



PREGENERATED CHARACTERS:

PULP HEROES

The following characters are for use with any pulp-era *Savage Worlds™* game. 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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BUCK SAVAGE

Buck's father was a former boxer who legally changed his name to "Savage" for his career. He wanted a better life for his son though, and forced him to go to school in New York City. Buck went just long enough to get involved in a few anthropology digs, but it soon became obvious that finding treasure and fighting off competitors was more suited to Buck's nature.

Now Buck travels the world, searching for lost treasures and giving them to the museums of the world—in exchange for a small finder's fee, of course. He's deeply in love with Virginia Dare, but his surly nature keeps ruining any chance he might have to make their partnership permanent.

Rank: Seasoned (25XP)

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

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Survival d6, Swimming d4

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

Hindrances: Heroic, Mean, Stubborn

Edges: Brawny, Combat Reflexes, Rock and Roll

Gear: Machete (Str+d6), Tommy Gun (Range: 12/24/48; Damage: 2d6+1; RoF: 3; Shots: 50, AP 1, Auto), Colt 1911 (Range: 12/24/48; Damage: 2d6+1; RoF: 1; Shots: 7, AP 1, Semi- auto), two clips for Colt 1911, two 50 round drums of .45 caliber ammo.

Languages: English, Arabic, Spanish



***"THERE ARE TWO KINDS OF TREASURES
IN THE WORLD, DOLL MINE, AND THOSE
THAT AIN'T MINE YET."***

VIRGINIA DARE

Virginia's parents raised her to be a dancer, but her tomboyish nature often got the better of her. More than one boy who was too forward with her received a broken nose. By the age of 21, the bored socialite was jolted out of her boring life when her brother, Danny Dare, went missing during a visit to Cairo. Not only did she find him, but they became embroiled in an incredible fight against an ancient mummy, and ever since she has become a renowned tomb raider.

Virginia met Buck Savage during this same adventure, and formed a love-hate relationship with him. The two know they're destined to be together, but their stubborn natures have so far kept them from cementing the deal.

Rank: Seasoned (25XP)

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

Skills: Boating d6, Climb d4, Fighting d6, Guts d6, Intimidation d6, Investigation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6

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

Hindrances: Curious, Loyal, Stubborn

Edges: Alertness, Attractive, Danger Sense

Gear: Large knife (Str+d4), Colt 1911 (Range: 12/24/48; Damage: 2d6+1; RoF: 1; Shots 6, AP 1, Semi-Auto), two spare clips (7 shots each).

Languages: English, Arabic, French, Russian

"I SWEAR TO GOD, BUCK. IF YOU CALL ME 'DOLL' ONE MORE TIME I'M GOING TO TELL EVERYONE HOW YOU WET YOUR PANTS THAT TIME IN SHANGHAI..."

DANNY DARE

Danny is Virginia's younger brother. He's a gifted writer and journalist, and sometimes follows his sister around on her expeditions. Danny's stories are known for their wild embellishments, but most are far more true than his loyal readers know!

Danny starts a lot of trouble but tends to get out of the way fast. He's weak up close so when fists start flying he usually gets behind Buck and uses his environment—or his trusty .32 pistol if pressed—to stay out of reach.

Rank: Seasoned (25XP)

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

Skills: Climbing d6, Fighting d4, Guts d6, Investigation d8, Lockpicking d6, Notice d6, Persuasion d6, Shooting d6, Stealth d8, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Bad Eyes (Minor—Danny wears glasses which have a 50% chance of falling off when he's wounded), Big Mouth, Curious

Edges: Investigator, Level Headed, Thief

Gear: Knife (Str+d4), .32 pistol (Range: 12/24/48; Damage: 2d6-1; RoF: 1; Shots: 6), two spare cylinders (6 shots each), camera, 5 rolls of film (20 pictures each), pad and pens.

Languages: English, French, German, Spanish

***"THE RUBIES OF RAMEN-TUT? HMMM...
THE MUSEUM DOESN'T NEED ALL OF THESE..."***



DOC GOLD

Buck contacted Doc Gold a few years back when he was looking for a suit that could venture into the depths (to find the lost city of Atlantis). The English inventor hasn't been able to perfect that invention yet, but he's working on it. In the meantime, the two have struck up a working relationship. Doc Gold accompanies Buck on some of his expeditions and whips up his miraculous Wonder Tonic (healing salves), and gets a share of the loot to further fund his research.

Doc Gold is anxious to field test his latest gizmo—the Electromagnetic Discharge Apparatus. Buck annoys the hell out of the scientist by constantly calling it a “lightning gun.”

Rank: Seasoned (25XP)

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

Skills: Fighting d4, Guts d6, Healing d6, Investigation d6, Knowledge (Science) d10, Notice d8, Repair d8, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 4, **Toughness:** 5

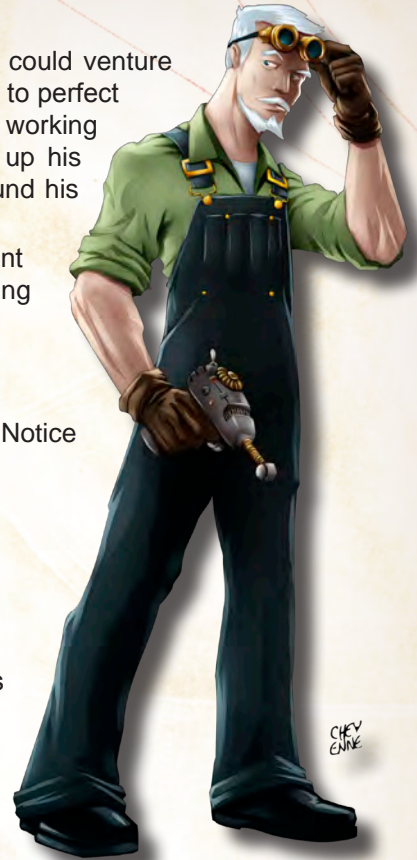
Hindrances: Curious, Doubting Thomas, Stubborn

Edges: Arcane Background (Weird Science), New Power (*bolt*), Power Points x2

Powers (20 PP): *Bolt* (Electromagnetic Discharge Apparatus), *heal* (Doc Gold's Amazing Wonder Tonic).

Gear: Doc Gold's Amazing Wonder Tonic, Electromagnetic Discharge Apparatus (lighting gun—his *bolt* power), Tool Kit.

Languages: English, German, Latin, Mayan, Tibetan



“YOU MIGHT WANT TO STAND BACK A BIT...”



KATOR THE APE BOY

Buck and the crew discovered Kator on a trip deep into darkest Africa less than six months ago. Incredibly, Kator seems to have been orphaned in the jungle and raised by apes! He is incredibly tough and strong, and quite intelligent as well, though his lack of education makes him seem savage and ignorant. He speaks broken English now—“Kator want candy bar!”—and has only begun to learn to write his name. He's quite eager for combat and ruthless when he wins. The Law of the Jungle frequently conflicts with the Dares' more “civilized” ways.

Kator loves Virginia and often fights with Buck over his jealousy. Virginia loves Kator in a motherly way, but the mixed signals confuse the unsophisticated ape boy.

Rank: Seasoned (25XP)

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

Skills: Fighting d8, Guts d6, Notice d6, Survival d8, Stealth d6, Swimming d4, Throwing d4, Tracking d8

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: Clueless, Illiterate, Outsider

Edges: Acrobat, Sweep, Woodsman

Gear: Spear (Str+d6; Parry +1; Reach 1), loin cloth, pouch full of various goodies—like nuts and grub worms.

Languages: English, Ape, Swahili

“LOOK, VIRGINIA! KATOR FIND YOU PRESENT! WATCH OUT FOR TEETH...”



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Now Buck travels the world, searching for lost treasures and giving them to the museums of the world—in exchange for a small finder's fee, of course. He's deeply in love with Virginia Dare, but his surly nature keeps ruining any chance he might have to make their partnership permanent.

Rank: Seasoned (25XP)

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

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d8, Stealth d6, Survival d6, Swimming d4

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

Hindrances: Heroic, Mean, Stubborn

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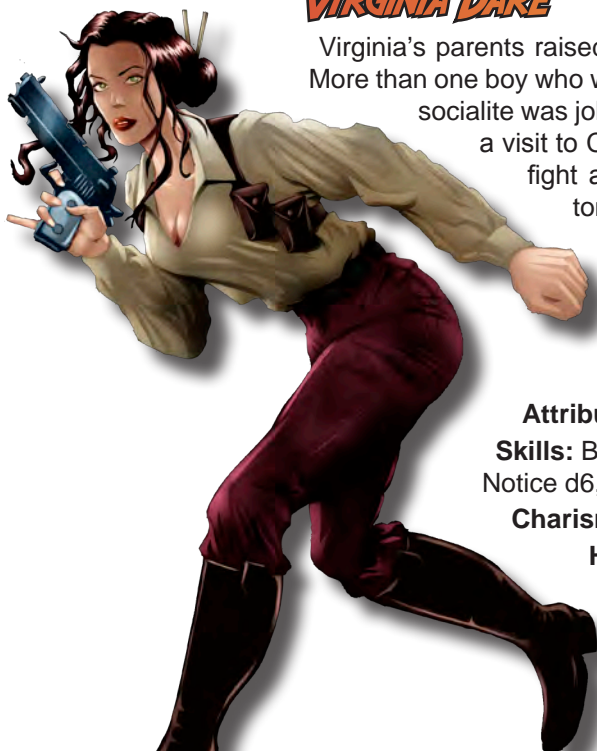
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Rank: Seasoned (25XP)

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

Skills: Boating d6, Climb d4, Fighting d6, Guts d6, Intimidation d6, Investigation d6, Notice d6, Persuasion d6, Shooting d6, Stealth d6

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

Hindrances: Curious, Loyal, Stubborn

Edges: Alertness, Attractive, Danger Sense

Gear: Large knife (Str+d4), Colt 1911 (Range: 12/24/48; Damage: 2d6+1; RoF: 1; Shots 6, AP 1, Semi-Auto), two spare clips (7 shots each).

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Danny starts a lot of trouble but tends to get out of the way fast. He's weak up close so when fists start flying he usually gets behind Buck and uses his environment—or his trusty .32 pistol if pressed—to stay out of reach.

Rank: Seasoned (25XP)

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

Skills: Climbing d6, Fighting d4, Guts d6, Investigation d8, Lockpicking d6, Notice d6, Persuasion d6, Shooting d6, Stealth d8, Streetwise d8

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Bad Eyes (Minor—Danny wears glasses which have a 50% chance of falling off when he's wounded), Big Mouth, Curious

Edges: Investigator, Level Headed, Thief

Gear: Knife (Str+d4), .32 pistol (Range: 12/24/48; Damage: 2d6-1; RoF: 1; Shots: 6), two spare cylinders (6 shots each), camera, 5 rolls of film (20 pictures each), pad and pens.

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Skills: Fighting d4, Guts d6, Healing d6, Investigation d6, Knowledge (Science) d10, Notice d8, Repair d8, Shooting d6

Charisma: 0; **Pace:** 6; **Parry:** 4, **Toughness:** 5

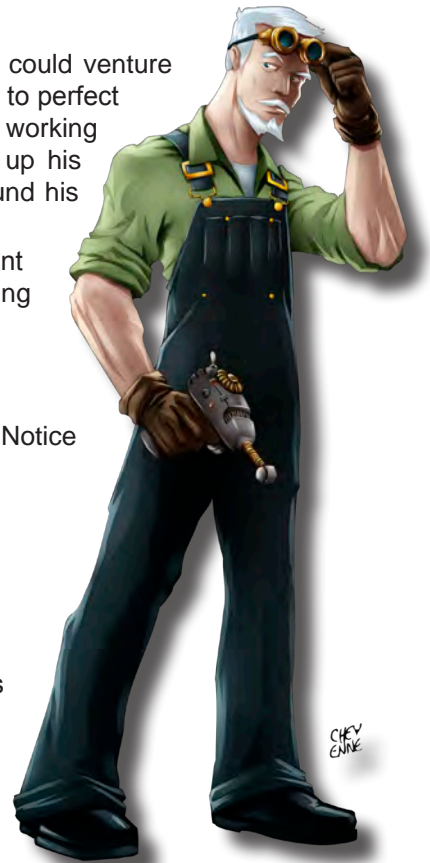
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Rank: Seasoned (25XP)

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

Skills: Fighting d8, Guts d6, Notice d6, Survival d8, Stealth d6, Swimming d4, Throwing d4, Tracking d8

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 6

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