



# ELI

**Age:** 40

**In the Was:** Investigative Reporter

**In the Now:** Seeker for the Truth

**Prize Possessions:** Food

**Quote:** "This didn't just happen by accident..."

ATTRS and SKILLS	<p>AGILITY D6          SMARTS D8          SPIRIT D6          STRENGTH D4          VIGOR D8</p>	<p>PACE 6          PARRY 5          TOUGHNESS 8(2)          CHARISMA 0          INITIATIVE 1 cards          BENNIES 4</p>	<p>ATHLETICS D4          FIGHTING D6          HEALING D4          NOTICE D6+2          PERSUASION D4</p>	<p>SHOOTING D6          STEALTH D6          SURVIVAL D8          TRACKING D8</p>	<p>COMMON KNOWLEDGE D8</p>
HINDRANCES	<p><b>Curious (Major):</b> Drawn to check out anything interesting. Might mean survival.  <b>Bad Eyes (minor):</b> Wears sunglasses, eyes hurt by long exposure to sunlight  <b>Enemy (minor):</b> Eli uncovered corrupt people in power. Wouldn't it be crazy if one survived the Fall too?</p>				
EDGES	<p><b>Alertness:</b>  <b>Combat Reflexes:</b> +2 to recover from Shaken  <b>Fast Healer:</b> +2 Natural Healing Rolls  <b>Longwalker:</b> Can survive on half food and water and resist extreme environments.  <b>Lucky:</b> Extra benny at start  <b>Martial Artist:</b> Unarmed attacks are Str+d4</p>				
EQUIPMENT	<p><b>Fist:</b> Str+d4  <b>Staff:</b> Str+d4; Reach 1; Parry +1; needs two hands  <b>Knife:</b> 3/6/12, Str+d4  <b>Crossbow:</b> 15/30/60, 2d6, 1 ROF, 1 Action to reload, AP2</p> <p><b>Armor:</b> Kevlar vest under robes, Robes, Survival gear, canned food, waterskin, first aid kit, blanket, Bible.</p> <p><b>Ride:</b> None</p>				
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).

