

# BEAR

## *An actual bear*

You are a bear, adopted and beloved by the Legion. You mess with the bear, you mess with the Legion. You're well-mannered (enough); eat, sleep, and drink with the troops; and do your part when things need carrying or the undead need tearing apart (ie: always).

**When you play a Bear, you earn xp when you help your squad through being amazing and being a bear.** You mimic people, you like fresh fish, you protect your friends.

Start with the Rookie playbook. You may choose any two heritages or use the 'special snowflake' rule ('no heritage, so add more dots' option) and use one dot for +1d Resistance in Insight or Prowess or put one dot in Anchor (because *you're a bear*). You may not add dots to Shoot or Rig (sorry, *you're a bear*); you have THROW and CLEVER instead.

*How did you come to be a part of the Legion? Who do you like the most?*

## STARTING ABILITIES

- Skirmish : 1
- Consort : 1
- Maneuver : 1

## STARTING BUILDS

If you need help choosing your first four action dots and ability, use one of the following templates.

**MASCOT:** Marshal +2, Consort +1, Insight Resist +1. **Devil's Own Luck.**

**PACK-BEAR:** Prowess Resist +1, Maneuver +2, Consort +1, **Home Ckn.**

**BEAR-SERK:** Anchor +1, Wreck +2, Discipline +1. **Hard Knocks.**

**TRAINED:** Sway +1, Consort +1, Research +1, Scout +1. **Jack of...**

**SCAREDY-BEAR:** Wreck +1, Scout +1, Research +1. **Gotta Make it out Alive.**

## ACTIONS AS A BEAR

How does a bear Consort?

Just like everyone else.

Everyone loves the bear.

How does a bear Discipline?

Well...are *you* going to argue with a bear?

Angry bear is terrifying.

How does a bear Marshal?

The bear is a symbol and a spearhead for actions rather than a tactician.

How does a bear Sway?

HE'S A BEAR AND HE'S OMG CUTE-AMAZING. HE HAS A LITTLE HAT.

How does a bear Research?

The bear can read body language, move things around, and sniff things out.

*Just follow the fiction in terms of the possibilities (and obvious restrictions).*

## SPECIAL ABILITIES AS A BEAR

### EVERY INCH A...

Using the ‘special snowflake’ rule and taking this particular ability is a problem, but the solution is to either disallow this ability if you don’t have heritage traits, have this ability add another two action dots, or to come up with some bear-flavored heritage traits ("Gone Fishin'", "Furry", "Has a Hat", "Humor?", etc). Get creative. Go wild.

### HOME COOKING

The bear doesn’t cook, obviously, someone else does. But this ability is more about providing fresh food for the squad, so "Hey, look, the bear caught fresh fish for us!" or "The bear found blueberry bushes!" and so forth are a perfectly legitimate explanation.

### NOT A ROOKIE ANYMORE

When promoting your bear to Soldier, the Grenadier special ability is unavailable (because they’re a *bear*)—bears are pretty dexterous and can hold things, but I think a bear trained to (safely) use grenades and explosives is a bit much. But they could carry them! The Cavalry special ability can either be disallowed (horses cannot carry bears!), or ret-conned for the bear, in that the bear *is* the cavalry and the Legion gains a special group of bear-mounts a squad can take on missions (yay, bears!).

### SPECIALIST BEAR

A bear can promote to a Heavy or a Scout without any problems. A bear cannot promote to a Sniper or a Medic, because *they’re still a bear*—however they can take Ambush, Notches, One Eye, Attaché, or Moral Support (everyone loves the bear, I mean, LOOK AT HIS LITTLE HAT) as a Veteran Advance. A bear could promote to Officer with significant ret-conning of some abilities, with a handler using the fact *they’re an incredible bear* to pull off the actual use of some abilities, otherwise, Tactician, Lead From the Front, Mission First, and Obedience can be taken as Veteran Advances.

### TRAVELING WITH THE HORNED ONE

Under these circumstances, the bear might be able to talk to everyone. However, they’re still a bear, and talk and think about bear-ish things like honey and fish and sleeping and beer and that pretty sunset: bear does not become genius Orite clockwork engineer bear. Even if no one else can talk to the bear, the Horned One can and probably does communicate, give the bear more complicated instructions and explains things to the bear. Bears are pretty smart.

## NOW YOU CAN ADD A BEAR TO YOUR LEGION!

I had this idea after reading about Wojtek, who served with the Polish army during WWII. He was a bear. He learned to salute, slept with the other soldiers, had an official rank (he was even promoted to corporal after helping carry (huge) ammunition crates), and he marched, wrestled, and drank coffee and beer with the other soldiers. So now you, too, can have a bear in your Legion!

## BEAR ITEMS AND LOADOUT

Most gear makes no sense for the bear, they don't need it or can't use it.

To make up for this, even if the bear can't use most gear, they can carry items and supplies as “spares” for the rest of the squad. One option is to give the bear +1 utility if they take a Light Load, and another +1 utility for Normal Load. As the old saying goes, “*If you have a bear, you're always prepared.*”

The other option is to try and “make it work”. While certain load-outs may simply make no sense for the bear, even as carried extras, you might be surprised by the ways you can make the items fit the theme: you might decide the spyglass is a bear's superior sense of sight and smell, or that maps are their superior navigational ability, etc.

Similarly, the bear does not need winter clothing (*they're a bear*)—the bear is really their own winter clothing. And the bear is always armed with their own weapon (a few hundred pounds of tooth and claw). When they promote, this can be considered their fine heavy weapon (bear is used to crushing enemies now).

Depending on how you want to run things, the bear probably does not have bear-appropriate Armor (if not, the QM might start an LTP to make some). If the bear promotes to Heavy, one option is to rule that the QM has, during the interim, managed to scavenge and design enough appropriate pieces that the bear does have Fine Armor and Fine Heavy Plate available for their Equipment load. (But seriously, if you would put armor on horses...but you would not armor your bear? You'd be a monster.)

## THINGS YOU DIDN'T KNOW ABOUT YOUR BEAR

They have human-like finger articulation (minus a thumb, plus three-inch claws) and can hold and manipulate bottles and other items; they are primate-level smarter-than-a-dog, they can distinguish a difference in number up to about eight things; they understand humor and playing jokes (and love to play a “sticking their whole head in your mouth” game that they smile and laugh about but you probably don't get the humor of...bears, man). BTW, bears laugh like Muppets, silently with their mouth wide open. Bears are inquisitive, highly adaptive to new situations, and will mimic the behavior of those around them. However, they also regularly get their heads stuck in buckets, are terrified of dogs (which, you know, are tiny in comparison...bears, man), and are somewhat clumsy.

NOT KIDDING. EVERYTHING ABOVE IS TRUE.

## CAN BEARS TALK TO BAERNGARD?

Maybe!

## ACTIONS

- ◆ **CONSORT** with friends, contacts, or connections from your heritage and background to gain access to resources, information, people, or places. Make a good impression.
- ◆ **DISCIPLINE** a fellow soldier; command obedience using force of personality; intimidate or threaten.
- ◆ **MANEUVER** into position and traverse obstacles; climb, swim, run, jump, and tumble; handle a pack animal; ride a mount.
- ◆ **MARSHAL** a squad or larger group to action; command attention amidst chaos; coordinate fire on a target.
- ◆ **RESEARCH** a person, document, or item with close scrutiny to gather information and apply knowledge; gain a deeper understanding.
- ◆ **CLEVER** bears are smarter than the average bear. Dance, play poker, set simple traps, use utensils, play dead, open doors, or swipe small objects.
- ◆ **SCOUT** a location or situation to gather information; move or observe without being noticed; spot weaknesses or exploits if there are any to be seen.
- ◆ **THROW** rocks or other small objects semi-accurately; drop large rocks or push trees onto opponents.
- ◆ **SKIRMISH** with an opponent in close combat; assault a position; brawl and wrestle; fire pistols at short range.
- ◆ **SWAY** someone with guile, charm, logic, or deception; change attitudes or behavior using manipulation or seduction; disguise yourself.
- ◆ **WRECK** a place, item, or obstacle with savage force or careful sabotage; distract and sow chaos; breach defenses with force; use, throw, or place explosives or alchemicals; use siege weapons.

## SPECIALIST ACTION

As a Bear you don't get a **Specialist action** of your own. You will get one **grit** when you advance and become a bear Soldier. You become a Soldier by taking the *Not a Rookie Anymore* ability, and you must take this ability as your first playbook advance.

## BEAR ADVANCEMENT

- ◆ *When you roll a desperate action, mark 1 xp in that action's attribute.*

At the end of each mission, mark **1 xp** (playbook or attribute)...

- ◆ *If you survived the mission.*
- ◆ *If you helped your squad through being amazing and being a bear.*
- ◆ *If you brought into play your heritage or traumas (2 xp if you did both).*
- ◆ *Per threat of the highest threat opponent on the mission.*

# BAND OF BLADES

VERSION 1.3

## PLAYBOOK: BEAR

### NAME:

*You are a bear who was adopted by the Legion—a famous band of sell-swords. You and your Chosen are all that stands between the Cinder King's undead armies and the destruction of the Eastern Kingdoms. The war has lasted three years, and the dead do not grow weary.*

To create your Legionnaire, do the following:

- ◆ **PICK A STARTING ABILITY.** Any will do, but if you're stumped, choose the first.
- ◆ **PICK A HERITAGE.** Choose a **NAME**, two **TRAITS**, and detail it (*e.g. old farming family*).
- ◆ **ASSIGN 4 MORE ACTION POINTS.** Descriptions are on the back. Max starting rating is 2.
- ◆ **REPORT FOR DUTY.**

## HERITAGE NAMES

**BARTAN** (WARM, PIOUS, STOIC, EDUCATED)

**NAMES:** Arun, Karoj, Kirish, Makit, Rakash; Aswina, Kaviya, Kita, Riya, Shimya, Vani.

**FAMILY NAMES:** Arani, Chabarti, Dardhi, Dewa, Kapatia, Khatri, Manabur, Pakshi.

**ORITE** (NOBLE, CONNECTED, VENGEFUL, STERN)

**TITLES:** Cadret, Chevalier, Equite, Graf, Landgrave, Marchioness, Reina, Viscount.

**NAMES:** Albra, Blas, Eirik, Eucho, Hadclio, Syanus, Tyrius; Aurora, Canonina, Favia, Hadriana, Livia, Myrtia, Phaera, Virdria.

**PANYAR** (ARTISAN, TRAVELER, SHREWD, MARKED)

**COLOR NAME:** Blue, Gray, Indigo, Red, Silver.

**MARK NAME:** Charging, Dancing, Echoing, Raging, Rising, Shifting, Striking, Vexing.

**DEED NAME:** Forest, Gale, Iron, Pyre, Wind.

**ZEMYATI** (TOUGH, BOLD, LOYAL, STUBBORN)

**FIRST NAMES:** Adrimir, Colay, Gabridyor, Liavel, Maleksei, Melislav; Alika, Dania, Freriya, Klarina, Sverena, Valentina, Zaya.

**PATRONYMS:** -ovich, -evich, -ich.

**MATRONYMS:** -yevna, -ovna or -ichna.

# BEAR

NAME \_\_\_\_\_

NOTES:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## STRESS

## TRAUMA

TRAUMA: COLD—HAUNTED—OBSESSED—PARANOID—RECKLESS—SOFT—UNSTABLE—VICIOUS

## CORRUPTION

## BLIGHT

CONDITIONS: ANATHEMA—HOST—HUNGER—MIASMA—MUTATION—RAGE—ROT—VISIONS

## HARM

4		DEATH
3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	NEED HELP
2	<input type="checkbox"/> <input type="checkbox"/>	-1D
1	<input type="checkbox"/>	LESS EFFECT

ARMOR

HEAVY

SHIELD

SPECIAL

\_\_\_\_\_  
USES ○○○○

\_\_\_\_\_  
○○○○

## HERITAGE

DETAIL: \_\_\_\_\_

### BARTAN TRAITS

- ◆ WARM: +1 consort (max 2).
- ◆ PIOUS: Always equip a Reliquary.
- ◆ STOIC: +1d to prowess resist.
- ◆ EDUCATED: +1 research (max 2).

### ORITE TRAITS

- ◆ NOBLE: Boost 1 campaign action for you.
- ◆ CONNECTED: +1 sway (max 3).
- ◆ VENGEFUL: Potency when harm penalized.
- ◆ STERN: +1 discipline (max 2).

### PANYAR TRAITS

- ◆ ARTISAN: You can have up to 4 rig.
- ◆ TRAVELER: Fast/quiet in normal load.
- ◆ SHREWD: +1d to insight resist.
- ◆ MARKED: +2d to resist corruption.

### ZEMYATI TRAITS

- ◆ TOUGH: Ignore level 1 harm penalties.
- ◆ BOLD: +1d to resist on desperate actions.
- ◆ LOYAL: +1d in group actions.
- ◆ STUBBORN: +1d to resolve resist.

## SPECIAL ABILITIES

- ◆ EVERY INCH A BEAR: Pick two heritage traits, plus the following two heritage traits:
  - GONE FISHIN': Always equip Supplies.
  - CURIOUS: +1 clever (max 2). This cannot be taken as a Veteran advance.
- ◆ DEVIL'S OWN LUCK: You gain +1d to all resistance rolls. This ability cannot be taken as a Veteran advance.
- ◆ HARD KNOCKS: Mark 2 xp in any category at the end of any mission where you took level 2 harm or higher. This ability cannot be taken as a Veteran advance.
- ◆ JUST A KID: When someone suffers harm when protecting you, they mark xp. When you promote, choose a second special ability from your new playbook to replace this one. This ability cannot be taken as a Veteran advance.
- ◆ GOTTA MAKE IT OUT ALIVE: You can take 1 additional trauma before dying. When you promote, replace this ability with a level of Survivor. This ability cannot be taken as a Veteran advance.
- ◆ HOME COOKING: If a mission takes multiple days, use your Fresh Food. Say what you cook. Everyone in the squad that partakes clears 1 stress. This ability cannot be taken as a Veteran advance.
- ◆ JACK OF ALL TRADES: Increase 2 zero-ranked skills to rank 1. This ability cannot be taken as a Veteran advance.
- ◆ NOT A ROOKIE ANYMORE: You become a Soldier. Gain 1 special ability and 1 rank of Grit. You must take this as your first playbook advance. This ability cannot be taken as a Veteran advance or a starting ability.



## INSIGHT

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	—
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	RESEARCH
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CLEVER
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SCOUT

## PROWESS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	MANEUVER
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	THROW
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SKIRMISH
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	WRECK

## RESOLVE

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CONSORT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	DISCIPLINE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	MARSHAL
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SWAY

## SPECIALIST

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	ANCHOR
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	CHANNELS
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	WEAVE
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SCROUNGE

## LOAD

CHOOSE LIGHT/NORMAL/HEAVY, AND 2 UTILITY.

*Bold items are fine.*

### LIGHT

*Quieter/faster. All items below.*

- Naive Hope
- Momento of Home
- +1 Utility load
- Big Roar

### NORMAL

*All Light items and...*

- +1 Utility load
- Tents & Camping Gear
- OR-**
- Cooking Kit
- Fresh Food

### HEAVY

*Slower. All Normal items and...*

- Armor
- Shield

UTILITY. Choose 2 load below.

<input type="checkbox"/> Armor (Your Hide)	<input type="checkbox"/> Shield (not yours)	<input type="checkbox"/> Supplies	○○○○○	<input type="checkbox"/>	_____
<input type="checkbox"/> Claws & Teeth	<input type="checkbox"/> Winter Fur	<input type="checkbox"/> Medic Kit	○○○	<input type="checkbox"/>	_____
<input type="checkbox"/> Black Shot	○○○	<input type="checkbox"/> Oil	○○○	<input type="checkbox"/>	Reliquary ○○○