

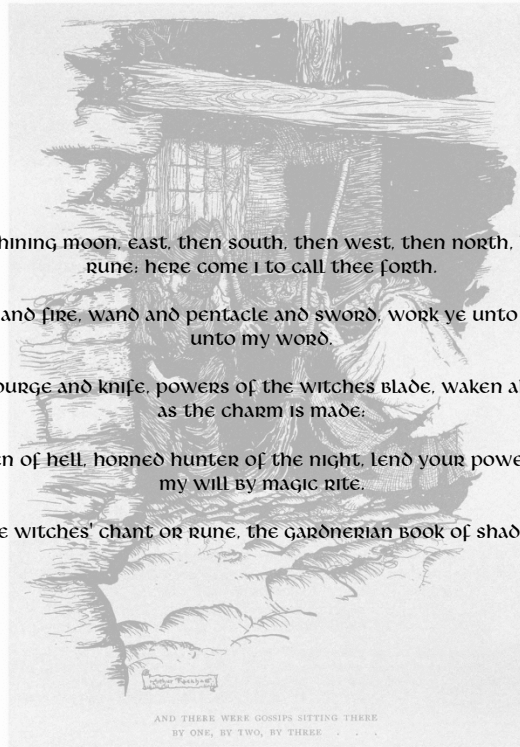
darksome night and shining moon. east, then south, then west, then north, harken to the witches  
rune: here come I to call thee forth.

earth and water, air and fire, wand and pentacle and sword, work ye unto my desire, harken ye  
unto my word.

cord's and censer, scourge and knife, powers of the witches blade, waken all ye into life, come ye  
as the charm is made:

queen of heaven, queen of hell, horned hunter of the night, lend your power unto the spell, work  
my will by magic rite.

- the witches' chant or rune, the Gardnerian Book of Shadows



## neo-pagan

"It was no new evangel that the gods must die. More than one ancient cult is based on this very notion of the death of the gods. Osiris dies, Adonis dies—it is true, in this case, to rise again. Æschylus, on the stage itself, in those dramas that were played only on the feast-days of the gods, expressly warns them, by the voice of Prometheus, that one day they must die. Die! but how?" - Jules Michelet, the Sorceress

The Gardnerian Book of Shadows. This is the central sacred text of the modern, European, Wiccan religion. Still, witches love to live free, and your own coven has its own, hand-written copy of the Book of Shadows. You remember all of its practices and knowledge.

Gardner attributed his knowledge to an ancient, clandestine, witch cult. He was initiated into this cult, and became privy to its secrets. Modern researchers have concluded that this was merely a hoax. You, however, have concluded more than a little bit differently,...

### Neo-Pagan

A member of a coven practicing the neo-Wicca. Your character's recommended highest characteristics are:

*Endurance, Intelligence, Dexterity, Education  
(End, Int, Dex, Edu)*



**Step 1: Qualifications or Draft**

Make the Qualifications check by rolling 2D6 and adding (or subtracting) the modifier for your character's Intelligence. You must roll the indicated number or higher:

*Qualifications*      7+ (Int)

If you succeed, go to **Step 2: Begin at Rank-0** for Neo-Pagan, next column.

If you fail, roll on the Draft table:

*Draft*

Roll	Career / School
1	Rogue
2	Chaos Mage
3	Vampire
4	Technician
5	Scientist
6	Internet Mage

and then go to **Step 2: Begin at Rank-0** of the playbook for the career or school you were drafted into.



**Step 2: Begin at Rank-0**

At starting Rank-0 you have the following skills:

- Wheeled Vehicle-0
- Linguistics-0 (your native language and English)
- Esoteric Lore-0
- Magic: Wood-1

Note these on your character sheet under "Skills."

**Step 3: School Term**

Proceed through a) Survival, b) Advancement, c) Risky Castings, and d) Aging to complete one school term.

**a) Survival**

Make the Survival check by rolling 2D6 and adding (or subtracting) the modifier for your character's Education. You must roll the indicated number or higher:

*Survival*                      7+ (Dex)

If you succeed the Survival check, choose one of the Skills Tables on the next page. You may only choose the Advanced Skills table if your character's Education is 8+. Then, roll 1D6 to gain one skill from the table you chose. Note your new skill on your character sheet.

**Gaining Skills**  
 Unless the skill indicates [Skill Name]-0 you receive a new skill at level 1: [Skill Name]-1. If your character already possesses a skill and you roll that skill again, increment that skill higher by one. For example, if you character has Recon-1 and you roll Recon again, your skill is now Recon-2. Gun Combat-0 becomes Gun Combat-1, etc.

If you fail the Survival check, you do not gain a skill, and you may not go to b) Advancement. Instead, proceed directly to c) Risky Castings.



**b) Advancement**

Make the Advancement check by rolling 2D6 and adding (or subtracting) the modifier for your character's Education. You must roll the indicated number or higher:

*Advancement*      7+ (Edu)

If you succeed the Advancement check, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, you may choose the new skill rather than rolling for it. Note your new skill. You also proceed one rank higher on the Rank & Skills table, below. Also note any new skill you receive if you reach Rank-3.

*Rank & Skills*

Rank	Rank & Skills
0	<i>New Ager</i> Wheeled Vehicle-0 Linguistics-0 Esoteric Lore-0 Magic: Wood-1
1	<i>Acolyte</i>
2	<i>Worshipper</i>
3	<i>Witch</i> Magic: Water-1
4	<i>Priestess</i>
5	<i>Day Lady</i>
6	<i>Moon Goddess</i>

Regardless of whether you succeed the Advancement check, proceed to c) Risky Castings.

**c) Risky Castings**

Make the Risky Castings check by rolling 2D6. You must roll the indicated number or higher:

*Risky Castings*      5+

If you succeed, choose one of the Skills Tables (Advanced Skills requires Edu 8+). Then, roll 1D6 to gain one skill from the table you chose. Note your new skill.

**Skills Tables**

*Personal Skills*

Roll	Skill / Characteristic
1	+1 Int
2	+1 Edu
3	+1 End
4	<b>Melee Combat</b>
5	<b>Gun Combat</b>
6	Athletics

*Service Skills*

Roll	Skill
1	Magic: Earth
2	Magic: Alchemy
3	Outdoors: Riding
4	<b>Outdoors</b>
5	Magic: Ritual
6	<b>Performance</b>

*Specialist Skills*

Roll	Skill
1	Magic: Artisan
2	Magic: Air
3	Carousing
4	<b>Outdoors</b>
5	Leadership
6	<b>Medical</b>

*Advanced Skills (requires Edu 8+)*

Roll	Skill
1	<b>Sciences</b>
2	Linguistics
3	Magic: Fire
4	Computer
5	Medical: Veterinary
6	Bureaucracy

Cascade skills are shown in **bold**. Cascade skills are made up of two or more component skills. When your character receives a cascade skill, you must select one component skill of the cascade skill from the "Skills List."

**d) Aging**

Note your character's age. The character begins at age 18, but each school term lasts 4 years, so upon first completing this step your character is age 22.



You may either go to Step 4: Graduate or enter a new school term by repeating a) Survival, b) Advancement, c) Risky Castings, and d) Aging.

The maximum number of school terms you may attend without penalty is four. For the fifth term you may subtract your Strength score by 1 or lose 1 level in a skill. For the sixth term you may subtract your Dexterity score by 1 or lose 1 level in a skill. For the seventh term you may subtract your Strength and Dexterity scores each by 1 or lose 2 levels in any two skills. The absolute maximum number of school terms is seven.

**Step 4: Graduate**

For each term attended, you receive one roll of 1D6 on the Cash Benefits table. If your character is rank 4 or higher, add +1 to the roll. These credits may then be spent to purchase equipment for your character.

*Cash Benefits*

Roll	Credits
1	1,000
2	2,000
3	5,000
4	10,000
5	20,000
6	50,000
7	50,000

Also, for each term attended, you may choose one benefit from the Material Benefits table. It helps to choose something for which your character has the correct skill. For instance, a Calligraphy Kit may only be used if the character has the Magic: Calligraphy skill. Choosing a weapon makes the most sense if the character possesses a skill in Melee or Gun Combat.

*Material Benefits*

Alchemy Kit
Amulet (1 spell inscribed)
Camping Gear-1
<b>Melee Weapon</b>
Kiwi Junior Model-0 Laptop
Ritual Trappings-1
<b>Ranged Weapon (full ammo)</b>

Material benefits shown in **bold** are a category in "Equipment." Choose one item from that category in the "Equipment" chapter.

**Step 5: Equipment & Encumbrance**

Purchase any items you think your character might need for the adventure from "Equipment."

Calculate your character's Encumbrance Limit. This is 10+ your character's Strength DM. For instance, a character with a Strength of 9 has a Str DM of +1, for an Encumbrance Limit of 11. A character with a Strength of 5 has a Str DM of -1, for an Encumbrance Limit of 9. Note the Encumbrance Limit on the character sheet.

On the character sheet jot down the equipment's name, its encumbrance, and any notes about its use. If you have an Encumbrance Limit of 10, and your equipment totals up to an Encumbrance of 11 or higher, your character must take a -2 DM to all skill rolls.

**Step 6: Combat Power**

Calculate your character's Combat Power. Combat Power is an indication of how lethal your character is in combat. To calculate it, add up the following values:

- Characteristic DM's for: Str + Dex + End + Int
- +
- Skill Level/DM's for: Athletics + Gun Combat + Melee Combat + all Magic Domains
- +
- # of dice of the single weapon possessed by the character which does the most damage + armor

Note your character's Combat Power on the character sheet.

**Step 7: Magic**

Go to "Magic" and learn how to create some preliminary magic spells.

**Multiple Careers & Schools**

After you Graduate, you may make a Qualifications check for another career or school. But, there is a -2 DM to the roll. Also, aging effects and term limit rules as stated above apply to the new terms gained in the new career or school.

