

Savage Worlds Statistics for the cast of.....

The Shadow of the Ragged King

Utilising rules from the Savage Worlds Deluxe Explorers Edition, Beasts and Barbarians Golden Edition and the Savage Worlds Horror Companion.

The World of Xoth is copyright (C) 2008-2015, Morten Braten and Xoth.Net Publishing. It is used in this work with permission.

Susrahnite Caravan Guards (extras)

Agility.	D6.	Charisma.	0.	Edges	- None
Smarts.	D4.	Pace.	6.	Hindrances	- None
Spirit.	D6.	Parry.	6		
Strength.	D6.	Toughness	6		
Vigour.	D6				

- **Skills** - Fighting D6, Gambling D4, Notice D6, Shooting D8, Survival D4
- **Equipment** - Bronze Shortsword(Str+D6), Small Shield(+1 Parry), Leather Corselet (+1), Conical Helm(+2), War Sling (Str+D6, Range 8/16/32), 20 Lead Sling Bullets (1AP). Each has 24 Silver coins in a belt pouch.
- **Languages** - Khazi, Susrahnite, Zorabi (Tarsham Tar also speaks Taraamite)
- **Tarsham Tar** - add Smarts D6, **Edges** - Command **Hindrances** - Code of Honour, Mean

Adartani Drovers (extras)

Agility.	D6.	Charisma.	0.	Hindrances	- None
Smarts.	D4.	Pace.	6.	Edge	- None
Spirit.	D4.	Parry.	4		
Strength.	D6.	Toughness.	5		
Vigour.	D6				

- **Skills** - Fighting D4, Gambling D4, Knowledge(Animal Care) D6, Notice D4, Survival D4
- **Equipment** - Desert robes, turban and curved bronze dagger(Str+D4), 2D4 Silver coins each in belt pouches.
- **Languages** - Khazi, Susrahnite, Zorabi

The Desert Patrol (extras)

Agility.	D8.	Charisma.	0.	Hindrances - Code of Honour
Smarts.	D4	Pace.	6.	Edges - Steady Hands
Spirit.	D6.	Parry.	7	
Strength.	D8.	Toughness.	8	
Vigour.	D8			

- **Skills** - Fighting D8, Gambling D4, Notice D6, Riding D8, Shooting D6, Survival D4
- **Equipment** - Spear (Str+D6), Sabre (Str+D6), Composite Bow (2D6), Quiver with 20 arrows, Medium Bronze Scale Corselet (+2), Conical Helm (+2), Small Round Shield (+1), Horse.
- **Languages** - Khazi, Susrahnite, Zorabi
- **Mercenary Sergeant** - +D6 Intimidate, **Edge** - Brawny, Command **Hindrances** - Mean

Khazrajite Desert Raiders (extras)

Agility.	D8.	Charisma.	-2.	Hindrances - Bloodthirsty, Fear of Magic
Smarts.	D6.	Pace.	6.	Edges - Dodge, Extraction, Steady Hands
Spirit.	D4.	Parry.	6	
Strength.	D6.	Toughness.	6	
Vigour.	D8			

- **Skills** - Fighting D6, Gambling D4, Intimidate D6, Notice D6, Riding D8, Shooting D8, Survival D6, Track D4
- **Equipment** - Desert Robes, Scimitar(Str+D8), Small Shield(+1), Desert Bow(2D6) and 20 arrows mounted on camel. While raiding, the Khazrajites carry little in the way of valuables.
- **Languages** - Khazi, Susrahnite, Yar Ammonite, Zorabi

Ikuna Cultists (extras)

Agility.	D6.	Charisma.	-2.	Hindrances - Mean
Smarts.	D6.	Pace.	6.	Edge - Brawny, Two Fisted
Spirit.	D6.	Parry.	5	
Strength.	D8.	Toughness.	7	
Vigour.	D8			

- **Skills** - Boating D6, Fighting D6, Intimidate D6, Notice D6, Stealth D6, Survival D6, Throwing D6
- **Equipment** - Breechclout, Club (Str+D4) or Ancient Bronze Helm (+3), Shortsword x2 (Str+D6),
- **Languages** - Azimban, Ikuna, Yar Ammonite, Zadjite
- **Special Abilities** - **Cannibal** - Fanged Teeth for Bite attack doing Str+D4 damage.
- **Scary** - Frightful opponent, gains +2 on Intimidate rolls.

Zadjite Slavers (extras)

Agility.	D6.	Charisma.	-2	Hindrances - Mean
Smarts.	D4.	Pace.	6.	Edges - None
Spirit.	D4.	Parry.	6	
Strength.	D6.	Toughness.	6	
Vigour.	D6			

- **Skills** - Fighting D6, Gambling D4, Intimidation D4, Noticing D6, Riding D6, Shooting D6, Survival D4, Tracking D4
- **Equipment** - Leather Scale Corselet(+1), Cudgel(Str+D4) Man-catcher(Str+D4,Special), Scimitar(Str+D8), Small Round Shield(+1), Shortbow(2D6), mounted on camel. Each carries 4D6 Silver coins on their person.
- **Languages** - Susrahnite, Yar Ammonite, Zadjite

The Ragged King - Avatar of Tsultha'ustar (Wild Card)

Agility.	D8.	Charisma.	+2
Smarts.	D8.	Pace.	8
Spirit.	D10.	Parry.	9
Strength.	D12+2.	Toughness.	11
Vigour.	D12+4		

- **Skills** - Fighting D12+2, Intimidation D10, Notice D8, Persuade D12+2, Stealth D8
- **Fear** - Anyone encountering this entity in it's guise as the Ragged King must make a Fear check at -2.
- **Fearless** - Immune to Fear and Intimidation.
- **Hardy** - If Shaken, further Shaken results have no effect.
- **Improved Arcane Resistance** - +4 to Armour Rolls vs Magic and +4 to resist Magical effects.
- **Insanity** - Any character who witnesses the true form of Tsultha'ustar must make a Spirit roll at -6. Failure results in the character to become a gibbering fool for 2D6 rounds. The character is treated as if Shaken and will run around randomly, at full pace, until he comes to his senses once more.
- **Insidious** - +2 to Charisma. The insidious whisperings of the Tsultha'ustar are compelling and frighteningly seductive.
- **Magic** - The Ragged King has unlimited Power Points and knows the following powers.
 - Armour, Darksight, Divination, Havoc, Puppet, Summon Ally(Demon Worm or Demon Steed)
- **Natural Weapons** - (Str+D6) The Ragged King's Avatar can mutate it's host body, at will, to allow it to sprout tentacles or claws and a great fanged maw with which it can attack opponents.
- **Regeneration(Fast)** - Tsultha'ustar makes a natural Healing roll every round.
- **Size** - +1 The Ragged King stands somewhat taller then a normal man.

Haram Baal - Susrahnite Merchant (Wild Card)

Agility.	D6	Charisma.	+2.	Hindrances	- None
Smarts.	D10	Pace.	6.	Edges	- Rich, Charismatic, Contacts
Spirit.	D6.	Parry.	4		
Strength.	D4.	Toughness.	5		
Vigour.	D6				

- **Skills** - Fighting D4, Knowledge D10(Caravan Routes and Markets), Knowledge D8(Etiquette), Notice D6, Persuade D10, Riding D6, Streetwise D8, Survival D4
- **Equipment** - Expensive Desert Robes, iron scimitar and dagger, mounted on camel, 30 Gold in a coin belt and 3000 silver coins in a chest, guarded by N'Gombu (his bodyguard).
- **Languages** - Azimban, Khazi, Susrahnite, Yar Ammonite, Taraam, Zorabi

Azam - Ansari Kidnapper and Spy (Wild Card)

Agility.	D8.	Charisma.	+2	Hindrances	- Overconfident
Smarts.	D12.	Pace.	6.	Edges	- Alertness, Arcane Background(Sorcery),
Spirit.	D8.	Parry.	6		Attractive, Counter Attack, No Mercy,
Strength.	D6.	Toughness.	6.		Quick Draw, Assassin, Thief, Connections
Vigour	D8.				(Satrap of Dipur)

- **Skills** - Climbing D6, Fighting D8, Gambling D4, Healing D6, Intimidation D8 Investigation D8, Lockpicking D6, Notice D8, Persuasion D8, Riding D6, Stealth D8, Streetwise D8, Survival D4, Taunt D8, Throwing D6, Tracking D6
- **Arcane Skills** - Knowledge(Arcana) D10, Sorcery D10
- **Equipment** - Desert robes, Iron Sabre(Str+D6) and Iron Dagger(Str+D4), 6 Iron Throwing Knives(Str+D4), mounted on Desert Steed, 12 Gold and 23 Silver coins in money belt.
- **Powers** - Confusion, Puppet
- **Power Points** - 10
- **Special** - The Ring of Xhangkor Mu - This is a plain ring of iron, the interior of which is graven with, strangely disturbing, mystical sigils. The possessor of this artefact is treated (assuming they possess Arcane Background Sorcery) as if they possess the Power Edge - Binding Ritual. The ring is useless to those who do not have the appropriate background. It was stolen by Azam from the Jade Dragon Temple in Dipur.
- **Languages** - Bhoma, Jairanian, Khazi, Susrahnite, Taikangese, Taraam, Yar Ammonite

N'gomba - Azimban Bodyguard(Wild Card)

Agility. D10. Charisma. -2 **Hindrances** - Outsider(Wasuba Slave Warrior)
Smarts. D6. Pace. 6. Vow(To protect his Master)
Spirit. D8. Parry. 9. **Edges** - Block, Brawny, Former Gladiator, Iron Jaw
Strength. D8. Toughness. 10.
Vigour. D10.

- **Skills** - Fighting D12, Intimidation D8, Knowledge (Ettiquette) D4, Notice D6, Riding D4, Throwing D8, Tracking D4, Survival D4
- **Equipment** - Bronze Scale Hauberk(+2), Hard leather greaves and Bracers(+1), Spired Helmet(+2), Medium Round Shield (+1/+2), Scimitar of Gathite Steel(Str+D8), Spear(Str +D6), Bronze Dagger(Str+D4), 27 Silver coins in a belt pouch. Mounted on a camel.
- **Languages** - Azimban, Khazi, Susrahnite, Yar Ammonite

Jamila - Desert Princess(Wild Card)

Agility. D8. Charisma +2. **Hindrances** - Clueless
Smarts. D6. Pace. 6. **Edge** - Attractive, Noble
Spirit. D8. Parry. 4
Strength. D4. Toughness. 5
Vigour. D6

- **Skills** - Dancing D8, Fighting D4, Healing D6, Noticing D6, Persuasion D6, Riding D4, Stealth D8, Survival D4
- **Equipment** - Hooded Desert Robes, Concealed Knife(Str+D3), mounted on a camel.
- **Languages** - Jairanian, Khazi, Susrahnite, Yar Ammonite

Muleh Al Jafari - Shaykh of the Al Jafari Bahramites (Wild Card)

Agility. D10. Charisma. -2 **Hindrances** - Bloodthirsty, Fear of Magic, Vengeful
Smarts. D6. Pace. 6. **Edges** - Block, Command, Frenzy, Nerves of Steel, Noble,
Spirit. D8. Parry. 8. No Mercy, One Hand and a Half, Steady Hands
Strength. D8. Toughness. 6
Vigour. D8

- **Skills** - Fighting D10, Intimidate D8, Knowledge(Battle Tactics) D6, Notice D6, Persuasion D6, Riding D8, Shooting D8, Survival D6, Tracking D6
- **Equipment** - Desert robes, Scimitar, mounted on camel. Carries nothing of any real value whilst raiding.
- **Languages** - Jairani, Khazi, Susrahnite, Yar Ammonite

Kilij Arshak - Noble Captain(Wild Card)

Agility. D8. Charisma. 0. Hindrances - Irascible, Overconfident
Smarts. D6. Pace. 6. Edges - Block, Brave, Command, Noble, No Mercy,
Spirit. D8. Parry. 8 One Hand and a Half, Steady Hands
Strength. D6. Toughness 7
Vigour. D6

- **Skills** - Fighting D8, Intimidate D6, Knowledge(Battle Tactics) D6, Notice D6, Riding D8, Shooting D6, Survival D4
- **Equipment** - Mail Shirt(+2) and Spired Helmet(+2). Yataghan(Str+D8), Small Round Shield(+1), Composite Bow(2D6) and 20 Arrows mounted on horse. Kilic carries two Gold and seven Silver coins in his belt pouch.
- **Languages** - Jairanian, Khazi, Susrahnite, Zorabi

General Eskaros - Commander of Fort Yirlat (Wild Card)

Agility. D8. Charisma. +2 **Hindrances** - None
Smarts. D8. Pace. 6. **Edges** - Armour Use, Brave, Brawny, Improved Block,
Spirit. D10. Parry. 10 Level Headed, Sweep, Command, Inspire,
Strength. D10. Toughness. 10 Mighty Blow, Two Fisted
Vigour. D10

- **Skills** - Fighting D10, Intimidate D8, Knowledge(Battle Tactics) D8, Notice D8, Persuasion D8, Riding D8, Shooting D8, Survival D6
- **Equipment** - Chainmail Shirt(+2) and Spired Helmet(+2) Hard Leather Bracers and Greaves(+1), Iron Sabre(Str+D6) and Small Round Shield(+1), Bronze Shortsword(Str +D6), Composite Bow and 20 Arrows.
- **Languages** - Jairanian, Khazi, Nabastissean, Susrahnite, Zorabi

Sutramunah - Yar Ammonite Dancing Girl(Wild Card)

Agility. D10. Charisma. +4. **Hindrances** - Damsel in Distress, Enemy, Outsider
Smarts. D8. Pace. 6. **Edges** - Very Attractive, Connection(Satrap of Jathpur)
Spirit. D4. Parry. 4
Strength. D6. Toughness. 6
Vigour. D8

- **Skills** - Knowledge(Etiquette) D8, Notice D6, Persuasion D8, Survival D4
- **Equipment** - Naked, if encountered in the ruins of Akharon. Regal clothing, dripping with jewelry and wearing a gem encrusted headdress if encountered at the court of Dipur.
- **Languages** - Jairanian, Khazi, Susrahnite, Taraam, Yar Ammonite

Guram Khal, 'The Toecutter' - Zorabi Kidnapper (Wild Card)

Agility. D8. Charisma. 0. **Hindrances** - Enemy, Wanted
Smarts. D6. Pace. 6. **Edges** - Block, Command, Lowlife,
Spirit. D6. Parry. 7. No Mercy, Connections(Borak Cham),
Strength. D8. Toughness. 6. Two Fisted.
Vigour D8

Skills - Climbing D4, Fighting D8, Intimidate D6, Riding D4, Stealth D6, Streetwise D8, Survival D4, Taunt D4

Equipment - Clad in nothing save a loincloth if he is encountered in the dungeons of Akharon. Leather Corselet(+1), Cudgel(Str+D4), Zorabi Knife(Str+D6) and a money belt containing 16 silver coins if encountered in 'the Den' of Dipur

Languages - Khazi, Susrahnite, Thieves Cant, Zorabi

Chamash - Zadjite Slaver Lord (Wild Card)

Agility. D8. Charisma. -2. **Hindrances** - Cautious, Mean
Smarts. D8. Pace. 6. **Edges** - Command, Marksman, Steady Hands,
Spirit. D6. Parry. 7. One Hand and a Half
Strength. D6. Toughness. 5
Vigour. D6

- **Skills** - Fighting D8, Intimidation D6, Noticing D6, Riding D6, Shooting D8, Survival D6, Tracking D6
- **Equipment** - Bronze Scale Corselet(+2), Spired Helmet(+2), Cudgel(Str+D4), Scimitar(Str+D8) and Small Round Shield(+1), Shortbow(2D6) and 20 arrows, mounted on camel. Has 3 Gold and 57 Silver coins in a money belt.
- **Languages** - Ikuna, Khazi, Susrahnite, Yar Ammonite, Azimban

