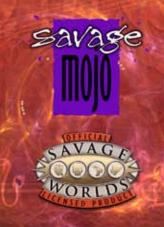


Building Savage Suzerain Characters



Chailts

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Building Savage Suzazin Characters

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

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

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

Okay, Alan. Take it away....

III There 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 hioctane encounters. Higher casting skills increase her odds of overcoming wound penalties, both hers and those of her patients. This also increases her chances of succeeding when casting spells and scoring those all important Raises to get maximum effect for every point of Pulse spent.

The Healer Edge is a real boost for any medic character, but especially for Aggie as its bonuses apply in many situations and stack with the benefits of the anatomist power Digit Expers, making old fashioned after-the-battle triage very effective.

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

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

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

You might question the benefit of Trait Perfection: Heroic for Aggie, but given the nature of her role, to provide critical support exactly when it's needed (either offensively or in healing), and given how dangerous some of the situations Heroic/Legendary characters face are, it seems prudent to guarantee a success when needed. My other thought here is a bit of self-preservation for Aggie, helping her heal herself when badly wounded (which really racks up those penalties and massively drops the chance of success without the Trait Perfection Edge). Finally, Aggie isn't as frail as before!

If you haven't really spotted the importance of them yet, now's the time to see the vital part a Telesma plays in helping shape a character. Telesma abilities are an added bonus that happens whenever your character gains a rank, and there's a broad enough choice that most characters can find plenty of good options that suit their play style. For Aggie it's Pulse Battery all the way, which at Legendary means four sets of it, for a total of 4x4=16 extra Pulse. It's 5x5=25 once she hits Demigod rank, and that's a lot of extra power at her fingertips.

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

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

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

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

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А	nimals			1	111	1.1	101			25	
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Race: Human	Age: 56 Player:		
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Gambling	Elderly	X.P.	-Edges
Guts d6	Hard of Hearing (minor)	90	Beastmaster
Healing d10+2	Poverty		Gifted
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Plants d6	Weapons Range D	am Notes	30 Rapid Recharge 35 New Power: Body Boost
Lockpicking	Staff St	r+d4 +1 Parry, Reach 1, 2 Hands	
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Persuasion d4			55 New Power: Teleport
Piloting		7 1 1 1 1 1 1 1	H60 Trait Perf.:Heroic(Spellcasting)
Repair	Possessions	Wt	
Riding d4	Leather Vest	6	65 Trait Perf.:Heroic(Anatomist) 70 New Power: Blast
Shooting	Staff	8	75 Sidekick
Stealth	Healer's Bag	4	L80 Professional: Anatomist
Streetwise	Nike Hiking Boots		90 Expert: Anatomist
Survival	3		100
(Sma)			110
Swimming (Agi)			D120
Taunt (Sma)			130
Throwing			140
Tracking			150
Spellcasting (Sma) d12			160
Anatomist (Sma) d12+2			170
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rst	2 Flame T. Instant	Agi. vs. Skill or 2d10 damage. HW	S20 Pulse Battery
flection	2 Touch 3(1/round)	-2 (-4 on a raise) to be hit	V40 Pulse Battery
eport	3+ Special Instant	Move without physically crossing area	H60 Pulse Battery L80 Pulse Battery
ast	2-6 24/48/96 Instant	MBT or LBT of 2d6 or 3d6 damage	D120
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git Expers(Anatomist)		Bonus on Healing checks, semi-weapon	
ealing(Anatomist)	3 Touch Instant 2 Smarts 3/1/round)	Cures wounds/poisin/disease.	
ody Boost(Anatomist)	2 Smarts 3(1/round)	Boost physical Attribute + Skill	

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Race: H	uman		_ Ag	e: <u>5</u> 7	_ P	layer:					
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Kno	owledge	e	Arms	Long	Coat	11	+1	111			15 Beast Bond
M	edicine	d6	Legs	Long	Coat	/ / /	+1	1.1.1			S20 Healer
	Animals		1	1	-/	///	1				25 New Power: Deflection
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Deflection			2	Tou		3(1/round)		on a raise) t			H60 Pulse Battery
Teleport			3+	Spe		Instant				rossing area	L80 Pulse Battery
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Eleanor Snapdragon

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

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

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

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

Let's walk through her progression path:

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

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

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

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

Favorite of Fate is a cool toy too. Adding four to a result instead of re-rolling means you can turn any success into a Raise for one Karma. Extreme Luck and Improved Level Headed should help keep the Karma flowing and give Ellie the chance to get in some tactical movement and actions before the enemy on a regular basis.

Bearer of Ill Omen and some equipment upgrades picked up on her travels through time and space make this version of Ellie somewhat more robust. This is helped by taking Attribute Synergy (Vigor) as a Telesma Ability. This increases her Wild Die on Vigor checks which might come in handy for resisting coughs and colds... and when making Soak rolls.

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

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

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

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

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

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	Age	e: 24	Player:					
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	_	uo			GUIGU	N IN IN IN		
V	igor:	d4	Toughness	5(1)	SUZI	E KALIN		
I	Pace:	6	Charisma	: 0				
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						Pulse		
	-1 to trait	t checks f	or each wound & fatigue	level, -1 pace	per wound	- DECEMBER OF THE PARTY OF THE		
	Hindr	ances					Gharacter-Description-/-Ill	ustration-
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	Big Μοι	uth				0	Luck	76.00
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	Armo	r 💨		Bonus	Notes	A TOTAL BASE		36
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	Torso	Leath	er Armor	+1	7///			1
:	Arms	Leath	er Armor	+1	1111			
	Legs	Leath	er Armor	+1				XIII
		1					PATRONIA PA	-
	Weap	ons	Range	Dam	Notes			
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d8	Spear		N/A	Str+d6	+1 Parry, Reach	1, 2 Hands	45	
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Name: Eleanor	r Snar	odragon Gender: Female	
Race: Human		Age: 25 Player:	
Agility: d8	Stre	ngth: d6 Parry: 7(1)	
Smarts: d10	V	igor: d4 Toughness: 5(1) SUZERAII	M
Spirit: d8		Pace: 6 Charisma: 0	
Boating			
Climbing		Wounds	
Driving		-1 to truit checks for each wound & fatigue level, -1 pace per wound	1
Fighting		Hindrances 15	Gharacter-Description-/-Illustration-
(Agi)		Curious X.P.	-Edges
Gambling (Sma)		Big Mouth 30	Luck
Guts (Spi)		Loyal	Great Luck
Healing (Sma)		Armor Bonus Notes	
Intimidation (Spi)		Head	5 Smarts d10
Investigation (Sma)		Torso Leather Armor +1	10 Jack of All trades
Knowledge		Arms Leather Armor +1	15 Fighting d8, Shooting d8
Alethor a		Legs Leather Armor +1	S20 Marksman
			25 Spirit d8
1		Weapons Range Dam Notes	30 Common Bond 35
Lockpicking	-	Bow 12/24/48 2d6	- V40
Notice		Spear N/A Str+d6 +1 Parry, Reach 1, 2 Hands	45
(Sma)			_ 50
Persuasion (Spi)			_ 55
Piloting (Agi)	_		H60
Repair (Sma)		Possessions Wt	65
Riding		Leather Armor 15	70
Shooting	d8	Bow 3	75
Stealth	d4	Spear 5	1.80
Streetwise		Arrows	90
Survival	d8		100
Swimming			110
(Agi) Taunt			D120
(Sma)			130
Throwing (Agi)			140
Tracking (Sma)	d8		150
			160
		Encumbrance Penalty Total Wt: 23	180
Power		Cost Range Duration Effect	Telesma
			S20 Karma Bank
			- V40
			H60
			_ 1.80
			- D120
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Telesma-Description-/-Illustration-

Name: Eleanor	Snap	dragon				Gen	der: Female	
Race: Human		Ag	e: 26	Player: _				
Agility: d12	Strei	ngth:	d6	Parry	y: 8(2)			
		-		2 + 16 Fight	ng	QIII 7	A II A SLEE	ग
Smarts: d10		igor:	d4	Toughness	JOF.	25 CONTROL		1
Spirit: d8	F	ace:	6	Charisma	a: 0			
Boating		Wound	ds 🔷	×> fnc	XX Fatig	nue		- 2
Climbing		- Indiana Control		or each wound & fatigu			Pulse	
Driving					Cheren, 1 pace	NAME OF TAXABLE PARTY.	30	Charles Devices Allert Charles
Fighting	d8		1000					-Character-Description-/-Illustration-
Gambling		Curious			_		X.P.	-Edges
Guts	d6	Big Mo Loyal	uth			-	90	Luck Great Luck
Healing		Armo			Bonue	Notes	THE RESIDENCE	Gleat Luck
Intimidation	-	Head			Donus	notes		5 Smarts d10
Investigation	-	Torso		Ō. · · ·	1.1			10 Jack of All trades
(Sma)	_	Arms		r Chainmail r Chainmail	+4	////		15 Fighting d8, Shooting d8
Knowledge (Sma)	-	Legs	Traue	Chamman	14	/ / / / /		\$20 Marksman
	_		Aegis SI	nield	+1 Parry	+2 Armor* Vs I	Ranged	25 Spirit d8
		Weap		Range	Dam	Notes		30 Common Bond
	_	Bow	Ollo	12/24/48			No. of Concession, Name of Street, or other Designation, Name of Street, or other Designation, Name of Street,	35 No Mercy
Lockpicking (Agi)		Trader	Sahre	N/A	2d6	AP2, +1 Parry		V40 Favourite of Fate
Notice (Sma)	d8	Trauci	Odbic	IN/A	311+40+2	AFZ, TIFAIIY		45 Agility d10
Persuasion (Spi)				1 1	7 7	7 1		50 Level Headed
Piloting					7 7			55 Improved Level Headed H60 Bearer of III Omen
Repair		Posse	ssion	S			Wt	65 Extreme Luck
Riding		-	Chainn				13	70 Guts d6, Shooting d10
Shooting	d10	Bow					3	75 Agility d12
Stealth	d4	Trader	puzzle	box - +4 Charisam	when deali	ng with children	-	L80 Indomitable
Streetwise		Trader	Sabre				3	90 Patron God: Knowledge
Survival	d8		Aegis S				4	100
Swimming		-		r bonus v. ranged	attack count	s as a Toughnes	ss bonus	110
Taunt				Illpoint pen			-	D120
Throwing		Arrows						130
Tracking	d8							140
(Sma)	uo							150 160
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Power		Cost	Ra	nge Duratio	on Effec	the second		Telesma
								S20 Karma Bank
								V40 Protective
								H60 Attribute Synergy (Vigor)
								L80 Balm
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Downloadable full-color a Permission granted to pho	nd prin tocopy	t-Iriendly for person	characte al use or	r sheets available from ily.	m the treasur	e area of www.talis	sman-studios.com.	Telesma-Description-/-Illustration-

Name: Eleanor	Snap	odragon			Gend	er: Female	
Race: Human		Age: 2	7_ Player: _				
	Strei	ngth: d6	Parry	/: 9(2)			
			2 + 16 Fighti	ng	O III III II	THE TA COLE	
marts: d10	V	igor: d6	Toughness	10(4)	SULI		
Spirit: d8	F	Pace: 6	Charisma	1: +1			
Boating		Wounds	fincl <	✓ Eati	ma .		
Climbing	$\overline{}$	110000000000000000000000000000000000000				Pulse	
Driving	نــــــــــــــــــــــــــــــــــــــ		for each wound & fatigu	e level, -1 pace	per wound	35	
Fighting		Hindrance	s ·				Gharacter-Description-/-Illustration
Gambling		Curious				X.P.	-Edges
(Sma) Guts	=	Big Mouth				150	Luck
(Spi) Healing		Loyal					Great Luck
(Sma)	$\overline{}$	Armor		Bonus	Notes		-
Intimidation (Spi)		Head	11	11	11111		5 Smarts d10
Investigation (Sma)	_	Torso Trad	er Chainmail	+4	7/11		10 Jack of All trades
Knowledge		-	er Chainmail	+4	1111		15 Fighting d8, Shooting d8 S20 Marksman
		Legs	1 1 1				25 Spirit d8
		Small Aegis S	Shield	+1 Parry	+2 Armor* Vs Ra	nged	30 Common Bond
	$\overline{}$	Weapons	Range Range	Dam	Notes		35 No Mercy
Lockpicking	\equiv	Energy Bow	15/30/60	2d10	AP2		V40 Favourite of Fate
Notice		Trader Sabre	N/A	Str+d6+2	AP2, +1 Parry	1 1 1	45 Agility d10
Persuasion	بننيا		1 1 1		1		50 Level Headed
Piloting				1 1			55 Improved Level Headed
(Ago)	=			1 1			H60 Bearer of III Omen
Repair (Sma)		Possession	ns	-35		Wt	65 Extreme Luck
Riding		Trader Chain	mail			13	70 Guts d6, Shooting d10
Shooting		Energy Bow				8	75 Agility d12
Stealth	d4	Trader puzzle	box - +4 Charisam	when deali	ng with children	-	L80 Indomitable
Streetwise		Trader Sabre				3	90 Patron God: Knowledge
Survival	d8	"I heart NY" b				-	100 Fighting d10, Shooting d12
Swimming	$\overline{}$	Small Aegis S				4	110 Trait Perfection: Heroic (Shooting
(Agi) Taunt		- Half the arm	or bonus v. ranged	attack count	s as a Toughness	bonus	D120 Bearer of III Omen: Improved
Throwing							130 Trait Perf.: Demigod (Shooting)
Tracking							140 Vigor d6
(Sma)	d8						150 Danger Sense
		/					160
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ower	(E) 9	Cost Ra	inge Duratio	n Effec			Telesma
							S20 Karma Bank
							V40 Protective
							H60 Attribute Synergy (Vigor)
							L80 Balm
Million Control							D120 Allure
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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.

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	=	=	Parry: 2 + ½ Fighting			A TO A IT IN		
V	igor:	d6	Toughness:	7(2)	SULID	KAII		
P	ace:	6	Charisma:	+2				
	107 1		^	A r.u				
						Pulse		
=				evel, -1 pace	per wound	- Diction of the last		
	Hindra	inces				10	-Character-Description-/-Illustra	ation-
	Arrogant		100		11111	X.P.	-Edges	
	Deathwis	sh	111			0	Noble	
بتتب	Stubborn	1			7700			
	Armor			Bonus	Notes	D. P.	-	-61
d6	Head	Pot He	lm	+3	50% of protection	vs. head shot		
	Torso	Chainn	nail Shirt	+2				
	Arms	Chainn	nail Shirt	+2	1111			
	Legs				$I \cup I \cup I$			
					+1 Parry, +2 armo	or vs. ranged	No. of Contraction	
$\overline{}$	Weapo	ns	Range 🦠	Dam	Notes			
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	'Silverwii	nd' his	trusty horse			-		
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d8								
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S20 Protective V40 H60 L80 D120	Name: Count	'Fortie	' Fairfax			Gender	Male	89
Agility: d10 Strength: d12 Parry: 9(2) Smarts: d4 Vigor: d6 Toughness: 8(2) Spirit: d6 Pace: 6 Charisma: +2 Boating	Race: Human		Age: 2	Player:				
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Medium Shield	Knowledge (Sma)			nmail Shirt	+2			
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Name: Count 'F	ortie'	Fairfax		Gend	er: Male	
Race: Human		Age: 25	Player:			
Agility: d10	Strer	ngth: d12+1				
		igor: d10	2 + ½ Fighting	SITT	ENTE A TIME	
			2 + 55 Vigor			1
Spirit: d6		ace: 6	Charisma: +2			
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Driving		Hindrance			30 + 4	-Character-Description-/-Illustration-
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(Sma)	_	Legs	/////	////		S20 Strength d12
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	_	Weapons	Range Dam	Notes		30 Trademark Weapon
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Stealth		4 Blood Iron B	arbs		12(3e)	1.80 Crushing Blow
Streetwise	\equiv	Large Shield			20	90 Professional: Strength
Survival	_	'Silverwind' his	s trusty Motorcycle			100
Swimming	_					110
(Agi) Taunt						D120
Throwing	110					130
17401	d10					140
Tracking (Sma)						150
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						H60 Attribute Synergy (Spirit)
						L80 Pulse Battery
-						D120
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Race: Human Age: 28 Player: Agility: d10 Strength: d12+2 Party: 11(2) Smarts: d4 Vigor: d12 Toughness: 33(4) Spirit: d6 Pace: 6 Charisma: 35 + 10 Booting d4 Driving d4 Driving d4 Driving d6 Driving d7 Driving d7 Driving d8 Driving d8 Driving d8 Driving Drivin	Name: Count'	Fortie ^t	Fairfax Gen	der: Male	
Agility: d10 Strength: d12+2 Parry: 11(2) Smarts: d4 Vigor: d12 Toughness: 13(4) Spirit: 66 Pace: 6 Charisma: +2 Boating Climbing d4 Driving Fighting d2-2 Gambling Gauts d6 Guts d6 Investigation Name Repair Parry: 1500 Stubbom Rindindation d6 Investigation Parry: 1500 Stubbom Lage Shield +2 Parry: 2 armor vs. ranged Notice AF. Blood Iron Barb 5/10/20 Str-266 Improved Trademark Weapon Notice d4 Persuasion Photing Repair Steel Helm 8 Roberts Steel Helm 8 Roberts Streetvise Stre	Race: Human		Age: 26 Player:		
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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' E	Basalt				Ge	nder: Female		
Race: Human		Ag	je: <u>31</u>	Player:					
Agility: d8	Stre	ngth:	d8	Parry	7 (2)				
Smarts: d6		/igor:	d4	Toughness	ng	O TT	FRAII	N	
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Spirit: d8		Pace:	6	Charisma	a: 0				
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Gambling	<u> </u>		ul (minc			7/////	0	Aurora	70.41
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7		Weap	ons	Range Range	Dam	Notes		35	1
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Piloting		i —			-			- 55	
(Agi) Repair			***			-		- H60	
(Sma)	_		ession	S	-27	70	Wt	65	
Riding (Agi) Shooting	_	Lion's (3		
(Agi).	-		er Armor	•			15	75	
Stealth (Agi)	40	Buckle	er				8	L80	
Streetwise	_							90	-
Surviva (Sma)						_		110	
Swimming (Agi)	_							D120	
Taunt (Sma)	_] —						130	
Throwing	;] —						140	
Tracking	3							150	
								160	
]						170	
				Encumbrano	e Penalty		Total Wt: 26	180	
Power	PEO.	Cost	Ra	nge Duratio	n Effe	ect		Telesma	7.62
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Name: Jozena	a 'Jo' B	asalt				Ge	nder: Female	
Race: Human		Ag	je: <u>32</u>	Player: _				
Agility: d8	Strei	ngth:	d8	Parr	y: 9(2)			
Smarts: d8		igor:	d4	Toughnes	ing	SIII	ZERAIN	ī
				2+19-V1	gor	TENANT PO		ā
Spirit: d8		Pace:	6	Charisma	a: 0			
Boating		Woun	ıds 🚫	>>> finc! ◆<	XX Fati	igue		
Climbing (Str)		-1 to tra	it checks f	or each wound & fatigu	ie level, -1 pac	e per wound	Pulse	
Driving (Agi)		Hindi	rances				15	Character-Description-/-Illustration
Fighting			of Honor		Mark Control		X.P.	-Edges
Gambling (Sma)			ful (minc		1111	77777	30	Aurora
Guts (Spi)		Loyal		1 1 1	11	77776		
Healing (Sma)	,	Armo	or 💮	10 TO 10	Bonus	Notes	TO SO DAY	
Intimidation		Head		///	111	7777		5 Thief
Investigation (Sma)		Torso	Leath	er Armor	+1			10 Smarts d8
Knowledge	•	Arms	Leath	er Armor	+1	111		15 Notice d8, Fighting d8
fathay		Legs	Leath	er Armor	+1			S20 Penetrating Strike
		Buckle	r			+1 Parry		25 Acrobat
7		Weap	ons	Range	Dam	Notes		30 Dodge 35
Lockpicking	46+3	Lion's (Claw	N/A	Str+d4	+1 Parry, AP	1, +2 on Disarm	V40
Notice	177	Sling		4/8/16	Str+d4			45
Persuasion				t - t - t				50
Piloting	-			1 1				55
(Agr)					1			H60
Repair (Sma)		Posse	ession	S	- 37		Wt	65
Riding	<u> </u>	Lion's	Claw				3	70
Shooting		Leathe	er Armor				15	75
Stealth (Agi)		Buckle	er				8	1.80
Streetwise		Sling					1	90
Survival (Sma)								100
Swimming	g							110
Taunt	1							D120
Throwing		i —						130
Tracking								150
(Sma)								160
	_							170
	_			Encumbran	ce Penalty		Total Wt: 27	180
		Cont					Total VII.	
Power		Cost	Ка	nge Duratio	on Effe	CL		Telesma
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Jal I								1.80
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Downloadable full-color Permission granted to ph	and prin	t-friendly for person	characte nal use or	r sheets available fro ilv.	m the treasu	re area of www.ta	lisman-studios.com.	Telesma-Description-/-Illustration-

Name: _	Jozena	a 'Jo' B	asalt					Ger	ider:	Female	
Race: Hu	uman		Ad	je: 33	Player:						
Agility:	d12	Stren		d8	Par	-	11(2)				
	=				2+16 Fig	thting	=	Q III 7		DA II N	
marts:	d8	V	igor:	d8	Toughne	SS: Vigor	8(1)	3 U /L			
Spirit:	d8	F	ace:	6	Charisn	na:	0			2	
1	Boating	3	Woun	de 🔨	×> fincl ∢	~~	△ Eatio	ne			
Cl	imbing	d6+2							F	Pulse	
	Driving				for each wound & fat	igue leve	d, -1 pace i	er wound	3(0 + 4	
	ighting		Hind	rances	5		2	2000年1000			Gharacter-Description-/-Illustration
	mbling			of Honor				11111		X.P.	-Edges
	(Sma)	=		ful (mino	or)	_				90	Aurora
1	Healing		Loyal								1-
	idation		Armo	or		В	onus	Notes	Le if	2.2.87	5
	(Spi)		Head								5 Thief 10 Smarts d8
	igation (Sma)		Torso		er Armor	+1					15 Notice d8, Fighting d8
Kno	wledge (Sma)		Arms	_	er Armor	+1		+++	_		\$20 Penetrating Strike
			Legs		er Armor	+1	1	444	_	_	25 Acrobat
			Buckle			-	-	+1 Parry		_	30 Dodge
			Weap		Rang	e D	am	Notes			35 Agility d10
Lock	picking	d8+2	Lion's (Claw	N/A	St	r+d4	+1 Parry, AP	1, +2 on	Disarm	V40 Improved Dodge
	Notice		Sling		4/8/16		r+d4		_		45 Fighting d10, Lockpicking d8
Pers	suasion		Desert	Eagle .	50 15/30/6	30 2c	18	7 Shots, AP2,	Semi A	uto	50 Agility d12
1	Piloting		-			_		_	_		55 No Mercy
	Repair					_	THE REAL PROPERTY.		******		H60 Flight Of The Ascendant
	(Sma) Riding		-	ession	S		42	MAN SHA	36	Wt	65 Penetrating Strike: Improved
C1	(Agi)		Lion's							3	70 Fighting d12, Stealth d10
	(Ag1)	_		er Armor						15	75 Vigor d6
	(Agr)	d10+3		er						8	L80 Vigor d8
	eetwise (Sma)		Sling	Fools	F0					1	90 Opportunistic Push
	(Sma)		1/2	Eagle .	Cloak (Ranged /	\ttacks	raet -1 te	hit against we	aror	2	100
Swi	mming (Agi)	;			+1 to Stealth che		get-i t	o mit against we	aici		D120
	Taunt (Sma)	t	and	granto	T to oteann one	OKO)					130
Th	rowing	;									140
T	racking	,									150
	(Sma)	T									160
		\equiv									170
		\equiv	0		Encumbra	ance Pe	enalty		Total Wt	37	180
	E Toy Co		Cont				100			The same of the sa	
ower	3.3	40 X	Cost	ка	nge Dural	ion	Effec			APPENDING F	Telesma
											S20 Protective
											V40 Forced Manifestation
											H60 Karma Bank
											L80 Pulse Battery
											D <u>120</u>
I. J.								1_			
V 7-1											
N. P. L.											

Race: Human Age: 34 Player: Agility: d12 Strength: d10 Parry: 11(2) Smarts: d8 Vigor: dB Toughness: 9(2) Spirit: d10 Pace: 8 Charisma: 0 Boating Wounds Wounds Patigue Climbing d8-2 In the track for each wound & future level. I pace per wound Guits d6 Loyal Intrinidation Head Investigation Tono Dispersion Catsuit +2 Lockpicking d8-2 Notice d8 Dispersion Catsuit +2 Lockpicking d8-2 Notice d8 Desert Eagle .50 15/30/60 288 7 Shots, AP2. Semi Auto Steath drugs Streetwis Streetwis Streetwis Streetwis Survival Streetwis Survival Desert Eagle .50 Swimming Taunt Throwing Tracking Tracking Encumbrance Penalty Total Wit 31 Encumbrance Penalty Total Wit 31	Name: Jozena	'Jo' B	asalt					Gene	der: Fe	emale	
Agility: d12 Strength: d10 Parry: 11(2) Smarts: d8 Vigor: d8 Toughness: 9(2) Spirit: d10 Pace: 8 Charisma: 0 Boating G12 Driving Hindrances Gambling Wounds Wounds Wounds Wounds Wounds Gambling G12 Gambling G12 Gambling Wounds Gambling Gamblin	Race: Human		Ad	ie: 34	Player:						
Smarts: d8 Vigor: d8 Toughness: 9(2) Spirit: d10 Pace: 8 Charisma: 0 Boating Climbing d6-2 Driving Fighting d12 Gambling Vengeful (minor) Gus d6 Investigation Investigat		Strer				ry: 110	2)				
Spirit: d10 Pace: 8 Charisma: 0 Boating Climbing d6+2 Driving Fighting d12 Gambling Vegetul (minor) Loyal Healing Intimidation Head Investigation From Dispersion Catsuit +2 Legs Dispersion Catsuit +2 Legs Dispersion Catsuit +2 Buckler +1 Parry Weapons Range Dam Notes Lockpicking d8+2 Notice d8 Persuasion Piloting Repair Riding Celestium Lion's Claw N/A Sir+d6+2 +1 Parry, AP 4, +2 on Disarm Riding Celestium Lion's Claw N/A Sir+d6+2 +1 Parry, AP 4, +2 on Disarm Riding Celestium Lion's Claw N/A Sir+d6+2 +1 Parry, AP 4, +2 on Disarm Riding Celestium Lion's Claw N/A Sir+d6+2 +1 Parry, AP 4, +2 on Disarm Riding Celestium Lion's Claw N/A Sir+d6+2 +1 Parry, AP 4, +2 on Disarm Riding Celestium Lion's Claw N/A Sir+d6+2 +1 Parry, AP 4, +2 on Disarm Riding Celestium Lion's Claw 10 Streath 101-3 Streath 101-3 Streath 101-3 Streath 101-3 Streath 101-3 Streath 101-3 Suckler 8 Survival Desert Eagle 50 Coal Leopard Cloak (Ranged Attacks get -1 to hit against wearer 2 Introving Tracking Celestium Lion's Claw 10 Coal Leopard Cloak (Ranged Attacks get -1 to hit against wearer 2 Introving Tracking Celestium Lion's Claw 10 Coal Leopard Cloak (Ranged Attacks get -1 to hit against wearer 2 Introving Tracking Celestium Lion's Claw 10 Coal Leopard Cloak (Ranged Attacks get -1 to hit against wearer 2 Introving Tracking Celestium Lion's Claw 10 Coal Leopard Cloak (Ranged Attacks get -1 to hit against wearer 2 Introving Coal Leopard Cloak (Ranged Attacks get -1 to hit against wearer 2 Introving Coal Leopard Cloak (Ranged Attacks get -1 to hit against wearer 2 Introving Coal Leopard Cloak (Ranged Attacks get -1 to hit against wearer 2 Introving Coal Coal Leopard Cloak (Ranged Attacks get -1 to hit against wearer 2 Introving Coal Coal Coal Coal Coal Coal Coal Coal					2 + 16 Fig	nting	=	QIII7	ज़ि ख	AIN	•
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Persuasion Piloting Repair Robins Riding Celestium Lion's Claw Shooting Agill Streetwise Sling Survival Survival Swimming Tracking Throwing Tracking Tracking Tracking Small S	(08)		-	ium Lion				+1 Parry, AP 4,	, +2 on Dis	arm	
Prioring Repair Riding Celestium Lion's Claw Celestium Lion's Claw Shooting d6 Dispersion Catsuit Streetwise Sling Desert Eagle .50 Coal Leopard Cloak (Ranged Attacks get -1 to hit against wearer Throwing Tracking Track	Notice (Sma)	d8		Fagle 4				7 Shots AP2 S	Semi Auto		particular and the second seco
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Throwing (Agi) Tracking (Sma)	(Agi)	_	and	grants +	1 to Stealth chec	cks)					
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(Sma) 120 Spirit d10 160 170	(Agi)										140 Fleet Footed: Improved
170	Tracking (Sma)										150 Spirit d10
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Power Cost Range Duration Effect Telesma Telesma	Power	E 9	Cost	Rai	nge Durati	ion Ef	fect	N. E.	34.1	200	Telesma
S20 Protective											S20 Protective
V40 Forced Manifestation											V40 Forced Manifestation
H60 Karma Bank											H60 Karma Bank
L80 Pulse Battery						_					L80 Pulse Battery
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Ned Basalt

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

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

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

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

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

Note that Ned has a couple of interesting Hindrances. Evil Spirit gives the GM some freedom to have fun with Ned at inopportune moments, and his Telesma can be a pain in the neck (with both Rebellious Telesma and Hungry Telesma).

At 0 xp there are no big surprises. Dwarf carries a vicious Vigor requirement for a starting character, but there are other things Ned needs: the Brawny Edge and enough Strength to wear all the armor he can get his hands on.

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

At 30 xp there is no more subtlety to be found. Ned's my way of showing what happens if you're 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 B	asalt				Gende	er: Male		
Race: Dwarf		Age: 41	Player:					
Agility: d4	Stre	ngth: d8	Parry	9(2)				
Smarts: d4		/igor: d10	Toughness	B	SITT	PIRATIN		
			2 + 15 Vigo		75471110	C CHI	i	
Spirit: d6		Pace: 5	Charisma	-1				
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Climbing (Str)		-1 to trait checks	for each wound & fatigue	level, -1 pac	e per wound	Pulse		
Driving (Agi)		Hindrance	s			10	LGharacter-Description-/-Illustrat	ion-
Fighting (Agi)		Hungry Telesi	ma	111		X.P.	-Edges	E.
Gambling (Sma)		Evil Spirit (mir				0	Dwarf	
Gut (Spi)		Rebellious Te	esma (minor)		89000		Brawny	
Healin (Sma)		Armor		Bonus	Notes	200		10
Intimidation (Spi)	-	Head Pot h	elm	+3	50% of protection		5	
Investigation (Sma)		Torso Chair	n Hauberk	+2			10	
Knowledge (Sma)	e	-	n Hauberk	+2	1111	_11/1-11/1-1	S20	
]	n Hauberk	+2			25	
1 1		Large Shield			+2 Parry, +2 arm	or vs. ranged	30	
7		Weapons	Range	Dam	Notes		35	
Lockpicking	g	Long Sword	N/A	Str+d8			√40	
Notice	e d4			_	H		45	
Persuasion		i				\rightarrow	50	
Pilotin	g	i ——		+			55	
(Agi) Repai				THE REAL PROPERTY.			H60	
(Sma)		Possession	IS.	-22	THE RESERVE	Wt	65	
Riding (Agi) Shooting	g d4	Pot helm				4	70	
(Agi) Stealtl		Chainmail Sh Long Sword	rt			25 8	75 L80	
(Agi) Streetwise	4	Large Shield				20	90	
(Sma) Surviva	_	Large officia					100	7
(Sma)							110	
Swimming (Agi)							D120	
Taun (Sma)							130	
Throwing							140	
Tracking (Sma)	g						150	
		//					160	
]					170	
			Encumbrance	Penalty	Tota	ıl Wt: <u>57</u>	180	
Power	YESV.	Cost Ra	nge Duration	i Effe	ct		Telesma	
							S20	
							V40	
							H60	
							L80	
							D120	
- NaTara								
Downloadable full-color Permission granted to pl	and prin	nt-friendly charact	er sheets available from	the treasu	re area of www.talisma	an-studios.com.	Telesma-Description-/-Illustration	

Name: Ned Ba	asalt				Gende	r: Male	
Race: Dwarf		Age: 4	2 Player:				
Agility: d4	Strei	ngth: d10		ry: 10(2)			
Smarts: d4		igor: d12	2 + 16 Figl	nting	SIIZE	RAIN	
			2+19.1	tgor.	Taken and a	e et	
Spirit: d6		Pace: 5	Charism	ia:1			
Boating (Agi)		Wounds <	XXX► finc! ∢	>>>> Fati	gue	D. I.	
Climbing		-1 to trait check	is for each wound & fatig	gue level, -1 pace	per wound	Pulse	
Driving		Hindranc	es.			15	Character-Description-/-Illustration
Fighting (Agi)		Hungry Tele				X.P.	-Edges
Gambling (Sma)		Evil Spirit (m		111	77771	30	Dwarf
Guts (Spi)			elesma (minor)	111	11111	30	Brawny
Healing (Sma)	,	Armor		Bonus	Notes	TO PART	
Intimidation	d6	Head Pot	helm	+3	50% of protection	TITLE	⁵ Vigor d12
Investigation		-	in Hauberk	+2		1111	10 Fighting d12
Knowledge		A CONTRACTOR OF THE PARTY OF TH	in Hauberk	+2	77111		15 Nerves of Steel
(Sma)		Legs Cha	in Hauberk	+2	IIIIII	1111	S20 Improved Nerves of Steel
		Large Shield		11	+2 Parry, +2 armor	· vs. ranged	25 Sweep
7	_	Weapons	Range	Dam	Notes	100	30 Strength d10
Lockpicking	_	Long Sword	N/A	Str+d8	77/11		35 V40
Notice	-			7 7	7 7 1	1 1 1	45
(Sma)			1 1 1				50
Persuasion (Spi)				1 1		1 1 1	55
Piloting							H60
Repair (Sma)		Possessic	ns	-35		Wt	65
Riding (Agi)	,	Pot helm	The state of the s			4	70
Shooting	d4	Chainmail S	hirt			25	75
Stealth	d4	Long Sword				8	L80
Streetwise		Large Shield				20	90
Survival		0					100
Swimming		i ——					110
(Agi) Taunt							D120
Throwing							130
(Agi)							140
Tracking (Sma)	`—						150 160
	_						170
	<u> </u>		r	n h		Wt: 57	180
			Encumbra	nce Penalty	Total	Wt: 07	100
Power		Cost R	ange Durati	on Effe	ct	Table 1	Telesma
							S20 Protective
							V40
							H60
							L80
AUS I							D120

Name: Ned Ba	asalt				Gend	ler: Male	
Race: Dwarf		Age: 43	Player: _				
Agility: d4	Strei	ngth: d12	Parry	11(2)			
			2 + 16 Fightin	8	O III 7	NI II A CILE	T .
Smarts: d4	V	igor: d12+2	Toughness 2+ % Vigo	13(2)	SUL		
Spirit: d8	I	Pace: 6(1)	Charisma	-1			
Boating	3	Wounds	^^ •	AA Esti			
Climbing	d4	Wounds 🚫		* 10*10 India		Pulse	
Driving			for each wound & fatigue	level, -1 pace	per wound		
Fighting		Hindrance	5.			30 + 5	☐ Gharacter-Description-/-Illustration
Gambling		Hungry Telesn	na			X.P.	-Edges
(Sma)		Evil Spirit (min	or)			90	Dwarf
Gut:		Rebellious Tel	esma (minor)		arani.		Brawny
Healing (Sma)		Armor		Bonus	Notes		1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -
Intimidation (Spi)	d8	Head Pot he	elm	+3	50% of protectio	n	⁵ Vigor d12
Investigation (Sma)	1	Torso Chain	Hauberk	+2			10 Fighting d12
Knowledge	e	Water State Co.	ı Hauberk	+2	7711		15 Nerves of Steel
(Smā)		Legs Chain	ı Hauberk	+2	7. 10 . 11 . 11		S20 Improved Nerves of Steel
		Riot Shield	111		+2 Parry, +4 arm	nor vs. ranged	25 Sweep
	_	Weapons	Range	Dam	Notes	7 10 74 119	30 Strength d10
Y1t-1-t	_	Long Sword	N/A	Str+d8	Marian and Anna and Anna and Anna		35 Combat Reflexes
Lockpicking (Agi)		Long Sword	IN/A	Sil+uo	7 1 1		V40 Improved Sweep
Notice (Sma)	d4	10	7 7 7	_		-	45 Spirit d8
Persuasion	1]	7 7	7 1			50 Guts d8, Intimidation d8
Piloting	3			7 7			55 Block
Repair	r	Passassian	A CONTRACTOR OF THE PARTY OF TH	- AMARCA		104	H60 Pulse Armor
Riding		Possession	S and the same	-5200	BURE DIFFER	Wt	65 Strength d12
Shooting	7	Pot helm				4	70 Trait Perfection: Heroic (Fighting
(Agi) Stealth		Chainmail Shi	π			25 8	75 Dwarf: Improved
(Agi)	4	Long Sword					L80 Professional: Vigor
Streetwise (Sma)	_	Riot Shield	t- 14 D			15	90 Expert: Vigor
Surviva (Sma)		Power assist t	ooots - +1 Pace.			2	100
Swimming (Agi)	3						110 D120
Taun (Sma)	t						130
Throwing	3	-					140
Tracking							150
(Sma)	_						160
	_						170
		-		n 1		tal Wt: 54	180
			Encumbrance	Penalty	Tot	tal Wt: OT	100
Power		Cost Ra	nge Duration	i Effe	ct,		Telesma
							S20 Protective
							V40 Attribute Synergy (Vigor)
							H60 Balm
							L80 Pulse Battery
ens.							D120
Alexander of the second					-		
N. T. D.							

Name: Ned I	Dasait				Gende	r: Male	
Race: Dwarf		Age: 4	4_ Player: _				
Agility: d4	Stre	ngth: d12		/: 12(2)			
A CARLO MANAGEMENT	=	=	2 + 16 Fighti	ng	Q III 77 IS	THE IN COL	
Smarts: d4	_ '	/igor: d12+	2 Toughness	17(4)	SULIC		
Spirit: d8		Pace: 6(1)	Charisma	l: -1			
Boatin	ng	Wounds	fincl ◆	✓ Fatio	me		
Climbia	ng d4	1				Pulse	
Drivi			for each wound & fatigue	e level, -1 pace	A CONTRACTOR OF THE CONTRACTOR	35 + 5	
(Ag	ng d12	Hindrance	·s·				Gharacter-Description-/-Illustration-
Gambli	1)	Hungry Teles			77771	X.P.	-Edges
(Sm.	1)	Evil Spirit (mi				150	Dwarf
Healin	0	1	lesma (minor)				Brawny
(50)	17	Armor		Bonus	Notes		-
Intimidatio	()	Head Pot I	nelm	+3	50% of protection		5 Vigor d12
Investigatio	1)		er Chainmail	+4	/////		10 Fighting d12 15 Nerves of Steel
Knowled	ge		er Chainmail	+4			\$20 Improved Nerves of Steel
		Legs Trad	er Chainmail	+4			25 Sweep
		Riot Shield			+2 Parry, +4 armor	vs. ranged	30 Strength d10
		Weapons	Range	Dam	Notes	ALC: NO.	35 Combat Reflexes
Lockpicki	ng	Long Sword	N/A	Str+d8			V40 Improved Sweep
Noti	5)			/ /			45 Spirit d8
Persuasio	2)						50 Guts d8, Intimidation d8
Piloti	i)	i ——		1 1			55 Block
(Ag	1)						H60 Pulse Armor
Repa	1)	Possessio	ns	-35		Wt	65 Strength d12
Ridi	1)	Pot helm				4	70 Trait Perfection:Heroic (Fighting)
Shootii	1)	Trader Chain	mail			15	75 Dwarf: Improved
Steal	th d4	Long Sword				8	L80 Professional: Vigor
Streetwi	se	Riot Shield				15	90 Expert: Vigor
Surviv	al	Power assist	boots - +1 Pace.			2	100 Improved Block
Swimmi	ng						110 Tough As Nails
Tau	nt	<u> </u>					D120 Trait Perfection:Demigod (Fighting
Throwin	ng	i ——					130 Pulse Armor: Improved
Trackii)	-					140 Dwarf: Mastery
(Sm.)0						150 Tough As Hell 160
							170
			r	n h	T1	Wt: 44	180
			Encumbranc	e Penalty	Total	Wt:	100
Power		Cost R	ange Duratio	n Effec	4	Application of	Telesma
							S20 Protective
							V40 Attribute Synergy (Vigor)
							H60 Balm
							L80 Pulse Battery
MI I							D120 Attribute Synergy (Strength)
ALC:							
N. P.							

Quintus Aurelius

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Strength:	ge: <u>24</u>					
Strength:						
		Parry:	5(1)			
Vigor:	=	Toughness:	6(1)	SITT	TER ATE	स
		2 + 15 Vigor	=	TO COMPANY OF THE PARK OF THE		
Pace:	6	Charisma:	+4	1		
Wou	nds 🚫	>>> inc! ◆>>>	♦ Fatigue	ie		3
-1 to tr	ait checks f	or each wound & fatigue lev	el, -1 pace p	er wound		
Hind	rances				10	Character-Description-/-Illustrat
d4					X.P.	-Edges
			11	7////	10000000	Attractive
10		11/1		1111		Very Attractive
Arm	or	E CONTRACTOR DE	Sonus	Notes		Strong Willed
d8 Head		///	///	////		5
Torso	Leath	er Armor +	1	1110		10
Arms	Leath	er Armor +	1	111		15
Legs	Leath	er Armor +	1			S20
	1	111	11	IIII		25
Wea	pons	Range D	am	Notes		30 35
Valon	ThinBlac	de N/A S	tr +d4	+1 Parry		V40
46		1 1 1	7			45
						50
08+4					I I I	55
						H60
Poss	ession	S. Carlotte	30	100	Wt	65
Valon	ThinBlad	de			3	70
Leath	er Armor				15	75
						1.80
d6+4						90
						100
						110
d6						D120
<u> </u>						130 140
						150
==						160
= -						170
		Encumbrance P	enalty		Total Wr. 18	180
			100		rotar wt.	
Cost	Ra	nge Duration	Effec	A CONTRACTOR		Telesma
						S20
						V40
						H60
						1.80
						D <u>120</u>
				-		
	d4 Doom Stubb G8 Head Torso Arms Legs Valon G6 d8+4 G6+4 G6+4 G6-4 CCost	d4 Doomed (majo Stubborn Enemy (minor) Armor d8 Head Torso Leath Arms Leath Legs Leath Valon ThinBlact d6 d8+4 Possession Valon ThinBlact Leather Armor d6+4 d6 Cost Rai	Hindrances d4 Doomed (major) Stubborn d8 Head Torso Leather Armor + Arms Leather Armor + Legs Leather Armor + Weapons Range D Valon ThinBlade N/A S d6 d8+4 Possessions Valon ThinBlade Leather Armor Encumbrance P Cost Range Duration	The trait checks for each wound & fatigue level, -1 pace philindrances Doomed (major) Stubborn Enemy (minor) Armor Bonus Head Torso Leather Armor +1 Arms Leather Armor +1 Legs Leather Armor +1 Weapons Walon ThinBlade N/A Str +d4 Possessions Valon ThinBlade Leather Armor Encumbrance Penalty Cost Range Duration Effect	Doomed (major) Stubborn Enemy (minor) Armor Bonus Notes Head Torso Leather Armor +1 Legs Leather Armor +1 Legs Leather Armor +1 Weapons Range Dam Notes Valon ThinBlade N/A Str +d4 +1 Parry d6 18+4 Possessions Valon ThinBlade Leather Armor Encumbrance Penalty Cost Range Duration Effect	Hindrances Doomed (major) Stubborn d6 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 d6 188+4 Fossessions Valon ThinBlade 3 Leather Armor 15 Encumbrance Penalty Total Wt: 18

Name: Quintu	s Aure	lius				Gend	ler: Male	
Race: Human		Ag	je: <u>2</u> 5	Player: _				
	Street		V-00-011	The state of the s	· [E(1)			
Agility: d4		ngth:	d4	Parry 2 + % Fightin		O TT O		E.
Smarts: d8	V	igor:	d6	Toughness	6(1)	SUL	CKAIN	
Spirit: d10	F	ace:	6	Charisma	: +7	2200	a laboration	E
Boating	2				^^ -			
Climbing				×> (incl) ∢>			Pulse	
Driving		→1 to tra	it checks f	for each wound & fatigue	level, -1 pace	per wound		
Fighting		Hindi	rances			10000000000000000000000000000000000000	15	LGharacter-Description-/-Illustration
(Agi)		Doome	ed (majo	or)			X.P.	-Edges
Gambling (Sma)		Stubbo	orn				30	Attractive
Guts (Spi)		Enemy	(minor)			7777		Very Attractive
Healing (Sma)		Armo	or		Bonus	Notes		Strong Willed
Intimidation (Spi)		Head		///	11	/////		5 Connections
Investigation (Sma)	1	Torso	Leath	er Armor	+1			10 Charismatic
Knowledge		Arms	Leath	er Armor	+1	1111		15 Spirit d10
family		Legs	Leath	er Armor	+1	$I \cup I \cup I$		S20 Streetwise d8, Persuasion d10
			_/	111				25 Command
7		Weap	ons	Range	Dam	Notes		30 Guts d8, Intimidate d10
Lockpicking		Valon 1	ThinBlad	de N/A	Str +d4	+1 Parry		V40
Notice		7		1 1 1	7			45
(Sma) Persuasion								50
(Spi)				1 1	1 1			55
Piloting (Agi)								H60
Repair (Sma)		Posse	ession	S	430	THE RESERVE	Wt	65
Riding		Valon ⁻	ThinBlad	de			3	70
Shooting		Leathe	er Armor	-			15	75
Stealth (Agr)								1.80
Streetwise	d8+7							90
Surviva (Sma)	l	·						100
Swimming	g	-						110
(Agi)* Taunt	d8							D120
Throwing		l						130
(Agi)								140
Tracking (Sma)	`—							150 160
	-							170
				r	D le	T	tal Wt: 18	180
				Encumbrance	e Penalty	101	tal wt: 10	
Power		Cost	Ra	nge Duration	1 Effe	ta		Telesma
								S20 Allure
								V40
								H60
								1.80
ALC: N								D120
No.								

Name: Quintus	s Aure	lius				Gen	der: Male	
Race: Human		Ag	je: <u>2</u> 6	Player:				
Agility: d6	Strei		d4	Parry	6(1)			
				2 + 16 Fighting	8	Q III 7	ATT A GLEET	म
Smarts: d8	V	igor:	d8	Toughness:	8(1)			
Spirit: d10	F	ace:	6	Charisma	+7			
Boating	3	Woun	nds \propto	x> find ∢ ×	✓ Fation	10		
Climbing		Indicase see	110000	for each wound & fatigue	* *		Pulse	
Driving					icves, -1 pace p	er wound	30	
Fighting			rances					Gharacter-Description-/-Illustration-
Gambling			ed (majo	r)			X.P.	-Edges
(Sma) Guts		Stubbo					90	Attractive
(Spi) Healing	لتتا	- Land Stewart Company	(minor)				THE R. L.	Very Attractive
Intimidation		Armo	or 👢		Bonus	Notes .	2011年2月1日	Strong Willed 5 Connections
(Spi)	W.=	Head			11			10 Charismatic
Investigation (Sma)	-	Torso		er Armor	+1	++++		15 Spirit d10
Knowledge (Sma)	Щ	Arms		er Armor	+1	HH		\$20 Streetwise d8, Persuasion d10
		Legs	Leath	er Armor	+1			25 Command
			4000000				## ## No. 10 P.	30 Guts d8, Intimidate d10
		Weap	oons	Range	Dam	Notes		35 Spirit d12
Lockpicking		Celesti	ium Thin	Blade N/A	Str+d4+2	AP1, +1 Parry		V40 Taunt d8, Intimidate d12
Notice	d8	Y	_	-	-/-/			45 Fearsome Presence
Persuasion	d10+7	-					1	50 Agility d6
Piloting		-						55 Fighting d6, Notice d8
Repair					TWO IS	NAME OF TAXABLE PARTY.		H60 Carpe Diem!
(Sma)		_	ession			ALC: SHEET	Wt	65 Trait Perfection: Heroic(Intimidate)
Riding (Agi) Shooting	`\		ium Thir				2	70 Natural Leader
(Agi) Stealth			er Armor		t	alaanina taal)	15	75 Vigor d8
(Arri)		Nano i	Morpriic	Attire (changes to fi	Tealin, sen	cleaning (00!)		L80 Fervour
Streetwise								90 Master Leader 100
Survival (Sma)						_		110
Swimming (Agi)		-						D120
Taunt (Sma)	40							130
Throwing								140
Tracking								150
forma		<u></u>						160
								170
				Encumbrance	Penalty	To	otal Wt: 17	180
Power	/ DOM:	Cost	Ra	nge Duration	1 Effect			Telesma
Tower		COSE		inge Duration	Litect	MALESCAND AND		Total Control
								S20 Allure
								V40 Aggressive
								H60 Protective 1.80 Attribute Synergy (Spirit)
White and the								D120
Main and the								2120
						L.		
NAME								
N. B.								

Name: Quint	us Aure	elius		G	ender: Male	
Race: Human		Age: 2	7_ Player: _			
Agility: d6	7	ngth: d4	Parry	. 7(2)		
	3	_	2 + 16 Fightin	8	PURITO A TUN	•
Smarts: d8	\	/igor: d8	Toughness	8(1)	ZCKAIIN	
Spirit: d10		Pace: 6	Charisma	: +7		
Boatir	ng	Wounds	~~~ ~ ~~	AA Estima		
Climbir) -		××× incl ∢×	A TOWNS OF THE PARTY OF THE PAR	Pulse	
Drivir			s for each wound & fatigue	level, -1 pace per wound	35	
Fightir) -	Hindrance	es.		S	Gharacter-Description-/-Illustration-
Gamblir		Doomed (ma	jor)	11111111	X.P.	-Edges
(Sma)	Stubborn			_ 150	Attractive
(Spi		Enemy (mino	or)	<u>,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,</u>		Very Attractive
Healir (Sma		Armor		Bonus Notes	TALE BASE	Strong Willed
Intimidatio (Spi		Head		11111		5 Connections
Investigation (Small	on	Torso Kev	lar Vest	+2/+4 +4 vs Bulle	ts, also negats 4 AP	10 Charismatic
Knowledg	ge	Arms	111	11111		15 Spirit d10
		Legs	1.1.1	IIIIII		S20 Streetwise d8, Persuasion d10
		Buckler		+1 Parry		25 Command
7		Weapons	Range	Dam Notes		30 Guts d8, Intimidate d10 35 Spirit d12
Lockpickir	12	Celestium Th	inBlade N/A	Str +d4+2 AP1, +1 Pa	arry	V40 Taunt d8, Intimidate d12
Notic) -			7 7 7		45 Fearsome Presence
Persuasio			1 1 1	1 1 1		50 Agility d6
(Sp) -		1 1			55 Fighting d6, Notice d8
Pilotir (Ag)					H60 Carpe Diem!
Repa)	Possessio	ns		Wt	65 Trait Perfection: Heroic(Intimidate)
Ridir		Celestium Th	ninBlade		2	70 Natural Leader
Shootir	ng	Kevlar Vest			8	75 Vigor d8
Steal	th	Nano Morph	ic Attire (changes to fi	it realm, self cleaning to	0!) -	L80 Fervour
Streetwi	se d8+7	Buckler			8	90 Master Leader
Surviv						100 Patron God: Unknown
Swimmir	ng	i ——				110 Resonance
Tau	nt d8	i —				D120 Living Banner
Throwin)	1				130 Fearsome Presence: Improved
Trackir) -					140 Resonance: Improved
(Sma	18					150 Stutter
						160 170
			920 0		10	180
			Encumbrance	e Penalty	Total Wt: 18	100
Power		Cost R	ange Duration	n Effect		Telesma
						S20 Allure
						V40 Aggressive
						H60 Protective
						L80 Attribute Synergy (Spirit)
William I To A						D120 Balm
						-
ALC: U						