



Archetypes

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Celebrant Maryan



Agility

d8

Smarts

d6

Spirit

d8

Strength

d6

Vigor

d6

Even before he joined the Holy Church of Unity, Maryan knew the Unified god, Oruneal, was perfect beyond reproach. Maryan lived as a bravo in the melee lists (and briefly as a circus performer). No matter what, he always made time for his prayers each morning and night and only invoked Oruneal or His Supplicants out of respect.

Since taking the red cloth of the Celebrant, Maryan works to bring all people into the folds of the faith, but also to bring people together regardless of religion. He does not prefer violence, despite his reckless youth. Celebrant Maryan knows there are those who corrupt his faith, but he will not be deterred from the virtuous path.

Badge of Errantry: A Unified sunburst pendant, made of colored glass.

Culture (Widelander): The Unified have brought together most of the Widelands' many religious beliefs under a single god. Celebrant Maryan starts with a d6 in Knowledge (Religion) and penalties to spoken languages (a feature which doesn't appear in this introductory material).

Game Statistics

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

Skills: Faith d8, Fighting d6, Knowledge (Music) d8, Knowledge (Religion) d6, Persuasion d6, Taunt d4, Throwing d6

Charisma: 0(+2); **Pace:** 6; **Parry:** 6(1); **Toughness:** 7(2)

Hindrances: Arrogant (Major; *Old Bravo*), Pacifist (Minor; *Found Religion*), Emotional (Minor; *Challenger*)

Edges:

Acrobat (*Circus Kid*)

Arcane Background (*Unified*): Must channel power through badge or -2 to Faith checks

Aspiring Student (*J'Osudeau*): a Widelander fighting school

"Rocking Rhythm," adjacent allies gain +1 to Gang Up bonuses.

Celebrant: +2 Charisma around Unified characters, and can use Persuasion vs. Spirit in Tests of Will

Powers: Boost/Lower Trait (*Hymn of Grace*), Light/Obscure (*Oruneal's Light*, *Osudo's Slumber*), 15 power points

Gear: Lancing Sword (Str+d6, 2/4/8, Parry +1), Skirt of Scales (Torso Armor +2), Lantern, Unified Bell, Waterskin, 15 silver pieces



Dame Elsbeth Kirschholm (Lady Iron)

As a Sentinel, Dame Elsbeth Kirschholm carries the Mandate of Justice, to uphold the Elder King's law and to help those in need. Known among errants as Lady Iron, Dame Elsbeth has done deeds of valor all across the Elder Kingdom for nearly 30 years. Lady Iron took the Sentinel's oath after 16 summers and didn't look back.

Despite her age, Lady Iron is a physical powerhouse. Her Sentinel training may be strict, but it imbues her with authority and deadly skills. Outlaw, pagan, or ally, it makes no difference: Lady Iron will castigate anyone who disregards the Elder King's laws.

Badge of Errantry: The Sentinel's heraldry, a gold lion on black and white field, upon a white tabard.

Culture (Riverfolk): Dame Elsbeth grew up in the city of Span, known for its fighting arenas and many trade guilds. She begins with a d6 in Persuasion, the Brawny Edge, and the Zealot Hindrance.



Agility

d8

Smarts

d6

Spirit

d6

Strength

d8

Vigor

d6

Game Statistics

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

Skills: Fighting d10, Intimidation d6, Investigation d4, Knowledge (Battle) d6, Knowledge (Law) d6, Notice d6, Shooting d6

Charisma: 0(+2); **Pace:** 6; **Parry:** 8(2); **Toughness:** 10(4)

Hindrances: Heroic (Major), Vow (Major; *Mandate of Justice*), Zealot (*Way of the Elder King*)

Edges:

Brawny (*No spring chicken, but...*)

Sentinel: +2 Charisma with any law abiding citizen.

Worthy Student (*Tortoise School*): a sturdy fighting school

"Patient Progress," extend +2 Parry bonus from the Defend action to 1 adjacent ally

"Stalwart Sentry," gains +1 to Soak rolls, ignore 1 point of Wound penalties

Gear: Falchion (Str+d6+2), Dagger (St+d4, 3/6/12), Buckler (Parry +1), Kettle Helm (Parry +1), Plate Corselet (Armor +4), Manacles, Whetstone, Ancestor Beads, 60 silver pieces

Many Quills

Rare's the pagan that'll turn his back on his wildland kin, but such a man is Many Quills. P'rhaps he can't get clear of his own elven ties, but at least he can use 'em against the sort that want to make elves lord over everyone.

In his pagan days, Many Quills learned all the skills of life in the 'Wood. Point o' fact, he grew so close to the forest that he can't stand to be away from it for long! He's come to love the Elder Kingdom's way o' life, though none too many kingfolk are at ease 'round his mangy self.

Badge of Errantry: Two elven totems, each carved of strange, dark wood.

Culture (Elfmarked): An elf lurks in Many Quills' family tree. It's given him the sharp feathers of a quillcrow in place of hair. He suffers a -2 penalty to Charisma, but he gains +4 to Vigor checks to endure harsh environments, and gains 5 extra power points for Arcane Background (Elven Pact).

Agility

d8

Smarts

d4

Spirit

d8

Strength

d6

Vigor

d4

Game Statistics

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

Skills: Fighting d6, Knowledge (Elves) d6, Notice d6, Stealth d8, Survival d6, Throwing d10

Charisma: -4; **Pace:** 6; **Parry:** 6(1); **Toughness:** 5(1)

Hindrances: Bumpkin (-2 Charisma), Forest Bond (Major; must spend 1 of every 24 hours perched in a tree; failure causes fatigue), Illiterate

Edges:

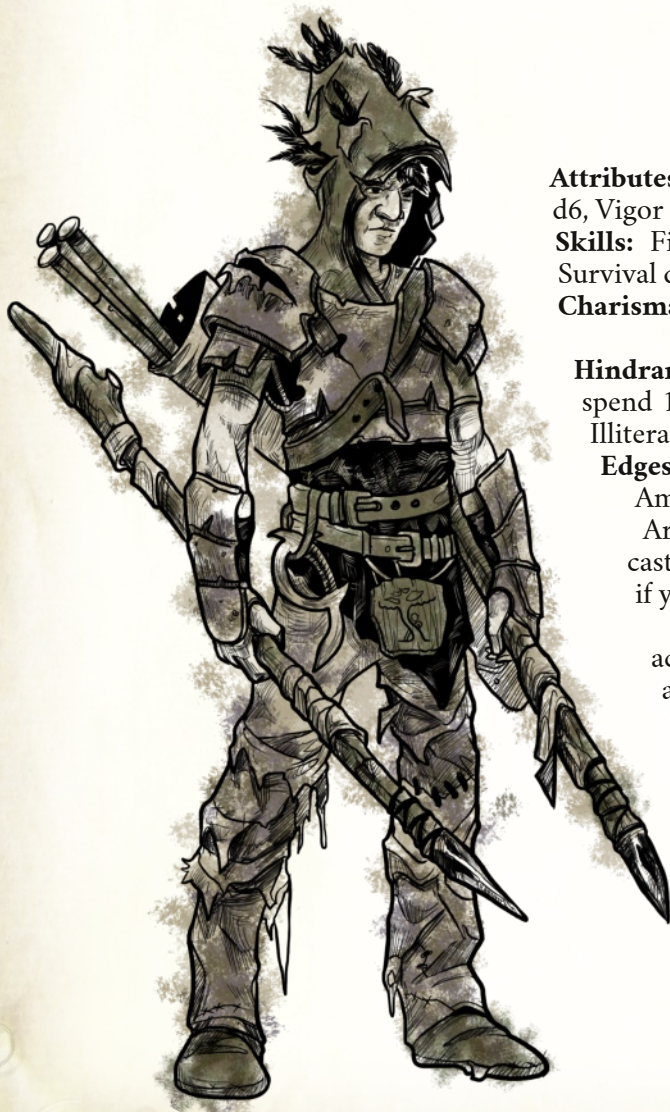
Ambidextrous, Two-Handed (*Clever Hands*)

Arcane Background (*Elven Pact*): Suffer -2 to Spirit checks to cast unless using a totem. Charge powers at night, suffer fatigue if you fail a Spirit check.

Leaf Step: Gain Wall Walker for 1 round when using the Run action. If in combat, can also make an Agility Trick as a free action.

Powers: Beast Friend (*Elf: Shadow Anchor*), Bolt (*Quillpate*), Deflection (*Elf: Just-Out-Of-Sight*), 15 power points

Gear: Antler Knife x2 (St+d6, 3/6/12, +1 Parry if dual-wielded), Spear x2 (St+d6, 3/6/12, Min. St. d6, Parry +1), Hide Armor (+1), Flask, Flint and Steel, Rope (10 ft.), 5 silver pieces



Owl Guntram



Agility

d8

Smarts

d6

Spirit

d6

Strength

d6

Vigor

d4

Owl's been a hunter his whole life, owing to his ancestor's careful watch. Nothing pleases the ancestors like the little gestures, so Owl has quite a slew of things--no salt after lunch, crossing his heart whenever elves are mentioned--to ensure his ancestor's favor.

Once, on a dare, Owl shot an apple off a boy's head at a hundred paces. He can also lay cunning traps and makes a fine tracker. He can even staunch a wound in a pinch. All this takes time and care, so nothing ruffles Owl's feathers like a surprise attack.

Badge of Errantry: A cord necklace with six owl talons clasped together.

Culture (Woodfolk): Like any good man or woman of the Wood, Owl keeps his ears open and his ancestors close. He gains a +2 bonus to Notice rolls involving hearing, and begins play with 1 additional Benny.

Game Statistics

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

Skills: Climbing d4+2, Fighting d6, Healing d6, Notice d6(+2 Hearing), Shooting d10, Stealth d6+2, Survival d8+2, Tracking d8+2

Pace: 6; **Parry:** 4; **Toughness:** 5(1)

Hindrances: Big Mouth, Caution (*Trapping Takes Time*), Quirk (*Superstitious*)

Edges:

Blackwood Bowman: Half any range penalty using Aim. May make two Shooting attacks at a -2 penalty, or three Shooting attacks at a -4 penalty, although this is still considered a single action (roll a single Wild Die with his Shooting dice). These attacks cannot be combined with Aim.

Trapper: On a successful Survival check (and with enough time), mimic blast, blind, entangle, havoc, or stun within a Small Burst Template. On a raise, victims suffer a -2 penalty to spot or avoid the trap.

Woodsman (*An Old Natural*)

Gear: Bow (2d6, 12/24/48, Min. St. d6), Quiver, Hatchet (St+d6 3/6/12), Dagger (St+d4, 2/4/8), Leather Armor (+1), Climbing Gear (Climbing +2 when worn), Waterskin, Flint and Steel, Torch x4, Rope (20 ft.), Ancestor Beads, 9 silver pieces



Sister Garnidt

Classicist of Tales

Some errants prefer to strike out into the Blackwood with sword and armor but not Sister Garnidt. Armed only with a lap fiddle and a voice that rings like a bell on the wind, she trusts in her ancestors and the Five Classics of Lore and Reason to keep her safe.

Aside from a good library, there's no place Sister Garnidt likes more than a tavern willing to hear a few tunes. She'll strike up a conversation with anyone if there's a story to be gained. In fact, it's gotten her into trouble more than once.

Badge of Errantry: A strand of wooden ancestor beads, with three beads carved of leafstone.

Culture (Elderfolk): For all her exuberance, life in the mountains has made Sister Garnidt methodical and reverent, and her ancestors have taken note. She has a Pace of 5, but she gains +5 power points for Arcane Background (Classics) and the Connections (Ancestors) Edge.



Agility

d6

Smarts

d8

Spirit

d8

Strength

d4

Vigor

d6

Game Statistics

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

Skills: Fighting d4, Gambling d6, Knowledge (Classics) d8+2, Knowledge (Lore) d8+2, Persuasion d6, Streetwise d6, Taunt d8

Pace: 5; **Parry:** 4; **Toughness:** 5

Hindrances: Curious (Major; *Anything For a Good Story*)

Edges:

Arcane Background (*Classics*): Roll a natural 1 on a Knowledge (Classics) trait die (regardless of Wild Die) and you are Shaken.

Connections (*Ancestors*): Sister Garnidt's ancestors will grant her an audience when her need is great.

Scholar: Gain +2 on Knowledge (Classics) and Knowledge (Lore) checks.

Powers: Bolt (*Music: Cutting Chord*), Confusion (*Music: The Branches That Blow*), Dispel (*Ancestor: Wise Old Bertha's Bead*), Summon Ally (*Ancestor: Bead of Blue Fate*), 20 power points

Gear: Lap Fiddle, Dagger (St+d4, 2/4/8), Classicist Manuscript, Quill and Ink, Lantern, Ancestor Beads, 20 silver pieces



Verena (Red Bear)



Agility

d8

Smarts

d8

Spirit

d4

Strength

d6

Vigor

d4

Verena's mother and father died when she was young, and with no other family she went to the streets. She came to share an attic in a derelict building with a family of red bears for many years. Those mischievous mongrels taught Verena how to steal, fight, and move through the city. In fact, there's almost always one nearby, ready to cause trouble.

Verena isn't a bad person, but she's got no qualms using her skills for personal gain. Under the guise of the masked figure Red Bear, she has lifted herself out of poverty and back into her old family home in Three Rivers. A town guard in Three Rivers nearly discovered her secret alias, so Verena intends to throw off the law by spreading news of Red Bear's thieving abroad.

Badge of Errantry: A mask of red silk, embroidered with a red bear's muzzle.

Culture (Riverfolk): Everyone takes to the city in their own ways. Red Bear learned to beg coins from strangers, to run across the rooftops, and to never turn down profit. Her Persuasion Skill begins at d6, and she gains the Acrobat Edge and Greedy Hindrance.

Game Statistics

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

Skills: Climbing d8+2, Fighting d6, Lockpicking d8+2, Persuasion d6, Repair d4, Stealth d8+2, Streetwise d6, Taunt d6

Pace: 7(d8); **Parry:** 6(1); **Toughness:** 5(1)

Hindrances: Overconfident (Major), Greedy, Quirk (*Unruly Pet*)

Edges:

Acrobat (*Red Bear's Run*)

Aspiring Student (*Red Bear School*): an agile fighting school

"Way of the Twisted Branch," gain +1 bonus to Agility tricks, +1

Pace, d8 running die.

Leaf Step: Gain Wall Walker for 1 round when using the Run action. If in combat, can also make an Agility Trick as a free action

Luck ("*Someone's Watching Over Me!*")

Thief (*Fleece-and-Burgle*)

Gear: Dagger (St+d6, 2/4/8), Hammer (St+d8), Dart x10 (St+d4, 2/4/8, RoF 3), Quilted Silk (Armor +1, Parry +1), Clockpick Set, Grappling Hook, Silk Rope (30 ft.), 42 silver pieces

