



PREGENERATED CHARACTERS: WIZARDS & WARRIORS

The following characters are for use with any *Savage Worlds™* fantasy setting. Use them as-is, change their names and backgrounds, or tweak their traits and gear however you desire.

Cut along the dotted line and hand out to each of your players. If they'd like, they can copy their character onto a *Savage Worlds* character sheet found at www.peginc.com.

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MERULA LANUS

Merula's father was a dedicated physician, Minax Lanus. Nearly two decades ago, a terrible plague struck his village. Minax worked many sleepless nights attempting to save them—his young daughter by his side. The two of them survived, but Minax's wife eventually succumbed with dozens of the others.

The incident drove Minax mad. He became obsessed with experimenting on the dead to improve his craft and find a way to stave off death. He quickly left mundane medicine behind and turned to magic, then necromancy. Merula spent the decade by his side, learning magic surrounded by the dead and gaining a "unique" perspective on life, to say the least.

But her father's madness went far beyond experimenting on the dead. Merula eventually learned he was experimenting on the living as well. She ran away from home and saw that her father's minions had been preying on the weak for some time.

Merula tried to stop him, but in the climactic battle realized her father had already transcended life—he had become a demi-liche. The young sorceress was no match for such a creature, so she fled, swearing to return one day to end Minax's evil once and for all. Merula believes that confrontation will mean her own death as well.

Rank: Seasoned (25 XPs)

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

Skills: Fighting d4, Investigation d8, Knowledge (Arcana) d8, Notice d6, Persuasion d4, Spellcasting d8, Streetwise d8, Taunt d4

Languages: Human, Dwarven, Elven, Orcish

Charisma: +1 ; **Pace:** 6 ; **Parry:** 5 ; **Toughness:** 5

Hindrances: Curious, Death Wish (End father's reign of evil), Habit (Morbid and aloof)

Edges: Arcane Background (Magic), Attractive, Investigator, New Power, Power Points (x2), Wizard

Powers: [20 PPs]; *Barrier* (bone barrier: creates a wall of bones), *bolt* (screaming skulls), *deflection* (ghost guardian: a spirit knocks aside attacks), *fear* (frightful phantasms: horrid ghosts appear to those in the area)

Gear: Staff (Str+d4, Parry +1), dagger (Str+d4, Range 3/6/12, RoF 1), tome of binding (allows one power to be maintained without the Spellcasting penalty for AB: Magic, though Power Points must be paid as usual)



MARCUS TWO-HANDS



Marcus grew up a street-rat. His natural skills caught the eye of a master thief called “Lady Fog.” Marcus trained under Lady Fog for years, becoming her favorite pupil. But she forbade him from the biggest jobs and Marcus grew resentful. Eventually, he attempted to steal the Cat’s Eye, a massive gem owned by one of the city’s wealthiest nobles.

The young thief was caught, and after terrible torture, revealed Lady Fog and her entire operation. Lady Fog escaped but many of Marcus’ companions were tossed into the dungeons. Marcus himself was told to leave town and never come back. He hit the road and has since been trying desperately to become a better person—if he can just overcome his natural greed.

Rank: Seasoned (25 XPs)

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

Skills: Climbing d6, Fighting d8, Lockpicking d6, Notice d6, Stealth d8, Streetwise d6, Throwing d8

Languages: Human, Elven, Orcish

Charisma: -2 ; **Pace:** 6 ; **Parry:** 7 ; **Toughness:** 6 (1)

Hindrances: Greedy (Minor), Overconfident, Outsider, Wanted (Minor – Lady Fog has bounty hunters looking for your head)

Edges: Adaptable (Scamper), Ambidextrous, Heritage (Acrobat), Low Light Vision, Quick Draw, Thief, Two Fisted

Gear: Leather armor of the blind eye (+1 Armor; -1 to incoming attack rolls), saber (Str+d6), short sword (Str+d6), 6 throwing knives (Str+d4, Range 3/6/12, RoF 1), lockpicks

GAR IRONHELM

Gar’s mother was a human soldier, and the only thing she ever said about his father was that he was the only man to ever out drink her. She cared for her son as best possible but that mostly meant training him to be a warrior because as she put it, “People will pick fights with you because of who you are. I can only make sure you’re the one left standing when they do.”

Gar is a bit ashamed of the blood rage that comes over him in battle, but has learned he must accept it if he is to control it. Control has proved elusive so far, however, so in the meantime he tries to avoid fights if at all possible.

It’s a hard life for Gar, and for some reason, the breaks never seem to go his way.

Rank: Seasoned (25 XPs)

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

Skills: Fighting d10, Gambling d6, Intimidation d6, Notice d6, Taunt d6, Throwing d4

Languages: Human, Dwarven, Orcish

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 9 (2)

Hindrances: Bad Luck, Outsider, Pacifist (Minor), Quirk (believes in good luck charms)

Edges: Barbaric Blood, Berserk, Frenzy, Infravision, Strong, Strong Willed, Trademark Weapon

Gear: Chain mail (+2), battle axe (Str+d8), 3 throwing axes (Str+d6, Range 3/6/12, RoF 1), lucky stone (one free Soak roll per session)



RAMEL RAMELSON

Ramel remembers the defining moment of his life clearly, and will tell anyone about it without pause. He was a young warrior of his clan caught up in a battle with orc raiders. Snow fell in blinding sheets within the mountain pass and somehow he ended up behind enemy lines facing the leader of the orcs.

Their leader toyed with Ramel, knocking his weapon away into the snow. Ramel reached out blindly and his hands came upon a huge icicle formed from the side of the rocks. He broke it off and did the thing that changed his life; he praised Ylias Frosthammer and asked for the strength to defeat his foe. A chill ran through his body, reenergizing him, and as the orc leader appeared out of the snow, Ramel crushed his skull with one blow of his frigid weapon.

It wasn't until he returned to his clan brothers that he learned his hair and skin had turned ice blue, marking him as one of the frost-touched chosen of Ylias.

Rank: Seasoned (25 XPs)

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

Skills: Faith d8, Fighting d6, Healing d6, Intimidation d8, Notice d6, Persuasion d6, Streetwise d4

Languages: Human, Dwarven, Orcish

Charisma: 0; **Pace:** 5 ; **Parry:** 5; **Toughness:** 8 (2)

Hindrances: Arrogant, Big Mouth, Loyal, Slow

Edges: Arcane Background (Miracles), Healer, Low Light Vision, Power Points (x2), Sunder, Tough

Powers: [20 PPs]; *Boost/lower trait* (Ylias' breath: frosty breath from caster outlines affected target), *healing* (frost's touch: ice covers wound and instantly melts to reveal healed area)

Gear: Warhammer "Winter's Embrace" (Str+d6+2, counts as cold damage for those vulnerable to it, AP 1 vs. rigid armor), chain armor (+2)



FOX

Fox was a scout for the elven armies for many years. While young by elven standards, he has been around long enough to remember several wars between the elves and humans, dwarves, and other races. He's slain far more of them than he admits to, and several years ago decided to leave his people and spend some time around the "lesser" folk.

Fox genuinely regrets the wars of his past and now revels in fighting alongside them against true evil. He hopes to one day return to his people and tell the tales of these valiant souls so that future conflicts might be avoided.

Rank: Seasoned (25 XPs)

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

Skills: Fighting d6, Notice d8, Shooting d10, Stealth d8, Survival d8, Tracking d8

Languages: Human, Dwarven, Elven, Orcish

Charisma: 0; **Pace:** 8; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: All Thumbs, Cautious, Heroic, Poverty

Edges: Agile, Double Shot, Fleet Footed, Low Light Vision, Marksman, Woodsman

Gear: Leather armor (+1), bow (2d6, Range 12/24/48, ROF 1), 30 arrows, short sword (Str+d6), circlet of awareness (+2 to Notice)





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Skills: Fighting d4, Investigation d8, Knowledge (Arcana) d8, Notice d6, Persuasion d4, Spellcasting d8, Streetwise d8, Taunt d4

Languages: Human, Dwarven, Elven, Orcish

Charisma: +1 ; **Pace:** 6 ; **Parry:** 5 ; **Toughness:** 5

Hindrances: Curious, Death Wish (End father's reign of evil), Habit (Morbid and aloof)

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The young thief was caught, and after terrible torture, revealed Lady Fog and her entire operation. Lady Fog escaped but many of Marcus’ companions were tossed into the dungeons. Marcus himself was told to leave town and never come back. He hit the road and has since been trying desperately to become a better person—if he can just overcome his natural greed.

Rank: Seasoned (25 XPs)

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

Skills: Climbing d6, Fighting d8, Lockpicking d6, Notice d6, Stealth d8, Streetwise d6, Throwing d8

Languages: Human, Elven, Orcish

Charisma: -2 ; **Pace:** 6 ; **Parry:** 7; **Toughness:** 6 (1)

Hindrances: Greedy (Minor), Overconfident, Outsider, Wanted (Minor – Lady Fog has bounty hunters looking for your head)

Edges: Adaptable (Scamper), Ambidextrous, Heritage (Acrobat), Low Light Vision, Quick Draw, Thief, Two Fisted

Gear: Leather armor of the blind eye (+1 Armor; -1 to incoming attack rolls), saber (Str+d6), short sword (Str+d6), 6 throwing knives (Str+d4, Range 3/6/12, RoF 1), lockpicks

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Languages: Human, Dwarven, Orcish

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Hindrances: Bad Luck, Outsider, Pacifist (Minor), Quirk (believes in good luck charms)

Edges: Barbaric Blood, Berserk, Frenzy, Infravision, Strong, Strong Willed, Trademark Weapon

Gear: Chain mail (+2), battle axe (Str+d8), 3 throwing axes (Str+d6, Range 3/6/12, RoF 1), lucky stone (one free Soak roll per session)



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It wasn't until he returned to his clan brothers that he learned his hair and skin had turned ice blue, marking him as one of the frost-touched chosen of Ylias.

Rank: Seasoned (25 XPs)

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

Skills: Faith d8, Fighting d6, Healing d6, Intimidation d8, Notice d6, Persuasion d6, Streetwise d4

Languages: Human, Dwarven, Orcish

Charisma: 0; **Pace:** 5 ; **Parry:** 5; **Toughness:** 8 (2)

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

Skills: Fighting d6, Notice d8, Shooting d10, Stealth d8, Survival d8, Tracking d8

Languages: Human, Dwarven, Elven, Orcish

Charisma: 0; **Pace:** 8; **Parry:** 5; **Toughness:** 6 (1)

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Gear: Leather armor (+1), bow (2d6, Range 12/24/48, ROF 1), 30 arrows, short sword (Str+d6), circlet of awareness (+2 to Notice)

