

Raiders

Introduction

This adventure is the third chapter to an ongoing campaign in the Darwin's World setting. This adventure is designed for low-level characters. It begins where Chapter 2 – Hamilton left off. Our heroes endear themselves to the town by eliminating a menace and saving a child. They manage to gain some important equipment along the way. The townsfolk have another offer for them – the chance to become full-fledged members of the community. Of course, a possibly dangerous task must be undertaken first.

Synopsis

The town fix-it man, nicknamed Wrench, has been missing for days. Wrench is a key component to the town's survival, being the one who has the technical know how to keep the power on, keep the well pumps functioning, and repair the ancient artifacts littered around the former Army base. A search party was sent out, but they haven't been heard from either. If the party can find out what happened to Wrench and his rescuers, the townsfolk will reward them handsomely. Along the way, they will meet up with a rising danger to the area, a raider gang led by some mysterious figures.

Hooks

This adventure could be played in a stand-alone fashion, without the "Hamilton connection". To do so, modify the story so that the party comes across the raider camp in the wasteland, picking up the story from there. Wrench can be changed to be a freelance adventurer, another required NPC for the party, or a new PC introduction to the group.

Beginning the Adventure

Doc, the mayor of Hamilton, has a problem. His most highly skilled tinker has come up missing. Then bad turned to worse when the search party, lead by the town Sheriff, has come up missing as well. This deprives this fledgling community of two influential leaders, and threatens their very survival. Assuming that the party wishes to help:

Doc summarizes the situation, stating, "Hamilton could use some help again. We are shorthanded, as you are aware. Our town technology expert, a man we call Wrench, went out to the east 3 days ago. He wanted to scavenge some parts from some abandoned vehicles he had heard about, up the road a few hours towards the village of Dune Town. He and one other intended to drive one of the town pickup trucks out there to scavenge the parts, and head back that day before dark. We weren't too concerned when he didn't come back that evening. Wrench is known as being flighty, and I figured he got wrapped up in his work and decided to camp overnight. When he wasn't back by lunchtime the next day we became concerned. The day before you arrived in Hamilton, my good friend Mike O'Conner, the sheriff of our town, lead a party out in two vehicles to find them. We haven't heard back from them either. We fear the worst. Please go out with Hawkins to figure out what has happened and bring our people back. Be on guard however. Something dangerous is lurking out there."

As previously agreed, as reward the characters will become deputized guardians of Hamilton, be given a safe house in town, be allowed to requisition community property such as weapons and vehicles for official business, and be entitled to rations of food and water. Doc is somewhat desperate, so greedy PC's may be able to drive a harder bargain, at the GM's discretion.

The group can question Doc and Hawkins for more details, but there isn't much more. Wrench and a young guardsman went out in a pickup truck along the nearby highway, expecting to end up 2-3 hours east at the

roadside where there is a cluster of abandoned vehicles. Sheriff lead 6 fully armed men out in a pickup truck and an old beat-up passenger car. About another hour or two past the junkyard area is an unremarkable small town known to the Hamiltonians called Dune Town. Once the characters are ready to go, Hawkins will drive the party in a Humvee, heading east.

Hawkins maneuvers the Humvee out the main gate, and past the guard shacks. He merges off the dirt trail onto the ancient road, which is still remarkably intact. "We have to go about 75 miles, but it will take us a few hours. You just can't drive much faster than 35-40 out here unless it's an emergency. In some spots the road is covered by sand or rock slides. When it doesn't disappear entirely for stretches, that is. There are some burnt out vehicles here and there blocking some lanes as well. Keep your eyes open. Raider gangs are active out here, and we've begun to hear rumors from nearby communities about a powerful gang pillaging through this area."

Assuming the trip is uneventful, the party will near the target area in a few hours.

Approaching the top of a hill, Hawkins slows the Humvee to a stop on the side of the road. "From Wrench's description I think the vehicles he was looking for are just over this hill. Let's take a look."

If the players look over the hill, below about 500 yards away they see a cluster of junked vehicles at the side of the road, with sand dunes heading off to the east. Most are crashed, rusted, and ruined. Some are almost buried in sand, and some look newer, but the players can't make out much detail from back here. With binoculars what looks to be the remains of a camp can be partially seen between to junked vehicles. No movement is apparent besides some vultures are flying around the area, landing inside the junk area where you cannot see clearly. After a chance to look around, the group will have to move in closer.

As your vehicle approaches the small junkyard, you don't see any of the vehicles Doc described as being used by the Hamilton folk. In the middle of the formation on the sand between two vehicles, sit the remains of a campfire and a grisly scene. Four bodies wearing tattered and bloody camouflage lay in the dirt, stripped and looted, bloating in the sun and currently being pecked apart by vultures. Another body of a man is staked upright in the ground, crucified on a makeshift metal cross. His eyes have been eaten by the vultures, which are still picking at the corpse. The man's forehead is crudely painted with four stripes, one red, one yellow, one green, and one blue. Hawkins cries out, "Oh, no, Mike!" He runs to the crucified man. Vultures scatter into the sky with angry cries. Apparently you have found the remains of the rescue party.

A search of the area won't give much more info. It looks like someone (most likely Wrench) was stripping engine components from one of the vehicles recently. The bodies have been stripped of anything useful, including shoes, belts, weapons, and helmets. The men apparently died from a combination of bludgeoning, arrows, and gunshot wounds. There are blotches and spots of blood scattered around the area. There is no sign of the Hamilton vehicles, the other men, the unknown attackers, or Wrench. Every round the party searches, make a listen check at (DC30 – 5 / round). Eventually they hear vehicles approaching.

You can hear vehicles approaching, and over a hill to the northeast, a beat-up old pickup appears, flanked by a motorcycle. The vehicles slowly roll toward you up the road. As they get closer you see a crude flag with four colored stripes like the paint on the Sheriff's forehead whipping in the wind from the truck's antenna. About 50 yards away from you the vehicles roll to a stop. A man, by his clothing most likely some sort of raider, is standing the back of the truck, cups his hands around his mouth and yells out to you: "We work for the Rainbow Man. He has claimed this area as his own, and you are trespassing. Drop your weapons, walk up to us slowly, accept your fate, and no harm will come to you. Otherwise, you die."

Of course the raider is lying. If the PC's are dumb enough to drop their weapons and approach, they will be cut down as they near the truck. Hawkins will not be willing to surrender and will point out to the group that they seem to outnumber these raiders. If the PC's open fire, combat will ensue. In any other case, after a short delay, the raiders will floor the truck's gas pedal, and speed into a confrontation. The raiders in the cab (2) have $\frac{3}{4}$ cover, and the raiders in the back of the truck (2) have $\frac{1}{2}$ cover. The passenger is armed with a shotgun, and in the back one raider has a Colt .45 pistol and one has a crossbow. The raider on the motorcycle will try to loop around, catching the party from behind. The raiders do not fight smartly, as they are used to their aggression bowling over any opposition. Hawkins will try to use his rifle to kill the driver of the pickup if possible. As they approach, firing weapons at seemingly at random, the raiders will let out cries and possibly try to run some party members down. The party should have ample cover to use due to the junked vehicles around them.

If the battle goes badly for the raiders, the motorcycle will try to flee back to Dune Town to warn the main raider group. The party should try to catch him, as they don't want the raiders warned that hostiles are in the area. Hawkins will run for the Hummer, trying to bring a couple PC's along for the chase, probably splitting the party.

Once the raiders are defeated, if any still live, then they can be questioned. All they can tell the party is that they work for a man named Scurge. Scurge is in command of about a 50 man group of raiders, all sworn to serve a mysterious figure called the Rainbow Man. All these raiders know about the Rainbow Man is that he is very powerful, and not to be messed with. Scurge is their captain, a large man who has the respect and fear of his underlings due to his ruthless nature, cunning, and prowess in fighting. This week they captured and began pillaging the nearby Dune Town, where the main force of raiders is still. Two days ago the group captured a tinker and his companion at this very spot, and delivered him to Scurge. Yesterday they hid in vehicles here and ambushed the rescue party when they came up looking for the tinker. Scurge figured that a valuable person like the tinker would be looked for, and he was right. The stolen vehicles are now in Dune Town as well. Earlier today a group of about 20 men took some slaves (mostly women as the men were slaughtered) back to the raider's main base, which this ignoramus only knows is a few days to the north.

If the motorcycle escapes, the raiders will be more on guard later. If the party chases the motorcycle right up to Dune Town, they will be chased by a half dozen raider vehicles at first, then the entire raider force as they get organized. The party should get a hint that they may want to break off pursuit when it gets too close to town. If all else fails, Hawkins will ram the motorcyclist well before Dune Town, as long as the PC's give chase at all. The motorcyclist would be a good candidate to survive in this way so the PC's can get some info.

If they don't come up with it on their own, Hawkins demands the PC's do some recon on Dune Town, with the goal of freeing Wrench and any others - tonight if possible.

Dune Town

Raider security is almost non-existent here. While guards are posted, they will barely stop partying, sleeping, etc. long enough to stand watch unless the escaping motorcyclist warned the raiders earlier.

From your vantage point at the top of a sand dune you can see down into Dune Town. Or what is left of it, anyway. Whatever the people of this town had created, it is gone now. Buildings still smoke, charred rows of huts stand where families made their homes. The raider camp sprawls in an unorganized cluster of about 20 vehicles, mostly old cars and pickup trucks. Near the center of the camp are congregated at least 30 men near a bonfire. Near the bonfire there are about a half a dozen tents set up, one much larger than the others. Off to one side, what appear to be a dozen captives, mostly women and children, with their heads hung dispiritedly. Near the bonfire in the fading sunlight you see a strange machine on wheels chained to the back of a pickup truck. At the center of all of this, everyone's attention is focused on a large man. This bearded man stands about 7 feet tall, and is dressed in what appear to be animal skins and various rags.

It seems a party is going on, and the raiders are enjoying themselves. The crowd is milling around, passing bottles and home-rolled cigarettes filled with various smoking herbs from raider to raider. Among the raucous laughter, the crowd seems somehow excited in anticipation.

The party can look around, but there isn't much else to see. Hawkins sees no one he recognizes among the captives or raiders. The mysterious machine is a gas powered wood chipper.

Suddenly, the crowd is shushed and a near silence comes on the gathering. Only the muffled cries of some children break the silence. The large man speaks in a booming voice, addressing all of the raiders present. "We have victory here for master. And tomorrow Scurge, will lead you back to Home so we give the rest of the prizes we have captured to master. The Rainbow Man will be happy-joyed by his gifts. He will 'specially joy the gift of this tinker. For techin' he will be very good." A man, face bloodied, arms and legs tied, is pulled to his feet. The crowd cheers. "Let our prize rest in my tent." Two raiders haul the semi-conscious man to his feet, dragging him towards the large tent. "That's Wrench!" Hawkins whispers.

If the raiders have been "warned" per above,

"Tonight we party, but we on guard. Tinker has friends.

In any case he continues

"Yes, tonight all drink. No forget what goes to any who fight the Rainbow Man. Bring them." A man in camouflage heads a small column of about 6 men, chained together, and roughly pushed forward. The man in camouflage is separated from the others, and pulled fighting and yelling forward. Meanwhile, an engine rumbles to life, driving some sort of loud machinery. The raiders hold the man up, pushing him feet first. The man screams in agony as his body is pulled into the machine. The screaming mercifully stops, but the raiders make up for it, whooping and screaming out bloodthirsty cries.

These raiders are obviously a bloodthirsty bunch. They will slowly execute these prisoners by feeding them into the wood chipper one by one over the next hour. The party will need to come up with a plan and execute it quickly. Some things they may try:

- Immediate attack to save the hostages – while brave and noble, probably pretty stupid. The group is outnumbered by about a 30-7 margin. The raiders will attack with a combination foot and vehicle mounted assault, looking to kill the party with sheer numbers.
- Stealth attack to save the hostages – this method probably has a better, but still low, chance of success. However, they will have to either wait until late, after the men have all been killed and the raiders are dead drunk, to try to free the women and children, or move more quickly, somehow getting into the camp and starting up a firefight, hoping to escape in the confusion.
- Diversion – the group may try a diversion, maybe the Humvee attacking from one direction, a staged firefight to one side of the camp, etc. This actually should have a good chance of success, as the raiders are overly aggressive (and more than slightly drunk). In this case assume all but a few guards each for the hostages and Scurge's tent go storming off into the dunes on vehicles after the diversion.
- Sneak and Grab Wrench – sneaking in and freeing Wrench from Scurge's tent during the "party" has a high chance of success as long as the party isn't spotted. Only two guards guard the opening to Scurge's tent, passing back and forth a bottle of moonshine. Either cutting the fabric in the back or quietly killing both guards should work. It is a little cold-blooded, though, leaving the folks of Dune Town to slavery, even considering the odds. But these guys aren't superheroes or law enforcement, and live in a very violent world. It would be very pragmatic and probably in character to choose such a solution.

- Bail – the players may conclude it's just too risky and bail. Hawkins will not go along with this, and may try to save Wrench on his own, abandoning the party permanently.

In any case, who knows what the players will come up with? Play along with them, keeping in mind that the raiders are arrogant, aggressive, and bloodthirsty. They will generally attack any threat head on. As the evening wears on, they will be more and more drunk and stoned, and reactions, skills, and combat reflexes will suffer accordingly. In the morning, they will pack up and leave, a multi-vehicle convoy heading due north. The situation is too open ended to plot out in too much detail. Just use the stats below and your best judgment to run the encounter(s). Remember that the group only has the one Humvee, already mostly out of passenger room. They won't be able to take many more of the hostages along without also stealing more vehicles and racing the raiders back up the road to Hamilton in a massive Road Warrior-esque chase scene.

The Raider's Camp

If the group works their way through the camp, read them this description:

Up close the raider camp is no prettier. The smell of burning buildings and flesh mingles with the sharp coppery smell of blood from the direction of the executions. You pass several raiders already drunk and snoring loudly. Most raiders will either pass out on the ground, or in a vehicle. Slipping from shadow to shadow, vehicle to vehicle, you approach the center of the camp, where the revelry continues. To the east you see a few ragged tents, staked near a large olive green canvas tent. In front of the large tent, two raiders stand guard, passing a bottle filled with clear liquid back and forth, lewdly chatting about some recent conquest one of them claims to have had. You can't make out much as the party around the bonfire is just too loud.

In general, each hour the party continues, 5-6 raiders will pass out or go to bed. The remaining ones will take a –2 per hour to hit, defense, all skills, etc. due to their inebriation. In addition, those near the bonfire will take a –6 to Spot and Listen checks (due to the brightness, activity level, and sound) during the party, and a –2 for a short time afterwards should combat begin.

If the group works their way into Scurge's tent, read them this description:

The tent smells of unwashed bodies and a kind of animal stink. There isn't much in the tent, simply a dirty smelly wad of bedding in the north side of the tent, a wooden box on the ground to the west, and a corium lantern partially shuttered hanging near the front flap on the east side which casts an eerie glow. An unconscious man lies tied on the ground on the south side of the tent. A dented metal briefcase lies near him.

The man is Wrench, who is unconscious. He can be carried, but has a 1d6 chance of moaning and providing a –4 to a move silently check each round he is carried. He can be awakened if anyone in the group pours some water on him or gives him some sort of healing shot. If untied he can walk, if unsteadily.

The box contains an RPG launcher and three anti-tank warheads.

The silver case is Wrench's traveling tool kit. It contains things like standard tools, gadgets, circuit boards, wiring parts, soldering iron, etc.

If the characters search the tent, on a DC10 they can find hidden under the smelly bed pallet a finely crafted mahogany box. In the velvet-lined box is a perfectly shaped indentation for a Ruger .44 Blackhawk Magnum Target Pistol, with a laser scope. The pistol is masterwork quality (+1 to hit), and is accompanied with two speed loaders, and 22 loose rounds of .44-caliber magnum ammo. This was Scurge's prized weapon until he stole Wrench's laser pistol, which he now carries.

Each turn the group stays in the tent, searching, etc. they have a 1d20 + 1/round chance of raising an alarm if they dispatched the two front guards, a 1d10 +1/round if they did not. (For example, 1st round in tent roll

4, not discovered (only a 1 would indicate discovery). 2nd round roll a 7, not discovered. 3rd round roll a 3, they are discovered and combat ensues, possibly alerting the entire camp).

If the group can make it back to Hamilton with Wrench, they will be rewarded as promised. If Wrench or Hawkins dies, the group will not be rewarded, but may, depending on skills be allowed to prove themselves in other ways. As a GM you must decide, if the party mucks this thing up, the people of Hamilton will cut them off.

Cast of Characters

Scurge



Scurge is a relatively young man, who has quickly risen in the ranks of raider gangs due to his ruthlessness, strength, and fighting abilities. He was raised in a small desert town, was banished for killing another young man during an argument. He lived on his own temporarily until hooking up with one of the many small raider bands that roam the wastelands. He quickly picked up skill and prestige in battle. He killed the gang's former leader in a duel over a woman. Scurge's band was approached with an offer from a much larger and more powerful raider chief – the mysterious Rainbow Man. The offer was simple – swear fealty and follow the Rainbow Man's orders, or die. Scurge has been operating under the banner of the Rainbow Man for the last several months, with very little actual change in their methods or operation.

Scurge (Post Apocalyptic Hero 4/ Raider 3) CR 6; Medium-size human; HD 4d8 +2 plus 3d10+2; hp 53; Mas 14; Init +2; Spd 25 ft.; Defense 20, touch 17, flat-footed 14 (+2 Dex, +4 class, +1 Chaps/Chains, +3 Equipment (undercover vest)); BAB +6; Grap +9; Atk +9 melee (1d6 +3 nonlethal, unarmed strike),

or +9 melee (1d8 + 2, one handed combat axe); Full Atk +9 melee (1d6 + 2 nonlethal, unarmed strike) or +9 melee (1d8 + 2, one handed combat axe), or +4 (-4 non-proficient) ranged (2d12 (energy), laser pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; AL evil; SV Fort +6, Ref +6, Will +1; AP 5; Rep +3; Str 17, Dex 14, Con 14, Int 10, Wis 8, Cha 12.

Background: Radical (class skill Knowledge (tactics), feats Post-Apocalyptic Technology, Armor Proficiency (light))

Occupation: Wanderer (class skills Drive, Diplomacy)

Skills: Diplomacy +3, Drive +6, Gather Info + 3, Hide +6, Intimidate +6, Listen +3, Knowledge (mutant lore) + 2 (tactics) + 3, Move Silently +4, Profession (raider) +2, Navigate +1, Search +2, Spot +3, Survival +5.

Feats: Post-Apocalyptic Technology, Personal Firearms Proficiency, Simple Weapons Proficiency, Armor Proficiency (light), Dodge, Brawl, Two Weapon Fighting

Talents: Conservation, Wasteland Lore, Chaps and Chains +1, Bloodthirsty Cry

Possessions: Ragged furs and clothing, concealable vest, mahogany box containing .44 Ruger Blackhawk target pistol, with a laser scope, masterwork quality (+1 to hit), two speed loaders, and 22 loose rounds of .44-caliber magnum ammo, one handed fighting axe, belt knife, laser pistol, web belt, holster, various personal possessions

Wrench

Wrench is a fitting nickname for Hamilton's resident technical expert. Born Ralph Kramer in the desert trade town Tucumcari, he was raised by his older brother, Kyle. Young Ralph developed his knack for fixing, building, and repairing items in many hours in the Cartel workshop where Kyle worked by day. When Kyle was gunned down by a jealous co-worker, Ralph decided to move on. It didn't matter to him

that the Cartel swiftly punished his brother's killer. He saw that technical skills were just a useful commodity to the Cartel merchant overlords, and that they did not care for the individual people. He made his way to the original Hamilton, and along with good people like Sheriff Tasker and Doc, began to build a good living for their people. Numerous raider assaults led the community picking up and moving wholesale to a newly discovered ancient facility. In a short time, Wrench managed to activate some computer systems, set up power generation and distribution, and repair the well pumps. His never ending quest for spare parts led him out on a simple trip to strip some abandoned vehicles of anything useful. He has since come up missing.

Wrench (Smart Hero 3/ Tinker 4) CR 6; Medium-size human; HD 3d6 +1 plus 4d6+1; hp 31; Mas 12; Init -1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (-1 Dex, +3 class, +1 Equipment); BAB +3; Grap +2; Atk +2 melee (1d3 -1 nonlethal, unarmed strike), or +2 melee (1d4 -1/19-20, knife); Full Atk +2 melee (1d3 -1 nonlethal, unarmed strike) or +2 melee (1d4 -1/19-20, knife), or +2 ranged (example: 2d4, .25 auto); FS 5 ft. by 5 ft.; Reach 5 ft.; AL good; SV Fort +3, Ref +1, Will +7; AP 5; Rep +3; Str 8, Dex 9, Con 12, Int 17, Wis 13, Cha 12.

Background: Resurrector (class skill Knowledge (technology), feats Post-Apocalyptic Technology)

Occupation: Craftsman (class skill Diplomacy, Survival)

Skills: Computer Use +15, Craft (chemical) +9, (electronic) +15, (mechanical) +15, (structural) +13, Decipher Script +7, Demolitions +7, Diplomacy +5, Disable Device +16, Forgery +4, Knowledge (ancient lore) +7, (technology) +14, Profession +2, Repair +15, Research +9, Survival +3, Read/Write Language (ancient), Speak Language (ancient), (unislang), (trade), (guttertalk)

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Post Apocalyptic Technology, Gearhead, Builder, Modern Vehicles Discipline

Possessions: Clothing, Leather Jacket, tool kit, various personal possessions



Hawkins

Hawkins is based on the strong/dedicated ordinary template.



Hawkins is one of the senior guardians of Hamilton, and right hand man to the Sheriff. Hawkins is a highly dedicated and trusted member of Hamilton's leadership. He has a gruff, business like attitude and is concerned with getting things done. He can be a bit of a hothead, and works to keep his temper under control.

Hawkins (Strong Ordinary 3/ Dedicated Ordinary 3) CR 5; Medium-size human; HD 3d8 + 6 plus 3d6 + 6; hp 40; Mas 14; Init +1; Spd 25 ft.; Defense 21, touch 15, flat-footed 20 (+1 Dex, +4 class, +4 vest); BAB +5; Grap +7; Atk +7 melee (1d4+2, unarmed strike) ; Full Atk +7 melee (1d4+2, unarmed strike) or +6 ranged (Beretta 92F 2d6, or Remington 700 2d10); FS 5 ft. by 5 ft.; Reach 5 ft.; AL good; SV Fort +6, Ref +3, Will +5; AP 4; Rep +1; Str 15, Dex 12, Con 14, Int 10, Wis 14, Cha 11.

Occupation: Law Enforcement (class skills: Drive, Intimidate)

Skills: Climb -1, Drive +7, Hide +7, Intimidate +4, Knowledge (current events) +2, (streetwise) +2, (tactics) +4, Listen +2, Move Silently +2, Profession +4, Search +2, Spot +5

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Armor Proficiency (light, medium), Defensive Martial Arts, Point Blank Shot

Possessions: Clothes, tactical vest, Beretta, Remington rifle, extra clips, loose rounds, belt knife, various possessions

Raiders

The raiders are loosely modeled on the low level fast/ tough ordinaries from the D20 Modern Book. If the group is higher than first level, feel free to give these grunts additional levels in tough, strong, or fast.



Scurge's raider band is typical of the breed – generally stupid, tough, and ruthless. They wield any assortment of weapons that they can get their hands on. Roll against this table for typical armament, keeping in mind that any raider with a ranged weapon most likely has a club or belt knife for backup.

Roll on d20	Weapon
1-3	Bat or club
4-5	Axe
6-7	Bow (flaming arrows)
8-9	Crossbow
10-11	.38 Special revolver
12	9mm semi auto pistol
13	.45 semi auto pistol
14	.357 magnum revolver
15-16	Double barrel shotgun
17	9mm submachine gun
18-19	Sawed off shotgun
20	Molotov cocktails (1d6 + 2)

Raiders CR 1; Medium-size human; HD 1d8 +2 plus 1d10+2; hp 14; Mas 14; Init +2; Spd 30 ft.; Defense 17, touch 16, flat-footed 15 (+2 Dex, +4 class, +1 clothing); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike), or +2 melee (1d4+1/19-20, knife); Full Atk +2 melee (1d6+1 nonlethal, unarmed strike) or +2 melee (1d4+1/19-20, knife), or +2 (+3 Point blank) ranged (example: 2d6, Colt .45); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +3, Will +1; AP 0; Rep +0; Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10.

Occupation: Criminal (class skills: Knowledge (streetwise), Slight of Hand)

Skills: Drive +4, Hide +4, Intimidate +2, Knowledge (streetwise) +2, Move Silently +4, Speak (guttertalk), Slight of Hand +4, Survival +1

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Brawl, Point Blank Shot

Possessions: Clothes, Weapon, knife, various personal possessions

Figure 1 – Area map

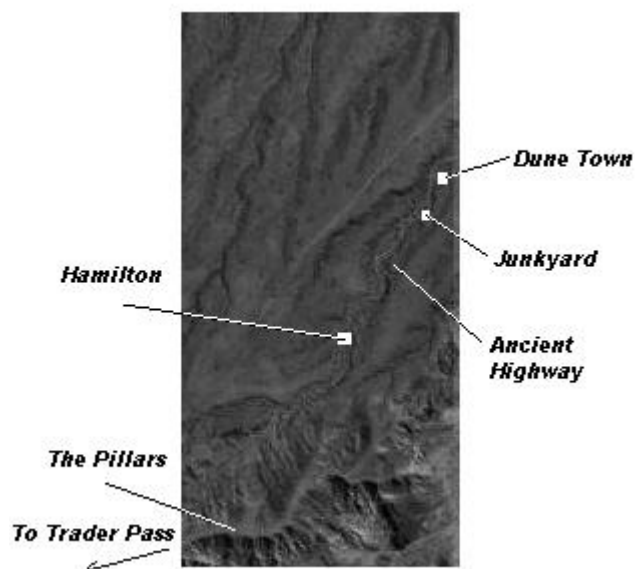


Figure 2 – Dune Town map

