



THE PLAYER CHARACTERS

As noted earlier, you can play with these provided characters or you can let the players make their own from scratch using either the included Test Drive rules or the *Savage Worlds* core rulebook if you have one.

Additionally, you may notice that all the provided characters have gender-neutral names. They can be male or female as your players prefer. While the cust-and-use character sheets have a single illustration each, the figure flats include both gender options for all the characters.



KELLY FRANKLIN

Your undergrad studies tapped out your parents' life savings. You made it into med school, but even working two part-time jobs and taking student loans, you couldn't make ends meet. In the end, you watched your dreams of being a doctor code out under a ledger sheet.

Turns out student loans are harder to get rid of than the Black Plague. Now, you're on your last few dollars, riding a bus to nowhere...and hoping nowhere is far enough away that the loan company can't find you.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Fighting d4, Guts d8, Healing d8, Investigation d6, Notice d6, Persuasion d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Heroic, Poverty (Minor), Pacifist (Minor)

Edges: Common Bond, Healer, Luck

Gear: Cellular phone, \$10



CHRIS JANSEN

It's not just the limp from the shrapnel left in your leg, it's the nightmares you have of still being back over there. Now, you get overwhelmed by rage at times and just snap. You become a danger to yourself and anyone close to you. In the end, it cost your marriage, your family, your job, and your home.

Now you're on the road, looking for a new life, maybe a new family. But you fear you won't be able to outrun those same old demons.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Driving d4, Fighting d6, Guts d6, Healing d4, Notice d6, Shooting d8, Stealth d4, Survival d4, Throwing d4

Charisma: 0; **Pace:** 4; **Parry:** 5; **Toughness:** 6

Hindrances: Lame, Loyal, Doubting Thomas

Edges: Berserk, Nerves of Steel

Gear: Survival knife (Str+1d4, +1 to Survival rolls), flashlight, lighter, \$200



TERRY McNAMARA

Some folks might call you a criminal, but more accurately you were a debt collector. You've got a weakness for the dice...or the cards...or the ponies, really just about anything you can bet on. What you don't have is a knack for picking winners.

Now, you're the one with the unpaid debt and, knowing how your boss handles collections, you caught the first bus out of town.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Driving d4, Fighting d8, Guts d6, Intimidation d6, Lockpicking d4, Notice d4, Shooting d6, Stealth d4, Streetwise d4

Charisma: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Overconfident, Habit (Minor: Compulsive Gambler), Enemy (Minor: Loan Shark)

Edges: Brawny, Sweep

Gear: .38 revolver (Range 12/24/48, Dam 2d6, RoF 1, Shots 6, Revolver), deck of cards, dice, \$10



R. H. MILSTEN

Ghosts, cryptids, UFOs—you name it, you've investigated it. Most folks laugh at you or just think you're just a little crazy. But you know the supernatural is real. You've even found a couple of spells over the years that work. Nothing flashy, mind you, magic nonetheless—no matter what the skeptics claim.

You're on your way to your next investigation: the town of Eberburg, the scene of strange lights, noises, and disappearances dating back over a century. It should prove the perfect place to test your newfound abilities!

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Driving d4, Fighting d4, Guts d8, Investigation d6, Knowledge (Occult) d6, Notice d6, Spellcasting d8, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Bad Eyes (Minor), Delusional (Minor: You see the paranormal everywhere)

Edges: Arcane Background (Magic), Alertness

Powers: *Deflection, smite*

Power Points: 10

Gear: Video camera with night vision (halves modifiers for darkness), digital recorder, cellular phone, notebook, \$100



MORGAN STEVENS

Your parents died early and you bounced between foster homes and orphanages—at least until those men in lab coats took custody of you. They put you in a cell, gave you strange drugs, and did all sorts of weird tests. You watched other people die from the same abuse time and time again.

But not you. In fact, after a while, you found you could do things with your mind. Things that no one else could do. And those men in the lab coats? They couldn't keep you locked up anymore.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Lockpicking d4, Psionics d6, Shooting d6, Stealth d6, Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: All Thumbs, Bad Luck, Cautious

Edges: Arcane Background (Psionics), Danger Sense

Powers: *Armor, bolt*

Power Points: 10

Gear: MP3 player, LED mini-flashlight, lockpicks, sleeping bag, \$25



BOBBY THOMPSON

You were always good at running—whether for third base, the finish line, or the end zone. When your last report card came, your mom made you quit your Little League teams. The only reasonable thing to do was to run away from home.

Now who's sorry?

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4, Guts d6, Notice d4, Shooting d4, Stealth d6, Throwing d6, Taunt d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Young, Poverty, Stubborn

Edges: Luck, Fleet-Footed, Quick

Gear: Swiss army knife (Str+1), \$10