

Rogue Mage

Roleplaying in the World of Faith Hunter
RPG

Player's Handbook



Christina Stiles

Faith Hunter

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THE ROGUE MAGE RPG PLAYER'S HANDBOOK

ROLEPLAYING IN THE WORLD OF FAITH HUNTER

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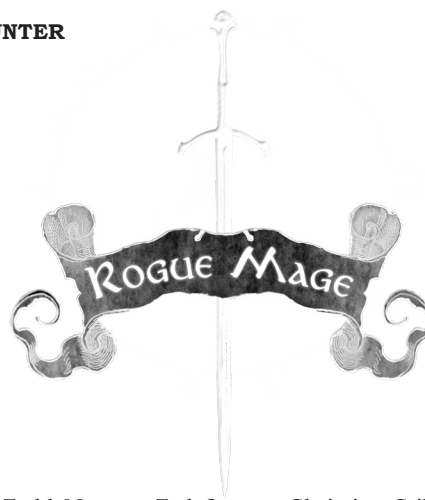
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FOREWORD



Until now, I have never been involved in roleplaying games, although I grew up with people who loved them. I envied their fun, and the shifts of thought that their imaginations took. When I came up with the post-apocalyptic world, the concept of Enclaves, and the rogue mage herself, I suddenly saw a fuller and richer world than any I had ever seen. I wanted to let others in on the world and the characters. A friend suggested that I should create a roleplaying game, and within days, Christina appeared at a signing. She was a game designer...and here we are!

— Faith Hunter

A WORD OF WARNING

Rogue Mage, like the novels on which it's based, is a work of fiction. While the fiction builds on pieces of common religions, especially Christianity, the game in no way posits the superiority of one religion over another, nor does it stipulate that the End Times will take place, or will do so in a particular manner. In short, the game is a form of entertainment, and it should be viewed in that light. If such is not your cup of tea, then read no further.

In addition to its religious undercurrents, the game includes mature language and sexual themes. It is, therefore, intended for mature audiences.

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CHAPTER 1: INTRODUCTION

“Only the Most High can create a new thing, only God the Victorious, and his humans, who breathe with his breath, may dream, devising that which they have not seen, humans with their stories, songs, and poems, humans with their machines which they imagine and build. So it has always been,” he finished the quote, his tone dropping low with disquiet. “Until now.”

— Zadkiel, Seraphs



Rogue Mage

Roleplaying in the World of Faith Hunter
RPG

Christina Stiles Faith Hunter Raven Blackwell
edited by Spike Y Jones



It's a century after the Seraphs returned to Earth, fulfilling ancient scripture with fire and sword. Most of Earth's population died in the plague and resulting wars -- and then came the ice age.

Mankind has survived, but not without change.

Wondrous new races were born following the Time of Plagues, some destined to fight alongside the seraphs of the Light, while others simply want to survive in a harsh new world.

And beneath the cities and in abandoned wastelands, the forces of evil continue their age-old war with the mortals and the seraphim. These dragons and their Dark minions won't stop fighting until the world is theirs.

In the **ROGUE MAGE ROLEPLAYING GAME** you join with rogue mage Thorn St. Croix and the forces of Light to stop the fallen seraphs and their devil-spawn, adventuring in and beyond the world of Faith Hunter's apocalyptic fantasy trilogy: *Blooding*, *Seraphs*, and *Host*.

The **ROGUE MAGE ROLEPLAYING GAME PLAYER'S HANDBOOK** features:

- complete rules for all the mortal races of the *Rogue Mage* novels: kyllen, half-seraph winged warriors; mules, half-human fighting machines; neomages who can work magic with energies left over from the Creation; daywalkers, refugees from the underground hellholes of the fallen seraphs; versatile but magic-less humans; and the seraph-touched, a new race yet to find its place in the post-apocalyptic world.
- dozens of Skills, scores of Drawbacks, over 100 Conjures, and over 200 Talents for heroes to choose from.
- a half-dozen pre-made characters so play can begin immediately.
- a luck point system that encourages players to take chances and keep the action moving, and an allegiance system that turns a hero's choices in the war between Darkness and Light into something more than just words on a character sheet.
- player character gear from swords to shotguns to helicopter gunships, as well as magic weapons, energy-filled spell amulets, and demonic and seraphic artifacts.
- simple combat rules that resolve attacks and damage in a single roll and full-scale battles in only a few short minutes.
- with the addition of a single 20-sided die, some paper & pencils, and a free adventure downloaded from www.roguemage.net or one found in the *Rogue Mage RPG Game Master's Guide*, everything needed to play *Rogue Mage* today.

Grab your dragon-gun, we're goin' hunting!



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