



ANGEL

Age: 20s

In the Was: Truck Driver, Waitress, Drifter

In the Now: Driver for hire

Prize Possessions: Goggles, Silver locket from boyfriend

Quote: "Never pick up hitchers... unless they're sexy."

ATTRS and SKILLS	AGILITY	D8	PACE	8	ATHLETICS	D6	PERSUASION	D6
	SMARTS	D6	PARRY	6	DRIVING	D8	REPAIR	D4
	SPIRIT	D6	TOUGHNESS	4	FIGHTING	D8	SHOOTING	D8
	STRENGTH	D8	CHARISMA	0	GAMBLING	D4	STEALTH	D4
	VIGOR	D6	INITIATIVE	1 card	NOTICE	D4	STREETWISE	D4
			BENNIES	3	COMMON KNOWLEDGE	D6	SURVIVAL	D4
HINDRANCES	<p>Small (Major): While she learned how to take care of herself, Angel is still a petite woman. Loyal (minor): When Angel gives her trust to someone, she never betrays it. Stubborn (minor): She believes where there is a will there is a way.</p>							
EDGES	<p>Danger Sense: Driving rigs on the highways since she was fifteen, Angel developed an eye for when things aren't right. (Notice at -2 to detect surprises/ambushes) Fleet-Footed: Sometimes the best option is to hightail it out of there. (d10 running die) Quick: Take new action cards for 5s or less. Rigger: Born to drive trucks and other big vehicles, she gets +2 on Driving them.</p>							
EQUIPMENT	<p>Knife: 3/6/12, Str+d4 Truck Lug Wrench: Str+d6</p> <p>Gear: Driving Goggles, Survival gear, canned food, tools, water bottle, first aid kit, blanket, tent. Silver locket from her dead boyfriend, Chemical Water Tester, Small book of poems she wrote before the Fall</p> <p>Ride: She found an Australian Rural Services truck, brought it back to life, and drives it now. Camouflage Netting.</p>							
GAME NOTES								



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These characters also reference the unpublished *Savage Worlds* setting, *Road Warriors*.



Dragonlaird Gaming (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.

