

# Champion of Mithras

## 1.1 Overview

*The Church is the Light of the People, but we are their Shield and their Sword* The Champions of Mithras form the small standing army of soldiers, guards and agents of the Church of Mithras. They are a military order of knights and soldiers in the service of Mithras, not priests. When the armies of darkness walk the land, the Champions of Mithras march against them. They are sworn to neutrality during times of civil war, and by tradition do not play in the internal politics of the state. At least, that is their ostensible position on the matter. The Champions of Mithras are not subject to the Sanguinous Dictat, they may use edged weapons.



## 1.2 Character Creation

Follow these steps to create a Champion of Mithras 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: Champion of Mithras
- (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:15/+2, End:14/+1, Ag:12/-1, 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 Champions of Mithras start with the following skills: Sword Strike II, Shield Block II, Armour I, Aquilonian II, Etiquette I [Church of Mithras], Knockout II, Contacts[Church of Mithras], Leadership I, Merovingian II.
  - One of Divine Retribution I or Grace of Mithras I
  - (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: 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 =  $4+d4 + \text{Endurance Modifier}$

Health =  $4+d4 + \text{Strength Modifier}$

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 =  $2\blacksquare/+1?$

Magic Pool Maximum/Refresh =  $5\blacksquare/+3?$

Mettle Pool Maximum/Refresh =  $2\blacksquare/+1?$
  - (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: Blasphemy!, In the Name of Mithras!. 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: Chain armour, mace, (eating) dagger, 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?	