



FRANK

Age: 30

In the Was: Driver for the Syndicate

In the Now: Driver to Survive

Prize Possessions: Vehicle

Quote: "Cigarette lighter is the most important part of the car."

ATTRS and SKILLS	AGILITY	D10	PACE	6	DRIVING	D10		
	SMARTS	D4	PARRY	5	FIGHTING	D6	SHOOTING	D10
	SPIRIT	D6	TOUGHNESS	6(1)	INTIMIDATION	D6+2	SURVIVAL	D4
	STRENGTH	D4	CHARISMA	0	NOTICE	D4+2	TAUNT	D6+2
	VIGOR	D6	INITIATIVE	1 cards				
			BENNIES	3	COMMON KNOWLEDGE	D4		

HINDRANCES

Adrenaline Junkie (Major): He can't pass up a risky challenge. Earns a benny but can't spend it right then.
Diseased (minor): Frank caught some rads in the Big Melt-down. Suffers -1 to recover from being shaken.
Addict (minor): Frank is still a hooked smoker even though cigarettes are hard to come by these days. He prizes them.

EDGES

Alertness:
Dead Shot: Double shooting damage when dealt a Joker.
Marksman: Aim maneuver (+2 Shooting) when doesn't move.
Quick Draw: Draw weapon as free action.
Steady Hands: No penalty for firing for on an unsteady platform
Strong-Willed: +2 to Resist Tests of Will
Trademark Weapon: .45 Caliber silver pistol given to him by his Syndicate boss

EQUIPMENT

.45 Pistol: 12/24/48, 2d6+1, 1 ROF, 7 Shots, Semi-Auto, +1 Shooting
Knife: 3/6/12, Str+d4

Armor: Leather Jacket (+1)

Gear: Beat up Geiger Counter (works 50% of the time, but can't tell when), Survival gear, blanket, tent, cards, dice.

Ride: None

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.

