



Name: Scary Poppits

Race: Andari

Birthplace: GreyMesa

Rank: Novice (0)

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d4

Skills: Fighting d4, Guts d4, Knowledge (RuneLore) d4, Notice d4, Persuasion d6+2, Runecasting d8, Runecraft d4, Stealth d4, Streetwise d6, Tracking d4

Charisma: +2; **Pace:** 6; **Parry:** 4 (5); **Toughness:** 6

Edges

Mystical Knack* (+5 Power Points)

Out of Phase* (Toughness +2)

Perceptive* (Notice +2)

Twilight Vision* (No lighting penalties)

AB (Runecaster)

Charismatic (+2 Persuasion)

& Hindrances

Tough on Things*

Wispy* (Vigor x2 to raise)

Obligation (Von Klapp Family – Major)

Pacifist (Minor)

Quirk (Make an entrance)

Powers: Bolt, Boost / Lower Trait, Spirit Call

Power Points: 15

Gear

Flux warped Bumpershoot with the following attributes:

~Collapsed it acts a club (Str+1).

~Raised it acts as a Medium Shield (+1 Parry, +2 Armor from ranged).

History

Ivana was a beautiful young girl with brown hair and a refined personality. The strains of the change to Andari have left her a spindly and pale girl with cautious eyes. She normally wears a threadbare shawl over what used be her “freeday” best.

Ivana Poppits used to be a factory mom. A year ago, an accident in the factory vented a cloud of flux gas into her dormitory, killing twelve others, and leaving Ivana stuck "in-between". Ivana recovered slowly and discovered her affinity with runes. She is still trying to adjust to her new form. Recently she has taken the name, Scary Poppits, and has turned her skills of wrangling up the wee ones in to wrangling up the wayward cogs. Soon she plans to be one of the companies best Retrievers...

Want to use this character right away? Check out the RunePunk Resources on RunePunk.com for [RunePunk One Sheets™](#), [links to the Savage Worlds™ Test Drive rules](#), and more!

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**Innate Edge or Hindrance*



Name: Teddy Brokenpipe

Race: Ferren

Birthplace: RedWarrens

Rank: Novice (0)

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

Skills: Fighting d6, Gearcraft d8, Guts d4, Healing d4, Notice d8, Persuasion d4, Repair d8, Stealth d4, Streetwise d4, Throwing d4

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5 (1)

Edges

Claws* (Str+1)

Clever* (Base Smarts a d6)

Low Light Vision*

Natural Talent* (Base d6 Repair skill)

Scrunch (+2 to break free and special)

Arcane Background: Inventor

Gearhawk (As per McGyver, +2 Scrounge)

& Hindrances

Light Frame* (1/2 Carry Cap.)

Small* (Toughness -1)

Overconfident

Bad Eyes (Minor)

Loyal

Gear

Short Sword (Str+2)

Ghost Bomb (MBT, 1d6, Fear)

Goggles

History

Teddy is a scrappy little Ferren with keen wits and a knack jury-rigging. He stands just a whisker over four feet and has a piebald coat of black and white fur. Teddy never leaves home without his Dr. Phipp's prescription goggles, since without them he is blind as a bat. Teddy usually sports a white lab coat and goggles in his workshop, but on the job he wears his clockwork armor.

Teddy grew up the last of eight children. Tired of being doted on and living in his sibling's shadows, he packed up and headed off for GreyMesa. Teddy was taken aback by the size of the ruling district, and was instantly homesick. He hung tough, found a job doing repairs on the Fillmore Building, and got his very own spacious apartment (a cramped box by anyone else's standards). A year later he has proved himself and now carries a business cards that proudly state: Teddy Brokenpipe – Privately Contracted Gearhawk.

Teddy's Inventions (Powers)

Armor

Professor Tutwiller's Lesser Battle Suit (Base Armor +1, 10#)
10 Power Points

Burrow

Teddy's Lil' Digger Array
10 Power Points

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Name: Eric "Gloomstrider" Johnstone

Race: Human

Birthplace: Red Warrens

Rank: Novice (0)

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d8

Skills: Fighting d6, Investigation d8, Notice d8, Shooting d6, Stealth d4, Streetwise d8, Tracking d4

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (2)

Edges

Hero's Mark: Marksman

Investigator

Modified: Armored (+2)

& Hindrances

Habit (Major): Gloom Addiction

Poverty

Vow (Minor): To Capture the Slaughter Queen

Gear

Cloak

Pitchpit Pistol (12/24/48, **Damage:** 2d6)

Club (Str+1)

History

As Ferren typically get their names from objects lying about at their birth, it is not surprising that Eric "Gloomstrider" Johnstone has more than a few Ferren running about with his nickname. Once a proud and honorable Whitecloak, he had unknowingly captured the "Slaughter Queen" of RiddleRock and let her go after she worked her charms upon him. He knows he had her because she had stolen his dagger and planted it in her next victim's chest, a young burrough politico whose family had enough clout to get him fired, but not enough to get him arrested. Since those days, he's fallen into dissipation, wandering about the Maze, looking for the Slaughter Queen, hoping to catch her, and restore his position. He spends each day, stumbling about the alleys, drinking gutter-brewed gloom, sword in hand. The locals have come to call him Gloomstrider, evidence of how the gears of the city can grind a man into dust.

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Name: Swing "Swig" Linnert-148

Race: Overwrought

Birthplace: GreyMesa

Rank: Novice (0)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Intimidation d4, Notice d4, Repair d4, Shooting d6, Streetwise d6, Survival d4

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (2)

Edges

Big (Size +1)

Every Ready (Fatigue Rolls +2)

Sturdy (Tough +1)

Well Built (Str and Vigor start at a d6)

Armaments (Melee) Pneumatic awl (Str+1)

Armored (Armor +2)

& Hindrances

Lumbering*

Outsider*

Runic Recharge*

Heroic

Vengeful (Minor)

Quirk (Talks in third person)

Gear

Numo 4x Automatic Awl (Str+1)

FlintFlicker Fifty (12/24/48; Damage 2d8; Shots: 6)

*Innate Edge or Hindrance

History

Swig was one of many folks struggling to keep his job at the Thorson Power Station. He was a distinct disadvantage since he was only 16 at the time and way down on the seniority roster. So he opted for the "bonus package", a ten-year contract in return for body overhaul. Swig is a burly black iron alloy beast with massive twin pneumatic awls, one attached to each arm. He has a rough chiseled face and a carefully groomed mustache, which he is quite proud of.

Swig was just another cog in Sector VII Gamma of Thorson Power Station, until he his sister died. Janna had been a free day speaker in the forum, well known and well liked. Some, including Swig, believe her last manifesto about the working conditions in the Regula block of GreyMesa got the attention of the wrong folks. Swig couldn't work anymore, he could barely cope, so he set out to right this wrong, and perhaps a few others he happens to come across.

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