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Savage Worlds www.peginc.com. *Savage Worlds*

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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.

[WC] Treant – Ironbark

Tree being.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d12+1, Vigor d12+1

Skills: Fighting d8, Intimidation d8, Knowledge (Nature) d8, Persuasion d8, Notice d10, Stealth d8, Throwing d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 15 (3)

Gear: Rock (Throwing; range 3/6/12; Str+d6)

Hindrances: Delusional

Edges:

- **Alertness:** +2 Notice.
- **Frenzy:** 1 extra Fighting attack at -2.
- **Strong Willed:** +2 Intimidation and Taunt; +2 to resist Tests of Will.
- **Trademark Weapon (slam):** +1 Fighting.

Special Abilities

- **Armor +3:** Natural armor.
- **Slams:** Str+d8.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Weakness:** Fire (double damage).
- **Physical Resistance:** -3 damage from physical attacks, except those caused by slashing weapons.
- **Size +3:** Fifteen feet tall; Toughness +4.

