



CUTTER

Age: 20s

In the Was: Olympic Archer, Japanese enthusiast

In the Now: Killer near and far

Prize Possessions: Two steel Katanas, Olympic longbow

Quote: "If I'd wanted you dead, you would be."

ATTRS and SKILLS	<p>AGILITY D10 SMARTS D4 SPIRIT D4 STRENGTH D8 VIGOR D6</p>	<p>PACE 6 PARRY 5 TOUGHNESS 6 CHARISMA 2 INITIATIVE 1 cards BENNIES 3</p>	<p>ATHLETICS D6 DRIVING D4 FIGHTING D6 INTIMIDATION D4 NOTICE D4 COMMON KNOWLEDGE D4</p>	<p>SHOOTING D10 STEALTH D4 SURVIVAL D4 THROWING D10</p>
HINDRANCES	<p>Vow (Major): Cutter's (Elizabeth) husband (Drake) was snatched by Marauders on the highway a year ago. He was a petrochemical engineer (valuable!) and she's convinced he's alive. She's not leaving the wastelands until she finds him. Anger Issues (minor): Even before the Fall, Cutter had a hard time controlling her temper and giving out beatings where she felt they were deserved. This got her bumped from the Australian Olympic team. Quirk (minor): Tosses, juggles, and throws things around, usually weapons, often close to friends and fragile things.</p>			
EDGES	<p>Attractive: Cutter hasn't lost her model good looks. First Strike: Fast reflexes are critical in knife fighting Marksman: When she isn't moving, she's a killer shot. (+2) Trademark Weapon (Olympic bow):</p>			
EQUIPMENT	<p>Knives: 3/6/12, Str+d4 Olympic Quality Longbow: 15/30/60, 2d6+1, Collapsible, +1 Shooting Throwing Axe: 3/6/12; Str+d6 Katanas (2): Str+d6+2</p> <p>6 Quality Arrows (+1 Shooting) 12 Garbage Arrows (-1 Shooting)</p> <p>Gear: Survival gear, canned food, water skin, blanket, tent, picture of Husband (Drake)</p> <p>Armor: Lacrosse shoulder pads and chest protector</p> <p>Ride: None</p>			
GAME NOTES				



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



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.

