

Foreword

The Suzerain universe is full of heroic deeds. Nowhere is this truer that in the realm of Shaintar, the physical embodiment of epic high fantasy. Every day, someone is saving the day. Every night, someone is holding back the forces of Darkness. With the coming of the Tempest, true heroes are needed more than ever.

We encourage you to pick up your copy of the Legends Arise core book and to create heroes for yourself, but sometimes you just need a hero right now. That's what this pack of pre-generated characters is about. Six heroes, each quite different, but each ready to play. Pick a power level for your game, take the sheet for that power level, and you're ready to join the adventure.

For GMs, this pack is equally useful. If you're running a one-off session at your local store, at a convention, or in your home then you can get right into the action with your players. Print off these sheets and you're set. No stress. No fuss.

There's more, though. Even if your home group is making characters using the *Legends Arise* core book (because they're good players and listened to the advice above), then you can use these hand-crafted characters as NPCs in your campaign. They come with a backstory, there's an awesome illustration to share when they first appear on the scene, and there are two sets of stats depending on whether you expect them to be rookies in the field or veteran mentors to your own group of heroes.

However you use them, have fun with Elsiris, Rourk, Tas'Ali, T'chara, Tiv and Uroth. May they fill your universe with heroic deeds!

-MMK

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version 180110

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Tiv Kovash, Fist of Kor	18
Rourk Stoneheart, Druid of Dranak	22



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SHAINTAR: LEGENDS ARISE Name: Elsiris Sophisto, Archmage Gender: Female Race: Human Age: 31 Player: _ Strength: d6 Agility: d6 Parry: 6 (1) Smarts: d12 Vigor: d6 Toughness: 7 (2) Spirit: d6 Pace: Charisma: Wounds ♦♦♦♦ inc! ♦♦♦♦ Fatigue Boating (Agi) Climbing -I to trait checks for each wound & fatigue level, -I pace per wound Hindrances XP Fighting (Str) Heroic (M), Loyal (m), Enemy (m): Tempest 0 Gambling (Agi) Novice Defense from the Beyond Healing Sorcerer Intmidation Coverage Armor Value Investigation (Spi) d8 Knowledge Shield Value None 15 d6 20 Weapons Damage d8 S 25 Ironwood Staff Str+d6 Reach 1; Parry +1 30 None 35 None 40 Lockpicking None Notice (Agi) 45 d6 V50 Persuasion Possessions 55 Piloting (Spi) 60 65 Repair (Sma) Riding 70 H 75 Shooting (Agi) 80 Stealth 85 Streetwise (Agi) 90 Racial Abilities 95 Survival L100 Swimming IIO (Agi) Taunt 120 Throwing (Sma) 130 140 Tracking 150 d10 Sma 160 Total Weight: 20.0 **Encumbrance Penalty** Ess 10 Agi Power **ESS** Range **Duration Effect** Novice 12/24/48 Instant bolt 1 May cast up to 3 (2d6) bolts by spending a like amount of Power Points Touch Novice 3 (1/round) Success=2 Deflect, Raise=4 Deflect deflection Novice 12" Instant Opposed Agility roll vs the Arcane Skill roll or suffer 2d10 damage jet

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Languages Galean, Fae

SHAINTAR: LEGENDS ARISE

Name: Elsiris Sophisto, Archmage Gender: Female Age: 31 Race: Human _ Player: _ Strength: d6 Agility: d6 Parry: 8 (2) Smarts: d12 Vigor: d6 Toughness: 8 (3) Spirit: d8 Pace: Charisma: Wounds ♦♦♦♦ inc! ♦♦♦♦ Fatigue Boating (Agi) -I to trait checks for each wound & fatigue level, -I pace per wound Climbing Hindrances XP Fighting (Str) Heroic (M), Loyal (m), Enemy (m): Tempest 75 Gambling (Agi) Heroic Defense from the Beyond Healing Sorcerer Intmidation Value Coverage Armor Investigation (Spi) Partial Brigantine Smarts d10 d10 0 **Fast Learner** Knowledge Shield Value Epig Destiny: Mage d12 Kn₂(Battle) d4, Kn (Cosmology) d8 Weapons Damage d12 Smarts d12 Guardian Mage's Staff Str+d6 Epig Destiny: Guardian Mage d6 None South-Born: Sorcerous Clarity None **Power Points** Lockpicking None Sorcery d12, Notice d8, Investigation d10 Notice (Agi) d8 Spirit d8 Persuasion (Sma) Fighting d8 Possessions Piloting (Spi) New Power: Quickness Aetnaeus' Medallion of Warding New Power: Teleport Repair Education: Kn (Cosm, Magic) d12, Kn (Battle) d6 Riding Epic Destiny: Archmage Shooting (Agi) Stealth 85 Streetwise (Agi) 90 Racial Abilities 95 Survival L100 **Swimming** 110 (Agi) Taunt 120 Throwing (Sma) 130 140 Tracking 150 d12+1 Sma 160 Total Weight: 20.0 Encumbrance Penalty Ess 20 Agi Duration Power **ESS** Range **Effect Novice** bolt 1 12/24/48 Instant May cast up to 3 (2d6) bolts by spending a like amount of Power Points Novice 3 (1/round) Success=2 Deflect, Raise=4 Deflect deflection Touch Novice 2 12" Instant Opposed Agility roll vs the Arcane Skill roll or suffer 2d10 damage jet Seasoned 3 (2/round) Success=additional action no MAP, Raise=no init less than 8 quickness Touch Seasoned 3 Instant See Power Special teleport

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Languages Galean, Fae





300	SHAINTAR	s I	EGEND	s Arise			To Co	O'TO LO
Co	Name: Uroth, Pa	aladin o	f the Church of Li	ght		Gender: Male		HEFER BOSES AS CO
	Race: Orc		Age: 21	Player:	V			
(6)	Agility: d8	Stron	ngth : d10	Parry: 8	(1)	A		
2				2 + ½ Fighting			Jej C	
	Smarts: d4		igor: d8	Toughness: 8	(2)	AVA		
	Spirit: d8		Pace: 6	Charisma: -	4	$\langle 0 \rangle \langle 0 \rangle$		
511			Wounds ♦	♦ inc! ♦♦♦ Fat	igue	X()		
	Boating (Agi)			ach wound & fatigue level, -I pace p	The state of the s			
	Climbing		Hindrances	The Death Front Co.		XP		
	Fighting (Agi)	d8		Stubborn (m), Loyal (m)		0	Edges	
有类	Gambling (Agi)		Illiterate (Smarts d4)			Novice	Paladin of Light	
	Healing (Sma)	d6			* 200	Novice	r alaam of Eight	
	Intmidation (Spi)		Armor	Valu		erage	11/2/2000	
	Investigation		Partial Scale Partial Helmet	+2	-2 -2	-1 Notice	5	
	Knowledge (Sma)	See Below	Shield	Valu	ie		10	
	Know (Cosmology)	d4	Bracers None	+1 +0				
3. 1/4	Know (Dark Creatures)	d6	Weapons Chuktar (goblinesh blocking bl	DOLLAR STATE OF THE STATE OF TH	nage Not		S 25	
	Know (Flame Creatures)	d4	None	<u>Str+</u>	d10 +1 P	arry	30	
自印			None			1	35	4 48
7 0	Lockpicking		None	No.	1		40	
	Notice (Gara)	d4	None	ESPECIAL SERVICE			45 V50	
	Persuasion (Sma)	d8	Possessions	N. W. F. C.			55	
A CON	Piloting			3/3/19/3/19/19			60	
\odot	Repair (Agi)						65	
V	Riding						70	
10	Shooting						H 75 80	
0	Stealth		Maria California		de since		85	
	Streetwise (Agi)	d4	Desiral Al-siber		St. St.		90	State State
	Survival		Racial Abilitie	S (details in Shaintar: Legends Ar	rise)		95	
	Swimming			l (details in Shaintar: Legends A			<u>L 100</u> 110	
	Taunt		Outsider (details in S	haintar: Legends Arise)			— I20	
弘學	Throwing		Thermal Vision (deta	ils in Shaintar: Legends Arise)				SALVE PROPERTY.
71	Tracking		- T.				140	
	(Sma)		THE REAL PROPERTY.				<u> 150</u>	
75	Agi		Ess	Encumbrance Penalt	у	Total Weight: 35.0	<u>160</u>	Control of the second
何何	Power		ESS Rang	ge Duration E	ffect	Water San Control of the Control of		
3118	7			(a) (b)				
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d D	SHAINTAR	E L	EGEND	s Arise		
0	Name: Uroth, Pa	aladin of	the Church of Li	ght	Gender: Male	A
	010	as who	Control of the Contro		dender.	
(6)	Race: Orc		Age: 21	_ Player:		
8	Agility: d8		ngth: d12	Parry: 10 (2)		
	Smarts: d6	V	igor: d8	Toughness: 13 (6)	KOX	
ALC:	Spirit: d10	F	Pace: 6	Charisma: -4	<0X0>	
	Boating					
	Climbing			rach wound & fatigue level, -1 pace per wound		
	Fighting	-140	Hindrances	Stubborn (m), Loyal (m)	XP	
	Gambling	d12	Code of Floriodi (W),	Stubbolli (III), Loyal (III)	 75	Edges
	(Agi) Healing			NAME OF TAXABLE	Heroic	Paladin of Light
	(Sma) Intmidation	d6	Armor	Value	Cavaraga	
	Investigation		Paladin Full Plate		Coverage White Silver	Spirit d10
120	Knowledge		Partial Helmet Shield	Value	-2 -1 Notice	Fighting d10
	(Sma) Know (Cosmology)	See Below	Bracers	+1		Noble Mien
	The second	d6	None	Panga Damaga	Notes	Common Bond
为以	Know (Dark Creatures)	d6	Weapons Chuktar (goblinesh blocking blo	Range Damage Str+d10	+1 Parry, White Silver	Smarts d6 (1/2)
	Know (Flame Creatures)	d6	None	CONTRACTOR OF THE PARTY OF THE		Defender of the Faith Defender of the Cether
	CAUCA STATE		None			Defender of the GatherBrawny
70	Lockpicking (Agi)		None			Fighting d12
	Notice (Sma)	d4	None			- Smarts d6 (1/2)
	Persuasion (Spi)	d8	Possessions			Kn (Cosmology, Flame Creatuers) d6
	Piloting (Agi)		Holy Symbol of Light	(arcane resistance vs Flame/Darkness)		Battle Hardened
	Repair (Sma)					Epiphany of the Silver Tree Powerful
Y	Riding					Noble Sacrifice
	Shooting					80
2	Stealth				《图集》	85
	Streetwise (Agi)	d4	Desiral Al-Sibe			_90
	Survival		Racial Abilitie	(details in Shaintar: Legends Arise)		95
NA N	Swimming			I (details in Shaintar: Legends Arise)	TO SHARE THE REAL PROPERTY.	<u>L100</u>
	Taunt		Outsider (details in S	Shaintar: Legends Arise)		— <u>110</u> — 120
	Throwing (Sma)		Thermal Vision (deta	ills in Shaintar: Legends Arise)		
71	Tracking		- Table 1986			
	(Sma)					
	Agi		Ess	Encumbrance Penalty	Total Weight: 45.0	160
是	Power		ESS Rang			
	Tower		L33 Rdff	ge Buration Lifect		
	75	N. Lie		3363		The state of the s
NO	PEN	NEW TO			STANDARD STANDARD	
	(2)					
	1				Value of the second	
(M)						7 - 1 20
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	2					5
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200	SHAINTAR	e L	EGEND	s Arisi	3			200	
3	Name: Tas'Ali W	/indSon	g, Scout	NEW Y		Gend	er: <u>Female</u>		1
	Race: Aevaka		CONTRACTOR AND	Player: _				311	
(6)	Agility: d8		ngth: d6		: 6 (1)		A		
2	Smarts: d6		igor : d6	2 + ½ Fightir	ng				
				Toughness					
	Spirit: d6		Pace: 6	Charisma	: +1				
	Boating		Wounds 🔷	♦ inc! ♦	Fatigue				
	(Agi) Climbing			each wound & fatigue level,	-I pace per woul	nd	V		
	Fighting		Hindrances	(M) () Cti	()		XP		
	Gambling	d6	Enemy (Tor Mastak)	(M), Loyal (m), Cautiou	us (m)		0	Edges	
	(Agi) Healing			NO. 10 (1)			Novice	Aerial Archer	
	(Sma) Intmidation	d4	Armor		Value	Coverage		Training	The state of the s
	(Spi) Investigation		Full Leather	7 22 3	+1	4		5	
200	Knowledge		Shield	No. of the last	Value	0		10	
	(Sma)	See Below	Bracers	MAN DESCRIPTION	+1			15	
	The second		Weapons	Range	Damage	Notes		20	
台科	Carried State		None		drain.			S 25	
	Es all fritz		None		N Fall X			30	11.0
	Lockpicking		None Dagger/Knife		Str+d4			40	
	(Agi) Notice		Elvish Longbo	ow 18/36/72				45	
	Persuasion	d6	三条 (三)	10/00/12	240 1			V50	
A	Piloting		Possessions	E / Partiel Shall				<u>55</u>	
	(Agi)							65	
	Repair (Sma)		AL MERCY.	TO BELLEVIA	LA PER	P. C. C.		70	
	Riding (Agi)							H 75	
	Shooting (Agi)	d10						80	
	Stealth (Agi)	d8						85	
	Streetwise		Racial Abilitie	es s				90	
AU	Survival (Sma)	d8		naintar: Legends Arise)				L 100	
	Swimming (Agi)			in Shaintar: Legends A				110	
	Taunt (Sma) Throwing		Low Light Vision	letails in Shaintar: Lege	ilus Alise)			120	
多是	(Agi)			n Shaintar: Legends Ari	se)			<u>130</u>	
1/1	Tracking (Sma)	d8	Wings (Flight 12", d	10 Run)	Si Ale			150	
	Agi							160	
2	Agi		Ess	Encumbrance	The state of the state of	Total Wei	ght: 21.0		
10	Power	4 50 8	ESS Rang	ge Duration	Effect	ATT SELLING	A STATE OF THE STA		
911		L DE							
NO	No.				95.15		A NOW		
	(0)								
1/23									
97				E ST	-	The second	A CONTRACTOR OF THE PARTY OF TH		
		Mark St.		June 2 August 1			6		
	2	外				Harry H	of and the same	L The Land	5
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	3	-			1 4 6				

Drago Mori (order #15265

200	SHAINTAR	s I	egends Ai	RISE				
Co	Name: Tas'Ali W	/indSon	g, Scout		Gender: E	emale		1
	010-0		A STATE OF THE PARTY OF THE PAR	or :	_ dender: _			
(6)	Race: Aevaka				A			
5	Agility: d12			Parry: 7 (1)				$\langle A \rangle$
	Smarts: d6	V	igor: d8 Tough	nness: 7 (2)				M
	Spirit : d6			risma: +1	-<(0)X	>>>	Music Control	1
			Wounds ♦♦♦♦ inc	4 ♦♦♦ Fatigue				18
	Boating (Agi)		-I to trait checks for each wound & fa					41
	Climbing		Hindrances			(P		17
	Fighting	d8	Enemy (Tor Mastak) (M), Loyal (n	n), Cautious (m)	75		Edges	. otenis
	Gambling (Agi)			E STATE OF THE STATE OF	Heroic			
	Healing Healing	d4		EVA 2.33355	Tieroid		Aerial Archer Training	
	Intmidation		Armor	Value Co	verage		Training	1)
	Investigation		Shay'Von Leather	+2 -4	+2 Soak		Agility d10	# 100 Y
SIN	Knowledge (Sma)	See Below	Shield	Value			Fighting d8, Stealth d10	
	(Sma)	See Below	Bracers	+1			Martial Artist	
	THE SECTION		Weapons Ra	ange Damage No	otes		Trademark Weapon (Bow)	10 ft 3
34	Control of the second		None				Agility d12 Weedsman	
	A SAME		None	25万人	7700000000		Shooting d12, Stealth d12	
	1 1 1 1 1		None				Aerial Archer	
	Lockpicking (Agi)		Dagger/Knife Enchanted Elvish Combat Longbow	Str+d4			Marksman	
	Notice (Sma)	d6	18	8/36/72 2d6+1 +2	Shooting, Str+d4 melee da	mage	Vigor d8	
A	Persuasion (Spi)		Possessions				Aerobatics	4
	Piloting (Agi)						Dodge	
	Repair						Archer Double Shot	-
Y	Riding						Combat Archer	
10	Shooting (Agi)	d12			Charles and the		80	
0	Stealth	d12					85	
	Streetwise (Agi)		B 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1			No. of the last	90	Basic
	Survival	d8	Racial Abilities Enemy (details in Shaintar: Leger	nds Arisa)	The Plant		95	
	Swimming (Sma)	do	Fae Beauty (details in Shaintar: L		TOTAL STATE		L100	175
	(Agi) Taunt		Keen Fae Senses (details in Shai				120	
弘松	Throwing (Sma)		Low Light Vision		Edward Fire		130	NA.
罗山	(Agi) Tracking	-10	Weakness (details in Shaintar: Le	gends Arise)		HE ATE	140	-10
	(Sma)	d8	Wings (Flight 12", d10 Run)			CONTRACTOR OF STREET	150	
15	Agi		Ess Encur	mbrance Penalty	Total Weight: 11	1.0	160	per Calif
	Agi			The state of the s	rotal weight.	1.0		
MR	Power	1 1911	ESS Range Du	uration Effect	The state of the s			PHG.
911	40) UE					The state of the s	73
NO	DE ST	New York		9. 6. 40.	A PARAMETER			
	(Q)						TORILL PHONE	
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(A)								4 42
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PAC							a	-1

Drago Mori (order #152653:





300	SHAINTAR		EGEND	s Arise						H. C. L. C.
0	Name: T'chara,	Crescer	nt Warrior			Gend	ler: Male			
	Race: Brinchie		AND ADDRESS OF THE PARTY AND ADDRESS.	Player:	Y			In the first		1000
(6)	Agility: d8		ngth: d8		10 (2)		A			
2				2 + ½ Fighting						
	Smarts: d6	V	igor: d6	Toughness:	7 (2)					
	Spirit: d6	I	Pace: 8	Charisma:	-2			- 166		
3	9		Wounds 🛇	♦ inc! ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦ ♦	> Fatione				NAVE 18	gy
	Boating (Agi)			each wound & fatigue level, -		d	VA			
	Climbing	d4	Hindrances	Park to the second			XP			
	Fighting (Str)	d10		, Vengeful (m), Loyal (m)	M-3-03		0	Edges		To Jones of Alberta Park
人大	Gambling (Agi)		Outsider		PETER		Novice	Acroba	Table Mark	
	Healing (Sma)						1101100	Trainin	- PARAMETER STOCK	
	Intmidation	d6	Armor			Coverage				
	Investigation		Partial Scale None	Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z		-2				
	Knowledge	See Below	Shield		Value			10		444
	(Sma)		Bracers None		+1					
3.17	A CONTRACTOR		Weapons Lo-sska (brinchie long sword)	Range	Damage	Notes		20 S 25		
	<u> </u>		Rrka (brinchie short sword)		Str+d8	Dorme 14		30		
			None		Str+d6	Parry +1		35		and the second
7 2	Lockpicking		None	* 1 200	Teach Co.	STATE OF		40	ALC: NO.	
	Notice (Agi)	d6	None					45		
W/	Persuasion (Sma)	do	Possessions		C TO SEL			V 50 55		
	Piloting		T C C C C C C C C C C C C C C C C C C C			ATT SET UNITED		60	12.50	
	(Agi) Repair							65		4
W	Riding						And the			
	Shooting (Agi)							H 75		
10	Stealth	d8			Side in			85		
	Streetwise (Agi)	d6		M. C. S. S.	ALC: UNIVERSITY		200000	90		
	Survival	d6	Racial Abilitie		NAC 45 18			95		
	Swimming (Sma)	uo	Fast (Pace 8, d10 "F Hot Blooded (details	in Shaintar: Legends Ari	se)			<u>L100</u>		
	Taunt		Low Light Vision							
弘極	Throwing (Sma)		Natural Acrobat (det	ails in Shaintar: Legends	Arise)			130		WAR TO VIEW
71	Tracking	d6		ils in Shaintar: Legends A				140		
1/12	(Sma)	uo	Needs Action (detail	ls in Shaintar: Legends A	nse)					
25	Agi		Ess	Encumbrance F	Penalty	Total Wei	ight: 31.0	160	0.00	The state of the s
后台	Power		ESS Rang	CARL TO SHE	Effect					and the second
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	(3)					A STATE OF THE STATE OF	B. W. C.	The state of the s		2
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d la	SHAINTAR	E.L	EGEND	s Arise			
0	Name: T'chara,	Crescer	nt Warrior	THE PARTY OF THE P	Cen	der: Male	
	010-0		AND PARTY OF THE PARTY AND PER		J. J.	der . <u>iviais</u>	
(6)	Race: Brinchie			Player:			
9	Agility: d10	Strer	ngth: d10	Parry: 12 (3			
	Smarts: d6	V	igor: d8	Toughness: 11 (3		KOX -	
	Spirit: d8		Pace: 8	Charisma: -2	1	0107	
	Boating		Wounds 🔷	♦ inc! Fatigular	ie		
	(Agi) Climbing		-I to trait checks for 6	each wound & fatigue level, -1 pace per v	vound		
	Fighting	d4	Hindrances			XP	
	(Agi) Gambling	d12		Vengeful (m), Loyal (m)		75	Edges
	(Agi) Healing		Outsider			Heroic	Acrobat
	(Sma)						Training
	Intmidation (Spi)	d6	Armor Crescent Warrior Ar	Value mor +3	Coverage	*2 on Stealth checks at night/shadoes	
	Investigation (Sma)		None		0	2 on Steam checks at highestrauces	Viger d8
	Knowledge (Sma)	See Below	Shield	Value +1			Brąwny Large-Cat Form
			Bracers None	+1 +0			Kalinata
3. 1/4	A CONTRACTOR OF THE PARTY OF TH		Weapons Lo-sska (brinchie long sword)		ge Notes		Spirit d8
			Rrka (brinchie short sword)	Str+d8 Str+d6	White Silver		Boyn to the Crescent
	Charles Harry		None	311+00	Parry +1		Trademark Weapon (Brinchie swords)
90	Lockpicking		None				Kalinata Expertise
	(Agi) Notice	d6	None	WEST TO A STATE OF			Plains Runner
WP/	Persuasion (Sma)	do	Descesions			A. Different	Strength d10Fighting d12
A	(Spi) Piloting		Possessions	S/21 (1) E (1) E (1)			Content
	(Agi) Repair						Student of Forms
X(V)X	(Sma) Riding					A. C.	Adroit (Agility d10)
	(Agi)						Greater Kalinata (The Crescent Way)
	Shooting (Agi)						80
	Stealth (Agi)	d8					85
	Streetwise	d6	Racial Abilitie	S			90
	Survival (Sma)	d6	Fast (Pace 8, d10 "F	Run")		The state of	L100
	Swimming (Agi)			in Shaintar: Legends Arise)			IIO
	Taunt		Low Light Vision				
聚 是	Throwing (Agi)			ails in Shaintar: Legends Arise) Is in Shaintar: Legends Arise)			
74	Tracking	d6		s in Shaintar: Legends Arise)			<u> </u>
	Agi						
1	Agi		Ess	Encumbrance Penalty	Total W	/eight: 26.0	100
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Drago Mori (order #152653:





SHAINTAR: LEGENDS ARISE Name: Tiv Kovash, Fist of Kor Gender: Female Race: Korindian Age: 23 Player: Strength: d6 Agility: d8 Parry: 10 (2) Smarts: d6 Vigor: d6 Toughness: 7 (2) Spirit: d6 Pace: Charisma: Wounds ♦♦♦♦ inc! ♦♦♦♦ Fatigue Boating (Agi) Climbing d4 -I to trait checks for each wound & fatigue level, -I pace per wound Hindrances XP Fighting (Str) Heroic (M), Pacifist (m), Loyal (m) d10 0 Edges Gambling (Agi) Novice Gifts of the Trees Healing Kor-In (Whirlpool) Intmidation Coverage Armor **Martial Artist** Investigation (Spi) Korindian Studded None Knowledge Shield Value Lacquered Ironwood Bracers Two must be worn, does not stack with Shield 15 20 Weapons Damage **Notes** \$ 25 Korindian Fighting Sticks Str+d4 Parry +1 30 None 35 None 40 Lockpicking None Notice (Agi) 45 None d6 V50 Persuasion Possessions 55 Piloting (Spi) 60 65 Repair (Sma) Riding 70 H 75 Shooting (Agi) 80 Stealth 85 d8 Streetwise (Agi) 90 **Racial Abilities** Survival 95 d6 Enemies (details in Shaintar: Legends Arise) L100 (Sma) **Swimming** Low Light Vision d6 IIO (Agi) Taunt Nimble (details in Shaintar: Legends Arise) 120 Throwing (Sma) Outsider (details in Shaintar: Legends Arise) 130 The Law of Kor (details in Shaintar: Legends Arise) 140 Tracking Weakness (details in Shaintar: Legends Arise) 150 160 Agi Total Weight: 18.0 **Encumbrance Penalty** Power Duration Permission granted to photocopy for personal use only. Languages Korindian, Galean

Orago Mori (order #15265339

SHAINTAR: LEGENDS ARISE Name: Tiv Kovash, Fist of Kor Gender: Female Race: Korindian Age: 23 Player: Strength: d8 Agility: d8 Parry: 12 (3) Smarts: d6 Vigor: d6 Toughness: 8 (3) Spirit: d8 Pace: Charisma: Wounds ♦♦♦♦ inc! ♦♦♦♦ Fatigue Boating (Agi) Climbing d4 -I to trait checks for each wound & fatigue level, -I pace per wound Hindrances XP Fighting (Str) Heroic (M), Pacifist (m), Loyal (m) d10 75 Edges Gambling (Agi) Heroic Gifts of the Trees Healing Kor-In (Whirlpool) Intmidation Armor **Martial Artist** Investigation (Spi) Korindian Shell Mail Armor -2 toughness vs Breaking Things Spirit d8 **Ambidextrous** Knowledge Shield Value Two-Fisted Lacquered Ironwood Bracers Two must be worn, does not stack with Shield Close Fighting Damage Notes Weapons Deny the Steel Str+d4+1 Parry +2 Florentine None Quick None Student of Forms: Kor-In Lockpicking None Quick Notice (Agi) None d6 Fighting d10 Persuasion Counterattack Possessions Piloting (Spi) Notice d8 Deny the Arrow Repair Riding Tsunami Strike Greater Kor-In (Elusive) Shooting (Agi) Stealth 85 d8 Streetwise (Agi) 90 d6 **Racial Abilities** Survival 95 d6 Enemies (details in Shaintar: Legends Arise) L100 Swimming Low Light Vision d6 IIO (Agi) Taunt Nimble (details in Shaintar: Legends Arise) 120 Throwing (Sma) Outsider (details in Shaintar: Legends Arise) 130 The Law of Kor (details in Shaintar: Legends Arise) 140 Tracking Weakness (details in Shaintar: Legends Arise) 150 160 Aai Total Weight: 16.0 **Encumbrance Penalty** Power **ESS** Duration Permission granted to photocopy for personal use only. Languages Korindian, Galean

rago Mori (order #15265339





Name: Rourk Stoneheart, Druid of Dranak Gender: Male Age: 41 Player: _ Race: Dwarf Strength: d8 Agility: d6 Parry: 5 Smarts: d8 Vigor: d10 Toughness: 10 (3) Spirit: d4 Pace: Charisma: Wounds ♦♦♦♦ inc! ♦♦♦♦ Fatigue Boating (Agi) Climbing -I to trait checks for each wound & fatigue level, -I pace per wound Hindrances Fighting (Str) Heroic (M), Loyal (m), Habit: Ale (m) d6 0 Edges Gambling (Agi) Novice Druid Healing d6 Born to the Forge Intmidation Coverage Armor Investigation (Spi) Full Chain d4 None Knowledge Shield Value None 15 d6 None 20 Damage Weapons d6 S 25 Warhammer/Mace Str+d6 AP 1 vs. Plate or Rigid Armor 30 None 35 None 40 Lockpicking None Notice (Agi) 45 None d4 V50 Persuasion Possessions 55 Piloting (Spi) 60 65 Repair (Sma) Riding 70 H 75 Shooting (Agi) 80 Stealth 85 Streetwise (Agi) 90 **Racial Abilities** 95 Survival d6 Cannot Swim (details in Shaintar: Legends Arise) L100 Swimming Intestinal Fortitude (details in Shaintar: Legends Arise) IIO (Agi) Taunt Low Light Vision 120 Throwing (Sma) Slow (Pace 5) 130 140 Tracking 150 d8 Spi 160 Total Weight: 33.0 **Encumbrance Penalty** Ess 10 Agi Power **ESS** Range **Duration Effect** Novice 3 (1/round) armor 2 Touch Success = 2 armor, Raise = 4 Novice 3 Touch Instant Success heals 1 wound, Raise heals 2 healing Permission granted to photocopy for personal use only. Languages Dwarvish, Galean

SHAINTAR: LEGENDS ARISE

SHAINTAR: LEGENDS ARISE

Name: Rourk Stoneheart, Druid of Dranak Gender: Male Age: 41 Player: _ Race: Dwarf Agility: d6 Strength: d10 Parry: 7 Vigor: d12+1 Smarts: d8 Toughness: 15 (6) Spirit: d4 Charisma: Wounds ♦♦♦♦ inc! ♦♦♦♦ Fatigue Boating (Agi) -I to trait checks for each wound & fatigue level, -I pace per wound Climbing Hindrances XP Fighting (Str) Heroic (M), Loyal (m), Habit: Ale (m) d10 75 Edges Gambling (Agi) Heroic Druid Healing d8 Born to the Forge Intmidation Armor Value Coverage Dwarvish Plate Investigation Viger d12 d4 Full Helmet Channeling d10, Healing d8 Knowledge Shield Value New Power: Smite None d6 Fighting d8 None Weapons Damage Strength d10 d8 Str+d10 Fighting d10 None Channeling d12, Kn: Magic d8 None Trappings of the (Earth) Path (Earthen Defenses) Lockpicking None New Power (Summon Ally) Notice (Agi) None d4 Vigor d12+1 Persuasion (Sma) New Power (greater healing) Possessions Piloting (Spi) Easy Magic (armor) Soulguard Repair Brawny Riding Earth Talker Shooting (Agi) Stealth 85 Streetwise (Agi) 90 **Racial Abilities** 95 Survival d6 Cannot Swim (details in Shaintar: Legends Arise) L100 **Swimming** Intestinal Fortitude (details in Shaintar: Legends Arise) IIO (Agi) Taunt Low Light Vision 120 Throwing (Sma) Slow (Pace 5) 130 140 Tracking 150 d12 Vig 160 Total Weight: 95.0 **Encumbrance Penalty** Ess 15 Agi Power **ESS** Range **Duration Effect** Novice 3 (1/round) armor 2 Touch Success = 2 armor, Raise = 4 Novice 3 Touch Instant Success heals 1 wound, Raise heals 2 healing smite 2 Touch 3 (1/round) Success = +2 wpn damage, Raise = +4 wpn damage 3 3 (1/round) see Savage Worlds Deluxe summon ally **Smarts** 10 Instant see Savage Worlds Deluxe Touch greater healing

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Languages Dwarvish, Galean

HEROES AWAIT

When the storm rises, the Tempest howls, and the wind wraiths ride across the land, that's when Shaintar needs a special group of heroes. However, the Tempest is a fickle opponent and sometimes it appears with little warning. This set of six pregenerated characters gives you instant heroes with a little bit of backstory, just when you need them!

These defenders of Shaintar are presented in both Novice and Heroic rank variants, beautifully illustrated and already laid out on character sheets. Use them to drop into a game for a quick session or for demo games you run. Use them as NPCs in your campaign or just for inspiration. However you use them, may your adventures against the Tempest be heroic, and ultimately victorious!



