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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] Zhang Yong (Seasoned)**

Zhang Yong is a Shaolin Monk from the Mhuzheer Mountains and practices Mhuzheer Hawk Style Kung Fu which specializes in Air Chi.

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

**Skills:** Chi Focus d8, Climbing d6, Fighting d10, Healing d6, Notice d6, Shooting d8, Stealth d6, Throwing d6

**Charisma:** 0; **Pace:** 6; **Parry:** 8; **Toughness:** 6; **Reputation:** 0; **Sanity:** 6

**Hindrances:** Hero (major), Poverty (minor), Stubborn (minor)

### **Edges**

- **Bewildering Warrior:** +1 Parry; +2 to Smarts-based Tricks.
- **Chi Control (Smite):** Power Points 2; Duration 3 (1/round); +2 Damage; +4 with raise.
- **Elemental Affinity (Air)**
- **Elemental Focus (Summon Elemental Spirit (Air)):** PP 5; Range Smarts x 3; Duration 3 (1/round); Success = normal elemental; Raise = Size +2, Toughness +2.
- **Empty Hands:** Hands do Str+d4.
- **One Against Many:** No Gang Up bonus by opponents.
- **Signature Moves (Hands):** +1 to Fighting roll.
- **Signature Moves (Jiu Jie Bian):** +1 to Fighting roll.
- **Weapon Focus (Jiu Jie Bian):** Increase Damage by one die type.

**Power Points:** 10

### **Gear**

- **Hands:** Str+d4
- **Jiu Jie Bian:** Str+d8; Reach 1

