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Savage Worlds www.peginc.com. *Savage Worlds* If you find errors, mistakes, or have feedback: davidgarrett69@gmail.com

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.

Hazel Munson (Witch)

Hazel was a short order cook who bounced around from place to place until she suffered a mutation that brought much prejudice into her life. Then, she happened upon the secrets of *How to Serve Your Man* and has since been an eccentric and enthusiastic Witch.

Rank: Heroic

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

Skills: Fighting d10, Gambling d4, Knowledge (Herbs & Spices) d6, Notice d6, Witchcraft d12, Shooting d6, Stealth d8,

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances:

- **Phobia (major):** Terrified of blood and gore; -4 to Trait tests when near phobia.
- **Mutation (minor):** Unusually pale, thick skin; +1 Toughness; -2 Charisma
- **Quirk (minor):** Hazel enjoys cooking . . . strange foods

Edges:

- **AB: Witch (witchcraft):** Begin with 10 Power Points and 2 Powers
- **First Strike:** May attack one foe who moves adjacent
- **Frenzy/Improved Frenzy:** 1 extra Fighting attack with no penalty
- **Kung Fu (Power):** Strength considered 2 die types higher for Fighting attacks; applies to both bare-hand and melee weapons.
- **Kung Fu (Resilient):** Gains Hardy ability; If Shaken, further Shaken results have no further effect – they do not cause a wound.
- **Martial Artist/Improved Martial Artist:** Never considered unarmed; +d6 to unarmed damage rolls
- **New Power:** 1 new Power
- **Power Points:** +5 Power Points

Ingredients: Witches may use Ingredients instead of Power Points; a Witch can make a Notice roll to search an area for Ingredients; success = 1 Ingredient; raise = 2 Ingredients; when searching for Ingredients a Witch may not Scavenge; maximum number of Ingredients a Witch may have is equal to her Smarts.

Gear:

- Copy of *How to Serve Your Man*
- Cooking Kit

Powers (15 Power Points):

- **Locks of Lilith (entangle):** Rank: Novice; Power Points: 2-4; Range: Smarts; Duration: Special; Arcane skill roll vs. target's Agility; success = -2 penalty to foe's Pace and skills linked to Agility and Strength; raise = fully restrained and can't use any skill linked to Agility or Strength; each following action a target may try to make a Strength or Agility roll to break free; for 2 Power Points it affects 1 foe; for 4 Points it affects everyone in a MBT.
- **Bat Out of Hell (fly):** Rank: Veteran; Power Points: 3/6; Range: Touch; Duration: 3 (1/round); can fly at normal pace with a climb of 0; can double pace by spending twice the Power Points; can affect up to 5 additional targets by spending a like amount of additional Power Points.
- **Devlin's Doppelganger (disguise):** Rank: Seasoned; Power Points 3-5; Range: Touch; Duration: 10 minutes (1/10 minutes); assume the appearance (but not powers) of another; base cost is 3 Power Points +1 per Size difference up to 2 Sizes difference; it requires a Notice roll at -2 if the person is known to see through the illusion; a raise = -4; for unknown people the penalties are -4/-6 respectively.

Backlash: If a Witch rolls a 1 on her Witchcraft die (regardless of Wild Die), is automatically Shaken.

