Witch Hunter

1.1 Overview

Witch Hunter are avowed to remove the foul taint of magic from these lands. A disciplined, well-organized and fanatical group they frequently draw the ire of local monarchs as they can become a credible threat to their power. Similarly the relationship of this group to the College of Magic is one of fractious detante. Each city has a witch-hunter general who oversees operations, coordinates, and shares information with other witch hunter groups.

1.2 Character Creation

Follow these steps to create a Witch Hunter 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: Witch Hunter

(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:14/+1, Ag:12/-1, Spd:12/-1, Per:14/+1, or

   ❖ Str:14/+1, End:14/+1, Ag:13/+0, Spd:12/-1, Per:13/+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 Witchhunters start with the following skills: Sword Strike II, Sword Parry I, Aquilonian II, Etiquette II [Church of Mithras], Merovingian III.

Choose one of Law I or Antiquarian I. Choose one of Jump I or Notice I. Choose one of Trap Work I or Sleight of Hand I. Choose one of Nick of Time I or Reroll II.

(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: 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◆❽/+1❓	5❻/+3❓	2❻/+1❓	