

There are some very good reasons why Leverage the show doesn't feature a wheelman, or indeed many moving vehicles at all. As a game of the show, that provides a very compelling reason not to include the archetype in the game. On the other hand, maybe you're not playing an exact copy of Leverage. Maybe you're playing some other kind of heist show, where driving isn't just a handy way to change scenes, but is the bread and butter to your heroes. Or at least, the heart and soul of one of your main characters. In that case, you're going to need this... – Steve Darlington, May, 2011

The Wheelman

Ultimately, all jobs are about movement. The Grifters and Masterminds work their magic so at the right moment, everyone is looking the wrong way and then something is either moved out or in. Hackers can move information; Thieves can move a suitcase, a data stick, maybe an extra body. Soon enough, however, you're going to run into an issue of volume: sometimes, you need to move a lot of something, or a big something. That might be the goal of the job, other times you might just need to bring in a howitzer, or a crane, or an elephant for some part of the scheme. And when you need that kind of volume, you need a Wheelman.



What Wheelmen Do

Wheelmen (and wheelwomen, but we'll settle for the male suffix to imply the general, if you don't mind) deal with movement. Hackers can get you the info and Masterminds can plan the job but unless you can get everyone there on the day, with all their equipment, nothing's going to happen. Of course, the Hacker could whip you up some fake bus tickets, but wouldn't it be easier to just ride there in style, and entirely off the radar? Of course, if something more delicate is required, you could instead fly there or sail there, or belay down from a helicopter; it doesn't have to have wheels for it to be the wheelman's domain.



On the surface, it sounds dull, and it's true that the Wheelman is often sitting around twiddling his thumbs while the others do the 'fun stuff'. Like the Hacker, the Wheelman tends to do his best work before or after the main act, and like the Hitter, he often only really gets to shine when something goes wrong. In both cases, the Wheelman is often the last line of defence, the cavalry riding in to save their bacon at the last moment (sometimes literally – horses count as vehicles too). So unlike the Thief and the Grifter, Wheelmen tend to be team-oriented, even if they're only thinking of the team as extra weight and seating requirements.

Being a Wheelman may be fast and furious but it also comes down to details. Even a speed freak who loves to joyride knows he has to be able to ditch everything he steals, and even the dumbest greasemonkey in the garage has to know



exactly how much his machine can give, and how much she can take. They can still improvise when they need to, precisely because they know exactly what variables they can bend and still keep 50% of the car intact.

Most Wheelmen take pride in their equipment, and indeed, hardware is their domain. If it can't be printed off on a computer, most Hackers are out of their league, but a Wheelman doesn't just pimp rides, he procures them. Most can also procure many other things as well, scrounging up the most exotic of requirements or most extremely powerful of heavy weapons. For some, the driving is entirely a secondary pursuit; it's just that there's only so many ways to move large crates of guns around.

Who Becomes A Wheelman?

Most if not every armed force and security service on the planet has a department solely dedicated to transportation. An army may march on its stomach, but it deploys on its wheelmen. This goes double for mercenaries and private armies who cannot afford to rack up billable hours in the carpark outside the battle zone. Your average billionaire certainly doesn't make the A-league without an entire posse of people dedicated to making sure he gets where he needs to go without any interruptions, be that to dinner in the Hamptons or to a non-extradition country after that mishap with the secretary. Transportation is big, serious business, and the people who do it well are few in number and high in demand.

Then there's the sporting types – drivers and sailors who make big money by excelling on their particular race track. The problem with being the best though is there's always somebody younger and faster around the corner, and that means being out on your ear and desperate for a new source of income. An income can be really important if you're addicted to the thrill of the game or the speed. Thrillseekers and daredevils don't make the news much this side of the Jazz age but they're still out there, breaking records, chasing highs and occasionally, blowing themselves up. Of course, sometimes, blowing up is the point, whether they're a stunt driver in Hollywood or an elaborate con-artist keen on faking deaths.

Others come to vehicles not for the thrill but for the beauty – they could be eccentric collectors spending their fabulous wealth to master their one true passion, or poor-as-dirt mechanics who could never afford the machines they keep running. They might even be crazed inventors, building whole new ways of transportation. At the other end of the spectrum, they could just be simple workaday truckers, keeping America



in business and making a few bucks at the same time. Wherever they come from, they all share a passion, and they know their own. You can spot them in a crowd, because they won't be in one – they'll be off by themselves by the vehicles, lost in a dream world or possibilities and potentialities.

Mechanical Options for Wheelmen

Attributes

AGILITY is definitely your most important Attribute, but it's not enough on its own. A good Wheelman will also need **ALERTNESS** to see the hazards as soon as possible and react in time. **INTELLIGENCE** will be vital for making repairs should you fail to react in time. You might also need **STRENGTH** to pull the wheel around hard enough to roll the sucker, or **VITALITY** for driving all through the night.



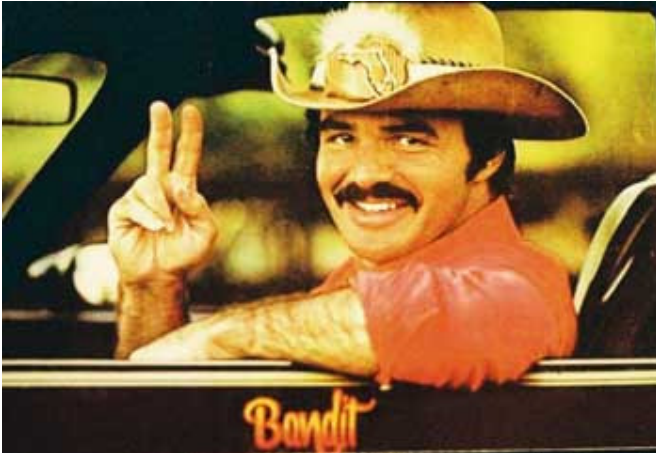
Secondary Roles

Wheelman is a defining trait – they have their own little world and they inhabit it fully. Their secondary role therefore reflects their style and flair, and how they put their driving skills to use.

The Aficionado: The **WHEELMAN d10/GRIFTER d8** knows that nothing says more about a man than the car he drives, and being a perfectionist, makes sure he has exactly the right car for every play. Pull up in the right car and you can walk into anywhere, or get anyone to step inside. Likewise, if you wear the right thing (like a red jacket and a valet badge) you can get the right car. *Suggested Talents:* Parked Out Front, Chewing the Scenery

The Scrounger: The **WHEELMAN d10/HACKER d8** can get you any kind of car you like, or anything else that comes with, on, near or in a car. Everyone knows that things occasionally fall off the back of trucks, and this guy just happens to drive the truck itself. And he owns the warehouse, and all the parking permits. *Suggested Talents:* We Switched In the Car, Do You Have That Thing I Gave You





The Road Warrior: A vehicle is not just a means of transportation, but a very big and powerful weapon, one that few know how to use properly. The [WHEELMAN d10/HITTER d8](#) does know how. He can run a guy off the road without his own car even taking a scratch. Side-swiping, ramming, fishtails and bootlegs – it's a martial art all of its own. And it works against people, too, although non-lethal takedowns are harder. *Suggested Talents:* Ram-Raider, Burn But Not Crash

The Transporter: The [WHEELMAN d10/MASTERMIND d8](#) takes detail and planning to a whole new level. He doesn't just get you there, he can get you there exactly on time, to the nearest millisecond, regardless of traffic or anything else. Assuming you haven't lied about how much you weigh. Then you will be switched to a second car, with untraceable plates and tires, to further discourage pursuit. *Suggested Talents:* I Know A Short-Cut, Need A Ride?

The Getaway Driver: When you have speed, you don't need finesse, and a Wheelman always has speed. So why not take what you need and be gone in sixty seconds? That's the attitude of the [WHEELMAN d10/THIEF d8](#). Drive in, grab the money, drive away, shake off any tails you might attract with all the hub-bub. It's not rocket science – although a rocket on the roof is never a bad idea. *Suggested Talents:* Lose 'Em On the Turn, Stunt Driver

The Hot Rod: Power is the ultimate aphrodisiac, and there is nothing more potent than a fast car. Men tremble. Women swoon. At high enough speeds, all inhibitions are abandoned, all concerns forgotten. More contracts are signed and deals made in the backseat of a car than anywhere else. And the [GRIFTER d10/WHEELMAN d8](#) knows this. *Suggested Talents:* Speed Demon, How YOU Doin'?



The Rigger: To you, it's a car. To the [HACKER d10/WHEELMAN d8](#), it's a mobile weapons platform. Sure, in the information age you can hack anything from everywhere with a handheld, but everything leaves a trace. So the smart hacker keeps mobile – and keeps his mobile home pimped out. Just because you're in the back of a truck doesn't mean it can't look like the Situation Room. You think Air Force One skimps because they're in the air? Hell no. *Suggested Talents:* We Switched In the Car, Shut Down All the Garbage Mashers On the Detention Level



The Gunner: The **HITTER d10/WHEELMAN d8** fights better when he's moving at high speeds. He can pull off a sniper shot while whistling past the target at a hundred miles an hour, or pop full-auto out the back windscreen in mid-town traffic, all while keep one hand on the wheel. Heavy weapons tend to be his forte, but if it comes to hand to hand, nothing helps add power to your first strike quite like leaping on the guy from a speeding car. *Suggested Talents:* Ram-Raider, Only Suckers Fight Fair

The Jet-Setter: The **MASTERMIND d10/WHEELMAN d8** agrees with the Rigger – things go better when you're on the move. It makes you harder to find, harder to anticipate and quicker to adapt. Sure, it makes it harder for clients to find you as well, but you can always find them. And yes, your plans tend to involve cars, but all the best plans do. *Suggested Talents:* Need a Ride?, Parked Out Front

The Train Robber: Some people like to steal things while hanging from the ceiling by fifty foot of rope. Others, like the **THIEF d10/WHEELMAN d8** prefer to do it while surfing on the roof of a speeding car. Or train. Or helicopter. It's a style thing. The best thing about this method, of course, is your getaway is right there with you, and they almost never check inventory in transit. *Suggested Talents:* Stunt Driver, Aerialist

Wheelman Talents

Burn, but Not Crash

Yes, the engine's smoking, the front wheels are gone and the roof is on fire, but those are just minor details.

Role: Wheelman

Activation: You are driving a vehicle that has taken damage. Spent a Plot Point for additional effect.

Effect: Add a d8 to any roll made under those circumstances. Also, spending a Plot Point nullifies any Complications related to the vehicle damage for the duration of the scene.



I Know A Shortcut

The main job of the Wheelman is getting everyone where they need to be, when they need to be there. If this means going through the wall, so be it.

Role: Wheelman

Activation: Spend a Plot Point to activate this Talent.

Effect: You and any number of others can join a scene they weren't already in, wherever that scene might be. One of you can add a d6 to the first roll they make when they arrive.

Lose 'Em On The Turn

Not many can keep up with you when you're cutting and weaving this fast.

Role: Wheelman

Activation: You're engaged in a Chase or Race Action, you're outnumbered and the Fixer gives you an Opportunity.

Effect: Remove one of the dice the Fixer gains for outnumbering you.

Need a Ride?

The cavalry, the white knight, the life raft – ever noticed how often rescues and vehicles go together? There's a reason for that.

Role: Wheelman

Activation: Someone in your crew has just Given In in a Contested Action so they can fall back. You must also spend a Plot Point to activate this Talent.

Effect: Thanks to your timely arrival, they can leave the scene before the final "blow" lands, thus avoiding taking a d6 Complication.



Parked Out Front

It's not just about getting the car to the people, but the people to the car. Sometimes, this means parking in strange or unlikely places.

Role: Wheelman

Activation: Spend a Plot Point (but you do not need to be in the scene).

Effect: Gain an appropriate vehicle as an Asset, or give one to someone in the scene (no matter where they are), and step it up a level.

Ram-Raider

A vehicle is a gigantic tank of explosive fluid combined with an easy delivery system. And the front is very hard. Either way, it makes a statement when you throw it at somebody.

Role: Wheelman

Activation: You are making a Contested Action and **WHEELMAN** is not a die you are roll. You must also have a vehicle Asset (or spend a Plot Point to get one).

Effect: Step down the Asset by one level to add **WHEELMAN** to your roll and include a third die. If the Asset was already d6, remove it.



Speed Demon

With the right machine, you can outrun the devil himself.

Role: Wheelman

Activation: You're Engaged in a Chase or Race.

Effect: Add an extra d6 to your roll. Unless it's a straight out drag race of nothing but pure speed, in which case make it a d8.

Stunt Driver

You'd have to be crazy to attempt what you're about to do with a moving vehicle. Crazy – or an *artist*.

Role: Wheelman

Activation: You're attempting some kind of ridiculous stunt with a vehicle, and **WHEELMAN** is one of the dice you roll.

Effect: If you wish, you may add d10 to your roll, but include a d4 as well.

We Switched In The Car

When you have a whole car or truck in a job, pulling out the right thing at the right time gets a whole lot easier. It's also easier to do it out of sight of others.

Role: Wheelman

Activation: You're triggering an Establishing Flashback on your own. You must spend the Plot Point as usual.

Effect: It automatically succeeds without rolling dice, and you may step up the Asset a level.

Adding Wheelmen to the Game

Adding the Wheelman Role to your game is straightforward. During the Recruitment Job, after assigning your Primary and Secondary Roles, you will then have two d4s and two d6s to assign during Spotlight Scenes. The new Role may of course be associated with various Specialties. The obvious examples are types of vehicles – Cars, Trucks, Planes, Helicopters, but don't forget things like places (Off-Road, Downtown), moves (Bootlegger Turns, Shaking A Tail), styles (Two-Wheeled Madness, Ramming Speed) or goals (Not A Single Bump, Hello Ladies). Remember also that being a Wheelman means you're all about movement, even if it doesn't involve wheels. So your Speciality could be as exotic as My Trusty Train of Camels or Tunnel Under Anything.



The Drive Action

Generally, in *Leverage* we assume the Crew can get wherever they need to go as fast as they need to get there. Once you add the Wheelman Role, however, this is no longer a given (otherwise Wheelmen have almost nothing to do). When time is a huge factor, you'll want to use a Timed Action, during Chases you'll use a Contested Action (see below). Other times, you'll just want to see how the transportation goes in general. If they don't know where they're going precisely, this can represent finding the place; if they do know, this can represent finding the best way there. Obviously you don't want to roll this for driving to the shops to buy a new dress for the Grifter; only use it when it matters. The start of a Job is a good time, as it's usually the Wheelman's task to get everyone in the right spot at the right time without anyone being noticed. You can also use it when one character wants to join the others after taking care of another matter, or when it's logical that certain characters would meet up again, but nothing has been explicitly planned.

Like a Notice roll, the Fixer rolls to set the stakes, usually 2d6 unless other factors are in play. Like the Notice and the Face action, if you succeed on the roll, you may bank an Asset reflecting your timely, impressive or stealthy arrival. If you fail, you still arrive, and approximately on time, but not so as to gain any particular advantage. If you roll a Complication, then you may still arrive on time, but there's trouble waiting as a result. Alternatively, you arrive in an untimely or disorganised fashion, and gain a Complication relating to that.

Example

In *The Beantown Bailout Job*, Eliot's cover gets blown and he's about to get executed by the Mark. Although there has been no direct plan for Sophie to show up, she does so, just in time to save Eliot. In a show with more cars, that would be a perfect time for a Drive roll.

The more astute among you may have realised that the Drive roll makes the Johnny On the Spot Talent less useful. As a result, Fixers may choose to remove the Johnny on the Spot Talent from the game. Removing it will also have the effect of making the Wheelman in the group more important. It may be replaced with the slightly more powerful I Know A Shortcut Talent (see above).

Example

The *Leverage* Crew don't have a Wheelman but occasionally act like they do. In *The Second David Job*, the Crew all try to steal the David themselves, and get into a lot of trouble. Wanting to help out, Nate makes an **INTELLIGENCE + WHEELMAN** roll and beats the Fixer's roll. He gains the Asset **PULLING UP OUT FRONT d6**. Seeing the group really needs help, he spends a Plot Point to step it up to a d8. The group gratefully add the Asset to their rolls to outrun the guards.



Car Fu: Chases, Races and Chicken

There are typically three types of dramatic movement involving vehicles. We'll deal with them one by one. If the first two are happening on foot, you might want to use Thief or Hitter, but for anything else, this is the Wheelman's territory. You can even use Wheelman for footchases, as being a Wheelman involves shortcuts and aggressive techniques that are useful even without a car. If games of Chicken happen without a vehicle, things have become very strange, and is probably more a scenario for the Hitter.

Chases

A chase is any situation where one party wants to catch the other, and the other party wants to not be caught. Yeah. You knew that. Chases are just another Contested Action, and work exactly like a Fight Action. Whoever starts running first gets to set the stakes. As soon as somebody is unable to raise the stakes or is Taken Out, the chase is over and the loser is at the mercy of their opponent. If the winner was the chaser, he catches the chase-ee and runs his vehicle down (or off the road into a fiery explosion). If the winner was the chase-ee, he zooms off out of sight.

You can Give In during a chase as well, taking the Complication in exchange for walking away. Note that if you are the chaser, you cannot simply stop chasing the guy. That would be too easy and dull. You have to stop for a reason, and that means taking a Complication.

This raises the question: why Give In when you could just fail the roll and let them get away? The answer is to remember that the chase-ee doesn't just get away if he wins, he has control over the fate of his pursuer. That could mean being flagged down by the cops, or having your car run out of gas, or careen off the road into another fiery explosion. The chase-ee could even wait for the chaser to spin out on a turn, jump out, grab the chaser and take him with them. All of which are worse than a d6 Complication. Most importantly, the chaser is out of action for the rest of the scene, if not longer, which is also worse than a Complication.



Chase-ees can Give In to get away, of course, but they might also want to Give In for other reasons. For example, it might be more profitable to move the chase further along the road so that the bad guy drives right past the cops looking for him. Or you might want to move to a place where you can set up a game of chicken, or switch to a better car, or have your friends run interference.

Example

“Chicago” Cassie, our Wheelman (or Wheelperson) is trying to get a key witness away from some murderous mobsters. She pulls the witness onto her motorcycle and speeds away, rolling her **WHEELMAN d10 + AGILITY d10** to start the chase, getting a 9 and a 5, 14. The mobsters roll **FIERCELY LOYAL d10 MOB SOLDIERS d8** and get 8 and 8 raising the stakes to 16. Cassie doesn’t think she can beat that so she decides to take a Complication and go play some chicken. She decides the bad guys fire off a few shots and now **CASSIE IS BLEEDING d6**. She asks the Fixer what’s ahead and he says the railway tracks, and Cassie gets an idea...

Ganging up also works the same way in Chases – it’s much easier for two cars to cut off one. This is even true when you’re trying to get away – two cars are much harder to follow. Even if the chaser tries to focus on just one, the second car can run interference. And yes, scaling up effects all those dice: if multiple cars are chasing one person on foot, they get to add extra dice for each extra car, and include extra dice for being much faster.

Example

In *The Future Job*, Eliot is distracted by some thugs allowing a van to pull up and grab Dalton Rand. The thugs drive off in their own car. He tries to give chase down the street, and the Fixer agrees that running down enemies is definitely part of Eliot’s Hitter idiom, so he can use that instead of Wheelman. Since the bad guys drove off first, they set the stakes rolling **GREEDY d8 BANK ROBBERS d8**, stepping up the latter to 2d8 because of the second van. The Fixer rolls a 5, 5 and 8, and includes all three dice because the cars are much faster than Eliot on foot, getting a total of 18. Even with a Hitter of d10 and a Strength of d10, Eliot has little chance of making that roll. Rather than roll and fail, Eliot Gives In and takes **NO IDEA WHERE THEY WENT d6** as a result.

Races

A race is any time when somebody needs to get somewhere quickly and there’s some other party who wants to either get there just as quickly, or slow down their opponent’s arrival. To put it another way, sometimes you don’t want to win a race, just make sure the other guy takes forever.

Races are Timed Actions. The Fixer determines how much time you have and the opposition you face. If you complete the race with zero beats left you have a choice between getting their on time or not being noticed. As in, sure, you made it into the wedding ceremony in time to shout “Objection!” but on the other hand, everyone saw you break about a hundred laws by parking a tank in the foyer.



As with normal Timed Actions, the rest of the group can help, be that by causing delays at the destination or running interference on the road.

Example

In *The Lost Heir Job*, everyone needs to get back to the courthouse as promptly as possible. The Fixer has Nate make a simple Drive Action to stop the case being thrown out, giving Eliot and Parker the spotlight as they try to dodge the cops to get the evidence to Nate in time. Unfortunately they run out of Beats and the Fixer says that if they want to get there now, Eliot will have to punch his way through a whole line of innocent cops. Nate tells Eliot he has another idea instead.

Chicken

Chicken is the art of being crazier than the other guy. As such, it takes many forms. At it's most simple, it's driving as fast as you can straight at the other guy who is driving as fast as he can at you. However, you can also try to drive as close as possible to a threat or hazard, such as the edge of a cliff or a wall, or try to reach higher and higher speeds, perform more and more dangerous manouevers or try and leave less and less time to perform a necessary escape move. Players should use their imaginations and come up with whatever elaborate versions their twisted minds may find – they all use the same rules.



Anyone involved in a Chase can instigate a game of Chicken, even if they are the pursuer – they are using the game of Chicken to undo that status somehow. (eg The target is getting away so the pursuer starts driving on the pavement, closer and closer to buildings. Unless the target does likewise, they will be caught.)



Whoever instigates the game of Chicken begins by setting the stakes. This is a number of d6s. The other participant(s) in the game may then respond to those stakes. If they fail to meet or exceed the current stakes, they Chicken Out (see below). If they do meet or exceed the stakes, then the others have a chance to meet or exceed once again. Continue until everyone has either Chickened Out, or met the stakes.

Then everyone who has not Chickened Out rolls their dice. This is done just like a normal Basic Action, using Wheelman and an appropriate Attribute, plus any appropriate Assets and Complications. In addition, each participant also rolls all the d6s they wagered for playing Chicken. To determine the final total, include two (or more, if permitted) from the original pool, plus include the highest die from the Chicken dice. Whoever started the game of Chicken is considered to have set the stakes, so the others must exceed that roll to win.



You also gain all Complications you roll from your Chicken dice – but you don't get Plot Points for them (although you can get Plot Points if the Fixer decides to buy other dice in your roll). In short, more dice means you're more likely to get a big bonus, but more likely to take lots of damage. Whoever wins determines the result of the game, whether that is catching up or getting away. If everybody besides you Chickens Out, you automatically win and do not need to roll your Basic Action. However, you must still roll the Chicken dice you wagered! No winning without actually taking the risk.

Example

Chicago Cassie slams her motorbike into top gear and heads towards the level crossing. Once she gets there, however, she turns drives along parallel to the lines. She tells the Fixer she's going to wait until the last moment before cutting in front of the speeding train, leaving the gangsters behind her no way of following. That's a game of Chicken, so Cassie kicks things off by wagering three dice – letting the train get pretty damn close. The Fixer decides that the mobsters will meet those odds, since they would be ridiculed if they were out manoeuvred by a girl. Cassie admires their guts but decides to take it to the next level, wagering five dice. That's too high for one car of bad guys – they pull away from the speeding train and punch the dashboard in frustration. The lead mafioso won't be intimidated however, and pours on the speed. Cassie likes a man as crazy as her, and goes for her dice.

Cassie rolls **WHEELMAN d10** + **AGILITY d10** and adds in her Distinction, Crazy, for another d8. She gets a 9, a 3 and a 2, for a total of 12. She then rolls her 5d6 and gets 1, 1, 3, 6, and 6 – making an 18. The bad guys roll **FIERCELY LOYAL d10 MOB SOLDIERS d8** and also get to add in the relevant Complication **CASSIE IS BLEEDING d6**. They get 7, 3 and 6, for a 13. They roll their 5d6 and get 2, 3, 4, 5 and 5 – bringing them up to 18. Cassie set the stakes so she wins. At the last possible second, she zooms across in front of the train. Her tail tries to follow, then realises he won't make it and desperately pulls the wheel the other way. The mobsters' car is tapped on the front by the train and flips, leaving the bad guys in a smouldering heap.

Example Continued

It's not all good for Cassie, however: she has two new Complications to deal with. She decides that the move was so desperate she had to pull the bike level with the ground to control the spin, and burned through her leather pants and five layers of skin as a result. She raises it to **CASSIE IS BLEEDING d10** and points the bike back to the headquarters, hoping she won't have to make any more rolls before she can lie down and call an ambulance.

Note that you can't Gang Up in a game of Chicken – it's every man for himself. Note also that if you start a game of Chicken and nobody joins, you in effect gain a free d6 Asset. That's intentional: it is balanced by the fact that your opponents can get the same if they want, and the Fixer can get a Complication from it for free.

Sample Wheelmen

“CHICAGO” CASSIE

Plot Points: 1

“I can't promise I can fix it, just that I can keep it moving”

Roles

Grifter	d4	Agility	d10
Hacker	d8	Alertness	d8
Hitter	d6	Intelligence	d8
Mastermind	d4	Strength	d8
Thief	d6	Vitality	d6
Wheelman	d10	Willpower	d8

Attributes



Specialities: Four Wheels Good, Two Wheels Better (Wheelman), Goddess of the Shifting Spanner (Hacker)

Distinctions: Crazy, Grease-Stained, Not Actually From Chicago

Talents: Burn but Not Crash, Ram-Raider

MIKE RATZENBERGER

Plot Points: 1

“Real life is just a really long pit-stop”

Roles

Grifter	d6	Agility	d10
Hacker	d6	Alertness	d10
Hitter	d8	Intelligence	d6
Mastermind	d4	Strength	d8
Thief	d4	Vitality	d8
Wheelman	d10	Willpower	d6

Attributes



Specialities: Pole Position (Wheelman), Bar Brawling (Hitter)

Distinctions: Danger Addict, Egomaniac, Racetrack Celebrity

Talents: Speed Demon, Stunt Driver