

NUTS



Age: 30s

In the Was: Low end Mechanic and Cheap Circuit Racers Crew Chief

In the Now: Low end Mechanic who doesn't want to be a slave

Prize Possessions: Full Automotive Tools set strapped in truck bed

Quote: "Keep findin' parts n gas. I'll keep 'em runnin'."

ATTRS and SKILLS	AGILITY	D8	PACE	4	DRIVING	D4	SHOOTING	D4
	SMARTS	D10	PARRY	7	FIGHTING	D8	STEALTH	D6
	SPIRIT	D6	TOUGHNESS	4	KNOW (Cars)	D4	SURVIVAL	D8
	STRENGTH	D4	CHARISMA	0	NOTICE	D6	THROWING	D6
	VIGOR	D4	INITIATIVE	2 cards	REPAIR	D10+2		
			BENNIES	3				
					COMMON KNOWLEDGE	D10		

HINDRANCES

Lame (Major): Car drove over his leg months back, didn't heal right. D4 running die.
Big Mouth (minor): Real talkative guy, to distraction, even blabbing secrets.
Quirk (minor): Talks to cars and machines like they are women.

EDGES

Ambidextrous: No off-hand penalty. He's a terror in a brawl with his wrenches.
Block
Grease Monkey: Been around cars all his life.
Level-Headed: Don't help nobody to get all flustered. Dealt two action cards.
Two-Fisted: Can attack with each hand without multi-action penalty.

EQUIPMENT

Heavy Wrenches (2): 3/6/12; Str+d6
Knives: 3/6/12; Str+d4

Armor: None

Gear: Coveralls, poncho, blanket, 'clean' oil can for his water, canned food, 50 pound professional automotive tool set in a triple-locked metal case.

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.

