FLASH GORDON

PINNACLE ENTERTAINMENT GROUP

SAVAGE WORLDS

Name: Themba

Race: Lionmen | XP

Bennies: 4 | 7' 1" HT

Conviction: | WT

Planetary Romance:

ATTRIBUTES

- AGILITY
- SMARTS
- SPIRIT
- STRENGTH
- VIGOR

SKILLS

- Athletics
- Common Knowledge
- Fighting
- Intimidation
- Notice
- Persuasion
- Riding
- Shooting
- Stealth
- Survival
- Unskilled (-2)

Cha	Pace	Parry	Toughness
0	6	5	6

GEAR

- Backpack (2)
- Boots (2)
- Cold Weather Cloths (6)
- Gloves (1)
- Pain Manacles (2)
- Quiver, 30 arrows (4)

Total Wt: 26

Weight Limit: 30

Penalty:

HINDRANCES

- Greedy (Minor): Has an eye for "pretties"
- Overconfident (Major)
- Stubborn (Minor)

EDGES & ADVANCES

- Ambidextrous: Ignore -2 roll w/ off hand
- Berserk: After Shaken or Wounded, melee attacks are Wild Attacks and +2 to toughness. Critical failure means random target hit. Last until no foes or 5N smarts roll with a -2

POWER

POWER	PP	RANGE	DUR.	EFFECT
Low Light Vision				See in all but total dark. Ignore Dim/Dark neg.
Racial Enemy Sharkmen				-4 to Charisma when dealing w/Sharkmen
Size Bonus (Large)				+1 to Vigor

WEAPON

WEAPON	RANGE	DAMAGE	AP	ROF	WT	NOTES
Sword, Flame	n/a	STR+d8 (+2)		1	5	Crystal (20 times) powers flame
Bow	12/24/48	2d6		1	3	Minimum Strength d6
Dagger	n/a	STR+d4		1	1	Ambidexturous allows for use w/ Sword
Claws	n/a	STR+d6		1	--	Natural, retracting

WOUNDS

5N
10N
15N
20S
25S
30S
35S
40V
45V
50V
55V
60H
65H
70H
75H
80L
90L
100L
110L

FATIGUE

-1
-2
-3

INC

-2
-1