

Building Savage Suzerain Characters



SAVAGE OOOOO

Ve C

Craffis

Words: Alan Bundock Edits: Miles M Kantir Art: Aaron Acevedo Layout and Design: Aaron Acevedo

This product is copyright Savage Mojo Ltd 2009. All rights reserved. It is for personal use only, and may be printed for personal use. It may not be modified, distributed or sold without written permission.

Building Savage Suzazim Characters

We know how it is. A new set of rules comes out and it looks kind of cool. The setting is awesome, and everybody says how much fun it'll be. You agree a time to create characters, then all the players sit for the evening trying to figure out what's possible and how the Edges and Powers fit together best. It sometimes seems like you don't get the best characters until you've played a couple of campaigns and the options become second nature.

We think that sucks. Why not get a great character first time?

To help you out, we've asked Alan Bundock, Savage Master of NPCs and our main rules guru on Savage Suzerain, to talk about the choices he made when creating our suite of pre-generated characters, the Fortie Fellowship. Because Alan created versions of each character at four power levels, he has plenty of useful advice as you try to figure what's best for you. In particular, if you've never played much beyond the start of Heroic rank, or this is your first time making a Demigod, his advice might be just what you need.

Okay, Alan. Take it away....

III There Breryone

All these characters are Suzerain player characters, which means they get some really cool perks. If you're not already intimately familiar with those perks, it's worth checking out the 'Heroes And Demigods' section of Savage Suzerain, and pay close attention to the 'Life And Death' section too.

In Suzerain, one Karma is all it takes to dodge an untimely demise. Consider hanging on to one at all times - this is Savage Worlds and you never can tell when some overachiever of a d4 will come along and Ace multiple times, humbling the mightiest of characters. If you keep that last point of Karma, though, your character might live forever. Bear that in mind when you're choosing your advances; you can afford to be a bit more adventurous than in some other settings.

When your character hits Heroic rank, go back and re-read the 'Heroes And Demigods' section. You'll kick yourself if you forget that stuff. The perks of being Heroic are better than any Edge or Power in the game, and you wouldn't want to forget them in the steamy heat of the Amazonian jungle when the rabid death hummingbirds are closing in.

With that general piece of advice, let's take the Fortie Fellowship apart. If you want to read a bit of back story about these characters and how they got to the start of the campaign in the Savage Suzerain rule book, we've got a webcomic about that exact thing. Just click on the link to read it. In addition, the header to each section in this guidebook is a link to a web page with some background on that character.



Agetha Maysey

Aggie is a Pulse monster, no two ways about it. These characters are from the fantasy realm of Relic which gives her access to a specialized mage guild – the Anatomists. Thanks to anatomism, Aggie gets to fill the roles of Artillery (ranged fire power) and Medic (healing skills and powers) without becoming weak at either, even at Demigod.

Right from day one, though, this gives her a lot of ways to spend Pulse. Pulse is one of the biggest resources for Suzerain characters, like power points but available to everyone (and much more plentiful than power points).

All these ways to use Pulse make your decisions about when to hurt and when to heal pretty tough. For Aggie's player, managing Pulse will be the true challenge as her career progresses. It's all about knowing when the situation needs her most, rather than firing off the big effects every round of every combat. If you're that 'wait till the opportune moment' type of player, most likely you'll already know it and will be really looking forward to playing Aggie. To make the most of her varied wizardry powers, we'll focus on getting her the maximum amount of Pulse as she progresses.

As with many arcane characters, Aggie is frail. She's no youngster, after all. I offset her frailty a little by making the most of her wilderness lifestyle, associating with the animals of the woods. She has an animal companion from her Beastmaster edge. During play tests Aggie was escorted by Carlen - a bear she raised from a cub who grew into a full adult and beyond, thanks to spending time with a burgeoning god. We haven't provided any stats for Carlen here as animal companions and companions in general have changed a lot since those play test days (that's what play tests are for) and because picking your own animal companion is a nice way of making Aggie your own. Likewise, the trappings for all of Aggie's powers were light-based (or at least nature-based when light made no sense), but I encourage you to come up with your own whiz bang special effects.

At 0 xp Aggie really feels like a starting character and you're really going to be making tough decisions on every use of Pulse. Keep 3 Pulse available for a full strength magical healing, just in case, and dare to be bold with the rest. A decisive first strike with Bolt or Burst can turn a combat in the early stages, and leave Aggie with far less healing to do when the dust settles. It's why those made the early cut as power's she'd need. Yes, Savage Suzerain adds a lot of neat toys to play with, but it's important to remember Savage Worlds has a pretty nice set of toys itself – don't automatically discard the Edges and Powers in the Savage Worlds: Explorers Edition rule book just because there are new options.

Remember that Aggie is fragile. If a thug takes it on himself to rob her, that would be a very good time to remind the rest of the party about how often Aggie takes care of them in their time of need. To some extent, Savage Suzerain makes all character archetypes more survivable, but it's still wise to play as a team and hide behind the meat shield (or rock shield in the case of Ned) with a character like Aggie. All the new Edges and Powers are matched by new enemies and challenges, so teamwork is more important than ever.

It's easy to create Novice characters who burn Pulse spectacularly and spectacularly quickly, then to spend most of each session sitting on the side lines. More Pulse comes with higher rank, but until then you'll need to think about some ways to make the character fun to play when there's no Pulse around. Using the reach of her staff can help Aggie participate without using Pulse, as can Smarts tricks or simply fighting defensively to get +2 to her Parry while helping out by providing another +1 ganging up bonus for the front-line fighters.

And then there's the animal companion – whatever form you choose, it's there to provide Aggie a little backup when she needs it. Companions, followers and sidekicks get a bit of a revamp in Savage Suzerain, making them less of a disposable option when choosing Edges. Savage Suzerain makes them a viable pick, and they advance along with the character. For someone like Aggie, having an animal to watch her back and take the knocks for her is a massive boon.

At 30 xp Aggie has changed in simple ways everything she did before she now does better. More Pulse keeps her in the action for longer. Recovering it quicker will repeatedly prove its worth between the hioctane encounters. Higher casting skills increase her odds of overcoming wound penalties, both hers and those of her patients. This also increases her chances of succeeding when casting spells and scoring those all important Raises to get maximum effect for every point of Pulse spent. The Healer Edge is a real boost for any medic character, but especially for Aggie as its bonuses apply in many situations and stack with the benefits of the anatomist power Digit Expers, making old fashioned after-the-battle triage very effective.

By now her animal companion should be maturing into an effective ally and will be well worth taking care of – remember you can use Karma to keep it alive in the same way you can keep your character alive by burning a point.

Mostly, this version of Aggie is an improvement of what already existed at 0 xp, and that's not a bad thing to aim for with Savage Suzerain characters during their early career. Focus on improving their core abilities. That said, there was room for one new trick in Aggie's arsenal. Deflection adds a new side to Aggie's possible tactics – defensive buffing. If you don't get a Raise when casting it, let it run for the duration but don't keep it going. If you get the Raise, dance the little happy dance.

At 90 xp Aggie is a mighty titan of Pulse and Pulse powers. Her selection of powers now extends to utility powers (the ever-useful Teleport is part of her portfolio now, as is Body Boost), and she can heal just about anything. Reread all of her anatomist powers. You'll want to pay very careful attention to the bonuses that depend on your character's rank - at this stage Aggie qualifies for all but the highest of bonuses. This is a feature of the anatomist specialization of wizardry, but you can expect to see more of the specialized Pulse paths in future books offering similar enticements – powers that are good as a starting character, but ramp up over time without any extra investment to turn the character into a powerhouse in their specialized area.

You might question the benefit of Trait Perfection: Heroic for Aggie, but given the nature of her role, to provide critical support exactly when it's needed (either offensively or in healing), and given how dangerous some of the situations Heroic/Legendary characters face are, it seems prudent to guarantee a success when needed. My other thought here is a bit of self-preservation for Aggie, helping her heal herself when badly wounded (which really racks up those penalties and massively drops the chance of success without the Trait Perfection Edge). Finally, Aggie isn't as frail as before! If you haven't really spotted the importance of them yet, now's the time to see the vital part a Telesma plays in helping shape a character. Telesma abilities are an added bonus that happens whenever your character gains a rank, and there's a broad enough choice that most characters can find plenty of good options that suit their play style. For Aggie it's Pulse Battery all the way, which at Legendary means four sets of it, for a total of 4x4=16 extra Pulse. It's 5x5=25 once she hits Demigod rank, and that's a lot of extra power at her fingertips.

At 150 xp Aggie really is a font of Pulse. And she needs it. However, taking Expert and Trait Perfection: Demigod in her two key skills means failure is optional to this lady. She's the personification of a demigod of wizardry and anatomism, so close to being a goddess of the arcane arts. She decides when her spells will succeed, not the dice.

The life of a demigod is demanding, so don't be getting too cocky with all that Pulse. Aggie is a great example of a character who needs to use her resources wisely. Stick to her own Pulse to start with - after all, she gets back 3 points every 15 minutes (thanks to the Improved Rapid Recharge Edge and the perks of Demigod rank). However, she won't always have 15 minutes. The Pulse Battery recovers less quickly, but it's there to be used when her own supplies run low. Aggie's early dedication to building an awesome Pulse Battery has really paid off.

I've given Aggie Talk With Animals as an Edge because it fits with her character concept as the nature-loving white witch of the woods. By this stage of her epic journey to godhood we can afford to branch out a little and indulge ourselves, and in a universe like Suzerain it's amazing how often an ability like Talk With Animals comes in handy. It's another way for Aggie to contribute to multiple scenes during a session, making her an even more interesting character to play.

The other thing to consider is just how monstrous her animal companion should be by this stage. If the original companion has perished during one of her many adventures, consider the various realms Aggie has visited where she could find some new, exotic companion. Suzerain covers all of time and space (and, at Demigod rank, alternate realities too). The humble wolf or eagle seems a bit... tame to me.

| Race: Human | - | Age | 2: 54 | Player: | | | | | |
|------------------------|---------------------------------------|-------------|----------------|---|--------------|--|--------------|---|---|
| Agility: d4 | Stre | ngth: | d4 | Parry: | 5(1) | | 6 | | |
| Smarts: d10 | | igor: | d4 | 2 + 16 Fighting Toughness: | - | SI | ZEA | AIN | |
| | | | | 4 + 71 VINOL. | _ | JE SAMO | | | |
| Spirit: d8 | | Pace: | 5 | Charisma: | 0 | J | | 1 | |
| Boating | | Wound | $ls \propto$ | X> incl <x< td=""><td>◇ Fatij</td><td>gue</td><td></td><td></td><td>3</td></x<> | ◇ Fatij | gue | | | 3 |
| Climbing | · · · · · · · · · · · · · · · · · · · | -1 to trait | checks fo | er each wound & fatigue les | vel, -1 pace | per wound | P | ulse | |
| Driving | | Hindra | ances | | HE STR | | | 10 | Character-Description-/-Illustratio |
| Fighting | | Elderly | 11000 | | | CONCINCTION OF CONCINCION OF CONCINCIONO OFICIONO OFIC | | X.P. | -Edges |
| Gambling | 3 | Hard of I | Hearing | (minor) | | 1111 | | | Beastmaster |
| Guts | d6 | Poverty | neann | (minor) | 0 | Gifted | | | |
| Healing | 3 d8 | Armor | COM I | Mar Northan | Bonus | Notes | - | No. of Lot | Anatomist |
| Intimidation | 1 | Head | and the second | | | | | a to an a sol | 5 |
| (Spi) Investigation | 1 | | Leathe | or Vest | +1 | 111 | | | 10 |
| (Sma) Knowledge | | Arms | Leaune | | 11 | 111 | 111 | | 15 |
| Medicine | | Legs | - | 111 | | 111 | _ | | S20 |
| Animals | | | 1 | 111 | 1 | | | | 25 |
| Plants | | Weapo | ons | Range I | Dam | Notes | 1.2 | 100.00 | 30 |
| | - Luo | Staff | 10.70 | and a subscription of the second | | | aaab 1 2 1 | landa | 35 |
| Lockpicking (Agi) | | Stall | 1 | | Str+d4 | +1 Parry, F | | lanus | V40 |
| Notice (Sma) | | | - | 111 | 7 | | _ | | 45 |
| Persuasion | d4 |] — | _ | 11 | 1 1 | | | | 50 |
| Piloting | 3 |] | | 1 1 1 | - 1 | | _ | | 55 |
| Repair | r | Posses | ssion | | 22.0 | | | Wt | H60 |
| Riding | d4 | Leather | | | 2.7 198 | 10000 | | 6 | 65 70 |
| Shooting | L | Staff | VCSI | | | | | 8 | 75 |
| (Agi) Stealth | | Healer's | Bag | | | | | 4 | 1.80 |
| (Agi) Streetwise | | 1 | | | | | | | 90 |
| (Sma) Surviva | <u> </u> | | | | _ | | | | 100 |
| (Sma) | L | | | | | | | | 110 |
| Swimming | | | | | | | | | D120 |
| Taun (Sma) | · · · · · · · · · · · · · · · · · · · | | | | | | | | 130 |
| Throwing | | | | | | | | | 140 |
| Tracking | 3 |] | | | | | | | 150 |
| Spellcasting (Sma) | d10 |] | | | | | | | 160 |
| Anatomist (Sma) |) d8 |] | | | | | | | 170 |
| N. C. | | 1 | | Encumbrance l | Penalty | | Total Wt: | 18 | 180 |
| Power | OF TENE | Cost | Rai | nge Duration | Effe | | Carlo and | 16-11-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1 | Telesma |
| olt | | | 12/2 | | | Contraction of the local distance of the loc | lta of light | | Constant of the second s |
| | | 1-6 2 | Flam | | | 3 2d6/3d6 bo s. Skill or 2d1 | | H\\\/ | <u>\$20</u> |
| | | 2 | i iaii | | Agi. V | 5. OKIII OI 201 | o damaye. | | <u>V40</u> |
| | _ | | | | | | | | H60 |
| | | | _ | | | | | | L80 |
| | | | | | | | | | D <u>120</u> |
| igit Expers(Anatomist |) | 2 | Self | 10min(1/10m | n) Bonus | on Healing | checks, sem | ni-weapon | |
| lealing(Anatomist) | | 3 | Tour | h Instant | Curaa | wounds/nois | in/diagona | | |

| Name: Agetha, | Wise | Woma | In | | | Ge | nder: | Female | | |
|---------------------------|---------------------------------------|---------|-----------|---------------------------------|----------------|-------------------------------|-------------|-----------|----------------------------------|-------|
| Race: Human | | Ag | e: 55 | _ Player: _ | | | | | 2 | |
| Agility: d4 | Stren | igth: | d4 | Parry: | 5(1) | | ~ | | | |
| Smarts: d12 | Vi | igor: | d4 | Toughness: | 5(1) | SU2 | ZER | RAIN | | |
| Spirit: d8 | Р | ace: | 5 | Charisma: | 0 | 15 CANADA | | | | |
| Boating | | Waun | 4. ^^ | | A Eatin | | | | | |
| Climbing | 1 | | | | | | Р | ulse | | |
| Driving | · · · · · · · · · · · · · · · · · · · | | | e each wound & fatigue le | vel, -1 pace p | per wound | | 5 + 1 | | |
| Fighting | | Hindr | ances | • | | | | | Gharacter-Description-/-Illustra | tion- |
| Gambling | · · · · · · · · · · · · · · · · · · · | Elderly | | | | | | K.P. | -Edges | 6 |
| (Sma) Guts | | | f Hearing | (minor) | 11 | | | 30 | Beastmaster | - |
| (Spi) Healing | | Poverty | - | | | | _ | | Gifted | - |
| Contraction of Statistics | d8+2 | Armo | or 👘 | | Bonus | Notes | | RAT | Anatomist | - 61 |
| Intimidation (Spi) | | Head | 1 | 1.1.1 | /// | 1111 | 1.1 | | 5 Smarts d12 | |
| Investigation (Sma) | | Torso | Leathe | er Vest | +1 | 111 | 111 | 111 | 10 Spellcasting d12, Anatomist o | 10 |
| Knowledge | | Arms | 1 | 611 | 11 | 111 | | | 15 Beast Bond | _ |
| Medicine | d6 | Legs | () | | / / | | | | S20 Healer | - |
| Animals | d6 | _ | 1 | 111 | 1-1 | | _ | | 25 New Power: Deflection | - |
| Plants | d6 | Weap | ons | Range I | Dam | Notes | 10.00 | | 30 Rapid Recharge | |
| Lockpicking | | Staff | | | Str+d4 | +1 Parry, Re | ach 1, 2 F | lands | V40 | - |
| (Agi) Notice | - | | | 1.1.1 | - X I., | | | | 45 | - |
| Persuasion | | | · · · | | 1 1 | | | | 50 | - |
| (Sei) | | | | 1 1 | I I | | | | 55 | |
| Piloting | | | | - A - A | 1 | | | | H60 | |
| Repair | | Posse | ssions | | 14 | Contraction | 282 | Wt | 65 | - |
| Riding | d4 | Leathe | er Vest | to and the second second second | | | | 6 | 70 | |
| Shooting | | Staff | | | | | | 8 | 75 | |
| Stealth | | Healer' | 's Bag | | | | - C - 1 | 4 | L80 | |
| Streetwise | - | _ | | | | | | | 90 | |
| Survival | - | | | | | | | | 100 | 1 |
| (Sma) Swimming | _ | | | | | | | | 110 | |
| (Agi) Taunt | _ | | | | | | | | D120 | |
| (Sma) | _ | | | | | | | | 130 | |
| Throwing [| | | | | | | | | 140 | |
| Tracking | | | | | | | | | 150 | |
| Spellcasting (Sma) | d12 | | | | | _ | | _ | 160 | |
| Anatomist (Sma) | d10 | | | | | | | | 170 | |
| | | | | Encumbrance | Penalty | | Total Wt: | 18 | 180 | |
| Power | - | Cost | Ran | ge Duration | Effec | La Cara | and the | S. Sec. | Telesma | |
| Bolt | | 1-6 | 12/24 | 1/48 Instant | Up to 3 | 2d6/3d6 bolts | s of light. | | S20 Pulse Battery | |
| Burst | | 2 | Flam | e T. Instant | Agi. vs. | Skill or 2d10 | damage. | HW | V40 | |
| Deflection | _ | 2 | Touc | h 3(1/round) | -2 (-4 o | n <mark>a r</mark> aise) to b | e hit | | H60 | 1.1 |
| | | | | | | | | | L80 | |
| | | | | | | | | | D120 | |
| Digit Expers(Anatomist) | _ | 2 | Self | 10min(1/10n | n) Bonus | on Healing ch | ecks, sem | ii-weapon | | |

 Healing(Anatomist)
 2
 Control of the con

-Telesma-Description-/-Illustration-

í,

Downloadable full-color and print-friendly character sheets available from the treasure area of www.talisman-studios.com. Permission granted to photocopy for personal use only.

| Name: Agetha | , Wise | Woma | n | | | _ Gend | der: Female | | |
|------------------------|-----------|---------|-----------|-------------------------------|-----------------------|-----------------|-------------------|---|----|
| Race: Human | 2 | _ Ag | e: 56 | _ Player: _ | 1.1.1 | | | | |
| Agility: d4 | Stren | igth: | d4 | Parry: | 5(1) | | | | |
| Smarts: d12 | Vi | igor: | d4 | 2 + 16 Fighting Toughness: | 5(1) | SUZ | ERAIN | | |
| Spirit: d8 | P | ace: | 5 | Charisma: | | | | 3 | |
| Boating | | Woun | de 🔨 | | | | | 7 | |
| Climbing | \square | | | er each wound & fatigue le | and the second second | | Pulse | | |
| Driving | \square | | | | vel, «I pace per v | round | 30 + 16 | | |
| Fighting | | Hindi | ances | | | No. 1 | | Gharacter-Description-/-Illustration | n- |
| Gambling | | Elderly | | /// | | | X.P. | -Edges | |
| (Sma) Guts | - | | f Hearing | g (minor) | //// | _ | 90 | Beastmaster | |
| (Spi) Healing | | Poverty | | | | _ | | Gifted | - |
| Intimidation | | Armo | or 🐾 | Sel Case 1 | Bonus N | otes 🛯 🚬 | | Anatomist | - |
| (Spi) | | Head | | 111 | 111 | | | 5 Smarts d12 | _ |
| Investigation (Sma) | | Torso | Leathe | er Vest | +1 | | | 10 Spellcasting d12, Anatomist d10 15 Beast Bond | - |
| Knowledge (Sma) | | Arms | - | 111 | 111 | 111 | | S20 Healer | |
| Medicine | d6 | Legs | · | | 11 | | | 25 New Power: Deflection | |
| Animals | d6 | _ | _ | | - | | | 30 Rapid Recharge | |
| Plants | d6 | Weap | ons | Range | Dam N | otes | | 35 New Power: Body Boost | |
| Lockpicking | | Staff | | | Str+d4 +1 | Parry, React | n 1, 2 Hands | V40 Improved Rapid Recharge | |
| Notice | d4 | | _ | | | | | 45 Anatomist d12, Healing d10 | - |
| (Sma) Persuasion | d4 | | | | | | | 50 New Power: Restoration | |
| (Spi) Piloting | ليستعيا | | _ | | | | | 55 New Power: Teleport | |
| (Agi) Repair | _ | | | | 1 | | | H60 Trait Perf.:Heroic(Spellcasting) | |
| (Sma) | <u> </u> | Posse | ession | Section Section | 198 | CONTRACT. | Wt | 65 Trait Perf.:Heroic(Anatomist) | |
| Riding | L | Leathe | er Vest | | | | 6 | 70 New Power: Blast | |
| Shooting (Agi) | | Staff | | | | | 8 | 75 Sidekick | 1 |
| Stealth | | Healer | 's Bag | | | | 4 | 1.80 Professional: Anatomist | |
| Streetwise | | Nike H | iking Bo | ots | | | | 90 Expert: Anatomist | |
| Survival | | | | | | | | 100 | |
| Swimming | | | | | | | | 110 | |
| (Agi) Taunt | H | | | | | _ | | D120 | |
| (Sma) Throwing | ا ا | _ | | | | _ | | 130 | _ |
| (Agi) Tracking | | | | | | | | 140 | |
| Spellcasting (Sma) | | | | | | | | 150 | _ |
| | d12 | | | | | _ | _ | 160 | _ |
| Anatomist (Sma) | d12+2 | | | 9.66 8 2 | | | 10 | 170 | - |
| | | | | Encumbrance | Penalty | То | tal Wt: <u>18</u> | 180 | _ |
| Power | | Cost | Rar | | The second second | | S. A. M. See | Telesma 🖌 | |
| Bolt | | 1-6 | 12/24 | | • | 6/3d6 bolts of | | S20 Pulse Battery | |
| Burst | | 2 | Flam | | | till or 2d10 da | | V40 Pulse Battery | |
| Deflection | | 2 | Touc | | | raise) to be h | | H60 Pulse Battery | |
| Teleport | | 3+ | Spec | cial Instant | Move with | out physically | crossing area | 180 Pulse Battery | |

D120

MBT or LBT of 2d6 or 3d6 damage

Digit Expers(Anatomist) 2 Self 10min(1/10m) Bonus on Healing checks, semi-weapon 3 Healing(Anatomist) Touch Instant Cures wounds/poisin/disease. 2 Body Boost(Anatomist) Smarts 3(1/round) Boost physical Attribute + Skill 2 Restoration(Anatomist) Touch Instant Cure Fatigue

Instant

Telesma-Description-/-Illustration-

Downloadable full-color and print-friendly character sheets available from the treasure area of www.talisman-studios.com. Permission granted to photocopy for personal use only.

24/48/96

2-6

Blast

| Race: Human | Age: 57 Player: | |
|-------------------------------|--|---|
| Agility: d4 Stren | gth: d4 Parry: 5(1) | |
| Smarts: d12 Vi | gor: d4 Toughness: 5(1) | UZERAIN |
| Spirit: d8 Pa | ace: 5 Charisma: 0 | |
| Boating | Wounds (XX) inc. KX Fatigue | |
| Climbing | -1 to trait checks for each wound & futigue level, -1 pace per wound | Pulse |
| Driving | | |
| Fighting d4 | Hindrances | Character Description / mexica |
| Gambling | Elderly | X.PEdges |
| (Sma) ⁸ Guts d6 | Hard of Hearing (minor) | 150 Beastmaster |
| (Spi) | Poverty | Gifted |
| Healing d10+2 | Armor Bonus Notes | |
| Intimidation | Head | 5 Smarts d12 |
| Investigation | Torso Long Coat +1 | 10 Spellcasting d12, Anatomist c |
| Knowledge | Arms Long Coat +1 | 15 Beast Bond |
| Medicine d6 | Legs Long Coat +1 | S20 Healer |
| Animals d6 | 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1 | 25 New Power: Deflection |
| | Weapons Range Dam Note | 30 Rapid Recharge |
| Lockpicking | | ry, Reach 1, 2 Hands 35 New Power: Body Boost |
| (Agi) | | improved Rapid Recharge |
| Notice d4 | | 45 Anatomist d12, Healing d10 |
| Persuasion d4 | | 50 New Power: Restoration |
| Piloting | | 55 New Power: Teleport |
| Repair | Possessions | H60 Trait Perf.:Heroic(Spellcasting |
| Riding d4 | | |
| Shooting | Lightweight Leather Long Coat | 4 70 New Power: Blast |
| Stealth | Staff Healer's Bag | 8 75 Sidekick |
| (Agi) | | 4 1.80 Professional: Anatomist |
| Streetwise | Hi Tech compact cooking stove and utensils. | 3 90 Expert: Anatomist |
| Survival | Nike Hiking Boots | - 100 Talk With Animals |
| Swimming | | 110 New Power: Infestus Minor |
| Taunt | | D120 Trait Perf.:Demigod(Spellcast |
| Throwing | | 130 Trait Perf.:Demigod(Anatomis |
| Tracking | | 140 Professional: Spellcasting |
| Spellcasting (Sma) d12+2 | | 150 Expert: Spellcasting |
| | | 160 |
| Anatomist (Sma) d12+2 | | 170 |
| | Encumbrance Penalty | Total Wt: 19 180 |
| ower | Cost Range Duration Effect | Telesma |
| Dit | 1-6 12/24/48 Instant Up to 3 2d6/3d | |
| urst | | 2d10 damage, HW |

| 1 Million and a second second | COST | mangle | Darration | |
|-------------------------------|------|----------|--------------|--|
| Bolt | 1-6 | 12/24/48 | Instant | Up to 3 2d6/3d6 bolts of light. |
| Burst | 2 | Flame T. | Instant | Agi. vs. Skill or 2d10 damage. HW |
| Deflection | 2 | Touch | 3(1/round) | -2 (-4 on a raise) to be hit |
| Teleport | 3+ | Special | Instant | Move without physically crossing area |
| Blast | 2-6 | 24/48/96 | Instant | MBT or LBT of 2d6 or 3d6 damage |
| Infestus Minor(Anatomist) | 2 | 12/24/48 | Instant | Anatomist vs. Vigor to inflict fatigue |
| Digit Expers(Anatomist) | 2 | Self | 10min(1/10m) | Bonus on Healing checks, semi-weapon |
| Healing(Anatomist) | 3 | Touch | Instant | Cures wounds/poisin/disease. |
| Body Boost(Anatomist) | 2 | Smarts | 3(1/round) | Boost physical Attribute + Skill |
| Restoration(Anatomist) | 2 | Touch | Instant | Cure Fatigue |

-Telesma-Description-/-Illustration-

V40 Pulse Battery H60 Pulse Battery L80 Pulse Battery D120 Pulse Battery í,

Eleanor Snapdragon

This lady is a very Suzerain character. The idea of a person who's too lucky to fail has long been a fondness of Suzerain's founding father, Miles M Kantir. There are all sorts of possible permutations from a clueless everyman hero to a hardcore adrenaline junky who delights in pushing his luck to the absolute limits. The Mojo Rules! edition of Suzerain contains assorted 'the universe loves me' feats, but in Savage Worlds you have to work a bit harder to make this archetype playable. I'd be lying if I said I didn't have a fondness for jack-of-all-trades style characters, and they often end up having a lot in common with lucky heroes. Given the challenge, we have Ellie Snapdragon.

The generally accepted wisdom is that such characters tend to really struggle to be playable. Great roleplay potential, but lousy statistically. Ellie goes a long way towards proving that luck is something you can count on... if you stack it in your favor. She showcases pretty much all the tricks we came up with before and during playtesting.

Ellie starts out as a bit of an outdoors-woman and evolves slowly into a competent and dangerous adventurer anywhere a bow can be brought to bear. A ranged warrior with some outdoors skills is useful in most groups. However, it's her prodigious access to Karma and, at higher ranks, very versatile Pulse Powers that provide the most wide-ranging support to the group. Anyone playing Ellie would do well to read carefully the rules on Karmic Influence. As such you sometimes have to get pretty creative with Ellie, but the good news is she has the tools to come through for you.

As with Aggie Maysey, Ellie grows to become a character you can use in almost every circumstance and who contributes to most situations. This makes her interesting to play because you're rarely, if ever, sitting around waiting for other characters to do their thing. It's what makes the lucky archetype so appealing – luck is always welcome, but Savage Suzerain adds the tools to spread that luck around. Just like the healer of the group, this character is bound to be a big hit with her allies.

Let's walk through her progression path:

At 0 xp Ellie is a little fragile. A reasonable Parry and a reach weapon means she needn't be terrified of combat, but she's no front line combatant. Using the bow is probably the best she can contribute to combat. Her skills should be useful in the realm of Relic and beyond, and as you might expect Great Luck is already in place – the building block for the rest of her development. This should make it pretty easy to keep her alive and avoid the worst of harm while she develops. As we start her development, she could be a fairly standard rogue or ranger in a fantasy setting, with good Notice, Survival and Tracking, a bow and leather armor.

At 30 xp our luck magnet has already developed in leaps and bounds. Her Telesma edge 'Karma Bank' should see her starting most sessions with six Karma (because you were keeping one back in case someone attempted to inflict a severe case of death on her, right?), and thanks to Common Bond she can spread that bounty around the whole group.

This makes Ellie a lifeline for the whole group; should other characters find themselves without Karma at a critical moment, the odds are good that Ellie can pull their fat out of the fire. Add in the edge Jack of All Trades so she can turn her hand to just about anything, and her overall usefulness skyrockets. There's even been some space for picking up better combat skills, in particular Marksman. At this stage Ellie can hold her own pretty comfortably in a fracas, supplying targeted support where required.

At 90 xp things have gotten pretty interesting. The Telesma edge 'Balm' and the Indomitable Edge work as a neat little combo which gives Ellie a 'free' re-roll. And of course you spotted Indomitable lets you re-roll anything... it isn't limited to just trait checks. There aren't many ways in Savage Worlds to re-roll damage. This is one of them.

Favorite of Fate is a cool toy too. Adding four to a result instead of re-rolling means you can turn any success into a Raise for one Karma. Extreme Luck and Improved Level Headed should help keep the Karma flowing and give Ellie the chance to get in some tactical movement and actions before the enemy on a regular basis. Bearer of Ill Omen and some equipment upgrades picked up on her travels through time and space make this version of Ellie somewhat more robust. This is helped by taking Attribute Synergy (Vigor) as a Telesma Ability. This increases her Wild Die on Vigor checks which might come in handy for resisting coughs and colds... and when making Soak rolls.

I should mention the equipment thing briefly. It's not unreasonable to assume that Heroic/Legendary/ Demigod characters have been travelling around the universe for some time, unless you're specifically saying that your characters never left their home realm. That's fine, but otherwise feel free to pick up a few souvenirs of those travels when creating high rank characters without actually playing through all the sessions it takes to get to 60 xp, 80 xp, or 120 xp. Talk it through with your GM. It seemed right for Ellie to have some quirky possessions, some of which are even useful!

Oh, and don't forget to take a pick of your Patron God ability. "Borrow Knowledge" proved helpful more than once during playtesting but feel free to go your own way. Not every character in our Fortie Fellowship of pre-generated PCs gets a Patron God Edge, you'll notice. They're powerful Edges, sure, but they're not so powerful that they're a 'must have'. Sometimes, a patron doesn't suit a character, or there are other things to do with those Advances as the character gains experience. Don't be a slave to the Patron Gods – we've seen it happen before, and it can mean disaster.

Finally at 150 xp we mostly see improvements to existing areas. Ellie focuses in on Shooting (check out the new bow and the Trait Perfection Edges) to ensure she can continue to feel useful and effective in the many scrapes the group get themselves into. I picked improved versions of Pulse-using Edges whereever possible to keep the Pulse costs down, giving her more staying power.

I really wanted to squeeze Alertness into the character somewhere, knowing it would only be a matter of time before a character like Ellie picked up Danger Sense, but I couldn't quite get there. Sometimes there are too many good things for a given character. It's one of the fun parts of Savage Worlds after all – Alertness can wait for the next PC I create. Even without it, Ellie is still rolling and picking the better of 2d8 with a -2 modifier, so the odds are good on her getting a headsup when trouble lurks.

And don't forget at Demigod you get a second ability from her Patron God Edge. Given Ellie's thirst for knowledge, some 'Divine Understanding' makes a lot of sense but don't let that stop you from making your own mind up – you're playing her now.

| Name: Eleano | or Snap | odragor | 1 | | _ | G | ender: | Female | 2 | |
|--|---------------------------------------|--------------|----------------|-------------------------------------|--------------|-------------|-----------------|---|-----------------------------|--------|
| Race: Human | 1 | _ Ag | je: <u>2</u> 4 | Player: | | | | | 2 | |
| Agility: d8 | Strei | ngth: | d6 | Parry: | 6(1) |] | ~ | | | |
| Smarts: d8 | v | igor: | d4 | 2 + 16 Fighting Toughness: | 5(1) | SU | ZE | RAIN | | |
| Spirit: d6 | - | Pace: | 6 | Charisma: | _ | 25 COMPANY | Transfer (1995) | C CONTRACTOR | | |
| Boating | | 1 | | - | - | J | | | | |
| (Agi) Climbing | | Woun | nds 🔿 | \longrightarrow inc! \checkmark | X Fati | gue | | Pulse | | |
| (Str) | · · · · · · · · · · · · · · · · · · · | -1 to tra | ut checks t | for each wound & fatigue le | vel, -1 pace | per wound | | | | |
| Driving | - | Hind | rance | s. P | | | | 10 | Character-Description-/-Ill | lustra |
| Fighting | | Curiou | | | | | | X.P. | -Edges | * |
| Gambling | 3 | Big Mo | | 111 | 11 | 1111 | | 0 | Luck | 1 |
| Guts | d4 | Loyal | < | 1111 | 11 | 1111 | | <u> </u> | Great Luck | |
| Healing | g 📃 | Armo | or 📰 | A State 9 | Bonus | Notes | ST 17 10 | 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 | 11111 | |
| Intimidation | 1 | Head | | | | | | | 5 | 1 |
| Investigation | 1 | Torso | Leath | er Armor | +1 | 111 | | | 10 | |
| Knowledge | • | Arms | | | +1 | 111 | | | 15 | 1 |
| (Sma) | | Legs | | | +1 | 111 | - | | S20 | |
| | | | 1 | 111 | 1 | 111 | | | 25 | 1 |
| | | Weap | oons | Range | Dam | Notes | 100 | 0.1.5.115 | 30 | |
| | | - | | | | | | CONTRACTOR OF STREET, S | 35 | - |
| Lockpicking (Agi) | - | Bow | - 1 | 2 2 7 | 2d6 | 14 Dame 1 | | Handa | V40 | |
| Notice | d8 | Spear | - | N/A : | Str+d6 | +1 Parry, F | Reach 1, 2 | Hanos | 45 | |
| Persuasion | 1 |] | | 11 | 1 | | _ | | 50 | _ |
| Piloting | 3 | | | | 1 | | _ | | 55 | |
| (Agi) Repair (Sma) | r | Pose | ession | A | ALC: NO | | 1000 | Wt | H60 | |
| (Sina) Riding | | | A PROPERTY OF | | 54106 | 9286 SS | STORE OF | | 65 | |
| (Agi) Shooting | | Bow | er Armoi | | | _ | - | 15 | | _ |
| (Agi) Stealth | 1 | Spear | | | | | | 5 | 75 | _ |
| (Agi) | | Arrows | | | | | | | 1.80 90 | _ |
| Streetwise | | <u>AITOW</u> | 5 | | | | | | 100 | |
| Surviva (Sma) | | | | | | | | | 110 | - |
| Swimming (Agi) | 3 | | | | | | | | D120 | |
| Taunt | t | | | | | 1 | | | 130 | _ |
| Throwing (Agi) Tracking (Sma) | 3 | | | | | | | | 140 | _ |
| Tracking | d8 | | | | | | | | 150 | |
| (sma) | | 0 | | | | | | | 160 | _ |
| | | | | | | | | | 170 | |
| | | | | Encumbrance | Penalty | [| Total W | 1: 23 | 180 | _ |
| ower | V CONK | Cost | Ra | nge Duration | - 18 A | | -0- | | Telesma | - |
| | | COSL | INA | Duration | Line | | | 1000 | | 01.6 |
| | | | | | | | | | <u>\$20</u> | |
| 1 | | | _ | | | | | | <u>V40</u> | _ |
| | | | | | | | | | H60 | - |
| | | | | | | | | | L80 | |
| | | _ | | | _ | | | | D120 | - |

---Telesma-Description-/-Illustration-----

| Name: Eleano | r Snapc | Iragon | Gender: Female | |
|----------------------------|----------|--|-----------------------|--|
| Race: Human | 1 | Age: 25 Player: | | |
| Agility: d8 | Stren | | | |
| Smarts: d10 | | 2 + 16 Fighting | TTTERATN | |
| | | 2 + 19 Vigor | | |
| Spirit: d8 | Pa | ace: 6 Charisma: 0 | | |
| Boating | | Wounds () Fatigue | | |
| Climbing | | -1 to trait checks for each wound & fatigue level, -1 pace per wound | Pulse | |
| Driving | | | 15 | -Character-Description-/-Illustration- |
| Fighting | d8 | Hindrances | | -Edges |
| Gambling (Sma) | 1 | Curious | X.P. | |
| (Sma) Guts | | Big Mouth | 30 | |
| (Spi) Healing | | Loyal | | Great Luck |
| (Sma) Intimidation | | Armor Bonus Note | S TO BUILD S G 189 | 5 Smarts d10 |
| (Spi) Investigation | | Head | | 10 Jack of All trades |
| (Sma) | - | Torso Leather Armor +1 | | 15 Fighting d8, Shooting d8 |
| Knowledge (Sma) | | Arms Leather Armor +1 | | S20 Marksman |
| | | Legs Leather Armor +1 | | 25 Spirit d8 |
| | | | | 30 Common Bond |
| | | Weapons Range Dam Note | S | 35 |
| Lockpicking | | Bow 12/24/48 2d6 | | V40 |
| (Agi) Notice | | Spear N/A Str+d6 +1 Par | rry, Reach 1, 2 Hands | 45 |
| (Sma) | يعت | | | 50 |
| Persuasion | ليصل | | | 55 |
| Piloting | ; | | | H60 |
| Repair | | Possessions | Wt | 65 |
| Riding | | Leather Armor | 15 | 70 |
| Shooting | d8 | Bow | 3 | 75 |
| (Agi) Stealth | | Spear | 5 | 15 L80 |
| (Agi) Streetwise | | Arrows | | 90 |
| (Sma) | <u> </u> | | | 100 |
| Surviva (Sma) | d8 | | | 100 |
| Swimming | ; | | | D120 |
| Taunt | t 🗌 | | | |
| Throwing | | | | 130 |
| (Agi) Tracking (Sma) | | | | 140 |
| (Sma) | | | | 150 |
| | | | | 160 |
| - | | 946 A 946-946 B | | 170 |
| | | Encumbrance Penalty | Total Wt: 23 | 180 |
| Power | | Cost Range Duration Effect | | Telesma 🖕 |
| | | | | S20 Karma Bank |
| | | | | V40 |
| | _ | | | H60 |
| | | | | L80 |
| | | | | D120 |

-Telesma-Description-/-Illustration-

| Name: Eleano | r Sna | odragon | Gender: Female | |
|-----------------------|----------|--|--|---|
| Race: Human | | Age: 26 Player: | | |
| Agility: d12 | Stre | ngth: d6 Parry: 8(2) | | |
| | | 2 + 16 Fighting | | <u>, </u> |
| Smarts: d10 | 1 | /igor: d4 Toughness: 9(4) | UZCKAIN | |
| Spirit: d8 | 1 | Pace: 6 Charisma: 0 | | |
| Boating | | W 1.000 0 1000 F | | |
| (Agi) Climbing | | Wounds Wow fatigue | Pulse | 8 |
| (Str) Driving | L | -1 to trait checks for each wound & futigue level, -1 pace per wound | | |
| (Agi) Fighting | - | Hindrances | 30 | Character-Description-/-Illustration- |
| Gambling | | Curious | X.P. | -Edges |
| (Sma) | _ | Big Mouth | 90 | Luck |
| Guts (Spi) | | Loyal | | Great Luck |
| Healing | | Armor Bonus Note | S IS LA DO DAN | |
| Intimidation (Spi) | 1 | Head | TELEVIN | 5 Smarts d10 |
| Investigation | · | Torso Trader Chainmail +4 | | 10 Jack of All trades |
| Knowledge | • | Arms Trader Chainmail +4 | | 15 Fighting d8, Shooting d8 |
| (Sma) | | Legs | | S20 Marksman |
| | - | Small Aegis Shield +1 Parry +2 Arm | nor* Vs Ranged | 25 Spirit d8 |
| - | | Weapons Range Dam Note | S | 30 Common Bond |
| Lockpicking | <u> </u> | Bow 12/24/48 2d6 | | 35 No Mercy |
| (Agi) | - | Trader Sabre N/A Str+d6+2 AP2, + | 1 Parry | V40 Favourite of Fate |
| Notice (Sma) | | | | 45 Agility d10 50 Level Headed |
| Persuasion (Spi) | · | | | 55 Improved Level Headed |
| Piloting | ; | | | H60 Bearer of III Omen |
| Repair | | Possessions | Wt Wt | 65 Extreme Luck |
| Riding | 5 | Trader Chainmail | 13 | 70 Guts d6, Shooting d10 |
| Shooting | d10 | Bow | 3 | 75 Agility d12 |
| Stealth | | Trader puzzle box - +4 Charisam when dealing with c | hildren - | L80 Indomitable |
| Streetwise | | Trader Sabre | 3 | 90 Patron God: Knowledge |
| (Sma) Surviva | L | Small Aegis Shield | 4 | 100 |
| (Sma) Swimming | | - half the armor bonus v. ranged attack counts as a To | oughness bonus | 110 |
| (Agi) | | "I heart NY" ballpoint pen | | D120 |
| (Sma) | - | Arrows | | 130 |
| Throwing | | | | 140 |
| Tracking | d8 |] | | 150 |
| | |] / | | 160 |
| | |] | | 170 |
| | | Encumbrance Penalty | Total Wt: 23 | 180 |
| Power | | Cost Range Duration Effect | A STATE OF THE PARTY OF THE PAR | Telesma |
| | | | | S20 Karma Bank |
| | | | | V40 Protective |
| | _ | | | H60 Attribute Synergy (Vigor) |

| L80 | Balm |
|-----|------|
| | |

D120

Downloadable full-color and print-friendly character sheets available from the treasure area of www.talisman-studios.com. Permission granted to photocopy for personal use only.

---Telesma-Description-/-Illustration----

| Name: Eleano | r Snapd | ragon | | | | | Gender: | Female | |
|------------------------|-----------|---------|--------------|------------------------|------------------|---------------|------------------------------|------------|---|
| Race: Human | - | Ag | e: 27 | Player: | - | | | | 2 |
| Agility: d12 | Streng | | d6 | Parry | /: 9(2) | | | | |
| Smarts: d10 | | jor: | d6 | Toughness | ng | 9 | II 7 PA | | r |
| | | | | 2 + 19 Vtg | or. | - Contraction | | | |
| Spirit: d8 | Pa | ce: | 6 | Charisma | 1: +1 | | | | |
| Boating | s . | Woun | $ds \propto$ | | X Fatig | ne | | | |
| Climbing | 3 | | | or each wound & fatigu | * * | | P | ulse | |
| Driving | 3 | | | | e level, -1 pace | per sound | | 35 | 8 |
| Fighting | | lindr | ances | | 12 00 | 3 75 | | | Gharacter-Description-/-Illustration- |
| Gambling | | Curious | | /// | <u> </u> | _ | | (.P. | -Edges |
| (Sma) Guts | | Big Mo | uth | /// | | | 1 | 50 | Luck |
| (Spi) Healing | | _oyal | - | | | | | | Great Luck |
| Intimidation | | Armo | n | | Bonus | Note | S S L I | C. R. MERT | 5 |
| (Spi) | | Head | 1 | 1.1.1 | 11 | | 11111 | | 5 Smarts d10 |
| Investigation (Sma) | <u> </u> | Torso | Trade | r Chainmail | +4 | | | | 10 Jack of All trades |
| Knowledge | | Arms | Trade | r Chainmail | +4 | _ | 1 1 1 1 | | 15 Fighting d8, Shooting d8 |
| (contrast) | | Legs | <u> </u> | 6 1 1 | 11 | | 1111 | | S20 Marksman |
| | | Small A | Aegis Sł | nield | +1 Parry | +2 Arr | n <mark>or* Vs Ranged</mark> | | 25 Spirit d8 |
| | | Weap | ons | Range | Dam | Note | S | | 30 Common Bond |
| Lockpicking | | Energy | Bow | 15/30/60 | 2d10 | AP2 | | | 35 No Mercy |
| (Agi) | | | Sabre | N/A | Str+d6+2 | | -1 Parry | | V40 Favourite of Fate |
| Notice (Sma) | <u>d8</u> | | Cabie | 107 | 01110012 | 711 2, 1 | i i uny | | 45 Agility d10 |
| Persuasion | | | _ | 11 | Ϋ́ J | 1 | | | 50 Level Headed |
| Piloting | ; | | | 1.1.1 | 1 1 | | | | 55 Improved Level Headed |
| Repair | | Posec | ssion | | STATISTICS. | - | | Wt | H60 Bearer of III Omen |
| Riding | | | Chainm | | - 53,000 | | CONTRACTOR OF THE OWNER. | 13 | 65 Extreme Luck |
| (Agi) Shooting | | Energy | | | | - | | 8 | 70 Guts d6, Shooting d10 |
| (Agi) Stealth | | | | box - +4 Charisam | when deali | a with | shildren | - | 75 Agility d12 |
| (Agi) | | | Sabre | | when dealin | | | 3 | L80 Indomitable |
| Streetwise (Sma) | | | | | | | | 3 | 90 Patron God: Knowledge |
| Surviva | uo | | | allpoint pen | | | | - 4 | 100 Fighting d10, Shooting d12 |
| Swimming | | | Aegis SI | r bonus v. ranged | ottook oouni |] | | | 110 Trait Perfection: Heroic (Shooting) |
| Taunt | t 🔲 . | | ne anno | ir bonus v. rangeu | | sasa i | ougnness bonus | | D120 Bearer of Ill Omen: Improved |
| (Sma) Throwing | | | | | | | | _ | 130 Trait Perf.: Demigod (Shooting) |
| (Agi) Tracking | | | | | | | | _ | 140 Vigor d6 |
| (Sma) | | | | | | | | | 150 Danger Sense |
| | | | | | | | | | 160 |
| | <u> </u> | | | 9.5 8 | 25, 238 | 6 | _ | 0.4 | 170 |
| | | | | Encumbrand | e Penalty | | Total Wt: | 24 | 180 |
| Power | | Cost | Rai | nge Duratio | n Effec | t i | | in the set | Telesma 🖕 |
| | | | | | | | | | S20 Karma Bank |
| | | | | | | | | | V40 Protective |
| - | | | | | _ | | | | H60 Attribute Synergy (Vigor) |
| | | | | | - | | | | 1.80 Balm |
| | | | | | | | | | D120 Allure |

-Telesma-Description-/-Illustration-

Count 'Fortie' Fairfax

Forthesque Fairfax was most amusing during playtesting. Headstrong and ever on the lookout for the next head to drop off with the family taxidermist, he readily got the whole group into numerous scrapes. Young noblemen, eh? Always trouble, but great fun to play. The key is to also create some stats that make him fun.

When it comes down to it, Fortie is one of the group's front line combatants, part of an agreement between the players when drawing up their characters and deciding who wanted to play which role. While NPCs might look to him (being the nobleman of the group) to be the leader, he's happier letting his trusted man Quintus deal with any talking so he can get back to hunting ever-bigger critters. In Suzerain it's well worth talking through the team dynamic – especially when you get to the higher ranks, working like a well-oiled machine is the only way to get to godhood. And you can make any character background fit any archetypal team role with a little imagination – let Fortie Fairfax be testimony to that!

Fortie's all about the big hard hits, up close and personal. The bigger the critter the better, and by the end... boy, oh boy does he pack a punch! Still, without the rest of the fellowship Fortie would likely have bitten off more than he can chew, publicly disgracing himself and his infamous monster-hunter family (if he survived at all). As it is, with Ned shielding him from the greatest harm, Jo handling any hidden threats, Ellie adding buckets of luck, Quintus on PR duty, and Aggie patching up the pieces, the Count stands a good chance of living. In return, he's the character who nails elite enemy champions through the eye-slit of their full helm, dropping them in a single attack. He's not smart, but he doesn't need to be. Masterful tactics are an optional extra with this character build.

At 0 xp Fortie was a lot of character to fit into the starting allocation. Noble was a must-have; it was part of his concept after all. Yes, I know a barbarian with a big sword and a Norse name is the standard way to go for this type of build, but Fortie shows you can have both an effective character and the character back-story you want, with a little planning at least.

Plenty other background edges were tempting, but to make sure he had a future as a heavy hitter it was his core attributes that needed the lift - enough Agility to get Fighting and Throwing to a decent level, and enough Strength to deck him out in a Count's armor.

The blood iron barb is the matador nobleman's weapon of choice where Count Fairfax comes from. Throwing skill is not the most obvious choice for this sort of character, I'll admit, but it does give him some flexibility instead of being a one dimensional close combat mincing machine. In the early days, that flexibility is all important. Remember that at 0 xp Ellie isn't exactly the greatest ranged weapons specialist and Aggie can't fire many Bolts, so the ability to throw a barbed javelin will probably come in handy.

At 30xp Fortie has really focused on hard hitting and hitting hard. This is the stage where he developed from being a general fighter to being a one hit kill specialist. No Mercy means he doesn't have to settle for a bad die roll spoiling a good head shot. His skill as a fighter coupled with good defensive equipment (and the strength to use it without penalty) should keep him pretty safe in a combat. Weight of numbers is his biggest threat – ganging up bonuses and the extra raises stand a real chance of making his Parry and Toughness far less useful than you might like. That's when he needs the other characters to keep the little gremlins off his back.

At 90 xp Fortie is deadly, pure and simple. His Telesma edges are all about keeping him swinging as long as possible. Trademark Weapon and Professional: Strength add some very fine bonuses to his rolls, which should see him getting plenty of raises to go with Crushing Blow. That should ensure he can penetrate the hide of the deadliest foes.

His trip to the 20th century sees Fortie with a pretty serious armor upgrade too. Gotta wonder what happened to his horse though.

Surge is a great way of getting into trouble by getting the Count next to the biggest, meanest thing on the field of battle... and he probably wouldn't want it any other way (especially not with Arrogant, Deathwish and Stubborn as his Hindrances!). Fortie always aims for the biggest critter, and doesn't stop until he kills it. Surge is a signature Edge for his concept. Between the inevitable wounds that all melee fighter have to face and the sorts of challenging environmental penalties GMs like to throw at characters at this stage of their epic adventures, Fortie's Trait Perfection is essential. It'll keep his aim true for a while, especially when going for those called shots to the eye-slit. Be wary, though – you'll quickly chew through your Pulse that way, which explains why the young Count has a little Pulse Battery help from his Telesma.

At 150 xp it's all about stacking up those flat bonuses as much as possible. If the Count was ever to go back to hunting petty bandits in his ancestral homeland, he'd cut through them like some sort of molten lava broadsword through room temperature butter. He's hard to hit, he's hard to hurt, he rarely misses, and when he hits anything smaller than a rhino he can guarantee it's game over.

He may not be very bright, but he's got a very charming boyish grin that's going to get all the girls swooning after him. As tales spread across the realm of Count 'Fortie' Fairfax's daring deeds, he's become the demigod pin-up of an entire fantasy world. So much better than playing a barbarian with a big sword and a Norse name.

| Name: Count | 'Fortie' | Fairfax | K | | | _ Gend | ler: <u>Male</u> | | |
|---|---------------------------------------|------------------|-----------------------|---------------------------|----------------------|-----------------------|--------------------|------------|-------------------|
| Race: Human | 200 | _ Ag | je: 23 | Player: | | | | | |
| Agility: d8 | Stren | | d10 | Parry | : 7(1) | < | | | |
| Smarts: d4 | Vi | gor: | d6 | Toughness | | SUZ | ERAIN | | |
| Spirit: d6 | | ace: | 6 | Charisma | | - WARTER DURING | | | |
| Boating | | | | - | | | | | |
| (Agi) Climbing | | | | | | | Pulse | | |
| Driving | · · · · · · · · · · · · · · · · · · · | | | or each wound & fatigue | level, -1 pace per v | round | 10 | | |
| Fighting | g d8 | - | | 5. | ill an and | | X.P. | -Edges | n-/-Illustration- |
| Gambling | ß | Arroga | | | 111 | | | | CHARGE CONTRACT |
| Gut | s d6 | Deathy Stubbo | | 111 | 1111 | 117 | 0 | Noble | - |
| Healing | s | Armo | - | Mar Not Land | Bonus N | otes | | | |
| Intimidation | d6 | Head | | | | and the second second | | 5 | |
| (Spi) Investigation | | Torso | Pot H | eim mail Shirt | +3 50 | % of protectic | on vs. head shot | 10 | |
| (Sma) Knowledge (Sma) | - | Arms | | mail Shirt | +2 | 111 | 11111 | 15 | |
| (Sma) | | Legs | onam | | 7 7 7 7 | 111 | | S20 | |
| | | | m Shield | 111 | +1 | Parry +2 arr | nor vs. ranged | 25 | |
| | | Weap | | Range | | otes | | 30 | N. N. |
| - | | | | | | OCCO. | The second second | 35 | - |
| Lockpickin | g | Blood | Iron Bar | b 4/8/16 | Str+d6+2 | 11 | | V40 | |
| Notice (Sma) | e d4 | | - | 1 1 1 | | | | 45 | |
| Persuasion | 1 | | _ | 111 | 1 1 | 1 | | 50 | |
| Piloting | B | | | 1.1 | 1 1 | | | 55 | |
| (Agi) Repai | r | Page | orton | | A STATE OF A | 100 TY | 104 | H60 | - |
| (Sina) Riding | | Pot He | ession | | 31,06970 | ALC: DIRECT | Wt wi | 65 | |
| (Agi) Shooting | | | | 4 | | _ | 4 | 70 | |
| (Agi) Stealtl | | | mail Shir d Iron B | | | _ | 15 12(3e) | 75 | |
| (Agi) | | | m Shield | | | | 12(36) | L80 90 | |
| Streetwise (Sma) | | | | s trusty horse | | | 12 | 100 | |
| (Sma) Surviva (Sma) | | Oliver | | | | | | 100 | |
| Swimming | | | | | | | _ | D120 | |
| Taun | | _ | | 1. Contract (1. Contract) | | | | 130 | |
| Throwing | g d8 | | | | | | | 140 | |
| Tracking | g | | | | | | | 150 | |
| (sma) | | | | | | | | 160 | |
| | | | | | | | | 170 | |
| i and a second se | | | | Encumbrance | e Penalty | To | tal Wt: 43 | 180 | |
| Power | | Cost | Pa | | | ALC: NO. | Contraction of the | Telesma | A.CRAMMORE |
| Power | | Cost | Nal | nge Duration | n Effect | | | Telesma | |
| | | | | | | | | <u>S20</u> | a specific |
| | | | | | | | | <u>V40</u> | |
| | | | | | | | | H60 | |

| V40 | |
|-----|---------------------------------------|
| H60 | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 |
| L80 | |

| D.1 | 1.77 | <u>،</u> | |
|------|------|----------|------|
| 1.71 | 1.24 | | |
| - | | - | |
| | D. | D120 | D120 |

-Telesma-Description-/-Illustration-

| Name: Count | 'Fortie' F | airfax | | | _ Gende | r: Male | |
|------------------------|------------|-----------------------------|--------------------------|---------------------------|-----------------|--------------------------|--------------------------------------|
| Race: Human | | Age: 24 | Player: | | | | 2 |
| Agility: d10 | Streng | | Parr | y: 9(2) | - | | |
| | | | 2 + 16 Fight | ing | | MIN | 5 |
| Smarts: d4 | Vig | Jor: d6 | Toughnes | | | | |
| Spirit: d6 | Pa | ice: 6 | Charism | a: +2 | 1 | | |
| Boating | s , | Wounds 🔿 | X> incl < | | | | |
| Climbing | da | in the second second second | or each wound & fatigu | and a strange strange | - fund | Pulse | |
| Driving | | | and the second second | ie ieves, «I pace per ist | Constanting | 15 | |
| Fighting | d10 | Hindrances | | 10 m 232 | | | Gharacter-Description-/-Illustration |
| Gambling | | Arrogant | | //// | — r | X.P. | -Edges |
| (Sma) Guts | | Deathwish | /// | //// | | 30 | Noble |
| (Spi) Healing | | Stubborn | West Installer | Bonus No | otes | | |
| (Sma) Intimidation | | Armor | | | nes e er | No. of the second second | 5 Quick Draw |
| (Spi) Investigation | | Head Steel | | +3 | | | 10 Agility d10 |
| (Sma) | <u> </u> | Onain | mail Shirt mail Shirt | +2 | | | 15 Fighting d10, Throwing d10 |
| Knowledge (Sma) | | Legs | mail Shirt | +2 | 1111 | | S20 Strength d12 |
| <u>1</u> | · · · · | Medium Shield | | +2 | Parry, +2 armor | vs. ranged | 25 No Mercy |
| 1 | | Weapons | Range | | otes | vs. ranged | 30 Trademark Weapon |
| - | | | | | | | 35 |
| Lockpicking (Agi) | 3 | Blood Iron Barl | <u> </u> | Str+d6+2 Tra | demark Weapo | <u>n</u> | <u>V40</u> |
| Notice | d4 | | 1 1 1 | | | | 45 |
| Persuasion | 1 🗌 - | | 11 | 1 1 | | | 50 |
| Piloting | , | | | 1 1 1 | | | 55 |
| Repair | | Possession | | No. of Concession, Name | | Wt | H60 65 |
| Riding | | Steel Helm | and the second | C. S. Down and | | 8 | 70 |
| Shooting | - | Chainmail Shir | t | | | 15 | 75 |
| (Agi) Stealth | · · · · · | 4 Blood Iron B | | | | 12(3e) | 1.80 |
| (Agi) Streetwise | | Large Shield | | | | 20 | 90 |
| (Sma) Surviva | | 'Silverwind' his | trusty horse | | | - | 100 |
| (Sma) Swimming | | | | | | | 110 |
| (Agi) Taun | | | | | | | D120 |
| (Smuth) | | | | | | | 130 |
| Throwing | | | | | | | 140 |
| Tracking (Sma) | , <u> </u> | | | | | | 150 |
| | | | | | _ | | 160 |
| | | | NOV | 6 | | | 170 |
| | | | Encumbran | ce Penalty | Total | Wt: 55 | 180 |
| Power | | Cost Rai | nge Duratio | on Effect | | 1 AL BRACK | Telesma |
| | | | | | | | S20 Protective |
| | | | | | | _ | <u>V40</u> |
| | | | | | | | H60 |

H60 L80

D120

Downloadable full-color and print-friendly character sheets available from the treasure area of www.talisman-studios.com. Permission granted to photocopy for personal use only.

---Telesma-Description-/-Illustration----

| Name: <u>Count'</u> | i ortio | | Gender: <u>Male</u> | |
|---|----------|---|------------------------------------|--|
| Race: Human | | _ Age: 25 Player: | | |
| Agility: d10 | Stren | gth: d12+1 Parry: 9(2) | | |
| marts: d4 | Vi | gor: d10 Toughness: 12(4) | SUZERAIN | |
| Spirit: d6 | P | ace: 6 Charisma: +2 | 1544/14/10 Dec 1 State Contraction | |
| | | | | |
| Boating | | Wounds (Fatigu | e | 8 |
| Climbing | | -1 to trait checks for each wound & fatigue level, -1 pace pe | r wound Pulse | |
| Driving | | Hindrances | 30 + 4 | -Character-Description-/-Illustratio |
| Fighting | d12 | | X.P. | -Edges |
| Gambling | | Arrogant Deathwish | | and the second sec |
| Guts | d6 | Stubborn | 90 | Noble |
| Healing | <u></u> | | Notes | |
| (Sma) Intimidation | <u> </u> | | notes as the part of the set | ⁵ Quick Draw |
| (Spi) Investigation | | Head Steel Helm +3 | | 10 Agility d10 |
| (Sma) | | | +8 vs. Bullets and negates 4 AP | ¹⁵ Fighting d10, Throwing d10 |
| Knowledge (Sma) | | Arms | | S20 Strength d12 |
| | | Legs | | 25 No Mercy |
| | | | +2 Parry, +2 armor vs. ranged | 30 Trademark Weapon |
| | | Weapons Range Dam | Notes | 35 Frenzy |
| Lockpicking | | Blood Iron Barb 4/8/16 Str+d6+2 | mproved Trademark Weapon | V40 Improved Frenzy |
| Notice | d4 | | | 45 Giant Killer |
| (Sma) Persuasion | ليتت | | | 50 Figthing d12 |
| (Spi) Piloting | ليصحبا | | | 55 Vigor d8 |
| (Agi) | - | | | H60 Trait Perf.: Heroic (Fighting) |
| Repair (Sma) | | Possessions | Wt | 65 Surge |
| Riding | L | Steel Helm | 8 | 70 Improved Trademark Weapon |
| Shooting | | Kevlar Vest with Inserts | 12 | 75 Vigor d10 |
| Stealth | | 4 Blood Iron Barbs | 12(3e) | L80 Crushing Blow |
| Streetwise | | Large Shield | 20 | 90 Professional: Strength |
| (Sma) Survival | | 'Silverwind' his trusty Motorcycle | | 100 |
| (Sma) Swimming | H | | | 110 |
| (Agi) Taunt | | | | D120 |
| (Sma) | ا ا | | | 130 |
| Throwing | | | | 140 |
| Tracking | | | | 150 |
| | | | | 160 |
| | | | | 170 |
| | | Encumbrance Penalty | Total Wt: 52 | 180 |
| ower | (DOV) | Cost Range Duration Effect | | Telesma |
| Sinci | | Cost hange Duration Enect | | |
| | | | | S20 Protective |
| | - | | | V40 Attribute Synergy (Vigor) |
| | | | | H60 Attribute Synergy (Spirit) |
| | | | | 1.80 Pulse Battery |
| 1.0 | | | | D120 |
| 1 A A A A A A A A A A A A A A A A A A A | | | | |
| | | | | |

-Telesma-Description-/-Illustration-

| gility: d10 | Strend | th: d12+2 | Parry: 11(2 | | | |
|-----------------------|----------|--|-------------------------------------|-------------------|-------------------------------|--------------------------------------|
| | | | 2 + 1/2 Fighting | ATTA | IN I A GLAI | |
| marts: d4 | Vig | Jor: d12 | Toughness: 13(4 | | | |
| Spirit: d6 | Pa | ice: 6 | Charisma: +2 | | | |
| Boating | | Wounds 🚫 | X finc! AXX Fat | tique | | |
| Climbing | d4 | and the second sec | r each wound & fatigue level, -1 pa | | Pulse | |
| Driving | | | | ce per sound | 35 + 10 | |
| Fighting | d12+2 | Hindrances | | | | Gharacter-Description-/-Illustrati |
| Gambling | | Arrogant | //// | | X.P. | -Edges |
| (Sma) Guts | _ | Deathwish | //// | | 150 | Noble |
| (Spi) | d6 | Stubborn | | <u> </u> | | 111111 |
| Healing (Sma) | | Armor | Bonu | s Notes | ALL DE RESOL | |
| Intimidation (Spi) | d6 | Head Steel H | Helm +3 | 1111 | | 5 Quick Draw |
| Investigation | | Torso Kevlar | Vest with Inserts +2 | +8 vs. Bullets a | nd negates 4 AP | 10 Agility d10 |
| Knowledge | | Arms | ELLI | 1111 | | 15 Fighting d10, Throwing d10 |
| (sma) | | Legs | 1111 | 1.1.1.1 | | S20 Strength d12 |
| | | Large Shield | 1.1.1.1 | +2 Parry, +2 ar | m <mark>o</mark> r vs. ranged | 25 No Mercy |
| | | Weapons | Range Dam | Notes | 10000 | 30 Trademark Weapon |
| y 1 . 1 . | | A.F. Blood Iron | | the second second | amark Waapan | 35 Frenzy |
| Lockpicking (Agi) | | A.I . DIOOU IIOII | Baib 5/10/20 Sti+200 | | | V40 Improved Frenzy |
| Notice | d4 - | | 1111 | 1 1 1 | | 45 Giant Killer |
| Persuasion | | | 111 | | | 50 Figthing d12 |
| Piloting | <u> </u> | | | | | 55 Vigor d8 |
| Repair | | | | Southern and | | H60 Trait Perf.: Heroic (Fighting) |
| (Sina) Riding | 10 | Possessions | | STATE REPORT | Wt | 65 Surge |
| (Agi) Shooting | - | Steel Helm | | _ | 8 | 70 Improved Trademark Weapon |
| (Agi) | | Kevlar Vest wit | | | 12 | 75 Vigor d10 |
| Stealth (Agi) | • | | airfax Blood Iron Barbs | | 12(3e) | L80 Crushing Blow |
| Streetwise | | Large Shield | | | 20 | 90 Professional: Strength |
| Survival | | 'Silverwind' his | trusty hoverbike | | | 100 Expert Strength |
| Swimming | | | | | | 110 Professional: Fighting |
| (Agi) Taunt | | | | | | D120 Trait Perf.: Demigod (Fighting) |
| Throwing | d10 | | | | | 130 Surge: Improved |
| Tracking | | | | | | 140 Vigor d12 |
| (Sma) | | | | | | 150 Expert: Fighting |
| | | | | | | 160 |
| | | | 10.07 IS 10.14 71.14 | | | 170 |
| | | | Encumbrance Penalty | To | otal Wt: 52 | 180 |
| wer 👘 | CANE I | Cost Ran | ge Duration Effe | ect | CARACTER ST | Telesma |
| | | | | | | |
| | | | | | | S20 Protective |
| | | | | | | V40 Attribute Synergy (Vigor) |
| | | | | | | H60 Attribute Synergy (Spirit) |
| | | | | | | 1.80 Pulse Battery |
| | | | | | | D120 Pulse Battery |
| | | | | 110 | | |
| | _ | | | - | | |

Telesma-Description-/-Illustration

Jozena 'Jo' Basalt

Jo is a sly one. She deals with all the things the rest of Fellowship probably doesn't want to own up to. She's not evil by anyone's measure, but painting her as a benevolent Robin Hood type would be stretching it. She sees angles and works them for all they're worth. Take careful note of her Aurora abilities: being able to light the way for the group should prove handy, but her ability to hop from shadow to shadow grants her access to otherwise inaccessible places and brings opportunities. Any form of teleport is useful, and shadow-walking is no exception. Her Obscure ability has many practical applications too, and it's worth learning to use it to put enemies at a disadvantage, to sneak past guards in dimly lit places, etc.

While Jo hasn't got the stamina of her dwarven brother or the killing power of the Count, it's important that we design her so she can look after herself most of the time. To do this, I'm focusing on the cunning application of her toolbox of tricks, which only grows with time.

At 0 xp Jo suffered the same problems as the Count, a whole lot of character concept to cram into a starting character and still have something that was playable. The demands of the Aurora racial Edge don't make things easier. Not a bad thing though. The Strength and Spirit do her character concept no harm, though perhaps they're higher than strictly necessary for a black ops operative (which is pretty much what she is, wrapped in fantasy clothes). It made Encumbrance a non-issue and gives Jo the pluck to go places others might not dare (a reasonable Guts skill).

Her race gives her a way of spending Pulse from the very start of her adventures, which is something most characters have to develop over time. I can't stress this enough – unlike Power Points in other Savage Worlds settings, Suzerain's Pulse is there for every character to use, not just those occasional 'arcane' guys you might play. The sooner you learn that Pulse is one of the most valuable resources available to your character, the sooner you'll start to get him (or her) firing on all cylinders. In this respect, Jo and Aggie get the early break. **At 30 xp** Jo is shaping up nicely. The Thief edge to make her really competent at those black ops skills, and we start to see her preference for avoiding harm. A decent Fighting skill, equipment bonuses, and Acrobat give her high Parry. Moderate Toughness will stop lesser blows from being a great distraction, and for occasions when shadow hopping isn't possible, Jo has learned the virtue of not getting riddled with arrows and other ranged attacks while closing the distance to her target (she has the Dodge Edge).

The increased Notice compliments her Aurora ability to see in most light conditions, as well as opening the way for Penetrating Strike. You'll notice the AP bonus granted by Penetrating Strike applies to all of her attacks, ranged and close up. This allows Jo some ability to 'punch above her weight' and shouldn't be forgotten. It hasn't been included in any of her weapon stats.

With characters like Jo it's important to remember some of the Savage Worlds basics... in this case Agility tricks. With her natural Agility and the Acrobat Edge she can set up enemies very nicely for her companions to capitalize on.

At 90 xp Jo is something of a dervish. Not only can she hop from shadow to shadow she can also hop from floor to ceiling thanks to Flight of the Ascendant. Given how often the ceilings of rooms are wreathed in darkness, this opens up some really interesting avenues of attack and movement for her. Start to think in three dimensions. Death from above!

I felt the need to make Jo even tougher to hit: Improved Parry, Toughness and ever more penalties to hit her at range (from equipment and Edges) all fitted the bill. Direct assault isn't her strength or her style but it's an option if another front line fighter is needed.

Opportunistic Push is the big feather in her cap at this stage. By spending a point of Pulse she can turn 'nearly a raise' into a Raise, theoretically giving her as much as 25% more Raises on her rolls than other members of the Fellowship! Combine all of it together and you've got a young lady who can leap into the ceiling dodging a hail of arrows on the way, pop out from behind a curtain on the far side of the room, then strike the big guy wearing full armor while he's looking the other way, aiming just under his helmet to be sure.

At 150 xp Jo hasn't changed greatly - the formula was already there at 90 xp and all she had to do was get better at all of it to handle demigod challenges. Almost limitless movements (with free running every turn thanks to Fleet Footed: Improved) in any direction (thanks to Flight of the Ascendant: Improved and shadow walking). Armored enemies might never bother her attacks again (thanks to Penetrating Strike: Mastery). Sneak of d10+3 with all the aurora racial tricks to help her natural sneakiness.

Jo is fierce, adaptable and can find a way around nearly any situation.

| Name: Jozena | a 'Jo' B | asalt | | | | (| iender | Female | | |
|----------------------------------|----------|--|-------------|---|-------------------|----------------|-------------------|------------|-----------------------------|------------|
| Race: Human | 200 | _ Ag | je: 31 | Player: | | | | | | |
| Agility: d8 | Stren | ngth: | d8 | Parr | y: 7(2) | | 0 | | | |
| Smarts: d6 | v | igor: | d4 | Toughnes | ung | SU | ZE | RAIN | 1 | |
| Spirit: d8 | - | ace: | 6 | Charism | gor. | J.S. WAR | The of the state | C CBR |) | |
| Boating | A | | | - | | J | | | | |
| (Agi) Climbing | | Woun | ids 🚫 | ×>> inc! ∢ | XXX Fati | gue | | Pulse | | |
| Driving | | -1 to tra | it checks f | or each wound & fatig | ae level, -1 pace | per wound | | | | |
| (Agi) Fighting | - | Hind | rances | | | a state of the | 6 | 10 | Gharacter-Description-/-Ill | astration- |
| Gambling | | Code o | of Honor | 11 | 111 | 1111 | | X.P. | -Edges | the second |
| (Sma) | | Venget | ful (mino | r) | 111 | 1111 | _ | 0 | Aurora | 1 |
| Guts (Spi) | | Loyal | _ | | | | | | 11111 | - |
| Healing (Sma) Intimidation | | Armo | or 🖓 | States and | Bonus | Notes | S (La) | D. RAS | 5 | 4 |
| (Spi) | | Head | / | /// | ~ / / | /// | _ | _ | 10 | |
| Investigation (Sma) | - | Torso | - | er Armor | +1 | | | | 15 | - |
| Knowledge (Sma) | - | Arms | | er Armor | +1 | 111 | - | | S20 | |
| 1 <u></u> | | Legs Buckle | | er Armor | +1 | +1 Parry | | | 25 | |
| | | Weap | | Range | Dam | Notes | | ACTIN AND | 30 | |
| - | | and a state of the | | | - | | 10 g - 19 g | 100 C 100 | 35 | - |
| Lockpicking (Agi) | | Lion's (| Claw | N/A | Str+d4 | +1 Parry, | <u>AP 1, +2 o</u> | n Disarm | V40 | |
| Notice | d6 | × | _ | / / / | - | 1 | | | 45 | |
| Persuasion | ليسبينا | | | 11 | 1 1 | | | Î Î | 50 | - |
| Piloting | ; 📃 | | | 1.1 | 1 | | | | 55 | |
| Repair | • | Posse | ession | | | - 10 | | Wt | H60 65 | |
| Riding | | Lion's | | Contraction of the second s | 2-2-5 Day | | | 3 | 70 | |
| Shooting | d6 | | er Armor | | | | | 15 | 75 | |
| Stealth | d8 | Buckle | er | | | | | 8 | I.80 | |
| Streetwise | _ | | | | | | | | 90 | |
| Surviva | ī | | | | | | | | 100 | |
| (Sma) Swimming (Agi) | | | | | | | | | 110 | |
| (Agi) Tauni (Sma) | | | | | | _ | | _ | D120 | |
| (Sma) Throwing | | | | | | | | _ | 130 | |
| (Agi) Tracking (Sma) | | | | | | | | | 140 | |
| (Sma) | °— | | | | | _ | | | 150 160 | |
| | | | | | | | | _ | 170 | |
| 1 | | | | Ensurables | Dan alter | [| Total W | 26 | 180 | |
| | | | | Encumbran | | | J Iotal W | vu <u></u> | | |
| Power | | Cost | Rai | nge Duratio | on Effe | ct | Sec. | al and | Telesma | |
| | | | | | | | | | <u>S20</u> | the state |
| | | | | | | | | | V40 | |
| | | | | | _ | | | | H60 | |
| | | | | | | | | | L80 D120 | |

---Telesma-Description-/-Illustration-----

| Name: Jozena | Jo' Ba | asalt | | | - | _ | G | ender | Female | 0 |
|---------------------------------------|---|--------------|------------|-----------------|-------------------|----------|--------------------|-------------------|----------|---------------------------------------|
| Race: Human | 200 | _ Ag | e: 32 | Playe | r: | | | | | |
| Agility: d8 | Stren | gth: | d8 | P | arry: 9(2 | 2) | | ~ | | |
| Smarts: d8 | Vi | gor: | d4 | Toughn | ess: 6(| 1) | SU | ZE | RAIP | NI I |
| Spirit: d8 | | ace: | 6 | Charis | 19 Vigor | \equiv | JETUGINK | Danis au asse | CURREN | 3 |
| Boating | | L. L | | - | | _ | | | | |
| Climbing | | Woun | ds 🚫 | ×> inc! | 4 ∞∞1 | atigu | ıe | | Pulse | |
| Driving | ta and the second se | -1 to trai | t checks f | or each wound & | fatigue level, -1 | pace p | er wound | | | |
| Fighting | | Hindr | ances | | | - | | 应 | 15 | Gharacter-Description-/-Illustration- |
| (Agi) | | Code o | f Honor | 1 | 11 | 1 | 77.56 | | X.P. | -Edges |
| Gambling (Sma) Guts | | Vengef | ul (mino | r) | | 1 | 111 | _ | 30 | Aurora |
| (Spi) | | Loyal | _ | | | _ | | | | |
| Healing (Sma) Intimidation | | Armo | r 👬 | | Bon | us | Notes | 80.20P | D. RAN | 5 |
| (Spi) | <u> </u> | Head | / | 11 | /// | _ | 44 | _ | | 5 Thief 10 Smarts d8 |
| Investigation | - | Torso | | er Armor | +1 | - | 11 | | | 15 Notice d8, Fighting d8 |
| Knowledge (Sma) | | Arms Legs | _ | er Armor | +1 | - | | - | | S20 Penetrating Strike |
| · · · · · · · · · · · · · · · · · · · | | Buckle | | er Armor | +1 | | +1 Dorp | | | 25 Acrobat |
| | | _ | | Ran | ige Dam | - | +1 Parry | - | No Trans | 30 Dodge |
| | | Weap | | | | | Notes | | | 35 |
| Lockpicking | 1.000 | Lion's C | Jaw | N/A | Str+d4 | - | +1 Parry, J | <u>AP 1, +2 o</u> | n Disarm | V40 |
| Notice | d8 | Sling | _ | 4/8/1 | 6 Str+d | 4 | - | | | 45 |
| Persuasion | · | | _ | - /- | 1 1 | T. | 1 | | i i i | 50 |
| Piloting | | | | | 1 | 1 | | | | 55 H60 |
| Repair | | Posse | ssion | s | | | Contraction of the | | Wt | 65 |
| Riding | | Lion's (| | | | | | | 3 | 70 |
| Shooting | d6 | Leathe | r Armor | | | | | | 15 | 75 |
| Stealth | d8+2 | Buckle | r | | | | | | 8 | L80 |
| Streetwise | | Sling | | | | | | | 1 | 90 |
| (Sma) Survival | | | | | | | | | | 100 |
| Swimming | | | | | | | | | _ | 110 |
| (Agi) Taunt (Sma) | | | | | | | | | _ | D120 |
| Throwing | | | | | | - | | | | 130 140 |
| Tracking | | | | | | | | | | 150 |
| (Sma) | | | | | | | | | | 160 |
| | | | | | | | | | | 170 |
| 1 N. 12 | | | | Encum | brance Penal | ty | | Total W | /t: 27 | 180 |
| Power | | Cost | Rai | | | ffect | | - August | all and | Telesma |
| | | | | | | | | | | S20 Protective |
| | | | | | _ | _ | _ | | | V40 |
| | | | _ | _ | _ | | | | | H60 |
| | | | | | | _ | | | | <u>L80</u> |
| | | | _ | | | | | | _ | D <u>120</u> |

---Telesma-Description-/-Illustration----

| lace: Human | - | _ Age: 33 | Player: | - | | | | |
|------------------------|-----------|--------------------|---|--------------------|------------------|-----------------|--------------|-----------------------------------|
| gility: d12 | Stren | gth: d8 | Pari | y: 11(2) |] | | > | |
| marts: d8 | Vi | gor: d8 | Toughnes | 0.0 | SU | ZER | AIN | |
| | | | Charism | lgor. | DECOMPANY | | CHIER | |
| Spirit: d8 | - | ace: 6 | Charisin | ia: 0 | J | | | |
| Boating | | Wounds 🔿 | ∞>> inc! ∢ | XX Fati | gue | - | | 8 |
| Climbing (Str) | | -1 to trait checks | for each wound & fatig | jue level, -1 pace | per wound | Pu | lse | |
| Driving | | Hindrance | s. The lot of the lot | | NEW COLOR | 30 | +4 | Character-Description-/-Illustrat |
| Fighting | d12 | Code of Hono | | CALCHINGS . | ASC INCOME | | .P. | -Edges |
| Gambling | | Vengeful (min | | 110 | | | | |
| Guts | d6 | Loyal | 51) | 111 | | - 9 | 0 | Aurora |
| Healing | | Armor | | Bonus | Notes | - | N REAL | TTTTT |
| Intimidation | | Head | ENTRY BURNERS | Donus | Tiores | SUSAROS | Co. ACTION 1 | 5 Thief |
| (Spi) Investigation | H | | 1 | | | | | 10 Smarts d8 |
| Knowledge | - | Leau | er Armor er Armor | +1 +1 | | | | 15 Notice d8, Fighting d8 |
| (Sma) | | | ier Armor | +1 | 111 | | | S20 Penetrating Strike |
| | | Buckler | | 11 | +1 Parry | | | 25 Acrobat |
| | | | Range | Dam | - | | 10.50 | 30 Dodge |
| | | Weapons | Range | | Notes | | 22.1.54 | 35 Agility d10 |
| Lockpicking | d8+2 | Lion's Claw | <u>N/A</u> | Str+d4 | +1 Parry, Al | P 1, +2 on Di | isarm | V40 Improved Dodge |
| Notice | d8 | Sling | 4/8/16 | Str+d4 | Z Ohata AE | | | 45 Fighting d10, Lockpicking d8 |
| Persuasion | \square | Desert Eagle | .50 15/30/60 | 0 2d8 | 7 Shots, AP | 2, Semi Auto |) | 50 Agility d12 |
| Piloting | | | | | | | - | 55 No Mercy |
| (Agi) Repair | | | | The second | Service and | | 100 | H60 Flight Of The Ascendant |
| (Sina) Riding | - | Possession | IS CONTRACTOR | 5.52.08 | OF REAL | 160 00.0 | Wt | 65 Penetrating Strike: Improved |
| Shooting | | Lion's Claw | | | | | 3 | 70 Fighting d12, Stealth d10 |
| (Acl) | | Leather Armo | r | | | | 15 8 | 75 Vigor d6 |
| Stealth | | | | | | | | L80 Vigor d8 |
| Streetwise (Sma) | \square | Sling | 50 | | | | 1 | 90 Opportunistic Push |
| Survival (Sma) | | Desert Eagle | Cloak (Ranged A | ttacks get _1 | to hit against | wearer | 8 | 100 110 |
| Swimming | | | +1 to Stealth chec | - | to fill against | wearer | 2 | D120 |
| Taunt | | | | (3) | | | _ | 130 |
| Throwing | | | | | | | _ | 140 |
| Tracking | | | | | | | | 150 |
| (Sma) | F | | | | | | | 160 |
| | | | | | | | | 170 |
| | | | Encumbra | n co Donaltu | | Total Wt: 3 | 37 | 180 |
| - | | | | nce Penalty | | Iotal Wt: | | |
| wer | | Cost Ra | nge Durati | on Effe | ct | Sec. 14 | 1. Stade | Telesma |
| | | | | | | | | S20 Protective |
| | | | | | | | | V40 Forced Manifestation |
| | | | | | | | | H60 Karma Bank |
| | | | | _ | | | | L80 Pulse Battery |
| | | | | | | | | D120 |

-Telesma-Description-/-Illustration-

| Name: Jozena | 'Jo' Ba | salt | | Gend | er: Female | |
|------------------------|----------|---|--|------------------------|---------------|--|
| Race: Human | 200 | _ Age: 34 | Player: | | | |
| Agility: d12 | Stren | gth: d10 | Parry: 11(2 |) < | | |
| Smarts: d8 | | gor: d8 | Toughness: 9(2) | | RAIN | |
| | | | 2 + 19 Vigor | The second | | |
| Spirit: d10 | Pa | ace: 8 | Charisma: 0 | | | |
| Boating | | Wounds 🔿 | >>> incl <>>>> Fa | tigue | | 6 |
| Climbing | d6+2 | | for each wound & fatigue level, -1 pa | | Pulse | |
| Driving | | | | te per sound | 35 + 5 | |
| Fighting | d12 | Hindrance | 5* 000 P | | | Gharacter-Description-/-Illustration |
| Gambling | | Code of Hono | | r | X.P. | -Edges |
| (Sma) Guts | | Vengeful (mine | or) | | 150 | Aurora |
| (Spi) Healing | | Loyal | | | | |
| Intimidation | | Armor | Bonu | s Notes | | 5 |
| (Spi) | | Head | 1111 | 1111 | | 5 Thief |
| Investigation (Sma) | | No. 1 and the second | rsion Catsuit +2 | 1111 | | 10 Smarts d8 |
| Knowledge (Sma) | | No. of Concession, Name | rsion Catsuit +2 | 1111 | | 15 Notice d8, Fighting d8 \$20 Penetrating Strike |
| | | | rsion Catsuit +2 | 1111 | | 25 Acrobat |
| 1.01 | | Buckler | 1111 | +1 Parry | | 30 Dodge |
| | | Weapons | Range Dam | Notes | | 35 Agility d10 |
| Lockpicking | d8+2 | Celestium Lior | s Claw N/A Str+d6+ | 2 +1 Parry, AP 4, + | -2 on Disarm | V40 Improved Dodge |
| (Agi) Notice | 1. | Sling | 4/8/16 Str+d4 | 111 | | 45 Fighting d10, Lockpicking d8 |
| (Sma) Persuasion | | Desert Eagle | 50 15/30/60 2d8 | 7 Shots, AP2, Se | emi Auto | 50 Agility d12 |
| (Spi) Piloting | L | | | | I I | 55 No Mercy |
| (Agi) | | | | | | H60 Flight Of The Ascendant |
| Repair (Sma) | | Possession | S. S | Contraction of the | Wt | 65 Penetrating Strike: Improved |
| Riding | | Celestium Lior | n's Claw | | 2 | 70 Fighting d12, Stealth d10 |
| Shooting | | Dispersion Ca | tsuit | | 10 | 75 Vigor d6 |
| Stealth | d10+3 | Buckler | | | 8 | L80 Vigor d8 |
| Streetwise | | Sling | | | 1 | 90 Opportunistic Push |
| Survival | | Desert Eagle | | | 8 | 100 Fleet Footed |
| (Sma) Swimming | | | Cloak (Ranged Attacks get - | 1 to hit against weare | er 2 | 110 Strength d10 |
| (Agi) Taunt | | and grants | +1 to Stealth checks) | | | D120 Flight Of The Ascendant:Improve |
| (Sma) Throwing | <u> </u> | | | | | 130 Penetrating Strike: Mastery |
| Tracking | | | | | | 140 Fleet Footed: Improved |
| (Sma) | | | | | | 150 Spirit d10 |
| | | | | | | 160 |
| - | | | 945 A 94, 935 | | 04 | 170 |
| | | | Encumbrance Penalty | Tota | al Wt: 31 | 180 |
| ower | | Cost Ra | nge Duration Effe | ect | A State State | Telesma |
| | | | | | | S20 Protective |
| | | | | | | V40 Forced Manifestation |
| | | | | | | H60 Karma Bank |
| | | | | | | L80 Pulse Battery |
| 100 | | | | | | D120 Unbonunded Adjustment |
| | | | | | | |
| A.S. | | | | 1.4 | _ | |
| | _ | | | | | |
| | | | | | | |

Telesma-Description-/-Illustration

Ned Basalt

Forget your beer chugging, gold loving beardy dwarves. Suzerain dwarves are the sort I can grow to love - mini rock elementals called 'bunker busters' on account of their ability to pass straight through walls.

Well, they probably still love beer; I mean, who wouldn't?

Ned is as fine an example of Suzerain dwarfishness as you could ask for. I created him to show you just what a jaw-dropping set of options you can set up with this mighty powerhouse race.

Unsurprisingly enough (given they're made of solid stone) dwarves are great 'tank' style characters... which is precisely what you'll find with Ned. He can stand side by side with the Count through whatever situation they get caught up in and will still be standing at the end of it all. I guarantee it. Well, as much as you can guarantee anything in a setting like Suzerain where the GM will doubtless throw brain squid at you eventually. Those guys suck, and it's not a good kind of suckage when it's your brainwaves on the line. Apparently they find dwarven thought patterns a particular delicacy.

If you missed the bit about dwarves getting a Toughness bonus against non-blunt attacks, go reread the Edge because you really don't want to forget to add that on – it is not included in the Toughness given on Ned's character sheets. He doesn't do a bad job of dishing the hurt out either, and will be at home on the front line of any conflict. He's not subtle in terms of his abilities, though the dwarven racial abilities do let you pull a few interesting tricks out of the bag from time to time. That adds interest to playing a character like this, but fundamentally he does what he's supposed to do, and he does it well. He gets in the way of enemy attacks and that keeps him and his allies alive.

Note that Ned has a couple of interesting Hindrances. Evil Spirit gives the GM some freedom to have fun with Ned at inopportune moments, and his Telesma can be a pain in the neck (with both Rebellious Telesma and Hungry Telesma). At 0 xp there are no big surprises. Dwarf carries a vicious Vigor requirement for a starting character, but there are other things Ned needs: the Brawny Edge and enough Strength to wear all the armor he can get his hands on.

Paying over the odds for a high Fighting skill restricted his other choices but was worth it for the sake of having a high Parry and making sure Ned could do a bit more than stand there and take a beating. Watch that Pace reduction, it'll catch you out or force you to take run actions occasionally.

At 30 xp there is no more subtlety to be found. Ned's my way of showing what happens if you're singleminded and stick to what you want throughout the many sessions of gaming it takes to get well into Demigod rank. He's the exact opposite of Ellie in that respect.

His Parry and Toughness are pretty staggering and even if something does get through, the high Vigor makes Soak rolls easy enough, and even then Nerves of Steel keeps Ned fighting at full efficiency while those around him start to waver.

Since we want Ned to be swamped by masses of opponents, Sweep provides a bit of crowd control to his options. The Count gets very focused on the one biggest Wild Card foe and sometimes the best thing to do is let him get on with the glory kill while Ned mops up all those extras. A dozen regular-sized corpses speak just as eloquently as one big one.

At 90 xp you might be wondering how much Ned can have changed, but that would be forgetting this is Suzerain – it'd help if you imagine that said with shouting, and possibly some over-exuberant spittle. Combat Reflexes stacks with the bonus from being a Hero rank character, so you might rattle Ned for an instant but he's almost certain to be back in your face in the blink of an eye. Especially since those wound penalties don't mean so much to him.

Trait Perfection in Fighting, a higher Strength, and Improved Sweep allow Ned to deal with all but the most resilient foes quickly and efficiently. He's a genuine slaughterhouse in his own right at this stage of his life. Pulse Armor, Dwarf: Improved, and improved Vigor (this boy now rolls d12 and d8 with a +3 modifier on Soak rolls thanks to being super tough, his Telesma giving him Attribute Synergy: Vigor, and being a Hero) all work together to ensure Ned can withstand almost unlimited punishment for a couple of rounds.

At 150 xp we get to the ultimate. Ned gets more of all the good things that got him this far. More Parry, more Toughness, more Dwarf. Tough as Hell to reduce his chance of getting wounded even further.

Really, though, you're going to have to watch your Pulse use. This was true at 90 xp but it's possible to get too cocky with a character that's almost unbreakable. Sure those obscene Parry and Toughness scores will see him through a lot, but against the challenges faced by demigods they are no guarantee.

Of all the characters in the Fellowship it's Ned rather than Aggie the wizard who can burn through swathes of Pulse in seconds when he's shrugging off tank shells and dragon fire. Don't say you weren't warned when the pot dries up. Getting the improved version of Pulse Armor helps slow the Pulse drain (since it's more efficient), but it can still get tempting to burn Pulse like there's no end to it. And there is an end to it, even with a little bit of a Pulse Battery to help out. His Hungry Telesma doesn't help!

| Name: Ned Ba | asalt | - | | | | | Gender | Male | | |
|-------------------------------------|-----------|--------------|---------------|---------------------|--------------------|-----------|--|---------------|-----------------------|-------------------|
| Race: Dwarf | | Ac | je: <u>41</u> | Player: | | | | | | |
| Agility: d4 | Stren | | d8 | Par | ry: 9(2) | | 0 | | | |
| Smarts: d4 | | igor: | d10 | Toughne | hting | SI | IZE | RAIN | | |
| | | ace: | | Charisn | vigor. | 15 VAN | TAR DUGSEN COST | O CONTROL | i l | |
| Spirit: d6 | | ace: | 5 | Charish | na: -1 | J | | | | |
| Boating (Agi) | | Woun | nds 📉 | ×> inc! < | CCC Fati | gue | | Pulco | 3 | |
| Climbing | | -1 to tra | ut checks f | or each wound & fat | gue level, -1 pace | per wound | | Pulse | | |
| Driving (Agi) | | Hind | rances | | | S WY | | 10 | Character-Description | 1-/-Illustration- |
| Fighting (Agi) Gambling | | Hungry | y Telesm | a | 111 | 111 | | X.P. | -Edges | A Prove B |
| (Sma) | | Evil Sp | oirit (mino | or) | 111 | 111 | | 0 | Dwarf | |
| Guts ^(Spi) Healing | | Rebelli | ous Tele | sma (minor) | | | | | Brawny | |
| Intimidation | | | or 🔣 | | Bonus | Notes | No. of Street, or Stre | D. BAST | 5 | |
| (Spi) | | Head | Pot he | lm | +3 | 50% of p | orotection | _ | 10 | |
| Investigation (Sma) | - | Torso | | Hauberk | +2 | | | | 15 | |
| Knowledge (Sma) | \square | Arms Legs | | Hauberk Hauberk | +2 +2 | 11 | | | S20 | |
| 1 <u>1</u> | | Large | | Hauberk | +2 | +2 Parn | /, +2 armor v | s ranged | 25 | N. L.B. |
| 1 <u>1</u> | | Weap | | Rang | e Dam | Notes | | | 30 | |
| I a deni dei a a | | Long S | | N/A | Str+d8 | | | | 35 | - |
| Lockpicking | - | Long C | word | IN/A | 511+00 | 11 | 11 | 111 | V40 | |
| Notice | | | | 1 1 | 11 | 1 | | | 45 | |
| Persuasion (Spi) | · | | - | 1 1 | 1 1 | 1 | | 1 1 1 | 55 | |
| Piloting | | | | | 1.1 | _ | | | H60 | |
| Repair (Sma) | - | Posse | ession | Self-self- | 12 - 26 8 | 57 Co. | and the second | Wt | 65 | |
| Riding | | Pot he | lm | | | | | 4 | 70 | |
| Shooting | - | | mail Shir | t | | | _ | 25 | 75 | |
| Stealth (Agi) | <u> </u> | Long S | | | | | | 8 | L80 | |
| Streetwise (Sma) | | Large | Shield | | | | | 20 | 90 100 | |
| Survival (Sma) | L | | | | | | _ | | 110 | |
| Swimming (Agi) | - | | | | | | _ | | D120 | |
| Taunt (Sma) | | | | | | | | | 130 | |
| Throwing | | | | | | | | | 140 | |
| Tracking (Sma) | | | | | | | | | 150 | |
| | | | _ | | _ | - | | _ | 160 | - |
| - | | | | 9.05 | 005-005 | 6 | _ | | 170 | |
| | | | | Encumbra | ince Penalty | | Total W | /t: <u>5/</u> | 180 | |
| Power | | Cost | Rai | nge Durat | ion Effe | ct, | and the second | al State | Telesma 🐂 🐇 | |
| | | | | | | | | | <u>S20</u> | 1 miles |
| - | | | | | | | _ | _ | <u>V40</u> | |
| | | | _ | _ | | | | | H60 | - |
| 1 | | | | | | | | | L80 D120 | - |
| | | | | | | | | | 1/120 | |

| Name: Ned Ba | asalt | - MARIN | Gender: Male | |
|-----------------------|---------------------------------------|---|---|---------------------------------------|
| Race: Dwarf | 200 | Age: 42 Player: | | |
| Agility: d4 | Stren | | | |
| Smarts: d4 | | igor: d12 Toughness: 12(2) | SUZERAIN | |
| | | Pace: 5 Charisma: -1 | | |
| Spirit: d6 | | ace: 5 Charisma: -1 | | |
| Boating (Agi) | | Wounds () Fatigu | e Bulco | |
| Climbing | | -1 to trait checks for each wound & fatigue level, -1 pace pe | | |
| Driving (Agi) | | Hindrances | 15 | Character-Description-/-Illustration- |
| Fighting | | Hungry Telesma | X.P. | -Edges |
| Gambling (Sma) | | Evil Spirit (minor) | 30 | Dwarf |
| Guts (Spi) | | Rebellious Telesma (minor) | | Brawny |
| Healing (Sma) | | Armor Bonus | Notes State State | |
| Intimidation (Spi) | d6 | Head Pot helm +3 | 50% of protection | 5 Vigor d12 |
| Investigation | | Torso Chain Hauberk +2 | //////// | 10 Fighting d12 |
| Knowledge | | Arms Chain Hauberk +2 | /////////////////////////////////////// | 15 Nerves of Steel |
| (sma) | \square | Legs Chain Hauberk +2 | /////////////////////////////////////// | S20 Improved Nerves of Steel |
| | | Large Shield | +2 Parry, +2 armor vs. ranged | 25 Sweep |
| | H | Weapons Range Dam | Notes | 30 Strength d10 |
| Lodmidine | \square | Long Sword N/A Str+d8 | | 35 |
| Lockpicking (Agi) | - | | | <u>V40</u> |
| Notice (Sma) | d4 | · | | 45 |
| Persuasion | | | | 50 |
| Piloting | | | | 55 |
| Repair | | | | H60 |
| (Sma) Riding | | Possessions | Wt | 65 |
| (Ag1) | | Pot helm | 4 | 70 |
| Shooting (Agi) | | Chainmail Shirt | 25 | 75 |
| Stealth | d4 | Long Sword | 8 | L80 |
| Streetwise | | Large Shield | 20 | 90 |
| Surviva (Sma) | | | | 100 |
| Swimming | | | | 110 |
| (Agi) Taunt | | | | D120 |
| (Sma) Throwing | · · · · · · · · · · · · · · · · · · · | | | 130 |
| (Ag) | | | | 140 |
| Tracking | <u> </u> | | | 150 |
| 18 - | | · | | 160 |
| | | | | 170 |
| | | Encumbrance Penalty | Total Wt: 57 | 180 |
| Power | | Cost Range Duration Effect | | Telesma |
| March 1 Card | | | | S20 Protective |
| | | | | V40 |
| | _ | | | H60 |
| | | | | L80 |
| and the second second | | | | D120 |

---Telesma-Description-/-Illustration----

| Name: Ned Ba | asalt | | | | Gend | ler: <u>Male</u> | |
|----------------------------|-----------|---|--|-------------------|-------------------|------------------|--|
| Race: Dwarf | - | Age: 43 | _ Player: | | | | |
| Agility: d4 | Strer | | Parr | y: 11(2) | | | |
| | | igor: d12+2 | 2 + 1/2 Fight | ting | SII7 | RAIN | |
| | | | 2 + 32 VI | igor. | Descentrioned | | |
| Spirit: d8 | P | Pace: 6(1) | Charism | a: -1 | | | |
| Boating | | Wounds ~~ | > fincl - | XX Fatig | me | | 2 |
| Climbing | d4 | | each wound & fatigu | | | Pulse | |
| Driving | | | State of the state | de level, -1 pace | per wound | 30 + 5 | 8 |
| Fighting | d12 | Hindrances | | | | | Gharacter-Description-/-Illustration- |
| Gambling | | Hungry Telesma | | | | X.P. | -Edges |
| (Sma) Guts | = | Evil Spirit (minor | | | | 90 | Dwarf |
| (Spi) Healing | | Rebellious Teles | ima (minor) | - | | | Brawny |
| Intimidation | | Armor | The Mar | Bonus | Notes 🔬 📋 | | 5.0 |
| (Spi) | | Head Pot hel | m | +3 | 50% of protection | on | 5 Vigor d12 |
| Investigation (Sma) | - | The second se | lauberk | +2 | 1111 | | 10 Fighting d12 15 Nerves of Steel |
| Knowledge (Sma) | | And the second se | lauberk | +2 | 1111 | | S20 Improved Nerves of Steel |
| | | | lauberk | +2 | | | 25 Sweep |
| | | Riot Shield | | | +2 Parry, +4 arr | nor vs. ranged | 30 Strength d10 |
| | | Weapons | Range | Dam | Notes | | 35 Combat Reflexes |
| Lockpicking | | Long Sword | N/A | Str+d8 | | | V40 Improved Sweep |
| Notice | d4 | × | | <u> </u> | | | 45 Spirit d8 |
| Persuasion | - | | | | 1 | | 50 Guts d8, Intimidation d8 |
| (Spi) Piloting | ليصحبا | | | 1 | | | 55 Block |
| (Agi) Repair | = | | | 1 | | | H60 Pulse Armor |
| (Sma) | <u> </u> | Possessions | AL CAR | J 27 | Se l'as the state | Wt | 65 Strength d12 |
| Riding | | Pot helm | | | | 4 | 70 Trait Perfection: Heroic (Fighting) |
| Shooting | | Chainmail Shirt | | | | 25 | 75 Dwarf: Improved |
| Stealth (Agi) | لتغا | Long Sword | | | | 8 | L80 Professional: Vigor |
| Streetwise | | Riot Shield | | | | 15 | 90 Expert: Vigor |
| Survival | | Power assist bo | ots - +1 Pace. | | | 2 | 100 |
| Swimming | | | _ | | | | 110 |
| (Agi) Taunt | | | _ | | | | D120 |
| (Sma) Throwing | | · | | _ | | | 130 |
| (Agi) Tracking (Sma) | | | | | | | 140 150 |
| (Sma) | H | | | | _ | | 150 |
| | \vdash | (| | | | | 170 |
| - | \square | | Farmhan | Denalter | T | tal Wt: 54 | 180 |
| | | | Encumbran | | | | |
| Power | | Cost Ran | ge Duratio | on Effec | La Contra | | Telesma |
| | | | | | | | S20 Protective |
| | | | | | _ | | V40 Attribute Synergy (Vigor) |
| | | | _ | _ | | | H60 Balm |
| | | | | - | | | L80 Pulse Battery |
| - | | _ | | | | | D <u>120</u> |
| | | | | | 6.L_* | | |

| Race: Dwarf | - | Age | | _ Player: | | | - | |
|----------------------|----------|--|-----------|----------------------|-------------------|---------------------------------|---|---------------------------------------|
| Agility: d4 | Streng | gth: | 112 | Parr 2 + 1/2 Figh | y: 12(2) | | | |
| marts: d4 | Vig | gor: d1 | 12+2 | Toughnes | S: 17(4) | SUZ | ERAIN | |
| Spirit: d8 | Pa | ace: 6 | 6(1) | Charism | a:1 | T. WANTERING | COURSE | |
| Boating | | | | | | | | |
| Climbing | | Wounds | • ~~ | <>> inc! << | XXX Fati | gue | Pulse | |
| Driving | | -1 to trait c | hecks for | each wound & fatig | ue level, -1 pace | e per wound | | |
| (Agi) | | Hindra | nces | | 12 | | 35 + 5 | Character-Description-/-Illustratio |
| Fighting (Agi) | | Hungry T | elesma | | | and the second | X.P. | -Edges |
| Gambling (Sma) | | Evil Spirit | | | 111 | 1111 | 150 | Dwarf |
| Guts (Spi) | | Rebelliou | s Teles | ma (minor) | /// | 11111 | | Brawny |
| Healing | | Armor | N. | Sec. Sec. | Bonus | Notes | | |
| Intimidation | d8 | Head | Pot hel | n | +3 | 50% of protection | n | 5 Vigor d12 |
| Investigation | | 110 | - | Chainmail | +4 | | | 10 Fighting d12 |
| Knowledge | | We CHARGE ST | | Chainmail | +4 | 1111 | | 15 Nerves of Steel |
| (Sma) | H | Low Contraction of the | _ | Chainmail | +4 | 1111 | | S20 Improved Nerves of Steel |
| | | Riot Shie | | 11 | 11 | +2 Parry, +4 arm | or vs. ranged | 25 Sweep |
| | | Weapo | - | Range | Dam | Notes | 10.00 | 30 Strength d10 |
| | <u> </u> | | | | | | 100000000000000000000000000000000000000 | 35 Combat Reflexes |
| Lockpicking (Agi) | | Long Swo | ora | N/A | Str+d8 | 1 1 1 | 1 | V40 Improved Sweep |
| Notice | d4 | | - | | - | | | 45 Spirit d8 |
| Persuasion | | | | - / | 1 1 | | | 50 Guts d8, Intimidation d8 |
| Piloting | | | _ | 1 | 1 | | | 55 Block |
| Repair | | | 100 | Contractory of the | | States and a state of the state | 100 | H60 Pulse Armor |
| (Sma) Riding | | Posses | | 建立 化学和 | 5 52.20 | THE R OF STREET | Wt | 65 Strength d12 |
| Shooting | L | Pot helm | | ., | | - | 4 | 70 Trait Perfection:Heroic (Fighting |
| (Agi) | | Trader C | | | | | 15 | 75 Dwarf: Improved |
| Stealth (Agi) | لنف | Long Sw | | | | | 8 | 1.80 Professional: Vigor |
| Streetwise | | Riot Shie | | | | | 15 | 90 Expert: Vigor |
| Survival | | Power as | ssist bo | ots - +1 Pace. | | | 2 | 100 Improved Block |
| Swimming | | | | | | | | 110 Tough As Nails |
| Taunt | | | | | | | | D120 Trait Perfection:Demigod (Fighti |
| (Sma) Throwing | | | | | | | | 130 Pulse Armor: Improved |
| (Agi) Tracking | | | | | | | | 140 Dwarf: Mastery |
| (Sma) | | | | | | | | 150 Tough As Hell 160 |
| | | | | | | | | 170 |
| - | | | | | | | 14 | 180 |
| | | | | Encumbrar | ice Penalty | Tot | al Wt: 44 | 100 |
| ower | 1.54 | Cost | Ran | ge Durati | on Effe | ct | A State Break | Telesma |
| | _ | | | | | | | S20 Protective |
| | | | | | | | | V40 Attribute Synergy (Vigor) |
| | | | | | | | | H60 Balm |
| | | | | | _ | | | 1.80 Pulse Battery |
| 11 miles | | | | | | | | D120 Attribute Synergy (Strength) |
| CALL LAND | | | | | | | | |
| the second second | | | | | | 1.4 | | |
| | | | | | | | | |

Telesma-Description-/-Illustration

Quintus Aurelius

Hearts and minds, that's what Quintus is all about. He captures them with fine rhetoric and a diplomat's manner. He doesn't want the glory, happy to represent Count Fairfax in all things.

He won't be cowed by bullies, and is confident in his allies' abilities to deal with things should the fine words fail.

As part of Quin's background, he picked up an Enemy and he's Doomed to a dismal destiny. Not a good way to start (or end) his career! Since we know the bad news, I can focus on making him a star in the intervening adventures. Doomed makes that doubly tough, because Quin gives the GM extra Karma each session and lets him get creative in how to use it.

A character like Quintus is important in a group, adding a much needed alternative to fighting everything in sight. Talk and thought are just as important, with Quin being the point man for all social encounters.

Over time I want him to learn assorted ways of harnessing his inner reserves so he becomes another versatile character who can offer options in many situations. Otherwise there's a risk that he'll feel a bit flat when played. Charismatic characters are the sort you either love or hate. If you think they're a waste of time (you can roleplay the talky stuff without the stats to help, thanks very much), then Quin isn't your man. If you love this type of thing, you'll be right at home with what Quin can legitimately do.

At 0 xp Very Attractive was just too good to pass up for a character of Quin's presence. And if he isn't going to be swinging a sword very well, he needed another way to get involved in the inevitable fights. Tests of will are the natural choice for him. Iron Will gives him an advantage there, and re-enforces his steely resolve.

The best he can genuinely expect is to assist in combat by Shaking opponents and/or inflicting Fatigue on them with Taunt and Intimidate (thanks to Suzerain's new rules on Taunt/Intimidate). Those penalties do make a difference, so Quin isn't useless in a fight.

At 30 xp Quintus has a staggering Charisma bonus from the Edge Charisma and his Telesma, making him naturally awesome at Streetwise and Persuasion checks. d10+7 Persuasion! As a 30 xp character!

This is Quin's main ability, to get help. Connections was the vital Edge to get, providing a ready source of aid be it manpower, specialist equipment or information. Use it as often as possible. The addition of the Command Edge starts him on the path as a true and inspirational leader of men. Bear in mind there is a limited radius on the benefits it grants, and try to leverage the maximum advantage from any allied extras that are within that radius.

f you aren't controlling a few extras as Quin's player, combat can feel like it's not all that exciting, so make sure you line those extras up at every opportunity.

At 90 xp Quintus the leader of men is very well developed. Look up all those leadership bonuses as they will often be the difference between life and death for those who follow him into battle. Carpe Diem! is particularly interesting as it states it affects allied characters, not just allied extras. This means you can control the Initiative for everyone in the Fellowship if you so wish (and they're willing). It gives another cool way for Suzerain characters to manipulate the environment around them.

Fearsome Presence gives Quin the ability to stop a large number of extras in their tracks, making them vulnerable (from being Shaken on a Raise) to counterattack by allies. Quintus will always be at his best if he can recruit some able-bodied men and women to accompany him, and his array of leadership talents are not to be underestimated.

By 150 xp, a shadowy presence has made its interest in the affairs of Quintus known. Patron God: Unknown is a quirky one, but fits Quin's Doomed nature pretty well. Have fun picking out those Patron God abilities. Just remember there's probably a reason why his patron chooses to remain a mystery to him.

Resonance and Stutter are fun Edges which give Quintus some versatility. Clever use will see them prove their worth repeatedly. Resonance in particular has awesome capacity for causing carnage. Use it against a car-full of pursuers or ninjas who thought a rope bridge was a good place for a fight and you'll see what I mean. It's at this stage when Quin gets to play with toys that aren't linked to his 'leadership' theme... and one very important toy that is: Living Banner. Quin's leadership radius just went up to 50 inches (pretty much the whole battlefield without having to work out distances). Large scale military engagements just saw a major boost with Quin giving the orders!

| Name: Quintu | is Aure | lius | | | Gend | er: Male | |
|---|------------|--------|-----------|--|------------------|--|---------------------------------------|
| Race: Human | - | Ac | je: 24 | Player: | | | 2 |
| Agility: d4 | Stre | ngth: | d4 | Parry: 5(1) | (| | |
| | | | | 2 + ½ Fighting | SI171 | MILA SLA | |
| | | igor: | d6 | Toughness: 6(1) | 25 CANES COMPANY | | |
| Spirit: d8 | F | Pace: | 6 | Charisma: +4 | | | |
| Boating | g | Wour | nds 🔿 | X> inc. AXX Fatig | ue | ~ | |
| Climbing | g | | | or each wound & fatigue level, -1 pace p | | Pulse | |
| Driving | g | | rances | | SPACENT RANK | 10 | Character-Description-/-Illustration- |
| Fighting | g d4 | | | | | X.P. | -Edges |
| Gambling | g | 1.1 | ed (majo | r) | r | | |
| Gut | s d6 | Stubbo | v (minor) | 11111 | | 0 | Attractive Very Attractive |
| (Spi) Healing (Sma) | g | Armo | | Bonus | Notes | | Strong Willed |
| Intimidation | | Head | 1 100 | | nores | | 5 |
| (Spi) Investigation | - | Torso | Leath | | | | 10 |
| (Sma) Knowledge (Sma) | <u> </u> | Arms | _ | er Armor +1 er Armor +1 | //// | | 15 |
| (Sma) | | Legs | | er Armor +1 | | | S20 |
| 1 <u>111111111111111111111111111111111111</u> | | - | Louin | | 111 | | 25 |
| 1 | | Weap | oons | Range Dam | Notes | S HORE AND | 30 |
| ······································ | | | ThinBlac | A REAL PROPERTY AND A REAL PROPERTY AND | +1 Parry | Concession of the local division of the loca | 35 |
| Lockpicking (Agi) | - <u> </u> | Valori | Thinblac | | | | V40 |
| Notice (Sma) | | | - | 11111 | | | 45 |
| Persuasion (Spi) | | | _ | 1 1 1 1 | 1 1 | 1 1 1 | 50 55 |
| Piloting | g | | | 1 1 1 1 | | | H60 |
| Repair | r | Posse | ession | s | | Wt | 65 |
| Riding | g | | ThinBlac | | | 3 | 70 |
| Shooting | | Leathe | er Armor | | | 15 | 75 |
| Stealth | n | | | | | | 1.80 |
| Streetwise | e d6+4 | i | | | | | 90 |
| Surviva | 1 | í | | | | | 100 |
| (Sma) Swimming (Agi) | | í — | | | | | 110 |
| (Agi) Taun | t d6 | í — | | | | | D120 |
| Taun (Sma) | | | | | | | 130 |
| Throwing (Agi) | 5 | | | | | | 140 |
| Tracking (Sma) | в <u> </u> | | | | | | 150 |
| - | | | | | | | 160 |
| - | | | | 966 G 105 F26 1 | | 40 | 170 |
| - | | | | Encumbrance Penalty | Tot | al Wt: <u>18</u> | 180 |
| Power | | Cost | Ra | nge Duration Effect | | A State State | Telesma 🖕 |
| - | | | | | | | S20 |
| | | | | | | | V40 |
| | | | | | | | H60 |

| V40 | |
|------|---------------------------------------|
| H60 | 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 |
| L80 | |
| D120 | |

-Telesma-Description-/-Illustration-

| Name: Quintus | s Aure | lius | Gender: Male | |
|----------------------------|----------|---|----------------|---|
| Race: Human | - | Age: 25 Player: | | |
| Agility: d4 | Stre | ngth: d4 Parry: 5(1) | | |
| Smarts: d8 | | igor: d6 Toughness: 6(1) | | |
| Spirit: d10 | | Pace: 6 Charisma: +7 | | |
| Boating | - | | | |
| Climbing | L | Wounds (Fatigue | Pulse | |
| Driving | L | -1 to trait checks for each wound & fatigue level, -1 pace per woun | id. | 8 |
| Fighting | L | Hindrances | 15 | Gharacter-Description-/-Illustration- |
| - (Agi) | | Doomed (major) | X.P. | -Edges |
| Gambling (Sma) | | Stubborn | | Attractive |
| Guts (Spi) | | Enemy (minor) | | Very Attractive |
| Healing | | Armor Bonus Note | S A LA DE BAST | Strong Willed |
| Intimidation (Spi) | - | Head | | 5 Connections |
| Investigation (Sma) | <u> </u> | Torso Leather Armor +1 | 111111 | 10 Charismatic |
| Knowledge | | Arms Leather Armor +1 | | 15 Spirit d10 |
| | | Legs Leather Armor +1 | | S20 Streetwise d8, Persuasion d10 25 Command |
| | | La talatatatata | | 30 Guts d8, Intimidate d10 |
| | | Weapons Range Dam Note | s | 35 Guis do, mumidate d 10 |
| Lockpicking | | Valon ThinBlade N/A Str +d4 +1 Pa | arry | V40 |
| (Agi) Notice | - | | | 45 |
| (Sma) Persuasion | | | | 50 |
| (Spi) Piloting | L | | | 55 |
| (Agi) | | | | H60 |
| Repair | | Possessions | Wt | 65 |
| Riding | | Valon ThinBlade | 3 | 70 |
| Shooting | | Leather Armor | 15 | 75 |
| Stealth | | | | L80 |
| Streetwise | d8+7 | · | | 90 |
| Survival (Sma) | | | | 100 |
| Swimming | | | | 110 |
| (Agi) Taunt | d8 | | | D120 |
| (Sma) Throwing (Agi) | | | | 130 |
| (Agi) Tracking | - | | | 140 |
| Tracking (Sma) | - | | | 150 |
| | | | | 160 170 |
| - | | | 19 | 170 |
| | | Encumbrance Penalty | Total Wt: 18 | |
| Power | | Cost Range Duration Effect | | Telesma |
| | | | | S20 Allure |
| | | | | V40 |
| | | | | H60 |
| | | | | 1.80 |

.

D120

Downloadable full-color and print-friendly character sheets available from the treasure area of www.talisman-studios.com. Permission granted to photocopy for personal use only.

-Telesma-Description-/-Illustration-

| Name: Quintu | lius | | | _ Gender: | Male | | |
|----------------------------|-----------|----------|-----------|---|--------------------|-------------|---|
| Race: Human | 200 | Ag | je: 26 | Player: | | | |
| Agility: d6 | Strer | | d4 | Parry: 6(1) | 0 | | |
| | | | | 2 + 16 Fighting | | | 5 |
| Smarts: d8 | v | igor: | d8 | Toughness: 8(1) | | | |
| Spirit: d10 | P | ace: | 6 | Charisma: +7 | | | |
| Boating | 5 | Woun | $ds \sim$ | >>> incl <>>>> Fatigue | | | 8 |
| Climbing | ; | | | or each wound & fatigue level, -1 pace per wo | P | ulse | |
| Driving | | | | | | 30 | 8 |
| Fighting | | Hindi | rances | | | | Character-Description-/-Illustration- |
| Gambling | | Doome | ed (majo | r) | | X.P. | -Edges |
| (Sma) Guts | | Stubbo | | ////// | | 90 | Attractive |
| (Spi) Healing | | - | (minor) | | | | Very Attractive |
| (Smia) | | Armo | or 🔣 | Bonus No | les a la p | 1. 是他了 | Strong Willed |
| Intimidation (Spi) | | Head | 1 | ////// | | | 5 Connections |
| Investigation | | Torso | Leathe | er Armor +1 | 1111 | 111 | 10 Charismatic |
| Knowledge | | Arms | Leathe | er Armor +1 | 1111 | | 15 Spirit d10 |
| Cathey | | Legs | Leathe | er Armor +1 | | | S20 Streetwise d8, Persuasion d10 |
| | | | 1 | 11111 | | | 25 Command |
| | H | Weap | ons | Range Dam No | tes | 239 - La | 30 Guts d8, Intimidate d10 |
| Lodmidting | \square | Celesti | um Thin | Blade N/A Str+d4+2 AP1 | +1 Parry | | 35 Spirit d12 |
| Lockpicking | - | | | | , it it any | | V40 Taunt d8, Intimidate d12 |
| Notice (Sma) | | | - | 1 1 1 1 1 | | | 45 Fearsome Presence |
| Persuasion | | 1 | | | | | 50 Agility d6 |
| Piloting | ; | | | 1 1 1 1 1 | | _ | 55 Fighting d6, Notice d8 |
| Repair | · — | Posse | ession | | | Wt | H60 Carpe Diem! |
| Riding | | | um Thin | | Contraction of the | 2 | 65 Trait Perfection: Heroic(Intimidate) |
| (Agi) Shooting | L | | er Armor | | | 15 | 70 Natural Leader |
| (Agi) Stealth | | | | Attire (changes to fit realm, self clea | ning tool) | 15 | 75 Vigor d8 |
| (Agi) | لسسا | INAIIO I | NOIPING | Aure (changes to in realiti, sen clea | | - | L80 Fervour |
| Streetwise (Sma) | | | | | | | 90 Master Leader 100 |
| Survival (Sma) | | | | | | _ | 110 |
| Swimming | ; | | | | | _ | D120 |
| Taunt | d8 | | | | | | 130 |
| Throwing | ; | | | | | _ | 140 |
| (Agi) Tracking (Sma) | | | | | | | 150 |
| (Sma) | | | | | | | 160 |
| | | | | | | - | 170 |
| - | | | | n h n h | | 17 | 180 |
| - | | | | Encumbrance Penalty | Total Wt: | | |
| Power | | Cost | Rai | nge Duration Effect | | al a Barton | Telesma |
| | | | | | | | S20 Allure |
| | | | | | | | V40 Aggressive |
| | | | | | | | H60 Protective |

| L80 Attribute Synergy (Spirit) |
|--------------------------------|
|--------------------------------|

D120

Downloadable full-color and print-friendly character sheets available from the treasure area of www.talisman-studios.com. Permission granted to photocopy for personal use only.

| Name: Quintus | s Aure | lius | | | Ger | nder: <u>Male</u> | | | |
|----------------------------|--------------|----------------------------|--|---|---------------------------------|---------------------|---|--|--|
| Race: Human | 1 | Ag | e: 27 | Player: | | | 2 | | |
| Agility: d6 | Strer | - | d4 | Parry: 7(2) | | | | | |
| | | igor: | d8 | | | | | | |
| | | | | Toughness: 8(1) | | | | | |
| Spirit: d10 | P | ace: | 6 | Charisma: +7 | 1 | | | | |
| Boating | | Wound | ds 🔿 | X> incl | ie | - | | | |
| Climbing | | | | or each wound & fatigue level, -1 pace pe | | Pulse | | | |
| Driving | | | | | CALCON DAMA | 35 | Character-Description-/-Illustration- | | |
| Fighting | d6 | Hindr | | | | | -Edges | | |
| Gambling | | Doome | | r) | | X.P. | | | |
| (Sma) Guts | = | Stubbo | | 11111 | | 150 | Attractive | | |
| (Spi) Healing | | Enemy | | | | | Very Attractive | | |
| (Sma) | | Armo | r The | Bonus | Notes | | Strong Willed | | |
| Intimidation (Spi) | | Head | 1 | 11111 | | | 5 Connections | | |
| Investigation (Sma) | | Torso | Kevla | - Vest +2/+4 | +4 vs Bullets, | also negats 4 AP | 10 Charismatic | | |
| Knowledge | | Arms | 1 | 61111 | 1.1.1. | | 15 Spirit d10 | | |
| | | Legs | (| 6.1.1.1.1 | | | S20 Streetwise d8, Persuasion d10 | | |
| | | Buckler | r | del del | +1 Parry | | 25 Command | | |
| - | H | Weap | ons | Range Dam | Notes | | 30 Guts d8, Intimidate d10 | | |
| Lockpicking | \square | Celestiu | um Thin | Blade N/A Str +d4+2 | AP1, +1 Parry | , | 35 Spirit d12 | | |
| (Agi) | 1 | | 11 | 7 7 7 7 7 7 | | | V40 Taunt d8, Intimidate d12 | | |
| Notice (Sma) | | | _ | 1 1 1 1 1 | | | 45 Fearsome Presence | | |
| Persuasion | الب | - | | 1 1 1 1 | | | 50 Agility d6 | | |
| Piloting | | | | 1 1 1 1 | | | 55 Fighting d6, Notice d8 | | |
| Repair | | Posse | esion | | | Wt | H60 Carpe Diem! | | |
| Riding | | Celesti | | and the second se | | 2 | 65 Trait Perfection: Heroic(Intimidate) | | |
| (Agi) Shooting | <u> </u> | | | | - | | 70 Natural Leader | | |
| (Agi) Stealth | | | Kevlar Vest 8 75 Vigor d8 Nano Morphic Attire (changes to fit realm, self cleaning too!) - 180 Econour | | | | | | |
| (Agi) | لسسا | Buckle | | Aure (changes to in realiti, sei | | 8 | L80 Fervour | | |
| Streetwise (Sma) | | BUCKIE | | | 90 Master Leader | | | | |
| Survival (Sma) | | 100 Patron God: Unknown | | | | | | | |
| Swimming | | | | | | | 110 Resonance | | |
| Taunt | d8 | | | | | | D120 Living Banner | | |
| (Sma) Throwing | | 130 Fearsome Presence: Imp | | | | | | | |
| (Agi) Tracking (Sma) | - | 140 Resonance: Improved | | | | | | | |
| (Sma) | \mathbb{H} | | | | | | 150 Stutter 160 | | |
| | \square | | | | | | 170 | | |
| - | | | | | | 10 | 180 | | |
| - | | | | Encumbrance Penalty | | Fotal Wt: <u>18</u> | 180 | | |
| Power | ALC: NO | Cost | Rai | nge Duration Effect | A CARA | And And And | Telesma | | |
| | | | | | | | S20 Allure | | |
| | | | | | | | V40 Aggressive | | |
| | | | | | | | H60 Protective | | |
| | | | | | 1.80 Attribute Synergy (Spirit) | | | | |
| | | | | | | | D120 Balm | | |
| | | | | | | | | | |
| | | | | | - | | | | |