR

The connection between the Brotherhood and Whitestar is an interesting one, and it is one barely acknowledged or recognised by the rest of the solar system. Aside from some intermittent thought of reconquest, the corporations barely consider Old Earth. The Brotherhood, however, knows that there is power there, and secrets. Nevertheless, it is patient, and there is a bond between the Tsarina's people and the Cardinal's followers.

The Brotherhood alone maintains contact with Whitestar, and while it cannot extend the Cardinal's Light to Earth, it frequently send operatives to treat with the Tsarina and observe the conditions of humanity's homeworld. In return, the Brotherhood arranged the foundation of Whitestar's embassy-bunker on Luna, and it extends every reasonable courtesy and form of assistance to Whitestar's few endeavours away from Luna. Further, it is at the Brotherhood's insistence that Whitestar has a presence – even if only as an observer – within the Cartel, giving it a place within the solar system amongst the corporations that once departed.

Indeed, the bond between Whitestar and the Brotherhood is strangely close, considering that the Brotherhood sprang up centuries after the exodus from Earth. Whitestar is a staunch supporter of the Brotherhood's war against the Darkness, but its agenda beyond Earth is a complete mystery to virtually everyone. Only within secret, high-level meetings are such things discussed, and many have commented on how this ragged nation of scraps and survivors seems to justify such attention and favour that only a carefully selected handful of Diplomats ever engage in any kind of diplomatic activities with Whitestar.



The battle against the Darkness takes many forms.

BROTHERHOOD CHARACTERS

The Brotherhood is a colossal organisation, with millions of members spread across the worlds of humanity. Each and every day, thousands more join the Cardinal's Calling, as children gifted with the power of the Light, or as adults seeking to strive for something greater than territory and profit.

No character begins as a member of the Brotherhood. Joining the Brotherhood is always voluntary, under all circumstances. Children born to Brotherhood parents are fostered by non-Brotherhood relatives or other devout families across the solar system – typically ones with the same heritage as the mother – though these children are always monitored closely for aptitude in the Art, particularly if either parent is so blessed.

Joining the Brotherhood can happen at any point in life, though new initiates are seldom younger than thirteen years of age. Outside of the Mishima corporation, it is rare for a child with aptitude for the Art to decline an invitation to join the Brotherhood – the prestige of having a family member within the Brotherhood is normally sufficient that families give their consent and few of the children themselves ever express reservations. It is unknown how many employees of Cybertronic have potential for the Art.

BOOK OF LAW (CITIZEN TALENT)

All members of the Brotherhood are issued with, and expected to know, the Book of Law – the organisation's sacred tome and operations manual, providing both spiritual guidance and practical instruction on a wide range of subjects. A character with this talent is a member of the Brotherhood, ordained and initiated to become part of the Cardinal's Calling. The character is afforded all the rights and privileges given to members of the Brotherhood, but he also carries the responsibilities and restrictions of the organisation as well. The character loses his Earnings Rating, and may not possess any assets – he is required to donate all existing assets and all other possessions to the Brotherhood upon gaining this talent. However, he may petition the Brotherhood for equipment necessary to his role and duties for free. Further, as a result of the intensive spiritual testing, the character's basic Corruption Soak is three, instead of two (as described on page 151 of the *Mutant Chronicles* core book).

JOINING THE BROTHERHOOD AS AN APPRENTICE

A character who takes the Brotherhood Apprentice education has joined the Brotherhood as a child, and is no longer considered to be part of his previous faction. The character immediately loses his Citizen talent (or the Under the Radar talent, if he has that) and gains the Book of Law talent, and the Brother talent (page 249 of the core book) instead. The character is forever more regarded as a member of the Brotherhood, with all the rights, privileges, and responsibilities therein.

The character may roll on the Brotherhood Adolescence Event Table in place of the equivalent table in the core book or his faction's guidebook.

JOINING THE BROTHERHOOD IN LATER LIFE

Many people join the Brotherhood during their adult lives, and the entire population of Lay-Brothers is recruited in this way. Lacking the long and arduous training of an apprenticeship, and the raw aptitude to wield the Art, these initiates fill vital roles that do not require mystical prowess.

At the start of any Career Phase, before rolling or choosing a career, a character may choose to join the Brotherhood. The character replaces his Citizen (or Under the Radar) talent with the Book of Law talent, and the Brother talent (page 249 of the core book). From that point on, the character is considered to be a member of the Brotherhood, instead of a member of his original faction. Characters with a Cybertronic heritage cannot join the Brotherhood.

Each Career Phase, the character may roll on the Brotherhood Career Event Table in place of the equivalent table in the core book or his faction's guidebook.

JOINING THE BROTHERHOOD IN PLAY

While unusual, characters may choose to join the Brotherhood during the course of play. This can require some considerable work on the part of the GM, as the evaluation, training, and induction can take months or even years of work on the part of a new recruit. If there are long periods of downtime between adventures in your campaign, then this is easier to arrange than if the player characters go from one adventure to another on a weekly basis.

As might be expected, joining the Brotherhood requires a vow of poverty – the character must give up all material wealth, donating it to the common good of the Brotherhood. This means the character loses his Earnings Rating and all his assets, as well as all his personal possessions (though he may keep any that are necessary for his new duties, or replace them with Brotherhood-manufactured equivalents).



BROTHERHOOD PRIMARY CAREERS

This book contains a large number of careers intended for Brotherhood characters, which are scattered through the book in the sections that describe the roles and people within this monumental organisation. The Primary Careers elsewhere in the book are also listed here, grouped by which of the rulebook's Primary Careers they replace. There are a handful of additional careers listed as well.

UNEMPLOYED

A Brotherhood character cannot be unemployed (though he may have been unemployed before joining the Brotherhood). Instead, those Brothers who find themselves without fitting duties, or who seek to change their place within the Brotherhood, tend to go into a period of study and contemplation. These individuals, who sit outside the structure of the Directorates, are collectively referred to as Disciples.

DISCIPLE PRIMARY CAREER

Any Brotherhood character who rolls or chooses the Unemployed Primary Career **must** enter the Disciple Primary Career instead. As with the Unemployed Career, taking the Disciple Career during the character's first or second Career Phase allows him to regain one Life point.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	0	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	2

Mandatory Skills: Education, and any one other skill.

Elective Skills: Select one skill of player's choice.

Signature Skill: Education.

Talents: Select one talent from any skill the character possesses.

Equipment: Robes.

CORPORATE WORKER

Brotherhood characters who roll or choose the Corporate Worker Career may enter one of the following careers instead. You may choose freely from this list, or roll a d6 to determine which Brotherhood career is entered instead.

D6 ROLL CORPORATE WORKER CAREER

1-2 Scribe (page 67)

3-4 Server (page 72)

5-6 Secretary (page 88)

TECHNICAL

Brotherhood characters who roll or choose the Technical Career may enter one of the following careers instead. You may choose freely from this list, or roll a d6 to determine which Brotherhood career is entered instead.

D6 ROLL TECHNICAL CAREER

1-3 Pilgrim Machinist (page 25)

4-6 Craftsman (page 68)

MILITARY

Brotherhood characters who roll or choose the Military Career may enter one of the following careers instead. You may choose freely from the Brotherhood Career table, or roll a d6 to determine which Brotherhood career is entered instead. If the character has the Mystic talent, he may choose to enter the Archangel Career (page 43). If the character is female and has the Mystic talent, she may enter the Valkyrie Career (page 43) instead.

D6 ROLL MILITARY CAREER

1-3 Pilgrim Protector (page 24)

4-6 Brotherhood Trooper (page 41)



A Judicator is an unstoppable force in battle.

POLICE

Brotherhood characters who roll or choose the Police Career may enter the Paladin Career (page 42) instead. Characters with the Mystic talent may choose the Qualifier career instead, which is listed below.

QUALIFIER PRIMARY CAREER

Seldom known by outsiders, Qualifiers serve as students and apprentices to Inquisitors, which provides the intensive training and specialised skills necessary for someone to fulfil the duties of an Inquisitor. Qualifiers are combat-trained, but they seldom enter the field – their duties are to study the cases that cross their masters' desks, to learn the nature of the enemy, and to distinguish between the suspects and the wrongfully-accused. Not all Inquisitors are former Qualifiers – others come from different branches of the military – while some particularly gifted Qualifiers enter the field as Revisors.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
1	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	2	1

Mandatory Skills: Insight, Observation, Persuade.

Elective Skills: Close Combat, Mysticism, Ranged Weapons.

Signature Skill: Athletics, Close Combat, Observation, Persuade.

Talents: Select one talent from any skill the character possesses.

Equipment: Armoured vestments, light civilian shoulder pads, dagger.

CRIMINAL

Brotherhood characters cannot enter the Criminal Career, though they may have been criminals before joining, if they joined the Brotherhood later in life. A Brotherhood character may not choose the Criminal Primary Career, and must re-roll if it is chosen randomly.

MEDICAL

There are no specific Brotherhood Primary Careers to replace the Medical Career.

ACADEMIC

Brotherhood characters who roll or choose the Academic Career may enter one of the following careers instead. You may choose freely from this list, or roll a d6 to determine which Brotherhood career is entered instead.

D6 ROLL	ACADEMIC CAREER
1-3	Pilgrim Scholar (page 24)
4-6	Archivist (page 67)

MEDIA

There are no specific Brotherhood Careers to replace the Media Career.

CORPORATE EXECUTIVE

Brotherhood characters who roll or choose the Corporate Executive Career may enter one of the following Careers instead. You may choose freely from this list, or roll a d6 to determine which Brotherhood Career is entered instead.

D6 ROLL	CORPORATE EXECUTIVE CAREER
1-3	Analyst (page 86)
4-6	Advisor (page 87)

SHIP CREW

There are no specific Brotherhood careers to replace the Ship Crew Career.

INTELLIGENCE

Brotherhood characters who roll or choose the Intelligence Career may enter one of the following careers instead. You may choose freely from this list, or roll a d6 to determine which Brotherhood career is entered instead.

D6 ROLL	INTELLIGENCE CAREER
1-3	Administrator (page 84)
4-6	Observer (page 86)



BROTHERHOOD CHARACTERS AND THE ART

A character belonging to the Brotherhood has access to the Art – this distinguishes characters from those belonging to any other faction. While only those trained as Apprentices automatically receive the Mystic talent, there are other ways for a Brotherhood character to gain this talent, whether from the Brotherhood Career Event Table (page 103), or at the GM’s discretion during play.

Under normal circumstances, no character can learn talents from more than one Aspect of the Art – once they have learned the first talent from one Aspect, they may never learn a talent from any other Aspect. Only the Mystic Iconic Career (page 59 of the *Mutant Chronicles* core book), and the Mystic careers in **Chapter 03: The**

First Directorate, are able to study multiple Aspects, as noted in the individual career entries.

ADDITIONAL RULES

BROTHERHOOD ADOLESCENCE EVENT TABLE

Characters who join the Brotherhood during childhood – by taking the Brotherhood Apprenticeship education – may roll on the Brotherhood Adolescence Event table instead of the normal table in the core book or their faction’s table in the relevant sourcebook.



ADOLESCENT EVENT TABLE

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
2	Mortal Sin: You have been accused of a heinous sin against the Cardinal and the Brotherhood. Guilty or not, you are poorly-regarded by your brethren, and have encountered first-hand the brutal side of the Brotherhood.	Shadow of Guilt	Your name is infamous amongst the Brotherhood hierarchy, and you spent a considerable amount of time under severe scrutiny – increase your age by 1d6+3 before you begin your first Career Phase.
3	Disabled: An accident or injury in your childhood almost crippled you.	Physically Impaired	All movement related skill tests are one difficulty level harder, but you have gained a strong will. All Mental Strength tests are one difficulty lower (minimum one). You may not enter any Second Directorate careers.
4	Faint-Hearted: When confronted with peril, you often feel faint.	Nervous	Increase the difficulty of all Willpower tests against mental assault. You may not take any Brotherhood career from the First or Second Directorates.
5	Venial Sin: You have been accused of a minor transgression against the Brotherhood. Although your conscience may be clear, your record has been blemished and you must make amends.	Poorly-Regarded	Your name is ill-regarded by your superiors, and your penance was a difficult time in your life. You increase your age by two before you begin your first Career Phase
6	Slender: Your body is thin, and you have never been able to build up much body mass.	Frail	When determining your Starting Wounds, use the next worst row on the Starting Wounds table (page 71 of the core rulebook).
7	Meditative Isolation: At some point during your apprenticeship, you became withdrawn from your peers, and became hermit-like in your isolation.	Doesn't Play Well With Others	You gain one bonus Momentum on all skill tests outside of combat, but cannot use Momentum from the group pool.
8	Backed the Wrong Horse: In one of the many political games that are rife within the Brotherhood, you were associated with the losing side.	Tarnished Record	Your first Career Phase must be Preacher.
9	Bitter Feud: You develop a fierce rivalry with another apprentice. They will stop and nothing to settle this feud.	Holds a Grudge	Gain the rival as an enemy.

BROTHERHOOD CHARACTERS

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
10	Tutored by a Keeper: Part of your early training came from a Keeper of the Art, whose insights have stuck with you.	Insufferable	You reduce the experience point cost of any Art power you purchase by 50, to a minimum of 100.
11	Prophecy of Glory: Your early life was shaped by a prophecy from a Seer, who foretold great things for you.	Egotistical	Your confidence and certainty means you have one more Mental Wound.
12	A Heretic in the Family: A friend or family member of yours, from before your apprenticeship, was exposed as a Heretic and dragged away for 'reconditioning' by the Brotherhood. You are regarded as guilty by association, in spite of your innocence.	Sullied Reputation	All Persuade tests made when dealing with other members of the Brotherhood increase in difficulty by one step.
13	Sacrifice: An older relative or a close family friend was killed in battle against the Dark Legion. You have been determined to avenge their death ever since.	Never Give Up	You may always choose to enter the Brotherhood Trooper or Paladin Primary Careers.
14	Ferocious Reputation: As a youth, you personally acquired such a fearsome reputation that people still think twice about crossing you.	Intimidating	On a successful Persuade test when attempting to intimidate someone, you may spend one Momentum to inflict one Dread on the target. However, Persuade tests to befriend or calm others increase in difficulty by one step. You may re-roll one d20 when attempting to enter any Second Directorate Iconic Career.
15	Thin Skinned: You have always been prideful, and your sense of honour will allow you to suffer no indignity or insult.	Easily Offended	Your pride allows you to reduce the difficulty of any Willpower test against mental trauma by one step, to a minimum of one. However, you also gain one enemy, a peer who you perceive as having slighted you.
16	Art-Resistant: You have no talent for or understanding of the mystical whatsoever. This limitation sets you apart from your peers, but it comes with an advantage – as difficult as it is for you to study the Art, you are also nigh-impervious to the Mystical powers of others.	Independent-Minded	You lose the Mystic talent, and cannot ever learn any Art powers. However, your Corruption Soak is increased to five, and you gain three bonus Momentum on all tests made to resist the effects of other supernatural powers and effects.
17	Patron: Your studies are watched carefully by a noteworthy figure within the Brotherhood, who has given you ample opportunities for growth.	Patron's Expectations	You may freely choose any Brotherhood Primary Career.
18	Weapons Expert: You took well to defence training and combat studies.	Violent	You increase your close combat or ranged combat damage bonus by +1
19	Allergic Reaction: Whether through a quirk of genetics or a problematic exposure during your youth, you react poorly to a number of toxic substances.	Severe Allergies	All Resistance tests made to resist the effects of artificial substances have their difficulty increased by one step.
20	Revealed a Traitor: Your actions – deliberately or inadvertently – revealed a traitor or the plans of another faction.	An Enemy's Revenge	Randomly determine a faction to be the ones behind the traitor's activities. Gain someone in that faction as an enemy.

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
21	Gifted Student: Your talent at your studies have brought you to the attention of a respected Mystic.	The Jealousy of Others	You gain a respected Mystic as an ally, and may freely choose the Pilgrim Scholar primary career. However, you also gain a rival in the form of someone jealous of your accomplishments.
22	Devout: You believe absolutely in the righteousness of the Brotherhood, to a degree that astounds even your peers.	Fiercely Pious	You may re-roll 1d20 on any Willpower test to resist coercion or influence from another – even from supernatural sources. However, you increase the difficulty of Education skill tests by one due to your blind adherence to dogma.
23	Superb Senses: You have got extremely sharp senses, and have a knack for spotting trouble.	Cautious	When determining surprise at the start of a combat, you may re-roll 1d20 on your Observation test.
24	Strong-Willed: Unending disputes with your peers and superiors has hardened your determination.	Stubborn to a Fault	You may re-roll 1d20 on any Willpower test
25	Fanatical: You obsess about one particular subject or topic, and know far more about it than most.	Obsessive	Nominate a single narrow field of interest. Gain a single bonus Momentum on Education tests relating to your chosen field of interest.
26	Internal Calm: You use meditation techniques to focus on any upcoming challenge by tuning out all distractions.	Optimistic	Gain one bonus Momentum on the Willpower test attempted on a Shake It Off Action.
27	Contact Within Another Cell: A fellow apprentice has made a name for himself in another part of the Brotherhood. You have endeavoured to stay in contact.	Pious	You have a contact within the Brotherhood. Roll 1d6 to determine which Directorate the contact is in: 1 – Mystics, 2 – Inquisition, 3-4 – The Mission, 5-6 – The Administration.
28	Contact Within Another Corporation: You made a friend from another corporation when you were younger.	Well-Travelled	You have a contact within a random corporation. Roll on the Heritage table (page 36 of the core rulebook) to determine which corporation.
29	A Natural Gift: You have a particular knack for one of the Aspects of the Art, and its spells come more naturally to you.	Keen Focus	Choose a single Aspect of the Art. When using spells from that Aspect, rolling a natural 1 on any d20 generates one additional success, in addition to the normal benefits for rolling within your Mysticism Focus range.
30	Foil a Plot: While shadowing an Inquisitor, you spot a clue that leads to a Heretic plot being foiled. Great things are expected of you.	Weight of Expectations	Gain one bonus Momentum on Command tests when dealing with your subordinates within the Brotherhood.
31	See the Light: You have had an epiphany, and now have a clear understanding of the Brotherhood's role as the saviours of humanity.	Obnoxious Zeal	You gain one additional Mental Wound.
32	Spurn the Darkness: You have had an inadvertent encounter with someone under the sway of the Dark Symmetry. You survive the encounter, and the experience hardens your resolve.	Righteous Scorn	You increase your Corruption Soak by one, permanently.
33	Blessed by the Cardinal: For whatever reason, your class of apprentices receives a personal blessing from the Cardinal himself.	Serene	You gain one bonus Momentum on Persuade tests when dealing with other members of the Brotherhood.

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
34	Contact Within The Cartel: You know someone who now has a significant position within the Cartel. To a limited extent, this contact can be used to find out information about any of the corporations.	Worldly	You have a contact within the Cartel, as already noted. This contact's information allows you to re-roll one d20 on any Education test made to obtain information about one of the corporations.
35	True Enlightenment: You have gained what all seek but few attain – a transcendent comprehension of the Art.	Dismissive of those without the Art	You gain one automatic success on any test to enter an Iconic career with the Mystic talent as a prerequisite.
36	No Fear: You stood up to muggers and gangs as a kid, and you have got the scars to prove it. You don't scare easy.	Reckless	You reduce the difficulty of Willpower tests against mental assaults by one.
37	Contact within the Curia: You have somehow made contact with a member of the Curia.	Name-Dropping	The GM nominates a member of the Curia, who you gain as a contact. The GM determines how this contact works, but it should be a considerable advantage when the characters want information about the upper levels of the Brotherhood's activities or wants access to something restricted. This is a powerful contact, and it should be handled by the GM carefully. Abuse of this connection can cause problems for the player character,
38	Minor Mutation: There is something quite cool you can do, but it got you in trouble a few times before you learned to hide it. What is it? Why did your parents tell you never to tell anyone about it? You try not to use it much as you get killer headaches afterwards.	Mutant	Pick the top talent of any skill tree. You can pay a Chronicle point to use this ability; however, you take a D2 mental assault afterwards from the pain it causes. Describe how your mutant heritage allows you to do this. See the <i>Mutants & Heretics Handbook</i> for expanded rules.
39	Iron Discipline! Your apprenticeship was a harsh one that instilled you with military discipline, and you were given little sympathy from the moment you set foot within a cathedral. You have had to work for everything, and few things compare to the harshness of your upbringing.	Unsympathetic to Weakness	When determining your Starting Wounds, use the next best row of the Starting Wounds table (page 71 of the core rulebook).
40	Significant Mutation: You are changing, and you can feel it. There has been something going on inside your body since you were a kid; you have these odd dreams, and you're afraid people will think you are corrupted or something. What one thing about you is different from other people that you have to hide?	Mutant	Pick the top talent of any skill tree. You can pay a Chronicle point to use this ability. Describe how your mutant heritage allows you to do this. See the <i>Mutants & Heretics Handbook</i> for expanded rules.

BROTHERHOOD CAREER EVENT TABLE

Characters who join the Brotherhood during character creation – either during education or at the beginning of any career phase – may roll on the Brotherhood Career Event table (on the opposite page), instead of the normal table in the core book or their faction's table in the relevant sourcebook.



CAREER EVENT TABLE

ROLL	CAREER EVENT	GAME EFFECT
2	Mortal Sin: You have been accused of a heinous sin against the Cardinal and the Brotherhood. Guilty or not, you are poorly-regarded by your brethren, and have encountered first-hand the brutal side of the Brotherhood.	Your name is infamous amongst the Brotherhood hierarchy, and you spent a considerable amount of time under severe scrutiny – increase your age by an additional 1d6+3 before you begin your next Career Phase.
3	Disabled: An accident or injury almost cripples you, but leaves only a scar.	Gain a Trait: Ugly Old Scar.
4	Involved in a Mystical Experiment: You volunteered for some secretive experiment into the nature of the Art, but the experiment failed.	Reduce your Mental Wounds by two.
5	Venial Sin: You have been accused of a minor transgression against the Brotherhood. Although your conscience may be clear, your record has been blemished and you must make amends.	Your name is ill-regarded by your superiors, and your penance was a difficult time in your life. You increase your age by an additional two before you begin your next Career Phase
6	Bone Disease: Your body is particularly fragile after developing a wasting condition. You may suffer with the disease and continue on, or you may petition a Healer to restore you to health.	If you choose to continue on, use the next worst row for your Wounds. If you choose to petition a Healer, add an additional 1d6+1 years to your age instead, as your focus on your own recovery stalls your progress within the Brotherhood.
7	Blackmail: You have received a folder filled with photographs of you in a compromising position or engaged in dubious actions. Whoever sent the folder is making demands, or they release copies to the public.	Gain your blackmailer as an enemy, and gain the trait Subject of Extortion.
8	Misfortune: Through intrigue, error, or being in the wrong place at the wrong time, you've fallen from grace with your superiors.	Lose a single Life point. You may enter the Preacher career as your next career phase without rolling.
9	Powerful Enemy: You gain a persistent and powerful enemy, who may or may not be in the Brotherhood. This person has personally vowed to see your downfall or your demise, and they have the power to back up that threat.	You gain an enemy, who is a particular thorn in your side. The GM is advised to bring this enemy into your adventures frequently – once every few sessions at least – but it is up to the GM exactly how this enemy opposes you.
10	Questioned: You were called in for questioning by the Inquisition. What did they want to know? They let you go, but on what condition?	Gain a debt to the Inquisition.
11	Good Negotiator: Your skills of persuasion are legendary: it is said that you could sell lightbulbs to the Dark Legion.	You gain one bonus Momentum on all Persuade tests, but your skill with words makes you reluctant to strike first, and you must pay a Dark Symmetry point to make an attack during the first round of a combat.
12	Wounded: You were caught in a Heretic terror attack against a Cathedral, or were injured in battle against the Dark Legion. The injury has never healed quite right.	Roll a random body location. You have an injury on that location that has not healed properly – gain the Old War Wound trait.
13	It's Not Paranoia... Someone has been keeping an eye on you. They always seem to be near when you look around. What do you think they're interested in? Who are they?	Gain a trait: Under Surveillance
14	Traumatized: You have experienced the worst that the solar system has to offer, whether a disaster in civilian life or atrocities in military service, and it changed you.	Reduce your Mental Wounds by one.
15	Intensive Training: You were given a crash course in your field, and subjected to an accelerated training program.	Your current Career Phase adds only 1d6-2 years to your age (minimum of one) instead of the normal amount

ROLL	CAREER EVENT	GAME EFFECT
16	Traumatic Experiences: You were caught in a Heretic (or criminal) plot and suffered an intensive debrief at the hands of the Inquisition in the aftermath. What did they do to you, and what one thing will you remember for the rest of your life?	Gain a trait: Nightmares
17	Oathkeeper: You suffered greatly in order to preserve your honour. What was your sacrifice?	Gain the Trait: Honour At Any Cost
18	Cursed with Sight: You have begun having terrifying, agonising insights into the worst parts of the past and future. While you would not wish them on your worst enemy, they are occasionally valuable.	Gain trait: Migraines and Monstrous Visions. In addition, you may choose to suffer \uparrow 4 Mental Wounds as a Free Action in order to gain a Chronicle point.
19	Shadowed! Someone is following you, but you do not know who or why.	Your continual paranoia makes you particularly cautious; you may re-roll one d20 on Observation tests made to determine Surprise at the beginning of combat.
20-21	A Talent for the Art: Your studies and the sermons you have attended have paid off; you understand the Art in a way you could not before.	You may now purchase the Mystic talent. It is counted as a Mysticism talent for all purposes. If you already have the Mysticism talent, gain one bonus Momentum on all Mysticism tests made to cast a spell.
22	Triumphant: You foiled a Heretic or criminal plot on your own, or with some close allies. Contrary to procedure, you did not call for support from the Inquisition. Why not?	Gain an enemy in a Heretic cult. Gain a single item with a cost of five or less in 'liberated equipment'
23	Survivor: You were one of just a few survivors from a massive disaster, in which many people died. You lost something in the collapse, and brought something out with you. What were they?	Something terrible happened, but you survived. You gain one favour from a useful contact, and one enemy made during the disaster. You also have an issue with enclosed spaces, gaining the Trait: Claustrophobia.
24	Contact Within a Corporation: You have established a working relationship within one of the corporations.	Roll on the Heritage Table (page 36 of the <i>Mutant Chronicles</i> core book). Re-roll any results of Mishima or Cybertronic, but if the re-roll still comes up as either of those, the second result stands. You have a contact within that corporation. The GM determines how the contact works, but it should be a considerable advantage whenever the character wants information about the corporation's doings or wants access to that corporation's resources.
25	Contact within a Directorate: You have a contact within one of the Directorates.	Roll 1d6. 1 — First Directorate, 2 — Inquisition, 3-4 — Third Directorate, 5-6 — Fourth Directorate. You have an ally within that Directorate. The GM should determine how this contact works, but it should be a considerable advantage whenever the character wants information about that Directorate's operations or wants access to their resources.
26	Inquisition Contacts: You have developed a strong working relationship with an Inquisitor, Revisor, or a Paladin, and have acquired clearance to view and assist with their operations.	You have an Ally in the investigative/law enforcement parts of the Second Directorate, within a Cell chosen by the GM. This ally should provide you with help on investigations, and may be a source of adventures.
27	Pain Conditioning: You spent months undergoing intensive pain conditioning and acclimatisation, hardening you against harm.	When determining your Starting Wounds, use the next best row of the Starting Wounds table (page 71 of the core rulebook).
28	Chance of a Lifetime: Someone powerful has taken a liking to you and he wants you by his side.	You regain one Life Point.
29	Political Connections: You have staked your worth and reputation on the career of a particular high-ranking Brother. You support him with words and deeds alike.	You gain the Brother you are supporting as an Ally. You can get access to your Ally in an official capacity with only 24 hours' notice.

ROLL

CAREER EVENT

GAME EFFECT

30	Involved in a Mystical Experiment: You volunteered for some secretive experiment into the nature of the Art, and the experiment greatly boosted your spiritual fortitude.	You may now purchase the Mystic talent. It is counted as a Mysticism talent for all purposes. If you already have the Mysticism talent, gain one bonus Momentum on all Mysticism tests made to cast a spell. In addition, gain one Mental Wound.
31	Foil a Plot: While performing your normal duties, you spot a clue that leads to a Heretic plot being foiled.	Gain one bonus Momentum on Command tests when dealing with your subordinates within the Brotherhood.
32	See the Light: You have had an epiphany, and now have a clear understanding of the Brotherhood's role as the saviours of humanity.	You gain one additional Mental Wound.
33	Spurn the Darkness: You have had an inadvertent encounter with someone under the sway of the Dark Symmetry. You survive the encounter, and the experience hardens your resolve.	You increase your Corruption Soak by one, permanently.
34	Blessed by the Cardinal: For whatever reason, your class of apprentices receives a personal blessing from the Cardinal himself.	You gain one bonus Momentum on Persuade tests when dealing with other members of the Brotherhood.
35	Cartel Appointment: You have been called to serve as a consultant to some division of the Cartel, giving you considerable access to the other corporations, and many opportunities for insight into foreign cultures.	You may reduce the difficulty of Education tests by one when dealing with information about other corporations.
36	Voice of the First Cardinal! You have started hearing the voice of the first Cardinal in your thoughts, guiding and advising you. Several times he has warned you of potential dangers. Why has the spirit of the First Cardinal chosen you?	You may spend a Chronicle point to ask the GM a single question about the immediate threats present in a scene. The GM must answer honestly, though he may still be cryptic.
37	Maimed in service: You suffered a serious injury in the line of duty. Your determination to continue on has increased, but you are less able than you once were.	All movement-related skill tests increase their difficulty by one step, but all Willpower tests reduce their difficulty by one step. Treatment to remove the penalty to movement-related skill tests costs fifty assets.
38	Contact within the Curia: You have somehow made contact with a member of the Curia.	The GM nominates a member of the Curia, who you gain as a contact. The GM determines how this contact works, but it should be a considerable advantage when the characters want information about the upper levels of the Brotherhood's activities or wants access to something restricted. This is a powerful contact, and it should be handled by the GM carefully. Abuse of this connection can cause problems for the player character.
39	Startling Nightmares: You have recurring dreams relating to a traumatic event in your past. Nightmarish or benevolent, you often must take time to distinguish dream from real events when you awake.	Gain the Trait: Vivid Dreams.
40	Audience with the Cardinal: You have distinguished yourself sufficiently that you receive an audience with the Cardinal himself. Your deeds are lauded by many, and whispers of your advancement surround you constantly.	You gain one bonus Momentum on Persuade tests when dealing with other members of the Brotherhood, and gain one additional Life point.



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