

Savage Characters Project Description

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The Dragonlaird Gaming design studio (<http://www.dragonlairdgaming.com/>) is developing a series of RPG products using the Savage Worlds rules system (<http://www.peginc.com>). The initial product line is “Savage Characters”, a collection of pre-generated characters for use in Savage Worlds games and defined in four genres:

- **The Haunted West:** In the early 1800s, westerners are finding the lands west of the Mississippi to be filled with powerful magic, elusive Native warriors, and the spirits of the Dead. They’ve also seen the Cities of Gold and want to harness the Native magics for their own purposes. Ride into the Early West on haunted trails to riches and danger.
- **Dark Ages and Dragon Gods:** Elves, dwarves, and magic have always existed on Earth alongside the nations we know from history. When the Roman Empire began to falter, a dragon appeared to incinerate their enemies and set itself up as a god in Rome. With orcs invading from the east, rumors of a boy king on the long empty throne of Gaul, and cultish religions driving up from Africa, the Dragon God of Rome has its talons full.
- **Soul Crimes:** New York City is riddled with crime and corruption. Made men enforce the will of the Five Families. Creatures of supernatural evil are beginning to invade the City infiltrating the Families. In order to save their souls, even criminals have to fight the greater evil.
- **Theta Ships and Iron Men:** The British discover interstellar travel and return to the heights of a superpower. Now the Royal Stellar Navy protects merchants and colonies while dealing with several other sentient races. The beautiful, ancient, and treacherous Spironetti scheme to return to dominance of the galaxy by manipulating the brutal Thod, the ghoulish Mortos, the graceful K’Waar, and the naïve humans.

Each setting is introduced with added rules, several locations, and additional description. Characters are defined with a character portrait, background, definition in the Savage Worlds rule set, and with five adventure hooks. Following Savage Characters, Dragonlaird will explore publication of the four settings themselves with supporting fiction and adventures.

The first volume of Savage Characters is being created as a shared risk project (not work for hire) to determine the market appetite for this type of product. Each contributor will own a % of net profits (after seller/distributor expenses) as defined below for as long as the product is sold through the distributor. Based on the success of the first volume, subsequent products may be published using different funding models including work for hire for participants. The initial publication method will be PDF through <http://rpg.drivethrustuff.com/>.

- Jim Davenport, Creator, Author 40%
- Simon Lucas, Product Layout 10%
- Kate Sedon, Editor 10%
- Artists 10% each = 40% total

Illustrative Income Model (Example only, sales volumes not guaranteed)

Assumes Product Price: \$4.99

Example Sales	100	250	500	1,000
Gross Revenue	\$499.00	\$1,247.50	\$2,495	\$4,990.00
Distributor’s Fee (30%*)	\$149.70	\$374.25	\$748.50	\$1,497.00
Net Revenue	\$349.30	\$873.25	\$1,746.50	\$3,493.00
Shares				
- Creator	\$139.72	\$349.30	\$698.60	\$1,397.20
- Layout	\$34.93	\$87.32	\$174.65	\$349.30
- Editor	\$34.93	\$87.32	\$174.65	\$349.30
- Each Artist	\$34.93	\$87.32	\$174.65	\$349.30

* OneBookShelf (rpg.drivethrustuff.com) takes 30% of the sales to cover listing the item, processing orders, some marketing exposure, and distribution of the remainder to the publishing group (us).

Savage Characters Project – Call For Artists

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Dragonlaird Gaming is seeking artists to join the project. The work for each artist is five original, quarter-page, color character portraits based on detailed descriptions. The art must be suitable to inset to text (floating in white space, no backgrounds). Characters are preferred to be “in action” but “posed” art would be an option. Each setting will have its own artist to establish its look and feel. One character piece from each setting will be incorporated into the cover of the product.

Josh Minto (<http://www.mintoillustration.com/>) is the artist for the Haunted West setting. Outstanding layout professional Simon Lucas (responsible for many of the Pinnacle Entertainment Savage Worlds products: http://rpg.drivethrustuff.com/browse.php?manufacturers_id=27) is also on the team.

At the following link is an example of the type of artwork currently being considered for use in the project:

http://www.dragonlairdgaming.com/images/RodrigoFINo_masked.psd

Interested artists must submit the following to jldavenportjld@gmail.com.

- a character sketch based on the description (below)
- a link to any online portfolios of your completed work

As artists are selected for each setting, their names will be announced on the Dragonlaird Gaming website and Facebook group page. Completion of the work will include

- Submission of rough sketch for each character to confirm approach
- Submission of completed picture for each character for review
- Minor updates to completed pictures if necessary.

The target project publication date is Spring 2014 so we’re looking to finish the art phase as soon as possible so we can complete layout, reviews, and submission through the OneBookShelf process prior to the Origins Convention (major marketing opportunity).

Thank you for your interest,

Jim Davenport
Founder, Dragonlaird Gaming

Character Description: Rodrigo (Dark Ages and Dragon Gods)

Born in Moorish Iberia, Rodrigo was the son of a Roman merchant and an Iberian house girl. His mother died birthing him and his father sent him away with a Moorish mercenary company when he was fourteen. That company, the Warhawks, became his only family and he remained with them until they were shattered in battle with Gauls.

Wandering as a lone soldier made for a feast-or-famine existence and Rodrigo was always seeking a new place to put his devotion. He'd seen enough of noble armies and their treacheries as patrons of the Warhawks. When fate brought his path across Lady d'Antioille at her moment of need, he fell in love, a love secured in a silent fortress of his loyalty.

Now he serves Lady d'Antoille as her personal bodyguard and right hand. He keeps her safe and handles any sort of drudgery from ensuring the horses are properly stabled to finding a handmaiden in a village to tend to her public wardrobe.

Description: Tall and stocky, Rodrigo strikes a powerful figure. His looks are strictly mongrel and not noble while his beard hides battle scars. The brand over his heart bears the image of a hawk, the banner of the Warhawks. He moves with grace in battle and unease in court. His employment by Lady d'Antoille has afforded him fine armor and clothing and he rides a prize warhorse from the stables of Lombardy. A man of few words, it is clear that when he speaks, he speaks truth.