

# SUZERAIN



0123456789  
TIMELINE

## Millennium Knights



Character Options  
01 of 06



## A full-page illustration of a man with long blonde hair, wearing a golden crown and ornate armor, holding a red sword. He is surrounded by a warm, golden light and falling petals.

That does not guarantee our success.

That, above all else, is our sacred duty - to hunt down those who desecrate the Dark, the exiles from our pantheons who we'd forgotten, because they have not forgotten us, and they are planning something. Something terrible.



**MAELSTROM**

**ELEMENTS**



Discarded by most, yes... but we have our allies too. Great deities who share the power of our common element - Dark. And through the Dark element we work to bring about the only thing that can make this miserable universe better.

## The End Times.

The Chosen will tell you we're insane, but quite the opposite. They're the deluded fools for thinking they can redeem this paltry existence. The End Times is nothing short of a cosmic reset switch, wiping all pain, all wrongs, all mortals and gods alike, replacing it with a new universe, a fresh start. We should seize the chance. *We shall* seize the chance.



## DISCLAIMER

Our legal department requires we add this: Repeat after us, "I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe." In other words, do not do anything that might be dangerous to yourself or others. Roleplaying is meant to be fun.

We'd also like to explain that Suzerain is our take on reality with mythological and magical elements. It depicts religions and mythologies with a twist – that is to say, differently than a true believer might see them. We mean no disrespect if you are such a believer but ask you to respect our right to our own interpretation.

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## WHAT IS MILLENNIUM KNIGHTS?

*We've all heard about the monsters of legend – vampires, werewolves, swamp things and the like. Unfortunately for us, many of them are very real. They have very real plans that mean horrific things for mankind, if they're not stopped.*

*That's where your characters come in.*

*Who thwarts the monsters and their diabolical plans? The Special Projects Administration, that's who, an international special ops. unit which knows the creatures of the dark and has all the latest tech for stopping them going bump in the night. The agents of the SPA are the covert operatives, the expert assassins, the anonymous heroes of the world.*

*Want to create a character and become a super-elite covert operative? This book will give you plenty of new options.*



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# MILLENNIUM KNIGHTS

Characters in *Millennium Knights* generally begin play at Novice Rank. This isn't to say they're novices – most of them have been trained and have had experiences prior to joining the SPA. This just means they're beginning characters.

To that end, although players create Novice Rank characters as explained in the *Savage Suzerain* core rules, they also get the equivalent of one free Advance. This doesn't count as an actual Advance – the character still begins play with zero Experience – but the player can increase an Attribute, add or upgrade skills, or take a new Edge just like he normally would with an Advance. All the usual rules for requirements and the like still apply.

In return for that free Advance, each agent must also take the 'Vow' Hindrance. This doesn't count toward the character's starting Hindrances, and he gets no points for it. This Vow essentially reflects the agent's allegiance to the SPA, and the fact he can't tell anyone about The Truth.

There are also two limitations on characters made for *Millennium Knights*. Characters must be human, so no Racial Edges or Hindrances may be taken, and characters can't have any Pulse Paths. Wizards, shamans, priests, scribes, shifters, stalkers, elementals and anything else of that ilk are what the characters are fighting. To be one is not allowed in the modern SPA. As we noted above, the whole point of this setting is to play a normal (if highly-trained and well-equipped) human who is pitting his skill and high-tech arsenal against beings with paranormal powers and abilities.

## SKILLS IN

### MILLENNIUM KNIGHTS

The types of situations a character can get into during a typical SPA mission can be... shall we say, 'unique'.

Rather than p u m m e l you with tons of new and highly-specialized skills, we'd rather offer some Fast, Furious (and Fun!) suggestions – after all, your character is supposed to be a trained professional. There's no point in artificially limiting his skill sets.

However, by the same token, your character may be a specialist, and we want you to get the most out of playing him. One option is to use the specialization rules from *Savage*





## THE GLOBAL BRIEFING

*For an overview of the whole Millennium Knights setting and the SPA - the organization your characters will be working for - check out the free Global Briefing book, available as a download from the Treasure area of the Savage Mojo website.*

Worlds. You'll want to check with your GM to see if she plans on doing that, but don't fret about it limiting your character's abilities too much – we've got an option for Knowledge skills to help handle that. Alternatively, your GM may not want to use specializations, but still adopt the Knowledge skill variant. Again, check with your GM to see what she prefers.

Also, just in case you missed some opportunities the existing skills provide, below is a list of some of the standard skills and how they might come into play during *Millennium Knights*. Some of them you may have already thought of, or may seem apparent; others may have slipped under the radar.

**Boating:** Not only does Boating cover the expected uses aboard a yacht or other seagoing vessel, but this is what a character would use if he needed to suddenly take control of a submarine.

**Driving:** Most people associate Driving with 'cars', but remember it can also apply to tanks, motorcycles, and even bicycles or skateboards.

**Fighting:** Aside from the obvious use of Fighting for hitting things, some sports use it as well (football and rugby, for example, when tackling; soccer when trying to kick a ball; even baseball, when trying to strike a small ball with a bat).

**Gambling:** Gambling doesn't just have to be used when money is involved. Any game of skill or chance can be covered here, whether it be cards (with or without wagers), chess or backgammon.

**Healing:** Those who have Healing can not only heal, but they can harm as well. To that end, this skill also covers things like poisons for those who want to brew their own at home.

**Intimidation:** Since Intimidation involves using fear to accomplish an end, it's also the skill a character uses to interrogate someone.

**Investigation:** Investigation is usually used for research, whether in a library or online. Because of that latter usage, this is also the skill a character uses when hacking databases and the like – after all, that's just another form of 'research'.

**Knowledge:** The Knowledge skill can be rather broad in how it's used. While some categories, like Knowledge (Battle), have fairly specific applications, most can be pretty vague. Rather than have your poor GM decide whether it would be more appropriate for a character to use Persuasion or Knowledge (Etiquette), we offer an optional rule for you to use:

If a character has an appropriate Knowledge skill (in your GM's opinion) to back up an action, he may add +1 to his skill roll for every Die he has in the Knowledge skill.

For example, a character attempting to hack a computer with his Investigation skill also has Knowledge (computers) d6... He can add +2 to his Investigation roll.

Of course, your GM can still choose to have a character simply roll his Knowledge skill if it seems the most appropriate skill to use.

**Lockpicking:** Lockpicking's usually associated with 'low-tech' locks, but it can also apply to electronic locks, and other high-tech systems. By the same token, not only can it be used for disabling tripwires and other traps, but it can also be used to bypass modern security systems. In all cases – but especially the high-tech instances – it's very helpful to actually have tools for doing such delicate work, and a penalty (usually -2) should be applied if a character tries working without them.



**Persuasion:** Where Intimidation relies on fear, Persuasion relies on charm. Aside from the typical uses one might expect (bluffing and fast-talking), don't overlook the more subtle uses, such as etiquette and seduction.

**Piloting:** While Piloting is usually pretty straightforward, don't forget that it applies to any flying vehicle – up to and including errant space shuttles. One never knows, after all.

**Repair:** Repair has a number of often-overlooked applications... After all, the ability to fix electrical wiring translates into an ability to splice electrical wiring – such as in video feeds and phone lines. Also, much as healers can hurt, repairmen have the ability to break things and destroy. This includes rigging booby traps, as well as placing explosives.

**Riding:** Riding obviously deals with horses, but don't forget it can also be used with camels, elephants and ostriches as well.

**Shooting:** In addition to the typical target practice, Shooting can be used for some sports and activities that rely on hand-eye coordination to use one object to propel another object at a target – such as billiards, golf and (certainly) polo.

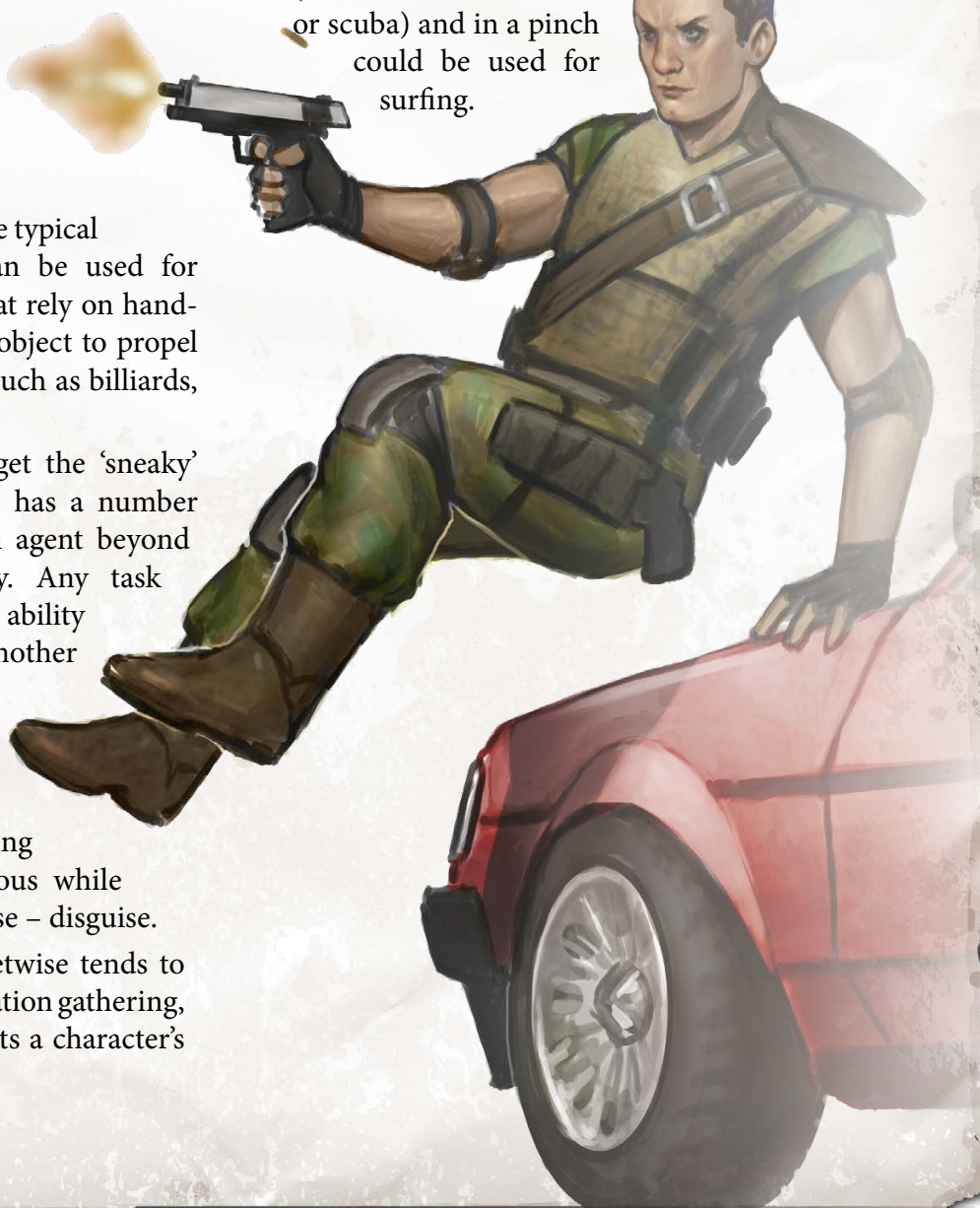
**Stealth:** Most characters get the 'sneaky' side of Stealth, but the skill has a number of useful applications for an agent beyond hiding and moving quietly. Any task that pits your character's ability at subterfuge against another character's perception can functionally use Stealth. This includes picking pockets, palming objects, concealing cameras, placing bugs, remaining inconspicuous while tailing a target, and – of course – disguise.

**Streetwise:** Although Streetwise tends to serve as a catch-all for information gathering, don't forget that it also reflects a character's

knowledge of his home 'turf' (be it city or country), including the customs, gossip, and awareness of who's important and why.

**Survival:** Survival doesn't just have to apply to foraging in the wilderness. Survival can also be used by a character in the city who needs to 'lay low' – to remain unseen, and have no contact with anyone. Another application of the Survival skill in the wilderness is the ability to have a rough idea of what might represent national boundaries. This can be useful when trekking across hostile territory and trying to make it to a friendly nation.

**Swimming:** Since the Swimming skill involves moving around in and on the water, it also applies to diving (whether with snorkel or scuba) and in a pinch could be used for surfing.





## PRE-GEN CHARACTERS

*Throughout this book you'll find character sheets for members of the SPA. These pre-generated characters are designed to create a well rounded group of agents, with most of the important skills between them. Feel free to use them to get a game up and running quickly, to try the setting out, or (if you're the GM) as NPCs to interact with your Millennium Knights stories.*

**Taunt:** While Taunt has a pretty straightforward application, we'd suggest one extra use (because agents can be prone to making pithy comments): when Taunt is used against an opponent and succeeds with a Raise, in addition to any of the usual effects the character making the taunt can sway the opinion of one on-looking Wild Card or a small group of extras (within a Small Burst Template) either favorably or unfavorably by one degree.

For example, if the mad scientist's mistress is watching when an agent taunts him and succeeds with a Raise, her reaction to the agent could be lowered from Unfriendly to Hostile (if the player wanted her to suddenly act rashly) or from Unfriendly to Neutral (if the player hoped to woo her to his cause later on).

**Throwing:** An addition to tossing knives and lobbing grenades, Throwing is also used in some sports (like baseball, basketball and football), and can also be handy for throwing a few rounds of darts at the local pub.

**Tracking:** Although characters may have a need to track things across the wilderness, Tracking also makes a good counterpoint to Stealth while trailing or shadowing someone in a city – especially if that someone is trying not to be followed. Bear in mind, if the character loses sight of his quarry, it'll quickly get pretty hard to pick up the trail again.

## NEW HINDRANCES

### COMPETITIVE (MINOR OR MAJOR)

A character with this Hindrance doesn't just content himself with feeling he's The Best... he's got to prove it over and over again. If someone does something, he's got to do it better. As a Minor Hindrance, this only really applies to one area – whatever it is the character prides himself at being The Best at, be it fighting, sneaking or anything else. As a Major Hindrance, the character's competitive nature bleeds over into every aspect of his life.

In a situation involving the character's chosen specialty (in the case of the Minor version), the character must try to outdo anyone else rolling a test in that ability by beating a Failure with a Success, or a Success with a Raise – and must spend at least one Karma trying to do so, if necessary. This doesn't need to happen more than once per session, and if no appropriate situation arises, it need not happen at all.

However, in the case of the Major version of this Hindrance, the character must do this at least once per session by trying to be the first to take down the main bad guy, or find the hidden switch, for example. Failure to do so results in the character starting with one less Karma than normal for the next session.

### ENVOIOUS (MINOR OR MAJOR)

Some characters like to have things, and then there are the ones for whom the phrase "keeping up with the Jones" was invented. Characters with the Envious Hindrance are the latter. Whenever someone has something new – be it clothing, a gadget, or even a significant other – a character with this Hindrance will go out of his way to try to equal, if not 'beat' that something with one of his own.

As a Minor Hindrance, that's about as far as it goes, making the character somewhat obnoxious, or maybe even boorish, but at least harmless.



As a Major Hindrance, however, no holds are barred. In this case, the character is willing to resort to lying, cheating and even breaking the law to have the best 'toy', and will fall to sulking and making 'sour grapes' comments if it still proves impossible for the character to get what he feels he deserves. This gives him a -2 Charisma penalty once the behavior starts, and grants a +2 bonus to Taunts against that character if his weakness is known.

### JEALOUS (MINOR)

A character with this Hindrance simply wants the attention of a given person... and doesn't appreciate it when other people get the attention instead. The person could be a love interest, a parental figure – even a superior in the Administration. Players should choose who it is their character has fixated on and why he's done so.

### OBLIVIOUS (MINOR)

Some characters just seem to miss everything. It's not necessarily that they're clueless, but they just don't seem to notice what's going on around them for whatever reason. A character with this Hindrance suffers a -2 to any passive Notice checks. In other words, if he's actively looking for something (such as trying to find a particular book on a shelf), he's fine... but when it comes to something like spotting an ambush, noting a booby trap, or even catching body language that shows someone isn't quite telling the whole truth, the Oblivious character often seems to miss it.

## NEW EDGES

### CONNECTIONS, IMPROVED

**Type:** Social

**Requirements:** Novice, Connections

Normally, a character's Connections are various acquaintances – contacts made

## USING CONNECTIONS

*There are many potential connections in Millennium Knights – you should just remember it's not always what you know, but who you know that gets the job done. Here's a list (which is by no means exhaustive) of some potential contacts a character might have:*

**Black Market Dealer:** who can help your character get his hands on something that isn't exactly legal, or some extra firepower on short notice or without Administration support.

**Civil Servant:** who could be anything from a government official to a diplomatic functionary, which can be good for getting your character certain favors or considerations.

**Computer Hacker:** who can help your character with everything from breaking into highly-encrypted files to building a false ID and background for him on the fly.

**Mercenary:** who obviously can provide a little extra muscle should your character need it, but can also potentially find out who's hiring a small army of mercs this month.

**Occult Broker:** who's usually aware when rare and unusual artifacts go onto the market, as well as who might be interested in such goods.

on the street or through business who are occasionally willing to help if they can. However sometimes a character has a connection that runs a little deeper. Maybe they fought side-by-side during the war, or served together on the force; maybe they



saved each other's lives... perhaps countless times. In any case, this contact is always there for your character – it doesn't matter how crazy or dangerous the favor might be.

When a character with Improved Connections makes his Persuasion check to request aid, he gains a +2 bonus to the roll. Furthermore, a Success or Raise on this roll works like two or more Raises for ordinary Connections, whereas two or more Raises on the roll means the contact pulls out all the stops and will call in any help he can – even sending in extra manpower with better equipment, or running his own mission to get a particular piece of information. After all, they're buddies.

Of course, this means the character's connection might call on him for a favor sometime as well.

### CONVICTION

**Type:** Wild Card

**Requirements:** Wild Card, Novice, Spirit d8+, Vigor d8+

Occasionally, there's a rare character who honestly, truly believes in something. Unlike the fanatic, who must tell everyone else about it, the character with Conviction simply channels the strength of his belief to keep going, no matter what. A character with this Edge may ignore up to 2 levels of Fatigue penalties.

### CONVICTION, ABSOLUTE

**Type:** Wild Card

**Requirements:** Wild Card, Novice, Conviction

A character with Absolute Conviction may ignore all Fatigue penalties.

### DISSEMBLER

**Type:** Social

**Requirements:** Seasoned, Smarts d8+, Persuasion d8+, Stealth d8+

Some people have an uncanny knack to seem like they 'belong' regardless of the circumstances. A character with this Edge can get through doors and past guards, and generally blend into any environment. He gains a





+2 bonus on all Persuasion and Stealth checks to fast-talk or move around places in plain sight. Additionally, if he makes a Raise on any of those Persuasion rolls, any Extra he's talking to raises his Reaction by one step (e.g. Unfriendly becomes Neutral, or Neutral becomes Friendly).

### FEROCIOUS ATTACK

**Type:** Combat

**Requirements:** Seasoned, Fighting d10+

A character with this Edge has learned not to overbalance himself in combat when putting extra strength behind the blow. When using a Wild Attack maneuver, he no longer suffers a -2 penalty to his Parry.

### FIELD TECH

**Type:** Professional

**Requirements:** Novice, Smarts d8+, Lockpick d8+, Repair d8+

Picking up a bunch of cool toys for a job is all well and good, but when it comes time to hot wire an engine, crack an unexpected safe, or surreptitiously short-circuit a camera... well, then it's pretty handy to have a Field Tech around. A cool head and a bit of creativity can get a character out of a lot of scrapes. A character with this Edge gets a +2 bonus to Repair and Lockpicking checks – although he'll still need a few tools to do the job right.

### HUSTLER

**Type:** Weird

**Requirements:** Seasoned, Smarts d8+, Gambling d8+

Some characters don't want to be quoted the odds – they see the angles and know how to play them. And they play them well. A character with the Hustler Edge gains a +2 bonus on Gambling checks, as well as a +2 when attempting to make or resist Smarts tricks.

### INFORMATION SPONGE

**Type:** Weird

**Requirements:** Novice, Smarts d8+, Notice d8+

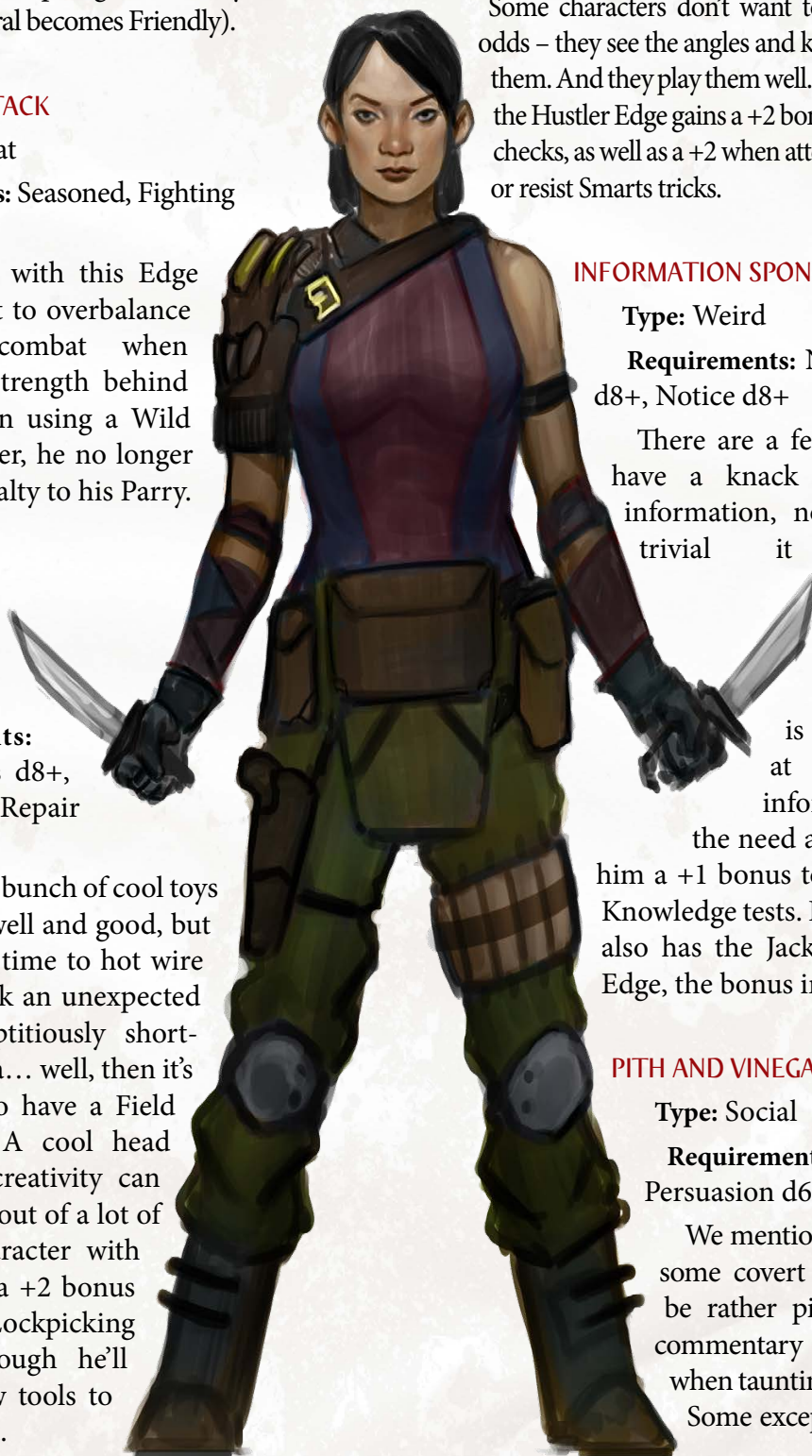
There are a few people who have a knack for retaining information, no matter how trivial it may seem. A character with this Edge has that knack, and is pretty good at recalling that information when the need arises, granting him a +1 bonus to all Common Knowledge tests. If the character also has the Jack-of-All-Trades Edge, the bonus increases to +2.

### PITH AND VINEGAR

**Type:** Social

**Requirements:** Seasoned, Persuasion d6+, Taunt d8+

We mentioned earlier that some covert operatives can be rather pithy with their commentary – especially when taunting an adversary. Some exceptional wits are





able to use that ability to even greater effect than normal. When using a Taunt and influencing any Extra bystanders, a character with this Edge increases the area of effect to a Medium Burst Template.

### PITH AND VINEGAR, IMPROVED

**Type:** Social

**Requirements:** Veteran, Persuasion d8+, Taunt d8+, Pith and Vinegar

This even further enhances a character's ability to sway groups of Extra bystanders, allowing him to influence a group within a Large Burst Template.

### REQUISITION PRIVILEGES

**Type:** Social

**Requirements:** Novice, Spirit d6+

Although everyone in the SPA gets to requisition a certain amount of gear, your character gets a little more than most – either because he knows someone, or it's just in his contract. This Edge may be taken multiple times, and increases your character's stipend by an additional \$500 each time it's taken.

### TOTAL CONCENTRATION

**Type:** Weird

**Requirements:** Seasoned, Spirit d8+

A character with this Edge has the ability to utterly focus himself on a task in order to get it done – regardless of what might be happening around him. Whether it's shutting down a security system or holding his breath underwater long enough to convince the bad guys he's dead, a character with Total Concentration can block out peripheral events and focus, granting him a +2 bonus to any single Trait roll.

However, for the duration of the task (or during the next Round, if the task is an 'instant' one) he suffers a -2 to his Parry, as well as to any Notice checks he might have to make.

If the character is doing a Dramatic Task (as explained in the Savage Worlds rules), he may extend this focus for the duration of the task, but suffers the same penalties as given above, as well as taking a level of Fatigue for every roll he makes for the task after the first.





Name: Ken Tanaka Gender: Male

Race: Human Age: 25 Player: \_\_\_\_\_

Agility: d8 Strength: d8 Parry: 6

2 + ½ Fighting

Smarts: d6 Vigor: d6 Toughness: 5

2 + ½ Vigor

Spirit: d6 Pace: 6 Charisma: 0



Boating  
(Agi)

Climbing  
(Str)

Driving  
(Agi)

Fighting  
(Agi)

Gambling  
(Sma)

Guts  
(Spi)

Healing  
(Sma)

Intimidation  
(Spi)

Investigation  
(Sma)

Knowledge  
(Sma)

Lockpicking  
(Agi)

Notice  
(Sma)

Persuasion  
(Spi)

Piloting  
(Agi)

Repair  
(Sma)

Riding  
(Agi)

Shooting  
(Agi)

Stealth  
(Agi)

Streetwise  
(Sma)

Survival  
(Sma)

Swimming  
(Agi)

Taunt  
(Sma)

Throwing  
(Agi)

Tracking  
(Sma)

Wounds **incl!** Fatigue

-1 to trait checks for each wound & fatigue level, -1 pace per wound

### Hindrances

Code of Honor, Deathwish: Find father, Loyal: SPA,

Vow: SPA

### Armor

### Bonus Notes

Head

Torso

Arms

Legs

### Weapons

### Range

### Dam

### Notes

Fists

Str+d4

Never considered unarmed

### Possessions

### Wt

Black T-Shirt and Black Jeans, Wallet, Fake ID & Passport, \$480

Requisitioned Gear (\$500):

Encumbrance Penalty

Total Wt: 0

### Power

### Cost

### Range

### Duration

### Effect

Ken's father was an SPA agent, but went MIA. As an adult, Ken started looking into his father's past and was convinced more was going on here. Eventually, a woman named Gordon-Yancy contacted him and gave him an offer; join the SPA, and she'd do whatever was in her power to help him find his father. He took it.  
Free Advance: Strength d8

Character-Description-/Illustration-

### Edges

Agility d8

Assassin

Martial Artist

S20

25

30

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

### Telesma

S20

V40

H60

L80

D120

A silver dragon pendant encircling a piece of jade.

Telesma-Description-/Illustration-



Name: Veronica Harker Gender: Female

Race: Human Age: 28 Player: \_\_\_\_\_

Agility: d8 Strength: d6 Parry: 5

2 + ½ Fighting

Smarts: d6 Vigor: d6 Toughness: 5

2 + ½ Vigor

Spirit: d6 Pace: 6 Charisma: 0



Boating  
(Agi)

Climbing  
(Str)

Driving  
(Agi)

Fighting  
(Agi)

Gambling  
(Sma)

Guts  
(Spi)

Healing  
(Sma)

Intimidation  
(Spi)

Investigation  
(Sma)

Knowledge  
(Sma)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Lockpicking  
(Agi)

Notice  
(Sma)

Persuasion  
(Spi)

Piloting  
(Agi)

Repair  
(Sma)

Riding  
(Agi)

Shooting  
(Agi)

Stealth  
(Agi)

Streetwise  
(Sma)

Survival  
(Sma)

Swimming  
(Agi)

Taunt  
(Sma)

Throwing  
(Agi)

Tracking  
(Sma)

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Wounds **incl!** Fatigue

-1 to trait checks for each wound & fatigue level, -1 pace per wound

### Hindrances

Death Wish: Avenge her husband, Heroic, Rebellious

Telesma (Minor), Vow: SPA

### Armor

### Bonus Notes

Head

Torso

Arms

Legs

### Weapons

### Range

### Dam

### Notes

Ruger (.22) 10/20/40 2d6-1 Semi-Auto

### Possessions

### Wt

Blouse, Blazer, Skirt, High-heels, Tights, Purse, Wallet,

Fake ID & Passport, Permit to Carry a Concealed Weapon,

25 bullets (small), \$85

Requisitioned Gear (\$500):

Encumbrance Penalty

Total Wt: 4.5

### Power

### Cost

### Range

### Duration

### Effect

While investigating her husband's death, unable to let the matter rest, she attracted the attention of his killers. She survived the attack, and after she was released from the hospital, Gordon-Yancy had a long conversation with her. In the end, she joined the SPA to avenge her husband.

Free Advance: Extraction

Character-Description-/Illustration

### Edges

Agility d8

Ambidextrous

Two-Fisted

5

10

15

S20

25

30

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

### Telesma

S20

V40

H60

L80

D120

Her diamond wedding ring.

Telesma-Description-/Illustration



Name: Crystal Bell Gender: Female

Race: Human Age: 18 Player: \_\_\_\_\_

Agility: d8 Strength: d6 Parry: 4

2 + ½ Fighting

Smarts: d6 Vigor: d6 Toughness: 6(1)

2 + ½ Vigor

Spirit: d4 Pace: 8 Charisma: 0



Boating d6+2

(Agi)

Wounds **incl!** Fatigue

-1 to trait checks for each wound & fatigue level, -1 pace per wound

Climbing d8+2

(Agi)

Driving d8+2

(Agi)

Fighting d4

(Agi)

Gambling -

(Sma)

Guts -

(Spi)

Healing -

(Sma)

Intimidation -

(Spi)

Investigation -

(Sma)

Knowledge -

(Sma)

### Hindrances

Big Mouth, Curious, Jealous: Nathaniel Hawke, Vow: SPA

### Armor

### Bonus Notes

Head

Torso Leather Jacket +1

Arms Leather Jacket +1

Legs

### Weapons

### Range

### Dam

### Notes

Pepper Spray 1/2/4 2d6 Non-Lethal

Pocket Knife Str+d4 -2 to be Noticed when concealed

### Possessions

### Wt

Jeans and white T-Shirt, Pager, Wallet, Fake ID & Passport, \$330

Requisitioned Gear (\$450): Micro Transceiver

Encumbrance Penalty     

Total Wt: 2

### Power

### Cost

### Range

### Duration

### Effect

Crystal was a runaway and a bit of a wild child, so it wasn't very surprising when she fell under the sway of a charismatic cult leader. When the SPA saved her from being sacrificed, she decided to join the cause, hoping that she can save people who were caught in a bad situation like she had been.

Free Advance: Fleet-Footed

Character-Description/-Illustration

### Edges

Ace

Alertness

Luck

5

10

15

\$20

25

30

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

### Telesma

\$20

V40

H60

L80

D120

A smoky crystal set into a gold pendant.

Telesma-Description/-Illustration



Name: David Baldwin Gender: Male

Race: Human Age: 35 Player: \_\_\_\_\_

Agility: d6 Strength: d6 Parry: 5

2 + ½ Fighting

Smarts: d8 Vigor: d6 Toughness: 5

2 + ½ Vigor

Spirit: d6 Pace: 6 Charisma: 0



Boating  
(Agi)

Climbing  
(Str)

Driving  
(Agi)

Fighting  
(Agi)

Gambling  
(Sma)

Guts  
(Spi)

Healing  
(Sma)

Intimidation  
(Spi)

Investigation  
(Sma)

Knowledge  
(Sma)

Lockpicking  
(Agi)

Notice  
(Sma)

Persuasion  
(Spi)

Piloting  
(Agi)

Repair  
(Sma)

Riding  
(Agi)

Shooting  
(Agi)

Stealth  
(Agi)

Streetwise  
(Sma)

Survival  
(Sma)

Swimming  
(Agi)

Taunt  
(Sma)

Throwing  
(Agi)

Tracking  
(Sma)

Wounds **incl!** Fatigue

-1 to trait checks for each wound & fatigue level, -1 pace per wound

Pulse

10

X.P.

0

### Hindrances

Code of Honor, Envious (Minor), Stubborn, Vow: SPA

### Armor

### Bonus Notes

Head

Torso

Arms

Legs

### Weapons

### Range

### Dam

### Notes

### Possessions

### Wt

Long Sleeve Shirt, Tie, and Khakis, Toolkit, Flashlight, Pager, \$160

Requisitioned Gear (\$950): Micro Transceiver

Encumbrance Penalty

Total Wt: 8

### Power

### Cost

### Range

### Duration

### Effect

David is an expert in breaking and entering. He was recruited by the SPA when Hawke found him using one of the SPA's safe houses. Hawke would have just gotten rid of the man, but fate intervened and after the two survived a fight with a pack of wendigo, David wanted in. Free Advance: Requisition Privileges

Character-Description-/Illustration

### Edges

Smarts d8

Lockpicking d8, Repair d8

Field Tech

5

10

15

\$20

25

30

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

### Telesma

\$20

V40

H60

L80

D120

An arrow head made of obsidian that he found as a child.

Telesma-Description-/Illustration



Name: Nathaniel Hawke Gender: Male

Race: Human Age: 32 Player: \_\_\_\_\_

Agility: d8 Strength: d6 Parry: 5

2 + ½ Fighting

Smarts: d8 Vigor: d6 Toughness: 5

2 + ½ Vigor

Spirit: d6 Pace: 6 Charisma: +2



Boating  
(Agi)

Climbing  
(Str)

Driving  
(Agi)

Fighting  
(Agi)

Gambling  
(Sma)

Guts  
(Spi)

Healing  
(Sma)

Intimidation  
(Spi)

Investigation  
(Sma)

Knowledge  
(Sma)

Wounds **incl!** Fatigue

-1 to trait checks for each wound & fatigue level, -1 pace per wound

Pulse

10

X.P.

0

### Hindrances

Heroic, Quirk: Lady's Man, Vengeful (Minor), Vow: SPA

### Armor

Bonus Notes

Head

Torso

Arms

Legs

### Weapons

Range

Dam

Notes

### Possessions

Wt

Black Dress Pants, Black Silk Shirt, Leather shoes, Sun glasses,

Wallet, Fake ID & Passport, \$300

Requisitioned Gear (\$450): Micro Transceiver

Encumbrance Penalty

Total Wt: 0

### Power

Cost

Range

Duration

Effect

Hawke has aspired to be an agent for as long as he can remember. He worked his way into the CIA, but after an incident where he was attacked by a man he knew was dead, he began looking into the strange and bizarre cases in the CIA's files. Eventually, this led him to the SPA, and the rest is history. Free Advance: Martial Artist

Character-Description/-Illustration

### Edges

Attractive

Agility d8

Smarts d8

5

10

15

S20

25

30

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

### Telesma

S20

V40

H60

L80

D120

Deep blue sapphire stud earring.

Telesma-Description/-Illustration



Name: Miranda "Randy" Kingman Gender: Female

Race: Human Age: 26 Player: \_\_\_\_\_

Agility: d6 Strength: d4 Parry: 5

2 + ½ Fighting

Smarts: d8 Vigor: d6 Toughness: 9

2 + ½ Vigor

Spirit: d6 Pace: 6 Charisma: 0



Boating  
(Agi)

Climbing  
(Str)

Driving  
(Agi)

Fighting  
(Agi)

Gambling  
(Sma)

Guts  
(Spi)

Healing  
(Sma)

Intimidation  
(Spi)

Investigation  
(Sma)

Knowledge  
(Sma)

Occult  
(Sma)

Wounds **incl!** Fatigue

-1 to trait checks for each wound & fatigue level, -1 pace per wound

### Hindrances

Curious (major), Optimist (minor), Vow (minor, SPA)

Quirk (Endlessly quotes dead relatives)

Pulse

10

X.P.

0

As a child no one could convince Randy the monsters of her nightmares were not real. She wasn't scared; she was curious and she just wanted to KNOW. Entering adulthood she joined an amateur paranormal hunting team. Fighting a particularly tough demon one day, SPA agents joined the fight. The rest is history.

Character-Description/-Illustration

### Edges

Investigator

McGyver

5

10

15

S20

25

30

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

### Armor

### Bonus Notes

Head

Torso PEG Clothing +4

Arms PEG Clothing +4

Legs PEG Clothing +4

### Weapons

### Range

### Dam

### Notes

Dart Gun 10/20/40 special Sedative or poison darts (GM call)

piano wire garrote If grapple, garrote slices throat

Glock (9MM) 12/24/48 2d6

Mace spray 1/2/4 2d8 Non-lethal damage:

wounds are taken as fatigue

### Possessions

### Wt

false ID (Suzie Wilson)

Holster, concealed

Lighter

Micro Transceiver (SPA issued)

Night vision goggles (Passive) (SPA issued)

Telesma (single sapphire stud pierced earring)

1 toolkit (pocket)

Encumbrance Penalty

Total Wt:

### Power

### Cost

### Range

### Duration

### Effect

### Telesma

S20

V40

H60

L80

D120

A single sapphire stud pierced earring.

Telesma-Description/-Illustration



**IT'S 1999 AND MONSTERS DON'T EXIST.  
THEY'RE THE STUFF OF LEGEND AND MYTH, RIGHT? WRONG.  
OUR WORLD IS FILLED WITH PARANORMAL CREATURES  
JUST ITCHING TO ENSLAVE HUMANITY OR WIPE IT OFF  
THE FACE OF THE EARTH.**

**ONLY THE WORLD'S FINEST AGENTS STAND BETWEEN THE  
PARANORMAL HORROR AND AN UNSUSPECTING PUBLIC.  
OUTFITTED WITH THE BEST TECHNOLOGY  
AND TRADECRAFT, IT'S TIME TO GET TO WORK.**

**WEAR THE TUXEDO,**

**LOAD THE WALTHER PPK,**

**AND SAVE THE WORLD!**

*THIS BOOK GIVES YOU AN OVERVIEW OF THE  
MILLENNIUM KNIGHTS SETTING AND THE ORGANIZATION  
YOUR CHARACTERS WILL BE WORKING FOR...  
THE SECRETIVE SPA.*

