



# Iconica Archetypes

Official Listing and Categorization of Iconica Characters

Eric Torres | v5.0



[ericimagines.com](http://ericimagines.com)

*The World of Rynaga* is a place of colorful characters, creatures, and places. *Iconica* is a tabletop game set within Rynaga. It features many of the characters who call this planet home and each brings its own story and flavor to the game.

*Iconica* is imagined, developed, and published by Specimen Design in Phoenix, Arizona. Specimen is small creative studio I maintain along with the support of my wife and son.

Our projects are ambitious and rooted in storytelling. We're guided by our love of art, design, and craft. Thanks for supporting indie game developers and *Iconica*.

–Eric

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■ *Yet to be released*..... ??

# Acknowledgements

Iconica wouldn't be a compelling gaming experience without the ongoing support of my family. Larissa, Gavin, thank you! Special thanks to **ALL** our Iconica friends and supporters here in Phoenix, the U.S., and overseas! Your brave volunteering, game testing, and honest feedback have made Iconica better and better.

We dedicate our ongoing work on Iconica to all who enjoy gaming not just as a fun past time, but as an important element of our social development as human beings.

***Game on!***

## Introduction

The colorful characters found in Iconica hail from across the many lands of Rynaga, a world of stories about the kinds of people you may know. Enterprising people. Conflicted people. Noble people.

Through Iconica, our characters come to life and offer their services on your behalf in the context of a game, which incorporates chance with key decision-making. Each character has its own backstory, skill set, and strengths. Each character is capable of greatness and none should be underestimated.

There are seven archetypal classifications which Iconica characters fall into – **Artisans, Intellectuals, Loyalists, Merchants, Contractors, Radians,** and **Vagabonds**. Some characters may be found in multiple categories. For instance, one Ranger may be an independent Contractor, while another is a Loyalist acting only in favor of Protectorate interests.

Regardless, this guide provides basic information on each character and its archetypal classification. This offers Iconica players and Rynaga enthusiasts a window into the lives of those who populate Rynaga.

Please know we're eager to answer any questions you may have and respond to your inquiries. We pride ourselves on maintaining open dialogue with our gracious supporters.

Over time, we intend to bring the World of Rynaga to life through unique experiences other than Iconica. This includes projects such as storybooks, questing games, and innovative board games.

We may be a small team, but we're productive and ambitious. We look forward to sharing what's in store.

Safe travels!

A handwritten signature in black ink that reads "Eric Torres". The signature is fluid and cursive, with a large initial "E" and "T".

–Eric Torres

# Iconica Character Listing

#	Character Name	Faction	Race	Series	#	Character Name	Faction	Race	Series
001.	Featherune Sentinel	Protectorate	Sidrani	1	017.	Blue Hollow Avenir	Independent	Akrasa	1
002.	Karkalan Dreadnaut	Legion	Sarion	1	018.	Vanessian Paragon	Legion	Sarion	1
003.	Silentwood Hunter	Independent	Kirzan	1	019.	Lunaen Masquer	Legion	Sarion	1
004.	Featherune Bow Maiden	Protectorate	Sidrani	1	020.	Ithilian Cipher	Independent	Siryl	1
005.	Shadowhand Agent	Legion	Sarion	1	021.	Hirojan Brew Master	Independent	Sidrani	1
006.	Northern Rim Ranger	Independent	Sidrani	1	022.	Wandering Wildcard	Independent	Sarion	1
007.	Kril Assassin	Legion	Sarion	1	023.	Sanctum Haladron	Protectorate	Saraja	2
008.	Araylian Pathfinder	Independent	Vyrge	1	024.	Marconian Bard	Independent	Sidrani	2
009.	Phaedran Sentinel	Protectorate	Sidrani	1	025.	Karmethian Nervapath	Legion	Sarion	2
010.	Vanmark Nightwatcher	Protectorate	Vaneen	1	026.	Sanctum Curic	Protectorate	Saraja	2
011.	Black Door Shrieve	Protectorate	Kirzan	1	027.	Acasian Arc Warden	Protectorate	Sidrani	2
012.	Symetran Songsayer	Protectorate	Harren	1	028.	Tanglefern Dead Eye	Legion	Sarion	2
013.	Drakhan Raider	Legion	Sarion	1	029.	Sanctum Glaive Knight	Protectorate	Saraja	2
014.	Thornholde Sentinel	Protectorate	Kirzan	1	030.	Pykonian Dark Trader	Independent	Sarion	2
015.	Greystalk Vaygr Slayer	Legion	Sarion	1	031.	Farpoint Mercenary	Independent	Kirzan	2
016.	Karmethian Chemist	Legion	Sarion	1	032.	Dragathan Aeronaut	Independent	Vaneen	2

# Iconica Character Listing

#	Character Name	Faction	Race	Series	#	Character Name	Faction	Race	Series
033.	Sanctum Ranger	Protectorate	Saraja	2	049.	Fairewood Acrobat	Independent	Vyrge	M1
034.	Tanglefern Venomist	Legion	Sarion	2	050.	Fairewood Anvyl	Independent	Kirzan	M1
035.	Karkalan Nightstalker	Legion	(?)	2	051.	Fairewood Urchyn	Independent	Sarion	M1
036.	Sunhold Dawnbringer	Independent	Sidrani	2	052.	Fairewood Radia Juggler	Independent	Dahrian	M1
037.	Acasian Arc Adept	Protectorate	Sidrani	2	053.	Fairewood Dyad	Independent	Saraja	M1
038.	Varthan Radia Hunter	Legion	Sarion	2	054.	Fairewood Radia Mezmyr	Independent	Dahrian	M1
039.	Sanctum Triceta	Protectorate	Saraja	2	055.	Fairewood Dagonet	Independent	Siryl	M1
040.	Algadoni Dune Runner	Independent	Vyrge	2	056.	Fairewood Trickster	Independent	Dahrian	M1
041.	Sanctum Savant	Protectorate	Saraja	2	057.	Fairewood Fool Knight	Independent	Saraja	X
042.	Thorvald Anchor	Independent	Kirzan	2	058.	Dartugan Sea Rogue	Legion	Sarion	X
043.	Galaeon Spicer	Independent	Vyrge	2	059.	Lylean Sentinel	Protectorate	Sidrani	ST
044.	Inkwater Mimic	Independent	Siryl	2	060.	Varthan Bolt Caster	Legion	Sarion	ST
045.	Wandering Siryn	Independent	Sarion	X	061.	Grynevian Navigator	Protectorate	Sidrani	ST
046.	Fairewood Ring Master	Independent	Sidrani	M1	062.	Ice Gate Mercenary	Independent	Sidrani	ST
047.	Fairewood Escapist	Independent	Sidrani	M1	063.	Port Gravis Pathfinder	Independent	Vyrge	ST
048.	Fairewood Pirolyn	Independent	Sidrani	M1	064.	Dragathan Artifactor	Independent	Sarion	ST

# Iconica Character Listing

#	Character Name	Faction	Race	Series	#	Character Name	Faction	Race	Series
065.	Fangrune Guardian	Independent	Sidrani	X	082.	Karmethian Dragane	Legion	Sarion	E
066.	<i>Neko Minnowlark</i>	Protectorate	Mirkyn	L	083.	Hiveland Carapid Slayer	Independent	Endari	X
067.	Inyxian Soup Sage	Protectorate	Mirkyn	M2	084.	<i>Pharax Maligant</i>	Legion	Sarion	L
068.	Inyxian Dryfin	Protectorate	Mirkyn	M2	085.	Sol Luminus Legionare	Legion	Sarion	3
069.	Inyxian Sona-Ki Fighter	Protectorate	Nacyr	M2	086.	Sol Luminus Dreadnaut	Legion	Sarion	3
070.	Inyxian Herbalist	Protectorate	Mirkyn	M2	087.	Sol Luminus Paragon	Legion	Sarion	3
071.	Inyxian Torko Trainer	Protectorate	Mirkyn	M2	088.	Sol Luminus Swarmcaller	Legion	Sarion	3
072.	Inyxian Echonaut	Protectorate	Narune	M2	089.	Sol Luminus Infiltrator	Legion	Sarion	3
073.	Inyxian Sea Ranger	Protectorate	Mirkyn	M2	090.	Sol Luminus Siege Master	Legion	Sarion	3
074.	Inyxian Birdtalker	Protectorate	Mirkyn	M2	091.	Sol Luminus White Phage	Legion	Sarion	3
075.	Inyxian Phase Adept	Protectorate	Nevene	M2	092.	Sol Luminus Red Phage	Legion	Sarion	3
076.	Inyxian Sabryn Slayer	Protectorate	Mirkyn	M2	093.	Sol Luminus Nervapath	Legion	Sarion	3
077.	Wandering Sneak	Independent	Mirkyn	M2	094.	Sol Luminus Shroud	Legion	Sarion	3
078.	Inyxian Zenyth	Protectorate	Narune	X	095.	Sol Luminus Heritor	Legion	Sarion	3
079.	Phantomwold Timelock	Independent	Dahrian	X	096.	Sol Luminus Star Maven	Legion	Sarion	3
080.	Valneon Shrieve	Protectorate	Vaneen	E	097.	Sol Luminus Gourmet	Legion	Sarion	3
081.	Grynevian Arborist	Independent	Syladri	E	098.	Signus Athid Imperitor	Legion	Sarion	3



## Iconica Character Listing

#	Character Name	Faction	Race	Series
099.	Signus Drone Guard	Legion	Sarion	3
100.	Signus Hive Raider	Legion	Sarion	3
101.	Signus Pheromazer	Legion	Sarion	3
102.	Signus Dragane	Legion	Sarion	3
103.	Lunaen Vastir	Independent	Sarion	3
104.	Glimmergor Naturalist	Independent	Rakhan	3
105.	Wailing Vale Saberist	Independent	Sidrani	3
106.	Wandering Racala	Independent	Vaneen	3

## Artisans

On Earth we say “life imitates art.” The people of Rynaga say “life is art.” Everything from armor and musical instruments to formal clothing and home decor is created with the utmost attention to functionality, design, and cultural significance.

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“To create is to understand beauty and life.  
What is life without such expression? It is the  
weary road to death and decay.”

—*Elawyl Senare, Poet*

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Truly, Rynagans have the time to invest in these ideals. They do not live life at a frantic pace, so this affords opportunities to be creative as well as enjoy the creations of others. They’re drawn to objects and places of beauty for inspiration and this only serves to compel them to create new things.

**Artisans** are characterized by their great works of artistry and craftsmanship. Culinary masters, woodworkers, metal-smiths, tailors, painters, and performing artists all share an inborn need to express themselves through their work.

At times, these characters are marginalized as dreamers or silly beings by those who favor logic over creative skill. However, the charm and sophistication found in their work enriches the lives of those around them, fostering joy, contentment, and satisfaction. Because of this, they are widely respected and become friends to many different peoples.

From time to time, Artisans accept commissions from others whether for pay or trade goods. Interestingly, many of the most prolific spies and agents of espionage across the lands of Rynaga begin their clandestine careers as Artisans.



# Artisans

## Hirojan Brew Master

Card #021 / Series 1 / Independent  
Crafts ales with all sorts of unique side effects.

## Fairewood Pirolyn

Card #048 / Series M1 / Independent  
A confectioner with a knack for making life sweet.

## Sanctum Curic

Card #026 / Series 2 / Protectorate  
Maker of elixirs with organic healing properties.

## Lunaen Masquer

Card #019 / Series 1 / Legion  
A dynamic performer trained in the art of impersonation.

## Inkwater Mimic

Card #044 / Series 2 / Independent  
A specialist skilled in copying the actions of others.

## Symetran Songsayer

Card #012 / Series 1 / Protectorate  
A soft spoken musician from across the sea.

## Marconian Bard

Card #024 / Series 2 / Independent  
A charismatic singer of stories and talented harpist.

## Fairewood Trickster

Card #056 / Series M1 / Independent  
A sleight of hand artist capable of misplacing your wallet.

## Fairewood Acrobat

Card #049 / Series M1 / Independent  
Performs unimaginable aerial stunts for spectators.

## Fairewood Dagonet

Card #055 / Series M1 / Independent  
A surgically precise master of projectiles.

## Fairewood Radia Juggler

Card #052 / Series M1 / Independent  
A charismatic multi-tasker and risk-taking fool.

## Fairewood Anvyl

Card #050 / Series M1 / Independent  
A strongman with strong brains too.

## Artisans

### **Fairewood Escapist**

Card #047 / Series M1 / Independent

A slippery character skilled in various escape performances.

### **Fairewood Ring Master**

Card #046 / Series M1 / Independent

A director, choreographer, and master of ceremonies.

### **Fairewood Dyad**

Card #053 / Series M1 / Independent

A daring duo of twins – one fiery, one pleasant.

### **Inyxian Herbalist**

Card #070 / Series M2 / Protectorate

A good natured maker of elixirs and medicines.

### **Inyxian Soup Sage**

Card #067 / Series M2 / Protectorate

The ultimate crafter of potted dishes. (Soooooooooup!)

### **Grynevian Arborist**

Card #081 / Series E / Independent

A caretaker of the perilous Cryptic Garden.

### **Sol Luminus Gourmet**

Card #097 / Series 3 / Legion

A culinary master in service of the Sarion Pharaoh.

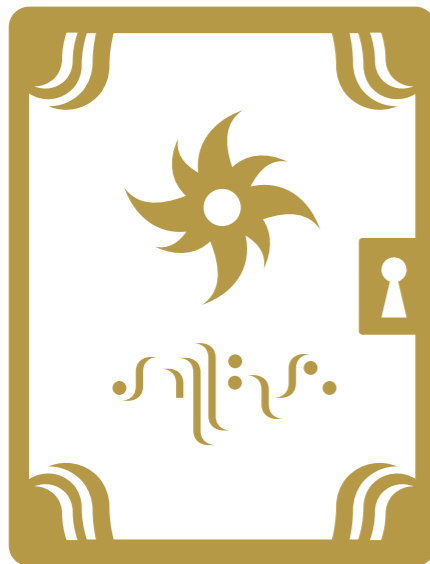
### **Glimmergor Naturalist**

Card #104 / Series 3 / Legion

Protector of the Glimmergor Jungle's secrets.

## Intellectuals

On Rynaga, life is about learning. One's education continues for years beyond youth academy. Gaining knowledge about the world at large is a basic value of most inhabitants of Rynaga. What they come to know through study, exploration, and observation often means their very survival.



**Intellectuals** believe knowledge is the only form of power needed not only for personal survival, but for the prosperity of any society as a whole. Armed conflicts are to be avoided at all costs as they only lead to sorrow and promote hate.

In fact, it was Dahrian magistrates of ancient days who first invented

a complex board game called Ruse to solve disagreements in a civilized manner. Ruse is still widely played by Rynagans as a favorite past time and sophisticated way of settling legal matters and potential conflicts.

Intellectuals are the great book keepers, tome readers, and archivists of Rynaga. To their doors flock millions of students

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“Arrows? Armies? Armadas? Every physical weapon must first bow before the might of knowledge.”

—*Cadera Misna, Magistrate*

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eager to be taught skills in a wide variety of studies, such as tactical prowess on the battlefield and how to properly handle various forms of radia.

Intellectuals are usually mature in years, with deep experience as well as many accomplishments to recommend them as authority figures and experts. Some gain positions of power as advisors to kings and magistrates. Others live out their years in seclusion within the lost or lonely places of Rynaga.

# Intellectuals

## **Ithilian Cipher**

Card #020 / Series 1 / Independent  
A cryptologist, calculator, and linguist.

## **Sanctum Savant**

Card #041 / Series 2 / Protectorate  
A formidable tactician with deep mnemonic skill.

## **Sol Luminus Star Maven**

Card #096 / Series 3 / Legion  
Astronomer and advisor to the Sarion Pharax.

**Intelligencer** – *Yet to be released.*

**Magistrate** – *Yet to be released.*

## Loyalists

War never existed on Rynaga until the Sarion arrived on this planet ages ago. Now, a symphony of diplomatic maneuvers, espionage, and intrigue influence relations between the native peoples of Rynaga and the alien Sarion.

With resourcefulness and determination, the Sarion grow their weak colony into an empire, one which seeks to rise above Rynaga's native folk, whom they view as inferior in intellect and lacking in vision. As a people of the stars, the Sarion see it as their destiny to return to space travel.

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“The Legion would crush all in their path just to rule over a wasteland. I will give my life to prevent such a day.”

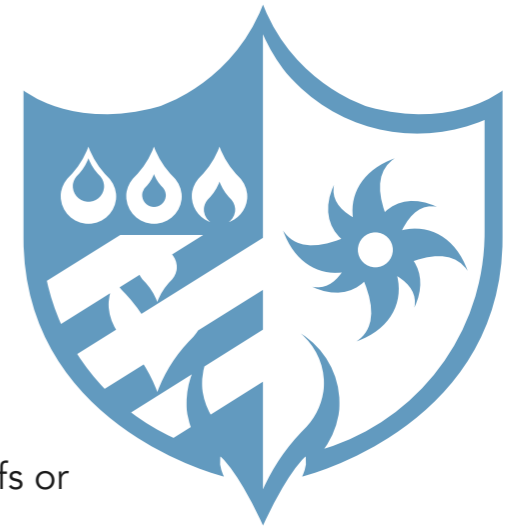
—*Malcus Rayv, Sentinel*

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The **Protectorate** is a collective alliance of native Rynagans who are committed to resisting Sarion aggression in all its forms.

The **Legion**, a masterplan created by Sarion elitists, seeks to destabilize the native races, expand across Rynaga, and acquire the power to return the Sarion to their homeworld.

**Loyalists** are staunch protectors of the ideals, agendas, and peoples of either the Protectorate or the Legion. For these characters, choosing sides is not optional. They're obligated to do so, either by personal beliefs or a sense of duty.



It's important to Loyalists to have a single purpose for which to use their fighting skill. Most often, they're stationed within city states, strategic fortifications, and other bastions in service to their respective governments and factions.

There are Loyalists who abandon their posts and join opposing sides as allies. Further, many who begin their careers as part of other classifications, such as Intellectuals, Radians, etc., eventually become Loyalists of either the Protectorate or Legion.

# Loyalists

## Featherune Sentinel

Card #001 / Series 1 / Protectorate

An armored fighter capable of healing allies.

## Sunhold Dawnbringer

Card #036 / Series 2 / Independent

Stern protector of the people of Sunhold.

## Karkalan Nightstalker

Card #035 / Series 2 / Legion

A mysterious agent compelled to serve the Legion.

## Black Door Shrieve

Card #011 / Series 1 / Protectorate

A lawman with a hammer of justice.

## Drakhan Raider

Card #013 / Series 1 / Legion

Marauding brigand in service of the Legion Agenda.

## Vanmark Nightwatcher

Card #010 / Series 1 / Protectorate

An agile, nocturnal defender of Protectorate lands.

## Karkalan Dreadnaut

Card #002 / Series 1 / Legion

A shock trooper loyal to the Legion agenda.

## Thornholde Sentinel

Card #014 / Series 1 / Protectorate

A heavily fortified sentry of Thornholde.

## Sanctum Haladron

Card #023 / Series 2 / Protectorate

An elite knight bound to the lands of Sanctum.

## Sanctum Glaive Knight

Card #029 / Series 2 / Protectorate

An intrepid knight engaged in noble quests.

## Phaedran Sentinel

Card #009a / Series 1 / Protectorate

An expert swordsman and Rynguard leader.

## Featherune Bow Maiden

Card #004 / Series 1 / Protectorate

An archer with sharp eyes and a rich heritage.



# Loyalists

## Vanessian Paragon

Card #018 / Series 1 / Legion

A competitive and arrogant soldier of the Legion.

## Sanctum Triceta

Card #039 / Series 2 / Protectorate

A graceful fighter with a special weapon.

## Sanctum Ranger

Card #033 / Series 2 / Protectorate

An archer and knife wielder at home in the wild.

## Fairewood Fool Knight

Card #057 / Series X / Independent

A mysterious warrior clad in paper armor.

## Lylean Sentinel

Card #059 / Series ST / Protectorate

A loyal defender of Protectorate ideals.

## Varthan Bolt Caster

Card #060 / Series ST / Legion

An expert marksman wielding deadly projectiles.

## Inyxian Sona-Ki Fighter

Card #069 / Series M2 / Protectorate

An sea dwelling defender of the Protectorate.

## Inyxian Echonaut

Card #072 / Series M2 / Protectorate

Sea dwelling adventurer with sound projection abilities.

## Inyxian Sea Ranger

Card #073 / Series M2 / Protectorate

An ocean scout skilled in survival and reconnaissance.

## Valneon Shrieve

Card #080 / Series E / Protectorate

A law bringer and trapper of criminals.

## Karmethian Dragane

Card #082 / Series E / Legion

A mysterious fighter with a high tolerance for pain.

## Pharax Maligant (Legend Character)

Card #084 / Series 3 / Legion

Foremost champion of the Sarion people and Legion Agenda.

# Loyalists

## **Sol Luminus Legionare**

Card #085 / Series 3 / Legion

A special forces agent answering to the Pharax alone.

## **Sol Luminus Dreadnaut**

Card #086 / Series 3 / Legion

A tough and disciplined shock trooper.

## **Sol Luminus Paragon**

Card #087 / Series 3 / Legion

Stronghold defender on the Legion battlefield.

## **Sol Luminus Swarmcaller**

Card #088 / Series 3 / Legion

Sharpshooting summoner of athid swarms.

## **Sol Luminus Infiltrator**

Card #089 / Series 3 / Legion

A spy acting as the eyes and ears of Legion invaders.

## **Sol Luminus Siege Master**

Card #090 / Series 3 / Legion

A battle commander appointed by the Sarion Pharax.

## **Sol Luminus Shroud**

Card #094 / Series 3 / Legion

Bodyguard at the Inner Court of Sol Luminus.

## **Sol Luminus Heritor**

Card #095 / Series 3 / Legion

A native of Rynaga who supports the Legion Agenda.

## **Signus Dragane**

Card #102 / Series 3 / Legion

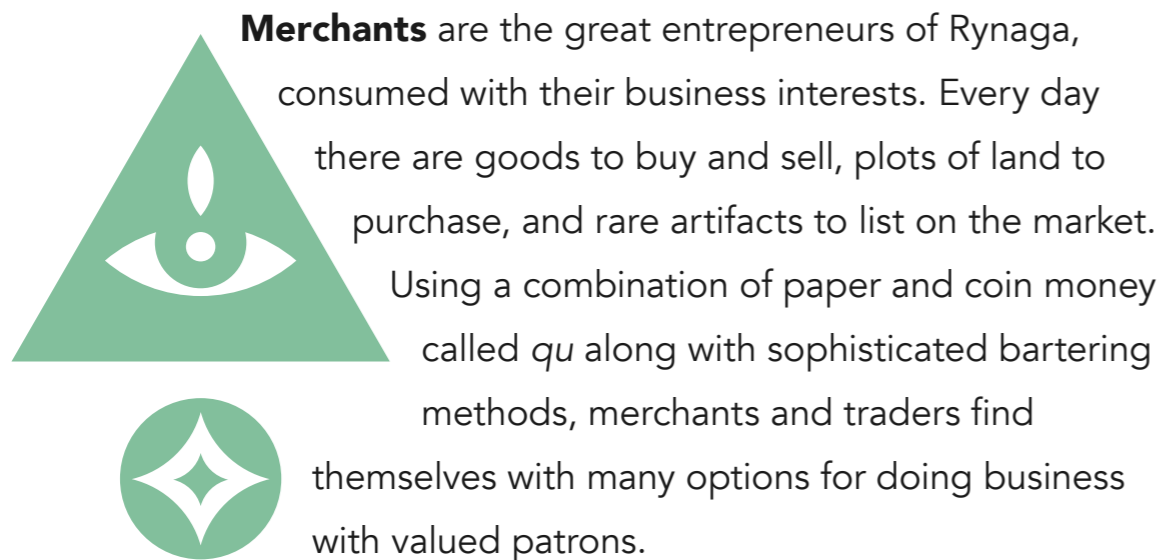
Elite guard at the Signus Paramount research facility.

**Antichemist** – *Yet to be released.*

## Merchants

On Rynaga, a global economy simply does not exist. How can it? Lands are farther away from each other, instant communication is nonexistent, and many food crops cannot survive long voyages on the open sea.

This has led to rich regional and community-based economies, which often support themselves while trading with civilizations in close proximity. Towns, cities, and surrounding countrysides are teeming with agricultural activity, building projects, and roadside markets. All of this provides a wealth of opportunities for merchants with great reputations and mysterious ones.



However, Merchants are more than business people. They possess great persuasive skill, regional influence, and the financial means to hire whole groups of mercenaries for protection. They believe strongly in the value of charisma and leadership, yet they're also vulnerable to greed.

Shadowy figures of all kinds infiltrate even the most honorable of enterprises, turning them into havens for organized crime.

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“Just give me a fine object to sell and a happy customer and all is set right with the world in my mind.”

—*Previs Car, Artifactor*

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# Merchants

## **Pykonian Dark Trader**

Card #030 / Series 2 / Independent

A purveyor of legal and not so legal wares.

## **Galaeon Spicer**

Card #043 / Series 2 / Independent

A connoisseur of fine spices from near and far.

## **Dragathan Artifactor**

Card #064 / Series ST / Independent

An expert in radia based tools and artifacts.

## **Lunaen Vastir**

Card #103 / Series 3 / Independent

A shrewd investor and negotiator.

## Contractors

There are thousands of jobs to pursue on Rynaga. After all, in a world devoid of the basic technologies found on Earth – such as smart phones, televisions, and the internet – you can imagine all of the travel and questing needed to accomplish basic tasks.

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“If there’s a lesson I’ve learned from this life it is this: the smallest quests often bear the highest stakes.”

—*Gamwyn Havel, Mercenary*

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For instance, imagine a world ten times the size of Earth, where it takes months to travel to a destination just to deliver protected information or an important artifact to a city official. Thankfully, there are many skilled guides, protectors, and experts ready to offer their services on your behalf.

**Contractors** develop skill sets which are completely geared towards living life as hired hands in the services of guilds, business owners, and individuals.

There’s no telling where a job might take someone. Some are whisked away to far off lands where they risk betrayal, not only by the new faces they meet, but their employers as well. Others find work with honorable people and live out their lives in comfort and stability.

Either way, the discerning Contractor prepares for the unknown at every turn. These characters must develop all types of abilities in order to serve employers and partners well. Foreign language, wilderness survival, archery, negotiation, swordsmanship, first aid, and city state law are just some of the skills Contractors cultivate.



## Contractors

### **Algadoni Dune Runner**

Card #040 / Series 2 / Independent

A master of expedient desert travel and survival.

### **Tanglefern Venomist**

Card #034 / Series 2 / Legion

Pundit of poisons, toxins and of course, venoms.

### **Thorvald Anchor**

Card #042 / Series 2 / Independent

A dock worker and security guard for airships and their captains.

### **Farpoint Mercenary**

Card #031 / Series 2 / Independent

A soldier of fortune who gets the job done.

### **Tanglefern Dead Eye**

Card #028 / Series 2 / Legion

An archer and poison maker employed by the Legion.

### **Silentwood Hunter**

Card #003 / Series 1 / Independent

A big game hunter who only takes the food he needs.

### **Araylian Pathfinder**

Card #008 / Series 1 / Independent

Desert dwelling guide and wildlife expert.

### **Dragathan Aeronaut**

Card #032 / Series 2 / Independent

An air marshal with little patience for trouble makers.

### **Greystalk Vaygr Slayer**

Card #015 / Series 1 / Legion

A commissioned slayer of Vaygr beasts.

### **Kril Assassin**

Card #007 / Series 1 / Legion

A relentless agent of death employed by the Legion.

### **Varthan Radia Hunter**

Card #038 / Series 2 / Legion

A teen paid to search and recover radia samples.

### **Shadowhand Agent**

Card #005 / Series 1 / Legion

An espionage agent trained in psychology and interrogation.

### **Northern Rim Ranger**

Card #006 / Series 1 / Independent

A woodsman responsible for keeping highland roads secure.

### **Fangrune Guardian**

Card #065 / Series X / Independent

An oath-bound protector of one charge.

## Contractors

### **Ice Gate Mercenary**

Card #062 / Series ST / Independent  
A soldier of justice and fortune.

### **Port Gravis Pathfinder**

Card #063 / Series ST / Independent  
A resourceful guide of the desert wastes.

### **Grynevian Navigator**

Card #061 / Series ST / Independent  
An airship officer and trained tactician.

### **Inyxian Torko Trainer**

Card #071 / Series M2 / Protectorate  
Trainer of gentle giants known as torko.

### **Inyxian Birdtalker**

Card #074 / Series M2 / Protectorate  
A link between the peoples of Rynaga and the natural world.

### **Inyxian Sabryn Slayer**

Card #076 / Series M2 / Protectorate  
A brave hunter of ocean predators.

### **Inyxian Dryfin**

Card #068 / Series M2 / Protectorate  
An explorer with a curious heart.

### **Neko Minnowlark (Legend Character)**

Card #066 / Series L / Protectorate  
Mirkyn explorer of legendary fame.

### **Hiveland Carapid Slayer**

Card #083 / Series X / Independent  
A brave hunter specializing in culling carapid swarms.

### **Signus Hive Raider**

Card #100 / Series 3 / Sarion  
Raids carapid hives for egg and larvae specimens.

### **Wailing Vale Saberist**

Card #105 / Series 3 / Independent  
A master swordsman and crafter of blades.

**Freelancer** – *Yet to be released.*

**Fencer** – *Yet to be released.*

**Explorer** – *Yet to be released.*

**Beast Master** – *Yet to be released.*

**Vaulter** – *Yet to be released.*

## Radians

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“We bear much pain because of our craft. Yet, we must do so with determination. The future of Rynaga depends on our pain.”

—*Invall Reyd, Strobe Adept*

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Rynaga is a planet devoid of mana, magic, and mysticism. Here there are no links to pursue with the dead or fears of the walking dead. While rarely forgotten, the dead are simply nonexistent. As for the living, they lead rich lives helping each other, building their families, and traveling in the name of adventure.

But Rynaga is not without its own form of energy – Radia. This natural form of energy radiates from Rynaga’s planetary core and permeates everything from soil and water to stone and crystal formations called nodes. Some forms of radia have positive applications in everyday life, while others are capable of mutation and death by exposure.

**Radians** are obsessed with learning as much as they can about radia. Some use the knowledge they gain for good, while others seek to gain power over others through its use. Radians are usually self-motivated and private people, due to the dangers of radia exposure and experimentation. However, some take sides with the Protectorate or the Legion in order to defend the ideals and interests of those factions.

While this category of characters has the most potential to wield great power, it comes with a price. Due to certain types of radia exposure, some Radians succumb to the physical pain and mental anguish of their craft. The best die prematurely. The worst live for many years into old age, battling an ever-present desire to give in to insanity.





# Radians

## Blue Hollow Avenir

Card #017 / Series 1 / Independent

An impartial healer of those in need.

## Fairewood Radia Mezmyr

Card #054 / Series M1 / Independent

Builds labyrinths and complex radia illusions.

## Karmethian Nervapath

Card #025 / Series 2 / Legion

A wielder of radia types which nullify pain.

## Karmethian Chemist

Card #016 / Series 1 / Legion

A scientist obsessed with radia experimentation and mutation.

## Arc Warden

Card #027 / Series 2 / Protectorate

A medic specializing in the treatment of Arc Adepts.

## Arc Adept

Card #027 / Series 2 / Protectorate

Projects electrical charges called arcs using radia stones.

## Inyxian Phase Adept

Card #075 / Series M2 / Protectorate

A radian capable of opening portals through physical space.

## Inyxian Zenyth

Card #078 / Series X / Protectorate

An elite radian with deep knowledge, skills, and abilities.

## Phantomwold Timelock

Card #079 / Series X / Independent

A reclusive radia wielder able to project illusions and slow time.

## Sol Luminus White Phage

Card #091 / Series 3 / Legion

Employs athite crystals to confuse and disrupt foes.

## Sol Luminus Red Phage

Card #092 / Series 3 / Legion

Uses athite crystals to heal allies.

## Sol Luminus Nervapath

Card #093 / Series 3 / Legion

Makes use of valynite stones to nullify physical pain.

# Radians

## **Signus Athid Imperitor**

Card #098 / Series 3 / Legion

Engineer and shepherd of athid hives.

## **Signus Drone Guard**

Card #099 / Series 3 / Legion

A Signus agent protected by flying athid drones.

## **Signus Pheromazer**

Card #101 / Series 3 / Legion

A biochemist specializing in athid swarm control.

**Strobe Adept** – *Yet to be released.*

**Strobe Warden** – *Yet to be released.*

**Scorch Adept** – *Yet to be released.*

**Scorch Warden** – *Yet to be released.*

**Frost Adept** – *Yet to be released.*

**Frost Warden** – *Yet to be released.*

**Feint Adept** – *Yet to be released.*

**Feint Adept** – *Yet to be released.*

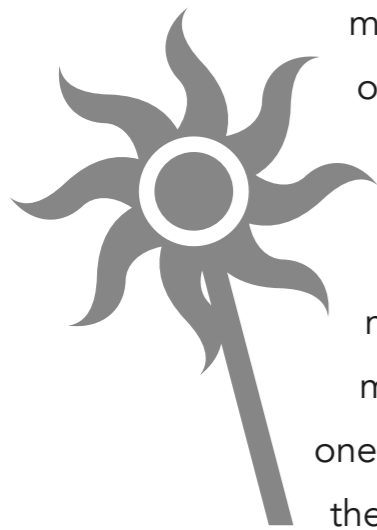
**Radia Splicer** – *Yet to be released.*

**Scion** – *Yet to be released.*

## Vagabonds

On Rynaga, it's rare to see someone living in poverty or on the streets. There are many provisions, rights, and laws in effect which prevent these hardships from befalling people, such as land stewardship, work for food programs, and apprenticeships.

Yet, there are those here who decide to live transient lifestyles, moving from town to city to town in search of adventure, money, and unsuspecting folk to take advantage of. They have no home and some, as you may guess, have little by way of conscience either.



**Vagabonds** are defined by their personal mission to see the world and experience as much as they possibly can. They never stay in one place for long and if their skills are for hire, they're usually employed for very specific abilities.

Some of these characters are outcasts and brigands simply in search of loot. Others seek to unlock the mysteries of nature, traveling far and wide on open roads. There are even those who

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“I have no home to lay my head, no flocks to tend and no worries to ponder. I have freedom my friend. Absolute freedom.”

—*Del Karik, Rogue*

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seek to help others, taking on honorable roles as protectors for nothing more in return than good food and a place to sleep.

Within this category of archetypes you'll find fools, thieves, and maybe even the occasional anti-hero. If you choose to ally yourself with these folk, you do so at your own risk.

# Vagabonds

## **Wandering Siryn**

Card #045 / Series X / Independent

A femme fatale and con artist.

## **Wandering Wildcard**

Card #022 / Series 1 / Independent

An unpredictable heckler and storyteller.

## **Fairewood Urchyn**

Card #051 / Series M1 / Independent

An enterprising runaway with street smarts.

## **Dartugan Sea Rogue**

Card #058 / Series X / Legion

A corsair living life on the high seas.

## **Wandering Sneak**

Card #077 / Series M2 / Independent

An agile thief and lock picker for hire.

## **Wandering Racala**

Card #106 / Series 3 / Legion

A noble champion who vows never to carry a weapon.

**Pariah** – *Yet to be released.*

**Chancer** – *Yet to be released.*

**Radia Thief** – *Yet to be released.*

**Outlander** – *Yet to be released.*



World of Rynaga – Iconica Archetypes  
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Published by Specimen Design  
Created by Eric Torres

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