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*Savage Worlds* [www.peginc.com](http://www.peginc.com). *Savage Worlds* If you find errors, mistakes, or have feedback: [davidgarrett69@gmail.com](mailto:davidgarrett69@gmail.com)

By David M. Garrett – My Philosophy: I’m a huge fan of Savage Worlds the game, the fantastic creators who dream up the awesome materials for Savage Worlds, and the die-hard fans who make up the community of Savages. I’m sharing by experiences of how I run my games and settings for free in the hopes that someone else out there might enjoy the kinds of pulpy stuff I’m running.

## Sir Robert "Gallant" Gantry (Templar)

Robert was the squire to a fierce Templar named Archibald Turner. When Robert heard that his mentor was killed deep in the Canadian wilderness, he quested and retrieved Sir Archie's sword and returned it to the Grand Temple in Boise.

**Rank:** Heroic

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

**Skills:** Faith d8, Fighting d12, Notice d6, Persuasion d8, Shooting d10, Stealth d6, Survival d6, Tracking d6

**Charisma:** +1; **Pace:** 6; **Parry:** 9; **Toughness:** 9/11 (2/4)

**Hindrances:**

- **Night Terrors (major):** Each night must make a Spirit roll or suffer a level of Fatigue which he regains the next night he lays down
- **Delusional (minor):** Sir Gallant is a bit off, he talks to his sword and composes and recites epic poems.
- **Vow (minor):** Templar Oaths

**Edges:**

- **AB: Templar (faith):** Begin with 10 Power Points and 1 Power + *healing*
- **Blessing of the Saints:** When the Templar spends a Benny to reroll a Trait roll, he uses a d10 for his Wild Die
- **Guts:** Half Fear level penalty (round down) when making Fear checks.
- **Improved Trademark Weapon (Shazam):** +2 Fighting; the blade can hurt creatures typically immune to normal weapons (except servitors).
- **New Power:** 1 new Power
- **Power Points:** +5 Power Points
- **Simon's Blessing:** Can cast one spell on himself as a free action.
- **Tale Teller:** +2 when telling your heroes exploits to reduce the Fear Level; only fail on snake eyes
- **Weapon Master:** +1 Parry

**Gear:**

- Kevlar Bodysuit (+2/+4vsBullets, -4 AP)
- Double Barrel Shotgun (Range: 12/24/48; 1-3d6 damage; Rof: 1-2; Shots: 2); gain +2 if firing 1 shell, no bonus for shooting both barrels, but roll additional Shooting die similar to Full Auto
- Shazam (Str+d8)

**Powers (15 Power Points):**

- **The Templar Blessing (healing):** Rank: Novice; Power Points: 3; Range: Touch; Duration: Instant; for Wild Cards, success removes 1 wound & raise removes 2 wounds; for Extras, success returns Extra to Shaken status; can also be used to cure poison & disease.
- **The Spirit of Jacques de Molay (warrior's gift):** Rank: Seasoned; Power Points: 4; Range: Touch; Duration: 3 (1/round); with a successful arcane roll, the recipient gains the benefits of a single Combat Edge; caster must be one rank higher than the rank requirement of Edge but ignores other requirements.
- **Crusader's Fury (quickness):** Rank: Seasoned; Power Points: 4; Range: Touch; Duration: 3 (2/round); success = 2 Actions per round; raise = can draw any Action card lower than an 8 for duration.

**Backlash:** When a Templar rolls a 1 on his Faith roll, he suffers a level of Fatigue.

