

Summoner

1.1 Overview

Knowledge is power, and power corrupts. Summoners are magic users tempted by the dark whisperings from beyond. They walk a fine line between the illegal and their own eternal damnation. They seek dark magic and forgotten knowledge in the hopes that it will bring them the ever greater power they desire.

The term "Summoner" is a perjorative used in the College of Mages to refer to those practitioners that are felt to play a little too close to the limits of the Lex Arcanum. They are generally not held in high regard within the college and are seldom elected to positions of power. *Those who play with the toys of the damned will come by degrees to wield their sword.*

1.2 Character Creation

Follow these steps to create a Summoner 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: Summoner
- (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 bonuses, and then rolling a Std-Check for each ability against a DC of 10. Add +1 to the ability if successful:

❖ Str:12/-1, End:12/-1, Ag:14/+1, Spd:13/+0, Per:15/+2 or

❖ Str:12/-1, End:13/+0, Ag:14/+1, 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 Summoners start with the following skills: Merovingian IV.

Choose one of Phantasmal Leech I or Portal I. Choose one of True Sight or Commune. Both Spear Strike I and Dagger Strike I. Choose one of Crossbow Use I or Spear Brace I. Choose one of Aquilonian I or History 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**: 10 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 = $d4+4$ + Endurance Modifier

Health = $d4+4$ + 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 = 3 d6 /+2 d4

Magic Pool Maximum/Refresh = 5 d6 /+3 d4

Mettle Pool Maximum/Refresh = 2 d8 /+1 d4

- (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: Knowledge is Power, . 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: Staff, Cloak, long sword, dagger, belt, 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	d4+4/2d4	d4+4/full,	2 ⁸ /+1?	5 ⁶ /+3?	3 ⁶ /+2?	