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## About This Content

### Feats of Legend: 20 Story Feats

Feats of Legend returns with an all-new take on Story Feats! Within these pages are story feats that will breathe life into your character's background and allow you to weave heroic stories into your PCs.

*20 Story Feats:*

- Absent Parent
- Abyss Hunter
- Black Gods' Bloodletter
- Bring 'Em Back Alive
- Dragon Devourer
- Extraplanar Escape

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- Headsman
  - Incorruptible
  - Inured to Necromancy
  - Kingpin
  - License to Kill
  - Lost Love
  - Master Linguist
  - Redeemer
  - Restored Nobility
  - Scion of Prophecy
  - Sea Slain
  - Traitor
  - Trollslayer
  - Wicked Lorekeeper

Up your game with Feats of Legend!

*Converted for Fantasy Grounds by **Rob Twohy***

Released on September 03, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder Ruleset (3.5E Compatible).

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Title: Fantasy Grounds - Feats of Legend: 20 Story Feats (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 6 Sep, 2017

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1.6 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** Graphics card recommended

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

### ABOUT THIS MODULE

This module contains 6 pre-gen characters and 5 One Sheets for *Noir Knights*, a 1930s supernatural realm in the *Suzerain Continuum*. Yes, it's free. At *Savage Mojo* we want to give everyone an opportunity to try our settings for free.

Included is everything you need to run the material in this module; for instance, it includes all the equipment, Edges, and Powers from the main *Noir Knights* module used in these One Sheets. There's also enough *Noir Knights* material to give you a superb sample of the *Noir Knights Player's* and *GM's Guides*. Enjoy!

What you need to use this module:

**Suzerain Worlds module.**

**Suzerain module.**

Tips for using this module:

Pre-gen images for the characters are included. You may need to move them to your own portrait file. Drop and drag characters from the archetype list to the character page BEFORE adding tokens or portraits.

In the *Suzerain Continuum* each hero has a Telesma. These are beloved talismans inhabited by sentient spirits. Telesmas have extra Edges that buff their hero. Telesmas advance with the hero, gaining one new Edge each time its hero goes up a Rank.

We discussed how best to handle these, since some Telesma Edges are actually weapons, armor etc. The best choice was to create each Telesma as an NPC ally. GMs, you need to drop the corresponding Telesma in the ally section of each character sheet.

**HAPPY SUZERAINING!**

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### MRS. AMETHYST, THE ADVENTURER

ATTRIBUTES				
Agility	Smarts	Spunk	Strength	Vigor
6	6	6	6	6
DERIVED STATS				
Perce	6	Ferry	5	
Toughness	3	Charisma	1	
Pulse	25			
SKILLS				
Drinking	1	Fighting	1	1
Notice	1	Shooting	1	1
Stealth	1	Survival	1	1
Unskilled				
LANGUAGES				
None				

### MRS. AMETHYST

### ARCHETYPES

testimony to man's perseverance. And one day... one day the railwalkers came to him and invited him in. Because, really, he was one of them. Not because he lived in a cardboard city, but because he believed in what they believed in. And they showed him the mystical truth about their world; they knew he had that "special something" to be able to handle it. Then they packed him onto the Sixty-Three to D.C. and told him to go talk with a guy they trusted in the government, to help from over there. He'd be their voice in the SPA.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6; Charisma 0; Pace 6; Parry: 8; Toughness 5; Skills: Climbing d6, Fighting d8, Guts d6, Lockpicking d6, Notice d6, Persuasion d8, Scribe d8, Inveiw Code d8, Stealth d6, Survival d8, Hindrances: Code Of Honor, Outsider (Chinese Heritage), Quirk (always eats with chopsticks); Edges: Enabled, Danger Sense, Quick Draw, Railwalker, Level Headed, Block, New Power, Unreliable Narrator Enabled; Sigils: Deflection, Elemental Manipulation; Railwalker; Sigils: Good Luck, Hidden Stash, Little Slice O' Heaven Gear; Gged overcoat with silk martial arts suit beneath, decorative chopsticks (2 sets), sporks, slender knife (Damage Str +d4) \$190; Items: Attribute Synergy: Agility, Spirit, Persuasion, Assistant.

Mr. Shao  
Mr. Shao's Telesma

**Dolby**  
ow how they ask you as a kid what you want to when you grow up? And you might say, "A pilot" some such, or maybe you just don't know and it's care when there's fun to be had rather than swerving fool questions. Well, Dolby always wanted to be a crime buster; a cop initially, one who keeps his community safe; not one of those starched collars who won't step in your neighborhood cause it's where black folk live. They told him to keep on dreaming. Well, later he read about the war the environment was setting in

# SUZERAIN

## CHARACTER SHEETS

### MR. FLANNIGAN

### MRS. AMETHYST'S TELESMA

ATTRIBUTES				
Agility	Smarts	Spunk	Strength	Vigor
6	6	6	6	6
DERIVED STATS				
Perce	6	Ferry	5	
Toughness	3	Charisma	1	
Pulse	25			
SKILLS				
Drinking	1	Fighting	1	1
Notice	1	Shooting	1	1
Stealth	1	Survival	1	1
Unskilled				
LANGUAGES				
None				

### ARCHETYPES LIST

- Miss Bonner, The Lady P.I.
- Miss Herne, The Itinerant Preacher
- Mr. Dolby, The G-Man
- Mr. Flannigan, The Rainmaker's Son
- Mrs. Amethyst, The Adventurer
- Mr. Shao, The Railmaker's Son











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