

FEATURING THE EXCLUSIVE ADVENTURE
TRIPLE CROSS FOR FRITZ LEIBER'S

LANKHMAR



TEST DRIVE



THE RULES

The *Savage Worlds* rules are simple and follow a standard pattern. Let's dive right in and you'll see how it works.

TRAITS

Every character or creature has two kinds of traits—attributes and skills (see page 16 for a list). Each trait is rated from a d4 to a d12, with d6 being average and d12 as world class.

Some characters or creatures have traits higher than a d12, such as a d12+3. That means to roll the d12 and add 3.

Characters might have similar skills, especially at first, but become specialized by the Edges they choose (see below).

TRAIT TESTS

When you want your character to do something, the Game Master (GM) tells you what trait to use and you roll that die. If it's equal to or greater than 4, the "Target Number (TN)," plus or minus any modifiers, you're successful.

Target Numbers (TN): The usual target number for most tasks is 4, plus or minus modifiers.

Unskilled: If a character doesn't have a skill for an action he's attempting he rolls a d4 but subtracts 2 from the total. Some skills can never be used unskilled, such as casting a spell or performing brain surgery.

Aces: Trait tests and damage rolls in *Savage Worlds* are "open ended." That means when you roll the highest number possible on a die (a 6 on a d6, an 8 on a d8, and so on), you get to roll that die again and add it to the total. This is called an "Ace," and you can keep rolling and adding as long as you Ace!

Raises: Sometimes it's important to know how successful a trait test was. A roll that's 4 points over the target number is called a "raise." If your hero needs a 4 to shoot an opponent and rolls an 8 or higher, he hits with a raise.

OPPOSED ROLLS

Sometimes rolls are "opposed" by an opponent. If two characters are wrestling for control of an ancient artifact, for example, they both make Strength rolls. When this happens, the acting character gets his trait total first, followed by whoever is opposing him. The highest total wins.

WILD CARDS & EXTRAS

Your hero (a player character), and unique villains and monsters are collectively called "Wild Cards." These are the "named" characters important to the plot and generally more powerful than unnamed "Extras."

Wild Cards are noted with a symbol of some sort by their name, like this:

✧ GREY MOUSER

THE WILD DIE

When making any sort of trait test, Wild Cards roll an extra d6 called the "Wild Die." If the result of the Wild Die is higher than the trait die, take the result of the Wild Die instead.

All modifiers apply to both the trait and Wild Die since whichever is highest is your total before the modifier.

One Wild Die Per Action: When Wild Cards roll multiple dice for a single action, such as when firing on Full Auto, they roll only one Wild Die. A gunner who fires a burst of three shots, for example, rolls three of his Shooting dice and one Wild Die—which may then replace one of his Shooting dice if it comes up higher.

BENNIES

Savage Worlds gives players and GMs a little extra control over the whims of fate. Every player starts each game session with three "Bennies," gaming stones or other tokens that signify a little bit of good luck or fate. ("Bennies" is a slang term derived from "benefits.")

You can use a Benny to reroll any trait test. You can even keep spending them until you get the result you want or you run out of Bennies! Take the best of your rolls—spending a Benny should never hurt you, only help. If your original roll is a 5, for example, and a Benny gets you a 4, you keep the original 5 instead.

For rerolling, Bennies only apply to Trait tests, not any other rolls like charts or damage (unless the character has a special Edge). Bennies can also be spent to automatically remove a Shaken condition or to Soak damage (see **Combat**, below). Bennies are not saved up between sessions, so use ‘em or lose ‘em!

Game Master Bennies: At the start of each session, the GM gets one Benny for each player character in the group.

Each of the GM’s Wild Cards also get two Bennies of their own. They can use these or the “common” pool to save their evil skins, but they can’t share their own Bennies with their minions without special Edges.

As with heroes, Bennies are not saved between sessions.

CHARACTERS

The heart of a good roleplaying game is the ability to make, customize, and advance your own characters. Below is a summary of how to make characters. More detailed rules and options can be found in the *Savage Worlds* rulebook.

TRAITS & DERIVED STATISTICS

Your hero starts with a d4 in each of five attributes: Agility, Smarts, Spirit, Strength, and Vigor. He has 5 points with which to raise them. Raising an attribute a die type costs 1 point. Die types are d4, d6, d8, d10, and d12.

You then have 15 points for skills. A list of standard skills appears on page 16. Skills in *Savage Worlds* are very broad.

Each die type in a skill costs 1 point up to the linked attribute. Going over the linked attribute costs 2 points per level.

Charisma is equal to the total bonuses or penalties given by Edges and Hindrances. **Pace** is 6”.

Parry is equal to 2 plus half of the Fighting die. (*No Fighting skill is $0 + 2 = \text{Parry } 2!$*)

Toughness is equal to 2 plus half the character’s Vigor. Add the bonus granted by armor worn on the torso to this value.

EDGES & HINDRANCES

What really makes one character stand out from another in *Savage Worlds* are their Edges and Hindrances. An abbreviated list can be found starting on page 13. The core rules have full rules and explanations.

Your character gains an additional point for each Minor Hindrance she takes (up to two), and two points for taking a single Major Hindrance. You’ll find a summary of core Edges & Hindrances at the end of this document, and more can be found in your setting book.

For 2 points you can:

- Gain another attribute point, or
- Choose an Edge

For 1 point you can:

- Gain another skill point, or
- Increase starting funds by 100%



GEAR

Your hero starts with \$500 unless your setting book says otherwise. (Pregenerated “archetype” characters such as those on our website already have all of their gear.)

On the opposite page is a basic selection of some common weapons and armor to get you started. The full rulebook has extensive equipment lists, including vehicles, mundane gear, and special weapons.

Here's what some of those notes mean:

AP (Armor Penetration):

Ignore this many points of Armor when figuring damage. A weapon with an AP of 2, for instance, ignores the first two points of armor a target might have.

Double Tap: The weapon can rapidly fire two rounds. This does not provide a second attack but adds +1 to the Shooting and damage rolls for a single attack.

Full Auto: This RoF 2+ weapon may only use automatic fire. It may make fewer attacks than its maximum RoF, but the attacks suffer a -2 automatic fire penalty.

Parry: Apply the listed modifier to the user's Parry.

Range: This is listed in inches for ease of use on the tabletop. Note that every inch on the tabletop equals 2 yards in the

real world. A target at 25", for example, is actually 50 yards away.

Rate of Fire (RoF): A character may make as many ranged attacks per round as his weapon's Rate of Fire allows. Most submachine guns, for example, can fire 3 shots. Each shot is made at -2.

These shots can be split among all possible targets as the player desires, but must all be taken at the same time.

A shooter with an Uzi couldn't fire one shot, then move and fire two more, for instance.

Each die you roll when firing Full Auto represents a number of actual bullets equal to its Rate of Fire. An Uzi firing 3 dice per turn, for example, uses 9 rounds of ammunition.

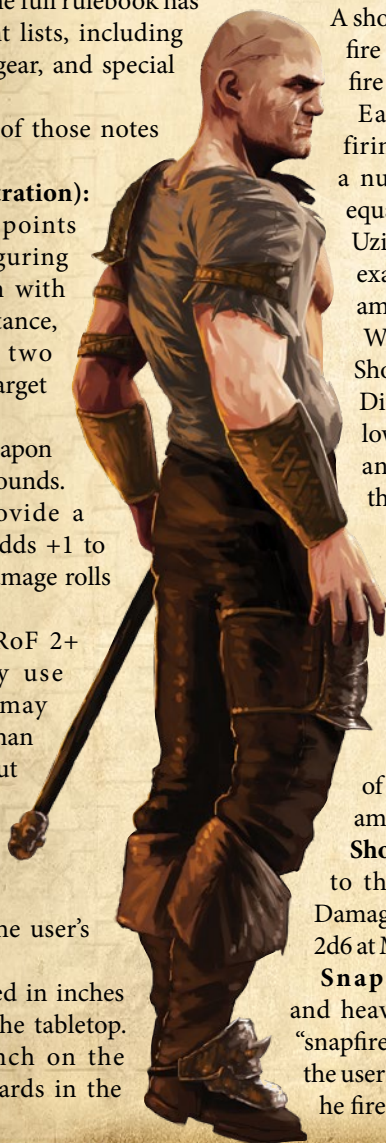
Wild Cards roll all their Shooting dice and one Wild Die. This die can replace a lower roll, but cannot add an additional hit beyond the weapon's RoF.

Reach: A character may attack an opponent up to this many inches distant.

Semi Auto: This RoF 2+ weapon may fire a single shot (ignoring the automatic fire penalty of -2) using one round of ammunition or Double Tap.

Shotgun: Shotguns add +2 to the user's Shooting roll. Damage is 3d6 at Short Range, 2d6 at Medium, and 1d6 at Long.

Snapfire: This awkward and heavy weapon inflicts a -2 “snapfire” penalty to Shooting if the user moves in the same round he fires this weapon.



COMMON WEAPONS AND ARMOR

SELECTED HAND WEAPONS

Type	Damage	Notes
Dagger	Str+d4	Can be thrown with a range of 3/6/12
Rapier	Str+d4	Parry +1
Long sword	Str+d8	—
Great sword	Str+d10	Parry -1, Requires 2 hands
Short sword	Str+d6	Includes cavalry sabers
Axe	Str+d6	Can be thrown with a range of 3/6/12
Great Axe	Str+d10	AP 1, Parry -1, Requires 2 hands
Warhammer	Str+d6	AP 1 vs rigid armor (plate mail)
Maul	Str+d8	AP 2 vs rigid armor, Parry -1, Requires 2 hands
Spear	Str+d6	Parry +1, Reach of 1, Requires 2 hands
Staff	Str+d4	Parry +1, Reach 1, Requires 2 hands

SELECTED RANGED WEAPONS

Type	Range	Damage	RoF	AP	Shots	Notes
Bow	12/24/48	2d6	1		—	
Colt 1911	12/24/48	2d6+1	1	1	7	
Uzi	12/24/48	2d6	3	1	32	Semi Auto
Pump Shotgun	12/24/48	1-3d6	1		6	
Winchester '76	24/48/96	2d8	1	2	15	
M-16	24/48/96	2d8	3	2	20	Semi Auto
AK47	24/48/96	2d8+1	3	2	30	Semi Auto
M60	30/60/120	2d8+1	3	2	250	Full Auto, Snapfire

SELECTED ARMOR

Type	Protection	Weight	Notes
Kevlar	+2/4	8	Covers torso; +4 vs. bullets; negates 4 AP
Leather	+1	15	Covers torso, arms, legs
Chain	+2	25	Covers torso, arms, legs
Plate	+3	25	Corselet; covers torso
Shield, Small	—	8	Parry +1
Shield, Medium	—	12	Parry +1, +2 Armor vs ranged attacks

COMBAT

We don't call these "Savage" Worlds for nothing. Sooner or later, your hero is going to find himself hip-deep in trouble. Fortunately for you, *Savage Worlds* keeps the fighting Fast! Furious! and Fun!

INITIATIVE

When a fight breaks out, game time breaks down into rounds of six seconds each. Ten rounds, then, is one minute.

To help the Game Master keep track of who goes in what order—and add a healthy dose of excitement—we use a standard deck of playing cards with two jokers (54 cards) to determine everyone's initiative. (We sell *Savage Worlds* Action Decks, but any deck will work.)

Deal in characters as follows each round:

Every Wild Card is dealt a single card face up. Any allies that player is controlling act on his card as well.

Every type of Game Master troop, such as all zombies, all wolves, and so on, share a card. (If a type of opponent is set up in two or more groups, such as two wolf packs on opposite ends of the playing area, you should give each group a separate card.)

The Game Master counts down from Ace to Deuce (2), with each group resolving its actions when its card comes up. Ties are resolved in suit order: Spades first, then Hearts, Diamonds, and Clubs. When all actions are resolved, start the process over again, dealing from the remaining deck.

THE JOKER IS WILD!

Jokers are special. A character who is dealt a Joker gets to go whenever he wants in a round, before anyone else or at

any point later, including automatically interrupting another's action if he wishes.

In addition, the hero adds +2 to all trait tests made this round, and +2 to damage!

Reshuffle the deck at the end of the round after a Joker is dealt to any character.

HOLD

A hero may choose to wait and see what happens by taking a Hold action. He may then go later in the round if he chooses, and can then take his action normally.

A Held action lasts until it's used. If a character has a Held card when a new round starts, he's not dealt in.

Interrupting Actions: If a character on Hold wants to interrupt an action, he and the opponent make opposed Agility rolls. Whoever rolls highest goes first. In the rare case of a tie, the actions are simultaneous.

MOVEMENT

Player characters have a Pace of 6, meaning they can move that many inches on the tabletop in a round.

Characters may also choose to run. This gives them an additional 1d6" of movement but they suffer a -2 penalty (the standard multi-action penalty) to all other actions made while running that round. This isn't a trait roll, so there is no Wild Die and it can't Ace.

MELEE ATTACKS

A character may make one Fighting attack per round. Roll a Fighting skill roll and compare it to the opponent's Parry. On a success, your character makes a melee damage roll based on the weapon in hand (see Damage). With a raise, you add an additional +1d6 bonus damage for that strike as well.

Withdrawing From Close Combat: Whenever a character retreats from melee, all adjacent non-Shaken opponents get an immediate free attack (but only one—no extra attacks for Frenzy or wielding two weapons).

RANGED ATTACKS

The Shooting skill covers everything from pistols to rocket launchers. You'll notice missile weapons on the weapons chart have a set of numbers under "Range." This is their Short, Medium, and Long range brackets. Hitting a target at Short range is a standard Shooting roll with a TN of 4. Shooting a target at Medium range subtracts 2 from the roll, and Long range subtracts 4.

Weapon ranges, by the way, are designed for the table-top and using miniatures. For a quick conversion, every inch on the tabletop equals 2 yards in the real world. A target at 25", for example, is actually 50 yards away from the attacker.

Cover: Subtract 1 from the attack if the defender has light cover (less than half cover), -2 for medium cover (half the target is hidden such as behind a bush), and -4 if the defender has substantial cover (behind a high wall, peeking around the corner of a building, etc.).

A prone character has medium cover (-2), but standing back up costs 2" of movement. While prone, defenders subtract 2 from their Parry and Fighting rolls.

You'll find a number of additional situational combat modifiers and some other special types of attacks in the full rulebook.

DAMAGE

After a successful hit, the attacker rolls damage. When rolling damage, add the results of the dice together to figure

your total damage. All damage rolls can Ace as well, which means that you keep rolling and adding whenever damage dice Ace. You got that right, friend. Even the lowliest goblin can put down a legendary hero with a really lucky roll. Wild Cards don't get Wild Dice on damage rolls—those only apply to Traits.

Ranged Damage: Ranged weapon damage is fixed, such as 2d8 or 2d6+1. A Colt .45, for example, does 2d6+1, meaning you roll two six-sided dice, add them together (along with any Aces), and then add +1 to the total.

Melee Damage: Melee damage rolls the attacker's Strength die and if armed, the weapon's damage die, adding the results together. A hero with Strength d8 and a short sword (d6) deals d8+d6 damage. If unarmed, he deals d8 damage. As always, these dice can Ace! Melee damage is derived from Strength but is not a true Trait roll, so the Wild Die is not used.

Bonus Damage: Well-placed attacks are more likely to hit vital areas. If you get a raise on the attack roll, add +1d6 to the damage as well! (Bonus damage can also Ace!) Don't add additional dice for more than one raise.

DEALING DAMAGE

After hitting, your damage is compared to the opponent's Toughness. Damage rolls have successes and raises just like trait rolls. If the damage roll is less than the target's Toughness, the victim is beaten up a bit but there's no game effect. If the damage is equal to or greater than Toughness, he's Shaken and might be wounded as well.

SHAKEN

Shaken characters are nicked, bruised, or otherwise rattled. (If you're familiar with games that use "hit points," think

of being Shaken as losing a few—there's no real effect, but the character is slowly being worn down—the GM just doesn't have to track all this minor damage!

If the damage of an attack is a simple success (0–3 points over Toughness), the target is Shaken. If you're using miniatures on the table-top, place the figure on its back to show its status.

Each raise (every 4 full points over Toughness) on the damage roll means the victim suffers a wound.

Extras only have one wound and are Incapacitated (simply taken off the table if using miniatures). They're injured badly enough to quit the fight, and may even be dead (use a simple Vigor check after the fight if you like—failure means the victim expired).

If the target was already Shaken, a simple success on damage causes a wound.

This means on a Shaken target both the success and the first raise results in only one wound—they don't add together.

Since Extras are Incapacitated with one wound, the rule really only impacts Wild Cards. It's a little tricky, but trust us, it works in play.

Example: *A hero with Toughness 5 is hit by an attack. If the damage is less than her Toughness nothing happens—she rolls with the punch.*

If the damage total is a success (5–8 with a Toughness of 5), she's Shaken. The punch rattles her a bit. If the hero was already Shaken, however, she'd remain Shaken and take a wound instead.

If the damage result is a raise, 9–12 in this case, the hero takes a wound regardless of whether she's already Shaken or not. Each additional raise also causes an additional wound as well.

SHAKEN EFFECTS

On their action, Shaken characters must attempt to recover from being Shaken by making a Spirit roll:

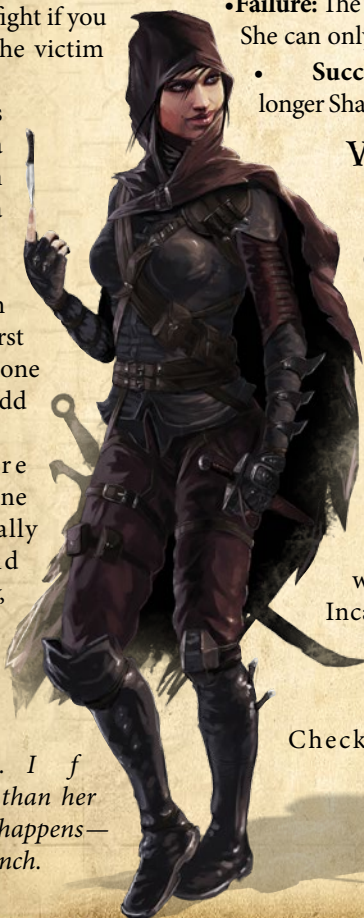
- **Failure:** The character remains Shaken. She can only perform free actions.
- **Success:** The character is no longer Shaken and may act normally.

WILD CARDS AND WOUNDS

Unlike Extras, Wild Cards can take three wounds before they're Incapacitated. Each one causes a –1 penalty to all further trait tests. A hero with two wounds, for example, suffers a –2 penalty to all trait tests.

Damage which would cause more than three wounds leaves them Incapacitated and requires an immediate Vigor roll (with the wound modifiers as usual).

Check the **Incapacitation Results** below to find out what happens.



INCAPACITATION RESULTS

Success: The hero is Incapacitated but stable.

Failure: The victim is Bleeding Out and remains unconscious until healed. He must make another Vigor roll at the start of each round. He dies on a failure, continues to roll next round on a success, and stabilizes (no further roll) with a raise or better.

Total of 1 or Less: The character dies.

SOAKING DAMAGE

Immediately after determining wounds from a single attack, a character may spend a Benny to make a Vigor roll. A success and each raise on the roll reduces the number of wounds suffered from that attack by one (don't count the wound modifiers you're *about* to suffer when making this roll—they haven't happened yet).

If the character soaks all the wounds, the spent Benny also removes his Shaken condition even if from a previous source. If the target is left with any wounds from the attack however, he's still Shaken as usual.

A character may only make one soak roll per attack. If a soak roll eliminates 3 of 5 wounds, for instance, a hero can't make another soak roll for the other two wounds. The character could spend a second Benny to reroll the Vigor roll, however. This means that if he suffers multiple hits in the same round, he'll need to spend Bennies and make soak rolls after each hit—before the next one is resolved.



ADVANCEMENT

At the end of each game session (usually 4–6 hours of gaming), the GM awards 1 to 3 Experience Points to everyone in the group.

The number of Experience Points a character has determines his “Rank,” as shown below. Rank is used as a measure of a character's power level, and to determine whether or not he can choose certain Edges or powers when using an “advance” (see below).

Experience Points	Rank
0–19	Novice
20–39	Seasoned
40–59	Veteran
60–79	Heroic
80+	Legendary

ADVANCEMENT

Every 5 points accumulated allows a hero an “advance” (every 10 points after Legendary Rank).

Every time he does so, he gets to do one of the following:

- Gain a new Edge.
- Increase a skill that is equal to or greater than its linked attribute by one die type.
- Increase two skills that are lower than their linked attributes by one die type each.
- Buy a new skill at d4.
- Increase one attribute by a die type.*

**You may only choose this option once per Rank. No Trait may be raised above a d12 (but see the Professional and Expert Legendary Edges). Legendary characters may raise an attribute every other Advance.*

POWERS

Most *Savage Worlds* settings feature “magic” in one form or another. Whether it’s hidden occult lore practiced only by dark cultists, voodoo rituals, the eldritch sorcery of powerful wizards, weird gadgets created by mad scientists, superpowers, or the psionic powers of the mind, these rules handle it all in one simple system.

For ease of use, we call all of these effects “powers.” Best of all, powers work the same from game to game, but the particular use and trappings (see below) give the same powers endless variations. That means you can create wizards, mad scientists, superheroes, or even creatures with one set of easy-to-remember powers.

Every power has an associated “arcane skill”—Faith, Psionics, Spellcasting, or Weird Science.

POWER POINTS

Arcane characters energize their powers with “Power Points.” Heroes start with 10 Power Points at character creation, and recover them at the rate of 1 point per hour.

USING A POWER

To use a power, the character simply declares the power he’s using, spends the desired number of Power Points, and makes the appropriate arcane skill roll. If the roll fails, there’s no effect but the Power Points are lost. If successful, consult the particular power to determine the results. It lasts for a number of rounds equal to its Duration, and some can be maintained by spending the listed Power Points per round noted beside the Duration.

Some powers have variable effects depending on how many Power Points

are used to cast them. As explained above, the player must spend the desired Power Points before rolling his character’s arcane skill to see if he’s successful.

SAMPLE POWERS

Here are a few sample powers so you can see exactly how this works. The *Savage Worlds* rulebook features dozens more powers easily adapted to any arcane background.

ARMOR

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: A mystical glow, hardened skin, real or ethereal armor, a mass of insects or worms.

Armor creates a field of magical protection around a character or an actual shell of some sort, effectively giving the target *Armor*. Success grants the recipient 2 points of *Armor*. A raise grants 4 points of *Armor*.

Whether the *armor* is visible or not depends largely on the trapping.

BLAST

Rank: Seasoned

Power Points: 2–6

Range: 24/48/96

Duration: Instant

Trappings: Balls of fire, ice, light, darkness, colored bolts, swarm of insects.

Blast is an area effect power that can put down many opponents at once. The caster first picks where he wants to center the *blast*, then makes the appropriate skill roll. Normal ranged attack modifiers apply.

The area of effect is a Medium Burst Template found in the back of this

booklet. If the roll is failed, the blast deviates as a launched projectile: $1d10 \times$ the range (1 for Short, 2 for Medium, etc.), in a d12 direction.

Targets within the blast suffer 2d6 damage. *Blast* counts as a Heavy Weapon.

- **Additional Effects:** For double the Power Points, the *blast* does 3d6 damage, or the size is increased to a Large Burst Template. For triple the points, it does both.

BOLT

Rank: Novice

Power Points: 1 per missile

Range: 12/24/48

Duration: Instant

Trappings: Fire, ice, light, darkness, colored bolts, insects.

Bolt is a standard attack power of wizards, and can also be used for ray guns, bursts of energy, streaks of holy light, and other ranged attacks. The damage of the bolt is 2d6.

- **Additional Bolts:** The character may cast up to 3 bolts by spending a like amount of Power Points. The bolts may be spread among targets as the character chooses. This is rolled just like fully-automatic weapons fire but without the Full Auto penalty—the character rolls a spellcasting die for each bolt and compares each to the Target Number separately. If the caster is a Wild Card, he also rolls a Wild Die, which may replace any of the casting dice.

- **Additional Damage:** The caster may instead cast a single 3d6 bolt for 2 Power Points. He may not cast multiple bolts when using this ability.

BOOST/LOWER TRAIT

Rank: Novice

Power Points: 2

Range: Smarts

Duration: 3 (1/round)

Trappings: Physical change, glowing aura, potions.

This power allows a character to increase any of a target's Traits by one die type for a standard success, or by two with a raise. The affected Trait can exceed d12. Each step over d12 adds +1 to his

Trait total. For example, a raise on someone who already has a d12 in the affected Trait grants him d12+2 for the duration of the power.

The power can also be used to lower an opponent's Trait. This is an opposed roll against the victim's Spirit. Success lowers any Trait of the caster's choice one step; a raise lowers it two steps. A Trait cannot be lowered below a d4. Multiple castings stack, though the caster must keep track of when each casting expires as usual.

- **Additional Targets:** The power may affect an additional target for every additional Power Point spent, up to a maximum of five targets. All targets share the same effect and Trait affected.



DEFLECTION

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: Mystical shield, gust of wind, phantom servant who intercepts missiles.

Deflection powers work in a variety of ways. Some deflect incoming attacks, others blur the target's form or produce other illusionary effects. The end result is always the same however—to misdirect incoming melee and ranged attacks from the user. With a standard success, attackers must subtract 2 from any Fighting, Shooting, or other attack rolls directed at the user. A raise increases the penalty to -4. This acts as armor against area effect weapons.

HEALING

Rank: Novice

Power Points: 3

Range: Touch

Duration: Permanent

Trappings: Laying on hands, touching the victim with a holy symbol, prayer.

Healing repairs recent bodily damage. It must be used within the “golden hour,” though, for it has no effect on wounds more than one hour old.

For Wild Cards, each use of the *healing* spell removes a wound with a success, and two wounds with a raise. The roll suffers a penalty equal to the victim's wounds (in addition to any the caster might be suffering himself).

For Extras, the GM must first determine if the ally is dead (a simple Vigor roll). If so, no *healing* may be attempted. If not, a successful arcane skill roll returns the ally to the game Shaken.

Healing can also cure poison and disease if used within 10 minutes of the event.

SMITE

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

Trappings: A colored glow, runes, sigils, crackling energy, barbs grow from the blade.

This power is cast on a weapon of some sort. If it's a ranged weapon, it affects one entire magazine, 20 bolts, shells, or arrows, or one full “load” of ammunition (the GM may have to determine the exact quantity for unusual weapons). While the spell is in effect, the weapon's damage is increased by +2, or +4 with a raise.

• **Additional Targets:** The character may affect up to five targets by spending a like amount of additional Power Points.

WHAT NOW?

After you give these Test Drive rules a skim and play through the adventure in this booklet, go to our website at www.peginc.com where you'll find dozens of free One Sheet adventures.

These are quick scenarios you can download, read, and run in *minutes*. You'll find dozens of settings and genres to try as well—from the Weird West of *Deadlands*® to science fiction like *The Last Parsec* to licensed properties such as *Space 1889*®, *The Savage World of Solomon Kane*®, or *The Sixth Gun*®.

HINDRANCES

- **All Thumbs (Minor):** -2 Repair; Roll of 1 on a mechanical or electronic device causes malfunction
- **Anemic (Minor):** -2 Vigor to resist sickness, disease, poison, or environment
- **Arrogant (Major):** Must humiliate opponent, challenge the 'leader'
- **Bad Eyes (Minor/Major):** -2 to attack or notice something more than 5" distant
- **Bad Luck (Major):** One less Benny per session
- **Big Mouth (Minor):** Unable to keep secret, blabs at wrong time
- **Blind (Major):** -6 on all actions that require vision; -2 on social rolls, gain additional Edge
- **Bloodthirsty (Major):** Never takes prisoners; -4 Charisma if known
- **Cautious (Minor):** Character is overly careful
- **Clueless (Major):** -2 to most Common Knowledge rolls
- **Code of Honor (Major):** The character keeps his word and acts like a gentleman
- **Curious (Major):** Character wants to know about everything
- **Death Wish (Minor):** Character wants to die after completing some task
- **Delusional (Minor/Major):** Character suffers from grave delusions
- **Doubting Thomas (Minor):** Character doesn't believe in the supernatural
- **Elderly (Major):** Pace -1, -1 to Strength and Vigor die types; 5 extra skill points for any skill linked to Smarts
- **Enemy (Minor/Major):** The character has a recurring nemesis of some sort
- **Greedy (Minor/Major):** The character is obsessed with wealth
- **Habit (Minor/Major):** Charisma -1; must make Fatigue rolls when deprived of Major Habits
- **Hard of Hearing (Minor/Major):** -2 to Notice sounds; automatic failure if completely deaf
- **Heroic (Major):** The character is a true hero and always helps those in need
- **Illiterate (Major):** The character cannot read or write.
- **Lame (Major):** -2 Pace and running die is a d4
- **Loyal (Minor):** The hero tries to never betray or disappoint his friends
- **Mean (Minor):** The character suffers -2 to his Charisma for his ill-temper and surliness
- **Obese (Minor):** +1 Toughness, -1 Pace, d4 running die
- **One Arm (Major):** -4 to tasks requiring two arms
- **One Eye (Major):** -1 Charisma, -2 to rolls requiring depth perception
- **One Leg (Major):** Pace -2, d4 running die, -2 to rolls requiring mobility, -2 to Swimming skill
- **Outsider (Minor):** -2 Charisma, treated badly by those of the more dominant society
- **Overconfident (Major):** The hero believes he can do anything
- **Pacifist (Minor/Major):** The character fights only in self-defense as a Minor Hindrance, and won't fight living creatures under any circumstance as a major Hindrance
- **Phobia (Minor/Major):** -2 or -4 to trait tests when near the phobia
- **Poverty (Minor):** Half starting funds, general inability to hang onto future income
- **Quirk (Minor):** The character has some minor but persistent foible, such as bragging, elitism, or the pursuit of fame
- **Small (Major):** -1 Toughness
- **Stubborn (Minor):** The character always wants his way
- **Ugly (Minor):** -2 Charisma due to the character's less-than average appearance
- **Vengeful (Minor/Major):** Character holds a grudge, will kill to settle the score as a Major Hindrance
- **Vow (Minor/Major):** The hero has a pledge to himself, a group, a deity, or a religion
- **Wanted (Minor/Major):** The character is a criminal of some sort
- **Yellow (Major):** The character is cowardly and suffers -2 to his Guts rolls
- **Young (Major):** 3 points for Attributes (instead of 5); 10 skill points (instead of 15), +1 Benny per session

EDGES

Edges sometimes have Requirements. These are listed in parentheses after the Edge. N is Novice Rank, S is Seasoned, etc. Attribute requirements are listed as A=Agility, St=Strength, Sm=Smarts, Sp=Spirit, and V=Vigor.

- **Ace (N, A d8+):** +2 to Boating, Driving, Piloting; may make soak rolls for vehicle at -2

- **Acrobat (N, A d8+, St d6+):** +2 to Agility tricks; +1 Parry if unencumbered

- **Adept (N, AB (Miracles), Faith d8+, Fighting d8+):** Str+d4 unarmed attacks; always considered armed; may choose certain powers to active as a free action (see text)

- **Alertness (N):** +2 Notice

- **Ambidextrous (N, A d8+):** Ignore -2 penalty for using off-hand

- **Arcane Background (N):** Allows access to supernatural powers

- **Arcane Resistance (N, Sp d8+):** Armor 2 vs. magic, +2 to resist magic effects

- **Improved Arcane Resistance (N, Arcane Res.):** Armor 4 vs. magic, +4 to resist magic effects

- **Assassin (N, A d8+, Climbing d6+, Fighting d6+, Stealth d8+):** +2 to damage when striking a foe unawares

- **Attractive (N, V d6+):** Charisma +2

- **Very Attractive (N, Attractive):** Charisma +4

- **Beast Bond (N):** Character may spend Bennies for his animals

- **Beast Master (N, Sp d8+):** You gain an animal companion

- **Berserk (N):** Smarts roll or go Berserk after being wounded; +2 Fighting and Strength rolls, -2 Parry, +2 Toughness; Roll of 1 on Fighting die hits random adjacent target

- **Block (S, Fighting d8+):** Parry +1

- **Improved Block (V, Block):** Parry +2

- **Brave (N, Sp d6+):** +2 to Fear tests

- **Brawler (N, St d8+):** +2 to unarmed damage rolls

- **Bruiser (S, Brawler):** Bonus die to unarmed damage is d8 instead of d6

- **Brawny (N, St d6+, V d6+):** Toughness +1; load limit is 8×Str instead of 5×Str

- **Champion (N, AB (Miracles), Sp d8+, St d6+, V d8+, Faith d6+, Fighting d8+):** +2 damage and Toughness vs. supernatural evil

- **Charismatic (N, Sp d8+):** Charisma +2

- **Combat Reflexes (S):** +2 to recover from being Shaken

- **Command (N, Sm d6+):** +1 to troops recovering from being Shaken within 5"

- **Command Presence (N, Command):** Increase command radius to 10"

- **Common Bond (N, Wild Card, Sp d8+):** May give Bennies to companions in communication

- **Connections (N):** Call upon powerful friends with Persuasion roll

- **Counterattack (S, Fighting d8+):** Receive free Fighting attack at -2 once per round when a foe fails a Fighting attack

- **Improved Counterattack (V, Counterattack):** As above but ignore the -2 penalty

- **Danger Sense (N):** Notice -2 to detect surprise attacks/danger

- **Dead Shot (WC, S, Shoot/Throw d10+):** Double ranged damage when dealt Joker

- **Dodge (S, A d8+):** -1 to be hit with ranged attacks

- **Improved Dodge (V, Dodge):** -2 to be hit with ranged attacks

- **Elan (N, Sp d8+):** +2 when spending a Benny on a Trait roll (including Soak rolls)

- **Extraction (N, A d8+):** Ignore one foe's free attack when withdrawing from melee with an Agility roll

- **Improved Extraction (N, Extraction):** As above. With a raise, no foes get their free melee attack.

- **Fast Healer (N, V d8+):** +2 to natural healing rolls

- **Fervor (V, Sp d8+, Command):** +1 melee damage to troops in command

- **First Strike (N, A d8+):** Automatically attack one foe who moves adjacent per round

- **Improved First Strike (H, First Strike):** Automatically attack all foes who move adjacent

- **Fleet-Footed (N, A d6+):** +2 Pace, d10 running die instead of d6
- **Florentine (N, A d8+, Fighting d8+):** +1 vs. foes with single weapon and no shield, ignore 1 point of gang up bonus
- **Followers (L, WC):** Attract 5 henchmen
- **Frenzy (S, Fighting d10+):** 1 extra Fighting attack at -2
 - **Improved Frenzy (V, Frenzy):** As above but no penalty
- **Gadgeteer (N, AB (Weird Science), Sm d8+, Repair d8+ Weird Science d8+, two scientific Knowledge skills d6+):** May "jury-rig" a device with any available power once per game session
- **Giant Killer (V):** +1d6 damage when attacking large creatures
- **Hard to Kill (N, WC, Sp d8+):** Ignore wound penalties for Vigor rolls made on the Knockout or Injury tables
 - **Harder to Kill (V, Hard to Kill):** 50% chance of surviving "death" by some unlikely means
- **Healer (N, Sp d8+):** +2 to all Healing rolls and the healing power if applicable.
- **Hold the Line! (S, Sm d8+, Command):** Troops have +1 Toughness
- **Holy/Unholy Warrior (N, AB (Miracles), Sp d8+, Faith d6+):** Spend 1 Power Point to make evil creatures make Spirit check or be Shaken; roll of 1 kills Extras, wounds Wild Cards; cost is 1 Power Point per creature affected
- **Improvisational Fighter (S, Sm d6+):** Ignores the usual -1 penalty to attack and Parry for improvised weapons
- **Inspire (S, Command):** +1 to Spirit rolls of all troops in command
- **Investigator (N, Sm d8+, Investigation d8+, Streetwise d8+):** +2 Investigation and Streetwise
- **Jack of All Trades (N, Sm d10+):** Ignore -2 untrained penalty for skills linked to Smarts
- **Killer Instinct (H):** Wins tied opposed rolls, may reroll opposed skill die if it comes up a "1"
- **Leader of Men (V, Command):** Roll a d10 as the Wild Die for subordinates' group rolls
- **Level Headed (S, Sm d8+):** Act on best of two cards in combat
 - **Improved Level Headed (S, Level Headed):** Act on best of three cards in combat
- **Linguist (N, Sm d6+):** Begin play with a number of languages equal to Smarts; Smarts -2 to be understood in any language heard for a week
- **Liquid Courage (N, V d8+):** Gain Vigor die type after imbibing at least 8 oz of alcohol
- **Martial Artist (N, Fighting d6+):** Never considered unarmed, +d4 to unarmed damage rolls
 - **Improved Martial Artist (V, Martial Arts, Fighting d10+):** +d6 to unarmed damage rolls
- **Martial Arts Master (L, Imp. Martial Arts, Fighting d12+):** +2 to unarmed damage rolls; may take this Edge up to five times
- **Luck (N):** +1 Benny per session
 - **Great Luck (N, Luck):** +2 Bennies per session
- **Marksman (S):** Character gets the aim maneuver (+2 Shooting) if he does not move
- **McGyver (N, Sm d6+, Repair d6+, Notice d8+):** No penalties due to lack of equipment
- **Mentalist (N, AB (Psionics), Sm d8+, Psionics d6+):** +2 to any opposed Psionics roll
- **Mighty Blow (S, Wild Card, Fighting d10+):** Double melee damage when dealt Joker
- **Mr. Fix It (N, AB (Weird Science), Sm d10+, Repair d8+, Weird Science d8+, two scientific Knowledge skills at d6+):** +2 to Repair rolls, halve normal repair time with raise
- **Natural Leader (N, Sp d8+, Command):** Leader may give Bennies to troops in command
- **Nerves of Steel (N, WC, V d8+):** Ignore 1 point of wound penalties
 - **Improved Nerves of Steel (N, Nerves of Steel):** Ignore 2 points of wound penalties
- **New Power (N, AB):** Character gains one new power
- **Noble (N):** +2 Charisma; Character is noble born with status and wealth
- **No Mercy (S):** May spend Bennies on damage rolls

- **Power Points (N, AB):** +5 Power Points, once per rank only
- **Power Surge (S, arcane skill d10+):** +2d6 Power Points when dealt a Joker
- **Professional (L, d12+ in trait):** Trait becomes d12+1
 - **Expert (L, Professional in trait):** Trait becomes d12+2
 - **Master (L, WC, Expert in trait):** Wild Die is d10 for one trait
- **Quick (N, A d8+):** Discard draw of 5 or less for new card
- **Quick Draw (N, A d8+):** May automatically draw weapon as a free action
- **Rapid Recharge (S, Sp d6+, AB):** Regain 1 Power Point every 30 minutes
 - **Improved Rapid Recharge (V, Rapid Recharge):** Regain 1 Power Point every 15 minutes
- **Rich (N):** 3× starting funds, \$75K annual salary
 - **Filthy Rich (N, Noble or Rich):** 5× starting funds, \$250K annual salary
- **Rock and Roll! (S, Shooting d8+):** Full-auto penalty is -1 instead of -2
- **Scavenger (N, Luck):** Find an essential piece of equipment once per session
- **Scholar (N, d8+ in affected skills):** +2 to two different Knowledge skills
- **Sidekick (L, WC):** Characters gains a Novice WC sidekick
- **Soul Drain (S, Special):** See *Savage Worlds*.
- **Steady Hands (N, A d8+):** Ignore unstable platform penalty for mounts or vehicles
- **Sweep (N, St d8+, Fighting d8+):** Attack all adjacent foes at -2
 - **Improved Sweep (V, Sweep):** As above but with no penalty
- **Strong Willed (N, Intimidate d6+, Taunt d6+):** +2 Intimidate and Taunt, +2 to resist
- **Tactician (S, Wild Card, Sm d8+, Knowledge (Battle) d6+, Command):** Make a Knowledge (Battle) roll at the beginning of a fight to get an Action Card per success and raise; these may be given to any allies
- **Thief (N, A d8+, Climb d6+, Lockpick d6+, Stealth d8+):** +2 Climb, Lockpick, Stealth, rolls made to trick or deceive, detecting or disarming traps
- **Tough as Nails (L):** Toughness +1
 - **Improved Tough as Nails (L, Tough as Nails):** Toughness +2
- **Trademark Weapon (N, Fighting or Shooting d10+):** +1 Fighting or Shooting with one particular weapon
 - **Improved Trademark Weapon (V, Trademark Weapon):** +2 Fighting or Shooting with one particular weapon
- **Two-Fisted (N, A d8+):** May attack with a weapon in each hand without multi-action penalty.
- **Weapon Master (L, Fighting d12+):** Parry +1
 - **Master of Arms (L, Weapon Master):** Parry +2
- **Wizard (N, AB (Magic), Sm d8+, Knowledge (arcana) d8+, Spellcasting d6+):** Each Spellcasting raise reduces cost of spell by 1 point
- **Woodsman b (N, Sp d6+, Survival d8+, Tracking d8+):** +2 Tracking, Survival, and Stealth (while in Wilderness)

SKILLS

Boating	Agl	Knowledge	Sm	Stealth	Agl
Climbing	Str	Lockpicking	Agl	Streetwise	Sm
Driving	Agl	Notice	Sm	Survival	Sm
Fighting	Agl	Persuasion	Sp	Swimming	Agl
Gambling	Sm	Piloting	Agl	Taunt	Sm
Healing	Sm	Repair	Sm	Throwing	Agl
Intimidation	Sp	Riding	Agl	Tracking	Sm
Investigation	Sm	Shooting	Agl		



TRIPLE CROSS

AN ADVENTURE
FOR **LANKHMAR**

Now that you've got an idea how *Savage Worlds* works, it's time to try it out! For this outing, we've created a brand new tale of treachery and woe set in **Fritz Leiber's Lankhmar**. You can find a full line of Lankhmar books, Game Master Screens, and other accessories at www.peginc.com and better game stores everywhere. All you need to play are these rules and a few players to take on the characters we've included at the back of this booklet.

THE SWINDLE

This adventure takes place before the story *Ill Met in Lankhmar*, when Guildmaster Krovas and his sorcerer Hristomilo still ruled the powerful Thieves' Guild.

The clever Krovas learned that a local wizard named Velas had come into possession of a mysterious black skull, said to emanate with unknown power.

Krovas' spies told him the wizard was not particularly powerful and had a softness for strong drink and poor wagers.

Krovas decided this was a job he would do himself—it never paid for the head of the Thieves' Guild to become rusty.

He disguised himself as a grain merchant, befriended Velas by losing several hands of cards at the Silver Eel, and eventually challenged him to a drinking contest in his own rented apartments nearby.

Velas was not without protection. Two burly brothers, Kreshmar and Skel, attended him and watched over the treasures he'd collected in his travels. So Krovas hired several members of the Slayer's Brotherhood to wait outside the wizard's apartment and guard his exit after he drank the old fool under the table and stole the skull.

THE DOUBLE CROSS

The Slayers did not realize they were hired by the Guildmaster of the Thieves' Guild. They double crossed the "merchant" and took the skull for themselves. Still inebriated from the drinking contest with Velas, Krovas reluctantly acquiesced.

Hours later, the sober Krovas summons a group of youngsters to find the Slayers and recover his ill-gotten gains. This is where our scoundrels enter the picture.

THE TASK

Krovas, no longer disguised, summons the player characters to a dark table at the Silver Eel, a tavern well known to all. They know who he is, and know he is not to be trifled with.

It is well past the Witching Hour. Once they've gathered, he looks each of them in the eyes before speaking.

I was betrayed by members of the Slayers Brotherhood. It is a black stain upon their guild, but I do not wish to raise the issue with their betters. That might cause the property they took from me to fall into the wrong hands.

I want you to find three Slayers, named Tanowyn, Smald, and Guilford. I have it on good authority they are close, but I do not want to be seen asking for their whereabouts.

Find them and recover a black skull. You will know the foul thing.

I will pay you 20 gold rilks each, and another 10 if you teach them a lesson others will be sure to pay attention to in the future.

I shall wait here at the Silver Eel till then.



WORKING THE EEL

Finding the three Slayers isn't very hard. A little roleplaying among the other patrons and a Streetwise roll reveals the three share an apartment just a few blocks distant.

The townhouse is a rickety, five story building on Cheap Street. The area is mostly quiet this time of night, though rats and other beady eyes peer from dark alleyways.

Give the thieves time to come up with whatever plan they think is best. There is a walkway over the street (as shown in the illustration), a dilapidated stairwell, and of course rooftops and balconies to be climbed.

With a Streetwise roll at -2, one of the characters knows the general layout of the apartment—it's a common design. Allow them to see the map on page 19 and plan their attack.

Inside are the three treacherous Slayers. They're nervous after their double-cross and something about the skull is keeping them from sleep. Unfortunately, that means they're awake and alert the rest of the night.

Assuming the player characters are quiet or have a convincing ruse, however, the three can still be taken by surprise—meaning they lose their first round of action.

Their apartment is a mess of cheap furniture, empty wine jugs, and bits of leather (they've been working on their armor). Sitting in the floor, wrapped in a cloth sack, is the black skull.

THE THREE SLAYERS

These three aren't *actually* members of the Slayer's Brotherhood. They were turned away for their low skills; but they still represent themselves as such.



The three aren't suicidal. If obviously outclassed they surrender or make a run for it, leaving the stolen skull behind.

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

Skills: Fighting d6, Intimidation d6, Notice d6, Taunt d4

Cha: -2; **Pace:** 6; **Parry:** 5; **Tough:** 6

Hindrances: Clueless, Illiterate, Mean Edges: Brawny

Gear: Cudgel (Str+d4), leather jerkin (+1), 7 silver smerduks total.

TRIPLE CROSS

As the scoundrels emerge from the townhouse with the black skull, they are met by Krovas himself. He smiles and reaches out for the skull—then stops as another set of figures enters the scene.

Just as Krovas is about to speak, Velas the wizard and his two bodyguards, Kreshmar and Skel, arrive in a huff.

"What's going on here?" the wizard shouts on seeing his stolen goods.

Krovas answers:

Velas, my friend! These thieves broke into your house during our festivities and took your strange bauble. My men tracked them here and demanded their surrender.

I see you've brought your men so I'll let you handle it from here. Good night, my friend!

At that Krovas quickly vanishes into a nearby alley. The characters can try and follow him, but the master thief is far too canny.

Velas and the brothers smile, itching for a fight.

KRESHMAR AND SKEL

These twin brothers are notorious for menacing the poor, the weak, and the helpless in Lankhmar.

In the tales of Fafhrd and the Gray Mouser, they will eventually meet their doom to the Cloud of Hate, but that even has yet to happen.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d10

Skills: Fighting d8, Intimidation d8, Notice d6, Stealth d6, Streetwise d4

Cha: -4; **Pace:** 6; **Parry:** 6; **Tough:** 8 (1)

Hindrances: Arrogant, Bloodthirsty

Edges: Extraction, First Strike, Quick

Gear: Long sword (Str+ d8), dagger (Str+d4), leather armor (+1).

VELAS THE WIZARD

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

Skills: Fighting d4, Intimidation d6, Knowledge (Arcana) d8, Spellcasting d8, Notice d4, Taunt d6

Cha: -1; **Pace:** 6; **Parry:** 5; **Tough:** 5

Hindrances: Habit (Major—Carousing, drinking, and gambling), Overconfident

Edges: Arcane Background (Black Magic), Wizard.

Powers: Bolt, boost / lower trait.

Gear: Dagger (Str+d4), components.

EPILOGUE

The player characters should know Krovas isn't a man to be confronted. Should they do so, he, his sorcerer Hristomilo, and the many rogues of the Thieves' Guild will see to it these trouble makers are never heard from again.

But if they are clever enough to gain audience and politely ask for payment, Krovas hands them 20 rilks each if they promise not to speak of the incident again. It's a cheap price to pay for their silence.

And what of the black skull? Is it a sculpture? Is it an actual skull—perhaps from the Seven Black Priests serving at the Bones of the Old Ones? Is it human or some primordial being of ancient power? Those are questions best left to you, dear Game Master, and the further adventures of your rogues and scoundrels.

PREGENERATED CHARACTERS

On the following pages are characters your group can use to play *Triple Cross*. You can find these characters and more on our website, or pick up the *Lankhmar: City of Thieves* setting book and have your friends create their own scoundrels and rogues.

Note that these characters are made using rules from *Lankhmar: City of Thieves*. There are some minor differences from the core rules.

✧ MAGNUS THE SWIFT

Shortly after arriving in the city, he was targeted by a group of ruffians looking to relieve him of his purse. Magnus fought valiantly—though heavily outnumbered. Had it not been for Kort lumbering from a nearby alley and joining the fray the outcome would have been different. From that encounter the two men formed a friendship and began to travel together.

Though he attempts to keep the gruff exterior of a dangerous rogue, deep down Magnus cares for those who cannot fend for themselves and often finds himself standing up for them.

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

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

Cha: 0; **Pace:** 8; **Parry:** 6; **Toughness:** 5

Hindrances: Heroic, Loyal, Quirk (Jumps in without thinking)

Edges: Ambidextrous, Fleet-Footed

Gear: Dagger ×4 (Str+d4), lockpicks, thief's cloak, grappling hook and line, 20 gold rilks.



✧ KORT THE STREET TOUGH

Kort was trained as a pit fighter, his tongue removed by a brutal master. Eventually he found freedom and made his way to the City of Thieves. There he met Magnus the Swift and became a fast friend. Magnus and Kort are now inseparable.

Although Kort is unable to speak, he has mastered a vocabulary of gestures and grunts. Those traveling with Kort for any length of time (a couple of weeks or more) are able to quickly learn his form of communication, relinquishing the need for the Smarts roll.

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

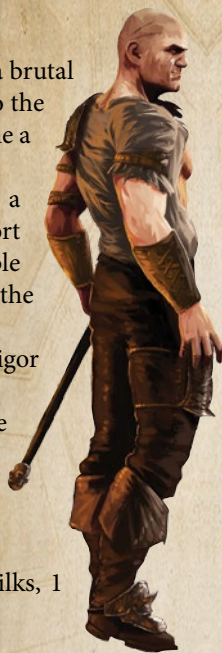
Skills: Fighting d10, Healing d4, Intimidation d10, Notice d6, Repair d4, Survival d4

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Clueless, Illiterate, Ugly

Edges: Brawny, Nerves of Steel

Gear: Iron shod club (Str+d6), worn clothing, 47 gold rilks, 1 silver smerduk.



✧ TREENA THE MOUSE

Treena joined a traveling acrobatic troupe after seeing one of their street performances in Lankhmar. The next several years she learned the arts of performance and working a crowd, lifting coin pouches off the attendants.

Using the skills she learned during her travels, she became an expert second-story thief. Her antics have earned a bit of unwanted attention from the Thieves' Guild, but so far she's managed to elude them.

Despite her larcenous attitude, Treena's a stalwart friend.

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

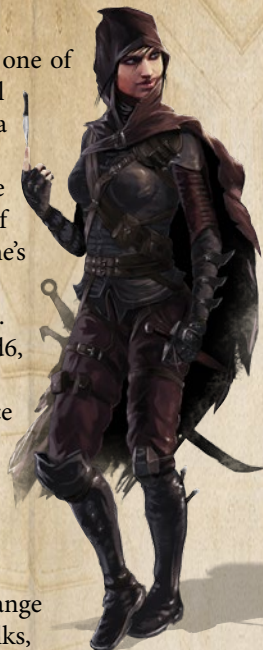
Skills: Climbing d6, Fighting d4, Lockpicking d8, Notice d6, Repair d6, Shooting d6, Stealth d8, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious, Loyal, Wanted (Major—Thieves' Guild)

Edges: Acrobat, Thief

Gear: Short sword (Str+d6), dagger (Str+d4), sling (Range 4/8/16, Damage Str+d4), 20 stones, lockpicks, 16 gold rilks, 1 silver smerduk.



✧ NIMERIA THE FIRE MAGE

Nimeria is a mysterious woman from the Great Eastern Desert who traveled to the City of Thieves seeking adventure and knowledge.

Adopting the ways of her people and the city, she dresses in heavy black toga, which covers her from head to toe, except for her eyes. Underneath the heavy clothing is a beautiful woman with raven dark hair and lithe body. Her beauty is tempered by her fiery temperament. Nimeria finds the citizens and way of life in Lankhmar alien.

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

Skills: Fighting d6, Knowledge (Arcana) d8, Intimidation d6, Notice d6, Persuasion d6, Riding d4, Spellcasting d8, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Overconfident, Outsider, Phobia (Minor—Large bodies of water)

Edges: Arcane Background (Elemental Magic—Fire), Attractive, Luck

Powers: Bolt, deflection, smite

Gear: Black toga, Staff (Str+d4, Parry +1, 2 hands), 49 gold rilks.



LUCAS THE BRAVO

Born the third son of a minor noble and influential moneylender, Lucas has a life unknown to most citizens of Lankhmar. He grew up with tutors and fencing instructors and shows a natural talent for the blade.

During the day, Lucas tends to his family's affairs regarding lending and collecting coin. But at night he dons a different persona and engages in the less savory element on the streets looking for women, wine, and trouble. He relies on his skill of arms rather than his station to extract him from trouble.

Lucas has managed to keep his double life secret from his family. Should his father ever learn of his double life, the price would be steep!

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

Skills: Fighting d8, Gambling d6, Intimidation d4, Knowledge (Business) d6, Notice d6, Riding d4, Taunt d8

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

Hindrances: Greedy (Minor), Obligations (Major—Family business), Quirk (Hates getting dirty)

Edges: Alertness, Noble

Gear: Heavy rapier (Str+d6, Parry +1), dagger (Str+d4), tailored clothes, 107 gold rilks, 1 silver smerduk.

Special Abilities:

- **Jaded:** Often confronted with the darker nature of life, Lankhmarts are jaded and may ignore 2 points of Fear penalties.



Look for the entire Lankhmar line, plus special adventures, more archetypes, inserts for our customizable Game Master screens, and of course other worlds to explore at www.peginc.com!

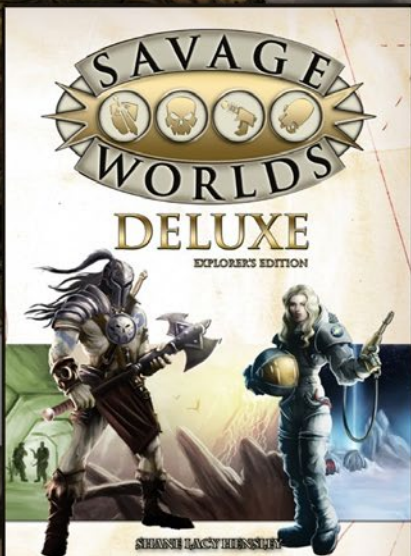
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