

Outrider

1.1 Overview

The Empire of Westernreich is beset by enemies. To the north-east there are the Orcish wastes, to the north-west the rebellious Hibernians, to the south the bellicose kingdom of Averaigne, to the west are coasts frequently raided by Dark Elf slavers, and to the south east lie Fafnirs Tusks from which issues a steady stream of goblins and giants. Not to mention the hidden dangers that lie within the empires borders: traitors, thieves, heretics, foreign spies, smugglers, and dark magicians.

Outriders are agents that patrol the borderlands or towns in search of insurrection or the taint of corruption. They are the eyes and ears of the empire. Outriders usually operate as fixers, scouts, spies, messengers, couriers and diplomats. Living amongst the scum of society, when the need arises they might be reduced to banditry and smuggling as their situation dictates.

Outriders are usually in the pay of a local noble or the empire itself. They may operate as free agents, informers, operating on the basis of payment for information.



1.2 Character Creation

Follow these steps to create a Outrider 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: Outrider
- (v) Fill in your Height: $156 + 2d20$ cm, Weight: $75 + 2d8$ kg, and Age: $27 + 2d6$ 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 OutRiders start with the following skills: Sword Strike II, Dodge I, Merovingian III, Two of Hibernian II, Poitevin II, or Dwarven I,

Choose one of Tracking I or Scout I. Choose one of Stealth I or Wayfinding I. Choose one of Perceive I or Deceive I.

- (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:

$$\text{Stamina} = 9 + d4 + \text{Endurance Modifier}$$

$$\text{Health} = 6 + d4 + \text{Strength Modifier}$$

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:

$$\text{Luck Pool Maximum/Refresh} = 3\text{d}6/+1?$$

$$\text{Magic Pool Maximum/Refresh} = 2\text{d}6/+1?$$

$$\text{Mettle Pool Maximum/Refresh} = 2\text{d}8/+1?$$
 - (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: Hmm, very interesting. 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 + 2d4 gp.
 - (xix) You get some starting equipment for free: Leather armour, long sword, cloak, belt, 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 | 6+d4/2d4 | 9+d4/full, | 2 ⁸ /+1? | 2 ⁶ /+1? | 3 ⁶ /+1? | |