

The Judge - SCUP Bonus Class

Lo! Death stalked the land in those days like a thief which prowls amidst elongating shadows, stealing for his own such damnable souls cursed, ill fated, who perpetually wander. And yet, the just and innocent strode beneath the stars then, with fear unknown to their hearts. For their champions, the sisters resplendent, stood in defense of the meek and in judgment of the wicked! Alas, where do they, our indispensable guardians, tread now at such time whence, again, adjudication is begged? Rumored to walk clandestine among us, they are, those righteous magistrates of sun, moon and star. -The Book of Judgment, Chapter 3, Verse 11

Creating a Judge

To create your Judge, start by giving them a name, then complete each section that follows.

Name Suggestions

Sayla; Ti'ana; Ayana; Licantha; Teela; Raylenna, Ortia, Marienna, Wrenna, Ada
Something strong. Something elegant. Something gracious.

Stats

Choose one set:

Steady=0 Fierce+2 Wily-1 Sly+1 Arcane+1

Steady+1 Fierce+2 Wily-1 Sly+1 Arcane=0

Steady=0 Fierce+2 Wily=0 Sly=0 Arcane+1

Steady+1 Fierce+2 Wily-1 Sly=0 Arcane+1

Look

Choose a look by picking a handful of traits with the following as guidance:

- Woman, Ambiguous, Concealed, Genderless, Third gender, Transgressing (note: you are not a man).
- Nondescript clothes, Ancient clothes, Simple clothes, Exotic clothes
- Noble face, All-seeing eyes, Plain face, Flowing hair, Striking face, Serene eyes, Terse mouth, Penetrating eyes
- Glistening tiara, Rolling cape, Fearsome boots, Glittering jewelry, Mesmerizing tattoos, Notably tall

Gear

You start with:

- A weapon or two of your choice.
- Armor worth 1 Armor.
- A few personal belongings.

That's it. You're not from around here, and you travel light.

Honor

You start with 1 Honor. Few or none know of your powers. Yet...

Entanglements

The MC highlights one of the options below at the start of the session. Once per session, when you perform an action that satisfies your highlighted option, mark an advancement point.

- Transform, publicly, so your secret is revealed.
- Judge someone important, who has powerful allies.
- Defend someone, though it puts you directly in harm's way.
- _____

Faction

To create your Faction, complete the questions from the Faction section and write the answers on your character sheet. Your Faction may be people who know of your divinity, or it may be people that you feel comfortable with in your mortal form.

Relationships

Everyone introduces their character at the beginning of the first session by name, class, and look. Then, on your turn, you will pick two other players that The Judge has relationships with. To do this, pick two options from the list below to tell two other characters.

- I lent you a sympathetic ear, once.
- I know what wickedness lies in your heart.
- You suspect there is more to me than it seems.

Moves

You get all the basic, peripheral, and Honor moves, plus pick two additional Judge moves.

[] A Sword of Fire and an Axe of Smoke

You have a magical weapon you may summon to your hand, instantly. Describe it and name it. By default, it is 2-Harm, close. Pick two of the following additional traits:

- It is devastatingly powerful (+1 Harm).
- It unleashes energy (add far tag).
- It advises you. Once per session, when you summon it, ask 1 **Study a Situation** question.
- It sees souls. Once per session, when you strike an enemy with it, ask 1 **Study a Person** question of them.
- It connects you to the spirit realm. Once per session, when you strike an enemy with it, **Whisper Into the Unspeakable Power** as if you rolled a 10+.

[] Divine Warrior

Roll+Fierce to **Whisper Into the Unspeakable Power** instead of +Arcane.

[] Arbiter of Souls

When someone you seek for your Divine Quest commits an act of wickedness, roll+Fierce, whether or not you are present. On a hit, you know what they did. On a 10+, get both below. On a 7-9, pick 1.

- You gain +1 forward to punish them for their deed.
- You know where they are now, and where they will be going next.

[] Sentinel

Once per battle, when you stand in defense of another who has been attacked, roll+Fierce. On a hit, you take all Harm that would have befallen them yourself. On a 7-9, pick one below. On a 10+, pick two.

- You gain 1 advancement point.
- You gain 1 Honor.
- You gain +1 forward to retaliate against the one who attacked them.

[] Summon the Sisters

In battle, you count as a small Militia. Those who see you fight will swear on their lives there were a dozen of you, each clad in stars and wielding lightning, eyes aflame with justice.

[] Hammer of Judgement

Gain +1 Fierce (max+3).

[] Sky Steed

You have a mystical, flying horse. Name it. You may summon it to you at will. You look quite imposing riding it through the heavens.

Additional Details

Sex With The Judge

When you and another character have sex, pick 1:

- You see what is in their heart. Ask 1 **Study a Person** question of them.
- You gain +1 forward when you stand in defense or judgment of them, later.

Divine Quest

You are tasked by something beyond mortal comprehension with completing a Divine Quest.

How is your task communicated to you? Select 1 Quest:

- Bring a wicked person to justice.
- Recover something that has been taken.
- Avenge a wrongdoing.
- Protect an innocent from those who would do them harm.
- Something else, similar to the above.

When you complete your Divine Quest, gain 1 advancement point. Then you will be tasked with another quest. When will you be allowed to lay down your hammer and earn your rest?

Transformation

You are a divine judge of mortals. You normally blend in with them, but when you enact judgment on the wicked or stand in protection of the innocent, you transform into your divine form. Select 1 or 2 from the following list: you radiate light; your hair shimmers; your eyes glow; your weapon is engulfed in flame; you grow taller; you float off the ground; you reveal fearsome wings; something else.

Weakness

You are cursed by malicious forces with a weakness. Select 1: a word of power; an arcane symbol; a ritual incantation; a specific material or object; something else. Once per session, when someone confronts you with your weakness, take s-harm.

Warden of the Dead

When someone dies in your presence, you may ask them to truthfully answer what they have done to deserve damnation and what they have done to earn peace in death. You may then pass judgment on them, narrating (with their player, if they are a PC) how you guide them to whatever vision of the afterlife is appropriate based on their response.

Harm

You may take up to 5 Harm. When you take Harm, put a slash through a finger. If you take Harm and there are no more fingers to slash, you're dead. Take a Debility below to ignore all Harm from one incident. You may only take each Debility once.

- Shaken (-1 Steady)
- Weakened (-1 Fierce)
- Tentative (-1 Wily)
- Clouded (-1 Sly)

Advancement

Make a mark every time you earn an advancement point. When you reach five, take an advancement below, erase them, then start again.

Tier One (available from the start of the game)

- Get +1 Sly (max+3).
- Get +1 Steady (max+3).
- Get +1 Arcane (max+3).
- Get a new Judge move (x3).
- Get a move from another class (x2).
- Create, with the MC's approval, a fourth Entanglement for yourself.

Tier Two (Available starting at the sixth advancement)

- Advance three basic moves.
- Advance the other four basic moves.
- Create an additional PC.
- Take an End of Season Move.