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By David M. Garrett – My Philosophy: I’m a huge fan of Savage Worlds the game, the fantastic creators who dream up the awesome materials for Savage Worlds, and the die-hard fans who make up the community of Savages. I’m sharing by experiences of how I run my games and settings for free in the hopes that someone else out there might enjoy the kinds of pulpy stuff I’m running.

If you find errors, mistakes, or have feedback: davidgarrett69@gmail.com

[WC] Kiko (Seasoned)

Kiko is a Ninja from Konoyo.

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

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

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6; **Reputation:** 0;

Sanity: 5

Hindrances: Greedy (major), Vengeful (minor), Vow (minor)

Edges

- **Acrobat:** +1 Parry; +2 to Agility rolls (including Tricks)
- **Thief:** +2 to Climbing, Lockpicking, Stealth, as well as Notice and Repair rolls when related to traps or similar devices.
- **Quick:** Redraw Action Card if a 5 or lower.
- **Shadow Arts:** +2 Tricks using shadow and light.

Gear

- **Ninjato:** Str+d6
- **Kusari Gama:** Str+d6; Reach 1; May be used to Grapple.

