

CHARACTER
CARDS



DOG HOUSE RULES PRESENTS

TRAILER PARK

Shark Attack



DHR3002SW

NO
VACANCY

TRAILER PARK SHARK ATTACK!

A Disaster Shark Adventure for Savage Worlds



CREDITS

Author: Karl Keesler

Senior Editor: Christopher S. Warner

Game Design Consultant: Todd Evans

Layout and Graphic Design: Karl Keesler

Cartography: Karl Keesler

Cover Design: Karl Keesler

Proofreader: Dana Warner



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PRINTING INSTRUCTIONS

This document contains the 24 trailer park character cards for use with *Savage Worlds* in **TPSA!** These cards should be printed for hands-on use by the players during the adventure. Please see the **Character Cards** section in the Adventure document for information about using the cards, including drawing starting characters and new ones when the 'Parkers become lunch meat for the sharks.

Card Format

- Each page contains two different character cards.
- Each character card has standard sections:
 - Header with the character title, a quote from the character, and an insightful thought from the 'Parker's noggin'.
 - Attributes on the left margin; Derived Statistics on the right margin.
 - Columns with summaries of Skills, Edges and Hindrances.
 - A section with 'Stuff' the character has to start the game. The GM can determine what else might be in a 'Parker's pockets.

How to Print the 'Parkers:

This pdf is built in layers, allowing the GM to print the cards in different ways, with a simple toggle to include or remove elements on the page before clicking that alluring print button.

- Background layer – toggle off to remove the color background to save ink or toner; toggle on to print a deck of the 'Parkers in their full glory!
- Text layer – toggle off to remove the text, printing only the trailer park backgrounds to create your own characters to shuffle into the 'Parker deck.
- Cover layer – toggle on or off to display the cover. We can only guess how that might help . . . knock yourself out.

We recommend using a common card stock – any typical card stock used for scrapbooking will do (such as 65 lb cover weight). When printed and cut, you have an instant, handy deck of 24 cards for game play. Still, a 'Parker always has other options – print on regular paper and use cardboard from a pizza box, a twelve-pack carton, or other scraps you have laying around . . . just paste, staple or duct tape the printed paper to the cardboard pieces.

TRAILER PARK MANAGER

AGILITY

D6

SMARTS

D8

SPIRIT

D6

STRENGTH

D6

VIGOR

D6

"I ain't fixin' all this!"

As if clogged toilets weren't your only problem now you gotta deal with a flooded trailer park. They don't pay you enough for this!

SKILLS

Athletics d4
Common Know ... d4
Fighting d6
Intimidation d6
Notice d8
Persuasion d4-1
Repair d6
Shooting d6
Stealth d4
Survival d4
Taunt d4

EDGES

BRAWNY

Size (and therefore Toughness) +1. Treat Minimum Strength requirements as one die type less.

MCGYVER

Quickly create improvised devices from scraps.

STUFF

S&W .357

Range 12-24-48,
Damage 2d6+1, AP 1,
RoF 1, Shots 6, Ammo 6

HINDRANCES

BAD LUCK

Life sucks, then you die!
one less Benny
per session.

MEAN

#@#! off @sshole!
-1 to Persuasion rolls.

STUBBORN

My way or the highway!
Always wants his way

MORE STUFF

TOOL BELT

PAGE

6/D6

PARRY

5

TOUGHNESS

6

BENNIES

2

WOUNDS

-1 -2 -3 IN 6 -2 -1

FATIGUE

JUGGALO

"Juggalo for life! Whoop whoop!"

Even though they dis me, this Park is my family, yo!
Gonna ice as many sharks as I can before I gets to go!

SKILLS

Athletics d6
Common Know .. d4-2
Fighting d8
Intimidation d6
Notice d4-2
Persuasion d6-2
Shooting d6
Stealth d6
Taunt d4

STUFF

HATCHET

Damage Str+d6

BOTTLE OF GRAPE POP

EDGES

BERSERK

After Shaken or Wounded:
Strength +1 die type,
melee must be Wild
Attack; +2 Toughness,
ignore one Wound;
Critical Failure on
Fighting hits random
target. Fatigue after five
consecutive rounds,
may choose to end rage
with Smarts roll -2.

BRAWLER

Toughness +1, add d4
to unarmed damage.

HINDRANCES

CLUELESS

Magnets, how do they work?
-2 to Common Knowledge
and Notice rolls.

OBESE

Too much Grape Pop!
Size +1, Pace -1 and
running die of d4.
Treat Str as one die type
lower for Min Str.

OUTSIDER (MINOR)

Juggalo for life! Whoop whoop!
Doesn't fit in, even by Trailer
Park standards and subtracts
2 from Persuasion rolls.

PAGE

5/D4

PARRY

6

TOUGHNESS

8

BENNIES

3

WOUNDS

-1 -2 -3 IN 6 -2 -1

FATIGUE

GUN NUT

AGILITY

D8

SMARTS

D6

SPIRIT

D6

STRENGTH

D6

VIGOR

D6

"From my cold dead hands!"

You're only a gun nut until the sharkpocalypse, then you're a hero.

SKILLS

Athletics d4
Boating d6
Common Know ... d4
Fighting d4
Notice d6+2
Persuasion d4
Stealth d4
Repair d4
Shooting d10
Survival d4
Taunt d6

EDGES

ALERTNESS

+2 Notice.

QUICK

Discard draw of 5 or less for new card.

STUFF

DESERT EAGLE (1.50)

Range 35-30-60,
Damage 2d8+2, AP 2,
RoF 1, Shots 7, Ammo 7

M-16 (5.56MM)

Range 24-48-96,
Damage 2d8, AP 2, RoF 3,
Shots 20, Ammo 20

HINDRANCES

HABIT (MINOR)

Smokes cigarettes.

OVERCONFIDENT

Best shot in the Park!

QUIRK

Talks about the 2nd Amendment way too much.

MORE STUFF

MK67 GRENADE (1)

Range 5-10-20,
Damage 3d6, MBT

WOUNDS

-1 -2 -3 IN6 -2 -1

FATIGUE

PAGE

6/D6

PARRY

4

TOUGHNESS

5

BENNIES

3

BUBBLE BOY/GIRL

"It's my first day out in the world!"

A flood...and with sharks!
Not how I expected it to be. Not one bit.

SKILLS

Athletics d6
Common Know ... d4
Fighting d4
Notice d8
Repair d10
Shooting d4
Stealth d4
Taunt d6

EDGES

EXTRACTION

Ignore one foe's free attack when withdrawing from melee with an Agility roll.

LUCK

+1 Benny per session.

SCAVENGER

Find an essential piece of equipment once per encounter.

HINDRANCES

ANEMIC

-2 to Fatigue tests.

HEROIC

Always helps those in need.

QUIRK

Naive. To say the least.

STUFF

PATCH KIT

DUCT TAPE

BUBBLE

+2 to Swimming rolls.

WOUNDS

-1 -2 -3 IN6 -2 -1

FATIGUE

PAGE

6/D6

PARRY

4

TOUGHNESS

4

BENNIES

4

AGILITY

D8

SMARTS

D8

SPIRIT

D6

STRENGTH

D4

VIGOR

D4

LUCHADOR

"OOH YEAH!"

I'm the tower of power, too sweet to be sour!
Look for an ark, while I Pile Drive this shark!

PAGE

6/06

PARRY

6

TOUGHNESS

8

BENNIES

3

WOUNDS

-1 -2 -3 IN 6 -2 -1

FATIGUE

AGILITY

06

SMARTS

04

SPIRIT

04

STRENGTH

08

VIGOR

08

SKILLS

Athletics d8
Common Know ... d4
Fighting d8
Intimidation d8
Notice d4
Persuasion d4
Stealth d4
Taunt d6

EDGES

BRAWLER

Toughness +1, add d4 to unarmed damage.

BRAWNY

Size (and therefore Toughness) +1. Treat Minimum Strength requirements as one die type less.

BRUTE

Link Athletics to Strength instead of Agility. This includes resisting Athletics Tests as well.

HINDRANCES

ARROGANT

Thinks he can wrestle the biggest shark.

LOYAL

Doesn't want to let the trailer park folks down.

QUIRK

Always wears a Luchador mask.

STUFF

LUCHADOR MASK

CITY SLICKER

"No, I am not from 'these parts'."

Sharks. Are you serious? How did I end up in this backwater town?

PAGE

6/06

PARRY

4

TOUGHNESS

5

BENNIES

4

WOUNDS

-1 -2 -3 IN 6 -2 -1

FATIGUE

AGILITY

06

SMARTS

06

SPIRIT

08

STRENGTH

06

VIGOR

06

SKILLS

Athletics d4(-2)
Common Know ... d6
Fighting d4
Notice d8
Persuasion d8-2
Repair d4
Shooting d6
Stealth d4
Taunt d6

EDGES

ELAN

+2 when spending a Benny on a Trait roll, including Soak rolls.

LUCK

+1 Benny per session.

STUFF

BUSINESS SUIT

BRIEFCASE

S&W (1.357)

Range 12-24-48,
Damage 2d6+1, RoF 1,
Shots 6, Ammo 6

HINDRANCES

ANEMIC

-2 Vigor when resisting Fatigue.

CAN'T SWIM

-2 to swimming (Athletics) rolls; Each inch moved in water costs 3" of Pace.

HESITANT

Draw two Action Cards and take the lowest (except Jokers, which may be kept).

OUTSIDER (MINOR)

-2 to Persuasion rolls.

EXOTIC DANGER

AGILITY

D6

SMARTS

D6

SPIRIT

D8

STRENGTH

D6

VIGOR

D6

"I'm the Queen of the Park!"

A flood with sharks?! AHMMH! Damn...I gotta get my cash stash from below. Maybe I can use my "assets" and convince one of those mouth-breathers to go fetch it.

SKILLS

Athletics d6
Common Know d4
Fighting d4
Notice d6
Performance.. d10+2
Persuasion d8+2
Shooting d4
Stealth d4
Taunt d4

EDGES

ATTRACTIVE

So fine!
+1 to Performance and Persuasion rolls.

VERY ATTRACTIVE

Smokin' hot!
+2 to Performance and Persuasion rolls.

STUFF

**EXOTIC DANGER
OUTFIT**

HINDRANCES

GREEDY (MINOR)

Always scheming to keep hers and get theirs!

STUBBORN

My way or the highway!
Always wants her way.

YELLOW

AHMMH!! SHARKS!!
-2 to Fear checks and resisting Intimidation.

PAGE

6/D6

PARRY

4

TOUGHNESS

5

BENNIES

3

WOUNDS

-1 -2 -3 IN 6 -2 -1

FATIGUE

METH LOOK

AGILITY

D6

SMARTS

D10

SPIRIT

D6

STRENGTH

D6

VIGOR

D4

"Yeah...Science, Bro!"

SHARKS! I ain't got time for this! I gotta deliver this order to Delmar or my ass is grass! Crap...Where did the other half of the meth go? Oh no...it's below!

SKILLS

Athletics d4
Common Know d6
Notice d8
Persuasion d4
Repair d8+2
Science d10
Shooting d6
Stealth d4

EDGES

MLGYVER

Quickly create improvised devices from scraps.

MR. FIX IT

+2 to Repair rolls, half the time required with a raise.

STUFF

**1 BAGGIE
FULL OF METH**

HINDRANCES

GREEDY (MINOR)

Always scheming to turn science into cash money!

STUBBORN

My way or the highway!
Always wants his way.

WANTED (MAJOR)

Delmar is looking for his meth!

PAGE

6/D6

PARRY

2

TOUGHNESS

4

BENNIES

3

WOUNDS

-1 -2 -3 IN 6 -2 -1

FATIGUE

SHADE TREE MECHANIC

AGILITY
D4
SMARTS
D8
SPIRIT
D4
STRENGTH
D8
VIGOR
D8

"Can I fix it? Is a frog's ass watertight?"

Holy hell! Looks like the park sprung a leak. Let's figure out a way to get outta this mess.

SKILLS

Athletics d4(-2)
Boating d4
Common Know ... d4
Driving d4
Fighting d6
Intimidation d4
Notice d8
Persuasion d4-1
Repair d8
Shooting d4
Stealth d4

EDGES

BRAWLER

Toughness +1, add d4 to unarmed damage.

MCGYVER

Quickly create improvised devices from scraps.

STUFF

COVERALLS

DUCT TAPE

TOOL BELT

3 ZIP TIES

HINDRANCES

BAD EYES (MAJOR)

-2 to all Trait rolls dependent on vision. Eyewear negates penalty but have a 50% chance of breaking when the Shade Tree Mechanic suffers trauma.

SLOW

Old war injury. -2 Pace and running die is a d4-1. -2 to Athletics and rolls to resist Athletics.

UGLY

Hit with an ugly stick one too many times. -1 to Persuasion rolls.

PAGE

4 / D4-1

PARRY

5

TOUGHNESS

7

BENNIES

3

WOUNDS

-1 -2 -3 IN 6 -2 -1

FATIGUE

BRATTY KID

AGILITY
D6
SMARTS
D6
SPIRIT
D4
STRENGTH
D4
VIGOR
D6

"Wait 'til I tell ma what you did!"

How did I get stuck with the worst babysitter ever? If Ma survives the sharks, she's gonna hear about it.

SKILLS

Athletics d6
Common Know ... d4
Notice d4
Persuasion d4-1
Shooting d6
Stealth d8
Taunt d8

EDGES

LUCK

+1 Benny per session.

GREAT LUCK

+2 Bennies per session.

SCAVENGER

Find an essential piece of equipment once per encounter.

STUFF

FIDGET SPINNER

SLING SHOT

Range 4-8-16, Damage Str+d4, RoF 1

POCKET OF ROCKS

HINDRANCES

MEAN

#@! off @sshole! -1 to Persuasion rolls.

SMALL

Size and Toughness are reduced by 1.

YOUNG (MAJOR)

I'm just a kid @sshole! 3 attribute points, 10 skill points, and two extra Bennies per session.

PAGE

6 / D6

PARRY

2

TOUGHNESS

4

BENNIES

7

WOUNDS

-1 -2 -3 IN 6 -2 -1

FATIGUE

DRUNK UNCLE

"Gotta drink?"

I may be a drunken mess but I ain't gonna let no sharks eat my friends! Everybody...get behind me!

AGILITY
D6
SMARTS
D6
SPIRIT
D6
STRENGTH
D6
VIGOR
D6

SKILLS
Athleticsd6
Common Know ...d6
Fighting.....d4
Intimidation.....d6
Notice.....d6
Persuasiond6
Shootingd6
Stealth.....d6
Taunt.....d6

EDGES
BRAVE
I ain't afraid of no sharks!
+2 to Fear tests and
-2 to rolls on the Fear Table.
LUCK
+1 Benny per session.
GREAT LUCK
+2 Bennies per session.

STUFF
FLASK OF BOOZE

HINDRANCES
ALL THUMBS
-2 to use mechanical or electrical devices.
HABIT (MAJOR)
Booze!
Fatigue rolls when deprived of booze.
LOYAL
Never betray a fellow Parker!

PAGE
6/D6
PARRY
4
TOUGHNESS
5
BENNIES
5

WOUNDS
-1 -2 -3 IN6 FATIGUE
-2 -1

OLD TIMER

"Get off my lawn!"

I'm too old for this mess!

AGILITY
D6-1
SMARTS
D8
SPIRIT
D8
STRENGTH
D4-1
VIGOR
D4-1

SKILLS
Athleticsd4(-2)
Common Know ...d4
Boatingd6
Fighting.....d4
Intimidation.....d8
Notice.....d8(-2)
Persuasiond4-1
Repaird6
Shootingd4
Stealth.....d4
Survival.....d8
Taunt.....d8

EDGES
ELAN
+2 when spending a Benny on a Trait roll, including Soak rolls.
LUCK
+1 Benny per session.
STRONG WILLED
+2 to resist Smarts or Spirit-based Tests.

STUFF
DOUBLE-BARREL SHOTGUN (126)
Range 12-24-48,
Damage 1-3d6, RoF 1,
Shots 2, Ammo 2

HINDRANCES
ELDERLY
-1 to Pace, running, Agility, Strength, and Vigor. Hero gets 5 extra skill points.
HARD OF HEARING
-2 to Notice sounds.
MEAN
-1 to Persuasion rolls for ill-temper and surliness.
SLOW
-2 Pace and running die is a d4-1.
-2 to Athletics and rolls to resist Athletics.

PAGE
3/D4-1
PARRY
4
TOUGHNESS
4
BENNIES
4

WOUNDS
-1 -2 -3 IN6 FATIGUE
-2 -1

GATOR RASSLER

"I betcha I can 'rassle it!"

If you hesitate...you get bit. Don't think about it.
Gator rasslin' ain't a thinkin' man's sport!

PAGE

6/D6

PARRY

5

TOUGHNESS

7

BENNIES

3

AGILITY

D6

SMARTS

D4

SPIRIT

D4

STRENGTH

D10

VIGOR

D8

SKILLS

Athleticsd10
Boatingd6
Common Know...d4
Fighting.....d6
Notice.....d4
Persuasiond4
Shootingd4
Stealth.....d6
Taunt.....d6

EDGES

BRAWNY

Size (and therefore Toughness) +1. Treat minimum strength requirements as one die type less.

BRUTE

Link Athletics to strength instead of Agility. This includes resisting Athletics Tests as well.

STUFF

BOWIE KNIFE

Damage str+d4

GATOR TOOTH NECKLACE

HINDRANCES

ILLITERATE

Never been much for book learnin'.

OVERCONFIDENT

Can rassle anything... even a shark!

QUIRK

Thick local dialect even by trailer park standards.

MORE STUFF

JON BOAT

Size 0, Handling 0, Top Speed (MPH) 40, Toughness 8(1), Crew 1+3

WOUNDS

-1 -2 -3 IN 6 -2 -1

FATIGUE

BABYSITTER

"Wait 'til I tell your ma, you stupid brat."

OMG! The park is flooded with sharks!!! Where's that darn kid?!!

PAGE

8/D8

PARRY

4

TOUGHNESS

5

BENNIES

4

AGILITY

D6

SMARTS

D6

SPIRIT

D6

STRENGTH

D6

VIGOR

D6

SKILLS

Athleticsd6
Boatingd4
Common Know...d4
Fighting:d4
Notice:d8
Persuasion ...d8+d
Shootingd6
Stealth.....d6

STUFF

FASHIONABLE FRAMES (EYEGASSES)

EDGES

ATTRACTIVE

+1 to Performance and Persuasion rolls.

FLEET-FOOTED

+2 Pace, d8 running die instead of d6.

LUCK

+1 Benny per session.

MORE STUFF

PEPPER SPRAY

use Shooting (or Fighting if engaged). No range penalty but max range is 2" (about 30 feet), Shots 5, victim must make Vigor roll at -2 or be stunned.

HINDRANCES

BAD EYES (MINOR)

-1 to all Trait rolls dependent on vision. Eyewear negates penalty but have a 50% chance of breaking when the Babysitter suffers trauma.

CAUTIOUS

Careful, you don't know where that's been! overly careful.

YELLOW

AMMM!! SHARKS!! Cowardly and suffers -2 to Fear checks and resisting Intimidation.

WOUNDS

-1 -2 -3 IN 6 -2 -1

FATIGUE

NERDY KID

AGILITY
D4
SMARTS
D10
SPIRIT
D4
STRENGTH
D4
VIGOR
D4

"Did you know the human head weighs 8 pounds?"
Wow! Sharks! I love sharks!

SKILLS
Athletics d4
Common Know ... d4
Hacking d8
Notice d8
Persuasion d4-2
Repair d8
Science d6
Stealth d4

EDGES
JACK-OF-ALL-TRADES
Gain d4 in a skill
(or d6 with a raise)
until replaced.

LUCK
+1 Benny per session.

MCGYVER
Quickly create
improvised devices
from scraps.

STUFF
LOKE BOTTLE GLASSES
TOY SHARK
SET OF
MULTI-SIDED DICE

HINDRANCES

BAD EYES (MINOR)
-1 to all Trait rolls
dependent on vision.
Eyewear negates penalty,
but have a 50% chance of
breaking when the Nerdy
Kid suffers trauma.

OUTSIDER (MINOR)
-2 to Persuasion rolls.

YOUNG (MAJOR)
I'm just a kid @sshole!
3 attribute points,
10 skill points, and
two extra Bennies per
session.

PAGE
6/D6

PARRY
2
TOUGHNESS
4

BENNIES
6

WOUNDS
-1 -2 -3 IN6 FATIGUE
-2 -1

TEENAGE CHEERLEADER

AGILITY
D8
SMARTS
D4
SPIRIT
D6
STRENGTH
D6
VIGOR
D6

"GIMME AN S...GIMME AN H...GIMME AN A-R-K..."
That's the spirit! Stab that shark! Shoot that shark! Go team!

SKILLS
Athletics d8
Common Know .. d4-2
Fighting d6
Notice d4-2
Performance d8+1
Persuasion d8+1
Stealth d4
Taunt d4

EDGES
ACROBAT
Free reroll on acrobatic
Athletics attempts.

ATTRACTIVE
+1 to Performance and
Persuasion rolls.

FLEET-FOOTED
+2 Pace, d8 running
die instead of d6.

STUFF
CHEERLEADER
UNIFORM

HINDRANCES

BIG MOUTH
Shouts at the
worst time.

CLUELESS
Not too bright.
-2 to Common
Knowledge and
Notice rolls.

QUIRK
Smacks bubble gum.

PAGE
8/D8

PARRY
5
TOUGHNESS
5

BENNIES
3

WOUNDS
-1 -2 -3 IN6 FATIGUE
-2 -1

WEED DEALER

AGILITY
D6
SMARTS
D6
SPIRIT
D8
STRENGTH
D4
VIGOR
D6

"I got you man...how much you need?"
Wow man...the place is flooded...and full of sharks. That's a bummer man.

SKILLS
Athleticsd6
Common Know .. d8
Fighting.....d6
Notice.....d6
Persuasiond10
Stealth.....d6

EDGES
CHARISMATIC
Gets a free reroll when using Persuasion.
COMMON BOND
People generally listen to you.
May give Bennies to companions.

LUCK
+1 Benny per session.

STUFF

1 BAGGIE FULL OF WEED BONG
Damage str+d4
DISPOSABLE LIGHTER

HINDRANCES
HABIT (MAJOR)
Always reeks of weed.
Fatigue rolls when deprived of stash.
PACIFIST (MINOR)
Peace brother.
Fights only in self-defense.
SMALL
Prefers "Little Person" size and Toughness are reduced by 1.

PAGE
6/D6
PARRY
5
TOUGHNESS
4
BENNIES
4

WOUNDS
-1 -2 -3 IN6 -2 -1
FATIGUE

APOCALYPTIC PREACHER

AGILITY
D6
SMARTS
D8
SPIRIT
D10
STRENGTH
D4
VIGOR
D4

"This is a sign from God! He has called us to heaven!"
Yea, though I walk through the valley of the shadow of death, I will fear no evil: for thou art with me; thy rod and thy staff they comfort me.

SKILLS
Academics d6
Athletics d4
Common Know d4
Fighting d4
Intimidation d10
Notice d4
Persuasion d10
Shooting d6
Stealth d4

EDGES
CHARISMATIC
Gets a free reroll when using Persuasion.
STRONG WILLED
+2 to resist Smarts or Spirit-based Tests.

STUFF

BIBLE
PUMP ACTION SHOTGUN (12G)
Range 12-24-48,
Damage 1-3d6, RoF 1,
Shots 6, Ammo 6

HINDRANCES
BIG MOUTH
Preaches too much.
DEATH WISH
Wants to die after helping God kill these people.
DELUSIONAL (MAJOR)
God sent a flood to wipe this world clean!
I must help him!!!
VENGEFUL
God is angry!
And he has called me to take vengeance upon the heathens!

PAGE
6/D6
PARRY
4
TOUGHNESS
4
BENNIES
3

WOUNDS
-1 -2 -3 IN6 -2 -1
FATIGUE

REDNECK

"Make the Trailer Park Great Again!"

Ain't no big deal just a little water and a few sharks.
Stick with me and I'll getcha through this crap.

AGILITY
D6
SMARTS
D4
SPIRIT
D4
STRENGTH
D8
VIGOR
D8

SKILLS

Athletics d6
Boating d6
Common Know d4
Fighting d6
Intimidation d6
Notice d4
Persuasion d4
Shooting d6
Stealth d4
Taunt d6

EDGES

BRAWLER

Toughness +1, add d4 to unarmed damage.

NERVES OF STEEL

Ignore 1 level of wound penalties.

STUFF

CHEWING TOBACCO

DOUBLE-BARREL SHOTGUN (12G)

Range 12-24-48,
Damage 1-3d6, RoF 2,
Shots 2, Ammo 2

HINDRANCES

ARROGANT

I'm the the best at everything! Always fight the biggest shark.

HABIT (MINOR)

chewing Tobacco.

QUIRK

Thick local dialect even by trailer park standards.

PAGE

6/D6

PARRY

5

TOUGHNESS

7

BENNIES

3

WOUNDS

-1 -2 -3 IN6 -2 -1

FATIGUE

MUD BOGGER

"Yee....haw!!!"

Time to save some of my fans before the sharks get at 'em! Let's roll!

AGILITY
D8
SMARTS
D4
SPIRIT
D6
STRENGTH
D6
VIGOR
D6

SKILLS

Athletics d6
Boating d8
Common Know ... d4
Driving d8
Fighting d4
Notice: d4(-4)
Persuasion d4
Repair d4
Shooting d4
Stealth d4
Survival d4
Taunt d4

EDGES

ACE

May spend Bennies to soak damage for his vehicle and ignores up to 2 points of penalties.

LUCK

+1 Benny per session

QUICK

Discard and redraw Action Cards of 5 or lower.

STUFF

MUD BOGGER

Size 5 (Large), Handling 0,
Top Speed (MPH) 90,
Toughness 14(2),
Crew 1+1, Amphibious,
Four Wheel Drive

HINDRANCES

HARD OF HEARING (MINOR)

Too many Mud Boggie Rallies...not enough ear protection.
-4 to Notice sounds.

HERDIE

Always helps those in need.

QUIRK

All Mud Boggies think they are famous.
Loves signing autographs.

PAGE

6/D6

PARRY

4

TOUGHNESS

5

BENNIES

4

WOUNDS

-1 -2 -3 IN6 -2 -1

FATIGUE

TRAILER PARK SANTA

AGILITY
D6-1

SMARTS
D8

SPIRIT
D8

STRENGTH
D4-1

VIGOR
D4-1

"Ho ho ho, Merry Christmas y'all!"
Pray for a Christmas Miracle!

SKILLS

Athletics d6
Common Know .. d8
Notice d8
Persuasion d8
Repair d6
Shooting d6
Stealth d6
Taunt d8

EDGES

CHARISMATIC
One jolly Santa.
Gets a free reroll when
using Persuasion.

LUCK
+1 Benny per session.

GREAT LUCK
+2 Bennies per session.

STUFF

SANTA SUIT

HINDRANCES

ELDERLY
-1 to Pace, running,
Agility, Strength, and
Vigor. Hero gets
1 extra skill points.

OBESE
No padding...
it's all real.
Size +1, Pace -1 and
running die of d4.
Treat Str as one die
type lower for Min Str.

QUIRK
Looks and dresses
like Santa Claus
(or Mrs. Claus).

PAGE
4 / D4

PARRY

2
TOUGHNESS

5
BENNIES

WOUNDS **-1 -2 -3** IN **6 -2 -1** FATIGUE

OUTLAW BIKER

"Never ride faster than your angel can fly."
I'm a hard ass motherf... Wait, what's with the water...I can't swim!!!!

SKILLS

Athletics d4(-2)
Common Know ... d4
Driving d6
Fighting d8
Intimidation d6
Notice d4
Persuasion d4-1
Repair d4
Shooting d8
Stealth d4

EDGES

BRAWLER
Toughness +1, add d4
to unarmed damage.

BRAWNY
Size (and therefore
Toughness) +1. Treat
Minimum Strength
requirements as one
die type less.

STUFF

BIKER LEATHERS
Armor +1

**PUMP ACTION
SHOTGUN (126)**
Range 12-24-48,
Damage 1-3d6, RoF 1,
Shots 6, Ammo 6

HINDRANCES

CAN'T SWIM
-2 to swimming
(Athletics) rolls; Each
inch moved in water
costs 3" of Pace.

MEAN
#@#! off @sshole!
-1 to Persuasion rolls for
ill-temper and surliness.

WANTED (MAJOR)
Wanted by the law
and other gangs.

PAGE
6 / D6

PARRY

6
TOUGHNESS

9(1)
BENNIES

WOUNDS **-1 -2 -3** IN **6 -2 -1** FATIGUE

AGILITY
D8

SMARTS
D4

SPIRIT
D4

STRENGTH
D8

VIGOR
D8

BUNNY SUIT

AGILITY

D6

SMARTS

D6

SPIRIT

D8

STRENGTH

D6

VIGOR

D6

"Here comes Peter Cottontail...man...I'm wasted!"
Why are you drunk and in a bunny suit? Why do you refuse to take it off?
How much fun is this gonna be!?"

SKILLS

Athleticsd6
Common Knowd6
Intimidationd6
Noticed6
Performanced6
Persuasiond8
Stealthd6
Tauntd6

EDGES

COMMON BOND

People generally listen to you.
May give Bennies to companions.

ELAN

+2 when spending a Benny on a Trait roll, including Soak rolls

STUFF

BUNNY SUIT

BOTTLE OF BOOZE

HINDRANCES

HABIT (MAJOR)

Booze!
Fatigue rolls when deprived of booze.

PACIFIST (MINOR)

Fights only in self-defense

STUBBORN

Refuses to take off Bunny Suit.

PAGE

6/D6

PARRY

2

TOUGHNESS

5

BENNIES

3

WOUNDS

-1 -2 -3 IN 6 -2 -1

FATIGUE

ELVIS IMPERSONATOR

"TCB baby!"

"Time for a little less conversation, a little more action,
All this aggravation ain't satisfactioning me!"

SKILLS

Athleticsd4
Common Knowd4
Fightingd8 (+1)
Noticed4
Performanced8
Persuasiond8
Shootingd6
Stealthd4
Tauntd4

EDGES

CHARISMATIC

Trailer park people dig Elvis!
Gets a free reroll when using Persuasion.

MARTIAL ARTIST

unarmed Fighting +1,
fists and feet count as Natural Weapons,
add d4 damage die to unarmed Fighting attacks.

STUFF

LEATHER JUMP SUIT
Armor +1

2 PILLS IN SMALL PILLBOX

HINDRANCES

HABIT (MAJOR)

Pill addiction
just like the King.
Fatigue rolls when deprived of pills.

OBESE

Impersonates late 1970s Elvis,
Size +1, Pace -1 and running die of d4.
Treat Str as one die type lower for Min Str.

QUIRK

Elvis Impersonator.

PAGE

5/D4

PARRY

6

TOUGHNESS

8(1)

BENNIES

3

WOUNDS

-1 -2 -3 IN 6 -2 -1

FATIGUE

AGILITY

D6

SMARTS

D4

SPIRIT

D8

STRENGTH

D6

VIGOR

D8