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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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THE LIGHTNING THROWERS

Known by their trademark, purple clothes, the Lightning Throwers are a small clan of warriors and wizards who protect the secrets of their Lightning Chi dogmatically. Their small temple lies on the outskirts of Kurla'ab. For many generations, they have avoided becoming embroiled in the political struggles besetting Shan and Therwyndia. Even though they are small in number, they are formidable warriors.



[WC] Tei Zu La (Seasoned)

Tei Zu La is a Lightning Thrower from the city of Kurla'ab on the borderlands between Shan and Therwyndia. He heard rumors of a race of fish-men that live deep below the mountains and have the ability to harness lightning, so he decided to seek out the truth of these rumors. He has lived amongst the Koi Toa for two years learning their strange language and learning their ways.

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

Skills: Fighting d6, Healing d8, Intimidation d6, Knowledge (Koi Toan culture) d8, Knowledge (Underdark culture) d6, Notice d6, Shooting d8, Spellcasting d10, Throwing d6

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

Reputation: 0; **Sanity:** 5

Hindrances: Code of Honor (major), Loyal (minor), Quirk (minor)



Edges

- **Arcane Background (Wu):** 3 beginning Powers
 - **Bolt (Lightning Bolts):** 3 PP for 3 2d6 ea.; 2 PP for 1 3d6 bolt.
 - **Divine Grace (The Purple Blessing):** 2 PP; Range Spirit; Duration 3 (1/round); grants target the Championship Edge: +2 Damage & +2 Toughness when fighting evil creatures.
 - **Damage Field (Electric Cloak):** 4 PP; Range Touch; Duration 3 (2/round); May either strike and deal Str+2d6 Damage or touch with a +2 Fighting and only do 2d6 Damage.
 - **Smite (Lightning Charges):** PP 2; Duration 3 (1/round); Damage +2; +4 with Raise.
- **Elemental Affinity (Lightning)**
- **Power Points:** +5 Power Points.
- **Signature Moves (Mongol Style Bow):** +1 to Shooting roll.
- **Weapon Focus (Mongol Style Bow):** Increase Damage by one die type.

Power Points: 15

Gear

- **Mongol Style Bow:** 1d6+1d8 (+2 short range); Range 12/24/48; ROF 1
- **2 Dozen Arrows**