

# Pregenerated Characters for Magonomia<sup>®</sup>

## Early Access v2

These pregenerated characters follow the Version 2 of the *Magonomia* Early Access rules. They are designed to be playable with the introductory adventure *Curse of the One-Eyed Witch* and in Shewstone Publishing organized games.

Magonomia Early Access rules are available to backers of our crowdfunding campaign. We are now accepting late pledges at <https://www.gameontabletop.com/cf297/magonomia-core-rules.html>.

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## Alchemist: the Courtier / Spy

Whether you're gentle or common, your knowledge and skill have earned you a place on the fringes of court. Here you're free to pursue the mystical truths of alchemy—and to put your knowledge to use in court intrigues!

### Aspects

High Concept: *Full-time Courtier, Part-time Spy*

Trouble: *I Need to Make a Living*

*I Love to Outwit my Adversaries*

*Thankless Government Job*

(one Aspect available to be filled in during play)

### Skills

Great (+4) Alchemy

Good (+3) Stealth, Rapport

Fair (+2) Academics, Deception, Investigation

Average (+1) Athletics, Contacts, Fighting, Resources

### Stunts

Master of Disguise (Deception), Wealth on Display (Resources)

### Spells

*General Divination*

Degree 1:

- *Burning Water* p. 201
- *Elixir of Alertness* p. 224
- *Out, Damned Spot!* p. 256
- *Visions of Reverie* p. 285

Degree 2:

- *Dyes of the Sage* p. 221
- *Fog in a Bottle* p. 235
- *Nicholson's Marvelous Foot Balm* p. 252

Degree 3:

- *Aqua Regia* p. 194
- *Sight of the Owl* p. 272

Degree 4:

- *Dust of Slumber* p. 220

### Equipment

Fashionable Clothes, dagger (Weapon: 1), alchemical paraphernalia

## Astrologer: the Thief-Taker

Enchanted England has no police force in the modern sense. There are, however, thief takers: private individuals for hire to recover stolen property and capture the thief.

### Aspects

High Concept: *Astrologer Private Detective*

Trouble: *Self-Taught Magician*

*There's No Such Thing as Luck*

*Reputation for Solving Crimes*

(one Aspect available to be filled in during play)

### Skills

Great (+4) Astrology

Good (+3) Contacts, Investigation

Fair (+2) Athletics, Fighting, Notice

Average (+1) Stealth, Burglary, Empathy, Shooting

### Stunts

Experienced Wrestler (Athletics), To Know a Thief (Burglary)

### Spells

*General Divination*

Degree 1:

- *Finding of the Thief* § p. 232
- *Oracle of the Crossroads* § p. 255
- *Reading of Hex Marks* § p. 262
- *Spotting a Face in the Crowd* § p. 275

Degree 2:

- *Dart of Destiny* § p. 213
- *Search for Lost Property* § p. 267
- *Ward of Misfortune to Thieves* § p. 289

Degree 3:

- *Finding the Wayward Traveler* § § p. 232
- *Valor of Mars* § p. 284

Degree 4:

- *Election of the Auspicious Hour* § p. 222

### Equipment

Brigandine jerkin (Armor: 1), pistol (Weapon: 2), nightstick (Weapon: 1), astrological paraphernalia

## Sorcerer: the Necromancer

Necromancy in Enchanted England isn't animating legions of skeletons and zombies: it's communicating the spirits of the dead, usually to learn their secrets. Necromancy is illegal under the Witchcraft Act so you've learned to restrict your graveyard visits to dark nights.

### Aspects

High Concept: *Folklore Enthusiast with Several Ghost Friends*

Trouble: *Necromancy Is So Misunderstood!*

*I've Heard Many Ghosts' Tales and Some of Them Are True*

*You Only Live Once*

(one Aspect available to be filled in during play)

### Skills

Great (+4) Sorcery

Good (+3) Stealth, Deception

Good (+2) Notice, Lore, Will

Average (+1) Provocation, Fighting, Investigation, Academics

### Stunts

Oral Historian (Lore), Indomitable (Will)

### Spells

*General Divination*

Degree 1:

- *Deciphering the Foreign Text* ☉ p. 214
- *Sign Against Evil* p. 273
- *Sentinel of the Empty Cloak* p. 270
- *Will o' the Wisp* p. 292

Degree 2:

- *Numbering the Secret Council* p. 255
- *Levitation* p. 246
- *Beckoning Call of Morpheus* p. 198

Degree 3:

- *Shield of the Encircling Spirit* p. 272
- *Divination of the Past* ★ ☉ p. 218

Degree 4:

- *Glamour of the Stranger's Guise* p. 239

### Equipment

Dark cloak, rapier (Weapon: 2), sorcery paraphernalia, hooded lantern

## Theurgist: the Demon Hunter

Enchanted England is full of supernatural threats. You've spent many late hours poring over tomes of lore learning the rituals and words of power that can put evil spirits in their place.

### Aspects

High Concept: *Scholar Turned Demon Hunter*

Trouble: *If I Don't Do It, Who Will?*

*Against Evil, We Need All the Allies We Can Get*

*Prefers the Practical Approach*

(one Aspect to be filled in during play)

### Skills

Great (+4) Theurgy

Good (+3) Will, Fighting

Fair (+2) Academics, Lore, Physique

Average (+1) Provocation, Empathy, Notice, Contacts

### Stunts

Polymath (Academics), Press the Advantage (Fighting)

### Spells

*General Divination*

Degree 1:

- *Conjoining of the Talismans* ☉ p. 207
- *Reading of Hex Marks* ☉ p. 262
- *Sense of the Spiritual Vibrations* p. 269
- *Sign Against Evil* p. 273

Degree 2:

- *Balance of Fortune* ★☉ p. 196
- *Amulet Against Witchcraft* ☉ p. 192
- *Calming the Beast* p. 202

Degree 3:

- *Rite of Exorcism* ☉ p. 265
- *Sending the Library Angel* ★p. 269

Degree 4:

- *Passage Through the Lions' Den* p. 257

### Equipment

Brigandine jerkin (Armor: 1), broadsword (Weapon: 1), theurgy paraphernalia

## Witch: the Country Witch

As a country witch, you're part healer, part fortune teller, part defender against dark magic. You're renowned in your village as a wise person, but learned folk have no inkling of the depth of your power.

### Aspects

High Concept: *Inheritor of Ancient Magical Tradition*

Trouble: *Craves Respect*

*One Good Turn Deserves Another*

*From a Village, But Not Naive*

(one Aspect to be filled in during play)

### Skills

Great (+4) Witchcraft

Good (+3) Lore, Empathy

Fair (+2) Fighting, Contacts, Rapport

Average (+1) Athletics, Crafts, Stealth, Notice

### Stunts

Grateful Clients (Contacts), Folk Medicine (Lore)

### Spells

*General Divination*

Degree 1:

- *Cures for Minor Ailments* ☉ p. 210
- *Dowsing* ☉
- *Reading a Stranger's Stars* ☉ p. 262
- *Sign Against Evil* p. 273

Degree 2:

- *Accident Waiting to Happen* p. 187
- *Notes of Harmony* p. 253
- *Ward Against the Known Spirit* ☉ p. 287

Degree 3:

- *Mask of Uther Pendragon* p. 249
- *Whistle up a Wind*

Degree 4:

- *Embodiment of the Winged Familiar* ✨

### Equipment

Quarterstaff (Weapon: 2), witchcraft paraphernalia, raven familiar (see next page)

### Extra: the Witch's Raven

Your familiar spirit has advised generations of witches before you. It says you can become truly great—if you choose to accept the burdens of destiny. It seems more interested in pushing you into challenges than in making sure you succeed. For further details about familiars, please refer to the spell *Embodiment of the Four-Legged Familiar*.

Permissions: *Enchanted of the Winged Familiar* spell

Costs: Spell

Aspects: *Faerie Noble from the Underworld, Raven's Curiosity, {Witch's} Demanding Coach*

Skills:

Good (+3) Notice

Fair (+2) Lore

Average (+1): Athletics

Stress:

1 Physical

3 Mental

Consequences:

1 Mild

1 Moderate

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