

Dime ADVENTURES



READY-MADE HEROES

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Tab Creations



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INTRODUCTION

Presented in this supplement are thirteen ready-made player characters, complete with motivations, histories, stats, equipment and experiences. All thirteen follow the character creation rules for starting characters, and all are perfect to use in a quick *Dime Adventures* one-shot or even a full-length campaign.

The default assumption is that these heroes are all members of the secretive Vigilance Society. This organization is a secret society of heroes and legacy members, sworn to guard the world against the return of the dread sorcerer Hairbus and other threats. It is described in full on the following page.

Name	Background	High Stat	Low Stat	Description
Bopha Saroeung	Industrialist	Chr	Det	Industrialist whose made her fortune and who now looks for excitement.
David Sundown	Adventurer	Per	Dex	Adventurer-missionary who is out to help those in need and spread the word.
Dr. Nikolai Dragoslav	Doctor	Dex	Str	Ex-criminal and rebel doctor who has fallen into the life of adventuring.
Dr. William Blake	Academic	Int	Per	A traveling anthropologist and adventurer who pretends to be a medical doctor.
Gernot Kistler	Partisan	Dex	Chr	An ex-military officer who has made friends across Africa.
Jutta the Mountain Woman	Survivalist	Det	Chr	Rugged survivalist who is out to help the little folk crushed in the name of wealth.
“Madeline” Lemaire	Gentry	Dex	Str	Dying noblewoman who wants to experience the thrill of adventure.
Maximilian Steiner	Survivalist	End	Int	Famed explorer whose exploits have led to many bitter rivalries.
Milandre Two Rivers	Combat Medic	Per	Chr	A trained doctor from a secretive valley hidden in the Ozark mountains.
Moraika	Grunt	Str	Spd	Low-born porter turned stalwart hero, with a deep sense of right and wrong.
Nofoto Hangala	Investigator	Int	End	Brilliant investigator whose experiences in different cultures give her rare insights.
Oswald Fuchs	Pilot	Spd	Chr	A thrill-seeker and ex-policeman turned ace driver and pilot.
Sir Ruprecht von Dusseldorf	Mystic	Det	Str	Minor nobleman whose studies of the occult have led him far and wide.

THE VIGILANCE SOCIETY

The Vigilance Society is a secretive organization of adventurers, heroes, contacts and legacy members, all sworn to protect the world from the third return of Hairbus, a powerful and ambitious sorcerer-chieftain who has twice before threatened Arth.

According to the internal legends of the Vigilance Society, Hairbus was a powerful chieftain in the Maghreb, perhaps a Berber or even one of the earlier Bafour peoples. Whatever his origin, he dabbled in the sorcerous arts, summoning, binding and forcing a boon from the dead vegetation god, Eshmun-Adonis. This boon granted him a cyclical form of immortality. He would rise, he would die and one day he would rise and try to gain power again.

They say that Hairbus first lived during the founding of Carthage. When he attempted to use the political machinations of the Carthaginians to force his marriage to Dido, rather than marry him, she committed suicide by stabbing herself with a sword and then by throwing herself onto a burning pyre.

The next confirmed rise of Hairbus was in the 1100's, during the Zirid dynasty. This time Hairbus' sorcerous influence, as a power behind the throne, expanded even further, ranging from Morocco to Egypt. It was only when the Zirids abandoned Shiism and the Egyptian Fatimids sent the Banu Hilal tribe to conquer them as punishment, did Hairbus' grasp begin to crumble.

It was during this second rise to power that the Vigilance Society was founded. As the Banu Hilal fought the Zirids, internal resis-

tance within the dynasty's halls of power began to act against Hairbus. This resistance was led by Masa Azimi, a descendent of the legendary Berber warrior-queen, Daya Ult Yenfaq Tajrawt. It is only through secretive action and some sorcerous might of their own that Masa's allies were able to strike down Hairbus, bringing an end to his most recent reign.

In the aftermath of this conflict, Masa organized her fellow conspirators into a secret society, dedicated to being vigilant for Hairbus' next return, and protecting the world when it happens. This organization would grow into the Vigilance Society.

In the intervening centuries the Society expanded. As trade grew and invasions came and went, its membership spread well beyond the North Africa. Today its members are found throughout the world, although its headquarters remain in Carthage.

As it has been centuries since the dreaded sorcerer-chieftain was last reborn, the purview of the Society has also grown. Today it protects the world not only from the future coming of Hairbus, but also from any other sorcerous menace that might threaten the world. The Society has access to a great deal of expertise and mystic knowledge accumulated over the centuries.

USING THE VIGILANCE SOCIETY

The GM can use the Vigilance Society in a variety of ways, the most obvious of which is as a patron for player characters. In this capacity, the society is an ample source of rumors, plot hooks, contacts and material support. It is also a good excuse for player characters to get involved foiling sorcerous villains throughout the world.

Players who want their character to be a member of the Vigilance Society, with the GM's permission, can do so simply by declaring it at character creation. Players who want to be particularly well connected in the society might want to take the Network trait to represent this.

ADVENTURE HOOKS

Below are a variety of adventure hooks that tie into various characters' backgrounds and motivations.

- Jutta encounters a classified ad hiring thugs, which was posted by Jacques Terror, the logging and mining magnate who was responsible for driving her off her mountain. Now she must stop him before he can despoil yet another pristine wilderness.
- David is invited to sermonize in a small village in the Balkans. Little does he know that this is a trap. A group of vampires there plan to capture him and build up a resistance to holy objects through low-level exposure to his holy symbols and words.
- Milandre learns that the villain, Lord Zane Wandler, plans to invade Blessings Valley in an effort to steal medical secrets from its people. Now she must thwart the villain's attempt to invade her valley and ensure that it remains protected for good.
- Oswald gets an exclusive offer to test pilot an experimental high-altitude airplane. However, when he jumps at the opportunity and pilots the plane into the sky, the entire aircraft is abducted by aliens who seek to understand humanity's new aerial capabilities.
- Gernot is contacted by a messenger who claims to have known him during his period of amnesia. Apparently, in that time, Gernot lifted a curse from the Lost City of Kalahari, but now the curse is back and only he can remove it again.
- The monstrous beast that killed Madeline's previous expedition has finally been tracked down to a remote corner of Great Fulo, where it's been terrorizing the local trade routes. Now she has a second shot at finally killing the monster one and for all.
- Nikolai's past criminal connections come back to haunt him when he receives a mysterious package. Inside it is a crystal globe and instructions to keep it safe—that someone will be looking for it. Will Nikolai do as instructed or will he wash his hands of this entirely?
- When Maximilian is put in charge with a new expedition, his enemy, Adrien de Gerlache, gets a similar contract to explore the same location. Now the two must compete yet again in order to see who will be the first to claim credit for exploring the region.
- A book from Ruprecht's former library is found for sale at a local shop. Is this a sign that his ex-wife is in the area? It turns out that local people saw her weeks ago, but then she went to a nearby abandoned mental asylum and never returned...
- Doctor Blake's arch-nemesis, Lord Wilburbottom, has hired a crack bounty hunter to track him down and bring the adventurer back alive. To make matters worse, this bounty hunter isn't exactly human—he's a Hitch'nyv exile who has been infected with vampirism!
- When the pirate king, Ropata Tua, seizes a ship filled with some of Bopha's most expensive investments, she must track down the nefarious pirate fleet and take back the precious cargo from its piratical captors.

BOPHA SAROEUNG

Creed “I am always looking for my next big challenge.”

Idiosyncrasy Always has a witty retort.

Background Industrialist

Str 4, **Dex** 4, **Spd** 5, **End** 6, **Int** 6, **Per** 5, **Chr** 7 (5 exp), **Det** 4 (1 exp)

Defense 7/14, **Willpower** 8/17, **DR** 0, **HP** 10, **Wealth** 5, **Lifestyle** 9, **Moxie** 5

Skills: Athletics 1, Crafts 3, Deception 2, Empathy 3, Guns 3, Lib-Arts 1, Mechanics 1, Naturalist 2, Persuade 3, Science 1, Socialize 3, Streetwise 1, Vehicles 1

Pistol: +5♥ vs. Defense (♠10/♥7/♦5/♣2). Range 2, Reload 2, Shots 8.

Cutting Remark: By making a witty remark, one-liner or other appropriate exclamation when making an attack, Bopha receives a +2 bonus. The player has to actually come up with this remark and say it out loud. The GM is the final judge of whether the remark qualifies. The same remark may not be reused in the same session. Because of this, GMs are encouraged to be lenient when judging remarks.

Jack of All Trades: When playing a Moxie from hand for a flip, Bopha may substitute an Intelligence flip for any Intelligence-based flip with a skill.

Network: Bopha has an extensive network of industry contacts. During downtime she may spend a Moxie to treat either her Wealth or Lifestyle as being equal to her Charisma when making a purchase.

Languages: English, Khmer

Equipment: Backpack (Container 5), Hat, Pistol (Conceal), Spare Clothes, Suit, Travel Documents

Bopha grew up in a small village a few day’s travel from Angkor, the Khmer capital. Her parents were woodspeople, who drew their livelihood from harvesting wood and other goods from the surrounding forest.

Bopha always had a keen sense for numbers and bartering. It wasn’t long before her parents started sending her to the city to trade the goods they had gathered for money.

While in Angkor one visit, Bopha learned that the Khmer regime planned to build up their military airship force. Sensing opportunity, Bopha took the money she had earned, and started buying on the cheap the raw goods necessary to build airships. Pretty soon, as the Khmer began to build ships and the demand skyrocketed. She sold her stock for a great profit. With this money, she invested in the means of manufacturing other airship parts, and before long she was quite wealthy, indeed.

But Bopha didn’t hoard her newfound wealth. She freely spent it, helping out others in her small village, and investing in new opportunities.

No longer needing to work day-to-day, Bopha started to travel throughout the empire, experiencing the thrills that the vast country had to offer. Once these were exhausted, she began to look to foreign lands.

Bopha is always looking for the next big challenge to overcome, and for new means of excitement. She’s climbed mountains just to prove she can, sailed treacherous waters, competed in Go tournaments and helped fly airships. Bopha is charming when she wants to be and has an exceedingly quick wit. This has won her many friends, but it has also earned a fair share of envy and those with injured pride.

More than anything, Bopha is always looking to the future.

Strength: 4 ♠

Dexterity: 4 ♥

Speed: 5 ♦

Endurance: 6 ♣

Intelligence: 6 ♠

Perception: 5 ♥

Charisma: 7 ♦

Determination: 4 ♣

STATS

Dime ADVENTURES

Name: Bopha Saroeung

Background: Industrialist

Creed: "Looking for my next big challenge."

Idiosyncrasy: Always has a witty retort.

Equipment

Backpack, Hat, Pistol, Spare Clothes, Suit, Travel Documents

Traits

Cutting Remark (see page 173)

Jack of All Trades (see p. 168)

Network (see page 172)

Languages (English, Khmer)

Attacks

Arm	Attack	Damage
Pistol	+ 5	▲10 ♥7 ♦5 ♣2

Properties: Range 2, Reload 2, Shots 8

+ ▲ ♥ ♦ ♣

Properties:

+ ▲ ♥ ♦ ♣

Properties:

Defense

Armor DR Properties

Combat & Scores

Moxie: 5 Wealth: 5 Lifestyle: 9

Defense: 7 / 14 Willpower: 8 / 17

DR	Current HP	Max HP
0		10

Consequences

SKILLS

Animals Rank Empathy Rank 3

Athletics Rank 1 Guns Rank 3

Awareness Rank Investigate Rank

Crafts Rank 3 Lib-Arts Rank 1

Deception Rank 2 Mechanics Rank 1

Medicine Rank Science Rank 1

Melee Rank Socialize Rank 3

Naturalist Rank 2 Stealth Rank

Occult Rank Streetwise Rank 1

Persuade Rank 3 Tactics Rank

Thievery Rank

Vehicles Rank 1

Rank

Rank

Rank

DAVID SUNDOWN

Background Adventurer

Creed "I will bring the light of God to the darkest corners of the world!"

Idiosyncrasy Never goes anywhere without his dusty leather gloves.

Str 5, **Dex** 4 (1 exp), **Spd** 5, **End** 5, **Int** 5, **Per** 7, **Chr** 6, **Det** 6

Defense 8/16, **Willpower** 8/17, **DR** 1, **HP** 10, **Wealth** 6, **Lifestyle** 2, **Moxie** 5

Skills: Athletics 1 (running), Awareness 1 (hearing), Empathy 3, Guns 1, Investigate 1, Lib-Arts 3 (anthropology), Melee 1, Naturalist 2, Occult 2, Persuade 3, Socialize 2 (put at ease), Stealth 1

Staff: +3♥ vs. Defense (♠10/♥7/♦5/♣2).

Fearless: David is particularly stouthearted. Once on his turn every round, he may reduce any Fear consequence he possesses by a severity. This is considered a free Concentrate action.

Network: David is supported by an extensive missionary network. During downtime, he may spend a Moxie to treat either his Wealth or Lifestyle as being equal to his Charisma when making a purchase.

Disability (Pacifist): David refuses to take the life of another if at all avoidable. He will defend himself if attacked, but will run if he doesn't believe he can subdue his foe.

Languages: English

Equipment: Backpack (Container 5), Grappling Hook, Hat, Leather Jacket, Rope, Spare Clothes, Staff, Travel Documents

Born in McConnellsburg, PA in 1877, Rev. David Sundown is an Evangelical missionary with the Wesleyan Church. He was a perspicacious youth, seeming to intuitively grasp his education in the classical liberal arts, both quadrivium and trivium, but he excelled most in the latter.

Mr. Joseph Bond, the teacher in his one-room schoolhouse, quickly recognized young David's talent and worked hard with David's parents to keep him in school. The Sundown family was not wealthy and often needed his help on the farm, but they continued to send him whenever they could. This allowed David to continue studying and growing intellectually, eventually allowing him to attend Houghton College in New York, graduating with a BS in anthropology in 1899 with a minor in theology.

David believes he was called by God during his teen years to spread the Gospel around the world. He was ordained in the Wesleyan Church as soon as he graduated college and began working as a missionary. He has built a strong network to support his missionary work financially, and he keeps meticulous books, living without excess: the money is not his own, after all, but rather it is God's, entrusted to him to do God's work. He works hard, and always keeps his favorite leather gloves on him, in case heavy work comes up.

Faith in God is central in David's life, as a matter of course. He trusts God readily, giving him extraordinary resistance to fear. However, his love for God also drives a deep love of people, so he will *not* take a life if there is at all avoidable: one cannot share God's love with someone you are killing.

Strength: 5 ♠
 1/2 Exp
 Dexterity: 4 ♥
 1/2 Exp
 Speed: 5 ♦
 1/2 Exp
 Endurance: 5 ♣
 1/2 Exp

Intelligence: 5 ♠
 1/2 Exp
 Perception: 7 ♥
 1/2 Exp
 Charisma: 6 ♦
 1/2 Exp
 Determination: 6 ♣
 1/2 Exp

Name: David Sundown
Background: Adventurer
Creed: "I will bring the light of God!"
Idiosyncrasy: Never goes anywhere without his dusty leather gloves.
Equipment
 Backpack, Grappling Hook, Hat, Leather Jacket, Rope, Spare Clothes, Staff, Travel Documents

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Traits
 Fearless (see page 174)
 Network (see page 172)
 Disability (Pacifist)
 Languages (English)

Attacks

Arm	Attack	Damage
Staff	+ 3 ♠ 10 ♥ 7 ♦ 5 ♣ 2	
Properties:		
+ ♠ ♥ ♦ ♣		
Properties:		
+ ♠ ♥ ♦ ♣		
Properties:		

Defense

Armor	DR	Properties
Leather Jacket	1	

Combat & Scores

Moxie: 5 Wealth: 6 Lifestyle: 2
 Defense: 8 / 16 Willpower: 8 / 17

DR	Current HP	Max HP
1		10

Consequences

SKILLS

Skill	Rank	Skill	Rank
Animals		Empathy	R3
Athletics	R1k	Guns	R1k
Awareness	R1k	Investigate	R1k
Crafts		Lib-Arts	R3
		anthropology	
Deception		Mechanics	

Skill	Rank	Skill	Rank
Medicine		Science	
Melee	R1k	Socialize	R2k
		put at ease	
Naturalist	R2	Stealth	R1
Occult	R2	Streetwise	
Persuade	R3	Tactics	

Skill	Rank
Thievery	
Vehicles	

DOCTOR NIKOLAI DRAGOSLAV

Creed “Trust me. I’m a doctor.”

Idiosyncrasy Always sizing people up, both medically and as threat evaluation.

Background Doctor

Str 3, **Dex** 7, **Spd** 6, **End** 5, **Int** 6, **Per** 5, **Chr** 4, **Det** 4

Defense 9/18, **Willpower** 7/14, **DR** 0, **HP** 8, **Wealth** 5, **Lifestyle** 6, **Moxie** 5

Skills: Awareness 1, Empathy 3, Guns 1, Investigate 3, Lib-Arts 1, Medicine 4 (first aid), Science 2, Socialize 1, Stealth 2, Streetwise 2, Thievery 3

Revolver: +4♥ vs. Defense (♠10/♥7/♦5/♣2). Conceal, Range 2, Reload 2, Shots 6. Doesn’t jam on a critical failure.

Unarmed: +3♥ vs. Defense (♠4/♥2/♦1/♣1).

Status (Doctor): In a social situation, Nikolai may discard a card to call upon his status as a doctor to give him an advantage. This grants a +4 bonus to the action. This bonus may only be called upon in situations where the status would be relevant.

Jack of All Trades: Nikolai has a broad base of knowledge, and knows a little about everything. When playing a Moxie from hand for a flip, he may substitute an Intelligence flip for any Intelligence-based flip with a skill. For example, if he were making an Int/mechanics flip with a Moxie played from hand, she could substitute his full Intelligence in place of Int/mechanics.

Master Detective: Nikolai has an uncanny knack for finding things—especially things that others might have missed. Whenever he is investigating a scene, he may discard a Moxie to automatically find a number of clues or other hidden things up to his rank in the Investigate skill. If there are no clues or hidden things remaining to be found, the GM may refund the cost of invoking this trait, allowing the player to take back the card he just discarded.

Sneak Attack: Nikolai excels at making use of the shadows or misdirection to aid in his attacks. When successfully striking a foe who is unaware of his presence or who has not yet acted this combat, he may strike the target’s vitals, dealing damage one suit higher than normal.

Languages: English, Serbian

Equipment: Backpack (Container 5), Bedroll, Canteen, Clothes ×2, Cocaine, Lantern, Laudanum, Medical Toolkit, Revolver, Travel Documents, White Coat

Dr. Nikolai Dragoslav likes to think of himself as a generally good person, but he is not above making money in little ways that others might find shady. He is used to a bit of danger in his line of work. In general, he is loyal to those who have earned his respect.

Nikolai has done a lot of work as a doctor for the criminal Andrasi Syndicate, fixing those who get hurt on a job. He’s also done some side work for various Balkan underground resistance groups.

A year ago he ended up saving the life of Baron von Richter, an official of high standing. The Baron later told the tale of how Nikolai saved his life using a steak knife and some brandy. With this, his reputation as a doctor started to grow.

Recently, Baron von Richter has been putting Nikolai’s name forward for a variety of expeditions and other ventures. “Any man who can save my life with a steak knife has what it takes to handle anything that will come up,” he says. So Nikolai has found himself being sent further afield. This has brought him into contact with the Vigilance Society.

Strength: 3



Intelligence: 6



STATS

Dexterity: 7



Perception: 5



Speed: 6



Charisma: 4



Endurance: 5



Determination: 4



Dime ADVENTURES

Name: Dr. Nikolai Dragoslav

Background: Doctor

Creed: "Trust me. I'm a doctor."

Idiosyncrasy: Always sizing people up, both medically and as threat evaluation.

Equipment

Backpack, Bedroll, Canteen, Clothes x2, Cocaine, Lantern, Laudanum, Medical Toolkit, Revolver, Travel Documents, White Coat

Traits

Jack of All Trades (see p. 168)
Master Detective (see p. 170)
Status (Doctor) (see page 172)
Sneak Attack (see page 162)

Languages (English, Serbian)

Attacks

Arm	Attack	Damage
Revolver	+ 4 ♠ 10 ♥ 7 ♦ 5 ♣ 2	
Properties: Conceal, Range 2, Reload 2, Shots 6		
Unarmed	+ 3 ♠ 4 ♥ 2 ♦ 1 ♣ 1	
Properties:		
+ ♠ ♥ ♦ ♣		
Properties:		

Defense

Armor DR Properties

Combat & Scores

Moxie: 5 Wealth: 5 Lifestyle: 6

Defense: 9 / 18 Willpower: 7 / 14

DR	Current HP	Max HP
0		8

Consequences

SKILLS

Animals Rank Empathy Rank 3

Athletics Rank Guns Rank 1

Awareness Rank Investigate Rank 3

Crafts Rank Lib-Arts Rank 1

Deception Rank Mechanics Rank

Medicine Rank 4 Science Rank 2

first aid

Melee Rank Socialize Rank 1

Naturalist Rank Stealth Rank 2

Occult Rank Streetwise Rank 2

Persuade Rank Tactics Rank

Thievery Rank 3

Vehicles Rank

Rank

Rank

Rank

DOCTOR WILLIAM BLAKE

Creed “Human society is more complex than you might think.”

Idiosyncrasy Pretends to be a medical doctor.

Background Academic

Str 5, **Dex** 4, **Spd** 6, **End** 5, **Int** 7, **Per** 4 (1 exp), **Chr** 6, **Det** 5

Defense 7/14, **Willpower** 9/18, **DR** 0, **HP** 10, **Wealth** 5, **Lifestyle** 5, **Moxie** 5

Skills: Athletics 2, Deception 3, Empathy 1, Guns 3, Investigate 1, Lib-Arts 4 (anthropology), Medicine 2, Melee 2, Naturalist 1, Occult 1, Science 1, Stealth 1, Streetwise 1, Tactics 1

Shotgun: +5♥ vs. Defense (♠12/♥9/♦6/♣3). Hands 2, Range 3, Reload 2, Shots 5.

Jack of All Trades: When playing a Moxie from hand for a flip, Dr. Blake may substitute an Intelligence flip for any Intelligence-based flip with a skill.

Trickster: When Doctor Blake succeeds with the trick action in combat, the target increases her Stun consequence an extra severity—meaning two severities on a success and three on a critical success.

Complication (Enemy): Doctor William Blake’s longtime nemesis is the sinister Lord Wilburbottom. These two have been looking to thwart the plans of each other, ever since Doctor Blake stopped Wilburbottom’s attempt to carve out his own kingdom in the Amazon, some years ago.

Languages: English

Equipment: Backpack (Container 5), Blackboard, Book, Chalk, Glasses, Shotgun, Spare Clothes, Travel Documents

Doctor William Blake is an anthropologist by training, a world-trotting adventurer by inclination and a medical doctor by deception. Although he does not currently hold an academic position at any university, he does hold a doctorate and once was an adjunct professor at the College of William and Mary.

Doctor Blake is a tall man of mixed African-American descent. He keeps his hair cropped close to his skull, sports a thin mustache and has particularly piercing eyes. He is almost never seen without a suit—even when on the trail—although he rarely wears a suit’s coat and occasionally goes without a hat.

More than anything, Doctor Blake is motivated by a sense of curiosity about the human condition around the world, and a deep sense of right and wrong. When he travels to distant lands and meets the people there, he doesn’t just view them as scenery, he takes the time to try to communicate, make friends and get a sense of what life is like in whatever foreign land he’s visiting. This has left him with a broad insight into how societies work, and a circle of acquaintances, friends and contacts around the globe. Unfortunately, it has also gotten him into trouble more than once, when he’s socialized with people to whom those in power would rather not have him talking.

Doctor Blake is a quick study, and although his specialty is in anthropology, he considers himself something of a jack-of-all-trades. He dabbles in many fields.

Strength: 5



Intelligence: 7



STATS

$\frac{1}{2}$ Dexterity: 4



$\frac{1}{2}$ Perception: 4



$\frac{1}{2}$ Speed: 6



$\frac{1}{2}$ Charisma: 6



$\frac{1}{2}$ Endurance: 5



$\frac{1}{2}$ Determination: 5



Dime ADVENTURES

Name: Doctor William Blake

Background: Academic

Creed: "Human society is complex."

Idiosyncrasy: Pretends to be a medical doctor.

Equipment

Backpack, Blackboard, Book, Chalk, Glasses, Shotgun, Spare Clothes, Travel Documents

Traits

Jack of All Trades (see p. 168)
Trickster (see page 168)

Complication (Enemy)
Lord Wilburbottom

Languages (English)

Attacks

Arm	Attack	Damage
Shotgun	+ 5	▲12♥9♦6♣3

Properties: Hands 2, Range 3, Reload 2, Shots 5

Properties: + ▲ ♥ ♦ ♣

Properties: + ▲ ♥ ♦ ♣

Defense

Armor DR Properties

Combat & Scores

Moxie: 5 Wealth: 5 Lifestyle: 5
Defense: 7 / 14 Willpower: 9 / 18

DR	Current HP	Max HP
0		10

Consequences

SKILLS

Animals Rank Empathy Rank 1

Athletics Rank 2 Guns Rank 3

Awareness Rank Investigate Rank 1

Crafts Rank Lib-Arts Rank 4
anthropology

Deception Rank 3 Mechanics Rank

Medicine Rank 2 Science Rank 1

Melee Rank 2 Socialize Rank

Naturalist Rank 1 Stealth Rank 1

Occult Rank 1 Streetwise Rank 1

Persuade Rank Tactics Rank 1

Thievery Rank

Vehicles Rank

Rank

Rank

Rank

GERNOT KISTLER

Creed “Plan to protect those you care about.”

Idiosyncrasy Disappears on his own at strange times.

Background Partisan

Str 6, **Dex** 7, **Spd** 5, **End** 6, **Int** 4, **Per** 5, **Chr** 3, **Det** 5

Defense 8/17, **Willpower** 6/12, **DR** 2, **HP** 12, **Wealth** 5, **Lifestyle** 2, **Moxie** 5

Skills: Athletics 2 (climbing), Awareness 3 (ambushes), Crafts 1, Deception 1, Guns 2 (rifles), Mechanics 1, Melee 3 (grappling), Naturalist 1, Occult 2, Stealth 3 (forests), Tactics 1

Knife: +6♥ vs. Defense (♠11/♥8/♦6/♣3). Conceal.

Rifle: +6♥ vs. Defense (♠14/♥10/♦7/♣3). Hands 2, Range 3, Reload 2, Shots 5.

Unarmed: +6♥ vs. Defense (♠11/♥8/♦6/♣3).

Danger Sense: Gernot almost has a sixth sense when it comes to being alert for danger. When he would normally be surprised at the beginning of combat, he does not suffer the usual reduced AP.

Iron Hide: Gernot is so tough that his very hide resists wounds. With this trait, he gains a +2 bonus to his DR (already figured into the number above).

Martial Arts: Gernot is particularly skilled at fighting unarmed. His unarmed damage is increased (already figured into the numbers above).

Disability (Amnesia): There is a period of Gernot's life that he simply cannot remember. He automatically fails all attempts to remember this part of his life.

Languages: English, German

Equipment: Backpack, Bedroll, Camouflage Clothing, Canteen, Clothes ×2, Knife, Lantern, Rifle, Survival Toolkit, Travel Documents

When Gernot Kistler was fifteen he enlisted in the Holy Roman military by lying about his age. He was promptly sent to the colonies in Africa, and there he would spend the next half of his life.

Togo was the first colony he was sent to, and the most developed. There were a lot of skirmishes and border wars. He learned to be a soldier in those pointless struggles, fighting over artificial borders and following orders he didn't understand until much later.

But things started to change for Gernot after an ill-fated excursion to the Kalahari desert. The plan was to scout the area for a possible colony. It was a disaster. Beyond disease and attacks by tribal guerrillas, most of his comrades were lost. He must have caught something. He doesn't remember much beyond the heat of both fever and sun, and he would have died out there if he hadn't stumbled into a strange walled city.

The people of the Lost City of Kalahari were survivors—those from the fallen civilizations and cities of the last few thousands years. They were lost Egyptian royal lines. They were those loyal to Rome whose settlements were razed by Carthage. They were the Aksumites who fled the Ethiopian Queen Gudit. They were wanderers and exiles who had no place else to go.

Eventually, though, Gernot had to leave. He met up with the remainder of his regiment, leading them out of the desert. He burned the map after committing it to memory. Someday he may return there.

Eventually he decided that he was on the wrong side. While he still felt loyal to his homeland, he also felt that its activities in Africa were misguided. He headed to the Imperial Congo and started offering his services to the Bulu, who were defending their villages against attack by the forces of the Dutch Congo. Despite being outnumbered 3 to 1, he stood with the Bulu against the attack and somehow came out alive.

This battle was the final straw for Gernot. Shortly afterward he said goodbye to his Bulu friends, and left the continent to seek his future elsewhere.

Strength: 6



Intelligence: 4



STATS

Dexterity: 7



Perception: 5



Speed: 5



Charisma: 3



Endurance: 6



Determination: 5



Dime ADVENTURES

Name: Gernot Kistler

Background: Partisan

Cred: Plan to protect those you care about.

Idiosyncrasy: Disappears on his own at strange times.

Equipment

Backpack, Bedroll, Camouflage Clothing, Canteen, Clothes x2, Knife, Lantern, Rifle, Survival Toolkit, Travel Documents

Traits

Danger Sense (see page 170)

Iron Hide (see page 166)

Martial Arts (see page 162)

Disability (Amnesia)

Languages (English, German)

Attacks

Arm	Attack	Damage
Knife	+ 6	▲11 ♥8 ♦6 ♣3

Properties: Conceal

Rifle	+ 6	▲14 ♥10 ♦7 ♣3
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Properties: Hands 2, Range 3, Reload 2, Shots 5.

Unarmed	+ 6	▲11 ♥8 ♦6 ♣3
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Properties:

Defense

Armor DR Properties

Combat & Scores

Moxie: 5 Wealth: 5 Lifestyle: 2
Defense: 8 / 17 Willpower: 6 / 12

DR	Current HP	Max HP
2		12

Consequences

SKILLS

Animals Rank Empathy Rank

Athletics Rank 2 Guns Rank 2
climbing rifles

Awareness Rank 3 Investigate Rank
ambushes

Crafts Rank 1 Lib-Arts Rank

Deception Rank 1 Mechanics Rank 1

Medicine Rank Science Rank

Melee Rank 3 Socialize Rank
grappling

Naturalist Rank 1 Stealth Rank 3
forests

Occult Rank 2 Streetwise Rank

Persuade Rank Tactics Rank 1

Thievery Rank

Vehicles Rank

Rank

Rank

Rank

JUTTA THE MOUNTAIN WOMAN

Background Survivalist

Creed “I’m out to help the little folk who get crushed in the name of civilization.”

Idiosyncrasy Dislikes mining, and especially large mining interests.

Str 6, **Dex** 5, **Spd** 5, **End** 6, **Int** 4, **Per** 5, **Chr** 3, **Det** 7

Defense 7/15, **Willpower** 7/14, **DR** 0, **HP** 18, **Wealth** 5, **Lifestyle** 2, **Moxie** 5

Skills: Animals 1, Athletics 2 (throwing), Awareness 2 (mountains), Crafts 3 (woodworking), Guns 1, Mechanics 1, Medicine 1, Melee 2 (axe), Naturalist 3 (mountains), Stealth 3 (mountains)

Axe: +5♥ vs. Defense (♠11/♥8/♦6/♣3). Can be used in melee or thrown.

Danger Sense: Jutta almost has a sixth sense when it comes to being alert for danger. When she would normally be surprised at the beginning of combat she does not suffer the usual reduced AP.

Iron Will: Jutta has a disciplined mind that is hard to break. With this trait, when calculating her Willpower score, she may treat her Determination as if it were two higher than it is. This should increase her Willpower score by +1/+2, respectively (already figured above).

Knockdown: Knowing how to knock an enemy off her feet is something Jutta has mastered. When making an attack whose damage is a function of Strength, she may spend an extra AP to invoke this trait. If the attack hits, the target’s Prone consequence increases a severity, or two severities on a critical hit.

Toughness: Jutta is especially resilient, staying up despite wounds that may fell a lesser individual. When calculating her maximum HP, add her Endurance as a bonus to the total amount (already figured above).

Languages: English, Inuit

Equipment: Axe (“the Lore Axe”), Backpack (Container 5), Bedroll, Canteen, Clothing (two spare changes), Knife (Conceal), Lantern with Oil and Matches, Snare, Survival Toolkit, Tent

Jutta is a mountain woman from the far north. She’s always lived in the wilds, being born to a Finnish mother and an Inuit father. Her fondest memories as a child were of exploring her mountain, a once beautiful place—at least until the miners came, destroying large swaths of it in the name of prying wealth from the cold, hard ground.

Since being driven off her mountain, Jutta has been in search of friends. She hopes to one day take back her mountain, a task she can’t do alone. Still, she does not trust easily, as people have only caused her trouble in the past.

Now that she’s out and about in the world, Jutta seeks to help the little folks, like herself—particularly womenfolk—who are in dangerous situations. There are always people who need help from rogue miners, outlaws, ruffians, abusive boyfriends and the like. If there’s a gold rush, she’s headed there to help fight for the little people getting crushed in the wheels of supposed progress and fortune.

Strength: 6 ♠

Intelligence: 4 ♠

STATS

$\frac{1}{2}$ Exp Dexterity: 5 ♥

$\frac{1}{2}$ Exp Perception: 5 ♥

$\frac{1}{2}$ Exp Speed: 5 ♦

$\frac{1}{2}$ Exp Charisma: 3 ♦

$\frac{1}{2}$ Exp Endurance: 6 ♣

$\frac{1}{2}$ Exp Determination: 7 ♣

Dime ADVENTURES

Name: Jutta the Mountain Woman

Background: Survivalist

Creed: "I'm out to help the little folk."

Idiosyncrasy: Dislikes mining, and especially large mining interests.

Equipment

Axe ("the Lore Axe"), Bedroll, Backpack, Clothing x2, Knife, Lantern with Oil and Matches, Canteen, Snare, Survival Toolkit, Tent

Traits

Danger Sense (see page 170)

Iron Will (see page 174)

Knockdown (see page 161)

Toughness (see page 166)

Languages (English, Inuit)

Attacks

Arm	Attack	Damage
Lore Axe	+ 5	♠11 ♥8 ♦6 ♣3

Properties: Can be used in melee or thrown.

Properties: + ♠ ♥ ♦ ♣

Properties: + ♠ ♥ ♦ ♣

Properties: + ♠ ♥ ♦ ♣

Defense

Armor DR Properties

Combat & Scores

Moxie: 5 Wealth: 5 Lifestyle: 2

Defense: 7 / 15 Willpower: 7 / 14

DR	Current HP	Max HP
0		18

Consequences

SKILLS

Animals Rank 1 Empathy Rank

Blank lines for skill notes

Athletics Rank 2 Guns Rank 1k

Blank lines for skill notes

Awareness Rank 2 Investigate Rank

Blank lines for skill notes

Crafts Rank 3 Lib-Arts Rank

Blank lines for skill notes

Deception Rank Mechanics Rank 1k

Medicine Rank 1k Science Rank

Blank lines for skill notes

Melee Rank 2 Socialize Rank

Blank lines for skill notes

Naturalist Rank 3 Stealth Rank 3

Blank lines for skill notes

Occult Rank Streetwise Rank

Blank lines for skill notes

Persuade Rank Tactics Rank

Thievery Rank

Blank lines for skill notes

Vehicles Rank

Blank lines for skill notes

Rank

Blank lines for skill notes

STEPHANIE MADELINE JEANETTE LEMAIRE

Creed “Onward! To adventure!”

Idiosyncrasy Immaculately put together at all times.

Background Gentry

Str 3, **Dex** 7, **Spd** 5, **End** 5, **Int** 5, **Per** 4, **Chr** 6, **Det** 6

Defense 8/16, **Willpower** 8/17, **DR** 0, **HP** 8, **Wealth** 5, **Lifestyle** 9, **Moxie** 7

Skills: Animals 1, Athletics 3 (balance), Awareness 2, Crafts 1, Deception 1, Empathy 1, Guns 3, Lib-Arts 1, Medicine 1, Melee 1, Naturalist 2, Persuade 3 (hard sell), Science 1, Socialize 2, Stealth 2, Tactics 1, Vehicles 1

Pistol: +6♥ vs. Defense (♠10/♥7/♦5/♣2). Conceal, Range 2, Reload 2, Shots 8.

Sword Cane: +4♥ vs. Defense (♠8/♥5/♦3/♣1). Conceal.

Unarmed: +4♥ vs. Defense (♠4/♥2/♦1/♣1).

Cool: Madeline is good at keeping her cool when the situation gets hectic. Her Moxie is one higher than normal (already figured above).

Fashion Sense: Stephanie is highly skilled at picking clothing and adornments that complement her looks. She gains a +1 bonus to all Charisma-based flips when she is able to prepare her outfit ahead of time, tailoring it to the situation in question.

Lucky: Madeline’s Moxie is one higher than normal (already figured above).

Complication (Doomed): Madeline is dying due to a chronic illness and it is only a matter of time until she expires. Whenever a joker comes up on an Endurance-based action, make a tally mark next to this Weakness. Once the number of tally marks exceeds her Endurance, she finally expires from her illness.

Languages: English, French

Equipment: Backpack, Canteen, Clothes ×2, Fancy Dress, Lantern, Parasol, Pistol, Sword Cane, Travel Documents

Stephanie Cunegonde Madeline Jeannette LeMaire (Madeline for short) is the youngest daughter of a French-speaking noble family that has been subsumed into the Holy Roman Empire.

She grew up being raised in “right and proper ways.” She rode horses, learned needlework and perfected a pretty laugh. She was all but sold to the Empire, betrothed to a lesser cousin to tie her line into the royal family—an arrangement to quell resistance and uprising. When she was fifteen, however, she was diagnosed with a chronic disease, something with blood in the lungs. She had but a few years to live.

This changed Madeline’s life forever. She cast off the trappings of society and instead focused on the thrills and excitement she’d never known before.

She’s since been on several wild and fantastical hunts and adventures, dragging a whole posse around behind her. Sometimes a few of these hangers-on die. Other times she comes out right on death’s door. But none of it shakes her. Instead she just keeps barreling forward like a woman with nothing to lose.

But Madeline does have things to lose. She’s already lost an entire expedition to a beast that got away. She is driven to see it vanquished before she dies. And then there’s always the fiancée she’s never met. Perhaps more relevantly, there’s the lady in waiting who follows her all across the world in her daring escapades and never once balks. It’s whispered Madeline would kill for this woman, or perhaps die for her.

Strength: 3



Intelligence: 5



STATS

$\frac{1}{2}$ Exp Dexterity: 7



$\frac{1}{2}$ Exp Perception: 4



$\frac{1}{2}$ Exp Speed: 5



$\frac{1}{2}$ Exp Charisma: 6



$\frac{1}{2}$ Exp Endurance: 5



$\frac{1}{2}$ Exp Determination: 6



Dime ADVENTURES

Name: "Madeline" LeMaire

Background: Gentry

Creed: "Onward! To adventure!"

Idiosyncrasy: Immaculately put together at all times.

Equipment

Backpack, Canteen, Pistol, Clothes x2, Fancy Dress, Lantern, Parasol, Sword Cane, Travel Documents

Traits

Cool (see page 172)
Fashion Sense (see page 171)
Lucky (see page 174)

Complication (Doomed)
(see page 176)

Languages (English, French)

Attacks

Arm	Attack	Damage
Pistol	+ 6	▲10 ♥7 ♦5 ♣2

Properties: Conceal, Range 2, Reload 2, Shots 8.

Sword Cane	+ 4	▲8 ♥5 ♦3 ♣1
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Properties: Conceal

Unarmed	+ 4	▲4 ♥2 ♦1 ♣1
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Properties:

Defense

Armor DR Properties

Combat & Scores

Moxie: 7 Wealth: 5 Lifestyle: 9
Defense: 8 / 16 Willpower: 8 / 17

DR	Current HP	Max HP
0		8

Consequences

SKILLS

Animals R1k Empathy R1k

Athletics R3 Guns R3
balance

Awareness R2 Investigate Rank

Crafts R1 Lib-Arts Rank

Deception R1k Mechanics Rank

Medicine R1k Science R1k

Melee R1k Socialize R2k

Naturalist R2k Stealth R2k

Occult Rank Streetwise Rank

Persuade R3k Tactics R1k
hard sell

Thievery Rank

Vehicles R1k

Rank

Rank

Rank

MAXIMILIAN STEINER

Creed “I have seen the ends of Arth, and this doesn’t impress me.”

Idiosyncrasy Always carries a spare meal.

Background Survivalist

Str 6, **Dex** 4, **Spd** 5, **End** 7, **Int** 3, **Per** 6 (5 exp), **Chr** 4, **Det** 5

Defense 7/15, **Willpower** 6/12, **DR** 0, **HP** 25, **Wealth** 5, **Lifestyle** 2, **Moxie** 5

Skills: Animals 1, Athletics 3 (climbing), Awareness 2 (scent), Crafts 2 (textiles), Guns 1 (rifles), Medicine 2, Melee 3 (swords), Naturalist 4 (arctic), Persuade 1, Stealth 1 (arctic)

Sword: +6♥ vs. Defense (♠13/♥10/♦7/♣4).

Danger Sense: When Maximilian would normally be surprised at the beginning of combat he does not suffer the usual reduced AP.

Grit: Maximilian adds his Determination to his HP (already figured).

Knockdown: When making an attack whose damage is a function of Strength, Maximilian may spend an extra AP to invoke this trait. If the attack hits, the target’s Prone consequence increases a severity, or two severities on a critical hit.

Toughness: Maximilian adds his Endurance to his HP (already figured).

Complication (Enemy): Maximilian has made an enemy of the rival explorer, Adrien de Gerlache, who would love to see Maximilian’s reputation take a hit.

Languages: English

Equipment: Backpack (Container 5), Mess Toolkit, Snare, Space Clothes, Sword, Tent, Trail Rations

Maximilian Steiner first made a name for himself when he led a ragtag expedition in an attempt to be the first to reach the North Pole. Although the expedition eventually had to turn back and he never made it to the pole, the artifacts that Maximilian brought back, and the photographs his expedition took in the frozen north, resulted in much publicity in newspapers around the world.

Since that fated first expedition, Maximilian has led, accompanied or contributed to expeditions the world over. He’s been from the frozen steppe of Siberia, to the interior of Russian America, from various islands that dot the north Pacific, to the cape of Africa.

Despite as his fame as an explorer would suggest, Maximilian isn’t the best planner. Indeed, he’s done his best on expeditions where others handled the logistics. Nevertheless, he possesses a keen intuition, a dauntless spirit and an able constitution. All this has allowed him to survive accidents, mishaps and other hazards that would have been the end of most others.

All of this success hasn’t come without its downsides, however. As his star has risen, Maximilian has found that the number of rivals he’s made in his explorations has grown. Being among the first to reach and publish an exposé on a new location means that others cannot be the first there. In particular, he has developed a rivalry with another explorer by the name of Adrien de Gerlache.

Strength: 6 ♠

Intelligence: 3 ♠

STATS

$\frac{1}{2}$ Exp Dexterity: 4 ♥

$\frac{1}{2}$ Exp Perception: 6 ♥

$\frac{1}{2}$ Exp Speed: 5 ♦

$\frac{1}{2}$ Exp Charisma: 4 ♦

$\frac{1}{2}$ Exp Endurance: 7 ♣

$\frac{1}{2}$ Exp Determination: 5 ♣

Dime ADVENTURES

Name: Maximilian Steiner

Background: Survivalist

Creed: "I have seen the ends of Arth."

Idiosyncrasy: Always carries a spare meal.

Equipment

Backpack, Mess Toolkit, Snare, Space Clothes, Sword, Tent, Trail Rations

Traits

Danger Sense (see page 170)
Grit (see page 174)
Knockdown (see page 161)
Toughness (see page 166)

Complication (Enemy)
Adrien de Gerlache

Languages (English)

Attacks

Arm	Attack	Damage
Sword	+ 6	♠13♥10♦7♣4

Properties: + ♠ ♥ ♦ ♣

Properties: + ♠ ♥ ♦ ♣

Properties:

Defense

Armor DR Properties

Combat & Scores

Moxie: 5 Wealth: 5 Lifestyle: 2
Defense: 7 / 15 Willpower: 6 / 12

DR	Current HP	Max HP
0		25

Consequences

SKILLS

Animals Rank 1 Empathy Rank

Medicine Rank 2 Science Rank

Thievery Rank

Athletics Rank 3 Guns Rank 1
climbing rifles

Melee Rank 3 Socialize Rank
swords

Vehicles Rank

Awareness Rank 2 Investigate Rank
scent

Naturalist Rank 4 Stealth Rank 1
arctic arctic

Rank

Crafts Rank 2 Lib-Arts Rank
textiles

Occult Rank Streetwise Rank

Rank

Deception Rank Mechanics Rank

Persuade Rank 1 Tactics Rank

Rank

MILANDRE TWO RIVERS

Background Combat Medic

Creed "I will protect my home, and the sisterhood of all women."

Idiosyncrasy Always assumes a woman is, or should be, in charge.

Str 4, **Dex** 6 (5 exp), **Spd** 4, **End** 5, **Int** 5, **Per** 7 (2 exp), **Chr** 3, **Det** 6

Defense 8/17, **Willpower** 7/14, **DR** 5♠, **HP** 9, **Wealth** 5, **Lifestyle** 4, **Moxie** 5

Skills: Animals 1, Athletics 2 (climbing), Awareness 3 (darkness), Empathy 2 (body language), Guns 1 (pistols), Medicine 3 (first aid, longterm care, surgery), Melee 1 (grappling), Naturalist 3, Socialize 1, Stealth 2, Tactics 2 (mountains)

Pistol: +5♥ vs. Defense (♠10/♥7/♦5/♣2). Range 2, Reload 2, Shots 6.

Fists: +4♥ vs. Defense (♠5/♥3/♦2/♣1).

Danger Sense: Milandre almost has a sixth sense when it comes to being alert for danger. When she would normally be surprised at the beginning of combat, she does not suffer the usual reduced AP.

Direction Sense: Milandre has a keen sense of direction. She may discard a Moxie to immediately know true north, although she may reason this though by any number of means, such as by knowing the direction the sun sets, knowing the constellations or simply a gut feeling. This allows her to avoid being lost in any but the most extreme of conditions, and even in those situations she may add a +4 bonus on any attempts to navigate.

Complication (Obligation): Milandre feels a significant obligation to help women in need, especially pregnant ones. The first time in a session in which a joker comes up in play, some favor is called in, to which Milandre is obliged to accept.

Languages: Blessings Creole (native), English, French, German, Quapaw, Spanish

Equipment: Backpack (Container 5), Bedroll, Canteen, Clothing (two spare changes), Lantern with Oil and Matches, Laudanum, Medical Toolkit, Officer's Helmet, Pistol (Conceal)

There's a difficult to reach valley hidden in the Ozark Mountains. This place, known as Blessings Valley, was sealed away from the rest of the world a hundred years ago. In that time, the people living in the valley became a women-dominated society, as more of the men living there died than did the women. As the society grew and flourished, it developed exceptional medical practices unique to the region.

A few years ago, Blessings Valley once again made contact with the outside world. After reconnecting with the land beyond, the doctor-women of Blessings Valley found themselves much in demand for their therapeutic skills, even despite their decidedly odd lifestyles.

Milandre Two Rivers was raised in Blessings Valley. Like many in the region, she possesses exceptional healing skills. She serves both as a guard, protecting the entrance to the secluded valley, and as a doctor in the surrounding world. Usually she serves as a midwife, but in the past she has also accepted work healing others, including soldiers.

In her work, Milandre finds that her goals are often in conflict. On one hand, she wishes to protect her home. On the other hand, she wishes to extend that protection, where she can, to the sisterhood of all women in the outside world.

Strength: 4 ♠
 1/2 Exp
 Dexterity: 6 ♥
 1/2 Exp
 Speed: 4 ♦
 1/2 Exp
 Endurance: 5 ♣
 1/2 Exp

Intelligence: 5 ♠
 1/2 Exp
 Perception: 7 ♥
 1/2 Exp
 Charisma: 3 ♦
 1/2 Exp
 Determination: 6 ♣
 1/2 Exp

Name: Milandre Two Rivers
Background: Combat Medic
Creed: I will protect my home and all women.
Idiosyncrasy: Always assumes a woman is, or should be, in charge.
Equipment
 Backpack, Bedroll, Canteen, Clothing x2, Lantern with Oil and Matches, Laudanum, Medical Toolkit, Officer's Helmet, Pistol

Traits
 Danger Sense (see page 170)
 Direction Sense (see pg. 169)
 Complication (Obligation)
 Help women in need.
 Languages (Blessings Creole, English, French, German, Quapaw, Spanish)

Attacks

Arm	Attack	Damage
Pistol	+ 5 ♠ 10 ♥ 7 ♦ 5 ♣ 2	
Fists	+ 4 ♠ 5 ♥ 3 ♦ 2 ♣ 1	

Properties: Range 2, Reload 2, Shots 6.
Properties: + ♠ ♥ ♦ ♣

Defense

Armor	DR	Properties
Officer's Helmet	5♠	Helmet

Combat & Scores
 Moxie: 5 Wealth: 5 Lifestyle: 4
 Defense: 8 / 17 Willpower: 7 / 14

DR	Current HP	Max HP
5♠		9

Consequences

SKILLS

Animals Rank 1	Empathy Rank 2
Athletics Rank 2	Guns Rank 1
Awareness Rank 3	Investigate Rank
Crafts Rank	Lib-Arts Rank
Deception Rank	Mechanics Rank

Medicine Rank 3	Science Rank
Melee Rank 1	Socialize Rank 1
Naturalist Rank 3	Stealth Rank 2
Occult Rank	Streetwise Rank
Persuade Rank	Tactics Rank 2

Thievery Rank
Vehicles Rank
Rank
Rank

MORAIKA

Creed “Better to be underestimated and exceed all expectations.”

Idiosyncrasy Slow to make up her mind, but always thinks things through thoroughly.

Background Grunt

Str 7, **Dex** 4, **Spd** 3, **End** 5, **Int** 6, **Per** 5, **Chr** 4, **Det** 6

Defense 6/12, **Willpower** 8/16, **DR** 2, **HP** 12, **Wealth** 5, **Lifestyle** 3, **Moxie** 5

Skills: Animals 2 (beasts of burden), Athletics 3, Awareness 3, Crafts 1, Empathy 1, Investigate 1, Mechanics 1, Medicine 3, Melee 2 (clubs), Naturalist 1, Occult 1, Socialize 1, Streetwise 3 (dangerous areas), Thievery 1, Vehicles 1

Club: +5♥ vs. Defense (♠14/♥11/♦8/♣5).

Iron Hide: Moraika is so tough that her very hide resists wounds. With this trait, she gains a +2 bonus to his DR (already figured into the number above).

Power Haul: Moraika halves any penalties she would experience from the Encumbered consequence (rounding down, as usual).

Undaunted: Moraika’s mind is an impenetrable fortress. She may play a Moxie, treating it as the card flipped in a Resist reaction. Resists made this way do not require an AP to be expended.

Wrestler: When successfully hitting with a melee attack, Moraika may spend an AP as a reaction to establish a grapple. If she were holding anything in her hands that would prevent her from grappling, she may freely drop it when this occurs. Additionally, she does not have to spend any additional AP when in a grapple and taking actions that do not solely target her grappling opponent. Finally, while grappling, her opponent provides her with one more severity of the Cover consequence than normal. In means, for example, that an opponent of similar size provides her with Cover (severe) rather than Cover (moderate).

Languages: English, Quechua

Equipment: Backpack (Container 5), Bottle of Liquor, Club, Crowbar, Rope, Spare Clothes

Moraika was born to a low-status laborer family in Tawantinsuyu, the Incan Empire. Her family were descendants of one of the Chanca tribes, who had been conquered by the Incas some centuries before. Although her childhood was fraught with hardships, it instilled in her both a deep sense of right and wrong and the mental fortitude to persevere no matter the situation.

Shortly before Moraika came of age, her family was accused of crimes against the empire and they were promptly exiled. They were under house arrest for two weeks, then in the middle of the night, led to a ship that awaited them. They boarded, and she has never seen Tawantinsuyu since.

Moraika never learned the veracity of these accusations, nor the nature of the supposed crimes, but when she asked about them, her parents would not look her in the eye. She was forced to conclude that there must be some truth in them. But they were her family, so she soldiered on.

The ship they boarded was bound for the Chinese colony of Zhimin Nan. It never arrived. Instead, the ship encountered a fierce storm somewhere in Oceania and sank.

By some miracle Moraika survived. She was found adrift at sea by a merchant ship headed to Perth. None of the rest of her family made it.

Moraika was devastated, but again she soldiered on. She picked up a job as a porter, then various laborer jobs on ships traveling the world. Since then she has been to six continents and seen sights that few others have ever encountered. Still, she has remained grounded and retains a strong moral compass. Maybe, just maybe, she can make the world a better place.

Strength: 7 ♠

Intelligence: 6 ♠

STATS

$\frac{1}{2}$ Dexterity: 4 ♥

$\frac{1}{2}$ Perception: 5 ♥

$\frac{1}{2}$ Speed: 3 ♦

$\frac{1}{2}$ Charisma: 4 ♦

$\frac{1}{2}$ Endurance: 5 ♣

$\frac{1}{2}$ Determination: 6 ♣

Dime ADVENTURES

Name: Moraika

Background: Grunt

Creed: "Better to be underestimated."

Idiosyncrasy: Slow to make up her mind, but always thinks things through.

Equipment

Backpack, Bottle of Liquor, Club, Crowbar, Rope, Spare Clothes

Traits

- Iron Hide (see page 166)
- Power Haul (see page 160)
- Undaunted (see page 174)
- Wrestler (see page 161)

Languages (English, Quechua)

Attacks

Arm	Attack	Damage
Club	+ 5	▲14♥11♦8♣5

Properties: + ▲ ♥ ♦ ♣

Properties: + ▲ ♥ ♦ ♣

Properties:

Defense

Armor DR Properties

Combat & Scores

Moxie: 5 Wealth: 5 Lifestyle: 3
 Defense: 6 / 12 Willpower: 8 / 16

DR	Current HP	Max HP
2		12

Consequences

SKILLS

Animals R2 Empathy R1

beasts of burden

Athletics R3 Guns Rank

Awareness R3 Investigate R1

Crafts R1 Lib-Arts Rank

Deception Rank Mechanics R1

Medicine R3 Science Rank

Melee R2 Socialize R1

Naturalist R1 Stealth Rank

Occult R1 Streetwise R3

Persuade Rank Tactics Rank

Thievery R1

Vehicles R1

Rank

Rank

Rank



NOFOTO HANGALA

Creed “The key to investigation is to notice things others miss.”

Idiosyncrasy Always has an outfit suiting the occasion.

Background Investigator

Str 4, **Dex** 5, **Spd** 6, **End** 3, **Int** 7 (2 exp), **Per** 6 (5 exp), **Chr** 5, **Det** 5

Defense 8/17, **Willpower** 8/17, **DR** 0, **HP** 7, **Wealth** 5, **Lifestyle** 5, **Moxie** 5

Skills: Animals 2, Awareness 2, Crafts 3, Empathy 1, Guns 1, Investigate 4 (naturalist clues), Melee 1, Naturalist 3, Occult 2, Persuade 1, Science 1, Stealth 1, Streetwise 1, Thievery 1

Revolver: +3♥ vs. Defense (♠10/♥7/♦5/♣2). Range 2, Reload 2, Shots 6. Doesn't jam on a critical failure.

Spear: +3♥ vs. Defense (♠9/♥6/♦4/♣1). Reach.

Common Sense: Nofoto has a very grounded sense of what's a reasonable course of action and what's a good idea. Her player may ask the GM if a proposed course of action is a very stupid idea. The GM is obligated to provide a useful response.

Master Detective: Nofoto has an uncanny knack for finding things—especially things that others might have missed. Whenever she is investigating a scene, she may discard a Moxie to automatically find a number of clues or other hidden things up to her rank in the Investigate skill. If there are no clues or hidden things remaining to be found, the GM may refund the cost of invoking this trait, allowing the player to take back the card she just discarded.

Languages: English, Zulu

Equipment: Backpack (Container 5), Forensic Toolkit, Hat, Magnifying Glass, Many Spare Clothes, Revolver (Conceal), Spear

Nofoto Hangala grew up as part of a Zulu tribe, learning the ways of her people and playing in the wilderness. She always had a good deal of common sense, and would often help protect the other children from doing anything too dangerous.

When she became an adult, however, in a bout of adolescent wanderlust, she packed up what few things she had and moved to the city. It was an entirely different world there. The people had different concerns and different mores. There were so many possessions and so many types of clothing. Nofoto instantly fell in love with the vast number of colorful garments.

Despite the initial shock, Nofoto quickly adapted to life in the city. She initially got a job working as private security for a factory, then quickly realized that she was good at noticing things that others missed. There were so many things that the city people never thought about, which she had learned to observe during her time in the wilderness.

After her observation skills began to be noticed by others, she was offered a job as a private investigator. She took to this swimmingly, and before too long had more prospective clients than she could reasonably serve.

Then her wanderlust returned. She had been in the city for too long. She had met its people and learned its ways, but there was so much more of the world to see. That's when she packed up her business and took it to the road.

Nofoto now travels the world as a well-regarded consulting detective. She always enjoys the challenge of adapting to new cultures and meeting new types of people.

Strength: 4 ♠

$\frac{1}{2}$ Exp Dexterity: 5 ♥

$\frac{1}{2}$ Exp Speed: 6 ♦

$\frac{1}{2}$ Exp Endurance: 3 ♣

Intelligence: 7 ♠

$\frac{1}{2}$ Perception: 6 ♥

$\frac{1}{2}$ Charisma: 5 ♦

$\frac{1}{2}$ Exp Determination: 5 ♣

STATS

Dime ADVENTURES

Name: Nofoto Hangala
Background: Investigator
Cred: "Notice things others miss."
Idiosyncrasy: Always has an outfit suiting the occasion.

Equipment
Backpack, Forensic Toolkit, Hat, Magnifying Glass, Many Spare Clothes, Revolver, Spear

Traits

Common Sense (see pg. 167)
Master Detective (see pg. 170)
Languages (English, Zulu)

Attacks

Arm	Attack	Damage
Revolver	+ 3 ♠ 10 ♥ 7 ♦ 5 ♣ 2	
Properties: Range 2, Reload 2, Shots 6		
Spear	+ 3 ♠ 9 ♥ 6 ♦ 4 ♣ 1	
Properties: Reach		
+ ♠ ♥ ♦ ♣		

Defense

Armor DR Properties

Combat & Scores

Moxie: 5 Wealth: 5 Lifestyle: 5
Defense: 8 / 17 Willpower: 8 / 17

DR	Current HP	Max HP
0		7

Consequences

SKILLS

Animals R2 Empathy R1k

Athletics Rank Guns R1k

Awareness R2 Investigate R4
naturalist clues

Crafts 3 Lib-Arts Rank

Deception Rank Mechanics Rank

Medicine Rank Science R1k

Melee R1k Socialize Rank

Naturalist R3 Stealth R1k

Occult R2 Streetwise R1k

Persuade R1k Tactics Rank

Thievery R1k

Vehicles Rank

Rank

Rank

Rank

OSWALD FUCHS

Background Pilot

Creed "Go big or go home!"

Idiosyncrasy Talks to horses as if they were people.

Str 5, **Dex** 6 (5 exp), **Spd** 7 (5 exp), **End** 4, **Int** 5, **Per** 6 (5 exp), **Chr** 3, **Det** 5

Defense 9/19, **Willpower** 6/13, **DR** 1, **HP** 9, **Wealth** 5, **Lifestyle** 5, **Moxie** 5

Skills: Animals 1, Athletics 2, Awareness 1, Guns 3, Investigate 2, Mechanics 3, Persuade 1, Stealth 2, Streetwise 1, Tactics 1, Vehicles 4 (automobiles)

Revolver: +6♥ vs. Defense (♠10/♥7/♦5/♣2). Range 2, Reload 2, Shots 6. Doesn't jam on a critical failure.

Stunt Driver: Oswald is a master of maneuvering vehicles with extreme precision. When driving a vehicle that is targeted by an attack, the vehicle may use Oswald's Defense and he may take a Dodge reaction for the vehicle to avoid incoming attacks, just as if his person had been targeted. Additionally, this trait grants him a +2 bonus to any flip to drive or pilot in a vehicular chase.

Complication (Compulsive Risk-Taking): Oswald compulsively takes risks that few others would dare. When a joker comes up in the presence of potential obviously risky behavior, he gains a severe Desire (take the risk) consequence.

Languages: English, German


Equipment: Backpack (Container 5), Goggles, Leather Jacket, Navigation Map, Revolver (Conceal), Spare Clothes


Born an only child in the relatively small town of Tegernsee, Oswald lived a mostly carefree young life in the shadow of the Alps. While playing in the woods one day, he happened upon a mother bear with cubs. Oswald stood transfixed as the bear charged him, knocked him down and mauled him. He recovered fully, but the experience left him with several prominent scars and an unsettling fascination with death. Indeed, he had escaped death by only a narrow margin, and the flood of adrenaline made it the most powerful and vivid experience of his young existence. He had to feel that way again!

As an adult, after flagrantly failing the military's psychological evaluations, he began a career as a police officer. Along the way, he learned the basics of conducting an investigation and getting along in the big city. Passed over for promotion again and again, Oswald began to feel trapped by the daily grind of police work. Sure, there was the occasional bout of excitement, but more often it was long hours of thankless drudge work in bad weather.


One particularly foul day, Oswald was directing traffic when a wealthy businessman's car was abruptly t-boned by another vehicle. Men with pistols piled out of the second car and started shooting into the first. Oswald charged headlong into the fray, blood pounding in his ears. He disarmed the first man before the others had registered what happened. He wrenched open the car door, pushed the businessman out of the way and took off down the road. This was his first time driving an automobile. He found it quite to his liking, taking corners at full speed and barreling through heavy traffic to make good their escape.


For his bravery, he received a special commendation and a job offer from the man whose life he had just saved. The job was as a personal driver and bodyguard. He figured that anyone who gets attacked by gun-toting men in broad daylight must live a fairly exciting life, so Oswald accepted the job. He has since gained a reputation among Berlin's elite as a crack driver who can beat any traffic jam (as long as you aren't too attached to keeping your lunch down) and a bodyguard of near-suicidal bravery.


Strength: 5 


Intelligence: 5 


STATS


$\frac{1/2}$ Exp
Dexterity: 6 

$\frac{1/2}$ Exp
Perception: 6 

$\frac{1/2}$ Exp
Speed: 7 

$\frac{1/2}$ Exp
Charisma: 3 

$\frac{1/2}$ Exp
Endurance: 4 

$\frac{1/2}$ Exp
Determination: 5 

Dime ADVENTURES

Name: Oswald Fuchs

Background: Pilot

Creed: "Go big or go home!"

Idiosyncrasy: Talks to horses as if they were people.

Equipment

Backpack, Goggles,
Leather Jacket,
Navigation Map, Revolver,
Spare Clothes x2





Traits

Stunt Driver (see page 162)

Complication (Compulsive Risk-Taking)

Languages (English, German)

Attacks

Arm	Attack	Damage
Revolver	+ 6  10  7  5  2	

Properties: Range 2, Reload 2, Shots 6.

Properties: +    

Properties: +    

Defense

Armor DR Properties
Leather Jacket 1

Combat & Scores

Moxie: 5 Wealth: 5 Lifestyle: 5
Defense: 9 / 19 Willpower: 6 / 13

DR	Current HP	Max HP
1		9

Consequences

SKILLS

Animals Rank 1 Empathy Rank

Athletics Rank 2 Guns Rank 3

Awareness Rank 1 Investigate Rank 2

Crafts Rank Lib-Arts Rank

Deception Rank Mechanics Rank 3

Medicine Rank Science Rank

Melee Rank Socialize Rank

Naturalist Rank Stealth Rank 2

Occult Rank Streetwise Rank 1

Persuade Rank 1 Tactics Rank 1

Thievery Rank

Vehicles automobiles Rank 4

Rank

Rank

Rank

SIR RUPRECHT VON DUSSELDORF

Creed “Never reveal all you know.”

Idiosyncrasy Likes to maintain an air of mystery.

Background Mystic

Str 3, **Dex** 5, **Spd** 4, **End** 4, **Int** 6, **Per** 5, **Chr** 6, **Det** 7

Defense 7/14, **Willpower** 9/19, **DR** 0, **HP** 7, **Wealth** 5, **Lifestyle** 4, **Moxie** 6

Skills: Athletics 1, Awareness 3, Deception 2 (half-truths), Empathy 1, Medicine 3, Melee 1, Naturalist 1, Occult 4 (arcane lore), Persuade 1, Socialize 1, Tactics 3, Thievery 2

Sword Cane: +3♥ vs. Defense (♠8/♥5/♦3/♣1).

Amazing Tactician: Using Ruprecht’s expert tactical advice, his allies are able to operate more efficiently. On his turn he may spend his AP in order to allow his allies to take actions. If one of these actions requires a flip to resolve, this counts as the one such action he gets on his turn.

Intuition: When facing a blind choice—such as which of two identical pathways to follow—Ruprecht may spend a Moxie to make use of this trait. When it is used, the GM should secretly flip a card and tell the player which option would be best for him. The GM should tell the truth on any card except for a club, meaning there is close to a 75% chance that the GM will be telling the truth and 25% chance that she will lie.

Lucky: Ruprecht’s Moxie is one higher than normal (already figured above).

Status (Knighted): In a social situation, Ruprecht may discard a Moxie to call upon his noble status to give him an advantage. This grants a +4 bonus to the action. This bonus may only be called upon in situations where the status would be relevant (GM’s discretion).

Languages: English, German

Equipment: Backpack (Container 5), Book of Dubious Occultism, Charm, Occult Toolkit, Spare Clothes, Sword Cane (Conceal), Travel Documents

Sir Ruprecht von Dusseldorf was born to a minor noble family in the Austrian regions of the Holy Roman Empire. He wasn’t a very good student, having little interest in traditional academics. Instead, his interests were in the occult. Although his family discouraged it, he quickly accumulated a modest occult library and began studying any ancient text on the paranormal he could get his hands on.

When Ruprecht came of age, his family arranged his marriage to Véronique, a young noblewoman. Ruprecht was instantly smitten, but Véronique was unimpressed by her new husband. One year into the marriage, she stole Ruprecht’s occult collection and ran away, leaving only a note saying not to come after her. He hasn’t seen her since.

Deprived of his lifetime collection of occult tomes, now without a wife and with his family terribly embarrassed by the whole affair, Ruprecht left his homeland behind and started to travel the globe. This travel, and his continued interest in the occult, brought him into contact with the Vigilance Society.

Strength: 3



Intelligence: 6



STATS

Dexterity: 5



Perception: 5



Speed: 4



Charisma: 6



Endurance: 4



Determination: 7



Dime ADVENTURES

Name: Sir Ruprecht von Dusseldorf

Background: Mystic

Creed: "Never reveal all you know."

Idiosyncrasy: Likes to maintain an air of mystery.

Equipment

Backpack, Charm, Sword Cane
Book of Dubious Occultism,
Occult Toolkit, Spare Clothes,
Travel Documents

Traits

Amazing Tactician (see p. 167)

Intuition (see page 167)

Lucky (see page 174)

Status (Knighted) (see p. 172)

Languages (English, German)

Attacks

Arm Attack Damage
Sword Cane + 3 ♠ 8 ♥ 5 ♦ 3 ♣ 1

Properties: + ♠ ♥ ♦ ♣

Properties: + ♠ ♥ ♦ ♣

Properties: + ♠ ♥ ♦ ♣

Defense

Armor DR Properties



Combat & Scores

Moxie: 6 Wealth: 5 Lifestyle: 4

Defense: 7 / 14 Willpower: 9 / 19

DR	Current HP	Max HP
0		7

Consequences



SKILLS

Animals Rank Empathy Rank 1k

Athletics Rank 1k Guns Rank

Awareness Rank 3 Investigate Rank

Crafts Rank Lib-Arts Rank

Deception Rank 2 Mechanics Rank

half-truths

Medicine Rank 3 Science Rank

Melee Rank 1k Socialize Rank 1k

Naturalist Rank 1 Stealth Rank

Occult Rank 4 Streetwise Rank

Persuade Rank 1k Tactics Rank 3

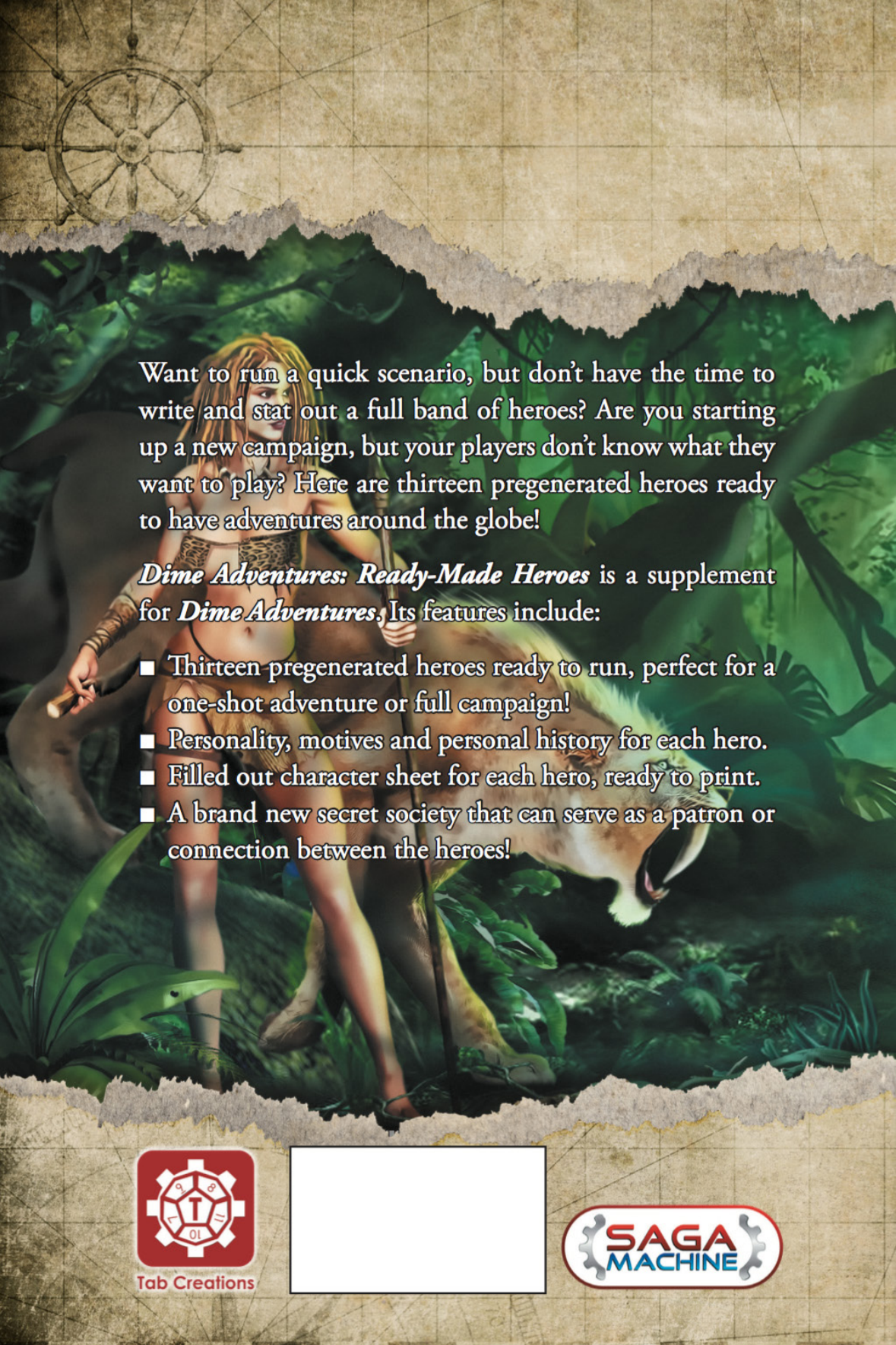
Thievery Rank 2

Vehicles Rank

Rank

Rank

Rank

A woman with long blonde hair, wearing a brown and gold tribal-style outfit, stands in a lush green jungle. She is holding a spear. In the background, a jaguar is visible, roaring. The scene is framed by a torn paper effect at the top and bottom. In the top left corner, there is a faint image of a ship's wheel on a parchment-like background.

Want to run a quick scenario, but don't have the time to write and stat out a full band of heroes? Are you starting up a new campaign, but your players don't know what they want to play? Here are thirteen pregenerated heroes ready to have adventures around the globe!

Dime Adventures: Ready-Made Heroes is a supplement for *Dime Adventures*. Its features include:

- Thirteen pregenerated heroes ready to run, perfect for a one-shot adventure or full campaign!
- Personality, motives and personal history for each hero.
- Filled out character sheet for each hero, ready to print.
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Tab Creations

