

# Hedge Wizard

## 1.1 Overview

Hedge Wizards are wandering mages, they make their money in side shows, by grifting, in displays of minor magical feats for the entertainment of young children, by providing mystic readings for young women and the love-lorn, or through the application of their craft in illegal or martial roles.

The College of Mages offers membership to most powerful magical practitioners. They are a political body that exists for the protection and advancement of its members. Hedge wizards are not members of the college, though they may become so later in their career.

There are many reasons practitioners may not be members of the College, they may have pursued their craft without drawing attention to themselves, they may have been excluded out of spite or jealousy from some member in power, they may wish to pursue their studies away from the eyes of others, or they may have been offered membership and rejected it. Hedge wizards are usually left to their own business. They are however required to be licensed as users of magick and produce said license upon request from the law. They are required to practice their craft in accordance with a set of rules known as the Lex Arcanum, which for example prohibits the practice of necromancy, mind control and the like. They are referred to officially as non-collegiate magical practitioners. Possession of the license grants immunity from persecution by the Witch Hunters provided there has been infringement of the Lex Arcanum.

## 1.2 Character Creation

Follow these steps to create a Hedge Wizard character

- (i) Print out the character sheet.

- (ii) Choose a name for the character and write it on the character sheet.
  - (iii) Write your own name in the players name area on the character sheet.
  - (iv) Fill in the Archetype Value: Hedge Wizard
  - (v) Fill in your Height:  $150 + 2d20$  cm, Weight:  $60 + 3d10$  kg, and Age:  $20 + 2d6$  years. Choose whatever gender you want.
  - (vi) Fill in your level: 1.
  - (vii) Fill in your characters tags: human, humanoid, medium
  - (viii) Determine your Primary Abilities by choosing one of the following sets of ability score/modifiers:
    - ❖ Str:14/+1, End:15/+2, Ag:13/+0, Spd:12/-1, Per:12/-1, or
    - ❖ Str:14/+1, End:14/+1, Ag:13/+0, Spd:12/-1, Per:13/+0
- Then roll a Std-Check for each ability against a DC of 13. Add +1 to the ability if successful. Add -1 to the ability if a bane is rolled. The player may reroll if a boon is rolled.
- (ix) All Hedge Wizards start with the following skills:

Choose one of Wither I or Eldritch Push I. Choose one of Conjuraton I or Abjuration I. Choose one of Reroll I or Conjuraton I. Merovingian IV, Inochian II.
  - (x) Work out your characters background using the tables from the next section. Do this now. It may effect your abilities.
  - (xi) Record your **Archetype Initiative**: 12 and add your Perception Modifier to get your Initiative and Initiative Modifier.

- (xii) Record your **Archetype Move Distance**: 6 and add your Speed Modifier to get your Move and Move Modifier.

- (xiii) Record your characters Health and Stamina:

**Stamina** =  $d4+8$  + Endurance Modifier

**Health** =  $d4+8$  + Strength Modifier

Your current stamina and health are the same as your full stamina and health. The temporary values are zero, and the refresh rate is  $2d4$

- (xiv) Determine your characters dice pool: maximum and refresh values. The current values are initially set to the maximum values:

**Luck Pool Maximum/Refresh** =  $2/+1$

**Magic Pool Maximum/Refresh** =  $2/+1$

**Mettle Pool Maximum/Refresh** =  $4/+2$

- (xv) Players should choose a few initial aspects for their character. It is best to choose your aspects in a group with the other players and GM. Newly acquired aspects have a difficulty of  $9 + d4$  unless the archetype description or the GM says otherwise.

Some suggested aspects for this archetype are: Dwarves never forget, I would love a pint about now, Gold is my lodestone, My word as a dwarf, Hold Fast, Gold rides an iron horse, Not the beard!, A Bit on the Nose, Let me show you how it's done.. But feel free to choose an aspect of your own. Try to create one that will generate interesting game play.

- (xvi) Gain the following ability advances: +1 Hammer I, +1 Axe I, +1 Hammer II or Axe II, +1 Martial I
- (xvii) Optionally sketch out a couple of lines of back story with your fellow players and GM with a few points about the characters history. For example, Dourli might come from the Iron Mountains and be searching for his long lost cousin Grimli.
- (xviii) Determine your starting money:  $20 + d4$  sp.
- (xix) You get some starting equipment for free: Gambeson, staff, long sword, hat, dagger, rope, rations for a week.
- (xx) Buy equipment. Now you can purchase any common equipment from the equipment list.

You are now finished character creation.

## 1.3 Character Background

## 1.4 Level Progression

### 1.4.1 Level Progression

The level progression table contains a list of new abilities and promotions the character gets when they gain a new level. Your character automatically receives all innate abilities at first level.

Table 1.1: Level Progression Table

Level	Stamina	Health	Mettle	Magic	Luck	Promotions
1	d4+8/2d4	d4+8/full,	4/+2	2/+1	2/+1	

