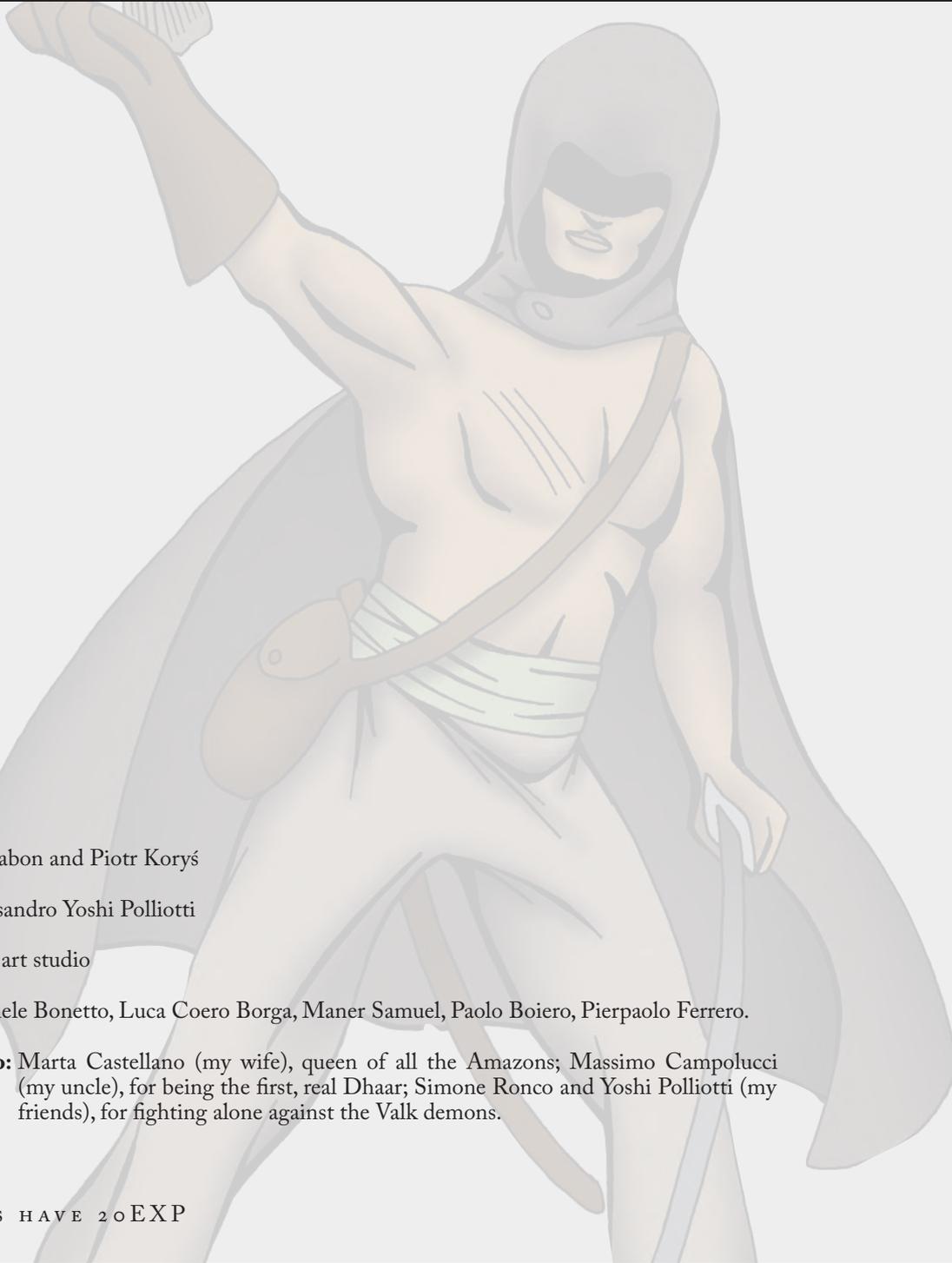


BEASTS AND BARBARIANS FREEBIE

PRE GENERATED CHARACTERS

A Sword and Sorcery Savage Worlds setting



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Special Thanks to: Marta Castellano (my wife), queen of all the Amazons; Massimo Campolucci (my uncle), for being the first, real Dhaar; Simone Ronco and Yoshi Polliotti (my friends), for fighting alone against the Valk demons.

CHARACTERS HAVE 20EXP

UMBERTO PIGNATELLI

SHANGOR THE BARBARIAN

Shangor is a barbarian warrior born in the bitter mountains of Northeim. Bold and brave, he left his cold home to seek fortune, fame and beautiful girls in hotter lands. His first contact with civilization was rather unlucky. In the Borderlands, a devious Tricornian merchant offered him a cup of wine poisoned with the Lotus of Dreams, and poor Shangor woke up as a slave oarsman on a Tricornian galley. In the end he managed to escape, but since then the blond barbarian has had a strong aversion to slavers of all races and types. Shangor is strong, brave and his laughter is like thunder. But him when he wields his axe, because he fights with reckless abandon. He isn't very bright, and sometimes his tongue runs faster than his mind. But, except for these minor faults, he is a great companion.

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

Skills: Fighting d8, Climbing d6, Guts d6, Intimidation d6, Notice d4, Riding d4, Stealth d4, Survival d6, Throwing d4, Tracking d4.

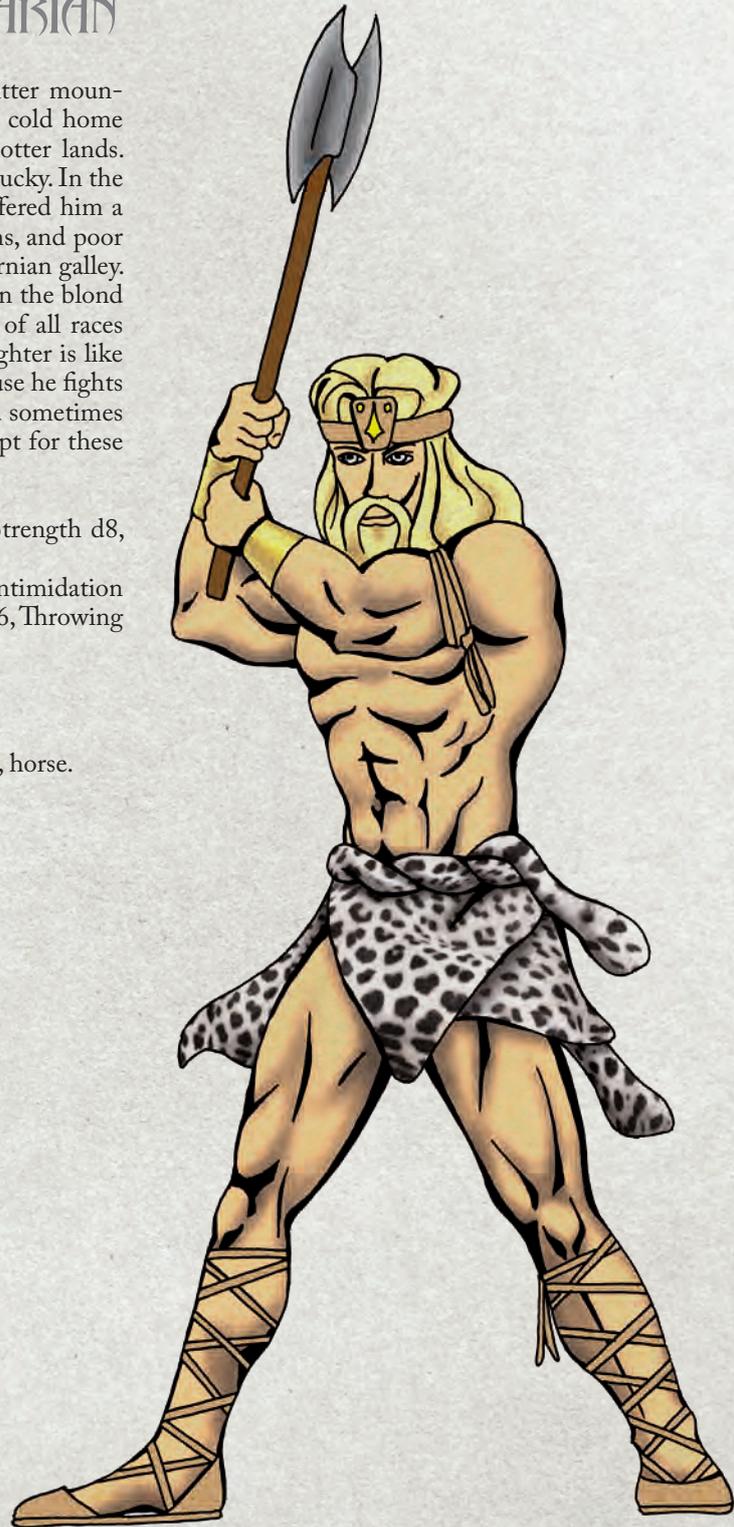
Charisma: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Brawny, Brute, Loincloth Hero, Sweep.

Hindrances: Big Mouth, Heroic, Loyal.

Gear: Bronze battle axe (Str+d8), fur loincloth, horse.

Savings: 75 Moons.



DINGUS OF JALIZAR

Dingus is black man in his twenties. The son of a slave woman of the Black Tribes, he has never seen the Ivory Savannah, because he has grown up in the dirty alleys of Jalizar. Dingus is a thief at heart. He started his career as a young beggar; then he became a proficient pickpocket. But his specialty was burglary. He loved sneaking into other people's homes to steal valuables, but also just to feel the thrill of excitement it brings.

But in the end his passion was his downfall. During one of his daring break-ins, he witnessed the murder of an important nobleman, no less than the Imperial Ambassador, by the very hand of Prince Rulan, a powerful merchant prince of Jalizar.

Dingus was spotted at the scene and, although he managed to escape, he was forced to leave Jalizar forever. Now, he lives the life of a fugitive and Prince Rulan is sending assassins of all types after him. The merchant prince wants Dingus dead, so that his murderous secret will be safe forever and Dingus still hasn't found a place to take refuge.

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

Skills: Fighting d8, Climbing d6, Lockpicking d6, Notice d6, Riding d4, Stealth d8, Streetwise d6, Taunt d4, Throwing d6.

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

Edges: Distract, First Strike, Thief, Watch Your Back!

Hindrances: Curious, Enemy (Major), Greedy (minor).

Gear: Bronze short sword (Str+d6), leather armor (+1), bronze dagger (Str+d4, range: 3/6/12), lock picks, tiger's claws.

Savings: 25 Moons.



BLACKCROW THE WITCH

LITERATE

Blackcrow is a Cairnlander woman of great beauty. The last heir of a long dynasty of witches, she decided to leave her family's traditional occupation to marry Demetrius, a young woodcutter.

This caused the rage of her coven, which included her mother, grandmother and great-grandmother. These three powerful witches cast a terrible curse on Demetrius, killing him and forever trapping his soul in an ancient stone medallion. Then, they burned the cottage of the young couple, tossed the medallion at the feet of the weeping widow, and turned back to the Cairnlands, sure that the harsh punishment would be enough to persuade Blackcrow to come back among them. But the young witch had very different plans: she picked up the medallion and went south.

She hopes to find a type of sorcery powerful enough to free Demetrius's soul from its eternal torment. She doesn't know how long it will take but, after succeeding in this act of love, she plans to return to the Cairnlands and enact a terrible vendetta against her own family. Only after all the debts are settled, will she be free to rest in the otherworld next to her beloved Demetrius.

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

Skills: Fighting d6, Guts d6, Healing d6, Knowledge (Arcana) d6, Notice d6, Persuasion d6, Stealth d4, Sorcery d8.

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Arcane Background (Sorcery), Attractive, Brave, Impressive Aura, New Power, Power Points.

Hindrances: Death Wish, Vengeful, Vow (Major).

Powers [15 PP]: Boost/lower Trait (eyes glow), fear (terrible howl), summon ally (wolf, swarm of crows).

Gear: Sorcerer's staff (Str+d4, +1 Parry, 2 hands, deliver touch), clothes, Cairnlander stone amulet.

Savings: 0 Moons.



GILAN GASK THE PRIEST ARCHER

Gilan Gask is a short, tanned man, with a pointed beard and a ironic smile. The son of a farmer, he was born thirty years ago in southern Kyros. As soon as he was old enough, he left the land of the elephants to join a mercenary company of heavy archers. Gilan visited most of the western kingdoms, and a good part of the eastern ones too, fighting for whichever lord who had enough money to pay him. But, in the end, he came back home to die.

Gilan and his comrades were paid by a Kyrosian nobleman to fight against raiders of the Black Tribes. But the leading officer, a greenhorn, was lured into an ambush and the company of archers fought to the death against the horde of black warriors. They all died, including Gilan — he clearly remembers a lance piercing his chest.

But the day after Gilan woke up, his wound tended by a strange, black woman. “You live because the bull god, Uletu, spared you.” She said. “You are alive because you have a destiny to fulfill.” Gilan stayed with the tattooed woman for a whole month, to regain his strength. When he left, he bore a mark, a brown tattoo on his right eye, which identifies him as priest of Uletu, the God of Strength of the Black Tribes. He is no longer a mercenary and wanders around the Dominions looking for the destiny Uletu has in store for him.

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

Skills: Fighting d6, Guts d4, Healing d4, Knowledge (Battle) d4, Knowledge (Religion) d8, Notice d6, Shooting d10, Stealth d6.

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

Edges: Luck, Priest, Trained Thrower (bow).

Hindrances: Delusional (thinks he has come back from the dead - minor), Quirk (speaks to the god Uletu as if he were present - minor), Small.

Gear: Composite bow (Damage: 2d6, Range: 12/24/48, AP 1), dagger (Str+d4), short sword (Str+d6), leather armor (+1), quiver (20 arrows).

Savings: 75 Moons.



ZANDORRA THE AMAZON

Zandorra is the typical Amazon: proud, competent and bold. She was born in Ascaia, the daughter of a warship captain, and she knew nothing about women's lives outside the Holy Island. Zandorra loved both weapons and sails, so she joined the crew of a hawk ship and started the life of a sailor. She travelled to many lands and fought against barbarians and pirates, always side by side with her trusted sisters.

One night, in the port of Faberterra, she met a handsome black mariner from the remote south. Amazons aren't particularly shy, and Zandorra spent the night with him. Nine months later, in the House of Labor in Ascaia she gave birth to a baby boy. Following the Ascaian law, the boy was instantly taken away from his mother. Zandorra wept that night, then she tried to forget the whole thing.

Four years later, Zandorra was back on her ship with her sisters. One day, after conquering a slavers galley, the Amazons discovered a group of half-starved slave boys and girls below deck.

The sight of these children touched something deep in Zandorra's soul: she yearned to see her son again, to hold him in her arms.

As soon as her ship returned to Ascaia, she went to the House of Labor and asked the Midwife Sister to tell her where her son was. The Midwife refused, Zandorra threatened her and the situation got out of control. In the end, Zandorra was forced to flee Ascaia as a fugitive.

She only knows that her son was given to a merchant of the Independent Cities named Kolash. It isn't a great lead, but it's all Zandorra has. She has thrown away her life for her son, and now she'll find him.

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

Skills: Boating d6, Climbing d4, Fighting d8, Guts d6, Intimidation d6, Notice d6, Riding d6, Stealth d4.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Edges: Attractive, Amazon, Ambidexterity, Bikini Heroine, Two Fisted.

Hindrances: Code of Honor (Amazons), Death Wish (find her son), Overconfident.

Gear: Twin iron long swords (Str+d8), leather bikini.

Savings: 100 Moons.

