
INTRODUCTION

Shiny knights. Bugbear bandits. Elder clerics of dark deities. NPCs that are memorable, dangerous and remarkable in all ways. There are so many resources to help an aspiring Game Master build the ultimate antagonist or the formidable ally.

But when it comes to the more mundane, central places of your campaign, you might realize, that you seldom have more information to offer your players than “a beggar”, “the barkeep”, or “the dwarven smith”.

You might have noticed that when you describe this extra-sneaky spy, that should appear totally mundane, but your players size him up instantly. This is because he looks more fleshed out than the other mundane people in your world.

In this book, we start with a dozen beggars and panhandlers to help you breathe some life in your city’s busy streets. You don’t need to use their backstory and purpose if you don’t want to, or even share their name with the Player Characters. You can use as much or as little helps you in your table.



BORRIN

Borrin is a halfling beggar. He could be located in any large city without issue, and in most urban settlements if you make small adaptations. Borrin has been begging in the streets for the better part of a decade now, after he was captured by a slaver ring for his enormous gambling debt. The ring takes advantage of all makes of people, but Borrin is one of the oldest ones, and after three unsuccessful attempts to flee, he has lost the will to try to escape anymore.

Borrin is a very slim and boney halfling. After taking to the streets, his witty charm has faded away, his hair has mostly fallen off, his skin lost its vibrance. His clothes are filthy and covered in flees, and has to rely on a cane to walk around, as well as keeping the younger, faster urchins from stealing his loot.

When the Player Characters approach his direction, he passively looks towards their direction, offering his hand in need. He seldom speaks or asks for money, as the slavers take out the most part of his bounty every night. If the Player Characters offer food or to take him in a tavern, he takes a few step backwards, as he will be punished by the slavers if he receives any sort of help short of money.

D20		FATE	
CR 1; HP: 8		Aspects: •The Streets are my Home •Wanna Play a Game of Cards?	
Male Halfling commoner 1 N Small humanoid (halfling) Init +1; Listen +2, Spot +0		Skills Good: Stealth, Fair: Lore, Average: Athletics, Empathy	
AC 12, Fort +1, Ref +2, Will +2		Stress [] []	
Speed 20ft. (4 squares) Melee walking stick +0 (1d6) Base Atk +0		SAVAGE WORLDS	
Abilities Str 9, Dex 13, Con 10, Int 11, Wis 11, Cha 11		Attributes Agility d6, Smarts d6, Spirit d4, Strength d4, Vigor d4	
Skills: Balance +3, Climb +1, Hide +5, Jump +1, Knowledge (Dungeoneering) +4, Knowledge (The Planes) +4, Listen +2, Move Silently +3, Perform (Keyboard Instruments)+4, Spot +0;		Skills Fighting d4, Notice d6, Stealth d8 Charisma: d4; Pace: 5; Parry: 4; Toughness: 3	
		Gear Walking stick (Str+d4) Special Abilities Size -1; Reduces Toughness by -1.	