

Myrmidon Template

Attributes:

ST 11 [10], DX 12 [20], IQ 12 [20], HT 11 [10]

Advantages

Choose 25 points worth of advantages which must include at least one of Blessed [10], Clerical Investment [5/level], Power Investment [5/level] or True Faith [15], plus one or more of Combat Reflexes [15], High Pain Threshold [10], Higher Purpose [5], Literacy [10], Luck [15], Military Rank [5 / level], Oracle [15], Patron (Church) [varies], Status [5/level], and Toughness (DR 1)

Disadvantages

A total of -30 points selected from Disciplines of Faith [-5 to -15], Code of Honor [-10], Duty Church [varies], Fanaticism (Religion) [15], Intolerance (Religious) [-5 or -10], Overconfidence [-10], Sense of Duty [-5 to -15], and Vow [-5 to -15]

Primary Skills

Theology(M/H) IQ [4]-12, and an additional 16 points in Combat/Weapon Skills.

Secondary Skills

Tactics (M/H) IQ-1 [2]-11, Performance/Ritual (M/A) IQ [2]-12, and 4 points spent among Strategy (M/H), Diplomacy (M/H), Law (Thule) (M/H), Occultism (M/A), and Teaching (M/A).

Background Skills

Armoury/3 (M/A) IQ [1]-11, and a total of 5 point in any of First Aid (M/E), Administration, Leadership, and Politics (all M/A), Detect Lies, Exorcism, and Psychology (all M/H), Meditation(M/VH), Singing (P/E;HT), and Riding (both P/A).

Detailed Explanation of the various choices.

Blessed [10]

Set grants the ability to cast divination at IQ by reading the entrails of a scarified snake.

All reptiles, including dragons, will not attack the Myrmidon unless attacked first.

+1 reaction from all followers of Set.

Clerical Investment [5/level]

Able to lead ritual and ceremonies of the church of Set. A notable must take one level, a lieutenant must take two levels, a captain three levels, a high captain four levels. Myrmidons, Notables, and Lieutenants serving a High Captain (by extension the Grand Archon) must take an additional level of Investment. i.e. a notable in service to the high captain has to take two levels of investment.

Power Investment [5/level]

The foundation of the power to channel magic using the power of Set. Each level give +1 to casting spells and counts as the equivalent level in magery. See below for detailed rules on clerical magic.

True Faith [15]

You have a profound faith in Set's mission that allows you to repel all demons from approaching from within a yard of your person provided that you are outfitted in either your full Myrmidon regalia or using a holy symbol of Set.

Combat Reflexes [15]

High Pain Threshold [10]

Toughness (DR 1)

These advantage are taken by Myrmidon who focus more on their warrior aspect.

Higher Purpose [5]

To serve the Church of Set in ridding the world of the demons. You will get +1 when on a mission from the Church or in situations involving demons.

Literacy [10]

Note that is not necessary for magic. However it is useful if you want to achieve high rank within the church and society.

Luck [15]

You been blessed by Set with luck three times per hour of gameplay you get to re-roll a dice roll.

Military Rank [5 / level]

Myrmidons are encouraged to become leaders of society outside of the church. The most common route is serving in the land's military forces.

Oracle [15]

Unseen forces shape the world manifesting themselves in subtle ways. Set has granted you the ability to see these forces allowing you to get a sense of events before they happened. However the signs are generally not clear and require interpretation (based on a IQ roll).

Patron (Church) [varies]

The Archons and Prelates of the church have taken in an interest in your career and are able to give you aid from time to time

Status [5/level]

You hold rank in society.

Disciplines of Faith [-5 to -15]

Asceticism:-15

The renunciation of all the comforts of society to lead a life of self-denial and self-discipline. A few Myrmidon practice Asceticism viewing comforts as distractions from their holy quest of ridding the Wilderlands of Demons and bringing order. You may not have any Status or Wealth advantages if you practice Asceticism.

Monasticism:-10

A milder form of asceticism. You lead a life separated from worldly concerns, devoting yourself to constant training and study. You may not have any Status or Wealth. More than a few Myrmidon have little or no life outside of their missions and the chapterhouses.

Ritualism:-5

The strict adherence to elaborate rituals regarding every aspect of life. This is prevalent among more experienced Myrmidons after a few missions involving demons. They learn the various charms, wards, and spells that work against demons and incorporate their practice in everyday life.

Code of Honor [-10]

The Set Code of Honor is as follows

Never break your word

Always be faithful to the church

Obey those placed above you

Instill discipline in those placed below you.

Fight demons without cessations

The enemies of Set are to be vanquished without mercy.

[-10]

Duty Church [varies]

A Myrmidons life is not on constant duty. For example Duke Divolic was granted leave by the Hellbridge Temple over 15 years ago to assume the duties of the Warden of the Southern Marches. Taking this disadvantage means that you are on a particular mission that requires a lot of direction from a captain or an archon.

Fanaticism (Religion) {15}

You believe in Set and his mission. Without question you will risk life and limb to serve the church, vanquish demons, and kill those who serve them.

Intolerance (Religious) [-5 or -10]

Many Myrmidons have intolerance of Ghinorians and other followers of Mitra [-5]

Not a common is are those Myrmidons that believe that anybody not part of the church is somehow serving demons and against Set [-10]

Overconfidence [-10]

Sense of Duty [-5 to -15]

Vow [-5 to -15]

These three are common personality trait found among Myrmidons.