Red Mage

1.1 Overview

The Red Mages form a powerful cabal of spell users within the College of Mages. They seek to cleanse the world of the dark and uncontrollable magicks of the nether planes. As a group they lobby politically to scourge the lands of the presence of these groups.

Drawing their power from the planes of fire, Red Mages are elemental magic users. They shun other forms of magic as too hard to control, or to weak to achieve anything.

1.2 Character Creation

Follow these steps to create a Red Mage 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: Red Mage

(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, magicuser, medium

(viii) Determine your Primary Abilities by choosing one of the following sets of ability score/modifiers:

   ❖ Str:13/+0, End:13/+0, Ag:12/-1, Spd:13/+0, Per:15/+2, or

   ❖ Str:12/-1, End:13/+0, Ag:13/+0, Spd:13/+0, Per:14/+1

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 Red Mages start with the following skills:

Merovingian IV,

(x) Work out your characters background using the the tables from the next section. Do this now. It may effect your abilities.

(xi) Record your **Archetype Initiative**: 11 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 =   4+d4 + Endurance Modifier

Health =   4+d4 + 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 =   5⬛/+3⬛

Mettle Pool Maximum/Refresh =   2◆/+1⬛

(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: Cleanse the world with Fire! We all stand upon a precipice. There is only Doom and the Shadow. I must prepare myself.. 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:

(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: Leather armour, 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	4+d4/2d4	4+d4/full,	2◆/+1❓	5◼/+3❓	2◼/+1❓	