

Black Coat

1.1 Overview

The end of times is upon us brothers. All we have left is to meet our makers on terms of our own choosing; fighting against the darkness or cowering in our beds. May Mithras grant us the strength to hold our course.



Black Coats like to be seen as itinerant preachers that have eschewed the bureaucratic, and often corrupt, church organizations in order to take the message of Mithras directly to the people.

More formally known as The Lesser Brothers of Saint Ansgar, the Black Coats are one of a Group of Orders known collectively as Ansgarians. The Order are a well educated, well organized, though poor, bureaucratically independent offshoot of the Church of Mithras. They are a non-monastic order, working among the common people, and are supported by donations and

other charitable support. Their current leader is the Minister General, Theophilus Riesinger, who resides in the fortress-like Loc-Mitras Abbey in Laibstadt.

Ansgar had a successful military career in the Westreich Guard before having an epiphany after falling ill. In his fifties he resigned his commission in the military, donated his army pension to the local temple of Mithras and founded the Black Coats. His teachings primarily concern the need to be watchful for the enemies of the church and to protect mankind. There words are *Vigilate et Custodiat* and the mark of the Order is a Sword and a Lantern.

Black Coats are bound by the Asanguinous Dictat, though Ansgar raves against it at length in his writings. Black Coats are allowed to wear armour. Though being a mendicant order, whose members hold vows of asceticism, the use of expensive armour is frowned upon.

The Lesser Brothers of Saint Ansgar often work closely with the broader church of Mithras. The organisation seeks to place its members in positions of power to enable it to more effectively defend the people. Additionally it is rumoured to have an extensive intelligence network. It has been accused on a number of occasions of involving itself in political intrigue though the majority of the populace see its motivations as benign.

1.2 Character Creation

Follow these steps to create a Black Coat 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: Black Coat
- (v) Fill in your Height: $120 + 3d10$ cm, Weight: $70 + 2d20$ kg, and Age: $21 + 2d6$ 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:12/-1, End:13/+0, Ag:13/+0, Spd:13/+0, Per:15/+2, or
 - ❖ Str:12/-1, End:12/-1, Ag:13/+0, Spd:13/+0, Per:16/+3

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 Black Coats start with the following skills: Hammer Strike I, Dodge II, Lucky I, Reroll I, Brilliant Planner II, Not As Bad as it Looks I, Search I, Etiquette[Church of Mithras] II, Etiquette[Westenreich Nobility] II, Negotiate I, Book Learning I, Theology II, Theurgic Lore I, Merovingian IV, Aquillonian III, and Mathematics I
Choose one of Hibernian II or Poitevin II, one of History II, Natural History II, or Politics II, and one of Book-Keeping I, Physics I, or Cryptography II. Choose one of Litany of Redemption 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**: 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: Purge the unclean, By the letter of the Book, Why hast thou forsaken me? . 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: Start with the following equipment: Cloak, Backpack, Tunic, Hose, Leather Boots, Sack or Leather Belt Pouch, Flint, a Mace or Warhammer, 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	d4+8/2d4	d4+8/full,	4/+2	2/+1	2/+1	