



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.



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

2 + 1/2 Fighting

Smarts: d10 Vigor: d4 Toughness: 5(1)

2 + 1/2 Vigor

Spirit: d8 Pace: 5 Charisma: 0



Boating

(Agi)

Climbing

(Str)

Driving

(Agi)

Fighting

(Agi)

Gambling

(Sma)

Guts

(Spi)

Healing

(Sma)

Intimidation

(Spi)

Investigation

(Sma)

Knowledge

(Sma)

Medicine

d6

Animals

d6

Plants

d6

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)

Spellcasting (Sma) d10

Anatomist (Sma) d8

Wounds **inc!** Fatigue

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

Pulse

10

X.P.

0

Hindrances

Elderly

Hard of Hearing (minor)

Poverty

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

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

Character Description/-Illustration

Edges

Beastmaster

Gifted

Anatomist

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: 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

(Agi)

Climbing

(Str)

Driving

(Agi)

Fighting

(Agi)

Gambling

(Sma)

Guts

(Spi)

Healing

(Sma)

Intimidation

(Spi)

Investigation

(Sma)

Knowledge

(Sma)

Medicine

(d6)

Animals

(d6)

Plants

(d6)

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)

Spellcasting (Sma)

d12

Anatomist (Sma)

d10

Wounds **inc!** Fatigue

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

Pulse

15 + 1

X.P.

30

Hindrances

Elderly

Hard of Hearing (minor)

Poverty

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

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

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

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

Character-Description-/Illustration

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

Telesma-Description-/Illustration

Name: Agetha, Wise Woman Gender: Female

Race: Human Age: 56 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 d10+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 ☐

Riding d4 Possessions Wt

Shooting ☐ Leather Vest 6

Stealth ☐ Staff 8

Streetwise ☐ Healer's Bag 4

Survival ☐ Nike Hiking Boots -

Swimming ☐

Taunt ☐

Throwing ☐

Tracking ☐

Spellcasting (Sma) d12

Anatomist (Sma) d12+2

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
Teleport	3+	Special	Instant	Move without physically crossing area
Blast	2-6	24/48/96	Instant	MBT or LBT of 2d6 or 3d6 damage

Digit Experts(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

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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

110

D120

130

140

150

160

170

180

Telesma

S20 Pulse Battery

V40 Pulse Battery

H60 Pulse Battery

L80 Pulse Battery

D120



Name: Agetha, Wise Woman Gender: Female

Race: Human Age: 57 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 d10+2 Armor Bonus Notes

Intimidation Head

Investigation Torso Long Coat +1

Knowledge Arms Long Coat +1

Medicine d6 Legs Long Coat +1

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 Lightweight Leather Long Coat 4

Shooting Staff 8

Stealth Healer's Bag 4

Streetwise Hi Tech compact cooking stove and utensils. 3

Survival Nike Hiking Boots -

Swimming

Taunt

Throwing

Tracking

Spellcasting (Sma) d12+2

Anatomist (Sma) d12+2

Encumbrance Penalty Total Wt: 19

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

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Character-Description-/Illustration

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

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: d8 Strength: d6 Parry: 6(1)

2 + 1/2 Fighting

Smarts: d8 Vigor: d4 Toughness: 5(1)

2 + 1/2 Vigor

Spirit: d6 Pace: 6 Charisma: 0



Boating
(Agi)

Climbing
(Str)

Driving
(Agi)

Fighting
(Agi)

Gambling
(Sma)

Guts
(Spi)

Healing
(Sma)

Intimidation
(Spi)

Investigation
(Sma)

Knowledge
(Sma)

Lockpicking
(Agi)

Notice
(Sma)

Persuasion
(Spi)

Piloting
(Agi)

Repair
(Sma)

Riding
(Agi)

Shooting
(Agi)

Stealth
(Agi)

Streetwise
(Sma)

Survival
(Sma)

Swimming
(Agi)

Taunt
(Sma)

Throwing
(Agi)

Tracking
(Sma)

Wounds inc! Fatigue

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

Pulse

10

X.P.

0

Hindrances

Curious

Big Mouth

Loyal

Armor

Bonus Notes

Head

Torso Leather Armor +1

Arms Leather Armor +1

Legs Leather Armor +1

Weapons

Range

Dam

Notes

Bow 12/24/48 2d6

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

Possessions

Wt

Leather Armor 15

Bow 3

Spear 5

Arrows

Encumbrance Penalty

Total Wt: 23

Power

Cost

Range

Duration

Effect

Telesma

S20

V40

H60

L80

D120

Name: Eleanor Snapdragon Gender: Female

Race: Human Age: 25 Player:

Agility: d8 Strength: d6 Parry: 7(1)

2 + 1/2 Fighting

Smarts: d10 Vigor: d4 Toughness: 5(1)

2 + 1/2 Vigor

Spirit: d8 Pace: 6 Charisma: 0



Boating (Agi)

Climbing (Str)

Driving (Agi)

Fighting (Agi)

Gambling (Sma)

Guts (Spi)

Healing (Sma)

Intimidation (Spi)

Investigation (Sma)

Knowledge (Sma)

Lockpicking (Agi)

Notice (Sma)

Persuasion (Spi)

Piloting (Agi)

Repair (Sma)

Riding (Agi)

Shooting (Agi)

Stealth (Agi)

Streetwise (Sma)

Survival (Sma)

Swimming (Agi)

Taunt (Sma)

Throwing (Agi)

Tracking (Sma)

Wounds inc! Fatigue

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

Pulse

15

X.P.

30

Hindrances

Curious

Big Mouth

Loyal

Armor

Bonus Notes

Head

Torso Leather Armor +1

Arms Leather Armor +1

Legs Leather Armor +1

Weapons

Range

Dam

Notes

Bow 12/24/48 2d6

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

Possessions

Wt

Leather Armor 15

Bow 3

Spear 5

Arrows

Encumbrance Penalty

Total Wt: 23

Power

Cost

Range

Duration

Effect

Telesma

S20 Karma Bank

V40

H60

L80

D120

Name: Eleanor Snapdragon Gender: Female

Race: Human Age: 26 Player:

Agility: d12 Strength: d6 Parry: 8(2)

2 + 1/2 Fighting

Smarts: d10 Vigor: d4 Toughness: 9(4)

2 + 1/2 Vigor

Spirit: d8 Pace: 6 Charisma: 0



Boating (Agi) Wounds <<<<>>>> inc! <<<<>>>> Fatigue

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

Driving (Agi) Hindrances Pulse 30

Fighting (Agi) d8 Curious X.P.

Gambling (Sma) Big Mouth 90

Guts (Spi) d6 Loyal

Healing (Sma) Armor Bonus Notes

Intimidation (Spi) Head

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

Lockpicking (Agi) Bow 12/24/48 2d6

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

Persuasion (Spi)

Piloting (Agi)

Repair (Sma)

Riding (Agi) Possessions Wt

Shooting (Agi) d10 Trader Chainmail 13

Stealth (Agi) d4 Bow 3

Streetwise (Sma) Trader puzzle box - +4 Charisam when dealing with children -

Survival (Sma) d8 Trader Sabre 3

Swimming (Agi) Small Aegis Shield 4

Taunt (Sma) - half the armor bonus v. ranged attack counts as a Toughness bonus

Throwing (Agi) "I heart NY" ballpoint pen -

Tracking (Sma) d8 Arrows

Encumbrance Penalty Total Wt: 23

Power Cost Range Duration Effect

Character-Description-/Illustration

Edges

Luck

Great Luck

5 Smarts d10

10 Jack of All trades

15 Fighting d8, Shooting d8

S20 Marksman

25 Spirit d8

30 Common Bond

35 No Mercy

V40 Favourite of Fate

45 Agility d10

50 Level Headed

55 Improved Level Headed

H60 Bearer of Ill Omen

65 Extreme Luck

70 Guts d6, Shooting d10

75 Agility d12

L80 Indomitable

90 Patron God: Knowledge

100

110

D120

130

140

150

160

170

180

Telesma

S20 Karma Bank

V40 Protective

H60 Attribute Synergy (Vigor)

L80 Balm

D120

Telesma-Description-/Illustration

Name: Eleanor Snapdragon Gender: Female

Race: Human Age: 27 Player:

Agility: d12 Strength: d6 Parry: 9(2)

2 + 1/2 Fighting

Smarts: d10 Vigor: d6 Toughness: 10(4)

2 + 1/2 Vigor

Spirit: d8 Pace: 6 Charisma: +1



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

35

X.P.

150

Hindrances

Curious

Big Mouth

Loyal

Armor

Bonus Notes

Head

Torso

Trader Chainmail

+4

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

Trader Sabre

N/A

Str+d6+2

AP2, +1 Parry

Possessions

Wt

Trader Chainmail

13

Energy Bow

8

Trader puzzle box - +4 Charisam when dealing with children

-

Trader Sabre

3

"I heart NY" ballpoint pen

-

Small Aegis Shield

4

- 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

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: d8 Strength: d10 Parry: 7(1)

2 + 1/2 Fighting

Smarts: d4 Vigor: d6 Toughness: 7(2)

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)

Lockpicking

(Agi)

Notice

(Sma)

Persuasion

(Spi)

Piloting

(Agi)

Repair

(Sma)

Riding

(Agi)

Shooting

(Agi)

Stealth

(Agi)

Streetwise

(Sma)

Survival

(Sma)

Swimming

(Agi)

Taunt

(Sma)

Throwing

(Agi)

Tracking

(Sma)

Wounds inc! Fatigue

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

Pulse

10

X.P.

0

Hindrances

Arrogant

Deathwish

Stubborn

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

Name: Count 'Fortie' Fairfax Gender: Male

Race: Human Age: 24 Player: _____

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

2 + 1/2 Fighting

Smarts: d4 Vigor: d6 Toughness: 8(2)

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)

Lockpicking

(Agi)

Notice

(Sma)

Persuasion

(Spi)

Piloting

(Agi)

Repair

(Sma)

Riding

(Agi)

Shooting

(Agi)

Stealth

(Agi)

Streetwise

(Sma)

Survival

(Sma)

Swimming

(Agi)

Taunt

(Sma)

Throwing

(Agi)

Tracking

(Sma)

Wounds inc! Fatigue

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

Pulse

15

X.P.

30

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

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

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) Wounds inc! Fatigue

Climbing (Str) d4 -1 to trait checks for each wound & fatigue level, -1 pace per wound

Driving (Agi)

Fighting (Agi) d12

Gambling (Sma)

Guts (Spi) d6

Healing (Sma)

Intimidation (Spi) d6

Investigation (Sma)

Knowledge (Sma)

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

Lockpicking (Agi)

Notice (Sma) d4

Persuasion (Spi)

Piloting (Agi)

Repair (Sma)

Riding (Agi) d8

Shooting (Agi)

Stealth (Agi)

Streetwise (Sma)

Survival (Sma)

Swimming (Agi)

Taunt (Sma)

Throwing (Agi) d10

Tracking (Sma)

Possessions

Wt

Steel Helm

8

Kevlar Vest with Inserts

12

4 Blood Iron Barbs

12(3e)

Large Shield

20

'Silverwind' his trusty Motorcycle

-

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

Name: Count 'Fortie' Fairfax Gender: Male

Race: Human Age: 26 Player: _____

Agility: d10 Strength: d12+2 Parry: 11(2)

2 + 1/2 Fighting

Smarts: d4 Vigor: d12 Toughness: 13(4)

2 + 1/2 Vigor

Spirit: d6 Pace: 6 Charisma: +2



Boating

(Agi)

Climbing

(Str)

Driving

(Agi)

Fighting d12+2

(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

35 + 10

X.P.

150

Hindrances

Arrogant

Deathwish

Stubborn

Armor

Bonus Notes

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

Weapons

Range

Dam

Notes

A.F. Blood Iron Barb

5/10/20

Str+2d6

Improved Trademark Weapon

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

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

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
(Str)

Driving
(Agi)

Fighting
(Agi)

Gambling
(Sma)

Guts
(Spi)

Healing
(Sma)

Intimidation
(Spi)

Investigation
(Sma)

Knowledge
(Sma)

Lockpicking
(Agi)

Notice
(Sma)

Persuasion
(Spi)

Piloting
(Agi)

Repair
(Sma)

Riding
(Agi)

Shooting
(Agi)

Stealth
(Agi)

Streetwise
(Sma)

Survival
(Sma)

Swimming
(Agi)

Taunt
(Sma)

Throwing
(Agi)

Tracking
(Sma)

Wounds **inc!** Fatigue

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

Pulse

10

X.P.

0

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

Possessions

Wt

Lion's Claw 3

Leather Armor 15

Buckler 8

Encumbrance Penalty

Total Wt: 26

Power

Cost

Range

Duration

Effect

Telesma

S20

V40

H60

L80

D120

Name: Jozena 'Jo' Basalt Gender: Female

Race: Human Age: 32 Player: _____

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

2 + 1/2 Fighting

Smarts: d8 Vigor: d4 Toughness: 6(1)

2 + 1/2 Vigor

Spirit: d8 Pace: 6 Charisma: 0



Boating
(Agi)

Climbing
(Str)

Driving
(Agi)

Fighting
(Agi)

Gambling
(Sma)

Guts
(Spi)

Healing
(Sma)

Intimidation
(Spi)

Investigation
(Sma)

Knowledge
(Sma)

Lockpicking
(Agi)

Notice
(Sma)

Persuasion
(Spi)

Piloting
(Agi)

Repair
(Sma)

Riding
(Agi)

Shooting
(Agi)

Stealth
(Agi)

Streetwise
(Sma)

Survival
(Sma)

Swimming
(Agi)

Taunt
(Sma)

Throwing
(Agi)

Tracking
(Sma)

Wounds **inc!** Fatigue

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

Pulse

15

X.P.

30

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

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

Name: Jozena 'Jo' Basalt Gender: Female

Race: Human Age: 33 Player:

Agility: d12 Strength: d8 Parry: 11(2)

2 + 1/2 Fighting

Smarts: d8 Vigor: d8 Toughness: 8(1)

2 + 1/2 Vigor

Spirit: d8 Pace: 6 Charisma: 0



Boating (Agi)

Climbing (Str)

Driving (Agi)

Fighting (Agi)

Gambling (Sma)

Guts (Spi)

Healing (Sma)

Intimidation (Spi)

Investigation (Sma)

Knowledge (Sma)

Lockpicking (Agi)

Notice (Sma)

Persuasion (Spi)

Piloting (Agi)

Repair (Sma)

Riding (Agi)

Shooting (Agi)

Stealth (Agi)

Streetwise (Sma)

Survival (Sma)

Swimming (Agi)

Taunt (Sma)

Throwing (Agi)

Tracking (Sma)

Wounds inc! Fatigue

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

Pulse

30 + 4

X.P.

90

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

Desert Eagle .50 15/30/60 2d8 7 Shots, AP2, Semi Auto

Possessions

Wt

Lion's Claw 3

Leather Armor 15

Buckler 8

Sling 1

Desert Eagle .50 8

Coal Leopard Cloak (Ranged Attacks get -1 to hit against wearer 2

....and grants +1 to Stealth checks)

Encumbrance Penalty

Total Wt: 37

Power

Cost

Range

Duration

Effect

Telesma

S20 Protective

V40 Forced Manifestation

H60 Karma Bank

L80 Pulse Battery

D120

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
(Agi)

Climbing
(Str)

Driving
(Agi)

Fighting
(Agi)

Gambling
(Sma)

Guts
(Spi)

Healing
(Sma)

Intimidation
(Spi)

Investigation
(Sma)

Knowledge
(Sma)

Lockpicking
(Agi)

Notice
(Sma)

Persuasion
(Spi)

Piloting
(Agi)

Repair
(Sma)

Riding
(Agi)

Shooting
(Agi)

Stealth
(Agi)

Streetwise
(Sma)

Survival
(Sma)

Swimming
(Agi)

Taunt
(Sma)

Throwing
(Agi)

Tracking
(Sma)

Wounds **inc!** Fatigue

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

Pulse

35 + 5

X.P.

150

Hindrances

Code of Honor

Vengeful (minor)

Loyal

Armor

Bonus Notes

Head

Torso Dispersion Catsuit +2

Arms Dispersion Catsuit +2

Legs Dispersion Catsuit +2

Buckler +1 Parry

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

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 2

....and grants +1 to Stealth checks)

Encumbrance Penalty

Total Wt: 31

Power

Cost

Range

Duration

Effect

Telesma

S20 Protective

V40 Forced Manifestation

H60 Karma Bank

L80 Pulse Battery

D120 Unbounded Adjustment

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
(Str)

Driving
(Agi)

Fighting
(Agi)

Gambling
(Sma)

Guts
(Spi)

Healing
(Sma)

Intimidation
(Spi)

Investigation
(Sma)

Knowledge
(Sma)

Lockpicking
(Agi)

Notice
(Sma)

Persuasion
(Spi)

Piloting
(Agi)

Repair
(Sma)

Riding
(Agi)

Shooting
(Agi)

Stealth
(Agi)

Streetwise
(Sma)

Survival
(Sma)

Swimming
(Agi)

Taunt
(Sma)

Throwing
(Agi)

Tracking
(Sma)

Wounds **inc!** Fatigue

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

Pulse

10

X.P.

0

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)

Lockpicking
(Agi)

Notice
(Sma)

Persuasion
(Spi)

Piloting
(Agi)

Repair
(Sma)

Riding
(Agi)

Shooting
(Agi)

Stealth
(Agi)

Streetwise
(Sma)

Survival
(Sma)

Swimming
(Agi)

Taunt
(Sma)

Throwing
(Agi)

Tracking
(Sma)

Wounds inc! Fatigue

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

Pulse

15

X.P.

30

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

Telesma

S20 Protective

V40

H60

L80

D120

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
(Str)

Driving
(Agi)

Fighting
(Agi)

Gambling
(Sma)

Guts
(Spi)

Healing
(Sma)

Intimidation
(Spi)

Investigation
(Sma)

Knowledge
(Sma)

Lockpicking
(Agi)

Notice
(Sma)

Persuasion
(Spi)

Piloting
(Agi)

Repair
(Sma)

Riding
(Agi)

Shooting
(Agi)

Stealth
(Agi)

Streetwise
(Sma)

Survival
(Sma)

Swimming
(Agi)

Taunt
(Sma)

Throwing
(Agi)

Tracking
(Sma)

Wounds 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 (Str)

Driving (Agi)

Fighting (Agi)

Gambling (Sma)

Guts (Spi)

Healing (Sma)

Intimidation (Spi)

Investigation (Sma)

Knowledge (Sma)

Lockpicking (Agi)

Notice (Sma)

Persuasion (Spi)

Piloting (Agi)

Repair (Sma)

Riding (Agi)

Shooting (Agi)

Stealth (Agi)

Streetwise (Sma)

Survival (Sma)

Swimming (Agi)

Taunt (Sma)

Throwing (Agi)

Tracking (Sma)

Wounds inc! Fatigue

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

Pulse

35 + 5

X.P.

150

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

180 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

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

Telesma

S20 Protective

V40 Attribute Synergy (Vigor)

H60 Balm

180 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
(Agi)

Climbing
(Str)

Driving
(Agi)

Fighting d4
(Agi)

Gambling
(Sma)

Guts d6
(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

10

X.P.

0

Character-Description-/Illustration

Edges

Attractive

Very Attractive

Strong Willed

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

Lockpicking
(Agi)

Notice d6
(Sma)

Persuasion d8+4
(Spi)

Piloting
(Agi)

Repair
(Sma)

Riding
(Agi)

Shooting
(Agi)

Stealth
(Agi)

Streetwise d6+4
(Sma)

Survival
(Sma)

Swimming
(Agi)

Taunt d6
(Sma)

Throwing
(Agi)

Tracking
(Sma)

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

Encumbrance Penalty

Total Wt: 18

Power Cost Range Duration Effect

Telesma

S20

V40

H60

L80

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 ☐

Climbing ☐

Driving ☐

Fighting d4

Gambling ☐

Guts d8

Healing ☐

Intimidation d10

Investigation ☐

Knowledge ☐

Lockpicking ☐

Notice d6

Persuasion d10+7

Piloting ☐

Repair ☐

Riding ☐

Shooting ☐

Stealth ☐

Streetwise d8+7

Survival ☐

Swimming ☐

Taunt d8

Throwing ☐

Tracking ☐

Wounds ☐ ☐ ☐ ☒ ☐ ☐ Fatigue

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

Pulse

15

X.P.

30

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

Encumbrance Penalty Total Wt: 18

Power Cost Range Duration Effect

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

L80

90

100

110

D120

130

140

150

160

170

180

Telesma

S20 Allure

V40

H60

L80

D120

Telesma-Description-/Illustration

Name: Quintus Aurelius Gender: Male

Race: Human Age: 26 Player: _____

Agility: d6 Strength: d4 Parry: 6(1)

2 + 1/2 Fighting

Smarts: d8 Vigor: d8 Toughness: 8(1)

2 + 1/2 Vigor

Spirit: d10 Pace: 6 Charisma: +7



Boating
(Agi)

Climbing
(Str)

Driving
(Agi)

Fighting
(Agi)

Gambling
(Sma)

Guts
(Spi)

Healing
(Sma)

Intimidation
(Spi)

Investigation
(Sma)

Knowledge
(Sma)

Lockpicking
(Agi)

Notice
(Sma)

Persuasion
(Spi)

Piloting
(Agi)

Repair
(Sma)

Riding
(Agi)

Shooting
(Agi)

Stealth
(Agi)

Streetwise
(Sma)

Survival
(Sma)

Swimming
(Agi)

Taunt
(Sma)

Throwing
(Agi)

Tracking
(Sma)

Wounds **inc!** Fatigue

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

Pulse

30

X.P.

90

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

Celestium ThinBlade N/A Str+d4+2 AP1, +1 Parry

Possessions Wt

Celestium ThinBlade 2

Leather Armor 15

Nano Morphic Attire (changes to fit realm, self cleaning too!) -

Encumbrance Penalty Total Wt: 17

Power Cost Range Duration Effect

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 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

L80 Fervour

90 Master Leader

100

110

D120

130

140

150

160

170

180

Telesma

S20 Allure

V40 Aggressive

H60 Protective

L80 Attribute Synergy (Spirit)

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

(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

35

X.P.

150

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 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

L80 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

Telesma

S20 Allure

V40 Aggressive

H60 Protective

L80 Attribute Synergy (Spirit)

D120 Balm

Telesma-Description-/Illustration

Boating	☐
Climbing	☐
Driving	☐
Fighting	☐
Gambling	☐
Guts	☐
Healing	☐
Intimidation	☐
Investigation	☐
Knowledge	☐
Lockpicking	☐
Notice	☐
Persuasion	☐
Piloting	☐
Repair	☐
Riding	☐
Shooting	☐
Stealth	☐
Streetwise	☐
Survival	☐
Swimming	☐
Taunt	☐
Throwing	☐
Tracking	☐

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

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