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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.

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[WC] Shi La (Seasoned)

Shi La is a Fire Wu of the Fire Cobra Clan from Shanxi Shan. She is the niece of Emperor Zi-Khaf, but has chosen to side with good.

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

Skills: Fighting d8, Healing d8, Lockpicking d6, Notice d6, Riding d6, Shooting d6, Spellcasting d10, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Reputation:** 0; **Sanity:** 5

Hindrances: Enemy (major), Vow (minor), Wanted (minor)

Edges

- **Arcane Background (Wu):** 3 beginning Powers
 - **Bolt (Fire Balls):** 3 PP for 3 bolts 2d6 ea.; 2 PP for 1 3d6 bolt.
 - **Summon Elemental Spirit (Fire):** PP 5; Range Smarts x 3; Duration 3 (1/round); Success = normal elemental; Raise = Size +2, Toughness +2.
 - **Barrier (Wall of Fire):** 1 PP/Section; Range Smarts; Duration 3 (1/section/round); Toughness 10.
 - **Smite (Flaming Weapon):** PP 2; Duration 3 (1/round); Damage +2; +4 with Raise.
- **Elemental Affinity (Fire)**
- **Power Points:** +5 Power Points.
- **Signature Moves (Throwing Daggers):** +1 to Throwing roll.
- **Weapon Focus (Throwing Daggers):** Increase Damage by one die type.

Power Points: 15

Gear

- **Throwing Daggers (3):** Str+d6; Range 3/6/12; ROF 1; It takes 1 round to retrieve a dagger stuck in an object; Critical Failure means dagger is bent and useless.

