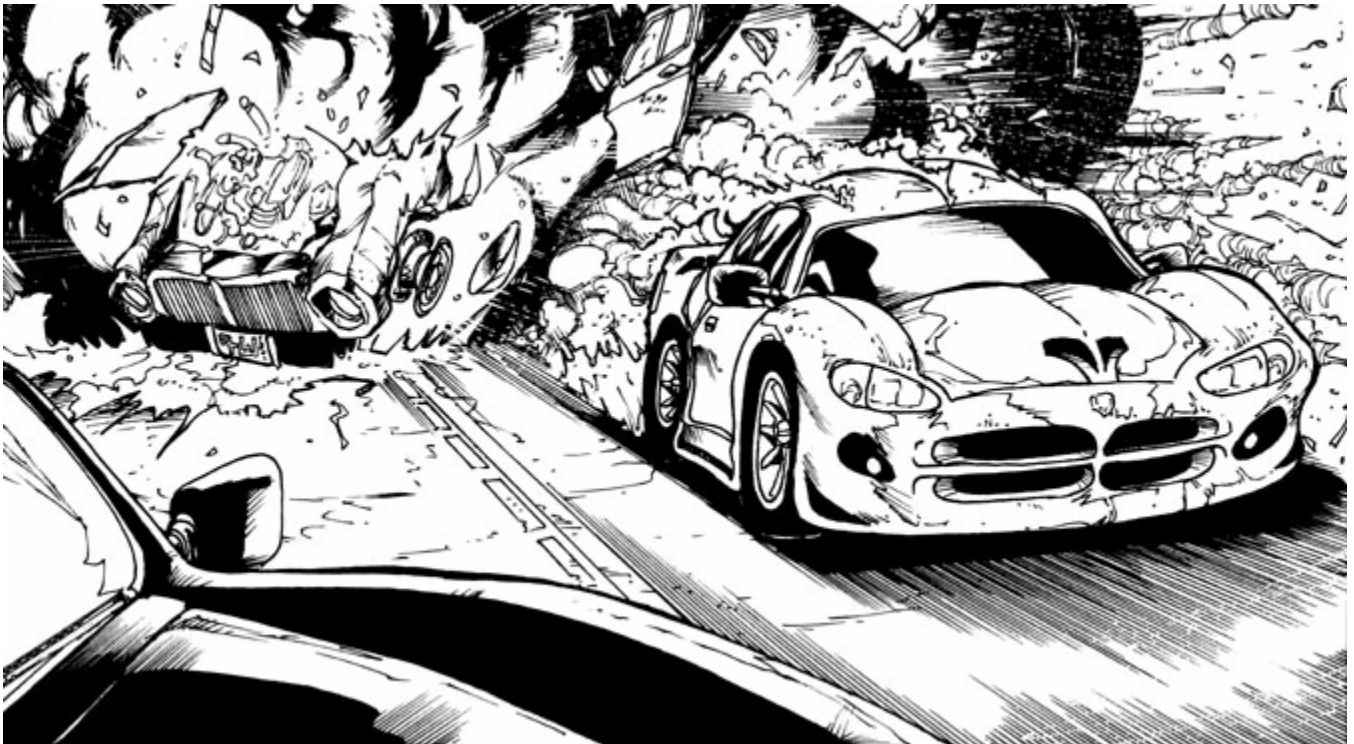


SAVAGED REDLINE



BY WILLIAM LITTLEFIELD

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THE SAVAGE WORLDS RULEBOOK IS REQUIRED TO UTILIZE THIS SETTING

FROM THE AUTHOR

Savaged Redline is based on the **Horizon: Redline** setting published by Fantasy Flight Games. The setting is described as one that "lets you relive the battles of highway gladiators and post-apocalyptic desperados from film and fiction. It is intended for quick start-up and action packed play." The savaged version is no different.

This document provides basic background information on the Redline setting. Please note that this is not a direct conversion of the setting. Think of it as a "fast play" set of rules designed to provide a stepping off point for the competent GM. If you require additional information, I highly suggest purchasing **Horizon: Redline** from [Fantasy Flight Games](#).

This setting assumes the use of my Revised Savage Worlds core rules – a 45-page document based on the original Savage Worlds rules - a summary of these changes is included along with this document and is available at both the Savage Heroes and Savage Lythia websites.

INTRODUCTION

Savaged Redline unfolds in a post-apocalyptic world gone mad. Bombs, biological agents, and drought have tested the limits of everything on the planet. Most of humankind's accumulated knowledge and resources have been lost to the sands of time and the fires of war. Despite this global trauma, some humans have clung to life. They now tread the thin line between extinction and survival.

The population centers were the main targets of the weapons, and what wilderness there was has become infested with mutated feral creatures. Everything in between has been blasted to dust. There's one thing that survived though – the open roads, crossing the wastelands between subsistence settlements and derelict towns. The roads are the lifeblood of the creaking remains of human civilization. They let survivors explore new areas, trade resources, and stay one step ahead of the Creep clouds, warlords, and gangers. But to do all that, you need a set of wheels, the fuel to keep it going, and the skill to stay alive. The roads are the new battlefields, and the knights of this dying world armor themselves in screaming steel suits driven by pounding motors.

Welcome to the future ...

CHARACTER CREATION

Characters in this world are tough, savvy opportunists who know how to take a bad situation and make it better for themselves and worse for their foes. Some are motivated by a desire to reestablish the civilizations of old. Others seek power. Still others may merely be trying to make the world more hospitable for a little less scary, depending on how you look at it!

Race: All characters are human, although some of the muties would have you think otherwise!

Traits: Traits (attributes and skills) are handled exactly as outlined in the Revised Savage Worlds rulebook.

Derived Statistics: Derived statistics, such as Pace, Parry, Charisma, and Toughness are handled exactly as described in the Revised Savage Worlds rulebook.

Edges and Hindrances: These are handled exactly as described in the Revised Savage Worlds rulebook. A few new Edges are detailed below.

Gear: Money, precious stones, and the like, have no value in the Savaged Redline setting. Water, food, fuel, and salvage are the only useful forms of currency in this post-apocalyptic world.

To determine what gear a character starts the game with you utilize the Scrounging Table in the Gear and Equipment section.

NEW EDGES

Longwalker (Seasoned, Vigor D8, and Survival D8): Your tireless walking in the desert wastes has inured you to the hardships of that pitiless terrain. You need only half the normal amounts of food and water to survive. In addition, all penalties due to extreme environmental conditions are halved.

One Handed Driver (Novice, Driving D8 or Ace): You can drive with one hand and fire a weapon with the other without invoking the standard -2 MAP.

Vehicle Focus (Seasoned, Driving D8 or Ace): You are an expert at driving a single class of vehicle (car, truck, bus, etc...). All Driving rolls made when behind the wheel of your chosen vehicle are made at +2.

ARCHETYPES

The following archetypes represent typical denizens of the Savaged Redline world. Feel free to develop them as character templates or simply use them for inspiration when creating your own unique character.

Bornagains: In times of great crisis, humanity will seek answers to life's great mysteries outside of the mundane. After the war, the answers never seemed to be more elusive or more necessary. Bornagains were raised with a religious or spiritual slant that attempts to provide those answers. Most Bornagains simply want to follow their faith, wherever it may lead them; however, sometimes a bornagain gets a little too enthusiastic about his faith – in such cases he crosses the line and becomes a **zealot**.

Bornagains and zealots start the game with a Spirit of D6. Zealots also gain the Charismatic Edge and the Delusional (Major) Hindrance. No additional bonus points are gained by taking this Hindrance.

Bygones: After the war, anything akin to pride, tradition, and history was lost amid the dust and fire. There are a few though, who make looking to the past and planning for the future their stock in trade. These folks, called bygones, can draw upon their knowledge to help keep things running, be it a machine or the fabric of society. Their goals are clear: preserve the past and try and move society beyond the current Dark Age.

Bygones start the game with a Smarts of D6

Ferals: Anyone with half a brain knows that the Green Zones aren't really safe. But a few have decided that it's safer facing mutie mountain lions than gun-toting raiders. Of course, some don't have a choice. Ferals are folks that have gone wild, either because they abandoned society or society abandoned them. They just want to survive, but instead of looking to machines and other folks, they're used to trusting their own instincts. Ferals who have lost touch with their humanity and reverted to a bestial existence are known as **savages**.

Ferals and Savages start the game with an Agility of D6. Savages also gain the Alertness Edge and the Outsider Hindrance. No additional bonus points are gained by taking this Hindrance.

Marauders: In a world gone mad, sometimes might does make right. Where marauders go, destruction is sure to follow. Most marauders are no more than mere thugs (often referred to in generic terms as **gangers**). However, heroic groups do exist that ride the highways with a savage furor, seeking their own brand of justice.

Marauders and Gangers start the game with a Strength of D6. Gangers also gain the Mean Hindrance and the Fighting skill for free. No additional bonus points are gained by taking this Hindrance.



Nomads: Wandering is a way of life in these harsh times. Folks have to move to find new resources, stay out of the way of the muties and the warlords, and keep ahead of the Creep clouds. Most simply move around en masse because the old saying about "strength in numbers" is just as true now as it ever was. Many nomads seek to eke out an existence by becoming **traders**. But there are

some nomads that walk their own path, haunted by something that keeps them from becoming a regular part of society – these enigmatic individuals are known as **walkers**.

Nomads start the game with a Vigor of D6. Traders start the game with the Persuasion and Street Smarts skills for free. Walkers start the game with the Outsider Hindrance and the Survival and Tracking skills for free. No additional bonus points are gained by taking this Hindrance.

Redliners: Some people are born to drive. Gasoline is their soap and the roar of the engine their lullaby. Redliners are the royalty of the open road, able to push their vehicles to feats no one else can achieve.

Redliners start the game with either the Ace Edge or the Driving skill at D6.

Rejects: The earth is long and deep into the Creep. Once the war got going the bigwigs figured they had nothing to lose and pulled out everything they had: biological, chemical, and even nuclear weapons were unleashed on society. The lucky ones died horribly. The rest lived on in the Aftermath. The rejects are the scarred offspring of those unfortunates. "Normal" folks look at the rejects with equal parts of fear and anger. Reject's outlooks are as varied as their genetic code. Some live to cause chaos while others are simple-minded innocents.

Rejects start the game with both Strength and Vigor at D6. They must take the Ability Deficiency Edge (Smarts or Spirit). No additional bonus points are gained by taking this Hindrance. In addition, a reject must have a random mutation (player's choice, but subject to GM approval).

Riggers: Riggers have grease for blood and wrenches for hands. Building, tearing down, and building again is the life cycle of the rigger. They love to work with machinery of any sort, improving, repairing or salvaging what they can from it. Even faced with something they have never seen before, riggers have a chance of making it work or work better.

Riggers start the game with either the Repair skill at D6 or the Mr. Fix It Edge.

Savants: While most survivors "tough it out" and get on with their lives, there are others that simply cannot deal with the everyday horrors of a world gone mad. As a defense mechanism, they focus on a few specific skills and turn a blind eye toward everything else. Their minds jumble together any facts and details that do not have something to do with their area of expertise. These individuals, called savants, wander through life trading their skills for protection. Savants tend to have no long-term goals aside from being left alone to do what they do best.

Savants start the game with a D8 in any one attribute. They must take the Ability Deficiency Hindrance. No additional bonus points are gained by taking this Hindrance.

RULES OF THE GAME

The rules presented in the Revised Savage Worlds rulebook are in effect with the following changes:

ARCANE BACKGROUNDS

Arcane backgrounds are not generally available. The use, or lack thereof, of Arcane Backgrounds (at least by characters) is entirely up to the individual GM.

NEW VEHICLE MANEUVERS

Force (0): This maneuver may only be performed against adjacent vehicles of equal or smaller size. Make opposed Driving rolls (the driver of the smaller vehicle makes his roll at -2). The winner may either force the loser to hit an appropriate obstacle or lose control of his vehicle.

Redline (-2): You may exceed your vehicle's Top Speed by its Acceleration Value. Make a Driving roll. If you roll a fail, your vehicle suffers a Critical Hit (Engine). If you roll snake eyes, the engine explodes. Make a Driving roll or roll on the Out of Control Table. It requires appropriate spare parts, 4D6 hours, and a successful Repair roll in order to get the engine working again.

SAVAGED REDLINE INFORMATION

Savaged Redline unfolds in a post-apocalyptic world gone mad. Bombs, biological agents, and drought have tested the limits of everything on the planet. Most of humankind's accumulated knowledge and resources have been lost to the sands of time and the fires of war. Despite this global trauma, some humans have clung to life. They now exist on the thin line between extinction and survival...

That's really all you need to know. Sometime in the not-so-distant past the nations of the world became involved in a massive conflict. Biological, chemical, and nuclear weapons were employed by all sides. The end result was inevitable – human civilization was all but wiped out. Most areas were transformed into desert wastelands, and those that did survive were left to fend for themselves.

No one alive today remembers when the conflict started or ended (some think it has yet to end) and very few remember why it supposedly started in the first place. These days self-preservation is foremost in the minds of most survivors.

In many cases, people of like mind have banded together for protection. These groups claim certain areas as their territory and defend it against all outsiders. In some cases, these survivors form peaceful communities only concerned with their day-to-day survival. In other cases a powerful individual has united several groups into what can only be termed a "wasteland kingdom". Nomads and traders wander the ash wastes plying their trade and searching for pieces of salvage and arcane tech. Marauders drive the open roads in search of fuel

and spare parts. Zealots establish theocratic settlements from which to stage their jihads against the "faithless".

Savaged Redline is an open book. Anything can happen. The possibilities are endless and are only limited by the GM's imagination. The following tidbits may prove useful to GM's who wish to flesh out the setting for use in a full-blown campaign. The details of the Savaged Redline setting have been left sketchy for a reason - this world is yours to do with as you see fit...

REGIONS

The Savaged Redline world is divided into three main types of geographical regions – wastelands, ruins, and green zones. Wastelands are the dry, dead regions that wouldn't be worth visiting if it weren't for all the fuel found there. Ruins are all that's left of the great cities, full of salvage and crawling with mutants. Green zones are hidden paradises with plenty of food and water – as well as xenophobic ferals and strange mutated creatures.

Wastelands are desolate, lonely regions of shifting sands, stony soil, and endless plains. The inexperienced traveler is easily lost because of the lack of landmarks. The ground is crisscrossed with cracks and dotted with strangled cacti and bits of greenery. Tiny creatures feed on the greenery; they in turn are fed upon by larger creatures that also feed on humans when they get the chance. The climate is hot and arid – between the blazing sun and the howling winds, the wastelands can suck a traveler dry within a day or two. Sand storms, Creep clouds, sinkholes, and the ever present threat of dehydration are just a few of the challenges that await the traveler entering these regions.

Water is scarce everywhere – even more so in the wastelands. A few ancient wells and the rare rain shower are the only sources of water in this burning desolation. Food is just as scarce - the local animals are just as likely to eat you as you are to eat them!

What the wastelands lack in water they make up for in fuel. In isolated compounds across the region, oil derricks and refineries pump away day and night churning out gasoline for survival and profit.

Salvage hunters never know what they will find in the wastelands. They can search for weeks and find nothing, then top a sand dune and see a ruined military base stretched out before them – untouched by the war and ready to be looted.

Ruins are vast, chaotic forests of twisted metal, shattered concrete, and broken glass. They are all that remain of the once great cities. Because the cities were the primary targets of destruction during the war they are infested with the Creep – even the "cleanest" cities still have areas that if entered mean certain death. Nevertheless, the ruins are more densely populated than the wastelands or the green zones. Many live here because they are drawn to the remains of their once great civilization. Others are descendents of the original city dwellers who survived the war by burying themselves deep within underground shelters. Still others come to the

ruins looking to make their fortune in salvage – for those willing to take the risk, the ruins are an opportunity to strike it rich ... or die trying.

There's water in the ruins, but it's not always safe to drink. Old cisterns, sewers, and water pipes have accumulated water – whether or not it's pure is another story. Oftentimes even the rain water is tainted, and sometimes it burns the skin as it falls. Food is limited to what the locals can grow or scrounge from the remains of ancient grocery stores.

Fuel is even more limited in the ruins. Any reserves from before the war (such as those found in fuel station tanks) have long since disappeared and there is little raw material for making more.

The ruins are full of salvage. They're practically *made* of salvage, though only a portion of it is worth anything in trade. Tools, blades, guns, flashlights, and other portable and immediately useful items are worth a lot anywhere. Beams of wood, sheets of metal, and other raw materials can be profitable as well, but it's best to have a paying customer lined up first. Rigger towns, trading posts, and boomtowns all lay along the fringes of the ruins.

Green zones are just far enough from the cities to have not only avoided the bombs themselves but the chaos of the dark years that followed as well. Mother Nature isn't dead. She's just hiding. The world is littered with isolated areas – none larger than 10 or 20 square miles - that survived the war. The water runs clear in these hidden valleys, plants still grow, and animals flourish. However, the green zones couldn't avoid the global devastation altogether. In some areas the Creep has contaminated the land and twisted the bodies of the creatures into dangerous parodies of what they once were.

Green zones rarely lack water. Most are fed by deep running streams and a few, if their geography is right, even get a decent amount of rainfall. With water comes food. A few green zones naturally produce food in the form of nuts, berries, and fruit. Most green zone settlements grow small gardens near the water. Some settlements have small herds of goats or sheep, and most hunt and fish. Fuel and salvage are rarely, if ever, found in the green zones.

THE CREEP

The bruised and wounded surface of the world bleeds toxic, infectious substances. The myriad of environmental poisons have mingled to the point where, in regard to modern medicine, they are all the same global ailment. To the folks who wander the remains of the world, all of the radioactive goops and lethal pathogens are thought of as a single plague: the Creep. In truth, the Creep is any effect stemming from radiation, man-made biological agents, and toxic chemicals. Specific effects vary according to the substance encountered. Most of the thousands of individual toxins have no names – at least none that anybody remembers – and are either labeled based on their source (e.g. Rad Creep) or the area where they were first encountered (e.g. Nagshead Creep).

The easiest way to handle the Creep in the game is to treat biological and chemical variants as individual poisons or diseases. Nuclear and radiological variants can be treated as a single type of radiation. Game effects are handled according to the guidelines for poison, disease, and radiation as presented in the Revised Savage Worlds rulebook. The creation of individual strains of the Creep and their specific effects is left to the GM's imagination – an example of how to handle the Creep is given in the Appendix.

RESOURCES

In the Savaged Redline setting, scarcity is the rule rather than the exception. Food, fuel, water, and ammunition are all in short supply. Resources are precious and the desire to obtain them lies at the heart of nearly every conflict.

Water is at the top of everyone's list. It doesn't rain much these days, so most water is found deep below the ground. In the wastelands this means ancient wells from before the war. In the green zones, there are streams and springs. In the ruins, the only options are cisterns and sewage treatment plants. Finding water is one thing, but making sure it's potable is another ...

Food can't be picked up at the local supermarket anymore (at least not outside of the canned goods found in the ruins). To feed themselves these days, folks rely on subsistence gardens, livestock, scrounging, and the occasional hunting trip. Like water, finding food is the easy part – making sure it's edible is a bit harder.

Fuel means freedom. With fuel in their rigs the character's world is an open road. Without it, they're either stuck where they are, or worse, they're forced to walk. There are undiscovered fuel depots out in the wastelands that are just waiting to be discovered and make whoever finds them very rich and powerful – if they can hold onto their find! Most people get their fuel from wandering traders, traveling fuel trucks, and the rare refinery settlement.

Salvage is a broad term that includes anything from before the war that isn't commonly made anymore – guns, ammunition, tires, spare engine parts, and so on. Rigs break down. Ammunition runs out. Guns get smashed by axe-wielding mutants. When these things happen, the characters need to find salvage. The odd piece or two of salvage may be found in the wastelands or the green zones; however, such a find is rare - for the most part, finding salvage means heading into the ruins. For those less stout of heart, acquiring salvage means a trip to the local trading post or a visit to a nomad caravan.

Artifacts include potentially life-saving technology like Creep counters, crank-powered flashlights, and operational walkie-talkies. They also include useless items that have historical significance and act as status symbols – personal music systems, hand-held video games, or any number of arcane gizmos. Artifact holders usually become the center of attention – whether they want to be or not!

SFAR & EQUIPMENT

Savaged Redline uses broad definitions for weapons and armor. Anything that can be used like a club – a baseball bat, a tire iron, a golf club – is a club. Every long piercing weapon is a spear. Box cutters, sharpened screwdrivers, and pieces of glass with electrical tape handles are all knives or daggers. The cosmetic traits of your character's weapons are for you to decide. This is an opportunity for creativity – don't strap statistics to your back when you can make armor out of a stop sign!

STARTING GEAR

Each character starts the game with a rucksack (50lb. capacity), a bedroll, a set of typical clothing, and a one day supply of food and water. Additional items are determined by scrounging using the method described in the Appendix. When determining starting gear you may start with a hand of three cards rather than two. Bennies can be used to re-roll results.

After character generation, equipment may be bought or scrounged for. If scrounged for use the aforementioned method to determine what is found. If bought, its value is measured in Resource Units (RUs). This is an abstract unit used by players and GMs for ease of game play rather than a term used by everyday characters in the Savaged Redline setting. What comprises an RU depends on the character's surroundings; generally assume that it is composed of one of three things: a tank of gas (enough to raise a vehicle's fuel level by two steps), a day's worth of food, or a day's worth of water. The primary RU in an area determines the value of secondary RUs to a degree of one-third:

Wasteland	1 RU Water = 3 RUs Food = 9 RUs Fuel
Ruins	1 RU Fuel = 3 RUs Water = 9 RUs Food
Green Zones	1 RU Fuel = 3 RUs Food = 9 RUs Water

There are no extensive equipment lists in Savage Redline. Players should only have access to those things that the GM allows them to have. You can easily extrapolate equipment from the lists given in the Revised Savage Worlds rulebook. A quick and dirty method for getting a rough idea of an item's RU value is to divide the listed dollar value cost by 10 and round up. Ammunition should be bought in lots of 10 rounds.



THE APPENDIX

HANDLING THE CREEP

The easiest way to handle the Creep is to treat it as a poison (chemical variants), a disease (biological variants), or as radiation (nuclear variants). Each should be rated with a variable Strength between D4 and D12. In addition, each should also be given a set of symptoms (minor and major effects) that occur once infected.

When first exposed, make an opposed roll against the character's Vigor. Failure grants a level of Fatigue. A critical failure grants two Fatigue levels and an abysmal failure results in Incapacitation. Additional Fatigue levels are gained at the rate of one level for every 15 minutes of exposure. Fatigue levels from the Creep are regained at the rate of one for every 24 hours away from the source (for game purposes, "the source" consists of any type of the Creep). If you are Incapacitated by the Creep you gain one Creep Point.

Once accumulated Creep Points are equal to your Vigor die type you must make an *Infection Roll* (Vigor roll at -2) or become *infected*. The infection symptoms are based on the type of Creep that caused you to make the Vigor roll. If you succeed, you suffer a minor effect (with a Raise you suffer no adverse effects). If you fail you suffer a major effect (major effects replace minor effects rather than stacking with them). With an abysmal failure you gain both the major effect and a random mutation (which also grants you the Outsider Hindrance if the mutation is not easily concealed)!

Once infected your Creep Point level resets to 0 and you must make an Infection Roll whenever it reaches a total equal to Vigor/2. Once the Creep gets you it keeps coming back for more!

Example of the Creep:

The Nagshead Creep (Biological - Strength D8)

Minor Effect: All Vigor rolls made at -1 (constantly coughing up phlegm and mucous, open sores take forever to heal, and you have a sickly pallor).

Major Effect: Gain the Anemic Hindrance and a -2 Charisma modifier due to your unhealthy appearance.

Random Mutation Table

1-2	Acid Touch
3-4	Heightened Senses
5-6	Deformed Appendages
7-8	Carapace
9-10	Diminished Ability
11-12	Fragile Bones
13-14	Carnivorous Teeth
15-16	Chameleon Skin
17-18	Distinctive Odor
19-20	Enhanced Vision

Acid Touch: Melee damage is STR+2.

Carapace: Skin acts as Armor +1.

Carnivorous Teeth: During melee he may choose to bite an opponent (damage is STR+1).

Chameleon Skin: If the character does not move he gains a +4 bonus on Stealth rolls to hide.

Atrophied Appendages: Strength and Agility rolls are made at -1.

Diminished Ability: Reduce a random attribute by one die type. All linked skills are at -2 until it is raised.

Distinctive Odor: All rolls made to Notice him are at +2 and he makes Stealth rolls at -2.

Enhanced Vision: Ignore penalties for dim and dark conditions.

Fragile Bones: Reduce Toughness by -1.

Heightened Senses: Gain the Alertness Edge.

Horns: If you can charge you may make a melee attack at +2 using your horns.

SCROUNGING

Of course, the GM is always free to simply state what the characters find when they scrounge; however, in most cases it's simply easier (and more interesting) to randomly determine what is found. The recommended system for handling random scrounging in *Savaged Redline* is a variant of the system presented in **Savage Tale 6: Zombie Run** by Jonathan Pierson:

1. After spending at least 10 minutes scrounging an area you may draw two cards.
2. Make a Survival roll (or a Smarts roll at -2 if you don't have the Survival skill).
 - a. Draw an additional card for a success or two additional cards with a Raise.
 - b. Discard one card for a failure (two cards if you rolled snake eyes).
3. Consult the table below for each card you have in your hand.
 - a. If you have the red Joker, discard it and make another Survival roll.
 - b. If you have the black Joker you may either double the quantity of any one item you scrounge

2-5 Spades

6-10 Spades

Jack – King Spades

Ace Spades

Any Clubs

2-5 Hearts

6-10 Hearts

Jack-King Hearts

Ace Hearts

2-5 Diamonds

6-10 Diamonds

Jack-King Diamonds

Ace Diamonds

2D20 rounds of ammunition*

Melee weapon**

Firearm*

Firearm with ammunition*

Random item**

1D6 day supply of canned food

1D6 day supply of potable water

Medical supplies (1D10 Wounds)

1D6 day supply of food/water

One tank of fuel

1D6 explosive devices**

A vehicle**

A vehicle with a full tank of fuel

* Roll 2D10 on Gun and Ammo Table

** GM choice

Gun and Ammo Table

2-5 Small pistols (9mm or smaller)

6-9 Large pistols (.44-.50)

10-12 Rifles

13-15 Shotguns

16-17 Assault rifles

18-19 Submachine guns

20 Machine guns

Player may choose specific type or model within a basic class of firearm.

The GM can easily tweak this system to reflect the probable distribution of gear in a given area. For example, when scrounging in a supermarket he may decide that any Diamonds are treated as Hearts. In a gun shop, Clubs may be treated as Spades and Hearts may be treated as Clubs. Get the idea?

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MARK HAUSER

(Novice Redliner)

Agility	D8
Smarts	D6
Spirit	D6
Strength	D6
Vigor	D6
Pace	6"
Parry	5
Toughness	5
Charisma	0
Bennies	3
XP	0



Edges: Ace and One-Handed Driver

Hindrances: Arrogant and Overconfident

Skills: Driving D8; Fighting, Notice, Repair, Shooting, Stealth, and Survival D6

Gear: (Load Limit 30lbs.): Rucksack, bedroll, set of clothing, leather biker jacket (Armor +1), 9mm pistol and 2 clips of ammo, 4 days food and water, 1985 Mustang GT with a full tank of gas.

Background: Mark was born in 1970 and raised in New Hampshire. He grew up a "gearhead". Besides cars, snowmobiles and motorcycles were his passion. After the war he stayed hidden in the mountains for several years – his only diversion being his fully stocked garage and his car collection. Just recently he came into contact with a wandering band of "flatlanders". He traded several of his cars for food, water, and fuel. He's decided to leave the mountains and try and establish a settlement with the group of nomads from the south.

Appearance: He is 5'8" tall, 165lbs, and has blue eyes and blond hair. He dresses in jeans, T-shirts (throwing a flannel shirt on when it gets cold), heavy riding boots, and his black leather biker jacket. A red bandanna and a pair of Oakley sunglasses are always around his neck.

Personality: Mark is a generally likeable guy. Some would call him a "northern redneck" and he'd be the first to agree. He is confident in his mechanical and driving abilities and when it comes to racing he thinks he's all that and a bag of chips. Sometimes this attitude gets on people's nerves and sometimes it gets Mark into trouble. It's yet to ruin his reputation as a skilled driver though...

Quote: *"The right lane is for passing you moron – get the hell out of my way before I'm forced to show you my skills!"*