

5. Brother Iratus - Monk

"Then they will know that I am the wrath of the Gods when I lay my vengeance upon them!"



Brother Iratus was a fire and brimstone preacher even before the Black Plague started. In his sermons, he warned the people that the apocalypse was approaching, and as it turned out, he was right! The walking dead are the sinners who demonstrated unworthiness to the gods and for this reason, they must be destroyed. Iratus is determined to be the vengeful hand that will do it. He knows no fear, because he knows that, even if he falls, eventually, the kingdom of the gods awaits him in the next life.



Starting Skills:

1. **Taunt** — You gain an Extra Action that can be used exclusively to Make Noise.
2. **Frenzy** — Increase the Dice value of your weapons and Combat spells by 1 for every Hit Point you have lost.
3. **Iron Hide** — The Survivor can make Protection rolls with a 5+ Protection value, even if they aren't wearing armor. While wearing armor, the Survivor adds 1 to each numerical result they roll for Protection rolls.
4. **Barbarian** — When resolving an Attack using a Melee weapon, you can replace your weapon's Dice rating with the number of adversaries you're facing. Skills affecting the Dice value, like Swordmaster, still apply.

Name

Brother Iratus

Occupation

Monk

Looks

Burned eyebrows, constantly frowned

Level/xp



Armor

Hit Points

4

Strain

1

Fatigue

2

3

	Muscle 3	Brains 2	Guts 1
Athletics 2	STUNT	SNEAK	ENDURE
Attitude 3	CONVINCE	LORE	HEARTEN
Combat 2	FIGHT	SHOOT	DEFEND
Magic 3	CAST +1	SENSE	WARD
Perception 1	SPOT	RUMORS	SCOUT
Survival 2	SCAVENGE	CRAFT	THIEVERY

Skills

Taunt

Frenzy

Iron Hide

Barbarian

Fervor

1

Conditions

Weapon

Fire Bolt

Combat Spell

0-2

1

4+

2

1

-

Weapon

Dagger

Melee

0

1

4+

1

1

-

Gear

HAND 1

SACK 1

HAND 2

SACK 2

BODY 1

SACK 3

BODY 2

SACK 4

BODY 3

SACK 5

BODY 4

SACK 6