

# Shairtar

IMMORTAL LEGENDS



## Heroic Archetypes



For use with the Savage Worlds roleplaying game



**Seasoned** (20 Experience Points)

**Attributes:** Agility d6, Smarts d6, Spirit d10, Strength d4, Vigor d6

**Skills:** Channeling d10, Fighting d6, Guts d6, Healing d6, Knowledge: Cosmology d6, Knowledge: Magic d4, Notice d6, Stealth d6, Survival d4, Tracking d4

**Pace:** 6; **Parry:** 5 (6);

**Toughness:** 5 (6)

**Hindrances:** Loyal, Stubborn, Vow (Druidic Paths)

**Edges:** Druid, New Power x2

**Gear:** Everwood Staff (2d4, +1 Parry, +1 Reach; 2-handed; +5 ESS), Partial Leather Armor (+1, -2 Coverage)

**Powers:** Bolt, Boost Trait, Deflection, Healing

**Essence:** 10 (15)

## ALEXI, GALEAN DRUID

“We are not all pacifists. Respect for Life does not mean we refrain from relieving those of it that are not worthy of Life’s gifts. The Empire seems to have forgotten that. Before this war is over, the Druids will remind them why the Southern Kingdoms do not fall to the North. Ever.

“Much of Galea has become complacent in the last hundred years. The Druids have attempted to stir them to the dangers that are coming, but while the leaders listen, the average citizen remains blissfully convinced the past wars and horrors are forever gone. While my brothers and sisters endeavor to prepare and protect them, I march with the Rangers. My talents will serve to aid and comfort them... and resist an enemy who forgets his history.”





Seasoned (20 Experience Points)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d12, Guts d6, Intimidate d6, Notice d6, Stealth d6, Survival d4

Pace: 6; Parry: 8 (10); Toughness: 8 (13)

Hindrances: Outsider; Clueless, Loyal, Overconfident

Edges: Brawny, Charge, Frenzy, Nerves of Steel

Gear: Battle Axe (1d12+1d8), Partial Plate Armor (+5, -2 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage)

Special Abilities:

- Bestial Appearance (-2 Charisma)
- Infravision

## BRANOCK, ORC GUARDIAN

“To defend the Gather is one of the greatest honors my people can know. This is how I was raised, what I was taught to believe. And I do believe it. Sometimes, though, you have to defend the Gather by preventing an enemy from ever reaching the Gather. This I learned from the Rangers.

“There are many enemies coming for my Gather, now. The moons will rise and dance together, full in face, full in rage. The Fire will burn bright, and the Kal will bring war to us all – with fangs and steel, flame and blood. I will show no fear. I will show them my own fangs and steel. It will be... glorious.”





Seasoned (20 Experience Points)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d4, Fighting d10, Guts d6, Knowledge: Flame Creatures d6, Notice d6, Repair d6, Shooting d6

Pace: 5; Parry: 7 (9); Toughness: 7 (13)

Hindrances: Stubborn, Loyal, Code of Honor

Edges: Demon Slayer, Sweep

Gear: Dwarven Axe (1d10+1d8, AP 1), Crossbow (2d6, AP 2), Dwarvish Plate Armor (+6, -5 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage)

Special Abilities:

♦Intestinal Fortitude (Guts based on Vigor instead of Spirit)

♦Low Light Vision

♦“The Old Ways” (+2 doing “dwarvish” things in “dwarvish” situations)

♦Weakness (Cannot swim; sinks like a stone)

### SIR BULDOR, DWARVEN KNIGHT

“I been defendin’ the Clanhomes of the Anvil for most of me life, so I know somethin’ about the dangers we face in the days to come. I can tell ye, it will be no mere skirmish with a few wee beasties this time. The Empire’s gonna bring everything it has, and that’s more’n ye can imagine, I promise.

“As is custom, I were asked to take some time away from the Line. Fair enough, but I’ve no thoughts o’ just sittin’ around pourin’ ale down me gullet. That’s why I signed on with the Rangers for a while. I figure t’ learn a few things, and maybe teach somethin’ while I’m at it. After all, most of these kids’ve never had minotaur snot on them, and I have...”





Seasoned (20 Experience Points)

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Guts d6, Healing d4, Notice d6, Stealth d8, Survival d4, Swimming d4, Taunt d6, Tracking d4

Pace: 8 (d10 Run); Parry: 9 (10); Toughness: 5 (7)

Hindrances: Outsider, Vow (The Law of Kor); All Thumbs, Loyal, Curious

Edges: Acrobat, Block, Dodge, Fleet-Footed, Improved Defend, Kor In Student

Gear: Korindian Fighting Sticks (1d6+1d4, +1 Parry), Korindian Studded Leather (+2, -2 Coverage)

Special Abilities:

-Low Light Vision

-Weakness (+2 damage from Black Iron and Blood Steel)

## KETTU, KORINDIAN FIST OF KOR

“So many of my people enjoy the relative paradise of our land, never thinking of the greater world beyond the shores of Korindia. Certainly, there are the occasional raids against us from the demon-metal wielding monsters of the Empire, but these struggles are nothing compared to that which is faced here on the mainland of Shaintar.

“I am not so foolish as to believe my home will be immune to the horrors that are to come. All who revere Life must stand together to oppose the coming Flame and encroaching Darkness, or we will surely fall. My allies think my ways `quaint,' but they do not doubt my courage, or my skills. I am honored to bring something of the teachings of Kor to these lands as I struggle against our common foes.”





Seasoned (20 Experience Points)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Guts d6, Healing d4, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Survival d4

Pace: 6; Parry: 7 (9); Toughness: 7 (12)

Hindrances: Loyal, Stubborn, Overconfident

Edges: Brawny, First Strike, Hold Off

Gear: Olanar Two-Handed Sword (2d10, 2-handed), Bow (2d6), Partial Plate Armor (+5, -2 Coverage), Bracers (+1 Parry)

## REINHART, OLARAN WARRIOR

The Order of the Crimson Wall. Many consider it a great honor to stand in those ranks. Those who do know better; it is a curse. A life steeped in blood and sacrifice, with days on end of fighting and dying. Even while others know a time of peace, the Wall runs red as we meet the endless foes who never stop coming at our lands.

“I have seen too much. My commanders know this, and they send me away from the Line to be spared, for a time, the terrors we have all faced. But I do not wish to be spared; war is what I know, and these lands need warriors in the days to come. They can pull me from the Line, but I am free to choose my path from there. So I choose to spend some time with the Rangers. What the hell... I like to travel.”





Seasoned (20 Experience Points)  
Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6  
Skills: Faith d10, Fighting d6, Guts d6, Healing d6, Knowledge: Cosmology d6, Knowledge: History d6, Knowledge: Magic d6, Notice d6, Persuasion d6  
Pace: 6; Parry: 5 (6); Toughness: 4 (5)  
Hindrances: Enemy (Shayakar/Childer); Vow (Church Tenets), Quirk (Preachy), Heroic  
Edges: New Power x2, Priest of Light  
Gear: White Silver Staff (1d6+1d4, +1 Parry, +1 Reach; 2-handed; +5 ESS), Partial Leather Armor (+2, -2 Coverage)  
Powers: Armor, Bolt, Entangle, Healing  
Essence: 10 (15)  
Special Abilities:  
-Fae Beauty (+1 Charisma)  
-Light Frame (-1 Toughness)  
-Low Light Vision  
-Weakness (+3 damage from Black Iron and Blood Steel)  
-Wings (12" Flight, d10 "Run")

### SERENA, AEVAKAR PRIESTESS

"Some believe the Light to be somehow new to this world. Nothing could be further from the truth. Our spiritual ancestors have served in the Celestial Halls for aeons, the Angels of ancient lore and history. We flew the skies of the Empire of the Golden Crown, heralding the Light and its glory during a time of ultimate peace and prosperity. I honor that legacy with my service to the Lord of Light now.

"It is true that the current incarnation of Light is new to the people, and it is my task to show them the brightness – and the rightness – of our ways. Archanon teaches us to lead with actions, not simply words. We are to stand on the front lines against the terrible evils to come, and show that Light, alongside Life and the courage of good men and women, will win out against evil. I pray that wings and my spirit are strong enough to the task."





Seasoned (20 Experience Points)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d6, Healing d4, Notice d6, Persuasion d6, Riding d6, Shooting d6, Stealth, d4, Survival d4

Pace: 6; Parry: 7 (10); Toughness: 6 (11)

Hindrances: Vow (to the Church), Big Mouth, Code of Honor

Edges: Paladin of Light, Shield Expertise, Trademark Weapon (Longsword)

Gear: White Silver Long Sword (2d8), Crossbow (2d6, AP 2), Full Plate Armor (+5, -4 Coverage), Large Shield (+2 Parry, +2 Armor vs Ranged Damage)

## SIR RODERICK, PALADIN OF LIGHT

“Those who the Light calls are never certain how they may be guided to serve. Archanon often leaves us to discover which road to take on our own. It is his infinite wisdom, no doubt, that allows for the fact that the Light of Justice is needed everywhere.

“I have chosen to bring the Light into the Wildlands, a place of great promise, but also great peril. The best means to serve the people here is to serve as a member of the most honorable Grayson’s Grey Rangers, and I do so with pride. I do not doubt that I have a great deal to learn from them, but I am already far more comfortable in the wilds than many of my brothers and sisters. Life holds sway in these lands, to be sure, but the Light is welcome as well, and I am grateful to bear it in my Lord’s name.”







Seasoned (20 Experience Points)  
Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6  
Skills: Fighting d6, Guts d4, Knowledge: Cosmology d4, Knowledge: Magic d8, Notice d6, Investigation d4, Sorcery d10, Stealth d4, Swimming d6  
Pace: 6; Parry: 5 (6); Toughness: 5  
Hindrances: Outsider; Loyal, Quirk (Enjoys using his powers a lot), Curious  
Edges: Applications x2, Mage, New Power, Sorcerer  
Gear: Everwood Staff (1d6+1d4, +1 Parry, +1 Reach; 2-handed; +5 ESS)  
Powers: Armor, Blast, Bolt, Boost Trait; Alain's Unerring Dart, Lurien's Battle Enchantment  
Essence: 10 (15)  
Special Abilities:  
• Aquatic (can breathe underwater; Swim Pace equals Swim Skill)  
• Battle Rage (See Dregordian description)  
• Tail and Claws (STR+1d4; not considered Unarmed)  
• Weakness (Fatigue checks in cold conditions)

### SSERTHISS, DREGORDIAN SORCERER

"While it is true that many of my brethren are prone to following the Way, I am much more taken with the perfect beauty of the Patterns. The Aether calls to me in a manner undeniable, and I know joy each time I am able to touch it. Shaping the strands of divine structure is a heady, empowering act..."

"I am no weakling – few of my people are – yet I am not so taken with martial matters as many of my brothers and sisters are known to be. I bring much to the field of battle, though, and I do so proudly to oppose those who would deny us all the freedom to explore our destinies."





Seasoned (20 Experience Points)

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d4, Healing d4, Notice d8, Shooting d10, Stealth d6(+2), Survival d8+2, Tracking d8+2

Pace: 6; Parry: 5 (6); Toughness: 5 (8)

Hindrances: Loyal, Cautious, Vow (the Rangers)

Edges: Marksman, Woodsman

Gear: Short Sword (2d6), Elvish Longbow (2d6+1), Partial Chain Armor (+3, -2 Coverage), Bracers (+1 Parry)

Special Abilities:

- Fae Beauty (+1 Charisma)
- Low Light Vision
- Weakness (+2 damage from Black Iron and Blood Steel)

### TAMBIA, ALAKAR RANGER

"I am elven, yes, and Landra'Feya knows my love and devotion. I am a Ranger, though, and my duty lies in Kythros. The Elvish Nation cannot stand alone in these chaotic days; Grayson's Grey Rangers are our most important allies. We share lands, and we share enemies.

"I grew up in the forest, and know much of its ways. The bow is my chosen weapon, though I have no fear of facing an enemy head on if the situation demands it. I am not as fully dedicated to the arts of war as some of my allies, but if it comes down to finding the enemy or making it through a week without shelter or food, you will be glad of having me along."





Seasoned (20 Experience Points)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6+2, Fighting d10, Guts d4, Lockpicking d6+2, Notice d6, Stealth d8(+2)

Pace: 8 (d10 Run); Parry: 8 (10); Toughness: 5 (7)

Hindrances: Outsider; Loyal, Vow (Crescent Warriors), Heroic

Edges: Acrobat, Ambidextrous, Thief, Two-Fisted

Gear: Lo-sska (2d8), Rrka (1d8+1d6, +1 Parry), Partial Scale Armor (+2, -2 Coverage), Bracers (+1 Parry)

Special Abilities:

-Claws (STR+1d4, never Unarmed)

-Fast (Pace 8, d10 Run)

-Weakness (Needs Action; see Brinchie description)

## WIND DANCER, BRINCHIE CRESCENT WARRIOR

“Sometimes, one must live in shadow to serve those who live in light. This is the way of the Crescent Warrior. Those who claim the night for themselves will be shown their error. Stealth and guile are valuable tools, and there can be honor found in them, if one avoids the corruption the Shadow sometimes offers.

“Those of us who pay attention to such things see that the battle for the soul of Shaintar shall be fought in the lands the Rangers guard. Standing with them means standing against the overwhelming tide of enemies who march against the South. I shall dance among those enemies, and they will know the sting of the wind.”



# TALISMAN



## STUDIOS

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