

# DARYL



**Age:** 30s

**In the Was:** Outback hunter, drifter

**In the Now:** Outback hunter, drifter

**Prize Possessions:** Motorcycle, Crossbow

**Quote:** "Shoot me again? You best pray I'm dead."

ATTRS and SKILLS	AGILITY	D8	PACE	6	ATHLETICS	D4	REPAIR	D4
	SMARTS	D8	PARRY	6	DRIVING	D8	SHOOTING	D6
	SPIRIT	D4	TOUGHNESS	7(2)	FIGHTING	D6	STEALTH	D4+2
	STRENGTH	D6	CHARISMA	0	HEALING	D4	SURVIVAL	D8+2
	VIGOR	D6	INITIATIVE	1 cards	INTIMIDATION	D4	TRACKING	D8+2
			BENNIES	3	NOTICE	D4		
					COMMON KNOWLEDGE	D8		

**HINDRANCES**  
**Heroic (Major):** He can't let innocents suffer.  
**Vengeful (minor):** He doesn't let offenses go easily.  
**Loyal (minor):** He won't betray his friends.

**EDGES**  
**Cowboy:** Expert motorcycle rider, +2 Driving on bikes.  
**One Handed Driver:** Can drive one-handed and shoot with off-hand without multi-action penalty.  
**Quick Draw:** Draw weapon as free action  
**Steady Hands:** Ignores unsteady platform penalty

**EQUIPMENT**  
**Knife:** 3/6/12, Str+d4  
**Crossbow:** 15/30/60, 2d6, 1 Action to Reload. AP2  
**Crossbow Bolts (12)**  
**Armor:** Motorcycle leathers, Motorcycle Helmet  
**Gear:** Tools, sling for crossbow with loops for bolts, Survival gear, canned food, water bottle, blanket, tent, compass, bandana from girl he once knew.  
**Ride:** Annabelle, off-road motorcycle, camouflage netting

**GAME NOTES**



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These characters also reference the *Savage Worlds* setting, *Tour of Darkness*.



Dragonlaird Gaming ([www.dragonlairdgaming.com](http://www.dragonlairdgaming.com)) is the imprint for the work of Jim Davenport, award-winning game designer and freelance writer. Jim has been gaming for over 25 years now and it has never lost its appeal. He has served as game master for many groups of friends for most of that time and the GM’s chair is where he feels at home. Even with other parts of life demanding their due attention, he finds time to run one or two Play-by-Post games and a live table game every other week.

He is also a writer and has been writing outside of gaming for nearing twenty years. From 1992 to 2000 he was publisher of *U.S. Scots*, an international magazine about Scottish-American culture. It was a quarterly publication which usually had an article of his in it along with freelance writers.

In 2005, he established Dragonlaird Gaming for the gaming-related work he has been doing. He’s been published numerous times in *Knights of the Dinner Table* magazine and is currently the resident movie columnist for that publication in writing *Gaming the Movies*. He has worked closely with Margaret Weis Productions on their *Serenity* and *Battlestar Galactica* lines as well as the core *Cortex Engine* rules system. He has also worked with Bards and Sages and Johnn Four for [Roleplayingtips.com](http://Roleplayingtips.com).

