

SAVAGE SUN CHARACTER SHEET

Hranga White-Wing

Aarakocra Dune Trader

Hranga is a dune trader, an agent of the Merchant House Wavir. A skilled traveler and negotiator, Hranga is no stranger to tense deals that have the potential to go badly. On more than one occasion, Hranga has had to escape a double-cross or failed exchange and salvage goods that a lesser trader might have lost.

Recently, a large purchase request for goods that House Wavir specializes in was made by a division of Urik's Templar, and Hranga was the agent in charge of delivery and price negotiation. However, the Yellow-Cloaks of Urik are not known for friendly haggling, and the deal went south. Hranga was captured and is awaiting ransom payment from House Wavir to secure release. But rumors heard outside the cells are reducing the confidence that such a payment is forthcoming...

ATTRIBUTES

Strength: d6 (40 pounds)
Agility: d8
Vigor: d4 (-2 Soak)
Smarts: d10
Spirit: d8

DERIVED STATISTICS

PACE: 5/d4 Walking; 12/d6 Flying
PARRY: 7 (8 w/Spear)
SIZE: 0
TOUGHNESS: 8 (3); Natural Armor

HINDRANCES & WEAKNESSES

- Racial: Claustrophobia (-1 penalty)
- Racial: Hollow Bones (factored in)
- Vow (Major): Serve House Wavir
- Code of Honor (Major)



EDGES & ADVANTAGES

- Racial: Wings, Dexterous, Natural Armor, Bird's Eye View (factored in)
- Racial: Diving Attack; Wild Attack while flying gains extra +1 Attack & Damage
- Edge: Connections (House Wavir)
- Edge: Charismatic
- Edge: Dune Trader* (Option 1)
- Edge: Jack-of-all-Trades
- Languages: Aarakocra, Trade-Tongue, Elven, Urik, Tyr, Giant

SKILLS

- **Athletics** d8
- **Common Knowledge** d8
- **Notice** d10
- **Persuasion** d8 (free reroll)
- **Stealth** d6
- **Fighting** d8

GEAR

- Talons (Str+d6 damage)
- Spear (Str+d6 damage, Reach 1, Parry +1 if used two-handed)
- Sling (4/8/16; Str+d4)
- Hide Armor (+1)

WOUNDS -1 -2 -3 **INCAPACITATED!** -2 -1 **FATIGUE**

SAVAGE SUN CHARACTER SHEET

Miktok the One-Eyed

Dwarven Earth Cleric

Miktok is a shaman of the Scar-Cliff tribe, a Slave Tribe that dwells in a range of jagged cliffs near the City-State of Urik. Miktok is a devotee of the element of Earth and has long protected the Scar-Cliff tribe and communed with the spirits of their home. Miktok's duties as a slave tribe shaman included determining which members are offered to Urik in exchange for the tribe's freedom. The recent communion ceremony yielded a surprising but undeniable result – Miktok was to be among those offered.

ATTRIBUTES

Strength: d8 (60 pounds)
Agility: d6 (-1)
Vigor: d10
Smarts: d4
Spirit: d10

DERIVED STATISTICS

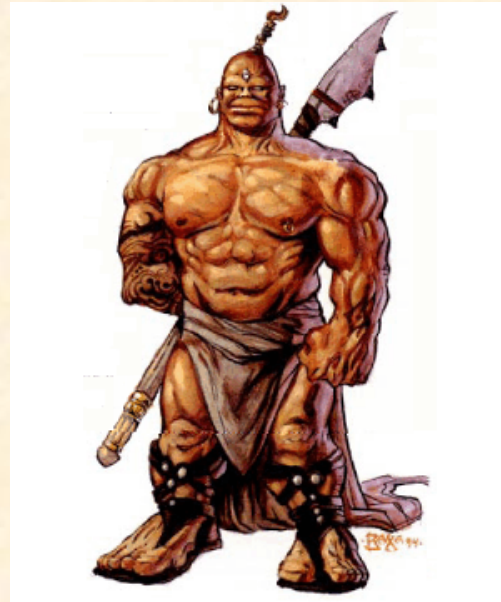
PACE: 5/d4
PARRY: 6
SIZE: 0
TOUGHNESS: 10 (3)

HINDRANCES & WEAKNESSES

- Racial: Focus
- Racial: Short Legs (factored in)
- Racial: Stubborn, Cautious
- Heroic (Major)
- One Eye (Major)

EDGES & ADVANTAGES

- Racial: Arcane Resistance
- Racial: Immune to Poison
- Racial: Infravision
- Edge: Arcane Background: Earth Cleric*
- Edges: Power Points & New Powers
- Edge: Shaman*
- Languages: Dwarf, Trade-Tongue, Urik



SKILLS (One chosen skill gets +1 bonus)

- **Athletics** d4
- **Common Knowledge** d4
- **Notice** d4 (-2 if far)
- **Persuasion** d4
- **Stealth** d4
- Faith d10
- Fighting d8
- Healing d4
- Occult d4
- Repair d4
- Survival d4

SPELLS (Power Points: 15)

- Boost/Lower Trait (2)
- Dispel (1)
- Elemental Manipulation: Earth (1 or 3)
- Entangle (2)
- Healing (3)
- Protection (1)

GEAR

- Trikal (Str+d8+1, Reach 1, two-handed)
- Basic Tools, Healer's Kit
- Stone Armor (+3 Armor)

WOUNDS -1 -2 -3 **INCAPACITATED!** -2 -1 **FATIGUE**

SAVAGE SUN CHARACTER SHEET

Frella the Fabulous

Elven Athasian Bard

Frella is an elf who has traded the nomadic wanderings of tribal life for an existence of urban adventure. Relying on the inherent skills of the elven people combined with the learned talents of the streets of the City-States, Frella has earned quite a reputation as a talented bard and minstrel and has used that role to cover a variety of other illicit and nefarious activities. Whether playing the galas of the noble houses or picking their pockets in the market square, Frella has made a living on the backs of the wealthy elite. Unfortunately, such a life often has consequences, and Frella is currently awaiting sentencing in an Urik dungeon for swindling the wrong noble scion...

ATTRIBUTES

Strength: d6 (40 pounds)
Agility: d6
Vigor: d6 (-1)
Smarts: d8
Spirit: d8 (-1)

DERIVED STATISTICS

PACE: 8/d8
PARRY: 5
SIZE: 0
TOUGHNESS: 7 (2)

HINDRANCES & WEAKNESSES

- Racial: Greedy
- Racial: Fragile & Weak-Willed
- Racial: Half-Elf Hatred (-2 Persuasion)
- Racial: Petulant (-1 to unwilling tasks)
- Thin-Skinned (Major; -4 to resist Taunt)
- Big Mouth (Minor)
- Jealous (Minor, other performers)



EDGES & ADVANTAGES

- Racial: Native Weapons, Elven Stealth, Swift & Graceful (factored in)
- Racial: Infravision
- Racial: Desert Dweller (+4 Heat/Cold)
- Racial: Elf Run
- Edge: Streetwise
- Edge: Fame
- Edge: Athasian Bard* (Option 1)
- Languages: Elf, Trade-Tongue, Sign, Aarakocra, Urik, Tyr, Giant, Halfling

SKILLS

- **Athletics** d6
- **Common Knowledge** d8 (+2 if shady)
- **Notice** d6
- **Persuasion** d6 (+1)
- **Stealth** d6
- Fighting d4 (+1)
- Performance d8 (+1; reroll)
- Science d6
- Shooting d4 (+1)
- Taunt d8
- Thievery d4

GEAR

- Daggers x3 (3/6/12; Str+d4 damage)
- Short Bow (12/24/48; 2d6 damage)
- Short Sword (Str+d6 damage)
- Sitar & Pan Pipes
- Mild Poison (5 Doses)
- Bone Piecemeal Armor (+2)

WOUNDS -1 -2 -3 **INCAPACITATED!** -2 -1 **FATIGUE**

SAVAGE SUN CHARACTER SHEET

Gilmaled, First-Born

Human Defiler

Gilmaled was born to noble parentage, and seemed destined to inherit a great fortune. Land, slaves, wealth and water were all the birthright of Gilmaled until their house fell to war. A rival noble house with better connections destroyed Gilmaled's, and all other members of the family were put to the spear. Gilmaled escaped persecution, and in desperation and poverty turned to the dark arts of defiling for revenge. Tracking the members of the rival house to Urik, Gilmaled was captured by Templar before the revenge could be realized...

ATTRIBUTES

Strength: d4 (20 pounds)
Agility: d4
Vigor: d6
Smarts: d12
Spirit: d6

DERIVED STATISTICS

PACE: 6/d6
PARRY: 2
SIZE: 0
TOUGHNESS: 6 (1)

HINDRANCES & WEAKNESSES

- Vengeful (Major)
- Ruthless (Minor)
- Hesitant (Minor)
- Secret* (From Defiler)

EDGES & ADVANTAGES

- Edge: Arcane Background: Defiler*
- Edge: Power Points
- Edges: New Powers (x2)
- Edge: Calculating
- Languages: Tyr, Urik, Raam, Trade-Tongue, Human, Halfling, Elf



SKILLS

- **Athletics** d4
- **Common Knowledge** d6
- **Notice** d4
- **Persuasion** d6
- **Stealth** d4
- Academics d4
- Occult d10
- Research d6
- Spellcasting d12

SPELLS (Power Points: 20)

- Bolt (1)
- Boost/Lower Trait (2)
- Burst (2)
- Deflection (3)
- Detect/Conceal Arcana (2)
- Entangle (2)
- Fear (2)
- Havoc (2)
- Illusion (3)
- Protection (1)

GEAR:

- Material Components
- Piecemeal Armor Scraps (+1)
- Secret Spellbooks (Braided robes)

DEFILING

- -4 Power Point cost for *Lush* terrain, -3 for *Abundant*, -2 for *Fertile*, -1 for *Infertile*; SBT becomes **Barren**.

WOUNDS -1 -2 -3 **INCAPACITATED!** -2 -1 **FATIGUE**

SAVAGE SUN CHARACTER SHEET

Rags & Bones

Half-elfen Wasteland Ranger

Trysts between humans and elves are common, but unfortunate children born of such unions are frequently abandoned. Rags was more fortunate in that at least the parents sold the child to a jhakar-trainer. By the time Rags was old enough to strike out, a particularly brutish jhakar had bound itself to Rags as a master. When monster-hunters attempted to capture Bones for the arena, Rags leapt to the creature's aid – and became a prisoner as well.

ATTRIBUTES

Strength: d6 (40 pounds)
Agility: d8
Vigor: d8
Smarts: d8
Spirit: d4

DERIVED STATISTICS

PACE: 6/d6
PARRY: 7
SIZE: 0
TOUGHNESS: 9 (2)

HINDRANCES & WEAKNESSES

- Racial: Outsider (Major)
- Racial: Elf Hatred (-2 Persuasion)
- Suspicious (Major; -2 to be Supported except by Bones)
- Cautious (Minor)
- Quirk (Minor; talks to Bones)

EDGES & ADVANTAGES

- Racial: Infravision
- Racial: Beast Master & Beast Bond
- Edge: Wasteland Ranger* (Option 3)
- Edge: Woodsman
- Languages: Elf, Urik, Trade Tongue, Giant, Dwarf; no penalty on untrained Tribal Languages



SKILLS (Ignore up to -2 penalty from any source during "Survival in the Desert" travel)

- **Athletics** d8
- **Common Knowledge** d6
- **Notice** d8
- **Persuasion** d4 (-2)
- **Stealth** d6 (+2 in wilds)
- **Fighting** d8
- **Healing** d4
- **Repair** d8
- **Survival** d10 (+2)

GEAR

- Cahulaks (Str+d6; 1 attack at Range 1 or 2 at range 0 with -2 penalty; can throw 3/6/12; can Grapple at range)
- Wood Armor (+2)
- Healer's Kit

Bones (Jhakar Companion)

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d10 (40 pounds), Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6 (+2), Stealth d8

Pace: 10; **Parry:** 6; **Toughness:** 7 (2); **Size:** -1

Edges: Alertness, First Strike

Special Abilities:

- **Bite:** Str+d8.
- **Low-Light Vision**
- **Speed:** d10 running die.
- **Keen Smell:** Track using Notice
- **Clamp:** +2 on rolls to Grapple

WOUNDS -1 -2 -3 **INCAPACITATED!** -2 -1 **FATIGUE**

SAVAGE SUN CHARACTER SHEET

Quash of Urik

Half-giant Templar of Hamanu

Quash is just smart enough to recognize that it's better to be giving the orders than taking them. Quash has served the City-State of Urik loyally for many years, but the Lion of the Desert is unforgiving of even minor mistakes or breaches of Hamanu's Code. One breach wasn't enough to get Quash executed, but it did land the half-giant in the arena, fighting for a second chance.



ATTRIBUTES

Strength: d12+1 (1,120 pounds)
Agility: d4
Vigor: d8
Smarts: d6 (-1)
Spirit: d8 (-1)

DERIVED STATISTICS

PACE: 6/d6
PARRY: 6
SIZE: +3
TOUGHNESS: 12 (+3 Armor)

HINDRANCES & WEAKNESSES

- Racial: Too Big (-2 with small gear)
- Racial: Bottomless Pit (8x food/water)
- Racial: Not Bred for Brains (factored in)
- Vow of Service (Vow + Obligation)
- Bloodthirsty (Major)
- Death Wish (Minor)
- Illiterate (Minor)

EDGES & ADVANTAGES

- Racial: Big & Strong (factored in)
- Racial: Durable (**Hardy**)
- Racial Edge: Brute
- Edge: Arcane Background: Templar* (Includes Rich & Aristocrat)
- Edge: Power Points
- Edge: Sweep
- Languages: Giant, Urik, Trade, Halfling

SKILLS

- **Athletics** d8
- **Common Knowledge** d6 (+2 Noble)
- **Notice** d4
- **Persuasion** d4 (-2)
- **Stealth** d4 (-2)
- Faith d8
- Fighting d8
- Intimidate d8

GEAR

- Datchi Club (Str+d10, Reach 1, Raise Damage +1d10)
- Obsidian Armor (+3)
- Rock (3/6/12, Str+d6 damage)

SPELLS (Power Points: 15)

- Detect/Conceal Arcana (2)
- Healing (3)
- Summon Ally (1)

Obsidian Man (from Summon Ally)

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d4, Vigor d4

Skills: Athletics d4, Fighting d4, Notice d4, Shooting d4, Stealth d6

Pace: 4; **Parry:** 4; **Toughness:** 4; **Size:** 0

Special Abilities:

- **Claw:** Str+d4. (Str+d6 for +1 PP)
- **Construct & Fearless**
- **Flight 12:** +2 PP on summon
- **Mind Rider:** +1 PP on summon; Quash can sense and communicate though it.

WOUNDS -1 -2 -3 **INCAPACITATED!** -2 -1 **FATIGUE**

SAVAGE SUN CHARACTER SHEET

Kala'mitea the Ancient

Halfling Preserver/Thief

Kala'mitea the Ancient did not leave the Ringing Mountains with great happiness, but rather out of a sense of duty. As one of the few Preservers on Athas, Kala'mitea sees it as a matter of sacred importance to undermine the defiling rule of the Sorcerer-Kings. In order to learn more about this terrible foe, Kala'mitea was captured willingly in order to spy on the city from within.

ATTRIBUTES

Strength: d4 (-3) (10 pounds)
Agility: d10 (-1)
Vigor: d4 (-1)
Smarts: d10
Spirit: d8

DERIVED STATISTICS

PACE: 5/d4
PARRY: 5
SIZE: -1
TOUGHNESS: 4 (1)

HINDRANCES & WEAKNESSES

- Racial: Outsider, Poverty (Minor)
- Elderly (Major)
- Heroic (Major)

EDGES & ADVANTAGES

- Racial: Arcane Resistance (+2/-2)
- Racial: Immune to Poison
- Edge: Arcane Background: Preserver*
- Edge: Concentration
- Edge: Thief
- Edge: Assassin
- Edge: Vassal Thief* (Option 2)
- Languages: Halfling, Urik, Trade, Giant, Pterrann, Elf



SKILLS

- **Athletics** d8 (+2)
- **Common Knowledge** d4
- **Notice** d6
- **Persuasion** d8 (-2)
- **Stealth** d8 (+1 urban)
- **Fighting** d6
- **Occult** d6
- **Spellcasting** d10
- **Thievery** d10 (+1)

SPELLS (Power Points: 10)

- Confusion (1)
- Darksight (1)
- Detect/Conceal Arcana (2)
- Light/Darkness (2)

GEAR

- Dejada (5/10/20; 2d6 Damage)
- Dagger (3/6/12; Str+d4)
- Thieves' Tools
- Hide Armor (+1)
- Material Components

WOUNDS -1 -2 -3 **INCAPACITATED!** -2 -1 **FATIGUE**

SAVAGE SUN CHARACTER SHEET

Glorious

Mul Gladiator

Like all muls, Glorious was bred for a single purpose; to be a powerful and valuable slave. Extensive magical divination is used to partner human and dwarven parents that will produce the mightiest muls. Glorious was not captured but born to this life. A life of gladiatorial combat is all this mul has ever known, freedom beyond the obsidian walls of Urik a distant fantasy.



ATTRIBUTES

Strength: d12 (240 pounds)
Agility: d8
Vigor: d6
Smarts: d4 (-1)
Spirit: d8

DERIVED STATISTICS

PACE: 6/d6
PARRY: 9
• -1 if using Gouge or Whip
• +2 if using Large Shield
SIZE: +1
TOUGHNESS: 10 (+3 Armor)

HINDRANCES & WEAKNESSES

- Racial: Mean (factored in)
- Racial: No Education (factored in)
- Ugly (Major; factored in)
- Arrogant (Major)

EDGES & ADVANTAGES

- Racial: Tireless (+4 versus Sleep)
- Edge: Gladiator* (Option 3)
- Edge: Feint
- Edge: Martial Artist
- Edge: Bolster
- Edge: Brawny
- Languages: Dwarf, Urik, Trade

SKILLS

- **Athletics** d8
- **Common Knowledge** d4
- **Notice** d4
- **Persuasion** d4 (-3)
- **Stealth** d4
- **Fighting** d12
- **Intimidation** d8

GEAR

- Chitin Armor (+3)
- Gouge (Str+d12, AP 3; Parry -1, 2 hand)
- Large Shield (+2 Parry, -4 Cover Bonus)
- Carrikal (Str+d8+1, 1 hand)
- Net (Thrown 3/6/12, **Entangles** foe)
- Spear (Str+d6; Reach 1; Thrown 3/6/12)
- Whip (Str+d4; Reach 2; can **Entangle**)
- Unarmed (Str+d4; +1 to Attack)

NOTES

- You're good at **Tests**! You can use them and fight in the same round at no penalty, and you can use the Fighting skill to test against your foe's Agility OR Smarts – your choice! Succeeding on a Test even removes **Distracted** or **Vulnerable** from one ally.
- A Test can make a foe **Distracted** or **Vulnerable** – or invoke **Creative Combat** on a Raise!
- It's a free action to swap/ready up to two weapons/items once per round!

WOUNDS -1 -2 -3 **INCAPACITATED!** -2 -1 **FATIGUE**

SAVAGE SUN CHARACTER SHEET

Vish-Crooh of the Green Path

Pterran Druid

Vish-Crooh is a Pterran, one of the reclusive denizens of the hinterlands that have only recently begun to spread into the Tyr region. Pterran spiritual leaders like Vish-Crooh revere Athas as an entity, along with “her” children, the moons Ral and Guthay. Following a call from these entities, Vish-Crooh has set out on a pilgrimage to all seven cities of the Sorcerer-Kings on a mission of peace and goodwill. Unfortunately, this message was not well-received in Urik, and Vish-Crooh has been imprisoned and thrown to the pits. Despite spiritual vows of non-violence and the reverence of life, Vish-Crooh is concerned that these captors will leave no choice but to fight.

ATTRIBUTES

Strength: d8 (-1 cold); (60 pounds)
Agility: d6 (-1 cold)
Vigor: d8 (-1 cold)
Smarts: d6
Spirit: d8

DERIVED STATISTICS

PACE: 6/d6
PARRY: 5
SIZE: 0
TOUGHNESS: 10 (4)

HINDRANCES & WEAKNESSES

- Racial: Outsider (Minor)
- Racial: Cold-Blooded
- Tongue-Tied (Major)
- Pacifist (Minor)
- Driven (Minor; Path of the Druid)
- Vow (Protect Nature)

GEAR

- Healer's Kit
- Bone Armor (+2)



EDGES & ADVANTAGES

- Racial: Scales (factored in)
- Racial: Claws (Str+d4 damage)
- Racial: +4 to resist Thirst
- Edge: Arcane Background: Druid*
- Edge: The Wandering*
- Edge: New Powers
- Edge: Power Points
- Edge: Healer
- Languages: Pterran, Urik, Halfling, Trade, Elf, The Speech (animals/other druids)

SKILLS

- **Athletics** d6 (+2 to climb)
- **Common Knowledge** d4
- **Notice** d6
- **Persuasion** d4 (-3)
- **Stealth** d6 (+2 in wild)
- Faith d6
- Fighting d6
- Healing d6 (+2)
- Survival d6 (reroll)

SPELLS (Power Points: 15)

- Beast Friend (Size*, minimum 1)
- Elemental Manipulation (1)
- Healing (3; +2 for MBT)
- Relief (1)
- Shape Change (2; Size -4 to -1 Animals Only; +1 PP for minutes, not rounds)
- Speak Language (1)

WOUNDS -1 -2 -3 **INCAPACITATED!** -2 -1 **FATIGUE**

SAVAGE SUN CHARACTER SHEET

Zae

Thri-kreen Warrior

What a strange place this is! The beings here do not click together; they click *at* each other, but it is not one voice. They do so many things that are not food! Sometimes they lay prone for hours, just breathing but not moving. And then they tell such wonderful stories! Many seem to fear you, but they pose no threat. They are unarmored and weak. Wait - some have stronger weapons. And dark power. And nets!

ATTRIBUTES

Strength: d8 (120 pounds)
Agility: d8
Vigor: d8
Smarts: d4 (-1)
Spirit: d4

DERIVED STATISTICS

PACE: 10/d10
PARRY: 7 (8 w/ Gythka)
SIZE: +1
TOUGHNESS: 15 (7)

HINDRANCES & WEAKNESSES

- Racial Hindrances: Outsider (Major), Loyal, Poverty (Minor)
- Racial: Can't Speak
- Racial: -2 with non-kreen gear
- Overconfident (Major)
- Curious (Major)

GEAR

- Gythka (Str+d6, 2-handed, Parry +1, Reach 1, Two-Weapon, thrown 3/6/12)
- Chatkcha x2 (Str+d6, thrown 3/6/12, returns on a miss)
- Dasl Armor (+3)



EDGES & ADVANTAGES

- Racial: Carapace (factored in)
- Racial: Claws (Str+d4) & Bite (Str+d6)
- Racial: 4 Arms (negate 2 points of Multi-Action Penalty each round)
- Racial: Ignore Dim/Dark illumination
- Racial: +4 to resist Thirst
- Racial: Doesn't Sleep
- Edge: Berserk
- Edge: Quick
- Edge: Danger Sense
- Languages: Kreen, Trade (understand only, can't speak or read)

SKILLS

- **Athletics** d8
- **Notice** d8
- **Persuasion** d4 (-2)
- **Stealth** d4
- **Fighting** d8
- **Repair** d4
- **Survival** d4

WOUNDS -1 -2 -3 **INCAPACITATED!** -2 -1 **FATIGUE**

SAVAGE SUN CHARACTER SHEET

Adolius of Myrka

Human Fighter-Commander

Adolius is a charioteer in the military of a smaller village that unfortunately became part of Urik's designs for expansion. Despite a brave battle, Adolius was captured by the superior numbers of Hamanu's forces. Hamanu prizes brave and competent soldiers, and offered Adolius the opportunity to bend the knee and join the Lion's Army. After spitting at the feet of the templar who made the offer, Adolius was thrown to the pits instead.

ATTRIBUTES

Strength: d8 (80 pounds)
Agility: d8
Vigor: d6
Smarts: d8
Spirit: d6

DERIVED STATISTICS

PACE: 6/d6
PARRY: 9
SIZE: 0
TOUGHNESS: 8 (2)

EDGES & ADVANTAGES

- Edge: Soldier
- Edge: Command
- Edge: Fighter-Commander* (Option 1)
- Edge: Steady Hands

SKILLS

- **Athletics** d8
- **Common Knowledge** d6
- **Notice** d6
- **Persuasion** d6
- **Stealth** d4
- **Battle** d8
- **Fighting** d8
- **Riding** d8 (reroll)



HINDRANCES & WEAKNESSES

- Code of Honor (Major)
- Stubborn (Minor)
- Loyal (Minor)

GEAR

- Lance (Str+d8, AP 2 when charging; mounted only; Reach 2)
- Spear x3 (3/6/12; Str+d6, Reach 1)
- Bone Armor (+2)
- Tortoise Blade (Str+d4; Medium Shield)
- Great Mace (Str+d8, AP 1)
- Light Chariot (-2 Cover, Toughness 6; 2 People; Size 2; +4 Damage Charging)

Crodlu (Pulls Chariot)

Attributes: Agility d10, Smarts d4 (A), Spirit d4, Strength d12, Vigor d10

Skills: Athletics d10, Fighting d6, Notice d8, Stealth d6

Pace: 11/d10; **Parry:** 9; **Toughness:** 10; **Size:** 2

Edges: Free Runner

Special Abilities: Claw Str+d8; Bite Str+d6

Mathias the Loyal (Human Warrior)

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

Skills: Athletics d6, Common Knowledge d6, Fighting d6, Notice d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 8; **Toughness:** 8 (2)

- **Spear:** Str+d6
- **Bow:** Range 12/24/48, 2d6

WOUNDS -1 -2 -3 **INCAPACITATED!** -2 -1 **FATIGUE**

SAVAGE SUN CHARACTER SHEET

Villatalos the Mad

Human Psionist

Villatalos is a native of Urik and a lifelong scholar of The Way. Psionists in good standing are often called upon in service of the Sorcerer-King, and Villatalos is no exception. However, after years of witnessing injustice, Villatalos could no longer stand idly by and began holding non-violent protests of the tyrannical rule. The templar were quick to add the "the Mad" epithet and throw the now disgraced psionist into the pits.

ATTRIBUTES

Strength: d4 (-1); (20 pounds)
Agility: d4 (-1)
Vigor: d6 (-1)
Smarts: d12
Spirit: d6

DERIVED STATISTICS

PACE: 5/d6-1
PARRY: 2
SIZE: 0
TOUGHNESS: 6 (1)

HINDRANCES & WEAKNESSES

- Elderly (Major)
- Big Mouth (Minor)
- Pacifist (Minor)

EDGES & ADVANTAGES

- Edge: Arcane Background: Psionist*
- Edge: Power Points
- Edges: New Powers (x2)
- Edge: Telepath*
- Languages: Tyr, Urik, Raam, Trade-Tongue, Human, Giant, Halfling
- **Special:** You do not gain the Wild Talent Edge, but roll for your Talent anyway; it becomes one of your known powers.



SKILLS

- **Athletics** d4
- **Common Knowledge** d8
- **Notice** d8
- **Persuasion** d6
- **Stealth** d4
- Academics d8
- Occult d8
- Research d8
- Psionics d12

POWERS (Power Points: 15)

- Bolt (1)
- Detect/Conceal Arcana (2)
- Havoc (2)
- Mind Link (1)
- Mind Reading (2)
- Relief* (1); (Self-only; can use as limited free action even if **Shaken** or **Stunned** for +2 Power Points)

GEAR:

- Hide Armor (+1)

PSYCHIC COMBAT

- **Test** using Psionics (Range 12)
- If you make the target **Vulnerable**, free action to use *Mind Link*. Target remains **Vulnerable** to your psionics (including **Tests**) for as long as *Mind Link* lasts.
- Against a *linked* target, you may use "Psychic Crush" as an action: Pay 2 PP and **Test**; deal 1 Fatigue (2 on a raise) instead of normal **Test** results.

WOUNDS -1 -2 -3 **INCAPACITATED!** -2 -1 **FATIGUE**