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Savage Worlds www.peginc.com. *Savage Worlds* If you find errors, mistakes, or have feedback: davidgarrett69@gmail.com

By David M. Garrett – My Philosophy: I’m a huge fan of Savage Worlds the game, the fantastic creators who dream up the awesome materials for Savage Worlds, and the die-hard fans who make up the community of Savages. I’m sharing by experiences of how I run my games and settings for free in the hopes that someone else out there might enjoy the kinds of pulpy stuff I’m running.

Warren Quaid (Junker)

Warren was a mechanic before the War. After the war, he was taken in by a Junker named Benton in Junkyard who taught him to use his skills for survival.

Rank: Heroic

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Driving d8, Fighting d10, Investigation d8, Knowledge (Physics) d8, Lockpicking d8; Notice d6, Repair d8, Shooting d8, Throwing d4, Weird Science d12

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 7/9 (2/4)

Hindrances:

- **Bad Luck (major):** 1 less Benny per session
- **Lyin' Eyes (minor):** -4 to Persuasion rolls where lying is necessary
- **Loyal (minor):** Never leave a friend behind

Edges:

- **AB: Junker (weird science):** Begin with 10 Power Points and 1 Device
- **Dodge:** -1 to be hit with ranged attacks
- **Gadgeteer:** May "jury-rig" 6 devices per game session by binding tech spirits; replicates any Power available to Junker; Power Points are equal to the number of Components used to build (up to half of Junker's max Power Points); make Weird Science roll to bind spirit; -2 to roll for each rank the Power is above Junker's rank; with a Raise on the roll, uses half the Components.
- **New Power:** 1 new Power
- **Power Points:** +5 Power Points
- **Scavenger:** Find 1 essential item once per session.
- **Scavenger Supreme:** Increase Components found while Scavenging to 1d10 with success and 2d10 with raise.
- **Scrounger:** +2 to Notice rolls when scavenging; Success = \$2d6 x2; Raise = draw 2 cards.
- **Tapping the Net:** Once per game session can make Investigation roll at +2; All Common Knowledge rolls are made at +2.

Junkman: When Scavenging, can also find Components; Success = 1d10 Components; Raise = 2d10 Components.

Spook Juice: Junkers can take 1 ounce of Ghost Rock to create 1 gallon of Spook Juice by making a Weird Science roll; Success = 1 gallon; Raise = 2 gallons; Failure = 3d6 damage using MBT.

Gear:

- Backpack full of spare parts
- Kevlar Armor (+2/+4vsBullets, -4 AP)
- Ruger Redhawk .357/.38 (Range: 12/24/48; 2d6+1 damage; RoF: 1; Shots: 6; AP 1; Revolver.
- Toolkit & Lockpicking Kit
- Rad-Gone x2 (1 dose cures the Glows in minutes)

Powers (15 Power Points each):

- **Quaid's Flamespitter (burst):** Rank: Novice; Power Points: 2; Range: Cone Template; Duration: Instant; victim makes an opposed Agility roll vs. Weird Science roll; 2d10 damage.
- **Benton's Blur Belt (deflection):** Rank: Novice; Power Points: 2; Range: Touch; Duration: 3 (1/round); Success = -2 to foe's Fighting, Shooting, or other attack roll; Raise = -4; Also acts as armor against area effect weapons.

Malfunction: If a Junker rolls a 1 on their trait die, their device has malfunctioned. Spade = Glitch (the device has an unexpected result); Diamonds = Minor Malfunction (Repair at -2 and requires 1d6 Components); Hearts = Major Malfunction (Repair & 2d6 hours of work and 2d6 Components); Clubs = Catastrophic Malfunction (2d6 damage using LBT and Components equal to the total Power Points of device to fix it).

