

CHARACTER ARCHETYPES

Included on the following pages are eight “archetypes.” These are examples of classic heroes in Shaintar. Complete and ready to play, each has been created according to the rules, given their Edges, Hindrances, had their powers selected, and so forth. They have also been given, (and have spent) 10 bonus Experience Points, as per the GM to GM section Starting Ahead of the Game. Gear has been assigned, rather than purchased.

These archetypes are provided for several reasons. For those who don’t want to waste time making characters when there’s adventure calling, simply pick a character you like and go! They also provide an example, both of the style of heroes in Shaintar, and how the rules, Edges, Hindrances, and Powers actually come together to make a character. Some players may also wish to use these as inspiration for their own characters. Others may use them as a literal starting point by taking an archetype and modifying it to suit their tastes.

These archetypes, however, are by no means the only types of heroes in Shaintar. The only real limits are the player’s desires and the Game Master’s approval. After all, it’s your story.



ORC RANGER

"It is said that the gobliness live in the 'between places.' That's fair. We have made our homes throughout Shaintar in the wilderness and on the edges of civilization. Yet it would be folly to think us barbarians, for we have a deep and rich culture, one in harmony with the lands we live.

"I know my way around the wild places, and I feel the pulse of the living lands in my blood. I can find shelter and water for you, lead you when you are lost, and hunt with you – whether our game be a stag for the evening meal, or undead abominations that would corrupt the living lands.

"With axe and bow, I stand ready to defend the lands, and to avenge those who are not strong enough to defend themselves."

AGILITY: d8

SMARTS: d6

SPIRIT: d6

STRENGTH: d8

VIGOR: d8

Pace: 6"

Parry: 6

Toughness: 7 (9)

Charisma: -4 (-2 among gobliness)

Skills: Climbing d4, Fighting d8, Guts d6, Healing d6, Notice d6, Shooting d8, Stealth d6, Survival d6, Tracking d6

Edges/Abilities: Thermal Vision, Brawny



Hindrances: Dim (Limited Smarts), Bestial Appearance, Outsider, Loyal, Vengeful (Minor), Vow (Major): Will defend the lands against Darkness and Flame

Powers: None

Essence: None

Gear: Full Scale Mail (+2, -4 Called Shots), Bow (2d6 Damage, 12/24/48 Range), 20 Arrows, Battle Axe (Str+3 Damage), Woodland Survival Gear

Experience: 10

Rank: Novice

CHARACTER ARCHETYPES

HUMAN ROGUE

"It's a dangerous world, no doubt. Sometimes straight through isn't the best way. Sometimes, around the back and under the cover of night is the way to go to get the job done.

"Don't get me wrong – I love showing off when the time is right. I'm not strictly in this for the money, either, though that's always a nice benefit if you play your cards right and stay alert to opportunities. I just appreciate the power of subtlety and craftiness, and I can help you get things done in ways that don't always draw the wrong kind of attention.

"I know a little about a lot, and if I like what you're up to, I'll come along just for the chance to see something new in the world."

AGILITY: d8

SMARTS: d6

SPIRIT: d6

STRENGTH: d6

VIGOR: d6

Pace: 6"

Parry: 7

Toughness: 5 (6)

Charisma: 0

Skills: Boating d4, Climbing d6+2, Fighting d8, Gambling d4, Guts d4, Lockpicking d8+2, Notice d6, Persuasion d6, Stealth d8+2, Streetwise d4, Throwing d6

Edges/Abilities: Ambidextrous, Acrobat (+2 Agi rolls), Thief (+2 appropriate skills)



Hindrances: Curious (Major), Greedy (Minor), Loyal

Powers: None

Essence: None

Gear: Partial Leather Armor (+1, -2 Called Shots), Short Sword (Str+2 Damage), Dagger (Str+1 Damage), Throwing Knives x4 (Str +1 Damage, 3/6/12 range), Lockpicks, Extra Pouches

Experience: 10

Rank: Novice

ELDAKAR SORCERER

"No one knows the Patterns of magic the way my people do, and I am proud to carry on the tradition of this knowledge. Now, more than ever, those who understand the Aether are desperately needed to stem the tide of what is to come.

"No, I don't know exactly. All I can say for certain is that the threads of the Patterns tremble; as though something tugs on their distant ends. There are whispers in the Aether that Time itself may be facing a great change. These are the kinds of things you learn when you study with ancient masters.

"My time for study is at an end, though. The time to act has come, and I will not hesitate to use both my knowledge and my power for the greater cause. If you understand that, we will do well together."

AGILITY: d6

SMARTS: d10

SPIRIT: d10

STRENGTH: d4

VIGOR: d6

Pace: 6"

Parry: 5 (6)

Toughness: 5

Charisma: 0

Skills: Fighting d6, Guts d6, Investigation d6, Knowledge: Magic d10, Knowledge: Cosmology d6, Notice d8, Sorcery d10

Edges/Abilities: Low-light Vision, Detect Arcana (+2), Unearthly Fae Beauty (+2 Charisma), Sorcerer, Power Points



Hindrances: Gossamer (Limited Strength and Vigor), Enemies (Creatures of Darkness and Flame), Weakness (+4 Damage from Black Iron and Blood Steel), Curious (Major), Ugly (Cancels normal Fae Beauty), Loyal, Vow (Major): Discover the Mysteries Told of in the Aether

Powers: Cantrips, Armor, Bolt, Silence
Essence: 15 (+5)

Gear: Everwood Staff (Str+1 Damage, Parry +1, Reach 1, 2 hands; +5 Essence Bond), Pouches, Scrolls, Quills, Ink

Experience: 10

Rank: Novice

CHARACTER ARCHETYPES

DWARF WARRIOR

"The ancient stories are more than mere tales, it's startin' to seem. The Elders won't say for certain what's goin' on, but many of us are fairly certain the dwarves are smack in th' middle of it.

"I'm not one for waitin' around. Those Olaran lads are gonna have their hands full when the Emperor's hordes come callin', and I mean t' be there helpin' where I can. That is, unless somethin' more important comes along that seems t' need the likes o' me to see it through.

"If yer a decent sort with a genuine need o' help, I probably got time to see ye through to wherever it be yer goin'. After all, the war that's comin' is like to be goin' for a while, I'm thinkin'."

AGILITY: d6

SMARTS: d6

SPIRIT: d6

STRENGTH: d8

VIGOR: d10

Pace: 6"

Parry: 7

Toughness: 7 (10)

Charisma: 0

Skills: Climbing d4, Fighting d10, Guts d6, Intimidation d6, Notice d4, Repair d6, Shooting d6, Survival d4

Edges/Abilities: Low-light Vision, "The Old Ways" (+2 involving metals, stone, etc.), Intestinal Fortitude (Guts based on Vigor), Berserk



Hindrances: Stoic (Limited Spirit), Cannot Swim, Slow (Base Pace 5"), Heroic, Big Mouth, Stubborn

Powers: None

Essence: None

Gear: Partial Chain Mail (+3, -2 Called Shots), Short Sword (Str+2 Damage), Dwarven Axe (Str+3 Damage, AP 1), Crossbow (2d6 Damage, AP 2, 15/30/60, 1 Action to reload), Metal Tankard

Experience: 10

Rank: Novice

KORINDIAN DRUID

"The Ascended may well have worked to bring us together, for long have I walked these lands looking for the right path. My people are not immune to the dangers that come, and some of us have chosen to join the mainlanders in their fight against what comes.

"I do not cherish violence, and would far prefer to heal the sick and injured than bring harm to any. However, I am no child – the demons of the Flame care nothing for Life, and they must be opposed. What training I have and what gifts I've been blessed with are yours, if your path is one where we can do good in a world threatened by great evil.

"I will have no need of coins; such is not the way of my people. You can have my share of whatever... 'money' comes along."

AGILITY: d8

SMARTS: d6

SPIRIT: d8

STRENGTH: d6

VIGOR: d6

Pace: 6"

Parry: 7 (8) (Ranged attacks -1 to hit)

Toughness: 5 (7)

Charisma: -2 (0 among Korindians)

Skills: Fighting d8, Channeling d8, Guts d6, Healing d6, Knowledge: Magic d4, Notice d6, Survival d4, Swimming d4

Edges/Abilities: Low-light Vision, Trained from Birth (Block and Dodge), Druid, Kor-In Student, New Power



Hindrances: Law of Kor, Outsider,

Weakness: +2 Damage from Black Iron and Blood Steel, Vow: Tenets of Faith (Major), Heroic, Pacifist (Minor), All Thumbs

Powers: Healing, Stun, Deflection

Essence: 10 (+5)

Gear: Korindian Studded Leather (+2, -2 Called Shots), Everwood Staff (Str+1 Damage, Parry +1, Reach 1, 2 hands; +5 Essence Bond), Healing Salve (2 doses)

Experience: 10

Rank: Novice

CHARACTER ARCHETYPES

BRINCHIE GUARDIAN

"There was a time when I made a comfortable living working for bad men in the Malakar Dominion. It's not like I really got into what they were about; I just scared people who got too close to the bosses, and occasionally I went to 'explain' things to people who got on their bad side. I made good money, got to see some action occasionally, and people respected me.

"I met this druid passing through the area. Well, to be honest, I was sent to deal with him; the Dominion doesn't much care for druids in their cities. He faced me, all calm and serene, and explained how it was time for me to embrace the power of my past and the potential of my future. I had no clue what he was talking about, but something must have gotten through. Suddenly I realized that it didn't matter how many people respected me. I really didn't respect myself anymore.

"I have skills and talents you probably need. Give me something to believe in, friend..."

AGILITY: d8

SMARTS: d6

SPIRIT: d6

STRENGTH: d8

VIGOR: d6

Pace: 8" (d10 Run)

Parry: 8 (9)

Toughness: 5 (7)

Charisma: 0 (-2)



Skills: Climbing d4, Fighting d10, Guts d6, Intimidation d6, Notice d6, Stealth d6, Streetwise d4

Edges/Abilities: Acrobat (+2 Agility checks), Natural Claws (Str+1), Ambidextrous, Two-Fisted

Hindrances: Flighty (Limited Smarts), Outsider, Needs Action (see text), Overconfident, Loyal, Enemies: Malakar Dominion agents (Minor)

Powers: None

Essence: None

Gear: Partial Scale Mail (+2, -2 Called Shots), Lo-sska (Str+3 Damage), Rrka (Str+2 Damage), Sharpening Stones and Oils for maintaining weapons

Experience: 10

Rank: Novice

AEVAKAR PALADIN

"I know what they say about me. I may be a bit dense, but I'm not deaf. It was never my gift to be especially clever. I am full of faith, though. From the time I first saw the sun come up over the mountains, stared into the twinkling stars of the night, I knew the call of the Light. That has always been enough for me.

"I'm good with a sword. One of the best, really. The sword is Archanon's symbol, indicating His call to defend the weak and bring justice and honor to this land. I'm also gifted with a good voice, and I will speak Archanon's teachings as best I can. I will call for peace and diplomacy where it is possible. It's said that his greatest servants are the angels my people are said to descend from. I hope this is true, for there would be no greater honor in my life than to rejoin the Celestial Aeries and serve the Light forever.

"For now, I will serve here, where the need is great. What will you do?"

AGILITY: d8

SMARTS: d4

SPIRIT: d8

STRENGTH: d6

VIGOR: d8

Pace: 6" / 12" Flight (d10 "Run")

Parry: 8 (10)

Toughness: 5 (7)

Charisma: +1



Skills: Fighting d12, Guts d6, Healing d4, Intimidation d6, Knowledge: Flame Creatures d4, Notice d6, Persuasion d6

Edges/Abilities: Low-light Vision, Wings, Fae Beauty, Atypical, Paladin (+2 Damage against Flame/Darkness, +2 Toughness vs. their attacks; Detect Flame and Darkness, Spirit check in Spirit radius, at will)

Hindrances: Dense (Limited Smarts), **Weakness:** +3 Damage from Black Iron and Blood Steel, Enemies: Shayakar and Childer, Light Frame (-1 Toughness), Vow: Tenets of Faith (Major), Heroic, Loyal, Stubborn

Powers: None

Essence: None

Gear: Full Scale Mail (+2, -4 Called Shots), Longsword (Str+3 Damage), Large Shield (+2 Parry, +2 Armor vs Ranged damage)

Experience: 10

Rank: Novice

CHARACTER ARCHETYPES

HUMAN ADEPT

"Your passions can serve you well, but they may well be your undoing if you do not contain them to your purpose. Oh, my apologies – I am doing it again. We were taught at great lengths to study actions and the emotions that drive them. In this way, we can better understand how to help our friends, as well as how to better defeat our enemies.

"The Azure Citadel has long been preparing for these days, as have our brothers in the Jade Flame. It is my greatest hope to train with them and learn their ways. Combining the strengths of both schools may help me truly prove that Adepts are a vital and important part of the world, to be embraced as brothers and sisters in the great conflicts to come.

"The strength of my arm and the strength of my will are both at your service, so long as your path is one of good intent."

AGILITY: d8

SMARTS: d6

SPIRIT: d8

STRENGTH: d6

VIGOR: d6

Pace: 6"

Parry: 6

Toughness: 5 (6)

Charisma: 0

Skills: Fighting d8, Guts d6, Notice d6, Persuasion d8, Stealth d4, Survival d4, The Way d10, Throwing d8



Edges/Abilities: Adept (Detect Arcana), Order of the Azure Citadel (see text)

Hindrances: Heroic, Vow: Loyal Student of the Azure Citadel, Quirk: Regularly analyzes companions' actions and emotional states

Powers: Mind Reading, Armor, Boost Trait

Essence: 10 (+5)

Gear: Partial Leather Armor (+1, -2 Called Shots), Longsword (Str+3 Damage), Throwing Spear (Str+2 Damage, 3/6/12), Focus Crystal (+5 Essence Bond)

Experience: 10

Rank: Novice

Shaintar: Immortal Legends and all related characters © 2005 Sean Patrick Fannon. All rights reserved.

All artwork and graphics © 2005 Talisman Studios. All rights reserved.

Savage Worlds and Smilin' Jack © 2005 Great White Games. All rights reserved.