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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] Strykelda - Drow Assassin

Strykelda is a female Drow of House Jaezred.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d10, Intimidation d6, Knowledge (Poison) d8, Notice d6, Persuasion d6, Riding d4, Shooting d8, Stealth d8, Survival d6, Tracking d8

Charisma: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 7 (3)

Edges:

- **Acrobat:** +2 to nimbleness-based Agility rolls; +1 Parry.
- **Ambidextrous:** Ignore -2 penalty for using off hand.
- **Assassin:** +2 Damage when striking a foe unawares; includes ranged attacks.
- **Crossbow Expert:** Can fire a bolt each round.
- **Dodge:** -1 to be hit with ranged attacks.
- **Poison Resistance:** +2 to resist poisons and toxins.
- **Two Fisted:** May attack with weapon in each hand without multi-action penalty.

Gear (she is unequipped while captured)

- **Deep Mithral Mail:** +3 Toughness
- **Long Dirk (2):** +1 Damage (Str+d6+1)
- **Hand Crossbow with Poisoned Arrows:** (Range: 16/32/64, Damage: 2d6, ROF: 1, AP 2, 1 action to reload)

Special Abilities

- **Elemental Manipulation:** Drow innately can create faerie fire, a violet glow that illuminates all objects in a MBT around their person. This gives Drow a +1 in combat to trait tests because it helps them to target their opponents.
- **Frail:** Drow are frailer than their above ground kinsmen and receive a -1 to Toughness.
- **Infra-vision:** Drow suffer no penalties for darkness and dim lighting due to their eyes having adapted to amplify light. If no light is present at all, Drow suffer half the penalty.
- **Light Sensitivity:** Normal lighting conditions for most above ground creatures cause a -2 to all Trait rolls requiring vision. This penalty increases to -4 when lighting is bright.
- **Obscure:** All Drow can innately create a field of darkness at will, as per the Obscure Power. Drow have 10 Power Points solely dedicated to this power. They recharge 1 point per hour and this is unaffected by Rapid Recharge. Other Power Points can't be used for this power. This ability uses Smarts as its Arcane Skill.
- **Poisons:** Drow are masters of drugs and toxins. They typically coat their blades and crossbow bolts with natural and artificial poisons.
- **Racial Enemy:** Drow detest their above ground, Elven cousins and suffer a -4 to Charisma when dealing with them.



FEMALE DROW ROGUE ASSASSIN | *Strykelda*