

SUZERAIN

NOIR KNIGHTS



Characters



Archetypes

These archetypes are Heroic rank characters, all tricked out and ready to play. If you're not sure what you want to do, just grab one of these and start the session already! Or use these as a starting point for brainstorming your own character. You'll find all the Edges in the *Savage Worlds* rule book, in *Savage Suzerain*, or in *Noir Knights*.

Who are these guys? Well, feel free to come up with your own background for them, but here's one possibility:

Mrs. Amethyst

The pretty young bride of Chaz "The Colt" Amethyst had no idea what kind of life she was letting herself in for when she married the notorious bank robber... but she liked it. She liked it lots. She got a kick out of the freewheelin' lifestyle, no mistaking. Then the Feds gunned Chaz down and captured her in Idaho, and she was looking at a long stretch in a small cell. She gambled her way out of jail, went on a wild spree... and was captured again, by an agent like a bear of a man. "Look," he said to her, "why rot in prison when you can work for us?" He flashed an SPA badge and told her who he really worked for. With Chaz and his money gone, a government pay check to rock and roll seemed like a mighty fine idea.

Mr. Flannigan

To call the Flannigans farmers is like saying Rockefeller worked in a gas station. Young Flannigan Junior hates the agricultural life and has grown up in sophisticated, urban environments. But the old man insisted 'Junior' went to Florida State University – a family tradition – and there the youngster learned how his family had done so well from wheat and corn. Better, he turned out to be a talented Ruizologist in his own right, which allowed him to wow his city friends with dazzling 'lightning parties'. Then Old Man Flannigan died, and it was time for Junior to grow up. The Great Depression hit the family farms and ranches hard and even his weather-manipulation powers couldn't stop the dust devils taking their toll. But the government has a division devoted to hunting those critters down, and so Flannigan put the business in the safe hands of his businessman brother and joined up with the SPA, for the good of America and to save his father's legacy.

Mr. Shao

They'd built the railroad through their blood and sweat, and Shao wasn't going to let any saboteurs tear apart the results of his father and grandfather's

hard work. Thousands of miles of railroad, the pride of America, and the pride of the Shao family. He wandered hobo camps, becoming more and more one of them, ever-searching for the people who would dismantle such a wondrous testimony to man's perseverance. And one day... one day the railwalkers came to him and invited him in. Because, really, he *was* one of them. Not because he lived in a cardboard city, but because he believed in what they believed in. And they showed him the mystical truth about their world; they knew he had that 'special something' to be able to handle it. Then they packed him onto the Sixty-Three to D.C. and told him to go talk with a guy they trusted in the government, to help from over there. He'd be their voice in the SPA.

Mr. Dolby

Know how they ask you as a kid what you want to be when you grow up? And you might say, "A pilot" or some such, or maybe you just don't know and don't care when there's fun to be had rather than answering fool questions. Well, Dolby always wanted to be a crime buster; a cop initially, one who keeps his community safe, not one of those starched collars who won't step in your neighborhood cause it's where black folk live. They told him to keep on dreaming. Well, later he read about the way the government was setting up federal task forces to fight crime, and he gave everything to get accepted. And they took him. Bottom of the ladder, having to work his way twice as hard as everyone around him. But he did it, the perfect employee until they gave him his own badge - and now he's the perfect career agent. They've assigned Dolby to some strange unit in the SPA of all places, but that's fine by him.

Miss Herne

The Filial Order of Saint James runs a small and outwardly unremarkable string of churches in the South. They're community-focused and proud of their evangelical nature. In these times more than ever people need the strength of their faith. Sure, it's half way between Voodoo and mainstream Christianity they preach, but it's got a long heritage and Miss Herne is proud to be a new priestess for them. Then the Order got a call, from the government of all people, and they were asking if someone could be spared to join a special group of investigators. Right at once her superiors suggested Herne, being young and full of all that energy which goes down so well with people in big cities. So these days she sees a lot more of the supernatural underbelly of society than she was intending. It's all Bondye's will, presumably.



Mrs. Amethyst, The Adventurer

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

Charisma: +1; Pace: 6; Parry: 5; Toughness: 7; Pulse: 25

Skills: Driving d6, Fighting d6, Gambling d8, Notice d8, Persuasion d6, Shooting d10, Streetwise d6

Hindrances: Loyal, Overconfident, Poverty

Edges: Ambidextrous, Fate's Favorite, Hail Of Bullets, Improved Dodge, Jack-Of-All-Trades, Luck, Quick Draw, Sharp Shooter, Two-Fisted

Gear: Normal clothing, formal clothing, pair of Colt .38 Supers (**Ranges:** 12/24/48, **Damage:** 2d6, AP 1, semi-auto), \$270

Telesma: Golden ankh inset with a ruby

Telesma Abilities: Allure, Protective, Telesma Radio

Mr. Flannigan, The Rain-maker's Son

Attributes: Agility d6, Smarts d12, Spirit d6, Strength d6, Vigor d8

Charisma: 0; Pace: 6; Parry: 5; Toughness: 6

Skills: Boating d6, Ruizology d12, Fighting d6, Healing d6, Knowledge (Meteorology) d6, Knowledge (Agriculture) d4, Notice d6, Repair d12, Shooting d6, Spellcasting d8,

Hindrances: Curious, Loyal, Rebellious Telesma (Minor: the spirit in each cuff link fights with the other)

Edges: Gifted, Rich, Ruizologist, New Power (x3), Patron God: Weather (Purify)

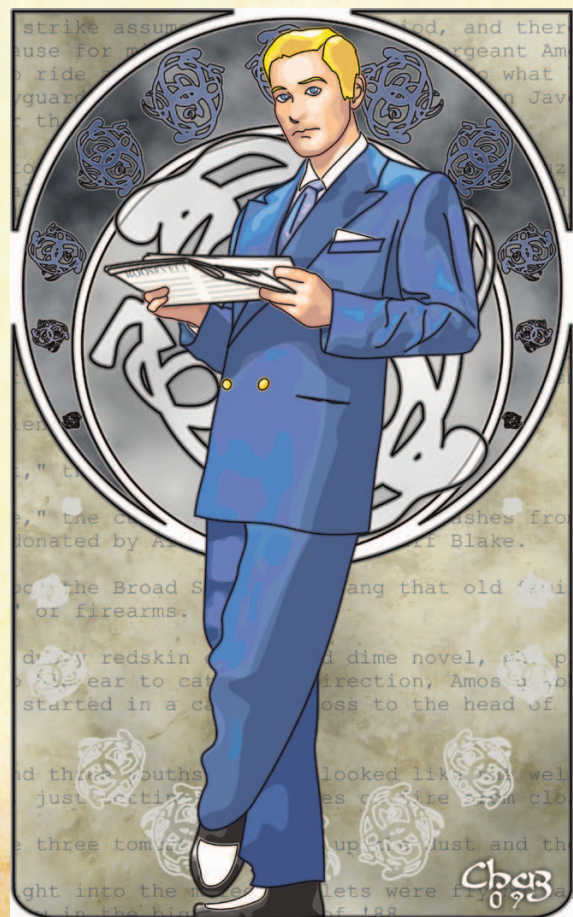
Gifted Spells: Deflection, Light, Dispel

Ruizology Spells: Bolt From The Blue, Refraction Breach, Squall, Weather Working

Gear: Fine business suit, Gladstone bag full of spare parts (\$100 worth), monogrammed butane lighter, watch, camera, 12 exposures of film; \$514

Telesma: Gold cuff links inset with peridot

Telesma Abilities: Ability Synergy: Smarts, Assistant, Pulse Battery



Mr. Shao, The Rail-maker's Son

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

Charisma: 0; Pace: 6; Parry: 8; Toughness: 5

Skills: Climbing d6, Fighting d8, Guts d6, Lockpicking d6, Notice d6, Persuasion d8, Scribe d8, Invoke Code d8, Stealth d6, Survival d8,

Hindrances: Code Of Honor, Outsider (Chinese Heritage), Quirk (always eats with chopsticks)

Edges: Enabled, Danger Sense, Quick Draw, Railwalker, Level Headed, Block, New Power, Unreliable Narrator

Enabled Sigils: Deflection, Elemental Manipulation

Railwalker Sigils: Good Luck, Hidden Stash, Little Slice O' Heaven

Gear: Ragged overcoat with silk martial arts suit underneath, decorative chopsticks (2 sets), lockpicks, slender knife (**Damage:** Str+d4) \$190

Telesma: A jade ring on a leather strap

Telesma Abilities: Ability Synergy: Agility, Spirit Interaction, Assistant



Mr. Dolby, The G-Man

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

Charisma: +2; Pace: 6, Parry: 6; Toughness: 7

Skills: Driving d4, Fighting d8, Guts d4, Intimidation d8, Investigation d4, Notice d6, Persuasion d8, Piloting d4, Shooting d8, Streetwise d4, Taunt d6,

Hindrances: Habit (Major: Tobacco), Loyal, Quirk (Grumpy In The Morning)

Edges: Connections (Bureau Rats), Hard To Kill, Charismatic, Strong Willed, Nothing To See Here, Marksman, Soul Of Lincoln, Fearsome Presence

Gear: Standard issue federal agent's suit, handcuffs, Pony Sure Shot pistol (**Ranges:** 12/24/48, **Damage:** 2d6+1, AP 1, revolver), field radio, Nash 1932 convertible; \$20

Telesma: Silver ring with a square tiger-eye inlay

Telesma Abilities: Balm, Psychically Aggressive, Protective

Miss Herne, The Itinerant Preacher

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

Charisma: 0; Pace: 6; Parry: 5 (1); Toughness: 5

Skills: Faith (Bondye) d10, Fighting d6, Guts d6, Healing d10, Knowledge (Religion) d8, Streetwise d6, Taximancy d10, Tracking d6

Hindrances: Fanatic, Phobia (Major: Heights), All Thumbs

Edges: Empowered, Taximancy, Command, Natural Leader, Inspire, Hold the Line, New Power, Patron God: Death (Wound Transfer)

Empowered Prayers: Divine Intervention, Healing

Taximancer Powers: Drudge, Filial Drudgery, Loa's Blessing

Gear: A drudge dog, normal clothes, robes of the Filial Order, staff (**Damage:** Str+d4, Parry +1, Reach 1, requires 2 hands), taxidermy kit, first aid kit; \$600

Telesma: A pendant of cabochon rose quartz inlaid on a silver cross

Telesma Abilities: Forced Manifestation, Karma Bank, Ward



Name: Mrs. Amethyst, The Adventurer Gender: Female

Race: Human Age: 24 Player:

Agility: d8 Strength: d6 Parry: 5

2 + 1/2 Fighting

Smarts: d8 Vigor: d8 Toughness: 7

2 + 1/2 Vigor

Spirit: d6 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

25

X.P.

60

Hindrances

Loyal, Overconfident, Poverty

Armor

Bonus Notes

Head

Torso

Arms

Legs

Weapons

Range

Dam

Notes

Colt .38 Super (2)

12/24/48

2d6

Possessions

Wt

Normal Clothing

Formal Clothing

\$270

Encumbrance Penalty

Total Wt:

Power

Cost Range

Duration

Effect

Edges

Ambidextrous

Luck

Agility d8

5 Quick Draw

10 Two-Fisted

15 Smarts d8

S20 Gambling d8, Notice d8

25 Dodge

30 Sharp Shooter

35 Smarts d10

V40 Veteran Improved Dodge

45 Jack-Of-All-Trades

50 Shooting d10

55 Hail Of Bullets

H60 Fate's Favorite

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

Telesma

S20 Allure

V40 Protective

H60 Telesma Radio

L80

D120

Telesma-Description-/Illustration



Character-Description-/Illustration

Name: Mr. Flannigan, the Rain-Maker's Son Gender: Male

Race: Human Age: 27 Player:

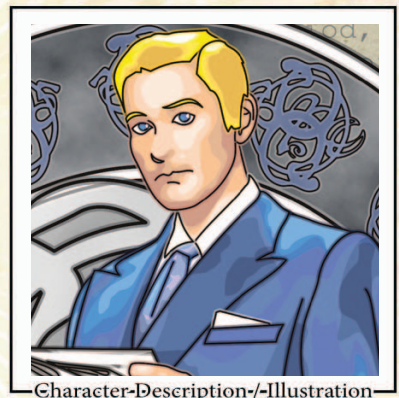
Agility: d6 Strength: d6 Parry: 5

2 + 1/2 Fighting

Smarts: d12 Vigor: d8 Toughness: 6

2 + 1/2 Vigor

Spirit: d6 Pace: 6 Charisma: 0



Character-Description-/Illustration

Boating (Agi) d6 Wounds <<<<>>>> incl <<<<>>>> Fatigue

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

Driving (Agi)

Fighting (Agi) d6

Gambling (Sma)

Guts (Spi)

Healing (Sma) d6

Intimidation (Spi)

Investigation (Sma)

Knowledge (Sma)

Meteorology d6

Agriculture d6

Lockpicking (Agi)

Notice (Sma) d6

Persuasion (Spi)

Piloting (Agi)

Repair (Sma) d12

Riding (Agi)

Shooting (Agi) d6

Stealth (Agi)

Streetwise (Sma)

Survival (Sma)

Swimming (Agi)

Taunt (Sma)

Throwing (Agi)

Tracking (Sma)

Ruizology d12

Spellcasting d8

Pulse

25

X.P.

60

Hindrances

Curious, Loyal, Rebellious Telesma (Minor: the spirit in each cuff link fights the other)

Armor

Bonus Notes

Head

Torso

Arms

Legs

Weapons

Range

Dam

Notes

Possessions

Wt

Fine Business Suit

Gladstone bag full of spare parts

Monogrammed butane lighter

Watch

Camera

12 exposures of film

\$514

Encumbrance Penalty

Total Wt:

Power

Cost

Range

Duration

Effect

Deflection 2 Touch 3 (1/round) Misdirects enemy attacks

Light 1 Touch 10 minutes Creates a light source

Dispel 3 Smarts Instant Negates enemy powers

Bolt From The Blue 4 Smarts Instant Calls a bolt of lightning

Refraction Breach 3+ Smarts 3 (1/round) Summons a spirit

Squall 4 Special 3 (1/round) Creates a deep storm around the user

Weather Working 2 Special 3 (1/round) Controls the weather

Edges

Smarts d8

Gifted

Rich

5 Smarts d10

10 Repair d8, Spellcasting d8

15 Ruizologist

\$20 Smats d12

25 New Power

30 Boating d6, Ruizology d6

35 Ruizology d8, Notice d6

V40 New Power

45 Repair d10, Ruizology d10

50 Repair d12, Ruizology d12

55 New Power

H60 Patron God: Weather (Purify)

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

Telesma

\$20 Assistant

V40 Synergy: Smarts

H60 Pulse Battery

L80

D120

Name: Mr. Dolby, The G-Man Gender: Male

Race: Human Age: 30 Player:

Agility: d8 Strength: d6 Parry: 6

2 + ½ Fighting

Smarts: d8 Vigor: d8 Toughness: 7

2 + ½ Vigor

Spirit: d8 Pace: 6 Charisma: +2



Boating
(Agi)

Climbing
(Str)

Driving
(Agi)

Fighting
(Agi)

Gambling
(Sma)

Guts
(Spi)

Healing
(Sma)

Intimidation
(Spi)

Investigation
(Sma)

Knowledge
(Sma)

Wounds **incl!** Fatigue

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

Pulse

25

X.P.

60

Hindrances

Habit (Major: Tobacco), Loyal, Quirk (Grumpy in the morning)

Armor

Bonus Notes

Head

Torso

Arms

Legs

Weapons

Range

Dam

Notes

Pony Sure-shot 12/24/48 2d6+1 AP 1, revolver

Possessions

Wt

Standard issue federal agent's suit

Handcuffs

Field radio

Nash 1932 convertible

\$20

Encumbrance Penalty

Total Wt:

Power

Cost

Range

Duration

Effect



Character-Description-/Illustration

Edges

Spirit d8

Connections (Bureau Rats)

Hard To Kill

5 Agility d8

10 Charismatic

15 Fighting d8, Persuasion d6

S20 Smarts d8

25 Strong Willed

30 Intimidation d8, Shooting d6

35 Persuasion d8, Shooting d8

V40 Vigor d8

45 Marksman

50 Soul of Lincoln

55 Nothing To See here

H60 Fearsome Presence

65

70

75

L80

90

100

110

D120

130

140

150

160

170

180

Telesma

S20 Balm

V40 Psychically Aggressive

H60 Protective

L80

D120

Credits

Words: Curtis and Sarah Lyon

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version 1.savage100402