



MAX

Age: 30s

In the Was: Patrol Officer for Main Force Patrol

In the Now: Driver

Prize Possessions: V8 Interceptor, Sawed-off Shotgun, Dog

Quote: "You want to get out of here? You talk to me."

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| ATTRS and SKILLS | <p>AGILITY D10 SMARTS D6 SPIRIT D6 STRENGTH D6 VIGOR D6</p> | <p>PACE 6 PARRY 6 TOUGHNESS 7 CHARISMA 0 INITIATIVE 1 cards BENNIES 4</p> | <p>ATHLETICS D4 DRIVING D10 FIGHTING D8 INVESTIGATION D4 NOTICE D6 PERSUASION D4</p> | <p>REPAIR D4 SHOOTING D8 STEALTH D4 STREETWISE D4 SURVIVAL D4</p> | <p>COMMON KNOWLEDGE D6</p> |
| HINDRANCES | <p>Opportunist (Major): On almost any day, Max puts himself before others. Cautious (minor): He didn't stay alive this long by acting rashly. Quirk (minor): Tormented by nightmares of the death of his wife and child</p> | | | | |
| EDGES | <p>Bullit: He can handle a car like no one else. +2 Driving for cars. Dodge: Any wound can be fatal. Better to not get hit. Others have -1 to hit him when Shooting Lucky: Extra benny at start of game. One-Handed Driver: He can drive with one hand and shoot with the other without a multi-action penalty</p> | | | | |
| EQUIPMENT | <p>Knife: 3/6/12, Str+d4 Tire Iron: Str+d6 Sawed-off Double Barrel 12 gauge Shotgun: 5/10/20, 1-3d6, 1-2 (one or two barrels. Firing two, roll two shooting dice, one wild die) (3 shells, each has 50% change of failing to fire)</p> <p>Dog: Max saved a dog who is now fiercely loyal to him. By spending a Benny, Max can have the dog attack, growl, whine, bark, or fetch something on cue.</p> <p>Armor: Police Leathers (+2)</p> <p>Gear: Survival gear, canned dog food, tools, waterskin, first aid kit, blanket, tent, small music box. Ride: Main Force Patrol V8 Interceptor, camouflage netting</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.

