

ARCHETYPES OF THE DOMINIONS AND JALIZAR

By UMBERTO PIGNATELLI



BEASTS BARBARIANS

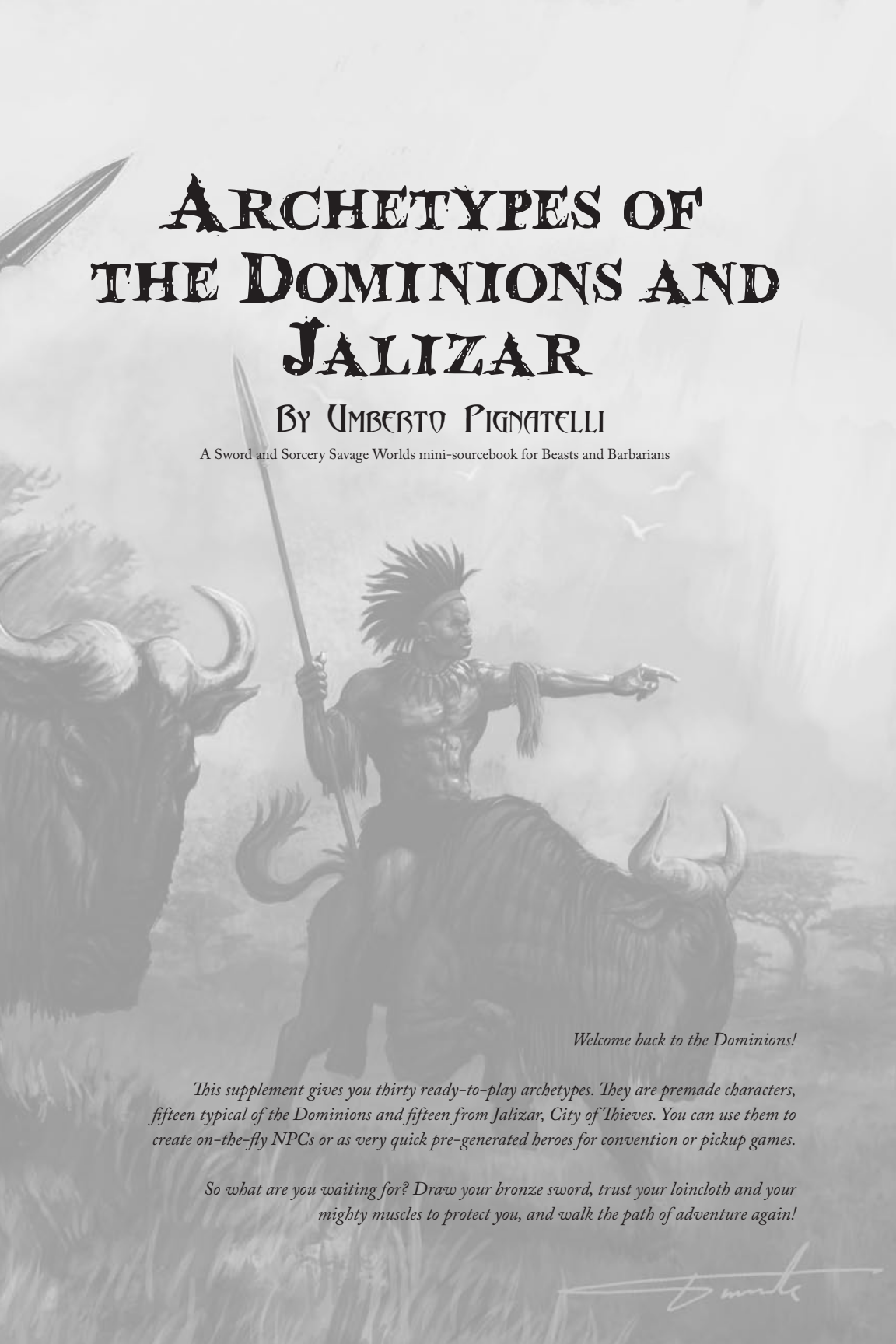


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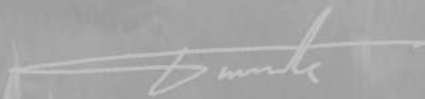
BY UMBERTO PIGNATELLI

A Sword and Sorcery Savage Worlds mini-sourcebook for Beasts and Barbarians

Welcome back to the Dominions!

This supplement gives you thirty ready-to-play archetypes. They are premade characters, fifteen typical of the Dominions and fifteen from Jalizar, City of Thieves. You can use them to create on-the-fly NPCs or as very quick pre-generated heroes for convention or pickup games.

So what are you waiting for? Draw your bronze sword, trust your loincloth and your mighty muscles to protect you, and walk the path of adventure again!



BEASTS BARBARIANS

A Sword and Sorcery Savage Worlds setting

BY UMBERTO PIGNATELLI

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SPECIAL THANKS TO: Marta Castellano (my wife) queen of all the Amazons,
Massimo Campolucci (my uncle), for being the first, real Dhaar, Simone Ronco
and Polliotti Yoshi (my friends) for fighting alone against the Valk demons

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ARCHETYPES

The archetypes presented below are all made with the standard *Beasts & Barbarians* rules: heroes are Seasoned (20 XP) and start with 600 Moons' worth of gear. By default, characters aren't literate (and receive an extra skill point on a Smarts-linked skill). Heroes can belong to any of the main races but a suggestion is given: feel free to ignore it and consider the character of the desired race.

To allow some extra customization, each hero is allotted a number of skills points to spend.

Modularity: To be fair, the *Dominions* Archetypes include only Edges, Hindrances and Gear taken from the core *Savage Worlds* rules and *Beasts & Barbarians Golden Edition*. The *Jalizar* Archetypes may include Edges, Hindrances and Gear also taken from *Jalizar, City of Thieves*.

NOTES AND ABBREVIATIONS

(*) – This item isn't accounted for in the cost of the character's Gear, but should be given for free for background reasons. The GM may decide to remove it from starting character gear.

(**) – *Jalizaran* mantles are personalized; check the Cloak Generator at the end of this booklet.

GE – *Beasts & Barbarians Golden Edition*

JCT – *Jalizar, City of Thieves*

DOMINIONS ARCHETYPES

AMAZON

Background: A proud warrior-woman, trained to fight for herself and her country, and not to depend on any man.

Suggested Race: Imperial (Ascaia Island).

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Boating d4, Fighting d8, Notice d6, Shooting d4, Throwing d4 +8 additional skill points.

Charisma: +2; **Pace:** 6; **Parry:** 6 (7 vs males); **Toughness:** 5

Edges: Attractive, Amazon, Bikini Heroine, One Hand and Half.

Hindrances: Code of Honor (Amazons), two minor.

Gear: Bronze long sword (Str+d8), bikini, bronze daggers x2 (Str+d4, Range: 3/6/12, ROF: 1), 150 Moons' worth of Savings or additional Gear.

BARBARIAN

Background: A savage of the northern lands, who came down to the civilized realms looking for loot, wine and women. Not necessarily in that order.

Suggested Race: Northlander.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d8, Intimidation d6, Notice d4, Survival d8 +6 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Brute, Combat Reflexes, Loin-cloth Hero, Savage.

Hindrances: One major, two minor.

Gear: Bronze battle axe (Str+d8), bronze dagger (Str+d4, Range: 3/6/12, ROF: 1), 175 Moons' worth of Savings or additional Gear.



BUFFALO RIDER

Background: A bold warrior, who has managed to tame and ride a War Buffalo of the Ivory Savannah, the most terrible fighting machine this era knows.

Suggested Race: Ivory Savannah Tribesman.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d4, Riding d10, Survival d4, Throwing d6 +4 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 7/6; **Toughness:** 8(2)

Edges: Beast Bond, Born in the Saddle, Buffalo Rider.

Hindrances: Loyal (toward the Buffalo), One major, one minor.

Gear: Bronze-tipped Buffalo lance (Str+d8, AP 2 when charging, Reach: 2, 2 hands when used while dismounted), bronze dagger (Str+d4, Range: 3/6/12, ROF: 1), javelins x2 (Str+d6, Range:

4/8/16, ROF: 1), tribal shield (+1 Parry, +2 Toughness vs ranged Weapons, see GE page 99), buffalo-hide light armor(+1), War Buffalo (Henchman, see GE page 155), 75 Moons' worth of Savings or additional Gear.

CAIRN WARRIOR

Background: A Cairnlander warrior and marauder, a dweller in tombs, he always has the Ancestors on his side. This individual is one of those spooky fellows with Ancestors' blood in the veins.

Suggested Race: Cairnlander.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Lockpicking d4, Repair d6, Stealth d4, Throwing d6, +6 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6/7; **Toughness:** 9(2) (11 vs ranged attacks)

Edges: Armor Use, Brawny, Danger Sense, Ghoulblood.



Hindrances: One major, two minor.

Gear: Bronze spiked war club (Str+d8), bone medium reinforced corselet (+2, see GE page 98), medium wooden shield (+1 Parry, +2 Toughness vs ranged weapons)*, Ancestor's amulet.

DAMSEL

Background: A pretty, non-combatant woman of the Dominions. She can be a princess, a tavern wench or whoever you want. She is gorgeous... and she knows it!

Suggested Race: Any.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Healing d4, Notice d6, Persuasion d10, Throwing d4, +6 additional skill points.

Charisma: +6; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Alertness, Luck, Temptress (8 Power Points), Very Attractive.

Hindrances: Damsel in Distress (major), two minor.

Gear: Chackram bracer (Str+d4, Range: 4/8/16, see GE page 95), jeweled bikini, 400 Moons' worth of Savings or additional Gear.

GLADIATOR

Background: A survivor of the arena, cheered by the crowds and loved by women, with many more scars than he would like to have.

Suggested Race: Ivory Savannah Tribes, Northlander.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Taunt d6, Throwing d6 +7 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6/7; **Toughness:** 6(8 vs ranged weapons)

Edges: Brawny, Former Gladiator, Loin-cloth Hero, Nerves of Steel.

Hindrances: One major, two minor.

Gear: Bronze long sword (Str+d8), bronze-riveted medium shield (+1 Parry, +2 Toughness vs ranged attacks), gladiator pot helm (+3, only head), 25 Moons' worth of Savings or additional Gear.

HUNTER

Background: A dweller on the dangerous savannah, expert in finding tracks and hunting.

Suggested Race: Ivory Savannah Tribesman

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Healing d6, Notice d6, Survival d8, Throwing d8, Tracking d8 +1 additional skill points.

Charisma: 0; **Pace:** 6;

Parry: 7/6; **Toughness:** 5 (7 vs ranged weapons)



Edges: Extraction, Savage, Strong Arm, Woodsman.

Hindrances: One major, two minor.

Gear: Spear (Str+d6, reach 1, 2 hands: +1 Parry), stone dagger (Str+d4, Range: 3/6/12), tribal shield (+1 Parry, +2 Toughness vs ranged weapons, see GE page 92), javelins with atl-atl x3 (Str+d8).

LOTUSMASTER

Background: An alchemist and practitioner of the secrets of the Lotus.

Suggested Race: Imperial (Gis). Literate.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Healing d4, Knowledge (Arcana) d8, Lotusmastery d8, Notice d6, Throwing d6, +2 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Arcane Background (Lotusmastery), Extra Power Points, New Power x2, Lotus Reserve.

Hindrances: One major, two minor.

Powers [15 PP]: *Barrier* (Red Lotus of the Phoenix Fire), *boost/lower trait* (Opalescent Lotus of the Secret Blessing), *fear* (Yellow Lotus of Nightmarish Visions), *healing* (White Lotus of Pain Soothing), *smite* (Green Lotus of Flesh Melting).

Gear: Bronze dagger (Str+d4), leather light armor concealed under robes (+1), Lotusmaster's bag, healing kit, five doses of Refined Lotus, 225 Moons' worth of Savings or additional Gear.

MONK

Background: A student of the Enlightenment. He came to the western Dominions to progress his advancement toward the next level of the existence.

Suggested Race: Lhobanite. Literate.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Enlightenment d8, Fighting d8, Knowledge (Religion) d6, Healing d6, Notice d6, Persuasion d4, Stealth d4, +1 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Arcane Background (Enlightenment), Counterattack, Martial Artist, Monk (Militant), New Power.

Powers [15 PP]: *Boost/lower trait* (memories of a thousand incarnations), *deflection* (evasions of the wise master).

Hindrances: One major, two minor.

Gear: Iron prayer beads (count as Iron Fists: +1 damage to unarmed damage, see GE pages 95-96), monk vests, 375 Moons' worth of Savings or additional Gear.



NOMAD

Background: A rider and a raider, living in the saddle.

Suggested Race: Valk.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Riding d8, Shooting d8, Survival d6 +5 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7(1)

Edges: Born in the Saddle, Marksman, Steady Hands, Trained Thrower (Valk Composite Bow).

Hindrances: One major, two minor.

Gear: Bronze short sword (Str+d6), Valk composite bow (Damage: 2d6+1, Range: 15/30/60, ROF: 1, AP 1), dagger (Str+d4, Range: 3/6/12, ROF: 1), boiled leather light armor (+1), small shield (+1 Parry), steppe pony*, 150 Moons' worth of Savings or additional Gear.

POISONER

Background: A killer, and one of the most subtle ones. He can stab his victims with a poisoned dagger, if he needs to, but he prefers a subtle approach, such as a deadly concoction in a cup of wine, which kills the victim days after he has disappeared.

Suggested Race: Tricornian.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d6, Shooting d6, Stealth d8, Streetwise d8 +3 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6(1)

Edges: Alertness, Connections (criminals), Danger Sense, Lowlife, Poisoner (6 Power Points).

Hindrances: One major, two minor.

Gear: Bronze short sword (Str+d6), bronze dagger (Str+d4, range: 3/6/12),



blowgun (Damage: special, range: 5/10/20, see GE page 94), leather light corselet (+1, torso only), poisoner's ring (see GE page 99), Lotusmaster's bag.

PRIEST PRINCE

Background: A Priest Prince of Tricarnia, dispossessed of his title, who wanders in exile with the remnants of his family's power.

Suggested Race: Tricarnian. Literate.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d8, Intimidation d4, Knowledge (Arcana) d8, Knowledge (Religion) d8, Persuasion d4, Sorcery d8 +1 additional skill points.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6(1)

Edges: Arcane Background (Sorcery), Fallen Noble (relic), Power Points, Priest, Scholar (Religion and Arcana).

Hindrances: One major, two minor.

Powers [15 PP]: *boost trait* (evil spirit inhabiting the magic sword grants supernatural strength), *fear* (magical sword howls), *smite* (magical sword runes crackles with unholy energy).

Gear: Magical Keronian Great Sword (Str+d10, 2 hands, ignore minimum Strength restrictions for the rightful owner actually does d10+d4 damage, weight negligible for rightful owner), Tricarnian light armor (+1), 550 Moons' worth of Savings or additional Gear.

SAGE

Background: A learned man from the Great Library of Syranthia or another similar place of learning.

Suggested Race: Imperial (Syranthia). Literate.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Investigation d8, Knowledge (History) d8, Knowledge (Legends and Lore) d8, Notice d8, Persuasion d4 +1 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Alertness, Helper, Linguist, Scholar, Sage.

Hindrances: One major, two minor.

Gear: Staff (Str+d4, +1 Parry, Reach 1, 2 hands), dagger (Str+d4, Range: 3/6/12, ROF: 1), robes, writing implements, one Novice Rank Lotus concoction, 365 Moons' worth of Savings or additional Gear.

SCOUNDREL

Background: Call him adventurer, call him rogue or give him his proper name: thief. Wherever there is a place to be plundered, or guards to be fooled, he's your man!

Suggested Race: Zandor.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Lockpicking d8, Notice d6, Shooting d6, Stealth d8, Streetwise d8, +2 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6(1)

Edges: Acrobat, Lowlife, Thief, Treasure Hunter.

Hindrances: One major, two minor.

Gear: Bronze short sword (Str+d6), bronze dagger (Str+d4, Range: 3/6/12), hunting sling (Str+d4, Range: 4/8/16), leather light armor (+1), lockpicks, silk rope, 115 Moons' worth of Savings or additional Gear.

SORCERER

Background: A mysterious dabbler in forbidden dark arts and a man steeped in forgotten lore.

Suggested Race: Tricarnian (Caldeia), Literate.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Arcana) d8, Persuasion d6, Stealth d6, Sorcery d8, +3 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Arcane Background (Sorcery), Brave, Impressive Aura, New Power, Power Points, Soul Drain.

Powers [15 PP]: *Bolt* (Caldeian dagger attacks the enemy and returns to his hand), *detect/conceal arcana* (speaking with the spirits), *deflection* (I am not there!), *summon ally* (Twisted Servant, Spirit of the Betrayer).

Hindrances: One major, two minor.

Gear: Caldeian dagger (Str+d4, +1 Parry, AP 1 for sorcerers or evil priests, see GE page 94), 150 Moons' worth of Savings or additional Gear.



JALIZAR ARCHETYPES

ASSASSIN

Background: A feared member of the Assassins' Guild of Jalizar. This deadly individual works under the strict orders of the Guild Elders, but he won't refuse a personal contract, if the pay is good.

Suggested Race: Zandorian.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d4, Fighting d10, Notice d8, Persuasion d4, Stealth d10, Streetwise d4, Throwing d4 +1 additional skill point.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Assassin, Nimble Strike (character's personal dagger), Night Eyes, Trademark weapon (character's personal dagger), Quick.

Hindrances: One major, two minor.

Gear: Iron dagger (Agi+d4), light leather armor (+1), assassin's scabbard (see JCT page 91), thief's black long cape (see JCT page 90), 50 Moons' worth of Savings or additional Gear.

BEGGAR

Background: A poor, ragged, mutilated man or woman, a beggar can go unnoticed anywhere there are other people. He uses wits and smarts to survive where others use sword and dagger.

Suggested Race: Any.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d8, Persuasion d8, Stealth d6, Streetwise d8, Taunt d6, Throwing d6 +1 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6/5; **Toughness:** 5

Edges: Beggar's Gift, Connections (Jalizar), Common Bond, Luck, Level Headed.

Hindrances: Any two Mutilations (see JCT page 68), Poor.

Gear: Crooked staff (Str+d4, +1 Parry, 2 hands), rusty bronze dagger (Str+d4, Range: 3/6/12), tattered rags, cup for offerings, Beggar's Trick x4 (see JCT page 91), cloak**, 150 Moons' worth of Savings or additional Gear.



CAT BURGLAR

Background: Some people fear heights and the risk of falling from them. The Cat Burglar lives for the heights and the sensation of freedom that the Road Above, as Jalizar's roofs are called. And for the rich mansions he can reach and plunder, of course.

Suggested Race: Zandorian.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d8, Fighting d6, Lock-picking d8, Notice d6, Stealth d8, Throwing d6, +1 additional skill points.

Charisma: 0; **Pace:** 8; **Parry:** 6; **Toughness:** 5

Edges: Acrobat, Cat Burglar, Luck, Quick, Thief.

Hindrances: One major, two minor.

Gear: Iron Tiger Claws (Str+d4, +2 Climbing rolls), bronze Manticore's Sting x3 (Str+d4, Range: 4/8/16, see JCT page 87), lockpicks, silk rope and hook, pulley, cloak**.

COPPER HELM

Background: As a member of the City Watch, your duties are to patrol the streets, investigate crimes and enforce the law. A few honest Copper Helms exist in the guard, but many of them are corrupt.

Suggested Race: Zandorian.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Streetwise d6, Tracking d6, +3 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 7/6; **Toughness:** 8(2)

Edges: Alertness, Combat Reflexes, Nerves of Steel, Sweep.

Hindrances: One major, two minor.

Gear: Bronze tipped mace (Str+d6, AP 1 vs rigid armors), bronze dagger (Str+d4, Range: 3/6/12), Copper Helm medium bronze armor (+2), bronze crested helm (+3, head only), medium wooden shield (+1 Parry, +2 Toughness vs ranged attacks), 50 Moons' worth of Savings or additional Gear.



FALCONER

Background: A Falconer is a man who has dedicated his life to training and nurturing birds of prey, a tradition well-known in the Dominions. Thanks the skills of his master, the bird companion of a Falconer is a force to be reckoned with.

Suggested Race: Zandorian.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Intimidation d6, Shooting d6, Survival d6, Taunt d6, Tracking d6, + 3 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6(1)

Edges: Beast Bond, Beast Master, Falconer, Harass, Luck.

Hindrances: One major, two minor.

Gear: Bronze short sword (Str+d6), hunting sling (Str+d4, range: 4/8/16), light leather armor (+1), Fighting Bird companion* (Henchman, see GE page 100), fighting bird talons (+1 damage to Fighting Bird), fighting bird barding (+1 Armor to Fighting Bird, see GE page 100), cloak**.

STUDENT OF INCENSES

Background: This Lotusmaster is particularly well-versed in a Lotus art typical of Jalizar: the mastery of incenses, fumes and vapors, which make him a dangerous opponent.

Suggested Race: Lhobanite. Literate.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Knowledge (Arcana) d6, Lotusmastery d8, Shooting d6, Stealth d6, Streetwise d4 +2 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 7/6; **Toughness:** 6(1)

Edges: Arcane Background (Lotusmastery), Level Headed, New Power x2, Power Points.

Hindrances: One major, two minor.

Powers [15 PP]: *Blind* (Gray Smoke of Pale Shadows), *boost/lower trait* (impurities – Cheap Khav drugs), *burst* (Orange Smoke of Dragon Rage), *healing* (Green Lotus of Regrowing), *puppet* (Black Lotus of Enslavement).

Gear: Bronze long sword (Str+d8), small shield (+1 Parry), leather light armor (+1), Lotusmaster's bag, long cape**.

JAN TONG

Background: A member of a powerful Jademen criminal syndicate, a Jan Tong is more than a simple thug, he is skilled in the fighting techniques of the Far East.

Suggested Race: Lhobanite.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8



Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d6, Streetwise d6 + 5 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6(1)

Edges: Block, Combat Reflexes, Jan Tong Tattoo (Fighting – Monk Weapons only), Loincloth Hero.

Hindrances: One major, two minor.

Gear: Bronze tipped Jan Tong (Str+d6, Monk Weapon, +1 to Tricks, Reach 1, 2 hands: +1 Parry), silk pants, 450 Moons' worth of Savings or additional Gear.

JUGGLER

Background: A tumbler, expert in throwing things, this woman can keep up to seven colored balls in the air at once, but in the dark alleys it is her skill at throwing knives which keeps her alive.

Suggested Race: Any.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d4, Fighting d6, Persuasion d6, Repair d6, Streetwise d4, Throwing d10 + 5 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Edges: Acrobat, Improved Extraction, Fast Draw, Rain of Steel.

Hindrances: One major, two minor.

Gear: Bronze dagger (Str+d4, Range: 3/6/12), Manticore's Stings x9 (Str+d4, Range: 4/8/16, see JCT page 87), throwing dagger (Str+d4, Range: 3/6/12, +1 Throwing rolls, -2 Fighting rolls), short cape**, silk rope.

POET SWORDSMAN

Background: Jalizar is also called the City of Poets, because men of letters have always loved her. Not all poets are wusses, some of them have swords which cut as deep as their verses.

Suggested Race: Imperial. Literate.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Knowledge (Legends and Lore) d8, Intimidation d6, Notice d6, Taunt d6, +3 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 8/6; **Toughness:** 5

Edges: Cloak Hero, First Strike, Iron Will, Level Headed, Poet.

Hindrances: One major, two minor.

Gear: Iron Manticore sword (Str+d4, +1 Parry, d8 damage on raise, see JCT page 86), cloak (+1 Parry), quill, paper and some of his old poems.



RED SHOULDER

Background: A professional duelist and litigator for hire. The name derives from the customary red cloaks people like him wear (red garments hide blood stains).

Suggested Race: Zandorian.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d10, Intimidation d6, Notice d4, Stealth d4, Taunt d6, Throwing d4, +4 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 8(7); **Toughness:** 6(1)

Edges: Ambidextrous, Beat Back, Counterattack, Cloak Hero, Two Fisted.

Hindrances: One major, two minor.

Gear: Bronze long sword (Str+d8), red weighted cloak (Str+d4, Reach 1, +1 Parry due to Cloak Hero, see JCT page 72), bronze dagger (Str+d4, Range: 3/6/12), light leather armor (+1), 150 Moons' worth of Savings or additional Gear.

SHADOW MONK

Background: This Enlightened One is playing a dangerous game: he is keeping his identity secret to track down the evils lurking in the City of Thieves unnoticed, and defeat them!

Suggested Race: Lhobanite. Literate.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Enlightenment d8, Fighting d8, Notice d6, Persuasion d6, Stealth d6 +3 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6(1)

Edges: Arcane Background (Enlightenment), Master of Disguise, Monk (militant), New Power, Shadow Monk.

Hindrances: One major, two minor.

Powers [15 PP]: *Deflection* (inconspicuous dodge), *smite* (vessel – rope of the eternal snake).

Gear: Knotted Rope disguised as rough belt (Str+d4, Monk Weapon, reach 5, ignores Shield Parry and Cover bonus, see JCT page 86), silken studded vest (+1), silken light cap (+1, head only), short cape**, 50 Moons' worth of Savings or additional Gear.

SEWER SORCERER

Background: You have made a pact with the dark entities lurking in the innards of the City of Thieves, and they have gifted you with tremendous powers: but remember, they have a price!

Suggested Race: Imperial. Literate.

Note: The character has already accepted the Sewers Pact (see JCT page 78).

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Knowledge (Arcana) d6, Notice d6, Sorcery d8, Survival d6 +4 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6(1)

Edges: Arcane Background (Sorcery), Connections (Sewer Fiend), New Power, Power Points, Sewer Sorcerer.

Hindrances: One major, two minor.

Powers [15 PP]: *Bolt* (minion – familiar bat darts outside the sorcerer's cloak to bite opponents), *darksight* (paint eyelids with Sewer's water), *obscure* (glyph of Sewer's Fog summoning), *summon ally* (small swarm of rats, Will-o-the-Wisp)

Gear: Rusty bronze hatchet (Str+d6), bone sacrificial dagger (Str+d4, range: 3/6/12), light leather armor concealed under a smelly vest (+1), cloak**, 275 Moons' worth in Savings or additional Gear.





SMUGGLER

Background: You are a strong believer in free commerce: you know at least three ways to bring goods in and out of Jalizar, fooling the more zealous Seagulls or bribing the more reasonable ones. You aren't above a little piracy if there is the chance.

Suggested Race: Zandorian.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Boating d8, Fighting d8, Notice d8, Persuasion d6, Shooting d4, Streetwise d8 +1 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6(1)

Edges: Alertness, Connections (Jalizar – Everyone's Friend), Danger Sense, Quartermaster.

Hindrances: One major, two minor.

Gear: Curved bronze short sword (Str+d6), light leather armor (+1), bow (Damage: 2d6, Range: 12/24/48, ROF: 1), Chibbar* (Jalizaran Smuggler Ship, see JCT page 87) cape**, 50 Moons' worth in Savings or additional Gear.

THUG

Background: A life in the streets of the City of Thieves makes similar persons: a bandit, a robber and an highwayman of the worst type.

Suggested Race: Zandorian.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d4, Streetwise d6, Taunt d6 +6 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8(1)

Edges: Combat Reflexes, Harass, Improved Nerves of Steel, Street Rat.

Hindrances: One major, two minor.

Gear: Spiked Club (Str+d4+1), Iron Fists (Str+d4), leather light armor (+1), 475 Moons' worth in Savings or additional Gear.

WHITEMOUSE

Background: You are a free, independent thief in Jalizar, working outside the rules and the control of the Thieves' Guild. You are your own boss, but the Guild is always after you.

Suggested Race: Any.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Lockpicking d6, Notice d6, Persuasion d6, Stealth d8, Streetwise d4, Throwing d4, +2 additional skill points.

Charisma: 0; **Pace:** 6; **Parry:** 8/7; **Toughness:** 6(1)

Edges: Acrobat, Cloak Hero, Nimble Strike (Bone pommeled dagger), Thief, Watch your back!

Hindrances: One major, two minor (one must be Enemy – Thieves' Guild).

Gear: Bone pommeled iron dagger (Str+d4, Range: 3/6/12), Manticore's Stings x3 (Str+d4, Range: 4/8/16, see JCT page 87), black light armor (+1), lockpicks, hooded cloak** (+1 Parry due to Cloak Hero, see JCT page 72), silk rope with grappling hook, pulley, 25 Moons' worth in Savings or additional Gear.

NOTABLE ITEMS

Sword and Sorcery heroes tend to be very iconic in their gear: usually they have a few, very particular items, like a trusty sword and a loincloth, differently from high fantasy where characters usually have backpacks full of all types of wondrous items.

To simulate this trope, players during the character creation can decide to risk some of their initial Savings to see if they have some Notable Items. Usually this gives a minor (but useful) modification or personalization to an item, or even a minor personal advantage. Ideally players should invent something in their background to justify their Notable Item.

They must invest at least 100 Moons, draw a card from the Action Deck and check the table below. Note that not all entries give you something. In certain cases you receive nothing (wasting your money). These are the risks of the game. Players can decide to invest additional money, for each 100 additional Moons invested (taken from Savings) they are allowed to draw an additional card, and can choose the best one.

Optionally the GM can allow a Notable Items draw after character creation, whenever the player obtains a Carousing result on the After the Adventure Table (GE, page 106), in this case the cost is doubled: 200 Moons to draw a card, plus another 200 to draw an additional one.

Stacking: It can happen that a character is dealt a card which he has already obtained the benefit of in a previous adventure. In that case, the stacking entry tells if you have advantages from drawing it a second or subsequent time. If stacking isn't possible, the card is considered a Three to Six (nothing). This is the price of taking a chance on Notable Items.

Deuce – Scar/Tattoo. The character has a scar or a tattoo, deriving from a particular event of his past life. The scar grants him +1 to Intimidation or Charisma (player's choice) permanently, due to the aura of mystery around it. The hero can decide to reveal to the other players how he obtained the scar at any time (count this as a very brief Interlude), gaining the use of an Edge of his choice for the remainder of the scene.

Stacking: not possible. Ignore any other deuce the character is dealt.

Three to Six – Nothing. The hero obtains nothing for the money invested, apart a headache for extra carousing.

Seven – Cultural Item. Even heroes can be homesick, sometimes, and having a trinket from their native land is a comfort. It can be a piece of jewelry, or even a weapon or tool from home (such as a Norheim helm or a Syranthian poetry book). When receiving this card the character can select one of his non-magical items to be a Cultural Item, or he can acquire a new one for

free (maximum value 50 Moons/Rank). Apart from its mundane uses, having the item grants the user a single, one-shot use of an extra Bennie. After using it, the item loses this special property.

Stacking: A new Cultural Item is found.

Eight – In the Boot. The hero has an extra non magical item for free (maximum value: 100 Moons/Rank) which is cleverly concealed somewhere on his body (usually in a boot). Usually these types of items are no bigger than a dagger. Until he declares he is extracting the item, it is totally undetectable, even if the hero is captured and searched. Once it has been revealed, the character can continue to hide the item, but now it can be detected with an opposed roll between the hero's Stealth and the searcher's Notice.

Stacking: The item is undetectable again.

Nine – Mount or Carriage. The character obtains a mount, a barge or carriage (with horses) for free. But as the saying goes "Do not look a gift horse in the mouth". If the card dealt is a Club, the mount or carriage has a problem (a Hindrance for a mount, a structural problem for a carriage, giving -2 to further skill rolls), which is revealed the first time the hero rolls a 1 on the Riding or Boating roll while in the saddle or at the helm of the barge. On the other hand, if the card dealt is a Heart, the mount or vehicle is outstanding: the mount has one Attribute raised by one die step (or +2 Pace), and the vehicle grants +1 to connected skill rolls.

Stacking: Acquires a new beast or carriage.

Ten – Trusty Item. The character can select one of his non-magical items and make it "trusty". This means that the hero and the item survived some great peril together, and now the character feels com-

forted by it. Wielding the item grants +1 to Fear Checks.

Stacking: It is possible to apply the result twice, resulting in a very trusty item, but no more than that. A very trusty weapon can reroll a 1 rolled on a damage die for free (only one die for each damage roll). A very trusty non-weapon item can reroll a 1 rolled on a linked Skill roll (only the skill die, not the Wild Die).

Jack – Self-Made Item. The character selects one non-magical item he owns. He made it himself, so the character has learned how to do that. If he loses it, he can make another one for free with a Common Knowledge roll and 2d6 hours of time (1d6 days for metal items). If the item is made of easily workable material (like wood, bone, skin or similar) no particular tools are required, apart from a knife. If it is made of metal it requires the use of a forge or at least an Armorer Kit. Note that the item works well only for the hero: for any other character is considered an Improvised Weapon (-1 to attack rolls) or a not-so-good tool (-1 to Skill rolls).

Stacking: It is possible to apply the result only twice, in this case the hero can make a perfect item. If the hero scores a raise on the roll to create it, the item is perfectly fitted to his hand, granting +1 to connected Skill rolls.

Queen – Map. The character has a map, leading to a big treasure. Because the GM may not be ready to face this card without preparation, he can always say the map is incomplete (the second part of it can be an interesting reward for a scenario) to gain time to develop a custom scenario. Note that the concept of "map" is quite loose and a map can be cleverly concealed in many places...



King – “I know it a little.”. The character learns the basics of another language. He speaks it with an awful accent (-2 to any social rolls using that language). Alternatively, a non-literate character can learn the basics of reading and writing. With a Smarts roll he can understand written words in the tongues he knows.

Stacking: The hero acquires a full competency in a language or becomes fully literate.

Acc – Familiar with the Land.

Choose a particular country or region. The character spent some time in this place, gaining the relevant Knowledge (Area Knowledge) d6 for free.

Stacking: Raise a Knowledge (Area Knowledge) by one die step or gain a new one.

Joker – Home. The character has a place he calls home, somewhere. It can be a scrap of land he owns, a hunting cabin or whatever other place he sees fit. It can also be far away, even in his home country. Whenever he is dealt an After the Adventure Event he doesn't like, he can choose instead the Taken a Break Event (see GE page 106). He can use this option only once. Note that having a home is an excellent hook for adventures: homes can be razed, contested or even need some work to maintain...

Stacking: Each additional Home result gives the hero the chance to replace any other After the Adventure Event with Taken a Break.

CLOAK GENERATOR

Cloaks, mantles and capes are very important in the City of Thieves. They show the social standing of a person and something of his personality. As described in *Jalizar, City of Thieves*, players are encouraged to describe their cloaks with an adjective or another descriptor. Otherwise they can roll a d20 and check the table below. It can be used in conjunction with the Ally Personalities of SWD or the Citizens of Jalizar Table.

If you want more realism, use d8 for poor characters, d12 for average ones, and roll a d10+10 for rich and noble ones.

D20	CLOAK FEATURE
1	Smells of smoke
2	Tattered
3	Patched
4	Stained
5	Stolen
6	Fur collar (common beast)
7	Foreign Fashion
8	Multicolored (stripes)
9	Multicolored (squares)
10	Lhobanite Wool
11	Notable Brooch
12	Double coat (short cape over long coat)
13	Fur collar (rare beast)
14	Small Bells
15	Silk made
16	Silver Embroidery
17	Perfumed
18	Immaculate
19	Arcane Symbols
20	Perfectly Cut