

# SUZERAIN



## Building Savage Suzerain Characters



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## Building Savage Suzerain 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....

## If There Everyone

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 hi-octane 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 Experts, 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  $4 \times 4 = 16$  extra Pulse. It's  $5 \times 5 = 25$  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.

Name: Agetha, Wise Woman Gender: Female

Race: Human Age: 54 Player: \_\_\_\_\_

Agility:  Strength:  Parry:   
2 + 1/2 Fighting  
 Smarts:  Vigor:  Toughness:   
2 + 1/2 Vigor  
 Spirit:  Pace:  Charisma:



Boating  Wounds  **inc!**  Fatigue  
 Climbing  (Str) -1 to trait checks for each wound & fatigue level, -1 pace per wound

Pulse

Character-Description-/Illustration

**Hindrances**

X.P.

**Edges**

Beastmaster

Gifted

Anatomist

S20

V40

H60

L80

100

110

D120

**Armor Bonus Notes**

Head  
 Torso Leather Vest +1  
 Arms  
 Legs

**Weapons Range Dam Notes**

Staff Str+d4 +1 Parry, Reach 1, 2 Hands

**Possessions Wt**

Leather Vest 6  
 Staff 8  
 Healer's Bag 4

Encumbrance Penalty  Total Wt: 18

**Power Cost Range Duration Effect**

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

Digit Expers(Anatomist) 2 Self 10min(1/10m) Bonus on Healing checks, semi-weapon  
 Healing(Anatomist) 3 Touch Instant Cures wounds/poison/disease.

**Telesma**

S20

V40

H60

L80

D120

Telesma-Description-/Illustration

Name: Agetha, Wise Woman Gender: Female

Race: Human Age: 55 Player: \_\_\_\_\_

Agility: d4 Strength: d4 Parry: 5(1)

2 + 1/2 Fighting

Smarts: d12 Vigor: d4 Toughness: 5(1)

2 + 1/2 Vigor

Spirit: d8 Pace: 5 Charisma: 0



Boating  Wounds  **inc!**  Fatigue

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

Driving  Hindrances

Fighting d4 Elderly

Gambling  Hard of Hearing (minor)

Guts d6 Poverty

Healing d8+2 Armor Bonus Notes

Intimidation  Head

Investigation  Torso Leather Vest +1

Knowledge  Arms

Medicine d6 Legs

Animals d6

Plants d6 Weapons Range Dam Notes

Lockpicking  Staff Str+d4 +1 Parry, Reach 1, 2 Hands

Notice d4

Persuasion d4

Piloting

Repair  Possessions Wt

Riding d4 Leather Vest 6

Shooting  Staff 8

Stealth  Healer's Bag 4

Streetwise

Survival

Swimming

Taunt

Throwing

Tracking

Spellcasting (Sma) d12

Anatomist (Sma) d10

Encumbrance Penalty  Total Wt: 18

Power Cost Range Duration Effect

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

Digit Expers(Anatomist) 2 Self 10min(1/10m) Bonus on Healing checks, semi-weapon

Healing(Anatomist) 3 Touch Instant Cures wounds/poison/disease.



Edges

Beastmaster

Gifted

Anatomist

5 Smarts d12

10 Spellcasting d12, Anatomist d10

15 Beast Bond

S20 Healer

25 New Power: Deflection

30 Rapid Recharge

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

Telesma

S20 Pulse Battery

V40

H60

L80

D120



Name: Agetha, Wise Woman Gender: Female

Race: Human Age: 56 Player: \_\_\_\_\_

Agility:  Strength:  Parry:   
2 + 1/2 Fighting  
 Smarts:  Vigor:  Toughness:   
2 + 1/2 Vigor  
 Spirit:  Pace:  Charisma:



Boating  Wounds  **inc!**  Fatigue  
 Climbing  -1 to trait checks for each wound & fatigue level, -1 pace per wound

Pulse

Character-Description-/Illustration

Hindrances  
 Elderly  
 Hard of Hearing (minor)  
 Poverty

X.P.

Edges

Armor Bonus Notes  
 Head  
 Torso Leather Vest +1  
 Arms  
 Legs

Beastmaster

Weapons Range Dam Notes

Gifted

Staff Str+d4 +1 Parry, Reach 1, 2 Hands

Anatomist

Possessions Wt

5 Smarts d12

Leather Vest 6

10 Spellcasting d12, Anatomist d10

Staff 8

15 Beast Bond

Healer's Bag 4

S20 Healer

Nike Hiking Boots -

25 New Power: Deflection

Encumbrance Penalty  Total Wt: 18

30 Rapid Recharge

Power Cost Range Duration Effect

35 New Power: Body Boost

Bolt 1-6 12/24/48 Instant Up to 3 2d6/3d6 bolts of light.

V40 Improved Rapid Recharge

Burst 2 Flame T. Instant Agi. vs. Skill or 2d10 damage. HW

45 Anatomist d12, Healing d10

Deflection 2 Touch 3(1/round) -2 (-4 on a raise) to be hit

50 New Power: Restoration

Teleport 3+ Special Instant Move without physically crossing area

55 New Power: Teleport

Blast 2-6 24/48/96 Instant MBT or LBT of 2d6 or 3d6 damage

H60 Trait Perf.:Heroic(Spellcasting)

Digit Expers(Anatomist) 2 Self 10min(1/10m) Bonus on Healing checks, semi-weapon

65 Trait Perf.:Heroic(Anatomist)

Healing(Anatomist) 3 Touch Instant Cures wounds/poison/disease.

70 New Power: Blast

Body Boost(Anatomist) 2 Smarts 3(1/round) Boost physical Attribute + Skill

75 Sidekick

Restoration(Anatomist) 2 Touch Instant Cure Fatigue

L80 Professional: Anatomist

Telesma

90 Expert: Anatomist

S20 Pulse Battery

100

V40 Pulse Battery

110

H60 Pulse Battery

D120

L80 Pulse Battery

130

D120

140

150

160

170

180

Telesma-Description-/Illustration

Name: Agetha, Wise Woman Gender: Female

Race: Human Age: 57 Player: \_\_\_\_\_

Agility: d4 Strength: d4 Parry: 5(1)  
Smarts: d12 Vigor: d4 Toughness: 5(1)  
Spirit: d8 Pace: 5 Charisma: 0



Boating (Agi)  Wounds  **inc!**  Fatigue  
Climbing (Str)  -1 to trait checks for each wound & fatigue level, -1 pace per wound

Driving (Agi)   
Fighting (Agi) d4  
Gambling (Sma)   
Guts (Spi) d6  
Healing (Sma) d10+2  
Intimidation (Spi)   
Investigation (Sma)   
Knowledge (Sma)   
Medicine (Sma) d6  
Animals d6  
Plants d6

Pulse  
**35 + 25**  
X.P.  
**150**

Character-Description-/Illustration

**Hindrances**

|                         |
|-------------------------|
| Elderly                 |
| Hard of Hearing (minor) |
| Poverty                 |

**Armor**

|                 | Bonus | Notes |
|-----------------|-------|-------|
| Head            |       |       |
| Torso Long Coat | +1    |       |
| Arms Long Coat  | +1    |       |
| Legs Long Coat  | +1    |       |

**Weapons**

|       | Range | Dam    | Notes                      |
|-------|-------|--------|----------------------------|
| Staff |       | Str+d4 | +1 Parry, Reach 1, 2 Hands |

**Possessions**

|   | Wt |
|---|----|
| Lightweight Leather Long Coat               | 4  |
| Staff                                       | 8  |
| Healer's Bag                                | 4  |
| Hi Tech compact cooking stove and utensils. | 3  |
| Nike Hiking Boots                           | -  |

Encumbrance Penalty  Total Wt: 19

**Edges**

- Beastmaster
- Gifted
- Anatomist
  - 5 Smarts d12
  - 10 Spellcasting d12, Anatomist d10
  - 15 Beast Bond
- S20 Healer
- 25 New Power: Deflection
- 30 Rapid Recharge
- 35 New Power: Body Boost
- V40 Improved Rapid Recharge
- 45 Anatomist d12, Healing d10
- 50 New Power: Restoration
- 55 New Power: Teleport
- H60 Trait Perf.:Heroic(Spellcasting)
- 65 Trait Perf.:Heroic(Anatomist)
- 70 New Power: Blast
- 75 Sidekick
- L80 Professional: Anatomist
- 90 Expert: Anatomist
- 100 Talk With Animals
- 110 New Power: Infestus Minor
- D120 Trait Perf.:Demigod(Spellcasting)
- 130 Trait Perf.:Demigod(Anatomist)
- 140 Professional: Spellcasting
- 150 Expert: Spellcasting
- 160
- 170
- 180

**Power**

| Power                     | Cost | Range    | Duration     | Effect                                 |
|---------------------------|------|----------|--------------|--|
| 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/poison/disease.           |
| Body Boost(Anatomist)     | 2    | Smarts   | 3(1/round)   | Boost physical Attribute + Skill       |
| Restoration(Anatomist)    | 2    | Touch    | Instant      | Cure Fatigue                           |

**Telesma**

- S20 Pulse Battery
- V40 Pulse Battery
- H60 Pulse Battery
- L80 Pulse Battery
- D120 Pulse Battery

Telesma-Description-/Illustration



## 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 wherever 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 heads-up 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: Eleanor Snapdragon Gender: Female

Race: Human Age: 24 Player: \_\_\_\_\_

Agility:  Strength:  Parry:   
Smarts:  Vigor:  Toughness:   
Spirit:  Pace:  Charisma:



Boating  Wounds  **inc!**  Fatigue  
Climbing  -1 to trait checks for each wound & fatigue level, -1 pace per wound

Pulse

Character-Description-/Illustration

Hindrances

X.P.

Edges

Fighting  d6 Curious

Luck

Gambling  Big Mouth

Great Luck

Guts  d4 Loyal

Armor Bonus Notes

| Armor | Bonus         | Notes |
|-------|---------------|-------|
| Head  |               |       |
| Torso | Leather Armor | +1    |
| Arms  | Leather Armor | +1    |
| Legs  | Leather Armor | +1    |

Weapons Range Dam Notes

| Weapons | Range    | Dam    | Notes                      |
|---------|----------|--------|----------------------------|
| Bow     | 12/24/48 | 2d6    |                            |
| Spear   | N/A      | Str+d6 | +1 Parry, Reach 1, 2 Hands |

Possessions Wt

| Possessions   | Wt |
|---------------|----|
| Leather Armor | 15 |
| Bow           | 3  |
| Spear         | 5  |
| Arrows        |    |

Encumbrance Penalty  Total Wt: 23

Power Cost Range Duration Effect

Telesma

Telesma-Description-/Illustration

Name: Eleanor Snapdragon Gender: Female

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

Agility:  Strength:  Parry:   
Smarts:  Vigor:  Toughness:   
Spirit:  Pace:  Charisma:



Boating  Wounds  **inc!**  Fatigue  
Climbing  -1 to trait checks for each wound & fatigue level, -1 pace per wound

Pulse

Character-Description-/Illustration

Hindrances

X.P.

Edges

Fighting  d8 Curious

Luck

Gambling  Big Mouth

Great Luck

Guts  d4 Loyal

Armor Bonus Notes

Intimidation  Head

Investigation  Torso Leather Armor +1

Knowledge  Arms Leather Armor +1

Legs Leather Armor +1

Weapons Range Dam Notes

Lockpicking  Bow 12/24/48 2d6

Notice  d8 Spear N/A Str+d6 +1 Parry, Reach 1, 2 Hands

Persuasion

Piloting

Repair

Possessions Wt

Riding  Leather Armor 15

Shooting  d8 Bow 3

Stealth  d4 Spear 5

Streetwise  Arrows

Survival  d8

Swimming

Taunt

Throwing

Tracking  d8

Encumbrance Penalty  Total Wt: 23

5 Smarts d10

10 Jack of All trades

15 Fighting d8, Shooting d8

S20 Marksman

25 Spirit d8

30 Common Bond

35

V40

45

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H60

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L80

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110

D120

130

140

150

160

170

180

Power Cost Range Duration Effect

Telesma

S20 Karma Bank

V40

H60

L80

D120

Telesma-Description-/Illustration

Name: Eleanor Snapdragon Gender: Female

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

Agility: d12 Strength: d6 Parry: 8(2)  
Smarts: d10 Vigor: d4 Toughness: 9(4)  
Spirit: d8 Pace: 6 Charisma: 0



Boating  Wounds **inc!** Fatigue  
Climbing  -1 to trait checks for each wound & fatigue level, -1 pace per wound

Pulse

30

Character-Description-/Illustration

Driving  Hindrances

X.P.

Edges

Fighting d8 Curious

90

Luck

Gambling  Big Mouth

Great Luck

Guts d6 Loyal

Armor Bonus Notes

Intimidation  Head

Investigation  Torso Trader Chainmail +4

Knowledge  Arms Trader Chainmail +4

Legs

Small Aegis Shield +1 Parry +2 Armor\* Vs Ranged

Weapons Range Dam Notes

Lockpicking  Bow 12/24/48 2d6

Notice d8 Trader Sabre N/A Str+d6+2 AP2, +1 Parry

Persuasion

Piloting

Possessions Wt

Riding  Trader Chainmail 13

Shooting d10 Bow 3

Stealth d4 Trader puzzle box - +4 Charisam when dealing with children -

Streetwise  Trader Sabre 3

Survival d8 Small Aegis Shield 4

Swimming  - half the armor bonus v. ranged attack counts as a Toughness bonus

Taunt  "I heart NY" ballpoint pen -

Throwing  Arrows

Tracking d8

Encumbrance Penalty  Total Wt: 23

Power Cost Range Duration Effect

Telesma

S20 Karma Bank

V40 Protective

H60 Attribute Synergy (Vigor)

L80 Balm

D120



Name: Eleanor Snapdragon Gender: Female

Race: Human Age: 27 Player: \_\_\_\_\_

Agility: d12 Strength: d6 Parry: 9(2)  
Smarts: d10 Vigor: d6 Toughness: 10(4)  
Spirit: d8 Pace: 6 Charisma: +1



Boating  Wounds **inc!** Fatigue  
Climbing  -1 to trait checks for each wound & fatigue level, -1 pace per wound

Pulse

35

Character-Description-/Illustration

Hindrances

X.P.

Edges

Curious

150

Luck

Big Mouth

Great Luck

Loyal

Armor Bonus Notes

|                     | Head               |                  |                              |
|---------------------|--------------------|------------------|------------------------------|
| Intimidation (Spi)  |                    |                  |                              |
| Investigation (Sma) | Torso              | Trader Chainmail | +4                           |
| Knowledge (Sma)     | Arms               | Trader Chainmail | +4                           |
|                     | Legs               |                  |                              |
|                     | Small Aegis Shield |                  | +1 Parry +2 Armor* Vs Ranged |

Weapons Range Dam Notes

|                   | Energy Bow   | 15/30/60 | 2d10     | AP2           |
|-------------------|--------------|----------|----------|---------------|
| Lockpicking (Agi) | Trader Sabre | N/A      | Str+d6+2 | AP2, +1 Parry |
| Notice (Sma)      |              |          |          |               |

Possessions Wt

|                  |   |    |
|------------------|---|----|
| Riding (Agi)     | Trader Chainmail  | 13 |
| Shooting (Agi)   | Energy Bow  | 8  |
| Stealth (Agi)    | Trader puzzle box - +4 Charisam when dealing with children          | -  |
| Streetwise (Sma) | Trader Sabre  | 3  |
| Survival (Sma)   | "I heart NY" ballpoint pen  | -  |
| Swimming (Agi)   | Small Aegis Shield  | 4  |
| Taunt (Sma)      | - Half the armor bonus v. ranged attack counts as a Toughness bonus |    |

Encumbrance Penalty  Total Wt: 24

Power Cost Range Duration Effect

Telesma

- S20 Karma Bank
- V40 Protective
- H60 Attribute Synergy (Vigor)
- L80 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 Gender: Male

Race: Human Age: 23 Player: \_\_\_\_\_

Agility:  Strength:  Parry:   
Smarts:  Vigor:  Toughness:   
Spirit:  Pace:  Charisma:



Boating  Wounds  **inc!**  Fatigue   
Climbing  -1 to trait checks for each wound & fatigue level, -1 pace per wound

Driving   
Fighting   
Gambling   
Guts   
Healing   
Intimidation   
Investigation   
Knowledge

**Hindrances**

Arrogant  
Deathwish  
Stubborn

Pulse

X.P.

Character-Description-/Illustration

**Edges**

Noble

**Armor Bonus Notes**

| Head          | Pot Helm        | +3                            | 50% of protection vs. head shot |
|---------------|-----------------|-------------------------------|---------------------------------|
| Torso         | Chainmail Shirt | +2                            |                                 |
| Arms          | Chainmail Shirt | +2                            |                                 |
| Legs          |                 |                               |                                 |
| Medium Shield |                 | +1 Parry, +2 armor vs. ranged |                                 |

**Weapons Range Dam Notes**

|                 |        |          |  |
|-----------------|--------|----------|--|
| Blood Iron Barb | 4/8/16 | Str+d6+2 |  |
|-----------------|--------|----------|--|

**Possessions Wt**

|                               |        |
|-------------------------------|--------|
| Pot Helm                      | 4      |
| Chainmail Shirt               | 15     |
| 4 Blood Iron Barbs            | 12(3e) |
| Medium Shield                 | 12     |
| 'Silverwind' his trusty horse | -      |

Encumbrance Penalty  Total Wt: 43

**Power Cost Range Duration Effect**

**Telesma**

S20  
V40  
H60  
L80  
D120

Telesma-Description-/Illustration

Name: Count 'Fortie' Fairfax Gender: Male

Race: Human Age: 24 Player: \_\_\_\_\_

Agility:  Strength:  Parry:

2 + 1/2 Fighting

Smarts:  Vigor:  Toughness:

2 + 1/2 Vigor

Spirit:  Pace:  Charisma:



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

X.P.

Character-Description-/Illustration

Edges

Noble

5 Quick Draw

10 Agility d10

15 Fighting d10, Throwing d10

S20 Strength d12

25 No Mercy

30 Trademark Weapon

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

Hindrances

Arrogant

Deathwish

Stubborn

Armor

Bonus Notes

Head Steel Helm +3

Torso Chainmail Shirt +2

Arms Chainmail Shirt +2

Legs

Medium Shield +2 Parry, +2 armor vs. ranged

Weapons

Range

Dam

Notes

Blood Iron Barb 4/8/16 Str+d6+2 Trademark Weapon

Possessions

Wt

Steel Helm 8

Chainmail Shirt 15

4 Blood Iron Barbs 12(3e)

Large Shield 20

'Silverwind' his trusty horse -

Encumbrance Penalty  Total Wt: 55

Power Cost Range Duration Effect

Telesma

S20 Protective

V40

H60

L80

D120

Telesma-Description-/Illustration

Name: Count 'Fortie' Fairfax Gender: Male

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

Agility: d10 Strength: d12+1 Parry: 9(2)

2 + 1/2 Fighting

Smarts: d4 Vigor: d10 Toughness: 12(4)

2 + 1/2 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 **inc!** Fatigue

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

**Hindrances**

Arrogant

Deathwish

Stubborn

**Armor**

**Bonus Notes**

Head Steel Helm +3

Torso Kevlar Vest with Inserts +4/+8 +8 vs. Bullets and negates 4 AP

Arms

Legs

Medium Shield +2 Parry, +2 armor vs. ranged

**Weapons**

**Range**

**Dam**

**Notes**

Blood Iron Barb 4/8/16 Str+d6+2 Improved Trademark Weapon

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Encumbrance Penalty  Total Wt: 52

**Power Cost Range Duration Effect**

Table with 5 columns: Power, Cost, Range, Duration, Effect. Multiple empty rows for entry.

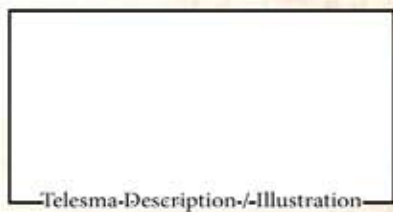


**Edges**

- Noble
- 5 Quick Draw
- 10 Agility d10
- 15 Fighting d10, Throwing d10
- S20 Strength d12
- 25 No Mercy
- 30 Trademark Weapon
- 35 Frenzy
- V40 Improved Frenzy
- 45 Giant Killer
- 50 Fighting d12
- 55 Vigor d8
- H60 Trait Perf.: Heroic (Fighting)
- 65 Surge
- 70 Improved Trademark Weapon
- 75 Vigor d10
- L80 Crushing Blow
- 90 Professional: Strength
- 100
- 110
- D120
- 130
- 140
- 150
- 160
- 170
- 180

**Telesma**

- S20 Protective
- V40 Attribute Synergy (Vigor)
- H60 Attribute Synergy (Spirit)
- L80 Pulse Battery
- D120



Name: Count 'Fortie' Fairfax Gender: Male

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

Agility: d10 Strength: d12+2 Parry: 11(2)  
Smarts: d4 Vigor: d12 Toughness: 13(4)  
Spirit: d6 Pace: 6 Charisma: +2



Boating  Wounds **inc!** Fatigue   
Climbing d4 -1 to trait checks for each wound & fatigue level, -1 pace per wound

Driving   
Fighting d12+2  
Gambling   
Guts d6  
Healing   
Intimidation d6  
Investigation   
Knowledge

Pulse  
**35 + 10**  
X.P.  
**150**

Character-Description-/Illustration

**Hindrances**  
Arrogant  
Deathwish  
Stubborn  
**Armor**  
Head Steel Helm +3  
Torso Kevlar Vest with Inserts +2 +8 vs. Bullets and negates 4 AP  
Arms  
Legs  
Large Shield +2 Parry, +2 armor vs. ranged

**Edges**

- Noble
- 5 Quick Draw
- 10 Agility d10
- 15 Fighting d10, Throwing d10
- S20 Strength d12
- 25 No Mercy
- 30 Trademark Weapon
- 35 Frenzy
- V40 Improved Frenzy
- 45 Giant Killer
- 50 Fighting d12
- 55 Vigor d8
- H60 Trait Perf.: Heroic (Fighting)
- 65 Surge
- 70 Improved Trademark Weapon
- 75 Vigor d10
- L80 Crushing Blow
- 90 Professional: Strength
- 100 Expert Strength
- 110 Professional: Fighting
- D120 Trait Perf.: Demigod (Fighting)
- 130 Surge: Improved
- 140 Vigor d12
- 150 Expert: Fighting
- 160
- 170
- 180

**Weapons**  
A.F. Blood Iron Barb 5/10/20 Str+2d6 Improved Trademark Weapon  
Notice d4  
Persuasion   
Piloting   
Repair   
Riding d8  
Shooting   
Stealth   
Streetwise   
Survival   
Swimming   
Taunt   
Throwing d10  
Tracking

**Possessions**  
Steel Helm 8  
Kevlar Vest with Inserts 12  
4 Ancestral Fairfax Blood Iron Barbs 12(3e)  
Large Shield 20  
'Silverwind' his trusty hoverbike -

Encumbrance Penalty  Total Wt: 52

**Power** Cost Range Duration Effect

**Telesma**

- S20 Protective
- V40 Attribute Synergy (Vigor)
- H60 Attribute Synergy (Spirit)
- L80 Pulse Battery
- D120 Pulse Battery

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 'Jo' Basalt Gender: Female

Race: Human Age: 31 Player: \_\_\_\_\_

Agility: d8 Strength: d8 Parry: 7(2)  
2 + 1/2 Fighting  
Smarts: d6 Vigor: d4 Toughness: 5(1)  
2 + 1/2 Vigor  
Spirit: d8 Pace: 6 Charisma: 0



Boating   
(Agi)  
Climbing  d6 Wounds  **inc!**  Fatigue  
(Str) -1 to trait checks for each wound & fatigue level, -1 pace per wound

Pulse

10

Character-Description-/Illustration

Driving   
(Agi)

Fighting  d6 Hindrances

Gambling  Code of Honor

Guts  d6 Vengeful (minor)

Healing  Loyal

Intimidation  Armor Bonus Notes

Investigation  Head

Knowledge  Torso Leather Armor +1

Arms Leather Armor +1

Legs Leather Armor +1

Buckler +1 Parry

Weapons Range Dam Notes

Lockpicking  d6 Lion's Claw N/A Str+d4 +1 Parry, AP 1, +2 on Disarm

Notice  d6

Persuasion

Piloting

Repair

Riding

Shooting  d6 Leather Armor 15

Stealth  d8 Buckler 8

Streetwise

Survival

Swimming

Taunt

Throwing

Tracking

Encumbrance Penalty  Total Wt: 26

X.P.

0

Edges

Aurora

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

Power Cost Range Duration Effect

Telesma

S20

V40

H60

L80

D120

Telesma-Description-/Illustration

Name: Jozena 'Jo' Basalt Gender: Female

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

Agility:  Strength:  Parry:

2 + 1/2 Fighting

Smarts:  Vigor:  Toughness:

2 + 1/2 Vigor

Spirit:  Pace:  Charisma:



Boating

(Agi)

Climbing

(Str)

Driving

(Agi)

Fighting

(Agi)

Gambling

(Sma)

Guts

(Spi)

Healing

(Sma)

Intimidation

(Spi)

Investigation

(Sma)

Knowledge

(Sma)

Wounds  **inc!**  Fatigue

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

Pulse

X.P.

Character-Description-/Illustration

Edges

Aurora

5 Thief

10 Smarts d8

15 Notice d8, Fighting d8

S20 Penetrating Strike

25 Acrobat

30 Dodge

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

Hindrances

Code of Honor

Vengeful (minor)

Loyal

Armor

Bonus Notes

Head

Torso Leather Armor +1

Arms Leather Armor +1

Legs Leather Armor +1

Buckler +1 Parry

Weapons

Range

Dam

Notes

Lion's Claw N/A Str+d4 +1 Parry, AP 1, +2 on Disarm

Sling 4/8/16 Str+d4

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)

Possessions

Wt

Lion's Claw 3

Leather Armor 15

Buckler 8

Sling 1

Encumbrance Penalty  Total Wt: 27

Power Cost Range Duration Effect

Telesma

S20 Protective

V40

H60

L80

D120

Telesma-Description-/Illustration





Name: Jozena 'Jo' Basalt Gender: Female

Race: Human Age: 34 Player: \_\_\_\_\_

Agility: d12 Strength: d10 Parry: 11(2)  
2 + 1/2 Fighting

Smarts: d8 Vigor: d8 Toughness: 9(2)  
2 + 1/2 Vigor

Spirit: d10 Pace: 8 Charisma: 0



Boating  Wounds  $\diamond\diamond\diamond \rightarrow$  **inc!**  $\leftarrow \diamond\diamond\diamond$  Fatigue  
(Agi)  
Climbing d6+2 (Str) -1 to trait checks for each wound & fatigue level, -1 pace per wound

Pulse  
**35 + 5**  
X.P.  
**150**

Character-Description-/Illustration

**Hindrances**

Code of Honor  
Vengeful (minor)  
Loyal

**Edges**

- Aurora
- 5 Thief
- 10 Smarts d8
- 15 Notice d8, Fighting d8
- S20 Penetrating Strike
- 25 Acrobat
- 30 Dodge
- 35 Agility d10
- V40 Improved Dodge
- 45 Fighting d10, Lockpicking d8
- 50 Agility d12
- 55 No Mercy
- H60 Flight Of The Ascendant
- 65 Penetrating Strike: Improved
- 70 Fighting d12, Stealth d10
- 75 Vigor d6
- 180 Vigor d8
- 90 Opportunistic Push
- 100 Fleet Footed
- 110 Strength d10
- D120 Flight Of The Ascendant: Improved
- 130 Penetrating Strike: Mastery
- 140 Fleet Footed: Improved
- 150 Spirit d10
- 160
- 170
- 180

**Armor Bonus Notes**

| Armor   | Bonus              | Notes    |
|---------|--------------------|----------|
| Head    |                    |          |
| Torso   | Dispersion Catsuit | +2       |
| Arms    | Dispersion Catsuit | +2       |
| Legs    | Dispersion Catsuit | +2       |
| Buckler |                    | +1 Parry |

**Weapons Range Dam Notes**

| Weapons               | Range    | Dam      | Notes                        |
|-----------------------|----------|----------|------------------------------|
| Celestium Lion's Claw | N/A      | Str+d6+2 | +1 Parry, AP 4, +2 on Disarm |
| Sling                 | 4/8/16   | Str+d4   |                              |
| Desert Eagle .50      | 15/30/60 | 2d8      | 7 Shots, AP2, Semi Auto      |

**Possessions Wt**

| Possessions   | Wt |
|---|----|
| Celestium Lion's Claw   | 2  |
| Dispersion Catsuit  | 10 |
| Buckler   | 8  |
| Sling   | 1  |
| Desert Eagle .50  | 8  |
| Coal Leopard Cloak (Ranged Attacks get -1 to hit against wearer<br>....and grants +1 to Stealth checks) | 2  |

Encumbrance Penalty  Total Wt: **31**

**Power Cost Range Duration Effect**

**Telesma**

- S20 Protective
- V40 Forced Manifestation
- H60 Karma Bank
- 180 Pulse Battery
- D120 Unbounded Adjustment

Telesma-Description-/Illustration

## Ned Basalt

Forget your beer chugging, gold loving bearded 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 re-read 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 single-minded 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 Basalt Gender: Male

Race: Dwarf Age: 41 Player: \_\_\_\_\_

Agility: d4 Strength: d8 Parry: 9(2)

2 + 1/2 Fighting

Smarts: d4 Vigor: d10 Toughness: 10(2)

2 + 1/2 Vigor

Spirit: d6 Pace: 5 Charisma: -1



Boating

(Agi)

Climbing d4

(Str)

Driving

(Agi)

Fighting d10

(Agi)

Gambling

(Sma)

Guts d6

(Spi)

Healing

(Sma)

Intimidation d6

(Spi)

Investigation

(Sma)

Knowledge

(Sma)

Lockpicking

(Agi)

Notice d4

(Sma)

Persuasion

(Spi)

Piloting

(Agi)

Repair

(Sma)

Riding

(Agi)

Shooting d4

(Agi)

Stealth d4

(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**

Hungry Telesma

Evil Spirit (minor)

Rebellious Telesma (minor)

**Armor**

**Bonus Notes**

Head Pot helm +3 50% of protection

Torso Chain Hauberk +2

Arms Chain Hauberk +2

Legs Chain Hauberk +2

Large Shield +2 Parry, +2 armor vs. ranged

**Weapons**

**Range**

**Dam**

**Notes**

Long Sword N/A Str+d8

**Possessions**

**Wt**

Pot helm 4

Chainmail Shirt 25

Long Sword 8

Large Shield 20

Encumbrance Penalty  Total Wt: 57

**Power Cost Range Duration Effect**

Character-Description-/Illustration

**Edges**

Dwarf

Brawny

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

Telesma-Description-/Illustration

Name: Ned Basalt Gender: Male

Race: Dwarf Age: 42 Player: \_\_\_\_\_

Agility: d4 Strength: d10 Parry: 10(2)

2 + 1/2 Fighting

Smarts: d4 Vigor: d12 Toughness: 12(2)

2 + 1/2 Vigor



Spirit: d6 Pace: 5 Charisma: -1

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

### Hindrances

Hungry Telesma

Evil Spirit (minor)

Rebellious Telesma (minor)

### Armor

### Bonus Notes

Head Pot helm +3 50% of protection

Torso Chain Hauberk +2

Arms Chain Hauberk +2

Legs Chain Hauberk +2

Large Shield +2 Parry, +2 armor vs. ranged

### Weapons

### Range

### Dam

### Notes

Long Sword N/A Str+d8

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)

Encumbrance Penalty  Total Wt: 57

### Power Cost Range Duration Effect

Character-Description-/Illustration

### Edges

Dwarf

Brawny

5 Vigor d12

10 Fighting d12

15 Nerves of Steel

S20 Improved Nerves of Steel

25 Sweep

30 Strength d10

35

V40

45

50

55

H60

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

### Telesma

S20 Protective

V40

H60

L80

D120

Telesma-Description-/Illustration

Name: Ned Basalt Gender: Male

Race: Dwarf Age: 43 Player: \_\_\_\_\_

Agility: d4 Strength: d12 Parry: 11(2)

2 + 1/2 Fighting

Smarts: d4 Vigor: d12+2 Toughness: 13(2)

2 + 1/2 Vigor



Spirit: d8 Pace: 6(1) Charisma: -1

Boating

(Agi)

Climbing d4

(Str)

Driving

(Agi)

Fighting d12

(Agi)

Gambling

(Sma)

Guts d8

(Spi)

Healing

(Sma)

Intimidation d8

(Spi)

Investigation

(Sma)

Knowledge

(Sma)

Wounds **inc!** Fatigue

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

Pulse

30 + 5

X.P.

90

Character-Description-/Illustration

Edges

Dwarf

Brawny

5 Vigor d12

10 Fighting d12

15 Nerves of Steel

S20 Improved Nerves of Steel

25 Sweep

30 Strength d10

35 Combat Reflexes

V40 Improved Sweep

45 Spirit d8

50 Guts d8, Intimidation d8

55 Block

H60 Pulse Armor

65 Strength d12

70 Trait Perfection: Heroic (Fighting)

75 Dwarf: Improved

L80 Professional: Vigor

90 Expert: Vigor

100

110

D120

130

140

150

160

170

180

Hindrances

Hungry Telesma

Evil Spirit (minor)

Rebellious Telesma (minor)

Armor

Bonus Notes

Head Pot helm +3 50% of protection

Torso Chain Hauberk +2

Arms Chain Hauberk +2

Legs Chain Hauberk +2

Riot Shield +2 Parry, +4 armor vs. ranged

Weapons

Range

Dam

Notes

Long Sword N/A Str+d8

Possessions

Wt

Pot helm 4

Chainmail Shirt 25

Long Sword 8

Riot Shield 15

Power assist boots - +1 Pace. 2

Encumbrance Penalty  Total Wt: 54

Power Cost Range Duration Effect

Telesma

S20 Protective

V40 Attribute Synergy (Vigor)

H60 Balm

L80 Pulse Battery

D120

Telesma-Description-/Illustration

Name: Ned Basalt Gender: Male

Race: Dwarf Age: 44 Player: \_\_\_\_\_

Agility: d4 Strength: d12 Parry: 12(2)

2 + 1/2 Fighting

Smarts: d4 Vigor: d12+2 Toughness: 17(4)

2 + 1/2 Vigor



Spirit: d8 Pace: 6(1) Charisma: -1

Boating

(Agi)

Climbing d4

(Sta)

Driving

(Agi)

Fighting d12

(Agi)

Gambling

(Sma)

Guts d8

(Spi)

Healing

(Sma)

Intimidation d8

(Spi)

Investigation

(Sma)

Knowledge

(Sma)

Lockpicking

(Agi)

Notice d4

(Sma)

Persuasion

(Spi)

Piloting

(Agi)

Repair

(Sma)

Riding

(Agi)

Shooting d4

(Agi)

Stealth d4

(Agi)

Streetwise

(Sma)

Survival

(Sma)

Swimming

(Agi)

Taunt

(Sma)

Throwing

(Agi)

Tracking

(Sma)

Wounds     **inc!**     Fatigue

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

### Hindrances

Hungry Telesma

Evil Spirit (minor)

Rebellious Telesma (minor)

### Armor

### Bonus Notes

Head Pot helm +3 50% of protection

Torso Trader Chainmail +4

Arms Trader Chainmail +4

Legs Trader Chainmail +4

Riot Shield +2 Parry, +4 armor vs. ranged

### Weapons

### Range

### Dam

### Notes

Long Sword N/A Str+d8

### Possessions

### Wt

Pot helm 4

Trader Chainmail 15

Long Sword 8

Riot Shield 15

Power assist boots - +1 Pace. 2

Encumbrance Penalty  Total Wt: 44

### Power Cost Range Duration Effect

Character-Description-/Illustration

### Edges

Dwarf

Brawny

5 Vigor d12

10 Fighting d12

15 Nerves of Steel

S20 Improved Nerves of Steel

25 Sweep

30 Strength d10

35 Combat Reflexes

V40 Improved Sweep

45 Spirit d8

50 Guts d8, Intimidation d8

55 Block

H60 Pulse Armor

65 Strength d12

70 Trait Perfection:Heroic (Fighting)

75 Dwarf: Improved

L80 Professional: Vigor

90 Expert: Vigor

100 Improved Block

110 Tough As Nails

D120 Trait Perfection:Demigod (Fighting)

130 Pulse Armor: Improved

140 Dwarf: Mastery

150 Tough As Hell

160

170

180

### Telesma

S20 Protective

V40 Attribute Synergy (Vigor)

H60 Balm

L80 Pulse Battery

D120 Attribute Synergy (Strength)

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.

If 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: Quintus Aurelius Gender: Male

Race: Human Age: 24 Player: \_\_\_\_\_

Agility: d4 Strength: d4 Parry: 5(1)  
2 + 1/2 Fighting  
Smarts: d8 Vigor: d6 Toughness: 6(1)  
2 + 1/2 Vigor  
Spirit: d8 Pace: 6 Charisma: +4



Boating  Wounds  **inc!**  Fatigue  
Climbing  -1 to trait checks for each wound & fatigue level, -1 pace per wound

Driving   
Fighting d4  
Gambling   
Guts d6  
Healing   
Intimidation d8  
Investigation   
Knowledge

Pulse

10

X.P.

0



Character-Description-/Illustration

**Hindrances**  
Doomed (major)  
Stubborn  
Enemy (minor)

**Armor** Bonus Notes  
Head  
Torso Leather Armor +1  
Arms Leather Armor +1  
Legs Leather Armor +1

**Weapons** Range Dam Notes  
Valon ThinBlade N/A Str +d4 +1 Parry

**Possessions** Wt  
Valon ThinBlade 3  
Leather Armor 15

Lockpicking   
Notice d6  
Persuasion d8+4  
Piloting   
Repair   
Riding   
Shooting   
Stealth   
Streetwise d6+4  
Survival   
Swimming   
Taunt d6  
Throwing   
Tracking

Encumbrance Penalty  Total Wt: 18

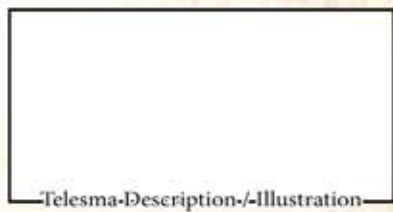
**Edges**

Attractive  
Very Attractive  
Strong Willed  
5  
10  
15  
S20  
25  
30  
35  
V40  
45  
50  
55  
H60  
65  
70  
75  
1.80  
90  
100  
110  
D120  
130  
140  
150  
160  
170  
180

**Power** Cost Range Duration Effect

**Telesma**

S20  
V40  
H60  
1.80  
D120



Telesma-Description-/Illustration

Name: Quintus Aurelius Gender: Male

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

Agility: d4 Strength: d4 Parry: 5(1)  
2 + 1/2 Fighting  
Smarts: d8 Vigor: d6 Toughness: 6(1)  
2 + 1/2 Vigor  
Spirit: d10 Pace: 6 Charisma: +7



Boating  Wounds  **incl!**  Fatigue  
Climbing  -1 to trait checks for each wound & fatigue level, -1 pace per wound

Driving   
Fighting d4  
Gambling   
Guts d8  
Healing   
Intimidation d10  
Investigation   
Knowledge

Pulse

15

X.P.

30

Character-Description-/Illustration

Edges

- Attractive
- Very Attractive
- Strong Willed
- 5 Connections
- 10 Charismatic
- 15 Spirit d10
- S20 Streetwise d8, Persuasion d10
- 25 Command
- 30 Guts d8, Intimidate d10
- 35
- V40
- 45
- 50
- 55
- H60
- 65
- 70
- 75
- 1.80
- 90
- 100
- 110
- D120
- 130
- 140
- 150
- 160
- 170
- 180

Hindrances

Doomed (major)  
Stubborn  
Enemy (minor)

Armor Bonus Notes

| Armor | Range         | Dam | Notes |
|-------|---------------|-----|-------|
| Head  |               |     |       |
| Torso | Leather Armor | +1  |       |
| Arms  | Leather Armor | +1  |       |
| Legs  | Leather Armor | +1  |       |

Weapons Range Dam Notes

| Weapons         | Range | Dam     | Notes    |
|-----------------|-------|---------|----------|
| Valon ThinBlade | N/A   | Str +d4 | +1 Parry |

Possessions Wt

| Possessions     | Wt |
|-----------------|----|
| Valon ThinBlade | 3  |
| Leather Armor   | 15 |

Lockpicking   
Notice d6  
Persuasion d10+7  
Piloting   
Repair   
Riding   
Shooting   
Stealth   
Streetwise d8+7  
Survival   
Swimming   
Taunt d8  
Throwing   
Tracking

Encumbrance Penalty  Total Wt: 18

Power Cost Range Duration Effect

Telesma

- S20 Allure
- V40
- H60
- 1.80
- D120

Telesma-Description-/Illustration



Name: Quintus Aurelius Gender: Male

Race: Human Age: 27 Player: \_\_\_\_\_

Agility: d6 Strength: d4 Parry: 7(2)  
2 + 1/2 Fighting  
Smarts: d8 Vigor: d8 Toughness: 8(1)  
2 + 1/2 Vigor  
Spirit: d10 Pace: 6 Charisma: +7



Boating  Wounds **incl!** Fatigue  
Climbing  -1 to trait checks for each wound & fatigue level, -1 pace per wound

Pulse

35

Character-Description-/Illustration

Driving   
Fighting d6  
Gambling   
Guts d8  
Healing   
Intimidation d12  
Investigation   
Knowledge

X.P.

150

Edges

- Attractive
- Very Attractive
- Strong Willed
- 5 Connections
- 10 Charismatic
- 15 Spirit d10
- S20 Streetwise d8, Persuasion d10
- 25 Command
- 30 Guts d8, Intimidate d10
- 35 Spirit d12
- V40 Taunt d8, Intimidate d12
- 45 Fearsome Presence
- 50 Agility d6
- 55 Fighting d6, Notice d8
- H60 Carpe Diem!
- 65 Trait Perfection: Heroic(Intimidate)
- 70 Natural Leader
- 75 Vigor d8
- 180 Fervour
- 90 Master Leader
- 100 Patron God: Unknown
- 110 Resonance
- D120 Living Banner
- 130 Fearsome Presence: Improved
- 140 Resonance: Improved
- 150 Stutter
- 160
- 170
- 180

Hindrances  
Doomed (major)  
Stubborn  
Enemy (minor)

Armor Bonus Notes  
Head  
Torso Kevlar Vest +2/+4 +4 vs Bullets, also negats 4 AP  
Arms  
Legs  
Buckler +1 Parry

Weapons Range Dam Notes  
Celestium ThinBlade N/A Str +d4+2 AP1, +1 Parry

Lockpicking   
Notice d8  
Persuasion d10+7  
Piloting   
Repair   
Riding   
Shooting   
Stealth   
Streetwise d8+7  
Survival   
Swimming   
Taunt d8  
Throwing   
Tracking

Possessions Wt  
Celestium ThinBlade 2  
Kevlar Vest 8  
Nano Morphic Attire (changes to fit realm, self cleaning too!) -  
Buckler 8

Encumbrance Penalty  Total Wt: 18

Power Cost Range Duration Effect

Telesma

- S20 Allure
- V40 Aggressive
- H60 Protective
- 180 Attribute Synergy (Spirit)
- D120 Balm

Telesma-Description-/Illustration