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

The Shadow of the Ragged King


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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  Hindrance - 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)

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 **Hindrance** - Mean

Khazrajite Desert Raiders (extras)

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)

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** - Azizban, Ikuna, Yar Ammonite, Zadjite
- **Special Abilities** - **Cannibal** - Filed 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

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**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  
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  
Strength.  D6.  Toughness.  6.  Quick Draw, Assassin, Thief, Connections  
Vigour.  D8  

- **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)

Smarts. D6. Pace. 6. **Hindrances** - Vow (To protect his Master)
Strength. D8. Toughness. 10.

- **Skills** - Fighting D12, Intimidation D8, Knowledge (Etiquette) D4, Notice D6, Riding D4,
- Throwing D8, Tracking D4, Survival D4
- **Equipment** - Bronze Scale Hauber(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)

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)

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)**

Smarts. D6. Pace. 6. Edges - Block, Brave, Command, Noble, No Mercy,  
Strength. D6. Toughness 7  
Vigour. D6

- **Skills** - Fighting D8, Intimidate D6, Knowledge(Battle Tactics) D6, Notice D6, Riding D8,  
- **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,  
- **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, Nabastisseean, Susrahnite, Zorabi

**Sutramunah - Yar Ammonite Dancing Girl (Wild Card)**

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 jewellry 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

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**Chamash - Zadjite Slaver Lord (Wild Card)**

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