



DOG HOUSE RULES PRESENTS

TRAILER PARK

Shark Attack

JUMPSTART

NO
VACANCY



DHR3001SW

TRAILER PARK SHARK ATTACK!

A Disaster Shark Adventure for Savage Worlds

JUMPSTART



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WHAT THE HECK IS TRAILER PARK SHARK ATTACK!?

The trailer park is flooded with sharks! Can you survive? Pick a character at random. If you get chewed in half by a shark, pick another 'Parker and keep playing.

Trailer Park Shark Attack! is a **Savage Worlds** disaster shark adventure that is in the same chum-filled vein as made-for-TV shark movies that are so bad they're good.

The killer shark movie genre has some of the best B-movie carnage ever presented on the small screen. This adventure is designed to be played like one of those low-budget Saturday night movies. It's fair to say that the full genre of shark disaster movies has provided inspiration for the making of this adventure.

In the full game, the GM will decide which scenario to play. Meanwhile, each player will choose one of the 24 everyday trailer park residents at random and if the 'Parker dies, the player just picks another from the character pile and starts playing the new Wild Card. The full game is designed with six players in mind – as it was played in its original convention format – but this JumpStart can work with 2-8 players. In the JumpStart version, four players is ideal because each player would have the opportunity to pull another 'Parker if the original becomes a meal for the sharks.

In the full version of this fast, furious and fun adventure, you get to pick from three different scenarios and many different scenes and dilemmas to make your own special adventure in a flooded trailer park. With the combination of different scenarios and complications you could play **Trailer Park Shark Attack! (TPSA!)** not once or even twice but ... well ... a whole bunch of other times, maybe more than we can count!

In this JumpStart version of **Trailer Park Shark Attack!** the GM is supplied with one of those scenarios with 3 scenes, enough for a night of play.

Why did your trailer park flood? Why is it full of sharks? Make it to the end and find out!



SETTING RULES

The Dog House Gang recommends the use of these Setting Rules in **Trailer Park Shark Attack!** so the game play flows like a low budget B-movie.

Beer Bottles and Tire Irons

To follow suit in the shark movie genre where make-shift weapons are used regularly, there are no penalties for using improvised weapons.

Gritty Damage

Life is tough in the Park, especially when it's flooded with sharks. See **Savage Worlds** rules for more information.

CHARACTER CARDS

This JumpStart comes with 8 fully-designed characters. DHR has provided a set of character cards for your convenience.

This game is meant to mimic the shark movie genre which doesn't always have the best and brightest in the mix. It's highly advised **NOT** to let the players pick and choose the optimum group of gun-toting ass-kickers that are strapped with a cool Jon boat or mud bogger to "win" this adventure. No sir. That's not how we do it in the trailer park. We have a saying in the Park, when life gives you lemons you make grain alcohol lemonade.

In this JumpStart adventure, we recommend the following:

Print out all 8 of the 'Parker character cards – typical scrapbooking card stock works great – and place them face down. Mix them up into a small pile so the draw is random. Next, have the players pick from the top of the pile, from the youngest player to the oldest player. What they get is what they play! Half the fun of **Trailer Park Shark Attack!** is in the mostly random

TRAILER PARK SHARK ATTACK!

character group selection as the players will have to figure out what to do with the Bubble Boy, the Drunk Uncle or Old Timer, to name a few.

If any player's 'Parker becomes fish food, then the player gets to pick another character from the top of the stack and keep playing. The trailer park is full of residents hanging from nearby trees, squatting on roof tops or hiding under the water in trailer homes while breathing in a small air pocket. These are a few good ways for new characters to be introduced; feel free to think up your own ways as well – not to mention your own characters.

This JumpStart game starts with everyone already in the water right after the trailer park was flooded and sharks are swimming about looking for their next meal. But the question remains, what the hell is going on?

In the full version of **TPSA!**, you pick a scenario **Mutant Sharks!**, **Sharkicane!** or **Alien Shark Attack!** that guides you into directing your own unique B-movie adventure. We have chosen a variation of the **Mutant Sharks!** adventure for this JumpStart version – we hope you have a bone-splintering time with it.

GAME START-UP NOTES

The scenario begins with the 'Parkers treading water, although the GM may certainly alter any of the suggested backstory leading up to that point. The characters feel something swimming in the water and realize that they aren't alone in the flooded trailer park. The only thing to do is swim for the rooftops and get out of the water.

The **Mutant Sharks!** adventure description contains the premise of the scenario and suggestions for which sharks the GM could use, as well as a section called "The Guts" which contains a primary incident, twist or plot development for that scenario. And each scenario includes "The Final Course," with suggestions for bringing the adventure to a resolution.

INJURY TABLE

The Dog House Gang also recommends the use of this new Injury Table in **Trailer Park Shark Attack!** so the characters suffer more injuries to their limbs like real shark attack victims.

2d6 Wound

2	Unmentionables
3-6	Arm (One Arm Hindrance)
7	Guts 1-2 <i>Broken:</i> (Agility reduced a die type (minimum d4). 3-4 <i>Battered:</i> (Vigor reduced a die type (minimum d4). 5-6 <i>Busted:</i> (Strength reduced a die type (minimum d4).
8-11	Leg (Slow Hindrance Minor, or Major if already Slow)
12	Head

Additionally, you'll find a JumpStart version of **Stuff That Can Happen** during the game, on page 12, which provides scene ideas for the GM to further customize the adventure, along with notes and tables about what the 'Parkers might be able to scavenge during the game.

When playing this Jumpstart version, if the sharks dine on all 8 characters, reshuffle any used cards and pick a 'Parker from the re-incarnation pile. It should come as no surprise that there might be more than one Drunk Uncle or Gun Nut in the Park.



WHAT THE HECK IS GOING ON?

The last thing you remember was sitting on the outside couch kicking back with a six pack of light beer. Zeke had done fixed you up with some free cable and Dale Jr. was in his final lap coming into turn 4, just getting ready to make his move. That's when you heard the rumble and saw the brown wall of water demolishing Georgina's double wide as it rushed your way!

Now, you come to, finding yourself gasping for air and grabbing your cooler that happened to be floating by, wondering if your beer was ok and where the heck did all this water come from? That's when something bumps against your legs under the murky water. You see a shark's fin pop up about twenty feet away and you know it's go time.

You struggle to swim and save your beer at the same time. Luckily your neighbor's Christmas lights were still up

from a few years ago and a strand is floating near you. If you can just reach it and pull yourself up on the top of his mobile home you'll be good to go, bro.

After pulling yourself up on the roof, which is now only inches away from the top of the water, you pop the top of your last beer and guzzle it down while taking in all the carnage. The trailer park is flooded and full of sharks! What in Sam Hill?!

You hear the screams of your neighbors as they get devoured by sharks and see a few that escaped death by climbing trees, shimmying up telephone poles or like you, swimming to the top of a trailer home.

Now you gotta figure out how to get out of this mess. You need to find out what happened, especially where did all these sharks come from? But first things first ... you're out of beer. Aww hell, time to kick some shark tail!



TRAILER PARK SHARK ATTACK!

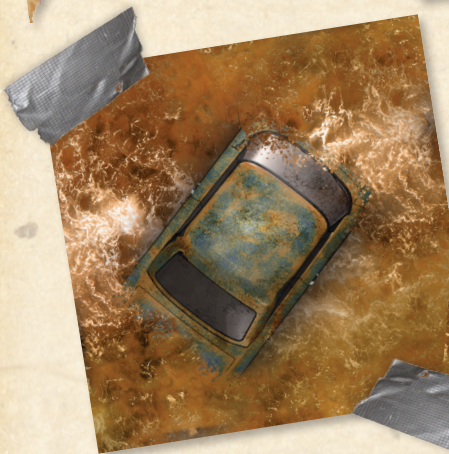
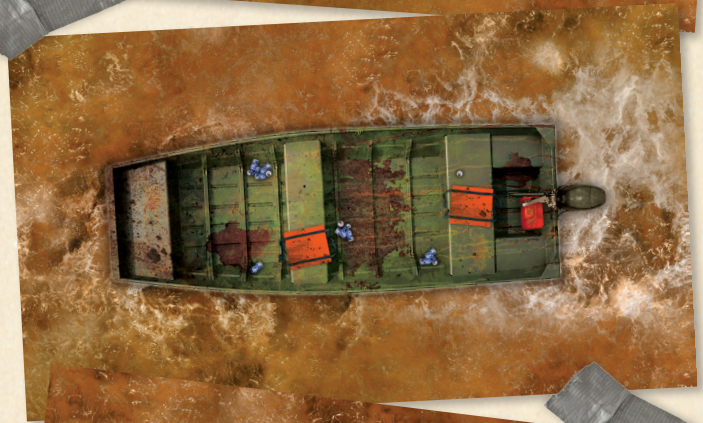
TRAILER PARK NAME GENERATOR

For added fun, before you start playing, have the group roll up a name for their very own trailer park. Roll a d20 for each column and add the pieces together. Are you playing in the Lucky Flamingo Trailer Resort or the Breezy Dream Mobile Manor?

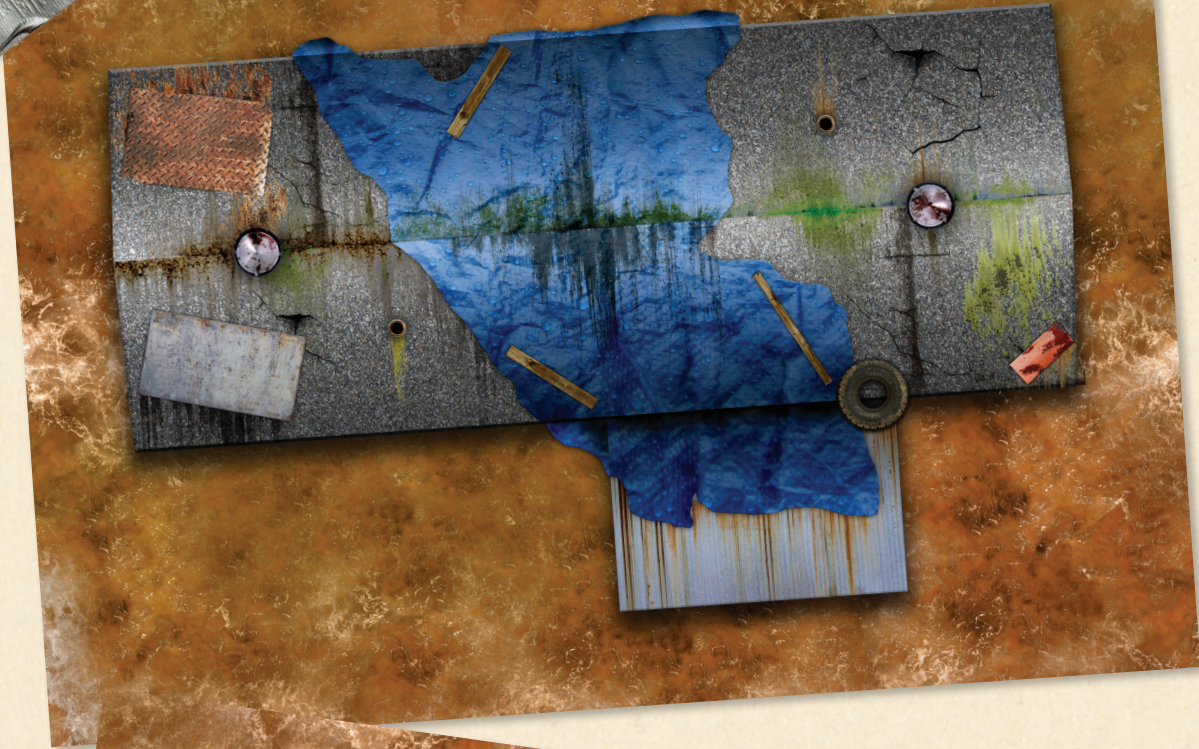
1. Blessed	Creek	Chateau
2. Blue	Dream	Country Club
3. Breezy	Flamingo	Estates
4. Diamond	Gardens	Mobile Community
5. Evergreen	Haven	Mobile Manor
6. Golden	Heaven	Mobile City
7. Grand	Hills	Mobile Home Park
8. Holiday	Lake	Mobile Home Village
9. Honey	Lawn	Mobile Village
10. Lucky	Magnolia	RV Park
11. Pleasant	Meadows	Trailer Court
12. Royal	Oaks	Trailer Grove
13. Scenic	Orchard	Trailer Resort
14. Shady	Palms	Trailer Haven
15. Spring	Pines	Trailer Home Estate
16. Summer	River	Trailer Park
17. Sunny	Skies	Trailer Town
18. Sunshine	Star	Trailer Villa
19. Pink	Sunset	Trailerville
20. White	View	Village

MAPS AND TILES

Wait there's more! The full version of **TPSA!** also comes with a full flood-zone battle mat, 7 unique maps of trailer home rooftops, a river lock map, a crashed UFO map, debris tiles and a whole slew of water conveyances that will get your 'Parkers safely to dry ground (we hope). Here are a few examples ...



TRAILER ROOF MAPS



THREE-ACT STRUCTURE & SCENE ORDER

TPSA! uses the three-act structure for narrative fiction as the model for the adventure. We recommend that the GM follow this suggested scene order when running the JumpStart version of the **Mutant Sharks!** scenario.

Setup

1. Introduction: The 'Parkers start the game right in the thick of things (*in media res* for all the 'Parkers that studied Latin), treading water, struggling against sharks and trying to get on a rooftop. (Attack/Combat Scene)

2. Inciting Incident: The 'Parkers are in a flood and struggle to survive. NPC 'Parkers come to them for advice and plans. What do we do? Good time to go scavenger hunting, dadgummit.

Confrontation

3. Obstacle: The 'Parkers run into a few problems along the way, as per **Stuff That Can Happen** section. (The Spring Tree Meadows Mafia or Shark Hunters.)

4. Midpoint (Big Twist): The 'Parkers discover what the heck is really going on. For this Jumpstart, we chose one of three scenarios from the full game ... **Mutant Sharks!** ... which involves the discovery of an injured scientist. See **Mutant Sharks!** for details.

5. Crisis: Just when they think things couldn't get worse, something really bad happens to the 'Parkers. Play another scene that you haven't played yet, or add a 'part 2' follow-up to the first scene...for example, maybe the Spring Tree Meadows Mafia has more gang members and they come looking for the rest of their crew. (Again, see the **Stuff That Can Happen** section.)

Resolution

6. Climax: The 'Parkers ordeal isn't over yet! The 'Parkers need to stop the government-modified mutant sharks by blowing up the river locks that lead into the open sea (**Lock, Stock And Peril**).

7. End: The 'Parkers save the day, we hope, gaining a new sense of who they really are. Not just 'Parkers, but self-made heroes.

SWIMMING

You can't swim? You might wanna start sayin' your prayers.

Swimming is a must in **TPSA!** Swimming determines if a 'Parker floats or sinks in the shark-filled flood waters, as well as how fast a character can move within it. Some characters have a high Athletics skill and some don't; that's life in the trailer park.

The GM should follow the *Savage Worlds* Movement rules for swimming, as well as the standard Drowning rules. Swimming in the shark-infested flood waters requires an Athletics roll. We figure there can be no argument here about hazardous conditions. Additionally, 'Parkers attempting to attack a shark while treading water must succeed at an Athletics roll, or suffer -1 to attack rolls during the round. For example, a 'Parker treading water while trying to smash a shark in the face with a hammer will need to roll Athletics to make the attack without any impairment to the hammering.



MUTANT SHARKS!

Government experiments have gone awry, as scientists were foolish enough to tinker with shark DNA in an effort to develop a super-soldier serum. The heightened-intelligence sharks have escaped and found their way into the trailer park valley.

The Premise

In **Mutant Sharks!**, the government lab that is located up-river has exploded and broken apart the dam (or levee), flooding the trailer park. The genetically modified and super-smart sharks are loose in the flood waters, looking for their next meal.

Sharks to use

In this scenario, it's fitting to use Great White Sharks, Maneater Sharks, and a Sharktopus. Use a mix of the Great Whites and Maneaters as appropriate for the number and capability of the characters in play.

We suggest waiting for the final scene to bring in the Sharktopus. Perhaps the Sharktopus has been stalking

the 'Parkers for most of the game, with the GM providing hints about its presence during play. Perhaps a tentacle here and there reaches out and grabs an NPC victim and drags them under – or almost drags them under. Later, when the 'Parkers get a means to escape the flooded park, they catch a glimpse of a trailer home with chunks bitten out of it and tentacle sucker marks left in the blood stains of the past victims, evidence that there is some sort of giant tentacled shark in the water! Just enough advance notice to panic before the Sharktopus launches its full attack.

The Guts

At some point in the middle of this scenario a scientist from the governmental S.H.A.R.K. program (Super Hybrid Advanced Ruthless Killers) is seen floating away from the ruined lab on a piece of debris. His hand is missing, bitten off by a shark. He is extremely frightened and shaken up. Assuming the 'Parkers rescue him or at least get close to him, the scientist warns the group that they need to stop the sharks, explaining, in between labored breaths and groans of pain, all about the S.H.A.R.K. program.

Dr. Burke's Story

"My name is Dr. Burke. I'm a scientist at a secret government lab up river near the dam. The program was called S.H.A.R.K., Super Hybrid Advanced Ruthless Killers. We were experimenting with shark DNA for the perfect military killing machine. I know it sounds like science fiction, but, well, you'll see for yourself. Not only did the sharks get stronger, bigger and more resilient, but they got smarter ... so smart they plotted an escape and somehow destroyed the dam, flooding the valley."

"The highly intelligent sharks are more than just laboratory-bred killing machines. They serve a higher purpose, genetically programmed into their DNA. Namely, the destruction of everything in their path. Now that they are loose ... global domination. We bred this desire into them, thinking we could control them, tell them where and when to kill. The perfect global assassins. We were wrong! We were wrong to try to play God."

"With all our work on these creatures we unknowingly created more ... so much more. The sharks have an unexpected side effect from the mutation gene we introduced." As he says this he looks at his stump where a hand used to be as his muscles move from under the bloody bandage. He mumbles, "Unstable ... mutations."

With his good hand he reaches into his lab coat and pulls out a small phone-like device with buttons, an antenna and a screen on it. Struggling to speak, he manages: "This ... device ... tracks the S.H.A.R.K. mutagen ... you must stop them ... before they reach ... open sea. Stop ... them."

As he turns the device on it starts to beep and blink, signaling a huge mass of red dots on the screen heading down river to open waters. The thing then suddenly blinks brighter and beeps louder as the map on the screen shifts to the 'Parkers' current location. That's when Dr. Burke goes into convulsions. His body twists and morphs into a Great White Shark right before your eyes. Of course, he attacks the group!

TRAILER PARK SHARK ATTACK!

The Final Course

To end the **Mutant Sharks!** scenario, the Sharktopus is heading down river for open waters, just as Dr. Burke said with his last unmutated breath. To play this out use the **Lock, Stock And Peril** scene from the **Stuff That Can Happen At The Trailer Park** section. That scene adds the River Lock map, from page 14, to the adventure, as well as providing several specific challenges for the 'Parkers to conquer in order to save the day.

Of course, there are other ways to conclude the adventure, including some follow-ups to previous incidents or 'Parker activity. Perhaps, the 'Parkers acquired weapons from **The Spring Tree Meadows Mafia** scene. Now they are itching to launch a massive attack at the Sharktopus rather than trying to secure the River Lock.

Maybe the 'Parkers picked up a group of NPC 'Parker survivors that are ready to help defeat the Sharktopus. Extras can help with any Support actions the players take, such as blowing up the lock controls, or even distracting the Sharktopus.

If the opportunity to adapt a compelling ending arises because of the 'Parkers actions, then go with the flow.

Whether you use the River Lock map and the full **Lock, Stock And Peril** climax or you invent some other mutated resolution, the important thing is to make sure the ending is memorable, action-packed and fun.

Sharkmen And other Twists

In the full version of **Trailer Park Shark Attack!**, the **Mutant Sharks!** scenario has a twist ... Sharkmen. Instead of Dr. Burke turning into a Great White Shark he transforms into a humanoid shark, a Sharkman! Full stats and paper miniatures are supplied for these creatures in the full version.



STUFF THAT CAN HAPPEN AT THE TRAILER PARK

This JumpStart version offers two of the various scenes that you can add into your **TPSA!** game. Use either or both of these as you see fit, remembering the pacing of the game (see the **Three-Act Structure & Scene Order**).

THE SPRING TREE MEADOWS MAFIA

A rival trailer park's gang, the Spring Tree Meadows Mafia, shows up on the scene using the current disaster to pick off what's left of their rivals. They, of course, come from the Spring Tree Meadow Trailer Park. They attempt a do a boat-by shooting. The Mafia could want revenge for a fallen gang member, or they intend to assert trailer park superiority, or they could be owed a shipment of drugs that are already late, thereby easily making a connection to one of these 'Parkers.

The group hears an oncoming outboard motor and sees the bass boat of Thugs speeding through the water, fast. The PCs can take one action before the Mafia are upon them and start shooting. What do they do? Take cover and fire back at the Thugs or hunker down and try to talk to them?

This is an opportunity for the PCs to get a boat and a possible means to escape from the flood. If this scene plays out too early it could be a short game, so consider these options. What if the engine sputters dead and needs to be repaired but the part they need is in Old Man Kendrick's tool shed which is currently under 15' of water? What if the boat was so severely damaged in the gun fight that it explodes in a cinematic fashion sending shrapnel and Thug limbs everywhere? What if the real owner of the boat shows up on another rooftop, armed with a hunting rifle and a distinct desire to get his boat back, come hell or high-water?

Use the Thug stat block for the gang members and the Redneck stat block for the real owner of the boat.

SHARK HUNTERS

A group of drunken shark hunters show up and start chumming the water around the trailer park rooftops, trying to use the 'Parkers current predicament to bag some sharks. These idiots are using rifles and grenades to blow the Sam Hill out of these sharks. This scene isn't specific to any 'Parker, the hunters don't care who is up on the rooftops, although as an added twist maybe the lead hunter knows one or two of the 'Parkers. Maybe a Parker owes the leader money and he tells them that if they pay up he'll help them (of course the hunters won't help the characters even if they are paid-off ... they are a group of drunken bullies, after all). Maybe the 'Parkers insulted the leader in some way, or maybe there is bad blood between families, or the leader is a scorned suitor or even a participant in an inner family rivalry of some kind.

These shark-hunting numb-nuts are extremely intoxicated and it shows. They are loud and obnoxious, which in turn, attracts more sharks. Well, that or the chum they've been dumping into the muddy flood waters. All the shark hunters have a level of Fatigue already and suffer the usual -1 to every action they take because of their drunken state.

Use the Shark Hunter stat block for these numskulls.



LOCK, STOCK AND PERIL

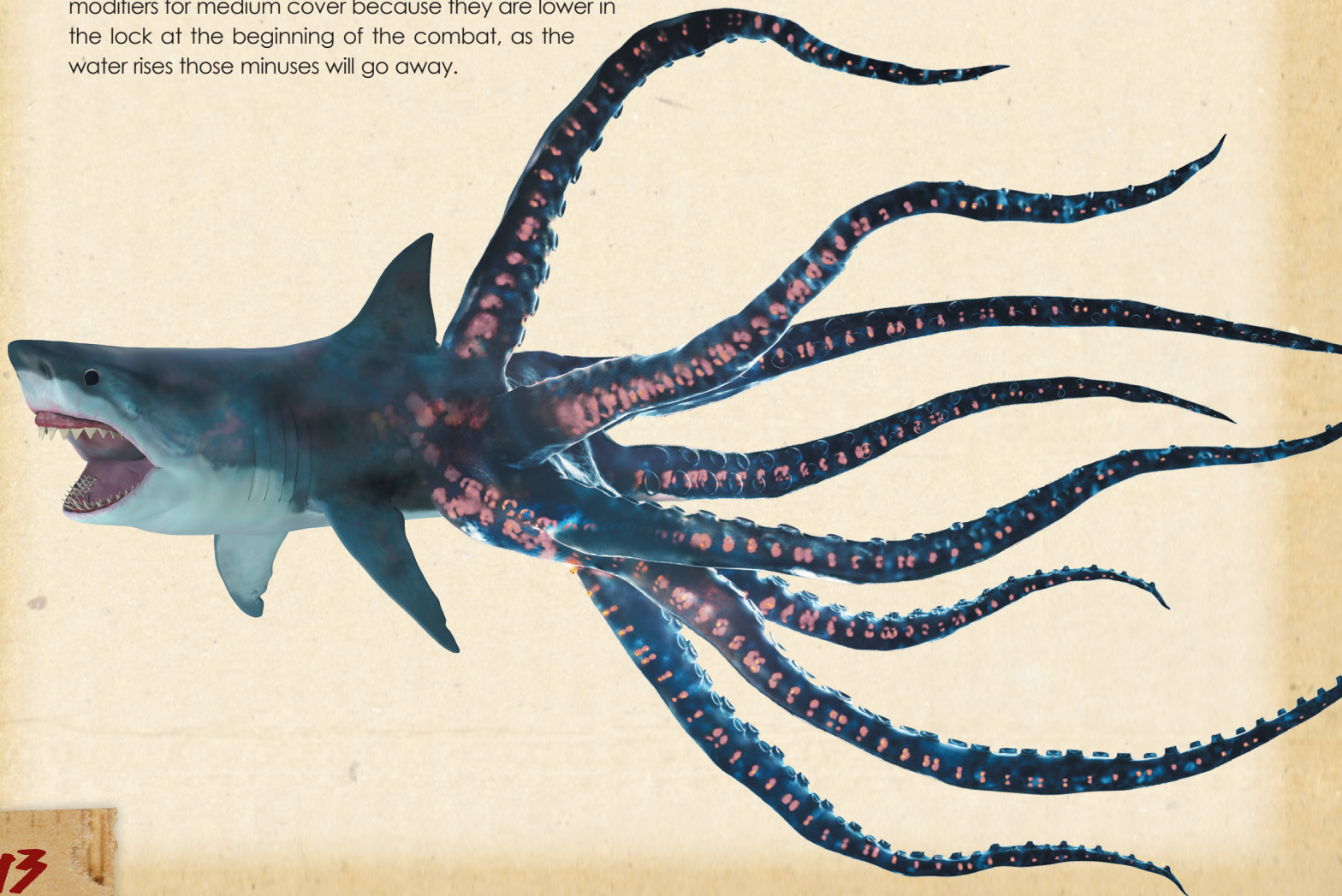
This is intended for use as a final scene in **Mutant Sharks!**. In this scenario, the 'Parkers have discovered that genetically modified sharks are heading for open waters. Everyone in the trailer park knows that the river empties into the open sea but only by a series of locks. The locks are used to raise and lower boats and ships between the different levels of waterways, in this case, the river and ocean (or gulf). With all the flooding, the river is almost up to the ocean level but the escaping sharks still need some help to get through all of the locks.

When the 'Parkers arrive, the Sharktopus is right in the middle of prying open the lock doors, while the waters swarm with Maneaters and Great Whites. This is a great time for a big battle, the 'Parkers against the sharks. Remember, the Sharktopus is just as deadly on land as it is in the water. It will stop what it is doing to finish off the 'Parkers.

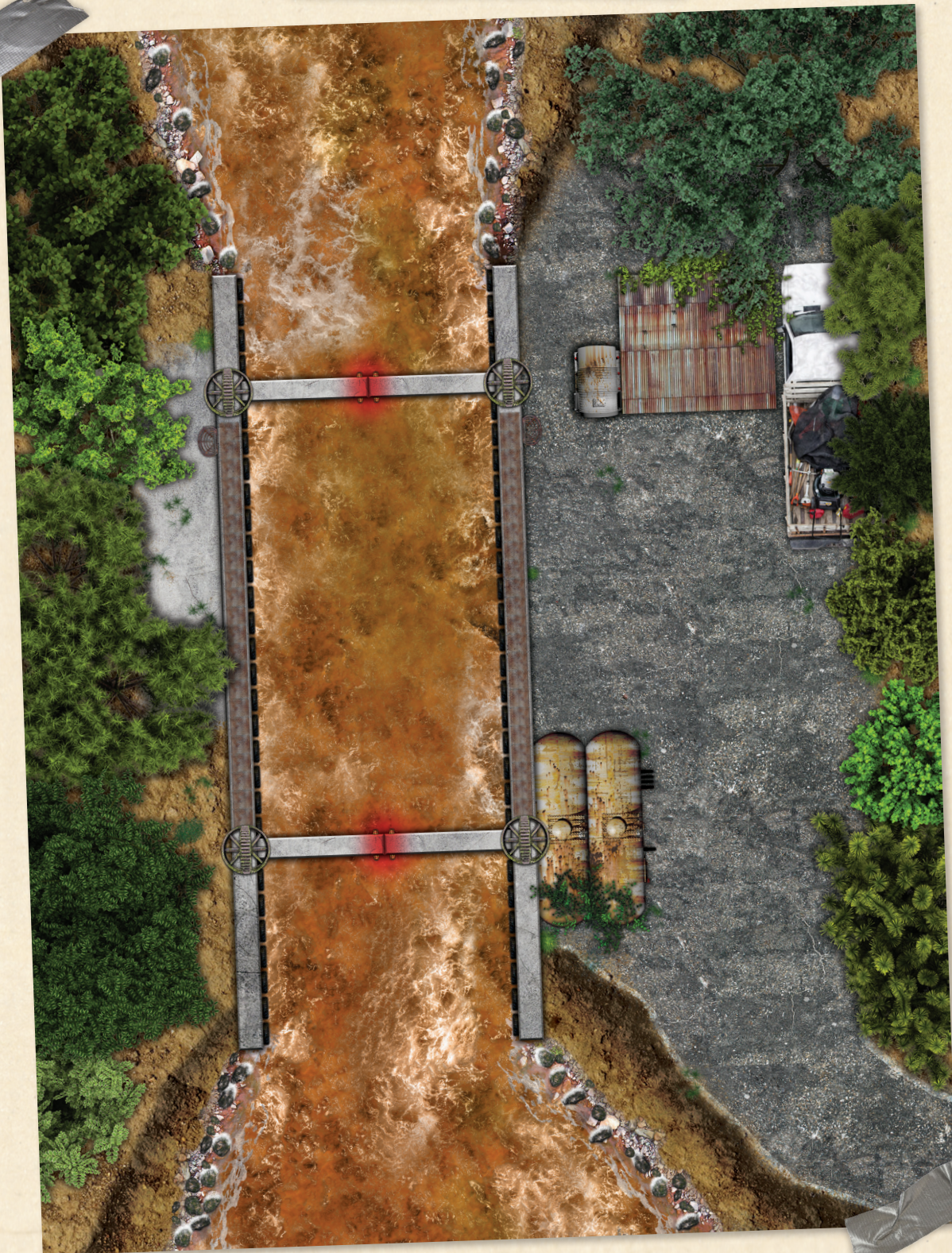
Although the sharks in the lock suffer negative modifiers for medium cover because they are lower in the lock at the beginning of the combat, as the water rises those minuses will go away.

An option for the PCs to stop the Sharktopus from opening the lock is to blow it up, leaving the lock doors in their current closed position. It just so happens that right next to the lock house is where the county vehicles come to fuel up. There are a couple of very large above-ground fuel tanks just ready to blow up with 4d8 points of damage in the area of a Large Burst Template! This will require the 'Parkers to come up with some incendiary device or smaller bomb to cause the initial explosion; just shooting it won't work. Anyone with Repair (or McGyver) and the right components can make a bomb with a simple success. Making a timer or a trigger is another thing which requires a Repair check at a -2. Getting it to the fuel tanks will require Stealth tests against the Sharktopus' Notice, as it has a good view of the tanks from the lock doors.

It is possible that the 'Parkers have picked up some Extras along the way and with a success on a Persuasion roll they can be enticed to help out.



RIVER LOCK MAP



SCAVENGER HUNT

This section contains lists of items that the 'Parkers can find if they take time to scavenge during the game. Scavenging requires going underwater to explore a submerged trailer home to look for things. When characters state an action to scavenge, they make a Notice roll. The scavengers draw a card for a success and a card for each raise on the Notice roll, then consult the table that follows. They get to use all the cards earned, so they might find multiple items. And any item on the table can be found more than once (imagine ending up with two chainsaws, resulting in a mad search for gasoline!). Consult the table for each drawn card and roll a d4 on the Two – Five Table or a d8 on the Six – Ten and the Jack – Joker Tables to determine what the 'Parker finds. Build the finds into the game narrative (e.g., "you see a cooler wedged under a beat-up sleeper-sofa – yanking out the styrofoam container breaks it into pieces, but you find a six-pack of beer inside . . . not your brand but it will do").

Use your best judgement and scene pacing to provide opportunities for scavenging. This is a good activity during a lull between stressful scenes and attacks. A good time for the players to catch their breath while gaining something of value to use in the adventure – or bequeath to the next set of 'Parkers.

Avoid discouraging the players from looking for items that can help the group, because scavenging is important for them to advance the plot. For example, if you send sharks to attack every time the group tries to explore underwater, they might take it as a hint to try something else. Or they will just get bored and frustrated with the idea.

If the scavenging starts to get out of hand and the game turns into a shopping spree, that's when the 'Parkers start seeing dorsal fins in the water circling their mobile home rooftop. If that doesn't get the point across, then it's time for a shark attack while a greedy 'Parker attempts to loot an entire trailer.

The full version of **TPSA!** has more extensive lists of items that might be scavenged, including special items for specific scenarios.

Two – Five: Mundane items that could be useful in the right player's hands.

1. 50' Extension Cord
2. Self-Inflatable Air Mattress
3. First Aid Kit in watertight box. (Bandages, tape, and antibacterial spray. This adds +1 to Healing rolls for four uses.)
4. Six Pack of Beer (Bottles)

Six – Ten: Mundane items that most can be used as weapons. Perfect for fighting off sharks.

1. 2x4 Wood Board (Str+d4)
2. Gasoline Can (1 gallon of gas in it)
3. Box of Ammo 2d6 bullets (whatever caliber the group can use)
4. Butcher Knife (Str+d4)
5. Can of Aerosol Hairspray (Makeshift flamethrower if held to flame, Range 1/-/-, 2d4, with the usual chance of the fire spreading, see **Savage Worlds**.)
6. Cigarette Lighter
7. Machete (Str+d6)
8. Pack of 6 Round Saw Blades that can be thrown (Range 3/6/12, Str+d6)

Jack – Joker: Guns, garden tools, and flea market purchases, all make great shark-fighting weapons. Add in the tool box, the six man raft and ... well, just about any other item ... this list is just plain hard to beat.

1. Bladed Hedge Trimmer (2d4, 2 hands)
2. Chainsaw (2d6+4, a natural 1 on the Fighting die, regardless of the Wild Die, hits the user instead)
3. Flea Market Nunchucks (Str+d4)
4. Flea Market Generic Fantasy Two-Handed Great Sword (Str+d10, Parry -1, 2 hands)
5. Fully-loaded Pump Action Shotgun (12g) (Range 12/24/48, Damage 1-3d6, RoF 1, Shots 6, See SW Description)
6. Motorcycle Helmet (Armor +3 to the head)
7. Tool Box (Screwdrivers, crescent wrenches, nails, duct tape, a hammer, etc.)
8. Self-Inflatable Six Man Raft, complete with 2 small paddles

SHARKTOPUS

With a shark head and body that ends in octopus tentacles, this creature is a fearful sight to behold.

SKILLS

Athletics d8, Fighting d10, Notice d12

SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Hardy:** The creature does not suffer a Wound from being Shaken twice.
- **Fear (-2):** The Sharktopus causes a Fear test at -2 when first encountered.
- **Land Walker:** The Sharktopus can walk on land using its tentacles like legs. Its Pace is 6 on land. The creature can remain out of the water only for a number of rounds equal to 2 plus half its Vigor die (9 rounds).
- **Size 6 (Large):** Sharktopi have 10' long shark heads, and tentacles that reach over 25'.
- **Tentacles:** Reach 3. The creature may attack up to four simultaneous targets at no penalty. Sharktopus tentacles do Strength in damage, and add +2 to rolls to grappling tests, including those made to hold onto Entangled prey. Severing a tentacle is a Called Shot at -2. If damage exceeds the creature's Toughness, the limb is severed and the Sharktopus is Shaken. If it was already Shaken, it takes a Wound. Attacking a tentacle that has Bound or Entangled a friend is just like attacking characters in melee, using the Innocent Bystander rule.

AGILITY

D10

SMARTS

D8

SPIRIT

D6

STRENGTH

D12+4

VIGOR

D12+2

NOTES

PAGE

6

PARRY

7

TOUGHNESS

15

WOUNDS

-1

-2

-3

INC

-2

-1

FATIGUE



GREAT WHITE SHARK

AGILITY

D8

SMARTS

D4 (A)

SPIRIT

D8

STRENGTH

D12+4

VIGOR

D12

These statistics are for normal great whites, 18 to 25 feet long.
Larger specimens surely exist.

SKILLS

Athletics d8, Fighting d10, Notice d12, Stealth d12

SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Size 4 (Large):** Great whites can grow up to 25' in length.

PAGE

-

PARRY

7

TOUGHNESS

12

NOTES

MANEATER

AGILITY

D8

SMARTS

D4 (A)

SPIRIT

D6

STRENGTH

D8

VIGOR

D8

These statistics are for normal medium-sized maneaters,
such as tiger sharks and bull sharks.

SKILLS

Athletics d8, Fighting d8, Notice d12, Stealth d8

SPECIAL ABILITIES

- **Aquatic:** Pace 10.
- **Bite:** Str+d6.
- **Size 1:** Sharks up to 500 pounds.

PAGE

-

PARRY

6

TOUGHNESS

7

NOTES

SHARK HUNTERS

AGILITY D6	HINDRANCES Mean	PAGE 6
SMARTS D4	SKILLS Athletics d4 Common Knowledge d4 Fighting d6 Intimidation d6 Notice d4 Persuasion d4 Shooting d6 Stealth d4	PARRY 5
SPIRIT D4		TOUGHNESS 5
STRENGTH D6		NOTES
VIGOR D6		

GEAR

Beer, bucket of chum, Knife (Str+d4), Hunting Rifle (.308) (Range 24/48/96, Damage 2d8, AP 2, RoF 1, Shots 5, Min Str d6, Bolt Action, Scope), 2 Mk67 Pineapple Grenades (Range 5/10/20, Damage 3d6, MBT), 15 rounds of .308 ammo

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THUG

AGILITY D6	HINDRANCES Wanted (Minor)	PAGE 6
SMARTS D4	EDGES Brawler	PARRY 5
SPIRIT D4	SKILLS Athletics d4 Common Knowledge d4 Fighting d6 Intimidation d6 Notice d4 Persuasion d4 Shooting d6 Stealth d4 Taunt d6	TOUGHNESS 6
STRENGTH D8		NOTES
VIGOR D8		

GEAR

Knife (Str+d4), AK47 (7.62mm) (Range 24/48/96, Damage 2d8+1, AP 2, RoF 3, Shots 30, Min Str d6), 30 rounds of 7.62mm ammo

□□□□□ □□□□□ □□□□□ □□□□□ □□□□□

REDNECK

AGILITY D6	HINDRANCES Stubborn	PAGE 6
SMARTS D6	SKILLS Athletics d4 Common Knowledge d4 Fighting d6 Intimidation d6 Knowledge (Occupation) d6 Notice d4 Persuasion d4 Shooting d8 Stealth d4 Survival d6	PARRY 5
SPIRIT D6		TOUGHNESS 5
STRENGTH D6		NOTES
VIGOR D6		

GEAR

Knife (Str+d4), .Hunting Rifle (.308) (Range 24/48/96, Damage 2d8, AP 2, RoF 1, Shots 5, Min Str d6, Bolt Action, Scope), 30 rounds of .308 ammo

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BASS BOAT

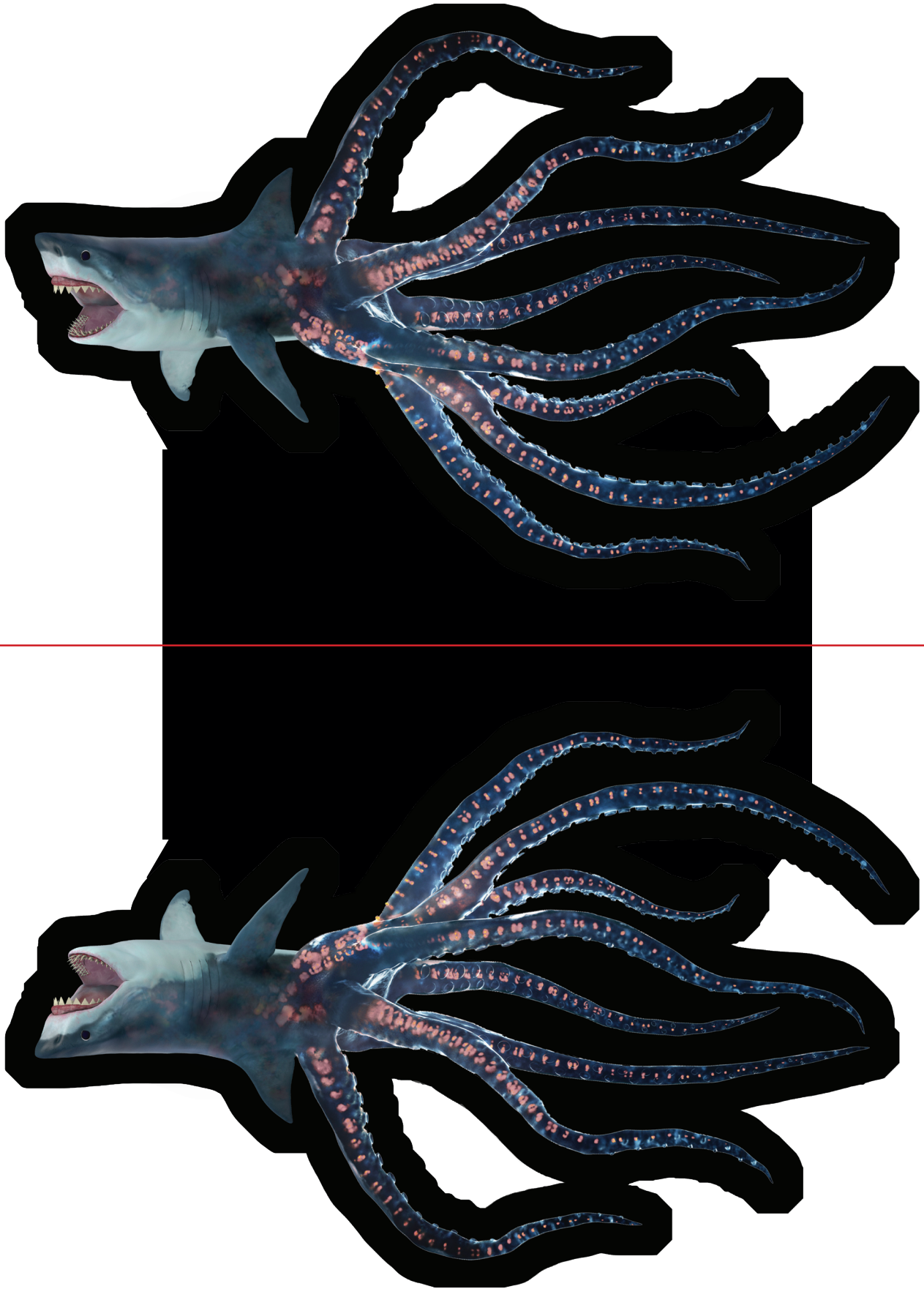
SIZE	HANDLING	TOP SPEED (MPH)	TOUGHNESS	CREW
4 LARGE	+1	40	10(11)	1+3

WOUNDS

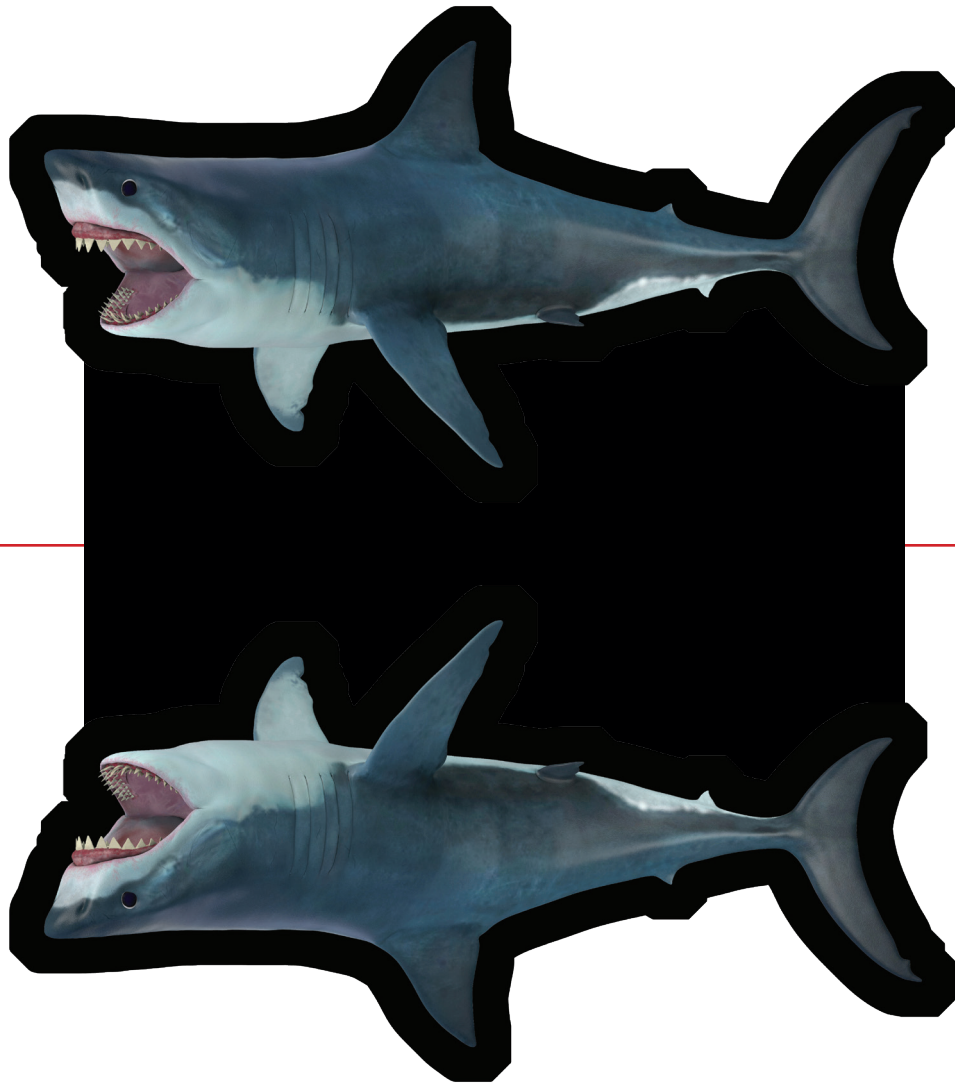
-1
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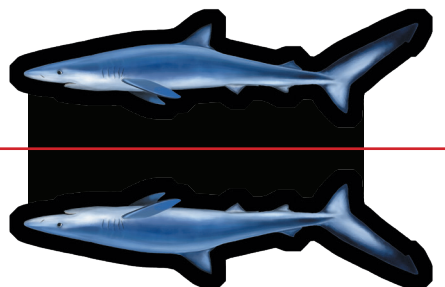
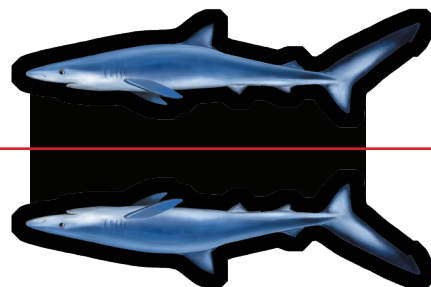
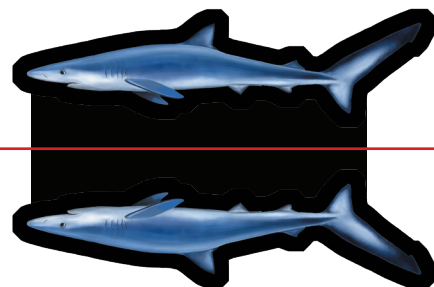
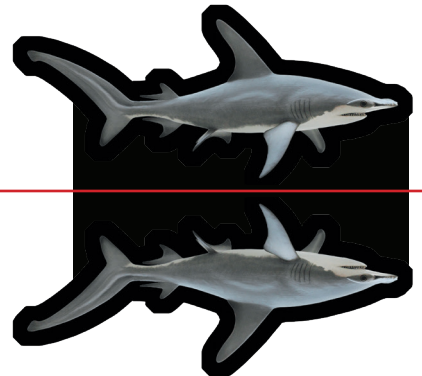
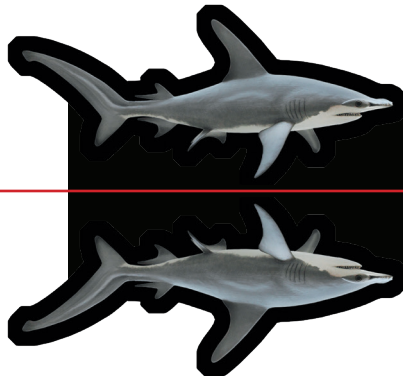
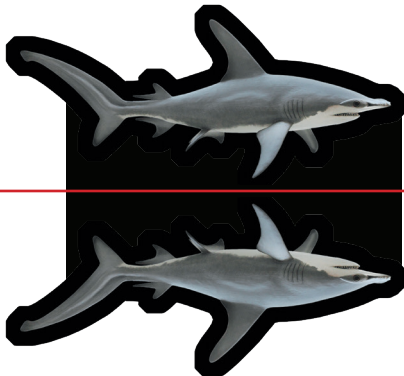
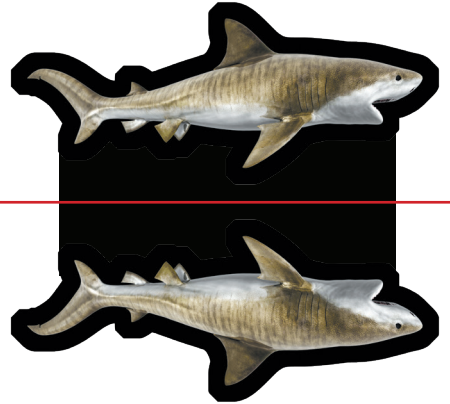
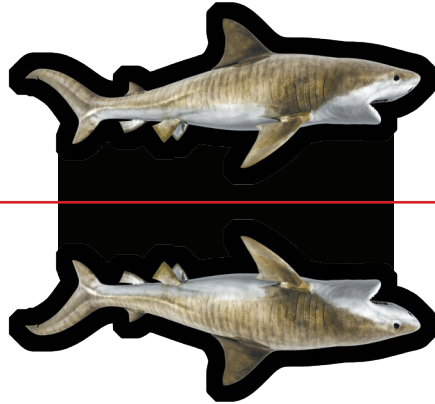
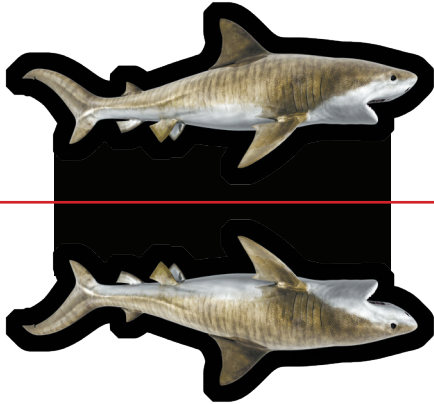
SHARKTOPUS MINI



GREAT WHITE SHARK MINI



MANEATER SHARK MINIS



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

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
Boating d4
Common Know ... d4
Driving d4
Fighting d6
Intimidation d4
Notice d8
Persuasion d4
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

Coke bottle glasses. If they are lost then -2 to attack or notice something more than 5' distant.

SLOW

Old war injury.
-2 Pace and running die is a d4-d. -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 IN6 -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
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 extra Benny per session.

PAGE

6/D6

PARRY

2

TOUGHNESS

4

BENNIES

7

WOUNDS

-1 -2 -3 IN6 -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
SMARTS
D8
SPIRIT
D8
STRENGTH
D4
VIGOR
D4

SKILLS
Athleticsd4
Common Know ...d4
Boatingd6
Fighting.....d4
Intimidation.....d8
Notice.....d8
Persuasiond4
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
Pace -1, Strength and Vigor rolls -1, but Old Timer 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-d.
-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

LUCHADOR

"OOH YEAH!"

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

AGILITY
D6
SMARTS
D4
SPIRIT
D4
STRENGTH
D8
VIGOR
D8

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; treat strength as one die type higher for encumbrance.

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

PAGE
6/D6

PARRY
6

TOUGHNESS
8

BENNIES
3

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

CITY SLICKER

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

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

AGILITY
D6
SMARTS
D6
SPIRIT
D8
STRENGTH
D6
VIGOR
D6

SKILLS

Athletics d4
Common Know ... d6
Fighting d4
Notice d8
Persuasion d8
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 (1.3571)

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; swimming Pace is one yard per round.

HESITANT

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

OUTSIDER (MINOR)

-2 to Persuasion rolls.

PAGE
6/D6

PARRY
4

TOUGHNESS
5

BENNIES
4

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