

*When his glowing he found the candle and heathed it
the cage was empty for himself and the dead men*

THE SAVAGE WORLD OF SOLOMON KANE

I, **Yuri Dmitriev**
born on, **November 12**
in the lands of, **Russia**

in the year of our lord, **1585**

do hereby swear that this is a true accounting
of my knowledge and abilities, and that I have not borne false witness about any item
contained herein, upon my honor and the honor of my fellow countrymen

Attributes

- 4 6 8 10 12 Agility
- 4 6 8 10 12 Smarts
- 4 6 8 10 12 Strength
- 4 6 8 10 12 Spirit
- 4 6 8 10 12 Vigor

Base		Mod
<input type="radio"/> 0	Charisma	<input type="radio"/>
<input type="radio"/> 8	Pace	<input type="radio"/> +2
<input type="radio"/> 5	Parry	<input type="radio"/>
<input type="radio"/> 6	Toughness	<input type="radio"/> +1

Hindrances:

- Curious**
- Greedy**
- Vow (Holy Order)**

Edges:

- Quick Draw**
- First Strike**
- Fleet-Footed**
- Thief**
- Close Fighter**
- Dirty Fighter**

Skills

4 <input checked="" type="radio"/> 6 <input checked="" type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	Climbing	4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
4 <input checked="" type="radio"/> 6 <input checked="" type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	Fighting	4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
4 <input checked="" type="radio"/> 6 <input checked="" type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	Guts	4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
4 <input checked="" type="radio"/> 6 <input checked="" type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	Lockpicking	4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
4 <input checked="" type="radio"/> 6 <input checked="" type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	Notice	4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
4 <input type="radio"/> 6 <input checked="" type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	Stealth	4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
4 <input checked="" type="radio"/> 6 <input checked="" type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	Streetwise	4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
4 <input checked="" type="radio"/> 6 <input checked="" type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	Taunt	4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12

Earthly Possessions

- Normal Clothing
- Leather Satchel (waterproof)
- Bedroll
- Lockpicks
- Waterskin
- Crowbar

A armor

- Head:
- Torso: **Leather armor**
- Arms: **Leather armor**
- Legs: **Leather armor**

Total WT Carried: **29**
Weight Limit: **30**
Encumbrance Penalty:

Currency: £0.15

Powers/Trappings	cm	range	damage/effect	duration

Weapon	range	ROF	damage	AP	WT	notes
Dagger (x4)	3/6/12	1	d6+d4	—	1	
Short Sword	—	—	d6+d6	—	4	Sabre

Scars, brandings, and other permanent injuries:

Counts
 -1
 -2
 -3
 Inc
 -2
 -1
 Fatigue



*A rider was singing down the forest trail in the growing
darkness of evening to his horse's easy jog. He stopped*

Yuri Dmitriev

Russian Monk with a murderous past

Sex: Male **Age:** 30

Rank: Seasoned **Exp:** 25

Languages: Russian, English, Dutch

AS a child, Yuri Dmitriev grew up on the cold, forbidding streets of Novgorod. He survived as a thief and a cutpurse. He developed a talent for blades and fighting early on. Eventually, his reputation became such that he found work as a professional murderer.

This all changed when Yuri encountered a somber-clad puritan in 1607. Beaten by Kane's blade and faced with death or repentance, Yuri chose the latter. He enrolled himself in an Orthodox monastery and devoted his life to God. The other monks welcomed him, and kindled the young man's religious zeal and desire for atonement for his past sins.

Last year, the nightmares began. Dreams of darkness and violence haunted the man's sleep. In the dream, a hunched African man with ageless eyes would beckon to him. Finally, Dmitriev left the monastery and his brothers to follow the dream where it lead. Now the man who swore never to shed blood again has donned his blades once more, and in the company of a band with similar callings travels the world on his holy errand.

Description: Yuri Dmitriev is a lean man of median height. His head is shaved and his beard cut to a pointed goatee. He prefers simple clothes. Dmitriev is a devout and faithful servant of God and prays for the souls he must kill in His name.

Roleplaying Tips:

- ♣ Be elusive about your past. It is not something you are proud of.
- ♣ Pray for your victims (before you kill them for added effect).
- ♣ Do not give into temptation. Be humble and forgiving (especially when it comes to Solana!)
- ♣ Debate religion with Gavrel and Dr. Silva.

When his glowing he found the candle and heathed it, the cage was empty for himself and the dead men

THE SAVAGE WORLD OF SOLOMON KANE

I. Ramsey Mardling

born on, June 1 in the year of our lord, 1587
 in the lands of, England do hereby swear that this is a true accounting
 of my knowledge and abilities, and that I have not borne false witness about any item
 contained herein, upon my honor and the honor of my fellow countrymen

Attributes

- 4 6 8 10 12 Agility
- 4 6 8 10 12 Smarts
- 4 6 8 10 12 Strength
- 4 6 8 10 12 Spirit
- 4 6 8 10 12 Vigor

Base Mod

- 0 Charisma
- 6 Pace
- 6 Parry
- 7 Toughness
- 0
-
- +1

Indrances:

- Heroic**
- Big Mouth
- Jingolistic

Edges:

- Brawny
- Florentine
- Noble
- Explorer
- Iron Jaw

Skills

- 4 6 8 10 12 Boating
- 4 6 8 10 12 Climbing
- 4 6 8 10 12 Fighting
- 4 6 8 10 12 Guts
- 4 6 8 10 12 Investigation
- 4 6 8 10 12 Notice
- 4 6 8 10 12 Riding
- 4 6 8 10 12 Survival

Earthly Possessions

- Normal Clothing
- Formal Clothing
- Backpack
- Bedroll
- Lantern (4" radius)
- Oil (1 pint)
- Waterskin

Armor

- Head:
- Torso: **Leather armor**
- Arms: **Leather armor**
- Legs: **Leather armor**

Total WT Carried: **30**

Weight Limit: **48**

Encumbrance Penalty:

Currency: £2.9

Powers/Trappings	cm	range	damage/effect	duration

Weapon	range	ROF	damage	AP	WT	notes
Dagger	3/6/12	1	d6+d4	—	1	
Short Sword	—	—	d6+d6	—	4	Sabre

Scars, brandings, and other permanent injuries:

Counts
 -1
 -2
 -3
 Inc
 -2
 -1
 Fatigue



A rider was singing down the forest trail in the growing twilight, he committed to his horse's easy jog. He stopped to

Lord Ramsay Mardling

British Explorer and proud son of Britain

Sex: Male **Age:** 28

Rank: Seasoned **Exp:** 25

Languages: English, French

RAMSAÿ Mardling is the son of Lord Richard Mardling, the Earl of Cardiff. He is the twin brother of Cordelia Mardling. Their mother died in childbirth, leaving them to be raised by a constant procession of nannies and their somewhat distant and studious father.

Ramsay attended elite boarding and preparatory schools for most of his young life. A capable but never extraordinary student, he distinguished himself early on in athletics, including riding and fencing. Each summer, at the end of term, Ramsey and his sister would journey to visit their father in whatever corner of the earth he found himself in. By the time they were of age, they had visited nearly every corner of Europe and a respectable portion of North Africa and the Ottoman Empire. While none of these distant places ever compared to his native England, Ramsey loved the adventure of it all.

After his first term at University, Ramsey and his sister learned of their father's abduction by an Ottoman sheik. While diplomats endeavored for his release and haggled over ransom, the two siblings set off to rescue their father on their own. Their hastily conceived plan might have failed disastrously were it not for the intervention of a somber puritan.

Fate had brought the lean man with a hawkish face to the sheik's door on an errand of his own. Indeed, the sheik, enamored with the occult, had taken up with demonic forces who demanded sacrifices of blood and innocence. Lord Mardling had stumbled onto the truth of the sheik's wickedness, and was thrown to the dungeons lest he reveal the truth.

Tragically, Lord Mardling died shortly after his freedom was secured. His treatment in the sheik's dungeons had shattered his health and left him a ruin of a man, with only his faculties left intact.

After a brief return to the family estate in Britain, Lord Ramsey and his sister left the kingdom to resume their father's career of adventure and exploration. Their subsequent travels led them through the Ottoman Empire and into India. The two were in Dehli when Ramsey's sister began to complain of recurring nightmares. Through some force, whether divine or sinister, she was being called back to England. To Torkertown.

That was a year ago. Now the brother and sister find themselves in a company of strangers, on what may be the greatest (and last) adventure of their lives.

Description: Lord Ramsey is a tall, broad shouldered man with a solid chin and a tangled mop of blonde hair. His skin is tanned from years under open skies. He has a boyish smile and a reckless enthusiasm.

Roleplaying Tips:

- ✦ "For Queen and Country!"
- ✦ Anyone who isn't English is a Savage. (And that goes doubly for the French!)
- ✦ Be protective of your sister and your family name.

When his glowing he found the candle and heathed it, the cage was empty for himself and the dead men.

THE SAVAGE WORLD OF SOLOMON KANE

I. Cordelia Mardling

born on, June 1 in the year of our lord, 1587
 in the lands of, England do hereby swear that this is a true accounting
 of my knowledge and abilities, and that I have not borne false witness about any item
 contained herein, upon my honor and the honor of my fellow countrymen

Attributes

- 4 8 / 10 / 12 Agility
- 4 6 / 8 / 10 / 12 Smarts
- 4 8 / 10 / 12 Strength
- 4 6 / 8 / 10 / 12 Spirit
- 4 8 / 10 / 12 Vigor

Base Mod

- 4 Charisma +4
- 6 Pace
- 5 Parry
- 5 Toughness

Hindrances:

- Overconfident
- Cautious
- Loyal

Edges:

- Attractive
- Luck
- Noble
- Explorer
- Charismatic

Skills

- 4 8 / 10 / 12 Climbing
- 4 8 / 10 / 12 Fighting
- 4 8 / 10 / 12 Guts
- 4 8 / 10 / 12 Notice
- 4 6 / 8 / 10 / 12 Persuasion
- 4 8 / 10 / 12 Riding
- 4 8 / 10 / 12 Shooting
- 4 8 / 10 / 12 Survival
- 4 8 / 10 / 12 Tracking

Earthly Possessions

- Normal Clothing
- Formal Clothing
- Backpack
- Bedroll
- Lantern (4" radius)
- Oil (1 pint)
- Waterskin
- Compass
- Currency: £2.75

Aarmor

- Head: _____
- Torso: _____
- Arms: _____
- Legs: _____

Total WT Carried: **35**
 Weight Limit: **30**
 Encumbrance Penalty: **-1**

Powers/Trappings	cm	range	damage/effect	duration

Weapon	range	ROF	damage	AP	WT	notes
Dagger	3/6/12	1	d6+d4	—	1	
Short Sword	—	—	d6+d6	—	3	Sabre
Musket	10/20/40	1	2d8	2	20	Matchlock; 2 actions to reload; 5 shots

Scars, brandings, and other permanent injuries:

Wounds -1
 Inc -2
 Fatigue -1



A rider was singing down the forest trail in the growing twilight, and he to his horse sang, "O, the singing toll."

Lady Cordelia Mardling

British Explorer and lady adventurer

Sex: Female **Age:** 28

Rank: Seasoned **Exp:** 25

Languages: English, French, Spanish, Egyptian

CORDELIA Mardling is the daughter of Lord Richard Mardling, the Earl of Cardiff. She is the twin sister of Ramsey Mardling. Their mother died in childbirth, leaving them to be raised by a constant procession of nannies and their somewhat distant and studious father.

Cordelia attended elite preparatory schools for most of her young life. A bright and eager student, she constantly vexed her teachers with her unladylike manners and ribald tales. Each summer, at the end of term, Cordelia was eager to join her brother on their journey to visit their father in whatever corner of the earth he found himself in. By the time they were of age, they had visited nearly every corner of Europe and a respectable portion of North Africa and the Ottoman Empire. As Cordelia blossomed into a beautiful young woman, many suitors attended her, none of whom she felt offered her the freedom she longed for.

When news came of their father's abduction by an Ottoman sheik, Cordelia threw such nonsense aside. While diplomats endeavored for his release and haggled over ransom, the two siblings set off to rescue their father on their own. Their hastily conceived plan might have failed disastrously were it not for the intervention of a somber puritan.

Fate had brought the lean man with a hawkish face to the sheik's door on an errand of his own. Indeed, the sheik, enamored with the occult, had taken up with demonic forces who demanded sacrifices of blood and innocence. Lord Mardling had stumbled onto the truth of the sheik's wickedness, and was thrown to the dungeons lest he reveal the truth.

Tragically, Lord Mardling died shortly after his freedom was secured. His treatment in the sheik's dungeons had shattered his health and left him a ruin of a man, with only his faculties left intact.

After a brief return to the family estate in Britain, Lady Cordelia and her brother left the kingdom to resume their father's career of adventure and exploration. Their subsequent travels led them through the Ottoman Empire and into India. The two were in Dehli when the nightmares began. Through some force, whether divine or sinister, Cordelia was being called back to England. To Torkertown.

That was a year ago. Now the brother and sister find themselves in a company of strangers, on what may be the greatest (and last) adventure of their lives.

Description: Lady Cordelia is an attractive woman with an athletic build, blonde hair worn short, and fair skin. She is tall, like her brother. She tends to dress in practical clothing, but does clean up nicely.

Roleplaying Tips:

- ✦ Keep your brother out of trouble.
- ✦ Do not forget you are a lady.
- ✦ There is always time for a good plan.

When his glowing he found the candle and heathed it, the cage was empty for himself and the dead men

THE SAVAGE WORLD OF SOLOMON KANE

I. Dr. Anibal Cavaro Silva

born on, August 18 in the year of our lord, 1570
 in the lands of, Portugal do hereby swear that this is a true accounting
 of my knowledge and abilities, and that I have not borne false witness about any item
 contained herein, upon my honor and the honor of my fellow countrymen

Attributes

Agility 4 6 8 10 12

Smarts 4 6 8 10 12

Strength 4 6 8 10 12

Spirit 4 6 8 10 12

Vigor 4 6 8 10 12

Base		Mod
<input type="radio"/> 2	Charisma	<input type="radio"/> +2
<input type="radio"/> 6	Pace	<input type="radio"/>
<input type="radio"/> 6	Parry	<input type="radio"/> +1
<input type="radio"/> 5	Toughness	<input type="radio"/>

Hindrances:

- Curious**
- Doubting Thomas**
- Loyal**

Edges:

- Rich**
- Healer**
- Charismatic**
- Connections**
- Scholar**
- Level-Headed**

Skills

<input checked="" type="radio"/> 4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	<u>Fighting</u>	<input type="radio"/> 4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
<input type="radio"/> 4 <input checked="" type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	<u>Healing</u>	<input type="radio"/> 4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
<input type="radio"/> 4 <input checked="" type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	<u>Investigation</u>	<input type="radio"/> 4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
<input type="radio"/> 4 <input type="radio"/> 6 <input checked="" type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	<u>Knowledge: Biology</u>	<input type="radio"/> 4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
<input type="radio"/> 4 <input type="radio"/> 6 <input checked="" type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	<u>Knowledge: Chemistry</u>	<input type="radio"/> 4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
<input type="radio"/> 4 <input type="radio"/> 6 <input checked="" type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	<u>Notice</u>	<input type="radio"/> 4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
<input type="radio"/> 4 <input type="radio"/> 6 <input checked="" type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	<u>Persuasion</u>	<input type="radio"/> 4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12
<input type="radio"/> 4 <input checked="" type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12	<u>Shooting</u>	<input type="radio"/> 4 <input type="radio"/> 6 <input type="radio"/> 8 <input type="radio"/> 10 <input type="radio"/> 12

Earthly Possessions

- Normal Clothing
- Formal Clothing
- Leather Satchel (waterproof)
- Bedroll
- Waterskin
- Medicine Chest
- Writing Equipment
- Soap
- Currency: £0

Aarmor

- Head:
- Torso:
- Arms:
- Legs:

Total WT Carried: 23

Weight Limit: 20

Encumbrance Penalty: -1

Powers/Trappings	cm	range	damage/effect	duration

Weapon	range	ROF	damage	AP	WT	notes
Dagger	3/6/12	1	d4+d4	—	1	
Rapier	—	—	d4+d4	—	3	+1 Parry
Pistol	5/10/20	1	2d6+1	1	3	Wheellock; 2 actions to reload; 5 shots

Scars, brandings, and other permanent injuries:

Counts
 -1
 -2
 -3
 Inc
 -2
 -1
 Fatigue

5 10 15 20 25 30

A river was singing down the forest trail in the growing twilight and he went to his horse's eye. He stopped tall.

Dr. Anibal Cavaco Silva

A man of science with heretical beliefs

Sex: Male **Age:** 45

Rank: Seasoned **Exp:** 25

Languages: English, French, Latin, Spanish, Portuguese

A **FOUNDING** member of the Accademia dei Lincei (Academy of Lynxes), Dr. Anibal Cavaco Silva is a Portuguese doctor and biologist who relocated to Italy in 1585 after his research drew the attention of the Inquisition.

The son of a surgeon and physician to the royal family of Spain, Silva grew up in a life of luxury where his every want and desire was indulged. He attended the best schools in the empire. Even as a youth, Silva chafed against the teachings of the church, much to the consternation of his father, a devout and devoted catholic. His research and beliefs ran contrary to many of his academic professors, but he prided himself at his ability to lead them into rhetorical and scientific traps. When he graduated as a full physician, his skill was only matched by his ego.

When summering in the Spanish countryside, Silva chanced one day to come across a wounded Englishman. A lean man in somber clothing, he had been wounded in the chest by a musket ball. Silva wasted no time. He had the man carried back to his villa where he spent the afternoon operating on the man, patiently cleaning and repairing the wound. Naturally, the Englishman survived. Taken by the man's somber nature and radical religious leanings, Silva invited him to be a guest at his villa until he was well enough to travel. It was during their conversations that Silva struck upon his most ingenious (and blasphemous) theory. He published his findings a year later in Portugal in an article entitled, *The Biology of the Soul*, a scientific analysis of the metaphysical. The article was deemed heresy by the church. Silva could not have been happier. That is, until the Inquisition came knocking.

The young doctor fled to Italy where he took up with an assembly of like-minded intellectual radicals, Galileo among them. Silva relished the delicious irony that they did so in the shadow of the Mother Church.

When the dreams began, Silva dismissed them as the result of a bad bottle of port. Eventually, when he could not explain their recurrence or their meaning, he decided that he would follow their instruction as an exercise in indulging his self-conscious. Perhaps, he thought, he was smarter than he gave himself credit for, and some revelation would await him in Torkertown, England.

Silva still awaits this revelation. But he has taken up with a fascinatingly opaque group of fellows, a Jewish Rabbi among them. While he is dismissive of the hard concepts of good and evil, he cannot deny that strange forces are at work.

Description: Dr. Silva is a short, rotund man far more at home in a comfortable study than out on the open countryside. His head is balding, with puffs of salt and pepper hair above his ears. He is clean-shaven and makes a point to do so every day, regardless of the circumstances. He prefers a hot bath and a warm brandy when he can have them.

Roleplaying Tips:

- ✦ Everything has a logical and scientific explanation.
- ✦ "Where does the soul live?"
- ✦ Debate religion with Dmitriev and Gavrel.
- ✦ Your theories are widely published. Your name is well known in scientific circles.

When his glowing he found the candle and he lit it, the cage was empty for himself and the dead men.

THE SAVAGE WORLD OF SOLOMON KANE

I, Solana Navarro

born on, June 1 in the year of our lord, 1582
 in the lands of, Spain do hereby swear that this is a true accounting of my knowledge and abilities, and that I have not borne false witness about any item contained herein, upon my honor and the honor of my fellow countrymen

Attributes

- 4 6 **8** 10 12 Agility
- 4 **6** 8 10 12 Smarts
- 4 **6** 8 10 12 Strength
- 4 6 **8** 10 12 Spirit
- 4 **6** 8 10 12 Vigor

Base Mod

- 1 Charisma +1
- 6 Pace
- 7 Parry +1
- 5 Toughness

Hindrances:

- Arrogant**
- One Eye**
- Vengeful**

Edges:

- Attractive**
- Quick**
- Florentine**
- Iron Will**
- Lunge**
- No Mercy**

Skills

- 4 **6** 8 10 12 Climbing
- 4 6 **8** 10 12 Fighting
- 4 **6** 8 10 12 Guts
- 4 **6** 8 10 12 Intimidation
- 4 **6** 8 10 12 Notice
- 4 **6** 8 10 12 Taunt
- 4 **6** 8 10 12 Throwing

Earthly Possessions

- Normal Clothing
- Bedroll
- Waterskin
- Bottle of Wine (Cheap)

Aarmor

- Head: _____
- Torso: _____
- Arms: _____
- Legs: _____

Currency: £0

Total WT Carried: **20**
 Weight Limit: **30**
 Encumbrance Penalty: _____

Powers/Trappings	cm	range	damage/effect	duration

Weapon	range	ROF	damage	AP	WT	notes
Dagger	3/6/12	1	d6+d4	—	1	
Rapier	—	—	d6+d4	—	3	+1 Parry

Scars, brandings, and other permanent injuries:

Wounds
 -1
 -2
 -3
 Inc
 -2
 -1
 Fatigue



As rides was singing down the forest trail in the growing twilight he committed to his horses easy jog. He stopped to

Solana Navarro

Spanish Swordswoman

Sex: Female **Age:** 33

Rank: Seasoned **Exp:** 25

Languages: Spanish, English

BORN in the Year of Our Lord, 1582, Solana Navarro was born to a family of lesser nobility. When she was nine, the Spanish Inquisition, who suspected her parents of heresy and promoting radical religious views, kidnapped her. She was interrogated, tortured, and ultimately forced to testify against her parents who were subsequently executed.

Sent to live with a distant aunt, Navarro's hatred for the church and its authority only grew with time. She disdained the rules society placed on women, devoting herself to athletics and swordsmanship much to her aunt's chagrin. At fifteen, she was arranged to marry to a local lord. But when he sought her affections by force, she drove a blade into his heart. Her family renounced her, and she has since made a life for herself as a bravo and a rake.

Her hot temper and contempt for the church eventually lead Navarro to a violent encounter with a puritan swordsman. They battled to a draw, neither being able to claim an advantage. They separated on respectful terms. She has never forgotten the meeting, for the puritan is the only man who has not submitted to her blade.

Last year, the nightmares began. Dreams of darkness and violence haunted the man's sleep. In the dream, a hunched African man with ageless eyes would beckon to her. Impulsively, she followed her dreams to the British village of Torkertown. Now she finds herself in the company of other explorers and vagabonds traveling the world to bring justice to the wronged, and vengeance on those who do evil to the innocent.

Description: Solana Navarro is dark skinned and raven-haired, beautiful except for her missing eye, cut from the socket by the Inquisition so many years ago. Though capable of a woman's charm, she prefers to dress like a man.

Roleplaying Tips:

- ❖ Be rash and impulsive; your blade will always protect you.
- ❖ You can do anything a man can do and will not hear otherwise.
- ❖ Be suspicious of Dmitriev. You are all too familiar with his "religion."
- ❖ You owe Gavrel your life. He is the only man you trust implicitly.

When his glowing he found the candle and heathed it, the cage was empty for himself and the dead men

THE SAVAGE WORLD OF SOLOMON KANE

I. Gaurel

born on, March 24 in the year of our lord, 1560
 in the lands of, Jerusalim do hereby swear that this is a true accounting
 of my knowledge and abilities, and that I have not borne false witness about any item
 contained herein, upon my honor and the honor of my fellow countrymen

Attributes

- 4 6 8 10 12 Agility
- 4 6 8 10 12 Smarts
- 4 6 8 10 12 Strength
- 4 6 8 10 12 Spirit
- 4 6 8 10 12 Vigor

Base Mod

- 0 Charisma
- 6 Pace
- 5 Parry
- 5 Toughness

Hindrances:

- Code of Honor
- Bad Eyes (wears spectacles)
- Pascifist

Edges:

- Arcane Background: Sorcery
- Scholar
- New Power: Light

- New Power: Undead Ward

5 _____

10 _____

15 _____

20 _____

25 _____

30 _____

35 _____

40 _____

45 _____

50 _____

55 _____

60 _____

65 _____

70 _____

75 _____

80 _____

85 _____

90 _____

Skills

- 4 6 8 10 12 Arcane: Sorcery 4 6 8 10 12 _____
- 4 6 8 10 12 Fighting 4 6 8 10 12 _____
- 4 6 8 10 12 Guts 4 6 8 10 12 _____
- 4 6 8 10 12 Investigation 4 6 8 10 12 _____
- 4 6 8 10 12 Knowledge: Occult 4 6 8 10 12 _____
- 4 6 8 10 12 Knowledge: Religion 4 6 8 10 12 _____
- 4 6 8 10 12 Notice 4 6 8 10 12 _____
- 4 6 8 10 12 Persuasion 4 6 8 10 12 _____

Earthly Possessions

- Normal Clothing
- Leather Satchel (waterproof)
- Bedroll
- Waterskin
- Writing Equipment

Aarmor

- Head: _____
- Torso: _____
- Arms: _____
- Legs: _____

Total WT Carried: 7

Weight Limit: 30

Encumbrance Penalty: _____

Currency: £3.05

Powers/Trappings	cm	range	damage/effect	duration
Boost/Lower Trait	-2	Smarts	Trait +/-d	2 minutes
Smite	-1	Touch	+2/+4 dmg	2 minutes
Spirit Ward	-4	Smarts	md burst	4 hours
Light	0	Touch	lrg burst	4 hours
Undead Ward	-4	Smarts	md burst	4 hours

Weapon	range	ROF	damage	AP	WT	notes
Knife	3/6/12	1	d6+d4	—	1	

Scars, brandings, and other permanent injuries:

Clouds -1
 Inc -2
 Inc -3
 Inc -2
 Inc -1
 Fatigue

5 10 15 20 25 30

A rider was singing down the forest trail in the growing twilight, he committed to his horse easy jog. He singing toll

Gavrel

Hebrew scholar and sorcerer of the mystic Kabbalah

Sex: Male Age: 55

Rank: Seasoned Exp: 25

Languages: English, Spanish, Hebrew, Egyptian

BORN in 1560, Gavrel's long life has been a search for meaning and his place in history. A Sefardi Jew, his ancestors were expelled from Spain in 1492, to resettle in the Ottoman Empire. He was raised in a strictly orthodox home and, at his father's insistence, he was sent to Tzfat to attend the yeshiva at the proper age to devote his life to the study of Jewish law.

While Gavrel excelled at his studies, he was always pushing the limits of the orthodoxy. It was at Tzfat where he, and many other Sefardi Jews, began the study of Kabbalah. He became one of many admirers of the Jewish scholar Josef Karo. Gavrel's interests did not sit well with his father, who adhered to the common belief that Kabbalah was forbidden knowledge. After this falling out with his family, Gavrel was forced to leave the yeshiva. He settled for a while in Morocco before setting off to discover his roots in Spain.

In 1591, Gavrel was captured and held by the Spanish Inquisition. During his imprisonment, he sought to lend comfort to a young Spanish girl, Solona Navarro, who was being held and tortured to give testimony against her family. Likewise among the imprisoned was a lean, hawk-faced Englishman, a Puritan, captured while fighting the Spanish under Sir Richard Greenville. Together, the three and a handful of other prisoners, launched a successful escape attempt.

After his ordeal, Gavrel settled in Italy and began writing. He published a number of volumes on Jewish Law and the philosophies behind Kabbalah. Then, a year ago, he was visited by the most vivid of mystical visions: a stooped African beckoning him to journey forth and have his destiny revealed in the English village of Torkertown. Gavrel's destiny, as it turns out, is nothing like the man expected. Reunited with Solona Navarro, now a grown woman, and a cadre of mismatched explorers and adventurers, Gavrel has been exposed to the darker side of reality, and is slowly coming to grips with his fate as a soldier of God.

Description: Gavrel is an older man with the beginnings of a slight stoop. He is far-sighted and wears spectacles for reading and delicate procedures that require his complete attention. His hair is a silvery gray, which he wears in traditional orthodox fashion, along with a long, properly groomed, beard. He has a kind face and a warm smile.

TRAPPINGS

As an adept of Kabbalah, Gavrel's Powers have the following trappings:

Boost/Lower Trait

Invoking and writing the name of Ein Soph to help friends or Qliphoth to punish the enemies. There is no visible effect, but the target has its Trait either boosted or lowered, by the Will of God.

Smitc

Writing and invoking the name of Gevurah on a blade or over the projectiles. The name is visible for the duration of the spell.

Spirit Ward

Invoking the tetragrammaton. Painting the Tree of Life on ground.

Light

Writing the name of Chesed (Chesed deals with the level of visible). Burning incense, which starts to give a very bright light over some place.

Undead Ward

Invoking the tetragrammaton. Painting the Tree of Life on ground.

Roleplaying Tips:

- ✦ You are wise and patient, even in the face of hatred and ignorance.
- ✦ A soft word can be deadlier than the hardest blow.
- ✦ God reveals Himself in His own time.
- ✦ Debate religion with Yuri and Dr. Silva.

Karonak

Iroquois Indian scout far from home

Sex: Male **Age:** 20

Rank: Seasoned **Exp:** 25

Languages: French, Iroquois

KARONAK is an Iroquois Indian and a member of the Onondaga tribe. His mother was killed by a Mohawk incursion when he was an infant, and he was left to be raised by the women of the tribe. As a youth, he aspired to be a brave like his father, though the tribe shaman took an early interest in him and tutored him in many rudimentary skills.

It was at the insistence of the shaman that Karonak undertook a vision quest when he came of age. The boy had been alone in the woods for several days, cold and hungry, when he was visited by a vision of a stooped man with skin as black as midnight, and eyes like a serpent. The old man spoke as a shaman and told him that his destiny lay not here among his people, but across the great ocean in the land of the white man. Karonak was familiar with the French explorers who occasionally traded with his tribe. The vision told him that when the traders returned on his 17th year, that he must leave with them.

And so, four years later when the snows thawed and the white men returned, Karonak set off with them. During his travels, he frequently dreamed of the raven-skinned shaman and took comfort from his words. As he traveled with the French, he endeavored to learn their language and something of their ways.

When the ship arrived, Karonak was amazed at the cities of the white men, and was tempted to believe they might well be gods as some of the stories of his own people suggested. But the old shaman of his dreams counseled against such foolishness. They are men, he insisted, as flesh and blood as yourself, and just as capable of kindness and wickedness.

Karonak followed the guidance of the shaman, that led him north to the land of the English, and a village called Torkertown. There he has come to associate with a group of explorers. In particular, he has stricken a close kinship with Dr. Anibal Cavaco Silva, a healer who reminds him much of the tribal shaman who taught him as a boy.

Description: Karonak is a man of modest height with bronze skin and raven black hair, worn long. Among polite company, he has adopted European dress. But when working in the wild, he prefers his traditional buckskins.

Roleplaying Tips:

- ♣ Be plainspoken. You are not one to waste words.
- ♣ You are a stranger in this land, but not a stranger to the world around you.
- ♣ These Europeans are ignorant of the “old ways.” You are not.