

# 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 Rockerfeller 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

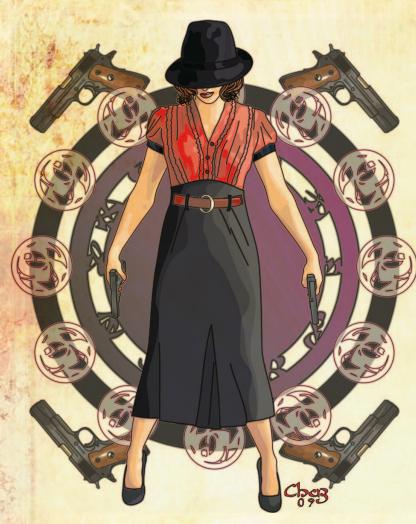
They'd built the railroad through their blood and sweat, and Shao wasn't going to let any saboteurs tear apart the results of his father and grandfather's hard work. Thousands of miles of railroad, the pride of America, and the pride of the Shao family. He wandered hobo camps, becoming more and more 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. Al	metny	st, The	Aaven	turer		Ge	inder: Female	
Race: Human		Ag	je: <u>24</u>	Player:				
Agility: d8	Stre	ngth:	d6	Parry:	5			
Smarts: d8		igor:	d8	Toughness: 2 + ½ Vigor	7	SUZ	ZERAIN	
Spirit: d6		Pace:	6	Charisma:	+1	WARP IN THE PLANT		
Boating		Woun	nds 🗙	×> incl ◆×>	> Fati	gue		
Climbing	g			or each wound & fatigue lev			Pulse	
Driving	g d6		rances				25	Character-Description-/-Illustration-
Fighting	d6		and the same				X.P.	-Edges
Gambling	d8	Loyal,	Overcor	nfident, Poverty		######################################	1	The state of the s
Gut	s	-		1111		m	- 60	Ambidextrous  Luck
(Spi) Healing	g	Armo	or		Bonus	Notes		Agility d8
Intimidation	ı	Head			Donas	Tiotes		5 Quick Draw
Investigation (Spi)	1	Torso	1	111		HH	<del>//////</del> /	10 Two-Fisted
(Sma)		Arms	-	-///	11	111		15 Smarts d8
Knowledge (Sma)		Legs	1	////		111		S20 Gambling d8, Notice d8
	-		7	///	7			25 Dodge
		Wear	oons	Range	Dam	Notes		30 Sharp Shooter
- 1.510			CONTRACTOR OF		-	Tiotes	NAME OF TAXABLE PARTY.	35 Smarts d10
Lockpicking (Agi)		Colt .3	8 Super	(2) 12/24/48	2d6		<del></del>	V40 Veteran Improved Dodge
Notice (Sma)	d8	] -		/ / /				45 Jack-Of-All-Trades
Persuasion	d6	] —	7		/ /			50 Shooting d10
Piloting	3	] —					<del></del> 1	55 Hail Of Bullets
Repair (Sma)	r	Posso	ession				Wt	H60 Fate's Favorite
Riding	3		al Clothir	Company of the Compan	2002.00	92.3 C. L.S.	WU	65 70
Shooting		1	l Clothin		+		-	75
(Agi) Stealth		\$270	ı Cioti iii	9				L80
(Agi) Streetwise	_	) <u>42.0</u>						90
(Sma)		]						100
Surviva (Sma)								110
Swimming (Agi)								D120
Taun (Sma)				b				130
Throwing								140
Tracking	g							150
(Carrie)		]		14 11				160
								170
Park I				Encumbrance F	Penalty		Total Wt:	180
Power		Cost	Ra	nge Duration	Effe	ct		Telesma
Maria Cara								S20 Allure
								V40 Protective
								H60 Telesma Radio
TOTAL TOTAL								L80
ICV I								D <u>120</u>
NAME OF THE OWNER OWNER OF THE OWNER								
TANK I		, -				B		
T No. 12 March								
The second second					The latest	10000		
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Permission granted to ph	otocopy	for person	nal use or	nly.				—Telesma-Description-/-Illustration—

name: Wir. Flannigar	n, the Rain-Maker's Son Gender: Male	
Race: Human	Age: 27 Player:	
Agility: d6 Stre	ngth: d6 Parry: 5	
Smarts: d12 V	Vigor: d8 Toughness: 6 SUZERAIN	
	Pace: 6 Charisma: 0	
Boating d6		
Climbing	Wounds Fatigue  -1 to trait checks for each wound & fatigue level, -1 pace per wound  Pulse	
Driving (Agi)	Hindrances 25	Character-Description-/-Illustra
Fighting d6	Curious, Loyal, Rebellious Telesma (Minor: the spirit in X.P.	-Edges
Gambling	each cuff link fights the other)	Smarts d8
Guts		Gifted
Healing d6	Armor Bonus Notes	Rich
Intimidation	Head	5 Smarts d10
Investigation	Torso	10 Repair d8, Spellcasting d8
Knowledge Knowledge	Arms	15 Ruizologist
(Sma)	Legs	S20 Smats d12
Meteorology d6		25 New Power
Agriculture d6	D. N.	30 Boating d6, Ruizology d6
	Weapons Range Dam Notes	35 Ruizology d8, Notice d6
Lockpicking		V40 New Power
Notice d6		45 Repair d10, Ruizology d10
Persuasion		50 Repair d12, Ruizology d12
Piloting Piloting		55 New Power
(Agi)		H60 Patron God: Weather (Purify)
Repair d12	Possessions Wt	65
Riding	Fine Business Suit	70
Shooting d6	Gladstone bag full of spare parts	75
Stealth	Monogrammed butane lighter	L80
Streetwise	Watch	90
Survival	Camera	100
(Sma)	12 exposures of film	110
Swimming (Agi)	\$514	D120
Taunt (Sma)		130
Throwing		140
Tracking (Sma)		150
Ruizology d12		160
Spellcasting d8		170
Оренеазину	Encumbrance Penalty Total Wt:	180
	Commission	
ower	Cost Range Duration Effect	Telesma
eflection	2 Touch 3 (1/round) Misdirects enemy attacks	S20 Assistant
ght	1 Touch 10 minutes Creates a light source	V40 Synergy: Smarts
spel	3 Smarts Instant Negates enemy powers	H60 Pulse Battery
It From The Blue	4 Smarts Instant Calls a bolt of lightning	L80
	3+ Smarts 3 (1/round) Summons a spirit	D120
efraction Breach	4 0 11 0 44 12 0 1 1 1 1	
fraction Breach uall	4 Special 3 (1/round) Creates a deep storm around the user	The second second

Telesma-Description-/-Illustration

Name: Mr. Shao, Th	e Rail-Make <mark>r's Son</mark>	Gender: Male	D(H)
Race: Human			
Agility: d10 Stre	ngth: d6 Parry: 8		1 2 2 3 3
Smarts: d8	/igor: d6 Toughness: 5	SUZERAIN	74 2 5
MOVE TO THE RESERVE T	Pace: 6 Charisma: 0		The state of the s
Boating	Wounds ⟨★★★ inc! ★★★★ Fatig	ue Pulas	
Climbing d6	-1 to trait checks for each wound & fatigue level, -1 pace p		
Driving (Agi)	Hindrances	25	Character-Description-/-Illustration-
Fighting d8	Code of Honor, Outsider (Chinese Heritage)	X.P.	-Edges
Gambling	Quirk (Always eats with chopsticks)	60	Agility d8
Guts (Spi) d6			Enabled
Healing	Armor	Notes	Danger Sense
Intimidation (Spi)	Head		5 Smarts d8
Investigation	Torso	777711111X	10 Quickdraw
Knowledge (Sma)	Arms	///////////////////////////////////////	15 Survival d8, Lockpicking d6
(Sma)	Legs		S20 Railwalker
	/ / / / / / / / / / / / /		25 Spirit d8
	Weapons Range Dam	Notes Notes	30 Fighting d8, Invoke Code d6
Lockpicking d8	Slender Knife Str+d4	7//////////////////////////////////////	35 Persuasion d6, Scribe d8 V40 Invoke Code d8. Persuasion d8
(Agi)		/ / / / / / / / / / / / / / / / / / / /	45 Level Headed
(Sma)			50 Block
Persuasion d8			55 New Power
Piloting			H60 Unreliable Narrator
Repair	Possessions	Wt	65
Riding	Ragged overcoat	<del>/                                    </del>	70
Shooting	Silk martial arts suit		75
Stealth d8	Decorative chopsticks (2 pairs)		L80
Streetwise	Lockpicks		90
Survival d8	\$190		100
Swimming	ĺ ———		110
Taunt	1-	I	120
Throwing			130
(Agi)	]		140
Tracking (Sma)		= -	150
Invoke Code d8			160 170
Scribe d8			180
	Encumbrance Penalty	Total Wt:	160
Power	Cost Range Duration Effec	the second	Telesma 🗼 💮
Deflection	2 Touch 3 (1/round) Misdire	cts enemy attacks	S20 Ability Synergy: Agility
Elemental Manipulation		lates earth and stone	V40 Spirit Interaction
Good Luck		gains 2 Karma	H60 Assistant
Hidden Stash		Pulse for later use	L80
Little Slice O' Heaven	2 Self 3 (1/round) Surrour	nds the user with an illusion	0120
		W.	
TAX Y	and the second s	A	
TRUE			
No. of the last of			

Telesma-Description-/-Illustration

Name:	Mr. Do	lby, Ir	ne G-Ma	an			Ge	nder: Male	
Race: Human Age: 30 Player:									
Agility:	d8	Stre	ngth:	d6	Parry:	6			
Smarts:	d8		/igor:	d8	Toughness:	7	SUZ	ZERAIN	
Spirit:	d8		Pace:	6	Charisma:		25 VAPARTIXO		
	Boating		1				J		
	Climbing				<b>&gt;&gt;&gt; inc!  &lt;</b> >>			Pulse	
	Driving				or each wound & fatigue l	evel, -1 pace	e per wound	25	
	(Agi) Fighting		Hind	rances					Gharacter-Description-/-Illustration-
	ambling		Habit (	Major: T	obacco), Loyal, Quir	k (Grump	y in the	X.P.	-Edges
173	(Sma) Guts		mornin	g)	A STATE OF S	N. N		60	Spirit d8
	Healing								Connections (Bureau Rats)
	(Sma) nidation		Armo	or	<b>***</b>	Bonus	Notes		Hard To Kill
	(Spi)		Head	1		11	HH	m	5 Agility d8 10 Charismatic
	stigation (Sma)		Torso						15 Fighting d8, Persuasion d6
Kn	owledge (Sma)		Arms	/		//		+++++	\$20 Smarts d8
			Legs				HH	$\longrightarrow$	25 Strong Willed
									30 Intimidation d8, Shooting d6
			Weap		Range	Dam	Notes		35 Persuasion d8, Shooting d8
Lock	kpicking	g	Pony S	Sure-sho	t 12/24/48	2d6+1	AP 1, revolve	r	V40 Vigor d8
	Notice	d6	j						45 Marksman
Pe	(Sma) rsuasior	$\overline{}$	i			+	-1	++++	50 Soul of Lincoln
	Piloting			_/	-/-/-				55 Nothing To See here
	(Agi) Repair			W. W		-			H60 Fearsome Presence
	(Sma) Riding			ession	Company of the Compan	3.72		Wt	65
	(Ag1)		1		e federal agent's suit	-			70
3	Shooting		Handc						75
	Stealth (Agi)		Field ra						L80
	reetwise (Sma)	<u> </u>	] =	1932 cor	nvertible			-	90
	Surviva (Sma)		\$20						100
Sw	imming (Agi)	3	] —						110 D120
	Taun (Sma)	t d6	]		la la				130
T	hrowing	g							140
	Fracking	g	j —					- 7	150
	(Sma)		ĺ						160
			<u> </u>						170
14.12					Encumbrance	Penalty		Total Wt:	180
Power			Cost	Ra	nge Duration	Effe	ct	A SECTION OF	Telesma
									\$20 Balm
						1			V40 Psychically Aggressive
									H60 Protective
				1 4					L80
(00)									D120
Hat h	4								
NAME							P.V.		-
MAN I									
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Permission gra	nted to ph	otocopy	for person	nal use or	nly.				Telesma-Description-/-Illustration—

Name: Miss Herne, The Itinerant Preacher						G	iender: <u>Fem</u> a	ale_	
Race: Human Age: 26 Player:									
Agility: d6	Strei	ngth:	d6	Parry:	5(1)				
Smarts: d10	V	igor:	d6	Toughness:		SU	ZERA	MI	
		Pace:	6	Charisma:		<b>MASSIVATION</b>			
Spirit: d10		1							
Boating (Agi)	$\overline{}$	Woun	ds 💢	<b>&gt;&gt;&gt; inc!  &lt;</b> >>	>>> Fatig	ue	Pulso		
Climbing (Str)		-1 to trai	it checks for	for each wound & fatigue le	evel, -1 pace p	er wound	Pulse		
Driving (Agi)		Hindr	rances			W. C. W.	25		-Character-Description-/-Illustration-
Fighting (Agi)		Fanatic	c, Phobia	a (Major: Heights), Al	II Thumbs		X.P.		-Edges
Gambling (Sma)						9848	60		Spirit d8
Guts (Spi)	بت				1 11	11-11-11-1			Empowered
Healing (Sma)		Armo	or		Bonus	Notes		19	Command
Intimidation (Spi)		Head	1	1.1.1	8.8	0 8 8	711111	N. N.	5 Smarts d8
Investigation (Sma)		Torso		/ / / /		111		11	10 Taximancy
Knowledge		Arms	1	111	11	111			15 Natural Leader
Religion	d8	Legs			1 8				S20 Spirit d10
		1	1	111	/ /	//	1111		25 Inspire
		Weap	ons	Range	Dam	Notes			30 Hold The Line 35 Faith (Bondye) d10, Taximancy d6
Lockpicking		Staff	1	/ / /	Str+1d4	Parry +1, I	R <mark>each 1</mark> , T <mark>wo</mark> -Ha <mark>n</mark> d	ded	V40 Smarts d10
Notice		7	1	1 1 1		1 1	I = I - 1 - 1	1	45 Healing d10, Taximancy d8
(Sma) Persuasion				/ / /	/ /			No.	50 Knowledge d8, Taximancy d10
(Spi)					1 1	1			55 New Power
Piloting (Agi)									H60 Patron: Death (Wound Transfer)
Repair (Sma)	$\overline{}$	Posse	ession	S	<b>BY 10%</b>		Wt	144	65
Riding (Agi)		Normal	l clothes	;	_ /				70
Shooting		Robes	of the F	ilial Order					75
Stealth		Drudge	e Dog				1		L80
Streetwise		Taxider	rmy kit				• •		90
Survival		First aid	d kit						100
Swimming	$\vdash$	\$600							110
(Agi) Taunt									D120
(Sma) Throwing		-		0					130
Tracking		-						1	140
(Sma)		_						-	150
Faith (Bondye)									160
Taximancy	d10			No. (100)			7	-	170
				Encumbrance	Penalty		Total Wt:		180
Power		Cost	Rar	nge Duration	Effec	ta de			Telesma
Divine Intervention		Special	l Self	Special	Adds ne	ew Edges			\$20 Ward
Healing		3	Touc	ch Instant	Restore	es health			V40 Karma Bank
Drudge		Special				a d <mark>rudge</mark> se			H60 Forced Manifestation
Filial Drudgery		1/Targe	et Spirit				iffer wound penalties		L80
Loa's Blessing		4	Spirit	it 6 (1/round)	Allies us	se her Spiri	it instead of their ow	vn	D <u>120</u>
Most B									
LIVIOV.								-	
MACH									
							0.70000		

Telesma-Description-/-Illustration

# Credits

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# We Bring Worlds To Life

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