



ONE-EYE

Age: 40s

In the Was: Footballer

In the Now: Driver for hire, cars and rigs

Prize Possessions: Sledgehammer named Roxie

Quote: "You should see the other guy."

ATTRS and SKILLS	AGILITY	D8	PACE	6	ATHLETICS	D8	PERSUASION	D4
	SMARTS	D4	PARRY	6	DRIVING	D6-2	SHOOTING	D6-2
	SPIRIT	D6	TOUGHNESS	7	FIGHTING	D6	SURVIVAL	D4
	STRENGTH	D8	CHARISMA	-1	INTIMIDATION	D6	TAUNT	D4
	VIGOR	D8	INITIATIVE	1 cards	NOTICE	D4-2		
			BENNIES	3				
					COMMON KNOWLEDGE	D4		

HINDRANCES

One Eye (Major): While it mars his otherwise good looks, it really hurts depth perception (-2 shoot, drive, etc.)
Anemic (minor): Never felt right after losing the eye. -2 Fatigue tests
Quirk (minor): Challenges others to beat him in wrestling or sparring.

EDGES

Acrobat: +2 to nimbleness type Agility tests
Brawler: +2 Unarmed Damage Rolls
Brawny: Muscular guy.
Combat Reflexes: +2 to recover from Shaken
Martial Artist: Never considered unarmed
Nerves of Steel: Ignore 1 point of Wound penalties.

EQUIPMENT

Fist: Str+D4+2
Special Gloved Fist: Str+d4+4
Knife: 3/6/12, Str+d4
Sledgehammer named Roxie: Str+d8

Armor: none

Gear: Backpack, blanket, tent, gloves with brass knuckles woven in, canned food, plastic jug of water, tools

Ride: The Green Machine, camouflage netting

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.

