



# Shairar

Thundering Skies  
PREGENS





## FOREWORD

The Suzerain universe is full of heroic deeds. Nowhere is this truer than 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 Elsirir, Rourk, Tas'Ali, T'chara, Tiv and Uroth. May they fill your universe with heroic deeds!

-MMK

Publisher, Savage Mojo

version 180110

This product is copyright Savage Mojo Ltd 2018. All rights reserved. It is for personal use only, and may be printed for personal use. It may not be modified, distributed or sold without written permission.

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at [www.peginc.com](http://www.peginc.com). Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

## CREDIT WHERE CREDIT'S DUE

**WORDS:** Howard Brandon.

**RULES:** Howard Brandon, Brett Smith.

**EDITS:** Miles M Kantir, Gayle Reick.

**ILLUSTRATIONS:** Chris Bivins, Alida Saxon.

**DESIGN:** Aaron Acevedo.

**LAYOUT:** Alida Saxon.

## CONTENTS

Elsirir Sophisto, Archmage	2
Uroth, Paladin of the Church of Light	6
Tas'Ali WindSong, Scout	10
T'chara, Crescent Warrior	14
Tiv Kovash, Fist of Kor	18
Rourk Stoneheart, Druid of Dranak	22



We Bring Worlds To Life

[www.savagemojo.com](http://www.savagemojo.com)



## ELSIRIS SOPHISTO, ARCHMAGE

To others, the Tempest might just be a mystery, or a new threat, but few understand the true nature of this “new power.” Elsirís does. She too heard the siren song of Tempest, the promises of power, knowledge, and domination. All she had to do was submit.

Elsirís resisted. Others, however, did not. She does not speak of the “turned”, or the battle which tore her Academy apart, turning Master against student, mage against mage. She still bears the scars, physical, and others.

Where others fight to protect the people of Shaintar, or for their own more personal reasons, Elsirís seeks but one goal, the utter destruction of Tempest... everywhere.









# SHAIN TAR: LEGENDS ARISE

Name : Elsirir Sophisto, Archmage

Gender : Female

Race : Human Age : 31 Player :

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

Smarts : d12 Vigor : d6 Toughness : 7 (2)

Spirit : d6 Pace : 6 Charisma : -

Wounds ◇◇◇◇ inc! ◇◇◇◇ Fatigue

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

Boating  
(Agi)

Climbing  
(Str)

Fighting  
(Agi)

 d6

Gambling  
(Agi)

Healing  
(Sma)

Intimidation  
(Spi)

Investigation  
(Sma)

 d8

Knowledge  
(Sma)

 See Below

Know (Cosmology)

 d6

Know (Magic)

 d8

Lockpicking  
(Agi)

Notice  
(Sma)

 d6

Persuasion  
(Spi)

Piloting  
(Agi)

Repair  
(Sma)

Riding  
(Agi)

Shooting  
(Agi)

Stealth  
(Agi)

Streetwise  
(Sma)

Survival  
(Sma)

Swimming  
(Agi)

Taunt  
(Sma)

Throwing  
(Agi)

Tracking  
(Sma)

Sorcery

Sma

 d10

Agi

Ess 10

Encumbrance Penalty

Total Weight :

 20.0

Power	ESS	Range	Duration	Effect
bolt	Novice	1	12/24/48	Instant
deflection	Novice	2	Touch	3 (1/round)
jet	Novice	2	12"	Instant



XP

0

Novice



Edges

Defense from the Beyond  
Sorcerer

5
10
15
20
S 25
30
35
40
45
V 50
55
60
65
70
H 75
80
85
90
95
L 100
110
120
130
140
150
160







## UROTH, PALADIN OF THE CHURCH OF LIGHT

When Darkness corrupted his gather, turning troglanesh against their goblinesh kin, Uroth stood against the forces of Vainar. He saved those he could, leading the survivors south into the lands of men, dwarves, and elves. It was among the humans that he learned of the Church of Light, and their vow to defend Light and Life against all evil. Pledging himself to the Oath of Light, Uroth joined his brother Paladins in their eternal struggle.

When the forces of Tempest first appeared, Uroth sensed the wrongness of them and knew they **MUST** be stopped. Now, he offers the power of his blade, and the strength of his Faith to all who would defeat the Tempest and protect Shaintar...









# SHAIN TAR: LEGENDS ARISE

Name : Uroth, Paladin of the Church of Light

Gender : Male

Race : Orc Age : 21 Player :

Agility : d8 Strength : d10 Parry : 8 (1)

Smarts : d4 Vigor : d8 Toughness : 8 (2)

Spirit : d8 Pace : 6 Charisma : -4

Wounds ◇◇◇◇ ▶ incl ◀◇◇◇ Fatigue

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

Boating  
(Agi)

Climbing  
(Str)

Fighting  
(Agi)

Gambling  
(Agi)

Healing  
(Sma)

Intimidation  
(Spi)

Investigation  
(Sma)

Knowledge  
(Sma)

Know (Cosmology)

Know (Dark Creatures)

Know (Flame Creatures)

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)

Agi

Agi

## Hindrances

Code of Honour (M), Stubborn (m), Loyal (m)

Illiterate (Smarts d4)

## Armor

Partial Scale

Value

+2

Coverage

-2

Partial Helmet

-2

-1 Notice

## Shield

Value

+1

Bracers

+0

None

## Weapons

Range

Damage

Notes

Chuktar (goblinish blocking blade)

Str+d10

+1 Parry

None

None

None

None

## Possessions

## Racial Abilities

Bestial Appearance (details in Shaintar: Legends Arise)

Keen Sense of Smell (details in Shaintar: Legends Arise)

Outsider (details in Shaintar: Legends Arise)

Thermal Vision (details in Shaintar: Legends Arise)

Ess

Encumbrance Penalty

Total Weight :

35.0

## Power

ESS

Range

Duration

Effect



XP

0

Novice



## Edges

### Paladin of Light

5

10

15

20

S 25

30

35

40

45

V 50

55

60

65

70

H 75

80

85

90

95

L 100

110

120

130

140

150

160



# SHAIN TAR: LEGENDS ARISE

Name : Uroth, Paladin of the Church of Light

Gender : Male

Race : Orc Age : 21 Player :

Agility : d8 Strength : d12 Parry : 10 (2)

Smarts : d6 Vigor : d8 Toughness : 13 (6)

Spirit : d10 Pace : 6 Charisma : -4

Wounds ◇◇◇◇ incl ◇◇◇◇ Fatigue

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

Boating  
(Agi)

Climbing  
(Str)

Fighting  
(Agi)

Gambling  
(Agi)

Healing  
(Sma)

Intimidation  
(Spi)

Investigation  
(Sma)

Knowledge  
(Sma)

Know (Cosmology)

Know (Dark Creatures)

Know (Flame Creatures)

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)

Agi

Agi

## Hindrances

Code of Honour (M), Stubborn (m), Loyal (m)

## Armor

Value

Coverage

Paladin Full Plate

+6

-4

White Silver

Partial Helmet

-2

-1 Notice

## Shield

Value

Bracers

+1

None

+0

## Weapons

Range

Damage

Notes

Chuktar (goblinish blocking blade)

Str+d10

+1 Parry, White Silver

None

None

None

None

## Possessions

Holy Symbol of Light (arcane resistance vs Flame/Darkness)

## Racial Abilities

Bestial Appearance (details in Shaintar: Legends Arise)

Keen Sense of Smell (details in Shaintar: Legends Arise)

Outsider (details in Shaintar: Legends Arise)

Thermal Vision (details in Shaintar: Legends Arise)

Ess

Encumbrance Penalty

Total Weight :

45.0

Power

ESS

Range

Duration

Effect

XP

75

Heroic



## Edges

Paladin of Light

Spirit d10

Fighting d10

Noble Mien

Common Bond

Smarts d6 (1/2)

Defender of the Faith

Defender of the Gather

Brawny

Fighting d12

Smarts d6 (1/2)

Kn (Cosmology, Flame Creatures) d6

Battle Hardened

Epiphany of the Silver Tree

Powerful

Noble Sacrifice

80

85

90

95

100

110

120

130

140

150

160



## TAS'ALI WINDSONG, SCOUT

From her first flight, Tas'Ali has dedicated herself to the protection of her aerie, Bastion, stalking and eliminating troglanesh, dwergs, red store mercenaries, and childer raiding bands. She is counted as one of her people's most gifted scouts, trackers, and hunters. Tas'Ali's greatest enemies, however, are Ceynara's vile servants, Acolytes of the Kal Empire. The very same monsters who slaughtered her people, very nearly ending the Aevakar race.

It was during one such hunt, on the trail of a cabal of Acolytes preying upon travelers, that Tas'Ali first encountered Tempest forces. The mission was very nearly her last as she just barely managed to escape the Tempest cyclone. The Kal were not so fortunate. Ragged and clinging to life, Tas'Ali barely reached the sentries of Bastion bringing with her news of a terrible new threat.

To save her people, Tas'Ali has a new mission, to hunt down and stop the Tempest from reaching the sanctuary of Bastion...









# SHAIN TAR: LEGENDS ARISE

Name : Tas'Ali WindSong, Scout

Gender : Female

Race : Aevakar Age : 33 Player :

Agility : d8 Strength : d6 Parry : 6 (1)

Smarts : d6 Vigor : d6 Toughness : 5 (1)

Spirit : d6 Pace : 6 Charisma : +1

Wounds ◇◇◇◇ ▶ incl ◀◀◇◇ Fatigue

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

Boating  
(Agi)

Climbing  
(Str)

Fighting  
(Agi)

Gambling  
(Agi)

Healing  
(Sma)

Intimidation  
(Spi)

Investigation  
(Sma)

Knowledge  
(Sma)

See Below

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)

Agi

Agi

## Hindrances

Enemy (Tor Mastak) (M), Loyal (m), Cautious (m)

## Armor

Full Leather

+1

## Coverage

-4

None

0

## Shield

Bracers

+1

None

+0

## Weapons

### Range

### Damage

### Notes

None

None

None

Dagger/Knife

Str+d4

Elvish Longbow

18/36/72

2d6+1

## Possessions

## Racial Abilities

Enemy (details in Shaintar: Legends Arise)

Fae Beauty (details in Shaintar: Legends Arise)

Keen Fae Senses (details in Shaintar: Legends Arise)

Low Light Vision

Weakness (details in Shaintar: Legends Arise)

Wings (Flight 12", d10 Run)

Ess

Encumbrance Penalty

Total Weight :

21.0

## Power

### ESS

### Range

### Duration

### Effect



## Edges

### Aerial Archer Training

5

10

15

20

S 25

30

35

40

45

V 50

55

60

65

70

H 75

80

85

90

95

L 100

110

120

130

140

150

160



# SHAIN TAR: LEGENDS ARISE

Name : Tas'Ali WindSong, Scout

Gender : Female

Race : Aevakar Age : 33 Player :

Agility : d12 Strength : d6 Parry : 7 (1)

Smarts : d6 Vigor : d8 Toughness : 7 (2)

Spirit : d6 Pace : 12 (fly) Charisma : +1

Wounds ◇◇◇◇ ▶ incl ◀◇◇◇ Fatigue

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

Boating  
(Agi)

Climbing  
(Str)

Fighting  
(Agi)

Gambling  
(Agi)

Healing  
(Sma)

Intimidation  
(Spi)

Investigation  
(Sma)

Knowledge  
(Sma)

See Below

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)

Agi

Agi

## Hindrances

Enemy (Tor Mastak) (M), Loyal (m), Cautious (m)

## Armor

ShayVon Leather

Value

+2

Coverage

-4 +2 Soak

None

0

## Shield

Bracers

Value

+1

None

+0

## Weapons

None

Range

Damage

Notes

None

None

None

Dagger/Knife

Str+d4

Enchanted Elvish Combat Longbow

18/36/72

2d6+1

+2 Shooting, Str+d4 melee damage

## Possessions

## Racial Abilities

Enemy (details in Shaintar: Legends Arise)

Fae Beauty (details in Shaintar: Legends Arise)

Keen Fae Senses (details in Shaintar: Legends Arise)

Low Light Vision

Weakness (details in Shaintar: Legends Arise)

Wings (Flight 12", d10 Run)

Ess

Encumbrance Penalty

Total Weight :

11.0

Power

ESS

Range

Duration

Effect



XP

75

Heroic



## Edges

Aerial Archer

Training

Agility d10

Fighting d8, Stealth d10

Marital Artist

Trademark Weapon (Bow)

Agility d12

Woodsman

Shooting d12, Stealth d12

Aerial Archer

Marksman

Vigor d8

Aerobatics

Dodge

Archer

Double Shot

Combat Archer

80

85

90

95

100

110

120

130

140

150

160



## T'CHARA, CRESCENT WARRIOR

Born from the union of a Silverclaw and a Black Lo'sska, T'chara is a legacy of countless generations. He was born into the Crescent Warriors, steeped in the culture, the code, and the secrecy. From the time he could run, T'chara has hunted maelstrom, undead, childer, and even brothers who betrayed the code.

When he was called by his Elder to begin a new hunt, T'chara thought little of the who, only reveling in expectation of the hunt. What he learned would change his world forever. Tempest, a new prey from somewhere beyond known lands has invaded, bent on conquering the world. Taking up his role as a Pathstalker of a travelling Tribe, T'chara joins allies in his hunt of the Tempest invaders and their allies...













# SHAIN TAR: LEGENDS ARISE

Name : T'chara, Crescent Warrior

Gender : Male

Race : Brinchie Age : 19 Player :

Agility : d10 Strength : d10 Parry : 12 (3)

Smarts : d6 Vigor : d8 Toughness : 11 (3)

Spirit : d8 Pace : 8 Charisma : -2

Wounds ◇◇◇◇▶ incl ◀◇◇◇ Fatigue

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

Boating (Agi)

Climbing (Str)

Fighting (Agi)

Gambling (Agi)

Healing (Sma)

Intimidation (Spi)

Investigation (Sma)

Knowledge (Sma)

See Below

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)

Agi

Agi

## Hindrances

Code of Honour (M), Vengeful (m), Loyal (m)

Outsider

## Armor

Crescent Warrior Armor

None

## Shield

Bracers

None

## Weapons

Lo-ska (brinchie long sword)

Rika (brinchie short sword)

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

## Racial Abilities

Fast (Pace 8, d10 "Run")

Hot Blooded (details in Shaintar: Legends Arise)

Low Light Vision

Natural Acrobat (details in Shaintar: Legends Arise)

Natural Claws (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

Needs Action (details in Shaintar: Legends Arise)

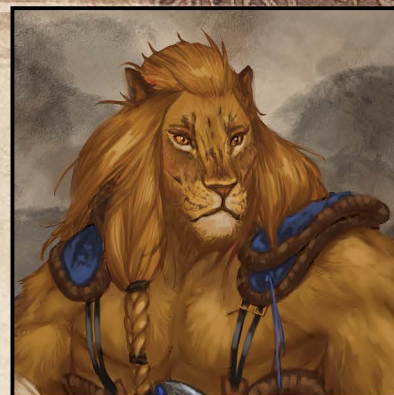
Needs Action (details in Shaintar: Legends Arise)



XP

75

Heroic



## Edges

Acrobat

Training

Vigor d8

Brawny

Large-Cat Form

Kalinata

Spirit d8

Born to the Crescent

Trademark Weapon (Brinchie swords)

Kalinata Expertise

Plains Runner

Strength d10

Fighting d12

Content

Student of Forms

Adroit (Agility d10)

Greater Kalinata (The Crescent Way)

80

85

90

95

100

110

120

130

140

150

160

## Power

ESS

Range

Duration

Effect



## TIV KOVASH, FIST OF KOR

For Tiv, the battle against Tempest is personal. While the tidal wave at White Bay was the first, and most devastating, it was not the last. She lost five members of her own family when a smaller wave devastated a fishing village on the south eastern coast of the island of Korindia. It was only providence that Tiv was not counted among the dead.

Only taking time to properly honor her dead, Tiv demanded that her Master allow her to find those responsible for the attack on her home and family. She was denied. Vengeance does not honor the Laws of Kor, but Tiv knows she cannot allow other families to suffer as hers. Now she walks the mainland seeking others to join her cause.

There are times when one must sail the most treacherous channel if one is to stay the course...









# SHAINSTAR: LEGENDS ARISE

Name : Tiv Kovash, Fist of Kor

Gender : Female

Race : Korindian Age : 23 Player :

Agility : d8 Strength : d6 Parry : 10 (2)

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

Spirit : d6 Pace : 6 Charisma : -2

Wounds ◇◇◇◇▶ inc! ◀◇◇◇ Fatigue

Boating (Agi) d4

Climbing (Str)

Fighting (Agi) d10

Gambling (Agi)

Healing (Sma)

Intimidation (Spi)

Investigation (Sma)

Knowledge (Sma) See Below

Lockpicking (Agi)

Notice (Sma) d6

Persuasion (Spi)

Piloting (Agi)

Repair (Sma)

Riding (Agi)

Shooting (Agi)

Stealth (Agi) d8

Streetwise (Sma) d6

Survival (Sma) d6

Swimming (Agi) d6

Taunt (Sma)

Throwing (Agi)

Tracking (Sma)

Agi

Agi

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

## Hindrances

Heroic (M), Pacifist (m), Loyal (m)

## Armor

Korindian Studded

Value +2

Coverage -2

None

0

## Shield

Value

Lacquered Ironwood Bracers

+1

Two must be worn, does not stack with Shield

None

+0

## Weapons

Range

Damage

Notes

Korindian Fighting Sticks

Str+d4

Parry +1

None

None

None

None

## Possessions

## Racial Abilities

Enemies (details in Shaintar: Legends Arise)

Low Light Vision

Nimble (details in Shaintar: Legends Arise)

Outsider (details in Shaintar: Legends Arise)

The Law of Kor (details in Shaintar: Legends Arise)

Weakness (details in Shaintar: Legends Arise)

Ess

Encumbrance Penalty

Total Weight : 18.0

Power ESS Range Duration Effect



XP

0

Novice



## Edges

Gifts of the Trees

Kor-In (Whirlpool)

Martial Artist

5

10

15

20

S 25

30

35

40

45

V 50

55

60

65

70

H 75

80

85

90

95

L 100

110

120

130

140

150

160



# SHAINSTAR: LEGENDS ARISE

Name : Tiv Kovash, Fist of Kor

Gender : Female

Race : Korindian Age : 23 Player :

Agility : d8 Strength : d8 Parry : 12 (3)

Smarts : d6 Vigor : d6 Toughness : 8 (3)

Spirit : d8 Pace : 6 Charisma : -2

Wounds ◇◇◇◇▶ inc! ◀◇◇◇ Fatigue

Boating (Agi) d4

Climbing (Str)

Fighting (Agi) d10

Gambling (Agi)

Healing (Sma)

Intimidation (Spi)

Investigation (Sma)

Knowledge (Sma) See Below

Lockpicking (Agi)

Notice (Sma) d6

Persuasion (Spi)

Piloting (Agi)

Repair (Sma)

Riding (Agi)

Shooting (Agi)

Stealth (Agi) d8

Streetwise (Sma) d6

Survival (Sma) d6

Swimming (Agi) d6

Taunt (Sma)

Throwing (Agi)

Tracking (Sma)

Agi

Agi

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

## Hindrances

Heroic (M), Pacifist (m), Loyal (m)

## Armor

Korindian Shell Mail Armor

Value

+3

Coverage

-2

-2 toughness vs Breaking Things

None

0

## Shield

Value

Lacquered Ironwood Bracers

+1

Two must be worn, does not stack with Shield

None

+0

## Weapons

Range

Damage

Notes

Enchanted Korindian Fighting Sticks

Str+d4+1

Parry +2

None

None

None

None

## Possessions

## Racial Abilities

Enemies (details in Shaintar: Legends Arise)

Low Light Vision

Nimble (details in Shaintar: Legends Arise)

Outsider (details in Shaintar: Legends Arise)

The Law of Kor (details in Shaintar: Legends Arise)

Weakness (details in Shaintar: Legends Arise)

Ess

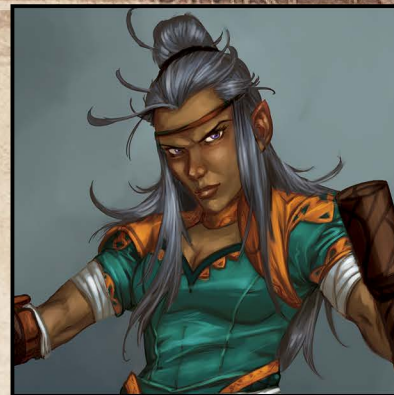
Encumbrance Penalty

Total Weight : 16.0

XP

75

Heroic



## Edges

Gifts of the Trees

Kor-In (Whirlpool)

Martial Artist

Spirit d8

Ambidextrous

Two-Fisted

Close Fighting

Deny the Steel

Florentine

Quick

Student of Forms: Kor-In

Quick

Fighting d10

Counterattack

Notice d8

Deny the Arrow

Tsunami Strike

Greater Kor-In (Elusive)

80

85

90

95

100

110

120

130

140

150

160

Power

ESS

Range

Duration

Effect



## ROURK STONEHEART, DRUID OF DRANAK

From an early age, Rourk heard the song of the Stone and felt the strength of Dranak's Earth flow through him. He was one with the mountain, and the strength of stone flowed through him. When the first Tempest Cyclones struck and the very ground beneath his feet groaned with the wrongness, Rourk's path was clear.

Time spent in the peaks and valleys of his mountain home of Stahlheim little prepared him for the confusion and impermanence of the world outside the high walls of his mountain him, but Dranak is with him. Now, Rourk joins fellow heroes, to stand between the Tempest and the people of Shaintar, a mountain weathering the gale. As the Druid's of the Mountains say, "There is no storm so great as to move a mountain"...









# SHAIN TAR: LEGENDS ARISE

Name : Rourk Stoneheart, Druid of Dranak

Gender : Male

Race : Dwarf Age : 41 Player :

Agility : d6 Strength : d8 Parry : 5

Smarts : d8 Vigor : d10 Toughness : 10 (3)

Spirit : d4 Pace : 5 Charisma : -

Wounds ◇◇◇◇ inc! ◇◇◇◇ Fatigue

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

Boating  
(Agi)

Climbing  
(Str)

Fighting  
(Agi)

Gambling  
(Agi)

Healing  
(Sma)

Intimidation  
(Spi)

Investigation  
(Sma)

Knowledge  
(Sma)



Know (Cosmology)

Know (Magic)

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)

Channeling

Spi

Agi

Ess 10

Encumbrance Penalty

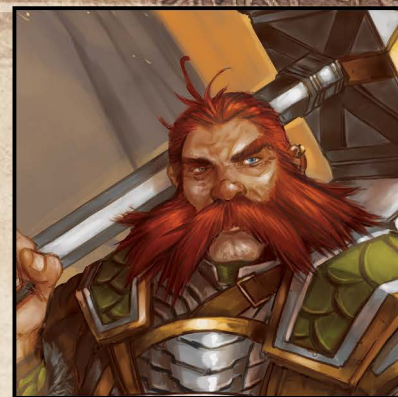
Total Weight :

33.0

Power	ESS	Range	Duration	Effect
armor	Novice	2	Touch	3 (1/round)
healing	Novice	3	Touch	Instant

Permission granted to photocopy for personal use only.

Languages Dwarvish, Glean



Edges

Druid

Born to the Forge

5

10

15

20

S 25

30

35

40

45

V 50

55

60

65

70

H 75

80

85

90

95

L 100

110

120

130

140

150

160



# SHAIN TAR: LEGENDS ARISE

Name : Rourk Stoneheart, Druid of Dranak

Gender : Male

Race : Dwarf Age : 41 Player :

Agility : d6 Strength : d10 Parry : 7

Smarts : d8 Vigor : d12+1 Toughness : 15 (6)

Spirit : d4 Pace : 5 Charisma : -

Wounds ◇◇◇◇ inc! ◇◇◇◇ Fatigue

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

Boating (Agi)

Climbing (Str)

Fighting (Agi)

Gambling (Agi)

Healing (Sma)

Intimidation (Spi)

Investigation (Sma)

Knowledge (Sma)

Know (Cosmology)

Know (Magic)

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)

Channeling

Vig

Agi

## Hindrances

Heroic (M), Loyal (m), Habit: Ale (m)

## Armor

Dwarvish Plate

## Value

+6

## Coverage

-5

## Shield

None

## Value

+0

None

+0

## Weapons

Dranak's Maul (White Silver)

## Range

## Damage

Str+d10

## Notes

AP 2 vs. Plate or Rigid Armor, 2 hands, 5 Essence, 1 less maintain

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

None

Ess 15

Encumbrance Penalty

Total Weight : 95.0

## Power

## ESS

## Range

## Duration

## Effect

armor

Novice

2

Touch

3 (1/round)

Success =2 armor, Raise =4

healing

Novice

3

Touch

Instant

Success heals 1 wound, Raise heals 2

smite

2

Touch

3 (1/round)

Success = +2 wpn damage, Raise = +4 wpn damage

summon ally

3

Smarts

3 (1/round)

see Savage Worlds Deluxe

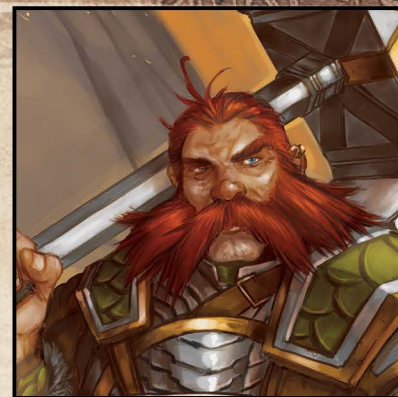
greater healing

10

Touch

Instant

see Savage Worlds Deluxe



## Edges

Druid

Born to the Forge

Vigor d12

Channeling d10, Healing d8

New Power: Smite

Fighting d8

Strength d10

Fighting d10

Channeling d12, Kn: Magic d8

Trappings of the (Earth) Path (Earthen Defenses)

New Power (Summon Ally)

Vigor d12+1

New Power (greater healing)

Easy Magic (armor)

Soulguard

Brawny

Earth Talker

80

85

90

95

L 100

110

120

130

140

150

160



## HEROES AWAIT

WHEN THE STORM RISES, THE TEMPEST HOWLS, AND THE WIND WRAITHS RIDE ACROSS THE LAND, THAT'S WHEN SHAINSTAR 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 SHAINSTAR 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!

