Contractor

Thundering Skies



Foreword

The Suzerain universe is full of heroic deeds. Nowhere is this truer that in the realm of Shaintar, the physical embodiment of epic high fantasy. Every day, someone is saving the day. Every night, someone is holding back the forces of Darkness. With the coming of the Tempest, true heroes are needed more than ever.

We encourage you to pick up your copy of the *Legends Arise* core book and to create heroes for yourself, but sometimes you just need a hero *right now*. That's what this pack of pre-generated characters is about. Six heroes, each quite different, but each ready to play. Pick a power level for your game, take the sheet for that power level, and you're ready to join the adventure.

For GMs, this pack is equally useful. If you're running a one-off session at your local store, at a convention, or in your home then you can get right into the action with your players. Print off these sheets and you're set. No stress. No fuss.

There's more, though. Even if your home group is making characters using the *Legends Arise* core book (because they're good players and listened to the advice above), then you can use these hand-crafted characters as NPCs in your campaign. They come with a backstory, there's an awesome illustration to share when they first appear on the scene, and there are two sets of stats depending on whether you expect them to be rookies in the field or veteran mentors to your own group of heroes.

However you use them, have fun with Elsiris, Rourk, Tas'Ali, T'chara, Tiv and Uroth. May they fill your universe with heroic deeds!

-MMK

Publisher, Savage Mojo

version 180110

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Elsiris Sophisto, Archmage

To others, the Tempest might just be a mystery, or a new threat, but few understand the true nature of this "new power." Elsiris does. She too heard the siren song of Tempest, the promises of power, knowledge, and domination. All she had to do was submit.

Elsiris resisted. Others, however, did not. She does not speak of the "turned", or the battle which tore her Academy apart, turning Master against student, mage against mage. She still bears the scars, physical, and others.

Where others fight to protect the people of Shaintar, or for their own more personal reasons, Elsiris seeks but one goal, the utter destruction of Tempest... everywhere.

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ELL'ANNIA	ale	FERINDS WRITE		The second
Name : Elsiris So	ophisto.	Archmage	Gender: Female	0
1010-0				
Race: Human		Age: <u>31</u> Player:		
Agility: d6		gth: d6 Parry:	<u>6 (1)</u>	
Smarts: d12) V	gor: d6 Toughness:	7 (2)	
Spirit : d6	F	ace: 6 Charisma:	-	
A				E States
Boating		Wounds 🐎 inc! <		
Boating (Agi) Climbing		-I to trait checks for each wound & fatigue level, -I p		
Fighting	d6	Hindrances Heroic (M), Loyal (m), Enemy (m): Tempest	XP	
Gambling	db		0	Edges
(Agi) Healing (Sma)		Selection and and a	Novice	Defense from the Beyond
(Sma) Intmidation		Armor V	/alue Coverage	Sorcerer
(Spi) Investigation			-2 -2	
(Sma) Knowledge	d8	None Shield	/alue	10
(Sma) Know (Cosmology)	See Below		+0	15
Know (Magic)	d6		Damage Notes	
Constanting in	d8		Str+d6 Reach 1; Parry +1	<u> </u>
		None	Tex 17 Addition of the	<u></u>
Lockpicking		None		40
(Agi) Notice		None	and the second s	45
(Sma) Persuasion	d6	the said of the		_V50
(Spi)		Possessions		
Piloting (Agi)				60
Repair (Sma)		The Market Providence of		70
				H 75
Riding (Agi)				80
Shooting				A CARLEN AND A CAR
(Agi) Shooting (Agi) Stealth (Agi)				85
(Agi) Shooting (Agi) Stealth (Agi) Streetwise		Racial Abilities		<u>85</u> 90
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survival (Sma)		Racial Abilities		85
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survval (Sma) Swimming		Racial Abilities		<u>85</u> 90 95
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma)		Racial Abilities		85 90 95 <u>1 100</u> 110 120
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Taunt (Sma) Throwing (Agi)		Racial Abilities		85 90 95 L 100 II0 I20 I30
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Swirvival (Sma) Swimming (Agi) Taunt (Agi) Taunt (Agi) Taunt		Racial Abilities		85 90 95 100 110 120 130 140
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking				85 90 95 L 100 II0 I20 I30
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Socery		Racial Abilities	nalty Total Weight : 20.0	85 90 95 L100 110 120 130 140 150
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Sorgery Sma Agi		Ess 10 Encumbrance Per ESS Range Duration	Effect	85 90 95 L100 110 120 130 140 150 160
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Taunt (Sma) Swimming (Agi) Tracking (Sma) Soreey Sma Agi Power bolt N	lovice	Ess 10 Encumbrance Pe ESS Range Duration 1 12/24/48 Instant	Effect May cast up to 3 (2d6) bolts by spendir	85 90 95 100 120 130 140 150 160
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Sorgery Sma Agi Power bolt N deflection N		Ess 10 Encumbrance Pe ESS Range Duration 1 12/24/48 Instant 2 Touch 3 (1/round)	Effect May cast up to 3 (2d6) bolts by spendir Success=2 Deflect, Raise=4 Deflect	85 90 95 100 110 120 130 140 150 160
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Soreery Sma Agi Power bolt N deflection N	lovice	Ess 10 Encumbrance Pe ESS Range Duration 1 12/24/48 Instant	Effect May cast up to 3 (2d6) bolts by spendir	85 90 95 100 110 120 130 140 150 160
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Sorgery Sma Agi Power bolt N deflection N	lovice	Ess 10 Encumbrance Pe ESS Range Duration 1 12/24/48 Instant 2 Touch 3 (1/round)	Effect May cast up to 3 (2d6) bolts by spendir Success=2 Deflect, Raise=4 Deflect	85 90 95 100 110 120 130 140 150 160
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Sorgery Sma Agi Power bolt N deflection N	lovice	Ess 10 Encumbrance Pe ESS Range Duration 1 12/24/48 Instant 2 Touch 3 (1/round)	Effect May cast up to 3 (2d6) bolts by spendir Success=2 Deflect, Raise=4 Deflect	85 90 95 100 110 120 130 140 150 160
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Sorgery Sma Agi Power bolt N deflection N	lovice	Ess 10 Encumbrance Pe ESS Range Duration 1 12/24/48 Instant 2 Touch 3 (1/round)	Effect May cast up to 3 (2d6) bolts by spendir Success=2 Deflect, Raise=4 Deflect	85 90 95 100 110 120 130 140 150 160
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Sorgery Sma Agi Power bolt N deflection N	lovice	Ess 10 Encumbrance Pe ESS Range Duration 1 12/24/48 Instant 2 Touch 3 (1/round)	Effect May cast up to 3 (2d6) bolts by spendir Success=2 Deflect, Raise=4 Deflect	85 90 95 100 110 120 130 140 150 160
(Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Sorgery Sma Agi Power bolt N deflection N	lovice lovice lovice	Ess 10 Encumbrance Per ESS Range Duration 1 12/24/48 Instant 2 Touch 3 (1/round) 2 12" Instant	Effect May cast up to 3 (2d6) bolts by spendir Success=2 Deflect, Raise=4 Deflect Opposed Agility roll vs the Arcane	85 90 95 100 110 120 130 140 150 160

HAINTAI		IBCIER	DS G	URUISE	
Name: Elsiris S	ophisto, /	Archmage	AND	1	Gender: Eemale
Race: Human	n	Age: $\frac{3}{2}$	<u>1</u> Pl	ayer:	
Agility: d6	Stren	gth:d6		Parry: 8	8 (2)
Smarts : d12		gor: d6	Tou	$2 + \frac{1}{2}$ Fighting Ighness: 8 $2 + \frac{1}{2}$ Vigor	8 (3)
Spirit : d8		ace: 6		arisma:	
opine. do					
Boating					
(Agi) Climbing			1200	d & fatigue level, -I pac	
Fighting	d8	Hindrance Heroic (M), Loya		(m): Tempest	
Gambling					75 Edges
Healing		1.31-1.2	233	1000	Heroic Defense from the Beyond Sorcerer
(Sma) Intmidation		Armor	24	Va	falue Coverage
(Spi) Investigation	d10	Partial Brigantin	e	+3	
(Sma) Knowledge	See Below	Shield			falue Fast Learner
(Sma) now (Cosmology)	d12	None None	- X - A - A - A - A - A - A - A - A - A	+0 +0	
inow (Magic)	d12	Weapons Guardian Mage	s Staff		Damage Notes Smarts d12
inow (Battle)	d6	None		<u>Str</u>	Parry +2, Reach 1, 2 hands, 5 Essence, Magic Proficiency (bolt, c Epig Destiny: Guardian Mage
The Party Party		None		STREET	South-Born: Sorcerous Clarity Power Points
Lockpicking (Agi)		None	1. 1. 1.		Concern and the second s
Notice (Sma)	d8	None		1	<u></u>
Persuasion (Spi)		Possession	15		Fighting d8
Piloting (Agi)		Aetnaeus' Meda	llion of Wardi	ng	New Power: Quickness New Power: Teleport
Repair (Sma)		The line			Eduçațion: Kn (Cosm, Magic) d12, Kn (Battle) d6
Riding (Agi)		1414		Full and	Epig Destiny: Archmage
Shooting (Agi)		11 1 1 1 h		-	
Stealth (Agi)			and the second	- days	85
Streetwise (Sma)		Racial Abi	ities		<u> </u>
Survival (Sma)		-			
Swimming (Agi) Tount					
Taunt ^(Sma) Throwing		33.676		N. A. C. P.	
(Agi) Tracking		1.111	14,415		
(Sma)					
Sma	- d12+1	Ess 20	En	cumbrance Pena	nalty Total Weight : 20.0
Agi	-	and the second	a contra	The Bally is the	Effect
Power bolt	Novice		ange 2/24/48		May cast up to 3 (2d6) bolts by spending a like amount of Power Points
the second se	Novice	2 7	ouch	3 (1/round)	Success=2 Deflect, Raise=4 Deflect
Jor	Novice		2"	Instant	Opposed Agility roll vs the Arcane Skill roll or suffer 2d10 damage
quickness	Seasoned Seasoned		ouch Special	3 (2/round) Instant	Success=additional action no MAP, Raise=no init less than 8 See Power
			poolai		
A Kerner	War -	- Maria	125 324		
		And States	a Statistic		
No.	and a start of the				5
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UROTH, PALADIN OF THE CHURCH OF LIGHT

When Darkness corrupted his gather, turning troglanesh against their goblinesh kin, Uroth stood against the forces of Vainar. He saved those he could, leading the survivors south into the lands of men, dwarves, and elves. It was among the humans that he learned of the Church of Light, and their vow to defend Light and Life against all evil. Pledging himself to the Oath of Light, Uroth joined his brother Paladins in their eternal struggle.

6

When the forces of Tempest first appeared, Uroth sensed the wrongness of them and knew they MUST be stopped. Now, he offers the power of his blade, and the strength of his Faith to all who would defeat the Tempest and protect Shaintar...



SHAINIAR	SCHEGER	S ATKIDE		and the	GEL CON
Name: Uroth, Pa	aladin of the Church of L	ight	Gender: Male		52
Race: Orc	Age : 21	Player:	A STATE OF A		350
Agility: d8	Strength : d10	Parry: 8 (1)	•		2))
Smarts : d4	Vigor : d8	2+1/2 Fighting Tourghness: 8 (2)			
		Toughness: 8 (2)			
Spirit : d8		Charisma : _4			
Boating		★ inc! ★ Fatigue			NT!
(Agi) Climbing		each wound & fatigue level, -I pace per wound	V		
Fighting	Hindrances), Stubborn (m), Loyal (m)	ХР		
Gambling	d8 Code of Honour (M Illiterate (Smarts d4	A CONTRACT OF A	0	Edges	NUMBER
Healing	d6		Novice	Paladin of Light	
(Sma) Intmidation	Armor	Value Co	overage		
Investigation	Partial Scale Partial Helmet	+2 -2 -2 -2		5	and the second
(Sma) Knowledge	See Below Shield	Value	-1 Notice	10	- And And
(Sma) Know (Cosmology)	d4 Bracers	+1 +0		15	the second second
Know (Dark Creatures)	Weapons	Range Damage N		<u> 20 </u>	1
Know (Flame Creatures)		Str+d10 +*	1 Parry	30	N.S. S. S. S.
2 Marting	None			35	me and
Lockpicking	None	State State			
(Agi) Notice	d4 None			<u>45</u> <u>V 50</u>	
(Sma) Persuasion	d8 Possessions			55	The second se
Piloting				60	10
(Agi) Repair				65	
(Sma) Riding (Agi)				70 H 75	Y
Shooting			La sand the last	80	1
(Agi) Stealth		ALCONTRACTOR STATE		85	
(Agi) Streetwise (Sma)	d4 Racial Abiliti	29		90	And And And And
Survival (Sma)		e (details in Shaintar: Legends Arise)		<u>95</u> L 100	
Swimming (Agi)	Keen Sense of Sm	ell (details in Shaintar: Legends Arise)			
Taunt		Shaintar: Legends Arise)	A REAL PROPERTY AND	120	
Ihrowing (Agi)		tails in Shaintar: Legends Arise)		130	
Tracking			State State State State	<u> 140 </u>	
Agi					
Agi	Ess	Encumbrance Penalty	Total Weight : 35.0		Part of
Power	ESS Ran	ge Duration Effect			
RAL	North State			and the second second	
(MA)				The king	1 ETAL
10	An State		and the second second		
1			The second second	A A A A A	and the
alte		Fish			
2 H	A A A A A A A A A A A A A A A A A A A	and the second se	and a start of the		-
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OHAIN I AK	Solo	13 CLARIE	D COTODD	Sh .		The state of the s
Name: Uroth, Pa	aladin of	f the Church of L	ight	Gen	der: <u>Male</u>	
Race: Orc		_ Age: 21	Player :			
	Ctror					
Agility: d8		ngth: d12	Parry : 10 (2)		A	
Smarts : d6	V	igor: d8	Toughness: 13 (6)		XOX	
Spirit : d10	F	Pace: 6	Charisma : -4			
A					VAV.	
Boating			XX inc! XX Fatigue			
(Agi) Climbing		-I to trait checks for	each wound & fatigue level, -I pace per wo	ound	V	
Fighting		Hindrances			ХР	A BAN MINA
Gambling	d12	Code of Honour (M)), Stubborn (m), Loyal (m)		75	Edges
(Agi)]			Heroic	Paladin of Light
Healing	d6]				
Intmidation (Spi)		Armor	Value	Coverage		ale in the second
Investigation		Paladin Full Plate Partial Helmet	+6	-4 White S	220100	Spirit d10
Knowledge	See Below	Shield	Value	1 Notic		Fighting d10
(Sma) Know (Cosmology)	d6	Bracers	+1	96141418		Noble Mien
Know (Dark Creatures)		Weapons	+₀ Range Damage	e Notes		Common Bond
Know (Flame Creatures)	d6	Chuktar (goblinesh blocking b			nite Silver	Smarts d6 (1/2) Defender of the Faith
	d6	None		C 17 7		Defender of the Gather
		None			Carlos and and a	Brawny
Lockpicking (Agi)		None				Fighting d12
Notice (Sma)	d4	None	110,74,11		and the second second	Smarts d6 (1/2)
Persuasion	d8	Possessions				Kn (Cosmology, Flame Creatuers) d6
Piloting			nt (arcane resistance vs Flame/Darkne	ess)		Battle Hardened
(Agi) Repair					and a start of the	Epiphany of the Silver Tree
(Sma) Riding				N. Car		Powerful
(Agi) Shooting				The states		Noble Sacrifice
(Agi) Stealth				100000		80
(Agi)			Sever User second	100, 100 P.3.	The second second	85
Streetwise (Sma)	d4	Racial Abilitie	es			<u>90</u> 95
Survival (Sma)		Bestial Appearance	(details in Shaintar: Legends Arise)		5735 p.	L 100
Swimming (Agi)			ell (details in Shaintar: Legends Arise))		110
Taunt			Shaintar: Legends Arise)	1.		120
Throwing		Thermal Vision (det	ails in Shaintar: Legends Arise)			
(Agi) Tracking						
(Sma)				Neller		
Agi		Ess	Encumbrance Penalty	Total W	eight : 45.0	
Agi			and the second second second	The state of the second		a la
Power		ESS Ran	ge Duration Effec		See State Barries	
CAC.	P UE					and the second s
(MC)	Nec 120		A State	Statistics.		and the second second
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TAS'ALI WINDSONG, SCOUT

From her first flight, Tas'Ali has dedicated herself to the protection of her aerie, Bastion, stalking and eliminating troglanesh, dwergs, red store mercenaries, and childer raiding bands. She is counted as one of her people's most gifted scouts, trackers, and

hunters. Tas'Ali's greatest enemies, however, are Ceynara's vile servants, Acolytes of the Kal Empire. The very same monsters who slaughtered her people, very nearly ending the Aevakar race.

It was during one such hunt, on the trail of a cabal of Acolytes preying travelers, upon that Tas'Ali first encountered Tempest forces. The mission was very nearly her last as she just barely managed to escape the Tempest cyclone. The Kal were not so fortunate. Ragged and clinging to life, Tas'Ali barely reached the sentries of Bastion bringing with her news of a terrible new threat.

To save her people, Tas'Ali has a new mission, to hunt down and stop the Tempest from reaching the sanctuary of Bastion...

10



JHAINIA R	SG	TEGENIDS AIRISE	S-3/ 18 8	A REAL CONTRACTOR
Name: Tas'Ali W	/indSor	ig, Scout	Gender: Female	
Race: Aevaka	r	Age: <u>33</u> Player:		2112
Agility: d8				
		2 + ¹ / ₂ Fighting		
Smarts : d6	V	$figor: d6 \qquad Toughness: 5 (1)$		
Spirit : d6	21.4	Pace: 6 Charisma : +1	<0X0>	
A		Wounds	VAY	
Boating (Agi)				
Climbing		- I to trait checks for each wound & fatigue level, -I pace per wound		Darmas V Marth V
Fighting		Hindrances Enemy (Tor Mastak) (M), Loyal (m), Cautious (m)	XP	
(Agi) Gambling	d6		0	Edges
(Agi) Healing			Novice	Aerial Archer
(Sma) Intmidation	d4			Training
(Spi)		ArmorValueCoveraFull Leather+1-4	ge	
Investigation (Sma) Knowledge		None 0	A GARGER AND	5
Knowledge (Sma)	See Below	Shield Value Bracers +1		<u>10</u> 15
		None +0		20
12		Weapons Range Damage Notes		<u> </u>
-		None		30
Children .		None		35
Lockpicking		Dagger/Knife Str+d4	THE PROPERTY OF	40
(Agi) Notice	d6	Elvish Longbow 18/36/72 2d6+1		45
(Sma) Persuasion	uu	Possessions	A STATE OF THE STA	<u></u>
(Spi) Piloting				<u> </u>
(Agi) Repair			Contraction of the second	65
(Sma) Riding				70
(Agi)				H 75
Shooting (Agi) Stealth	d10			80
	d8]		85
(Agi) Streetwise (Sma)		Racial Abilities		90
Survival (Sma)	d8	Enemy (details in Shaintar: Legends Arise)		<u>95</u> L 100
Swimming		Fae Beauty (details in Shaintar: Legends Arise)	Patt where the	110
(Agi) Taunt		Keen Fae Senses (details in Shaintar: Legends Arise)		120
Throwing		Low Light Vision		130
(Agi) Tracking	d8	Weakness (details in Shaintar: Legends Arise) Wings (Flight 12", d10 Run)		
(Sma)				150
Agi		Ess Encumbrance Penalty To	otal Weight : 21.0	160
Agi				and the second
Power		ESS Range Duration Effect		
CAC.				and the second s
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ELLE AVIIC	The Part	FREEDOR STORE	
Name: Tas'Ali W	vindSon	g, Scout	Gender: Female
Race: Aevaka	r	_ Age: <u>33</u> _ Player:	
Par Carlos Carlos			
Agility: d12		egth: d6 Parry: 2+½ Fighting	
Smarts : d6	V	igor: d8 Toughness:	7 (2)
Spirit : d6	1	Pace: 12 (fly) Charisma:	
Boating		Wounds >>>>> inc! +>>>	> Fatigue
(Agi) Climbing		-I to trait checks for each wound & fatigue level, -I	-I pace per wound
(Str) Fighting		Hindrances	XP THE ADDRESS OF THE
Gambling	d8	Enemy (Tor Mastak) (M), Loyal (m), Cautious	s (m) 75 Edges
Gambling (Agi)			Heroic Aerial Archer
(Agi) Healing (Sma)	d4		Training
Intmidation (Spi)			Value Coverage
(Spi) Investigation		Shay'Von Leather	$\frac{+2}{0} = \frac{4}{0} + 2 \operatorname{Soak} $ Agility d10
(Sma) Knowledge	See Below		Value Fighting d8, Stealth d10
(Sma)		Bracers	+1 Martial Artist
A Statistics		Weapons Range	Damage Notes Trademark Weapon (Bow) Agility d12
A Charles and the		None	Weedsman
		None	
Lead and dates		None	Aerial Archer
Lockpicking (Agi) Notice		Dagger/Knife	Str+d4 Marksman
Notice (Sma)	d6	Enchanted Elvish Compat Longbow 18/36/72	- 2d6+1 +2 Shooting, Str+d4 melee damage Vigor d8
Persuasion		Possessions	Aerobatics
(Spi) Piloting		Constant All and	Dødge
(Agi) Repair			Archer
Repair (Sma) Riding			Double Shot
Repair ^(Sma) Riding (Agi)	d12		Double Shot Combat Archer
Repair ^(Sma) Riding (Agi) Shooting	d12		Double Shot Combat Archer 80
Repair (Sma) Riding (Agi) Shooting (Agi) Stealth (Agi)	d12 d12		Double Shot Combat Archer 80 85
Repair (Sma) Riding (Agi) Shooting (Agi) Stealth (Agi) Streetwise	d12	Racial Abilities	Double Shot Combat Archer 80
Repair (Sma) Riding (Agi) Shooting (Agi) Stealth (Agi) Streetwise (Sma) Survival (Sma)		Enemy (details in Shaintar: Legends Arise)	Double Shot Combat Archer 80 85 90 95 L100
Repair (Sma) Riding (Agi) Shooting (Agi) Streath (Sma) Survival (Sma) Swimming (Agi)	d12	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise	Double Shot Combat Archer 80 85 90 95 L100 II0
Repair (Sma) Riding (Agi) Shooting (Agi) Stealth (Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt	d12	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Aris Keen Fae Senses (details in Shaintar: Legend	Double Shot Combat Archer 80 85 90 95 L 100 se) II0 120
Repair (Sma) Riding (Agi) Shooting (Agi) Streathing (Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Taunt (Sma) Taunt (Sma) Throwing (Agi)	d12	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise	Double Shot Combat Archer 80 85 90 95 L 100 se) II0 120 130
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Taunt (Sma) Taunt (Sma) Throwing (Agi) Tracking	d12	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise Keen Fae Senses (details in Shaintar: Legend Low Light Vision	Double Shot Combat Archer 80 85 90 95 100 se) 110 120 130 140
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma)	d12 d8	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise Keen Fae Senses (details in Shaintar: Legend Low Light Vision Weakness (details in Shaintar: Legends Arise	Double Shot Combat Archer 80 85 90 95 100 95 100 90 95 100 120 130 140 150
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Taunt (Sma) Throking (Agi) Taunt	d12 d8	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise Keen Fae Senses (details in Shaintar: Legend Low Light Vision Weakness (details in Shaintar: Legends Arise	Double Shot Combat Archer 80 85 90 95 L100 se) II0 120 130 140 150 160
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma)	d12 d8	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise Keen Fae Senses (details in Shaintar: Legend Low Light Vision Weakness (details in Shaintar: Legends Arise Wings (Flight 12", d10 Run)	Double Shot Combat Archer 80 85 90 95 Lioo 10 120 130 140 150 160
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Agi	d12 d8	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise Keen Fae Senses (details in Shaintar: Legends Low Light Vision Weakness (details in Shaintar: Legends Arise Wings (Flight 12", d10 Run) Ess Encumbrance P	Double Shot Combat Archer 80 85 90 95 100 se) 110 120 130 140 150 160
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Agi	d12 d8	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise Keen Fae Senses (details in Shaintar: Legends Low Light Vision Weakness (details in Shaintar: Legends Arise Wings (Flight 12", d10 Run) Ess Encumbrance P	Double Shot Combat Archer 80 85 90 95 100 se) 110 120 130 140 150 160
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Agi	d12 d8	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise Keen Fae Senses (details in Shaintar: Legends Low Light Vision Weakness (details in Shaintar: Legends Arise Wings (Flight 12", d10 Run) Ess Encumbrance P	Double Shot Combat Archer 80 85 90 95 100 se) 110 120 130 140 150 160
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Agi	d12 d8	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise Keen Fae Senses (details in Shaintar: Legends Low Light Vision Weakness (details in Shaintar: Legends Arise Wings (Flight 12", d10 Run) Ess Encumbrance P	Double Shot Combat Archer 80 85 90 95 100 se) 110 120 130 140 150 160
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Agi	d12 d8	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise Keen Fae Senses (details in Shaintar: Legends Low Light Vision Weakness (details in Shaintar: Legends Arise Wings (Flight 12", d10 Run) Ess Encumbrance P	Double Shot Combat Archer 80 85 90 95 100 se) 110 120 130 140 150 160
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Agi	d12 d8	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise Keen Fae Senses (details in Shaintar: Legends Low Light Vision Weakness (details in Shaintar: Legends Arise Wings (Flight 12", d10 Run) Ess Encumbrance P	Double Shot Combat Archer 80 85 90 95 100 se) 110 120 130 140 150 160
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Agi	d12 d8	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise Keen Fae Senses (details in Shaintar: Legends Low Light Vision Weakness (details in Shaintar: Legends Arise Wings (Flight 12", d10 Run) Ess Encumbrance P	Double Shot Combat Archer 80 85 90 95 100 se) 110 120 130 140 150 160
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Agi	d12 d8	Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise Keen Fae Senses (details in Shaintar: Legends Low Light Vision Weakness (details in Shaintar: Legends Arise Wings (Flight 12", d10 Run) Ess Encumbrance P	Double Shot Combat Archer 80 85 90 95 100 se) 110 120 130 140 150 160
Repair (Sma) Riding (Agi) Shooting (Agi) Streetwise (Sma) Survival (Sma) Swimming (Agi) Taunt (Sma) Throwing (Agi) Tracking (Sma) Agi		Enemy (details in Shaintar: Legends Arise) Fae Beauty (details in Shaintar: Legends Arise) Keen Fae Senses (details in Shaintar: Legends Arise) Uweakness (details in Shaintar: Legends Arise) Wings (Flight 12", d10 Run) Ess Encumbrance P ESS Range Duration	Double Shot Compbat Archer 80 85 90 95 100 92 93 100 100 120 130 140 150 160

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T'CHARA, CRESCENT WARRIOR

Born from the union of a Silverclaw and a Black Lo'sska, T'chara is a legacy of countless generations. He was born into the Crescent Warriors, steeped in the culture, the code, and the secrecy. From the time he could run, T'chara has hunted maelstrom, undead, childer, and even brothers who betrayed the code.

When he was called by his Elder to begin a new hunt, T'chara thought little of the who, only reveling in expectation of the hunt. What he learned would change his world forever. Tempest, a new prey from somewhere beyond known lands has invaded, bent on conquering the world. Taking up his role as a Pathstalker of a travelling Tribe, T'chara joins allies in his hunt of the Tempest invaders and their allies...



LEADIC	Sec	ISCISCIC	DS ARISE	AON.		and the	ME TELO
Name: <u>T'chara</u> ,	Cresce	nt Warrior	AND THE	<u> vor</u>	Gender: Male		N. C.
Race: Brinchie	9	Age : 19	Player:				M AND
Agility: d8		ngth : d8	Parry:	10 (2)	•		
Smarts : d6		igor : d6	2 + ½ Fighting	7 (2)			
			Toughness:				X // A
Spirit : d6		Pace: 8	Charisma :	-2			
		Wounds 🛇		Fatigue	XOX		
Boating (Agi) Climbing		-I to trait checks for	each wound & fatigue level, -1 p	bace per wound	V		and some state
Climbing (Str)	d4	Hindrances			ХР	(of the	that a
Fighting (Agi)	d10	Code of Honour (M), Vengeful (m), Loyal (m)		0	Edges	
Gambling (Agi)		Outsider			Novice	Acrobat	
(Agi) Healing (Sma)]				Training	wind the last
Intmidation (Spi)	d6	Armor		alue Cove	erage	life as	
(Spi) Investigation		Partial Scale None	+	$\frac{-2}{0}$			
(Sma) Knowledge (Sma)	See Below	Shield		/alue		10	
(Silla)		Bracers None		+1		- 15	
112202009		Weapons		Damage Note	25		
<u></u>		Lo-sska (brinchie long sword) Rrka (brinchie short sword)		Str+d8		- 30	C
Salas These		None		Str+d6 Parry	/ +1		ant of the
Lockpicking		None				- 40	
(Agi) Notice	d6	None	11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			- 45	1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1
(Sma) Persuasion	uo	Dessessions	AL VERY		1 1-10 - 10 - 10 - 10 - 10 - 10 - 10 -	<u>V50</u>	
(Spi) Piloting		Possessions	2/ 1 1 2 1 2 1	A LA COMPANY		<u> </u>	
(Agi) Repair]	The second			65	
(Sma) Riding				Alt English	「「「「「「「「」」」	70	
(Agi) Shooting						<u>H 75</u>	Market Mark
(Agi) Stealth		J				80	
(Agi)	d8]	Contraction of the second			85	
Streetwise (Sma)	d6	Racial Abiliti	es			<u> </u>	
Survival (Sma)	d6	Fast (Pace 8, d10 "	Run")			- L100	THE REAL PROPERTY OF
Swimming (Agi)]	ls in Shaintar: Legends Arise	*)		- 110	
Taunt		Low Light Vision	etails in Shaintar: Legends A	rico)		- 120	
Throwing (Agi)			ails in Shaintar: Legends Aris			- <u>130</u>	
Tracking	d6		ails in Shaintar: Legends Aris		P. C. The Maria S.		
Call Street Street			CONTRACTOR OF			- <u>150</u> 160	Provide Constant
Adl		Ess	Encumbrance Per	nalty	Total Weight : 31.0	a mint see the left	
Agi Agi				and the second se			

JHAINTAR	C DEGENI	DS ATRIDE		N MARTIN
Name: T'chara,	Crescent Warrior		Gender: Male	5
1010-0				
Race: Brinchie	0	· · · · · · · · · · · · · · · · · · ·		
Agility: d10	Strength: d10	Parry: 12 (3)	Λ	
Smarts : d6	Vigor : d8	Toughness: $11 (3)$	101	
Spirit : d8	Pace: 8	Charisma : -2		
spine. do			VAV	
Desting	Wounds 🛇	↔ inc! ↔ Fatigue		
Boating	-I to trait checks for	or each wound & fatigue level, -I pace per wou	nd	
Climbing	d4 Hindrances		XP	the balling a
Fighting (Agi)	d12 Code of Honour (I	/I), Vengeful (m), Loyal (m)	75	Edges
Gambling (Agi)	Outsider		Heroic	Acrobat
(Agi) Healing (Sma)				Training
Intmidation	d6 Armor	Value	Coverage	
Investigation	Crescent Warrior	Armor +3	-2 +1 Parry, +2 on Stealth checks at night/shadoes	Vigor d8
(Sma) Knowledge	See Below Shield	Value	U Contraction of the second se	Brawny
(Sma)	Bracers	+1+0		Large-Cat Form
	None Weapons	Range Damage	Notes	Kalinata
A Charles and the	Lo-sska (brinchie long swo		White Silver	Spirit d8 Born to the Crescent
Stranger .	Rrka (brinchie short sword	Str+d6	Parry +1	Trademark Weapon (Brinchie swords)
Ladutation	None			Kalinata Expertise
Lockpicking (Agi) Notice	None	the second second		Plains Runner
(Sma)	d6 None			Strength d10
Persuasion (Spi)	Possession	5		Fighting d12
Piloting				Content
(Agi) Repair				Student of Forms
(Sma) Riding				Adroit (Agility d10) Greater Kalinata (The Crescent Way)
Shooting			- (80
(Agi) Stealth		A REAL PROPERTY AND	MERCENNESS CONTRA	85
Streetwise		Desce Street and		90
Survival	d6 Racial Abilit			
(Sma) Swimming	d6 Fast (Pace 8, d10	"Run") ils in Shaintar: Legends Arise)		<u>L 100</u>
(Agi) Taunt	Low Light Vision	ins in Shaintar. Legends Ansej		
(Sma)		letails in Shaintar: Legends Arise)		120
Throwing (Agi)	Natural Claws (de	tails in Shaintar: Legends Arise)		
Tracking (Sma)	d6 Needs Action (de	ails in Shaintar: Legends Arise)		150
Agi		_		160
Agi	Ess	Encumbrance Penalty	Total Weight : 26.0	
Power	ESS Ra	nge Duration Effect		
R <u>A</u> B		A DOCTOR OF THE OWNER OF THE OWNE		
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101				and the second
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11			and the second second	
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TIV KOVASH, FIST OF KOR

For Tiv, the battle against Tempest is personal. While the tidal wave at White Bay was the first, and most devastating, it was not the last. She lost five members of her own family when a smaller wave devastated a fishing village on the south eastern coast of the island of Korindia. It was only providence that Tiv was not counted among the dead.

18

Only taking time to properly honor her dead, Tiv demanded that her Master allow her to find those responsible for the attack on her home and family. She was denied. Vengeance does not honor the Laws of Kor, but Tiv knows she cannot allow other families to suffer as hers. Now she walks the mainland seeking others to join her cause.

There are times when one must sail the most treacherous channel if one is to stay the course...



HAINTAR	S LEGENIC	S ARUSE		and the car	Rel as
Name: Tiv Kova	sh, Fist of Kor		Gender: Female		
Race: Korindia	an Age: 23	Plaver :			
Agility: d8	Strength : d6	Parry : 10 (2)	•		
Smarts : d6	Vigor : d6	2 + 1/2 Fighting			2
		Toughness: $7(2)$			
Spirit : d6	Pace: 6	Charisma : -2			
Jan I.	Wounds 🛇	→ inc! → Fatigue	XOX		
Boating (Agi)	d4 -I to trait checks for	each wound & fatigue level, -I pace per wour	nd		
Climbing (Str)	Hindrances		XP		
Fighting (Agi)	d10 Heroic (M), Pacifist	(m), Loyal (m)	0	Edges	
Gambling (Agi)			Novice	Gifts of the Trees	
Healing (Sma)				Kor-In (Whirlpool)	Class P
Intmidation (Spi)	Armor Korindian Studded	Value +2	Coverage -2	Martial Artist	
Investigation	None		-2 0	5	
(Sma) Knowledge (Sma)	See Below Shield	d Bracers +1			
	Lacquered Ironwood	+0	Two must be worn, does not stack with Shield	<u> 15 </u>	
	Weapons Korindian Fighting	Range Damage		<u></u> <u>S 25</u>	No. Contraction
State 2	None	Sticks Str+d4	Parry +1	30	Sector States
Sa Balling	None			35	1.0.1
Lockpicking	None	A CONTRACTOR OF THE OWNER			
(Agi) Notice	d6 None			45	
Persuasion	Possessions			<u> </u>	
(Spi) Piloting				60	
(Agi) Repair				65	4
(Sma) Riding			N. CHARLES AND AND AND	70	
(Agi) Shooting				<u>H 75</u>	and the second second
(Agi) Stealth		A CONTRACTOR OF		<u>80</u> 85	A SNEL THE
(Agi) Streetwise		New Constantion	C. TO PORT AND A THE	90	Contraction of the
(Sma) Survival	d6 Racial Abilitie	es		95	She's and
(Sma)		Shaintar: Legends Arise)		<u>L 100</u>	
Swimming (Agi)	d6 Low Light Vision	haintar: Legends Arise)			
Taunt ^(Sma) Throwing		Shaintar: Legends Arise)	The state of the state of the	120	
(Agi)		tails in Shaintar: Legends Arise)	A STATE OF A STATE OF	<u>130</u> 140	
Tracking (Sma)	Weakness (details	in Shaintar: Legends Arise)		150	
Agi		_		160	
Agi	Ess	Encumbrance Penalty	Total Weight : 18.0		
Power	ESS Ran	ge Duration Effect			
Z					1992
13					
0			the second second	and the they are	1 Alin
1 - Contraction				and the states	17.21
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			the second second		ap
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JHAINIA	SC	TEGENDS ARUSE	The second second
Name : Tiv Kova	sh, Fist	of Kor Gender: Female	
010-0			
Race: Korindia			
Agility: d8	Stre	ngth : d8 Parry : 12 (3)	
Smarts : d6	V	Vigor: d6 Toughness: $8(3)$	
		$\frac{1}{2+\frac{1}{2}} \frac{1}{\sqrt{2}} \frac{1}$	
Spirit : d8		Pace : 6 Charisma : -2	
211		Wounds 🖘 incl 🖘 Fatigue	
Boating (Agi)	d4	-1 to trait checks for each wound & fatigue level, -1 pace per wound	
Climbing		Hindrances XP	
Fighting	d10	Heroic (M), Pacifist (m), Loyal (m)	Edges
Gambling		Heroic	Gifts of the Trees
Healing			Kor-In (Whirlpool)
(Sma) Intmidation		Armor Value Coverage	Martial Artist
(Spi) Investigation		Korindian Shell Mail Armor +3 -2 -2 toughness vs Breaking Things	Spirit d8
(Sma) Knowledge		None 0 Shield Value	Ambidextrous
(Sma)	See Below	Lacquered Ironwood Bracers +1 Two must be worn, does not stack with Shield	Two-Fisted
1 Section		None +0 Weapons Range Damage Notes	Close Fighting
Charles May		Enchanted Korindian Fighting Sticks Str+d4+1 Parry +2	Deny the Steel
		None	Florentine
		None	Quick Student of Forms: Kor-In
Lockpicking		None	Quick
(Agi) Notice	d6	None	Fighting d10
Persuasion		Possessions	Counterattack
(Spi) Piloting			Notice d8
(Agi) Repair			Deny the Arrow
(Sma) Riding			Tsunami Strike
Shooting			Greater Kor-In (Elusive)
(Agi) Stealth		J	80
(Agi) Streetwise	d8		90
(Sma)	d6	Racial Abilities	95
Survival (Sma)	d6	Enemies (details in Shaintar: Legends Arise)	LIOO
Swimming (Agi)	d6	Low Light Vision	
Taunt		Nimble (details in Shaintar: Legends Arise)	
Throwing		Outsider (details in Shaintar: Legends Arise) The Law of Kor (details in Shaintar: Legends Arise)	
Tracking		Weakness (details in Shaintar: Legends Arise)	140
Lalle			<u> </u>
Agi		Ess Encumbrance Penalty Total Weight : 16.0	
Agi Power		ESS Range Duration Effect	and the second
17			
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Rourk Stoneheart, Druid of Dranak

From an early age, Rourk heard the song of the Stone and felt the strength of Dranak's Earth flow through him. He was one with the mountain, and the strength of stone flowed through him. When the first Tempest Cyclones struck and the very ground beneath his feet groaned with the wrongness, Rourk's path was clear.

Time spent in the peaks and valleys of his mountain home of Stahlheim little prepared him for the confusion and impermanence of the world outside the high walls of his mountain him, but Dranak is with him. Now, Rourk joins fellow heroes, to stand between the Tempest and the people of Shaintar, a mountain weathering the gale. As the Druid's of the Mountains say, "There is no storm so great as to move a mountain"...



JHAINTAR	SC	TEGERID	S WICISIS		5-19-7/18-1	19 60	APPE CO
Name: Rourk St	onehea	art, Druid of Drana	ak	-0.0	Gender: Male		
Race: Dwarf		Age : 41	Player:	V		A FILL	
THE REAL PROPERTY OF THE PARTY				E			
Agility: d6		ngth : d8	Parry: 2 + 1/2 Fighting	5	A		
Smarts : d8	V	/igor: d10	Toughness:	10 (3)	A9A		
Spirit : d4	199	Pace: 5	Charisma :	-	~OXO>	173	
A		N/aura da 🗛		Estimus	VAY	PARALS	
Boating			each wound & fatigue level, -1 p				
(Agi) Climbing			each wound & laugue level, -1 p	bace per wound	N/D		
Fighting	d6	Hindrances Heroic (M), Loyal (m) Habit Ale (m)				
Gambling	uo		,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		O	Edges	Carlor We Souther
(Agi) Healing (Sma)]	S. 8 87.12	14 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	Novice	Druid	
(Sma) Intmidation	d6	Armor		/alue Cov	erage	Born to the Forg	le
(Spi) Investigation		Full Chain		+3 -4	CIUSC		· · · · · · · ·
(Sma) Knowledge	d4	None Shield		o /alue		- <u>5</u> 10	
Know (Cosmology)	See Below	None		Ho	A SURAN DEPARTMENT		
The second second	d6	None		+0		20	
Know (Magic)	d6	Weapons Warhammer/M	0	Damage Not Str+d6 AP	es 1 vs. Plate or Rigid Armor	S 25	
Contraction of the second		None			r vs. r late of Rigid Annoi		
		None	E LOS STRUCT		No. of the state of the state	35	
Lockpicking		None	States Street	- Similar		40	
(Agi) Notice	d4	None	10.74			- <u>45</u> - <u>V50</u>	
Persuasion		Possessions		Martin Carl		55	and the second
(Spi) Piloting			SZ IN HAR	and the second second		60	States and
(Agi) Repair				A RESID		65	
(Sma) Riding			- Careful State	4. F 2. V 2.		70	
(Agi) Shooting						<u>H 75</u>	Alter Frankling
(Agi) Stealth]				80	A CARLE OF CARLES
(Agi)			Service Constant	at Then ber		<u> </u>	
Streetwise (Sma)		Racial Abilitie	25	and the second second		95	
Survival (Sma)	d6	Cannot Swim (detai	ls in Shaintar: Legends Aris	se)		- <u>L 100</u>	
Swimming (Agi)]	details in Shaintar: Legend	s Arise)		- 110	
Taunt (Sma)		Low Light Vision				- 120	
Ihrowing (Agi)		Slow (Pace 5)	NUNCTION OF		-	- <u>130</u>	
Tracking			The second second		and the second second	- 140	
Channeling Spi	d8)	1. 8 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			— <u>150</u> 160	North Constant
Agi		Ess 10	Encumbrance Pe	enalty	Total Weight : 33.0		
Power		ESS Ran	ge Duration	Effect			and the second se
The second se	lovice	2 Tou		Success	=2 armor, Raise =4		
healing N	lovice	3 Tou	Instant	Success	heals 1 wound, Raise	heals 2	and the
MA .	E			36		A A A A A A A A A A A A A A A A A A A	
12	-	NAL STATE	10 Pt				
17	1						A Contraction
DI K			F. Star			N N N N N N N N N N N N N N N N N N N	
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R	St. Spin				and a sould be	1-1-20	5
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SHAINTAR		TACITY (IDS &	URISE	A STA	and a contraction of the
Name: Rourk St	onehear	rt, Druid of D	ranak	The Lot	Gender: Male	
1010-0	CARS LONGS	Antipada ana ang a	and the second			
Race: Dwarf		Age:		ayer:		
Agility: d6	Strer	ngth: d10	<u>כ</u>	Parry : 2 + ¹ / ₂ Fighting	7	
Smarts : d8	Vi	igor: d12	+1 Τοι	ighness: 1	15 (6)	
Spirit : d4		Pace: 5	_	harisma:		
Boating		Wounds <	\longrightarrow		Fatigue	
(Agi)		-I to trait check	ks for each woun	d & fatigue level, -I pa	ce per wound	
Climbing Fighting		Hindranc	es		XP	
Fighting	d10	Heroic (M), Loy	yal (m), Habit: /	Ale (m)	75	Edges
Gambling (Agi)					Heroic	Druid
Healing (Sma)	d8		1			Born to the Forge
Intmidation (Spi)		Armor			alue Coverage	and a star of the star of the
Investigation (Sma)		Dwarvish Plate Full Helmet		+6	$\frac{-5}{-2}$	Viggr d12
Knowledge (Sma)	See Below	Shield			alue	Channeling d10, Healing d8
(Sma) Know (Cosmology)	d6	None None	- Aller	+0		New Power: Smite
Know (Magic)	d8	Weapons		Range Da	amage Notes	Strength d10
A Contractor		Dranak's Maul (White s	Silver)	St	tr+d10 AP 2 vs. Plate or Rigid Armor, 2 hands, 5 Essence, 1 less m	Fighting d10
		None			here here and here here here here here here here her	 Channeling d12, Kn: Magic d8
Lockpicking		None None				— Trappings of the (Earth) Path (Earthen Defenses)
(Agi) Notice		None	1			 New Power (Summon Ally)
(Sma)	d4	14	39.00	JER-3		Vigor d12+1
Persuasion (Spi)		Possessio	ons			New Power (greater healing)
Piloting						Easy Magic (armor) Soulguard
Repair			1100 100 B			Brawny
(Sma) Riding (Agi)			C. States			Earth Talker
Shooting			10 2018			80
(Agi) Stealth			See 10	1000000		85
Streetwise		D. AL	•]•,•	1.19.1.16	90	
(Sma) Survival	d6	Racial Abilities Cannot Swim (details in Shaintar: Legends Arise)				95
Swimming				Shaintar: Legends		<u> </u>
(Agi) Taunt		Low Light Visio		The state of the second		
Throwing		Slow (Pace 5)		Network?	ALL AND AND ALL	
(Agi) Tracking				6 1 1 1		
(Sma)						
Vig	d12			8. N. S. S. S.		
Agi	·	Ess 15	and shirts to	ncumbrance Pen		and the second
Power	lovioo		Range	Duration	Effect	
	lovice lovice		Touch Touch	3 (1/round) Instant	Success =2 armor, Raise =4 Success heals 1 wound, Raise	a heals 2
smite			Touch	3 (1/round)	Success = +2 wpn damage, R	
summon ally			Smarts	3 (1/round)	see Savage Worlds Deluxe	
greater healing			Touch	Instant	see Savage Worlds Deluxe	
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Languages Dwarvish, Galean

HEROES AWAIT

When the storm rises, the Tempest howls, and the wind wraiths ride across the land, that's when Shaintar needs a special group of heroes. However, the Tempest is a fickle opponent and sometimes it appears with little warning. This set of six pregenerated characters gives you instant heroes with a little bit of backstory, just when you need them!

These defenders of Shaintar are presented in both Novice and Heroic rank variants, beautifully illustrated and already laid out on character sheets. Use them to drop into a game for a quick session or for demo games you run. Use them as NPCs in your campaign or just for inspiration. However you use them, may your adventures against the Tempest be heroic, and ultimately victorious!

