

XCRAWL NPC FOLIO

Written by: Brendan LaSalle; Edited by: Jeff Erwin; Graphic Design by: Jamie Wallis; Published by: Goodman Games

INTRODUCTION

The Maximum Xcrawl Kickstarter was a great success, and we thank all our backers for their support. One of the stretch goals that we cleared was a book of NPCs for your Xcrawl games. This is that book! Herein you will find a selection of interesting personalities suitable for your home game. These include an agent, a referee, and a talent scout, as well as several complete Xcrawl teams that can be friends or rivals to your own home team. Enjoy!

Guy Fresh, Super Agent	2	Gunter Gurnach	10
Referee Daniel Ziegler	3	Arturo Thimus	11
Wendy Reischl	4	Lady Circe "The Siren" Decimus	12
Gunter Gurnach	5	Centurion Maximus "The Phoenix" Tiberius	13
Ruska "Slamdog" Vlogg	6	Brother Marcus "The Minotaur" Fabius	14
William "B. Cool" Essex	7	Gallus "The Kracken" Longinius	15
José "The Diceman" Marmolejo	8	Nero "The Strix" Pedius	16
Meena "Double Dutch" Silverwood	9	NPC Portraits	17-21



www.goodman-games.com



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

This printing of Xcrawl NPC Folio is done under version 1.0 of the Open Gaming License, and the System Reference Document by permission from Wizards of the Coast, Inc.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0: Xcrawl, Dungeon Judge, DJ, mojo, fame feat, , all spell names, all proper nouns, capitalized terms, italicized terms, artwork, maps, symbols, depictions, and illustrations, except such elements that already appear in the System Reference Document. Designation of Open Content: Subject to the Product Identity designation above, such sections of creature statistics as derive from the SRD are designated as Open Gaming Content.

Some of the portions of this book which are delineated OGC originate from the System Reference Document and are copyright © 1999, 2000 Wizards of the Coast, Inc. The remainder of these OGC portions of these book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE "Xcrawl NPC Folio , copyright © 2014 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com"

Xcrawl: Studio City Crawl is copyright © 2014 Goodman Games. Open game content may only be used under and in the terms of the Open Game License.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to

or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Xcrawl NPC Folio, copyright © 2014 Goodman Games, all rights reserved, visit www.goodman-games.com or contact info@goodman-games.com

GUY FREESH, SUPER AGENT

Male human professional (Agent) 6
NG Medium humanoid (human)
Init -1; **Senses** Perception +2

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)
hp 32 (6d8+6)
Fort + 3, **Ref** + 1, **Will** + 7

OFFENSE

Speed 30 ft.
Melee improvised weapon + 3
Ranged .25 pistol +2 (1d8, 19-20 x2, capacity 10, range 30', Str min 11)
Special Attacks None

STATISTICS

Str 11 **Dex** 9 **Con** 13 **Int** 16 **Wis** 15 **Cha** 17
Base Atk: +3; **CMB** +3; **CMD** 12
Feats Catch Off Guard, Leadership, Martial Weapon Proficiency (pistol), Skill Focus (Professional Skill: Agent), Xcrawl Special: Bribery Expert (+2 sense motive & diplomacy)
Skills Appraise +5, Bluff +12, Diplomacy +14, Drive +5, Intimidate +9, Knowledge (advertising) Agencies +9, Knowledge (contract law) +12, Knowledge (corporate America) +9, Knowledge (Hollywood) +9, Knowledge (local (Los Angeles)) +9, Knowledge (nobility) +9, Knowledge (religion) +5, Knowledge (Xcrawl) +12, Profession (agent) + 11, Sense Motive +13, Swim +2 (Class skills: Bluff, Diplomacy, Drive, Intimidate, Knowledge (contract law), Knowledge (Xcrawl), **Profession** (agent), Sense Motive, **Languages** English and basic latin.

Equipment Carried Decent suit, luxury wrist watch, briefcase with masterwork lock (Disable Device DC 30), 200-300 mastercraft business cards, wyvernskin wallet, 600-100 gp in mixed bank notes. He owns a .25 Phang automatic pistol and possesses a writ to carry it legally, but he rarely ever carries it.

Notable Possessions Luxury condo, timeshare in Ft. Lauderdale, luxury sedan

Patron Eventus Bonus (minor deity of success)

Actor David Jason

Guy Friesch majored in business management at the Imperial University of Louisville, but he drew dungeons in the margins of his notes during class. He loved Xcrawl from the very beginning, marveling at the spectacle of the newest sport in the Empire, and for a brief time entertained thoughts of training and joining up with a squad, but in his heart he knew his talents lay elsewhere. Eventually, his cousin formed the Division IV Tunnelbusters, and asked if Guy would manage their business affairs. Guy found the work exciting and fun, and a year later had parlayed the

Tunnelbusters' modest success in the games into a lucrative endorsement empire. He had found his calling!

Guy's success with Xcrawlers springs from many factors. He has a restless intelligence, and is always looking for new revenue streams and profit opportunities. He has an amazing memory for names and faces, and a genius for networking. He is also a bit naïve when it comes to his personal safety – he simply cannot imagine any of his spectacularly lethal clients ever trying to actually kill him no matter how many death threats he receives (he stopped counting years ago)– and that earns him their respect.

Guy Friesch is personable, clever, probing, devious, and overconfident of his ability to talk himself out of any conceivable dangerous situation. He has a flexible view of loyalty, and will drop poorly performing clients before you can say "third place," but on the rare occasions that he makes a promise he does his best to keep it. He loves to earn money, loves to flaunt his success in front of other agents, loves to name drop, but mostly he loves to put people together who he thinks will match up in such a way as to earn him gold later on. Guy created several Xcrawl squads simply by inviting a bunch of crawlers out for a night on the town, then carefully steering the conversation towards combat synergy and marketing potential, all the while complimenting them and letting them know that with the right management they could put together an outfit that would go straight to the top . . .

Guy is a 48-year-old human. He has been divorced twice (his workaholic ways make maintaining a healthy relationship a challenge; his drinking and philandering don't help), and has three children, none of whom he sees very often. He has a little coterie of wannabe agents that hover around him like greedy mayflies, and Guy keeps them busy with errands and dirty work while he teaches them the business. For all his success, his lifestyle is a bit seedy: he has a tiny, cramped office in downtown LA, crammed with Xcrawl memorabilia and piles of contracts, owns a swank condo on West 115th Street that he almost never sees, and mostly lives in hotels and Xcrawl green rooms.

REFEREE DANIEL ZIEGLER

Male human professional (Referee) 4
LG Medium humanoid (human)
Init +0: **Senses** Perception +12

DEFENSE

AC 16, **touch** 12, **flat-footed** 15 (+4 armor (permanent mage armor), +1 deflection, +1 dodge)
hp 33 (4d6+8)
Fort +3 **Ref** +1 **Will** +8

OFFENSE

Speed 30 ft.
Melee unarmed strike +2 (1d3+1)
Ranged .35 revolver +1 (1d10+1, 19-20 x2, capacity 6, range 30')

STATISTICS

Str 12 **Dex** 11 **Con** 14 **Int** 14 **Wis** 14 **Cha** 10
Base Atk: +2; **CMB** +3; **CMD** 13
Feats Dodge, Iron Will, Skill Focus (Perception), Weapon Proficiency (Firearms)
Skills Acrobatics +7, First Aid +9, Knowledge (arcana) +9, Knowledge (aristocracy) +9, Knowledge (nature) +9, Knowledge (Xcrawl) +9, Perception +12, Profession (referee) +9, Sense Motive +9, Survival +9
Languages English, Orcish, Goblin, passing knowledge of Giant

Equipment Carried Marjack Arms .35 revolver, huge shiny whistle, referee outfit, ring of protection +1

Notable Possessions Condo in Shreveport, Writ of Weapon Control, 2005 Imperial Grand Sedan, Time share in Boca Raton

Patron Sol

Actor Brian Dennehy

Daniel Ziegler fell into his profession. As a freshman in high school he decided that refereeing for kid's Action League games was a better way to earn a little pocket gold than mowing lawns or delivering newspapers. After three years spent breaking up fights between eight year olds, he moved up to Division IV games. After years of interviews, tryouts, and bribes, he received an assistant referee position for the 12th annual St. Louis Crawl, the true beginning of his professional career.

Ten years later, Daniel sees Xcrawl as just his job. Every day he sees shocking ultra-violence, mind-bending magic, horrifying monsters, and displays of the power of the Gods themselves - and it's just another day at the office. Daniel is extremely hard to shock or startle.

Daniel is professional, impatient, exacting, brusque, and extremely self-assured. He has stared down manticores, broken up fights between bugbears, and even shot a few

monsters, and one insane crawler. He both respects crawlers for their courage and skill, and hates them for being a bunch of whiners who don't pay attention to the instructions, and then get mad when their leg gets ripped off. In the short term, he would like to be made head of security for one of the major sports auditoriums. In the long term he is saving up to buy a sailboat, and he plans to take his wife and kids on summer cruises around the Gulf.



WENDY REISCHL

Female human commoner 2
CG Medium humanoid (human)
Init +2 **Senses** Perception -1

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex),
hp 14 (2d6+2)
Fort +4 **Ref** +2 **Will** -1

OFFENSE

Speed 30 ft.
Melee unarmed strike +0 (1d3-1)
Ranged whatever is handy -1

STATISTICS

Str 8 **Dex** 14 **Con** 13 **Int** 12 **Wis** 9 **Cha** 17
Base Atk: +1; **CMB** +0; **CMD** 12
Feats Hottie, Sex Symbol
Skills Bluff +8, Diplomacy +8, Drive +3, First Aid +3, Knowledge (Xcrawl) +6, Perform (dance) +4, Profession (beautician) +4 (class skills: Bluff, Diplomacy, First Aid, Knowledge (Xcrawl), Perform (dance), Profession (beautician))
Languages English, enough Elvish, French, and Spanish to order drinks

Equipment Carried Stylish outfit, ID, backstage pass, auto-graph book, 35mm camera

Notable Possessions collection of Xcrawl player memorabilia, apartment shared with two roommates, tricked out motorscooter

Patron Vesta

Actor Gillian Anderson, circa Chicago Cab

Wendy Reischl grew up on Xcrawl. Her home town was the agricultural city of Tulsa, where she was the youngest of five siblings. Her parents were rabid Xcrawl fans who never missed a match on TV. One of her earliest memories was her father comforting her weeping mother after one of her favorite players bled to death on TV.

As she got older, her fascination with The Games only grew. She made a study of the offstage habits of Xcrawl heroes and started hanging out where they hung out: gymnasiums, guild hall taverns, archery ranges, and casino bars. At the age of 17 she started dating Buskaroo Ace, a Jammer for the division III Tulsa Thunderbolts. After their explosive breakup, she moved on, always finding new crawlers to worship.

Wendy considers herself part talent scout, part life coach, and part drug-fueled muse. She loves finding up and coming crawlers and seeing them through their early matches. This lifestyle comes with built-in hazards, of course, and Wendy had mourned more than her share of infatuated young warriors.

Wendy is 22 years old. She is beautiful, personally magnetic, fun loving, socially fearless, romantic, and relentless when she sets her sights on a crawler. She works part time at a unisex salon, and has a vague notion of one day being a hair stylist for movies and television. With her mesmerizing beauty and exuberant personality she could be doing many things, but she is living her dream along the sidelines of Xcrawl.

THE DISCONAUTS, A DIVISION II XCRAWL TEAM

The Disconauts are industry survivors. Lndia “Groovinstein” Blair, a disco geek, founded the team in 2003, believing a theme team would make it easier to get into good events. This belief was incorrect, but the name was already on the bank account and so it stayed.

Blair moved on from the Games years ago, and the current Disconauts roster only contains one of its original seven founding members, specialist William “B. Cool” Essex. The old warhorse team won their only first place victory in the Las Vegas Crawl, bolstered by the addition of Brawler Gunter Gurnach.

KRYSTAL “ZOOMARANGSILVERDOWN

Female gnome blaster 7
CG Small humanoid (gnome)
Init +1 **Senses** low light vision; Perception +6

DEFENSE

AC 14, touch 13, flat-footed 13 (+2 deflection, +1 Dex, +1 Size)
hp 44 (7d6+14)
Fort +7 **Ref** +5 **Will** +9 (+2 vs. Illusion)

OFFENSE

Speed 20 ft
Melee +1 short sword +6 (1d6 dam, 19-20, x2) or mwk dagger +4 (1d4-1, 19-20, x2)
Ranged mwk wrist rocket +7 (1d3 dam, x2, 30' range)
Spell like abilities: 1x/day: *dancing lights, ghost sound, prestidigitation, speak w. animals, Blaster Spells Prepared* (CL 7th, Concentration +11)
4 (2/day) – *greater invisibility, phantasmal killer*
3 (3/day) – *displacement, haste, major image*
2 (4/day) – *eagle's splendor, make whole, mirror image, see invisibility*
1 (5/day) – *color spray, ray of enfeeblement x2, shield, silent image*
0 (at will) – *acid splash, detect magic, mage hand, mending, spellweaver cantrip*

STATISTICS

Str 8 **Dex** 13 **Con** 16 **Int** 12 **Wis** 14 **Cha** 19
Base Atk: +3; **CMB** + 1; **CMD** 9
Feats Combat Casting, Improved Spellweaver Range, Spell Focus (Illusion), Spellweaver Cantrip
Fame Feats Bring The Noise, Crowd Favorite, Rally
Skills Acrobatics +9, Bluff +12, Grandstanding +11, Intimidate +10, Knowledge (arcana) +9, Knowledge (gnome culture) +4, Knowledge (Xcrawl) +6, Perception +6, Perform (acting) +9, Profession (spokesperson) +11, Sense Motive +6, Spellcraft +6, Stealth +7, Use Magic Device +10

Languages English, Gnome, Elvish, Draconic
SQ +1 DC casting illusion spells, Pattern Focus, Cantrips, Mystify, Spellweaver Blast Techniques: blinding technique, force technique, precision technique, Greater Mystify

Equipment Carried +1 short sword, ring of protection +2, ring of feather falling, cloak of protection +2, elixir of fire breath, wand of grease (7 charges), wand of mage armor (4 charges), 3 potions of cure moderate wounds, spell scrolls (dispel magic, bull's strength, shield, unseen servant), mwk adventurer's outfit with six sponsorship patches, waterproof backpack, combat flashlight, masterwork lighter, 2 bang bombs, 1 flash bomb, 2 alchemist charges, box of giveaway merchandise including pens, temporary tattoos, and posters. She has six real tattoos, including a golden raccoon on her shoulder

Notable Possessions Town home in Philadelphia, luxury sedan retrofitted to allow a small humanoid to drive unimpaird, thousands of GP worth of Xcrawl prizes

Patron Jakeo Jewelries

Actor Juliette Lewis

Nobody has more fun crawling than Zoomarang. Krystal Silverdown was born in Philadelphia to an influential clan of gnomes that controlled much of the textile industry in that city. She was a rambunctious prankster youth with obvious magical talent. When she saw her first Xcrawl match she made herself a crawler outfit out of a bathing suit and a princess costume, and ran around in the yard blasting imaginary monsters until her folks forced her to stop for supper. Her parents eventually gave up all hope that she might someday go into the family business, and enrolled her in the private Metairie Academy of Arcane Studies. A year later she was the star of their Spellweaver track, but she never earned her degree, having left early to join a fledgling Division III squad who needed emergency arcane support.

Krystal joined the Disconauts a year before their remarkable showing in Las Vegas. She had been a member of the popular Tampa Bay Wave Ryders, but found it difficult to be just one among many superstars. She likes the team dynamic of the Disconauts better – she sees herself as the biggest fish in the pond, a belief given real credence by her sponsorship earnings.

Zoomarang is shrewd, impulsive, reckless, gregarious, a bit overconfident, and more than a little power mad. She loves to spend money, and she spends much of her down time courting new sponsors. She often laments not being more “bookish,” as her natural inclination is to create some kind of magical artifact that would let her detonate dragons and reduce cities to ash. She claims to want to cross over into movie and television production when she retires, but it would take an extremely strong incentive to rip her away from a job that lets her blow monsters to bits between interviews.

Once the dungeon begins she casts mage armor, then cheerfully hides behind the big guys, casting illusions or blasting the stuffing out of opponents as the circumstances dictate. Her main fault as a crawler is her tendency to shoot for the moon in every encounter – without careful managing, Zoomarang tends to run out of spells way before the DJ runs out of monsters.

RUSKA "SLAMDOG" VLOGG

Male half-orc athlete 7
LN Medium humanoid (human, orc)
Init +3 **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 20, touch 15, flat-footed 17 (+5 armor, +3 Dex, +2 natural),
hp 93 (7d12+21+7)
Fort +8 **Ref** +8 **Will** +4

OFFENSE

Speed 45 ft.
Melee Unarmed Strike +9 (1d6+4, x2) or mwk falchion +10 (2d4+4, 18/20, x2)

STATISTICS

Str 18 (20) **Dex** 16 **Con** 16 **Int** 8 **Wis** 11 **Cha** 14
Base Atk: +5; **CMB** +11; **CMD** 17
Feats Improved Unarmed Strike, Iron Will, Giant Killer (cross training), Feat of Strength (Cross Training)
Fame Feats Battle Cry, Bring the Noise, Demanding Coach
Skills Acrobatics +13, Climb +19, Grandstand +6, Intimidate +6, Knowledge: Half-orcs +2, Knowledge (Modern Athletes) +3, Knowledge (Xcrawl) +3, Knowledge (Zura'ah'zurah) +2, Swim +15
Languages Orcish, English
SQ Orc Blood, Orc Ferocity, Improved Grapple, Training +3, The Zone, Cross Training, Conditioning, Special Abilities: Basic Boxing, Throw, Slam

Equipment Carried +2 studded leather armor, masterwork falchion, 3 potions of cure serious wounds, ring of evasion, amulet of natural armor +2, gloves of swimming and climbing

Notable Possessions shoebox apartment in Reno, 77" screen AVS, a collection of mostly unopened and unused prizes from Xcrawl matches, a Harley-Strohverson 1440 cc twin cam touring bike

Patron Exofah

Actor a very young Vin Diesel

It happened very quickly for young Ruska Vlogg. Born and raised in the mean streets of Orc City 1, he was singled out for abuse from his kith and kin for his mixed blood. He quickly became extremely adept at running, jumping, and snapping necks. A few of the neighborhood elders saw his potential, so they brought fake legal charges against him, had him arrested, then sold his "criminal contract" to an American talent scout, who gave him six weeks of formal training before he placed him with the Disconauts. Orcs prefer to take a name with some history, so Ruska decided to call himself Slamdog, after a half-orc warrior from the earliest years of The Games. He is the third crawler since then to call himself that, and sometimes this can be confus-

ing to those not familiar with orc traditions.

The NAE suits Ruska very well. He is naturally a very quiet, introspective type, and it took him no time to acclimate himself to the relatively mass-murder free environs of Reno. Of course, when the air horn sounds and the monsters come out he has no trouble tapping into the well of rage and violence he brings with him from his childhood underground.

Ruska turned 16 years old in 2014, and is overwhelmed at the major life changes that have happened to him in the last two years. When he isn't training or doing a dungeon he spends a lot of time watching TV. In a dungeon, he plays good soldier, following plans gamely as best as he could. In the Zura'ah'zurah, all the orcs and goblinoids and alfar assured one another that any half-orcs who are unfortunate enough to get teamed up with elves and humans in the surface world's sad gladiatorial pageant are quickly betrayed and used up. It took Slamdog about fifteen minutes to realize that nearly everything he learned about the surface world before coming to the Empire was a lie, and he supports his teammates fiercely.

WILLIAM "B. COOL" ESSEX

Male human specialist 7
LN Medium humanoid (human)
Init +4 **Senses** Perception +11

DEFENSE

AC 19, touch 14, flat-footed 15 (+5 armor +4 Dex)
hp 45/51 (7d8+7/7d8+14)
Fort +4 **Ref** +9 **Will** +3

OFFENSE

Speed 30 ft
Melee +2 short sword +11 (1d6+4, 19-20, x2), or dagger +9 (1d4+4, 19-20, x2)
Ranged +1 mighty composite short bow +10 OR +8/+8 (1d6+1, x3, 70' range)
Special Attacks sneak attack +4d6

STATISTICS

Str 14 **Dex** 18 **Con** 12 (14) **Int** 14 **Wis** 14 **Cha** 13

Base Atk: +5; **CMB** + 7; **CMD** 21

Skills Acrobatics +14, Bluff +11, Climb +12, Craft (carpentry) +8, Disable Device +14, Escape Artist +14, First Aid +6, Grandstanding +11, Knowledge (Xcrawl) +8, Perception +11, Profession (handyman) +7, Sense Motive +11, Sleight of Hand +12, Stealth +14, Swim +10, Tactics +10, Use Magic Device +8

Feats Improved Feint, Point Bland Shot, Precise Shot, Rapid Shot, Weapon Focus (composite short bow)

Fame Feats Rally, Regular Guy, Slick

Languages English

SQ trapfinding, evasion, specialist abilities (trap radar, bleeding attack, slow reactions, weapon finesse), uncanny dodge

Equipment Carried +2 short sword, +2 studded leather armor, 2 potions of invisibility, 3 potions of cure moderate wounds, efficient quiver, 1 +2 arrow, 26 masterwork arrows, 3 skyfire arrows, adventurer's gear, dungeon boots, 2 sets of masterwork thieves tools, multipurpose knife, 100' modern rope, masterwork collapsible grapple, 2 X4 smoke bombs

Notable Possessions decent apartment on the east side of Philadelphia, thousands of gold pieces of Xcrawl prizes including three sets of masterwork luggage and an amazing living room set, a masterwork 12 speed racing bike

Patron Apollo

Actor Adam Scott

B. Cool is a survivor of the highest order. He played Division IV Xcrawl through high school and into his twenties, while he took day jobs as a handyman and carpenter's assistant. India "Groovinstein" Blair had been on a rival High School team, and when she finally decided to go pro and put together her own squad William was her first choice for a specialist. The Disconauts played in dozens of matches

through the years, with many personal losses and changes, but never attained super star status.

B. Cool is the last original member of the Disconauts squad. He is a loyal teammate, going so far as refusing to quit the team having received a lucrative offer to go work in a non-lethal day job. He loves Xcrawl, loves the excitement and the danger and the noise. When the action starts, a kind of Zen calm comes over B. Cool, and no matter what monsters are currently trying to eat him or what kind of lethal device he is trying to disarm, he always has a smile, as if he were walking on the beach on a spring day.

Outside of the dungeon, B. Cool is quiet, romantic, nervous, and a little fatalistic. Once The Games begin he is all cool-headed professionalism. In combat, B. Cool often goes for flanking raids, invisibly whenever possible, finding positions to put his sneak attack to the best possible use. He is also an excellent archer, although he rarely gets to demonstrate his talents as the team needs him to go out into danger and find the weaknesses in the opponent's line. He is a decent strategist, and has devised some extremely clever plans over the years that helped the Disconauts survive.

JOSÉ "THE DICEMAN" MARMOLEJO

Male human messenger of Fortuna 8
NG Medium humanoid (human)
Init +1; **Senses** Perception +3

DEFENSE

AC 21, touch 11, flat-footed 18 (armor +10, Dex +1)
hp 51 (8d8+16)
Fort +9 **Ref** +7 **Will** +10

OFFENSE

Speed 20 ft.
Melee +1 rapier +8 (1d6+3, 18-20, x2) or mwk lt. mace +8 (1d6+2, 20)
Messenger Spells Prepared (CL 8th; concentration +11)
4th – *air walk, freedom of movementD, neutralize poison*
3rd – *dispel magic, prayer, protection from energyD, water breathing*
2nd – *aidD, bull's strength x2, consecration, shatter*
1st – *bless x2, doom, obscuring mist, shield of faith, true strikeD*
0 – *detect magic, detect poison, guidance, light, mending*
D Domain spell; *Domains Healing, Luck*

STATISTICS

Str 14 **Dex** 12 **Con** 14 **Int** 13 **Wis** 17 **Cha** 14
Base Atk: +5; **CMB** +7; **CMD** 18
Feats Extra Holy Acts, Extra Holy Acts, Lightning Reflexes, Selective Channel, Turn Undead
Fame Feats Bring the Noise, Exalted Warrior, Regular Guy
Skills Craft (write sermon) +7, Diplomacy +2, First Aid +13, Grandstanding +10, Knowledge (football) +5, Knowledge (religion) +10, Knowledge (Xcrawl) +6, Perform (oratory) +8, **Profession** (chef) +10, Sense Motive +10, Spellcraft +9
SQ Spontaneous Casting, Tasked, Holy Blood, Healing Domain (Rebuke Death 6x/ day, Healer's Blessing (Cure spells are empowered), Luck Domain (Bit of Luck, 6x/ day, Good Fortune 1x/ day)
Languages English, Spanish, High School Level French

Equipment Carried +1 rapier, +2 banded mail armor, masterwork shield, wand of cure light wounds (12 charges), +2 cloak of protection, potion of water breathing, scrolls (bless x2, sanctuary, cure light wounds, bane), silver holy symbol, copy of scripture, waterproof backpack, 3 vials of holy water, masterwork light mace, crowbar, mallet, 3 iron spikes

Notable Possessions house in central Philadelphia, luxury mid-size sedan, scant few Xcrawl prizes

Patron Fortuna

Actor José Marmolejo

José Marmolejo was perfectly content with his life before Fortuna visited him in a dream, and informed him of their divine bond of blood, and of his destiny: Xcrawl. He woke up, decided that it had just been a mundane dream, and went into work like nothing had happened. Then Fortuna,

all rage and fury, not only appeared to him in the restaurant's walk in cooler, she gave him a divine ass chewing and told him to go join the team right away. José made exactly one call – to Troy Sandler, manager of the Disconauts. Two month later he was fighting ogres with his new team in St. Louis.

José tries not to be resentful about this major change of life. After all, how many people get chosen to be superstars by saving lives? But he misses his family when he is on the road, misses how he used to look forward to enjoying football season back before he had to train 50 hours a week and do press conferences. He especially misses his restaurant, and all the great people he used to work with. Every once in a while Fortuna has to give him a little incentive to keep his head in the game.

One thing José is dedicated to is saving lives on the battlefield. He is a consummate healer who exposes himself to danger again and again in order to keep his team going. He is very humble about it all, but he is on track to becoming a world champion healer. Of course it helps that his team is always getting the tar walloped out of them. The Diceman is also an extremely generous individual. He keeps almost none of his Xcrawl prizes. Instead, he walks around in poor neighborhoods, and gives them out to strangers, telling them it's their lucky day.

José is hardworking, loyal, spiritual, a tad world weary, but still fun to be around when the mood strikes him. Now that he has officially been a messenger for more than three years he tends to see all situations as manifestations of the will of Olympus. While he loves his team, he dislikes the violence of Xcrawl more than any of his teammates. Before Fortuna called he had never had a worse fight than slap boxing with his two brothers as kids. In his first dungeon room he slashed a goblin to death, and sometimes in his nightmares he still hears the thud of the creature's body hitting the floor. It's been a hard road for The Diceman, and he often prays for Fortuna to allow him to move on from the glamour and notoriety.

MEENA "DOUBLE DUTCH" SILVERWOOD

Female half-elf jammer 7
CG Medium humanoid (elf, human)
Init +6 **Senses** low-light vision, Perception +10

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +3 deflection (ki pool), +2 Dex)
hp 49 (7d8+7)
Fort +5 **Ref** +9 **Will** +7 (+2 vs. enchantment)
Immune sleep effects

OFFENSE

Speed 30 ft.
Melee +1 magical beast bane short sword +8 (1d6+3 dam, 19-20, x2)
Ranged mwk repeating crossbow +8 (1d10, 19-20 x2, 120' range, capacity 5)
Special Attacks devastating attack +2d6

STATISTICS

Str 14 **Dex** 14 **Con** 12 **Int** 14 **Wis** 10 **Cha** 18
Base Atk: +5; **CMB** +7; **CMD** 19
Feats Acrobatic Steps, Extra Jammer Music, Improved Initiative, Nimble Moves, Skill Focus (Perform (oratory))
Fame Feats Crowd Favorite, Fan Club, Rock a Crowd
Skills Acrobatics +9*, Bluff +14, Climb +9*, Diplomacy +14, Drive +6, Grandstanding +14, Intimidate +14, Knowledge (elvish culture) +5, Knowledge (Philadelphia) +5, Knowledge (Xcrawl) +7, Perform (oratory) +17, Perform (string instruments) +10, Profession (bartender) +6, Sense Motive +7, Stealth +9*, Swim +7*, Tactics +8 (*includes Armor Check Penalty).
Languages English, Elvish
SQ special weapon (short sword), Street Knowledge, Jammer Music (Combat Rock +2, Battle, Move the Crowd, Disrespect +4, Lionize, Shake 'Em Up), Ki Pool 7

Equipment Carried the +1 beast bane short sword known as Slash Gordon, mwk repeating heavy crossbow, +1 chain shirt, 2 potions of eagle's splendor, potion of cure serious wounds, cloak of resistance +2

Notable Possessions penthouse apartment in downtown Philadelphia, collection of classical guitars, classic 50's era roadster, huge collection of Xcrawl prizes

Patron Apollo

Actor Lisa Bonnet

Meena Silverwood, daughter of a human cartographer and an elven artisan, grew up extremely shy, ashamed of her mixed blood heritage and unsure of what her place in the world was. Raised by her mother in Los Angeles, she had almost no friends and spent most of her time reading or playing with her cat. Concerned for her daughter's development, Meena's mother decided that performing might help

break her out of her shell. Meena came home from her first day of a children's program at a local Summer Youth theater a changed person – she found herself on the stage. Poetry became her life, and as she entered her twenties she started running with the 9th Avenue Crew, a fiercely loyal gang of musicians and writers that produced several Jammers that went on to Xcrawl fame and fortune. The big kids in 9th Avenue saw her potential, and quickly got her in front of audiences all over Philadelphia.

Meena exceeded all expectations. One reviewer said, "this young half-elf has the amazing gift of being able to connect with an entire audience at once." As she gained confidence and drew a following around her, she started to call herself Double Dutch. Her Double Dutch persona seemed to have a mind of its own, driving her into a frenzy of self-actualization. Three years of training and constant performing later, Dutch was awarded Jammer status from the 9th Avenue Crew, the youngest individual to ever learn the title.

Double Dutch performed a poem at the funeral of close friend Neil Waltz who had been killed during a brawl backstage at a concert. Neil had another friend, Xcrawl agent Troy Sandlin. After watching her perform from the back of the memorial service, Troy instantly recruited Double Dutch for the Disconauts, and she has been a backbone of the team ever since.

Double Dutch is an unpredictable opponent. She tries to stay flexible, using her Jammer Music to power her allies up and staying open to help flank an enemy, or to block while the Diceman or Zoomerang cast spells. She loves charging frightened opponents in difficult to reach places – tops of stairwells or over rickety rope bridges.

Meena's Double Dutch persona is like her second soul. Between dungeons she is Meena – eyes on the ground, quiet, mind in the clouds most of the times. But when the light turns green she becomes the indomitable Double Dutch, double trouble when she comes to rumble. Dutch is fearless, precise, bold, utterly self-assured, and dangerous extremist. She is utterly devoted to her fans, and will hang out for hours after a match signing autographs, or entertaining small groups.

GUNTER GURNACH

Male dwarf brawler 7
LN Medium humanoid (dwarf)
Init +6 **Senses** darkvision 60 ft. Perception +2

DEFENSE

AC 23, touch 11, flat-footed 18 (masterwork full plate +8, +2 masterwork heavy steel shield +4, Dex +1)
hp 83 (7d10+14+7)
Fort +8 **Ref** +5 **Will** +6

OFFENSE

Speed 20 ft.
Melee masterwork dwarven war axe +11/ +6 (1d10+3, x3) or masterwork dagger +11 (1d4+3, 19-20, x2)
Ranged +1 heavy crossbow +10 (1d10+1, 19-20, x2, 80')

STATISTICS

Str 17 **Dex** 14 **Con** 16 **Int** 12 **Wis** 15 **Cha** 8
Base Atk: +7/+2 (+1 vs. orcs, goblins); **CMB** +10; **CMD** 22
Feats Catch Off-Guard, Combat Pool Maneuver Defense, Improved Initiative, Iron Will, Power Attack, Throw Anything, Toughness
Fame Feats Gunter begins the game with zero fame feats, because he earned his level fighting outside the games. He gains one Fame Feat per level he advances until he catches up to the number of feats he would have had if he had gained all of his levels during a standard Xcrawl career.
Skills Acrobatics +2*, Climb +5*, Craft (sculpting) +4, Grandstanding +3, Intimidate +9, Knowledge (dwarf culture) +4, Profession (miner) +8, Swim +1*, Tactics +9 (* includes armor check penalty)
Languages Dwarvish
Special Qualities +4 AC vs. giants, +2 on appraise checks, stonecunning +2, Combat Pool 4 (can be split between attack checks, damage rolls, Willpower saves, and CMD), Improved Unarmed Combat

Equipment +2 heavy steel shield, masterwork full plate armor, masterwork dwarven war axe, masterwork dagger, lucky red union suit, silver holy symbol of Dumakrüm

Notable Possessions rented room in Telluride, huge unpaid legal fines, masterwork living room set, year's supply of Empire Vineyards wine

Patron Dumakrüm

Actor Lee Marvin

Gunter Gurnach grew up in Telluride, taking up mining as soon as he was old enough to hold down a job. He was only a fair miner, but a spectacular drunk after the workday whistle blew. Ill-tempered, pugilistic, and a firm supporter of the revered dwarvish tradition of the tavern melee, he became one of the most feared bar room brawlers in the history of the American clans, spending more gold to pay back victims and their families for work-stopping injuries

than the mining company itself.

One Saturday night after months of insults and threats, there had been a kind of grudge match between Gunter and his buddies, and a rival and her buddies. In the ensuing hour-long tavern-smashing donnybrook, they had done several hundred thousand gold pieces worth of damage to the historic Singing Shovel Tavern and hospitalized two-dozen dwarves, willing combatants and a few unlucky bystanders alike.

The Clan Elders decided they needed to make an example out of Gunter. The Elders judged Gunter to be liable for all of the damage to the property and the combatants. Gunter, who at the time was earning seven gold an hour in a coal mine, was sentenced to mandatory Xcrawl until he had paid back all the injured parties.

Gunter was furious, resentfully training at Lord Tideswell's Academy for Fighters. One evening, he was woken by some men who put him on a plane to Las Vegas. The next day he fought in his first Xcrawl match, alongside the Disconauts.

Gunter is aggressive, tough, quick to anger, and extremely fast with his hands. A lifetime of bar room brawling taught him to watch his back, and to do the unexpected to his opponents before they get a chance to do it to him. Gunter believes he should have been born before the Cataclysm, perhaps during the Dwarf-Goblin wars, where he could have lived and died on the battlefield as would have best suited his nature. Xcrawl isn't a life of valiant war in the service of dwarvenkind, but to Gunter's thinking it will do until the real thing comes along.

THE HEROES OF LEGEND, DIVISION III XCRAWL SQUAD

The Heroes of Legend is the brainchild of the Arturo Thimus Talent Agency. Thimus decided a gimmick team was just what he needed, so he rounded up a bunch of crawlers that fit his template and put them together. The Heroes of Legend are an unstoppable force in Xcrawl that is just about to take off . . . just ask them! They have yet to be tried in battle so only time will tell if their clever marketing strategy will make them all superstars.

ARTURO THIMUS

Male human professional (Agent) 3
LN Medium humanoid (human)
Init: +0 **Senses** Perception +7

DEFENSE

AC 10, touch 10, flat-footed 10
hp 18 (3d8+3)
Fort +2 **Ref** +1 **Will** +4

OFFENSE

Speed 30 ft.
Melee Improvised Weapon +0
Special Abilities Skilled

STATISTICS

Str 8 **Dex** 10 **Con** 12 **Int** 14 **Wis** 13 **Cha** 17
Base Atk: +1; **CMB** -1; **CMD** 9
Feats Simple Weapons, Alertness, Skill Focus (Diplomacy)
Fame Feats Hottie, Refined
Skills Appraise +8, Bluff +9, Craft (visual arts) +8, Diplomacy 12, Drive +3, First Aid +4, Intimidate +9, Knowledge (contract law) +8, Knowledge (Xcrawl) +8, Linguistics +8, Perception +7, Profession (agent) +7, Sense Motive +7 (class skills: Appraise, Bluff, Craft (visual arts), Diplomacy, Intimidate, Knowledge (contract law), Knowledge (Xcrawl), Linguistics, Profession (agent), Sense Motive)
Languages English, Latin, Alfar, Elven, Orcish, Gnomish

Equipment Carried Decent suit, luxury wrist watch (fake), Gold and Ruby Pink Ring (fake), briefcase with average lock (disable device DC 15), 200 business cards, large box of giveaway merchandise including pens, tee shirts, temporary tattoos, CDs and posters, 100 gp in mixed bank notes.

Notable Possessions Xcrawl - The First Season Autographed Collectors Cards (complete set), Economy Van, Mwk Visual Arts Studio

Patron Fortuna

Actor Jay Mohr

Arthur Thimus grew up poor in the slums of Detroit. The oldest of three children, Artie (as he is called by his friends) always had big dreams. His parents were personal servants to a minor noble family, well treated and respected. Artie would often spend his days talking with the noble lord about all manner of topics. What interested him most was business - he had natural skill with math, and found balancing books, making graphs, and charts an easy and fun past time. He was also extremely personable, and the aging lord found him promising and took him under his wing.

With sponsorship from the noble, Artie was able to attend a first class imperial college, the first in his family to go on to higher education. During his time at university he became enchanted with the ancient epics and stories of monsters great and small. This love easily led him into watching Xcrawl and dreaming of someday becoming a major force in the games.

After graduation he worked as a business manager for a minor noble from Dallas, Lord Franklin Decker. He worked for Lord Decker for a few years, but never gave up on his dream of working in the games. When the noble's daughter won Empire Idol, Artie saw his chance. He approached the nobleman about his idea of starting an Xcrawl team featuring the musical talents of his daughter, and based around the legends of ancient monsters from the stories of his youth. Lord Decker was intrigued by this idea, and gave Artie a small stipend to assemble his team and promote them, provided of course that his daughter was the star. Artie agreed, and began a whirlwind campaign to create the most over hyped and fabulous team ever seen in Xcrawl history.

Artie is a 30-year-old human. He has never been married but does date often, especially if he can catch the arm of a media darling. His sole patron is Lord Decker, but he has big plans for expanding his clientele once the Monsters of Legend hits it big. He operates out of carefully organized office on the Decker compound in Dallas. He lives in a small apartment above his office and does all of the promo and poster art for the team himself.

LADY CIRCE "THE SIREN" DECIMUS

(Lady Circe Decker) Winner of the first season of Empire Idol
Female half-elf Jammer 3

NG Medium humanoid (elf, human)

Init: +1 **Senses** Low light vision Perception: +5

DEFENSE

AC 15 touch 11, flat-footed 14 (+4 armor, +1 Dex),

hp 18 (3d8+3)

Fort +2 **Ref** +4 **Will** +2

OFFENSE

Speed 30 ft.

Melee mwk trident +2 (1d8 20 x2 10' range) or dagger +2 (1d4 19-20 x2 10' range)

Ranged Light Crossbow +3 (1d8 19-20 x2 80' range)

Special Attacks devastating attack +1d6, Disrespect -2

STATISTICS

Str 10 **Dex** 13 **Con** 12 **Int** 15 **Wis** 8 **Cha** 16

Base Atk: +2; **CMB:** +2 **CMD** 13

Feats Simple Weapons Proficiency, Martial Weapon Proficiency (Trident), Hand Guns Proficiency, Shotgun Proficiency, Light Armor Proficiency, Medium Armor Proficiency, Shield Proficiency (except Tower), Skill Focus: Perform (Sing), Xcrawl Special (Song and Dance Gal) (+2 Perform (Sing) +2 Acrobatics), Extra Jammer Music

Fame Feats Bring the Noise

Skills Acrobatics +9, Bluff +3, Climb +0, Craft (songwriting) +8, Diplomacy +3, Drive +1, Grandstanding +9, Intimidate +3, Knowledge (Xcrawl) +8, Knowledge (elven culture) +5, Knowledge (Dallas) +5, Linguistics +2, Perception +5, Perform (sing) +14, Profession (singer) +9, Sense Motive +5, Stealth +1, Swim +0, Tactics +7, Use Magic Device +9
Languages English, Elven, Latin, Greek
SQ Adaptability, Elven Immunities, Elf Blood, Multitalented, Street Knowledge, Jammer Music (14/ day), Combat Rock +1, Battle, Move the Crowd, Ki Pool (4)

Equipment Carried masterwork trident, dagger, light crossbow, 10 bolts, chain shirt, masterwork adventurer's outfit, waterproof backpack, combat flashlight, masterwork lighter, multi purpose knife, whistle

Notable Possessions Father's Mansion in Dallas, Trophy for winning Empire Idol season 1, 3 album singing contract with Empire Albums

Patron Apollo

Actress Hilary Duff

Circe Decker was born into a small noble house based in Dallas, Texas. Her great grandfather had been instrumental in making a set of accords with the native tribes in the Texas District, so he had been granted a minor title. Circe's mother died during childbirth, causing her father to withdraw from society. He overcompensated for his loss by buying

his daughter every conceivable thing she could want. By the time she was ten Circe owned a small stable of ponies, several pets, and had four personal servants.

Her one true love was singing. Her grandmother on her mother's side, an elven bard named Shaelynn Blackriver, encouraged her, and helped her develop her talent in to a voice and stature befitting her noble nature. On her 18th birthday Circe was allowed to perform the Imperial Anthem at a local Division IV Xcrawl. Her rendition brought much of the crowd to tears and gained her the notice of her father's business agent, Arthur Thimus. With the support of her family Circe auditioned for Empire Idol and was deemed one of the most talented singers the judges had ever seen. She swept the competition, winning the first season and earning the right to perform for the Emperor himself. Shortly after performing for the Emperor, Thimus approached her and her father about starting an Xcrawl team. She thought the idea was fantastic and begged her father to let her join. As was his way her father gave in to his daughter's wishes. Her first album released just days before her first event and sales were exceptional. Circe Decker is a 20-year-old half-elf, and is unaccustomed to hearing people tell her no. She believes that she can accomplish anything she sets he mind to. She's not afraid of hard work or long hours of practice. She lives with her father on the family compound in Dallas and delights in wearing the latest fashions, and helping set the local trends.

CENTURION MAXIMUS "THE PHOENIX" TIBERIUS

(Maxwell Tyler) The Everlasting Warrior of the Empire
Male human athlete 1/soldier 2
CG Medium humanoid (human)
Init +4 **Senses** Perception +6

DEFENSE

AC 17,, touch 10, flat-footed 17 (+5 armor, +2 shield)
hp 26 (2d8+4+1d12+2+3)
Fort +7 Ref +2 Will +1

OFFENSE

Speed 35 ft. (25 ft.)
Melee mwk long sword +6 (1d8+3 19-20 x2) or dagger +5
(1d4+3 19-20 x2 10' range)
Ranged heavy crossbow +2 (1d10 19-20 x2 120' range)
Special Attacks grapple damage 1d6

STATISTICS

Str 16 **Dex** 10 **Con** 15 **Int** 8 **Wis** 12 **Cha** 13
Base Atk: +2; **CMB** +5; **CMD** 15
Feats Light Armor Proficiency, Medium Armor Proficiency,
Shield Proficiency (except tower), Firearms Proficiency, Simple
Weapons Proficiency, Power Attack, Improved Grapple,
Improved Initiative, Born Athlete, Martial Weapon Proficiency
(Long Sword)
Fame Feats Badass
Skills Acrobatics +4, Bluff +1, Climb +3, Craft (traps) +2,
Drive +0, Grandstanding +5, Intimidate +5, Knowledge (ath-
letics) +5, Knowledge (Xcrawl) +3, Perception +6, Profession
(soldier) +6, Survival +5, Swim +3, Tactics +4
Languages English
SQ Skilled, Training +1, Fast Movement +5'

Equipment Carried masterwork long sword, dagger, heavy
crossbow, breastplate, heavy steel shield, 10 bolts, mas-
terwork adventurer's outfit, waterproof backpack, combat
flashlight, masterwork lighter, multi purpose knife

Notable Possessions Max owns a .45 pistol and 16 gauge
shot gun and appropriate permits as a former member in
good standing of the Imperial 7th Legion, a Centurion's
base access card allowing him housing and rank granted
privileges at any Imperil Military facility in the NAE, the
Order of the Silver Laurel

Patron Mars

Actor Frank Grillo

Max was born and raised in a military family stationed at
the Groom Lake Training Base in the California District. His
father died during one of the border skirmishes with South
American rebels and he, his mother, and his older sister all
had to live on his father's Imperial pension. At age 16, he
forged permission from his mother and joined the Imperial
7th legion, following in his father's footsteps.

Max turned out to be an exemplary soldier. Not too intel-
ligent, but tough as nails and stubborn as a mule. He passed
basic training with honors and was assigned to the South-
ern Command. Just six months after he received his station
a border war broke out. Max spent the next five years in the
deep jungles of South America rooting out the insurgents
that had attacked the NAE. During his tour of duty Max was
declared dead a total 17 times. Each time he managed to
revive and heal enough to return to duty. He became a leg-
end in the 7th Legion; the centurion who could not die. He
reenlisted twice with a one-year extension due to wartime
conditions before he was granted an honorable discharge
and the Order of the Silver Laurel for bravery above and
beyond the call of duty. To this day he holds the honor of
being called The Everlasting Warrior by the Emperor himself.

Max found civilian life to be quite dull. He spends most of
his time working as private security or in the gym. Arthur
Thimus eventually approached Max about joining a newly
formed Xcrawl team. Having nothing better to do, and
enticed by the chance use his combat skills, Max accepted
and became the front liner of the newly formed Monsters of
Legend.

Max is a 30-year-old human soldier through and through.
His life is as regimented as it was in the military, only now
his training revolves around studying which monsters may
try to kill him instead of which group of rebels. Max is cov-
ered in scars all over his body and knows the story behind
each one. He has no home of his own, instead using his
Imperial pension and base access to get barracks quarters
in any city he visits.

BROTHER MARCUS "THE MINOTAUR" FABIUS

(Marcus Fabian) The Righteous Hammer of Vulcan
Male human messenger of Vulcan 3
LG Medium humanoid (human)
Init +0 **Senses** Perception +2

DEFENSE

AC 20, touch 10, flat-footed 20 (+7 armor, +3 shield),
hp 21 (3d8+3+3 toughness)
Fort +4 **Ref** +1 **Will** +7

OFFENSE

Speed 30 ft (20 ft)
Melee Ember Strike (masterwork warhammer) + 4
(1d8+2/20/x3)
Ranged throwing club + 2 (1d6+2 20 x2 10 ft. range) or fire
bolt + 2 (1d6+2 20 x2 30 ft. range)
Special Attacks fire bolt (5/day)
Messenger Spells Prepared (CL 3rd; concentration +5)
2nd – *bull's strength, lesser restoration, wood shape*
1st – *bless, remove fear, shield of faith, burning hands*
0 – *guidance, light, resistance, detect poison*
D domain spell *Domains Artifice, Fire*

STATISTICS

Str 14 **Dex** 10 **Con** 13 **Int** 10 **Wis** 15 **Cha** 12
Base Atk: + 2; **CMB** + 4; **CMD** 14
Feats Light Armor Proficiency, Medium Armor Proficiency,
Heavy Armor Proficiency, Shield Proficiency (except tower),
Simple Weapons Proficiency, Martial Weapon Proficiency
(warhammer), Shield Focus, Toughness, Iron Will
Fame Feats Divine Presence
Skills Craft (weaponsmith) +3, Diplomacy +1, First Aid +2,
Grandstanding +7, Knowledge (religion) +6, Knowledge
(Xcrawl) +0, Linguistics +1, Perform (sing) +6, Profession
(weaponsmith) +8, Sense Motive +8, Spellcraft +0
Languages English, Latin
SQ Skilled, Spontaneous Casting, Tasked, Holy Blood, Do-
mains (Artifice, Fire), orisons, Holy Act (5/ day), mending (at
will)
Equipment Carried Ember Strike, splint mail, heavy steel
shield, masterwork adventurer's outfit, waterproof back-
pack, combat flashlight, masterwork lighter, multi purpose
knife
Notable Possessions Ember Strike (masterwork red steel
warhammer, counts as holy symbol), courtesy accommo-
dations provided by the Adventure's Guild, scriptures of
Vulcan

Patron Vulcan

Actor Rick Fox

Marcus Fabian was abandoned at a temple of Vulcan as in
infant. He grew quickly into a lanky and sickly youth, but

his faith in Vulcan was profound. He spent many days in the
temple proper praying for the Lord of the Forge to show
him his life's purpose.

Upon the night of his 16th birthday Marcus, diligently
praying, received a vision of a mighty hammer forged of
red steel. That morning he went to the forge and like a man
possessed, spent two full days creating the mighty weapon
of war that was shown to him. The forge fathers of the sect
viewed the weapon upon completion and named it Ember
Strike, for it was the color of glowing coals and rang true
upon the anvil.

Marcus sought out the council of the forge fathers, who told
him that Vulcan had chosen him to begin training to bring
the word of hammer and fire to the masses. For four years
he studied the scriptures of Vulcan, the combat arts, and in
how to be personable to people of different faiths. While
he never excelled at any one discipline, his broad range of
talents made him well suited for the life of a cleric.

Marcus is a 20-year-old human follower of Vulcan and is tru-
ly devout in his faith. He believes that all things are possible
through hard work and commitment, and that if you simply
believe the gods will see you through to your purpose. The
forge fathers made contact with the Adventurer's Guild and
they, in turn, paired up Marcus and Arthur Thimus to bring
his talents to the greatest show on earth.

GALLUS "THE KRACKEN" LONGINIUS

(Gary Long) Sticky Fingers and Criminal Intent
Male halfling rogue 3
CN Small humanoid (halfling)
Init +3 **Senses** Perception +10

DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 Size)
hp 18 (3d8+3)
Fort +3 **Ref** +7 **Will** +2

OFFENSE

Speed 20 ft.
Melee Dagger +3 (1d3 19-20 x2)
Ranged Dagger +6 (1d3 19-20 x2 10 ft. range)
Special Attacks sneak attack +2d6

STATISTICS

Str 10 **Dex** 16 **Con** 13 **Int** 15 **Wis** 10 **Cha** 10
Base Atk: +2; **CMB** +1; **CMD** 14
Feats Light Armor Proficiency, Simple Weapons Proficiency, Rogue Weapon Proficiency (hand crossbow, rapier, sap, shortbow, short sword), Alertness, Deft Hands
Fame Feats Excellent Agent
Skills Knowledge (halfling culture) +5, Grandstanding +3, Craft (locksmithing) +8, Acrobatics +11, Appraise +8, Bluff +0, Climb +8, Diplomacy +0, Disable Device +11, Disguise +0, Escape Artist +3, Intimidate +0, Knowledge (San Francisco) +8, Knowledge (Xcrawl) +2, Linguistics +2, Perception +10, Perform +0, Profession (thief) +6, Sense Motive +8, Sleight of Hand +11, Stealth +13, Swim +6, Use Magic Device +0
Languages English, Halfling, Goblin, Orc
SQ Small Size, Reckless, Halfling Luck, Keen Senses, Sure Footed, Weapon Familiarity, Trapfinding, Evasion, Trap Sense +1, Rogue Talent (Quick Disable)

Equipment Carried Six daggers, chain shirt, masterwork adventurer's outfit, waterproof backpack, combat flashlight, masterwork lighter, gnomish third hand knife, Lockpick kit,

Notable Possessions Magical Monitoring device (indentured to service for 10 years to Arthur Thimus), Arthur Thimus's Xcrawl - The First Season Autographed Collectors Cards Card 16,

Patron Ellahmina

Actor Martin Klebba

If you were to look up the phrase "unrepentant thief from San Francisco," you'd find a book with a missing page. But if you found the page, it would have a grinning picture of Gary Long on it. Gary has been stealing to survive, stealing for profit, and stealing just for fun since before he could walk. Even as a child Gary went out of his way to prove the stereotype of halflings as criminals with great gusto. Like many of his people, he is disgruntled with the way his race

is treated in the Empire as a whole, but unlike many of the Halflings who are trying to work for change, Gary would rather take what he needs and let the cards fall where they may.

Gary spent the first 15 years of his life as a petty thief. He quickly learned that people who lived in tall buildings usually had a lot better stuff than those who lived in the ground. So he learned to climb. By the age of 17 he was a successful cat burglar, the focus of investigation of several police detectives.

Gary enjoyed robbing hotels most of all, specializing in the out-of-towners who often packed a large supply of loose cash and jewelry. During his last break in he misjudged the sound of a bathroom door for the sound of someone leaving, and entered into an occupied room. Arthur Thimus had been washing up after a business meeting and interrupted Gary rifling through his bags. Arthur smashed a large clay pot over Gary's head and called the police. During his trial the judge was planning on giving him 20 years hard labor, but Artie spoke up and offered a different solution; he would take Gary as his indentured servant for 10 years and use him as a specialist in his Xcrawl team. The judge agreed, and Arite and Gary became partners after a fashion.

Gary Long is a 32-year-old halfling, a proud career criminal. He often comments that once his term of service is done the first thing he plans on doing is robbing Artie blind - most of the time he's joking. In truth, Gary feels that he has found the Promised Land; he gets to steal on national TV and have people cheer him for it.

NERO "THE STRIX" PEDIUS

(Nathan Peters) 'The Desert Predator'
Male human monk 1/sorcerer (arcane bloodline) 2
LN Medium humanoid (human)
Init: +2; **Senses** Perception +5

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 Wis)
hp 13 (1d8+2d6)
Fort +2 **Ref** +4 **Will** +6

OFFENSE

Speed 30 ft.
Melee unarmed attack +1 (1d6+1 20 x2) or club +1 (1d6+1 20 x2)
Ranged javelin +2 (1d6+1 20 x2 30' Range) or ray of frost +2 (1d3 20 x2 30' Range)
Special Attacks Flurry of Blows -1/-1, unarmed damage 1d6
Sorcerer Spells Known (CL 2nd, concentration +5)
1st (5/day) – *shocking grasp, chill touch*
0 – *disrupt undead, prestidigitation, mage hand, touch of fatigue, ray of frost*

STATISTICS

Str 13 **Dex** 15 **Con** 10 **Int** 8 **Wis** 12 **Cha** 16
Base Atk: +0; **CMB** +1; **CMD** 13
Feats Simple Weapons Proficiency, Monk Weapon Proficiency (club, light crossbow, heavy crossbow, dagger, handaxe, javelin, kama, nunchaku, quarterstaff, aai, shortspear, short sword, shuriken, siangham, sling, spear), Improved Grapple, Improved Unarmed Strike, Combat Expertise, Improved Trip, Eschew Materials
Fame Feats Crowd Favorite
Skills Acrobatics +2, Climb +5, Craft (jewelry making) +8, Escape Artist +2, Grandstanding +6, Intimidate +3, Knowledge (history) +2, Knowledge (religion) +8, Perception +5, Perform (martial kata) +7, Profession (jeweler) +6, Ride +6, Sense Motive +1, Stealth +6, Swim +1, Appraise -1, Bluff +7, Fly +2, Intimidate +3, Knowledge (arcana) +3, Spellcraft -1, Use Magic Device +7
Languages English
SQ Cantrips, Bloodline Power (Arcane Bond: Ring), Skilled, Stunning Fist

Equipment Carried Arcane Bond ring, 3 javelins, masterwork adventurer's outfit, waterproof backpack, combat flashlight, masterwork lighter, multipurpose knife

Notable Possessions Arcane Bond Ring, a Strix's Feather, holy symbol of Pluto, old pickup with camper top

Patron Pluto

Actor Lucas Till

Nathan Peters was born to Nancy and Dale Peters, two wizards specializing in rare desert ingredients. Both parents were incredibly intelligent, and the talent for wizardry had

been passed down in the family for three generations. When he was two, Nathan was in an accident that resulted in brain damage. His parents were devastated, believing their child would be forced into a life of insignificance by his perceived disability.

As Nathan grew he developed a witty sense of humor, and spent a great deal of time in the desert alone, as his parents were always busy with work. When he was 10 he came upon an old native man sitting alone on a mesa. Being the curious type he sat down in front of the old man and waited, as he was also raised to be polite and not interrupt people when concentrating, he sat there for 5 hours, just watching the old man and listening to the wind. Near dusk the man opened his eyes and spoke, saying that Nathan had the spirit of a patient hawk. He walked Nathan home and the two became fast friends.

The old man was a hermit monk named Albert Stone Crow. With permission from Nathan's parents he took the boy under his wing and taught him the ways of the desert. When he was 14, Nathan started displaying magical ability even though he had never studied the art. Stone Crow made no mention of it, and simply wove it into Nathan's training. By the time he was 18, Nathan was a serene pool in the hectic world of his parents' life. Stone Crow introduced Nathan to an old friend of his, Arthur Thimus, who he thought could help the young man advance in the world. When Nathan turned 20 he convinced his parents to let him join Xcrawl and explore the world with the help of Artie.

Nathan is a 20-year-old human monk sorcerer who embraces his spiritual side and nature. He is a good natured, compulsive joker and endless wisecracker. He enjoys spending his private time in the desert alone listening to the night. He knows that he is not as smart as most other people, but has never let it slow him down, instead letting his shining personality glow through. He worships Pluto and feels that life is to be lived now as death comes for us all in the end.



REPORTER



NOBLEWOMAN



REFEREE



HALFORC GANGSTER



HALFLING ROGUE



GNOME KIM KARDASHIAN



HUMAN BIKER OUTLAW



WELL DRESSED ATHLETE



FEMALE ELVEN ARCHER



HALF-ELF BLASTER



HUMAN TEENYBOPPER



DWARF SOLDIER



APOLLO MESSENGER



MONSTER GAME HUNTER



HUMAN JAMMER



EMPEROR REAGAN



DJ HAT TRICK



MONICA SILVERSTRING



FEMALE HALF-ORC BRAWLER



ASIAN SPECIALIST



CHEERLEADER



HALLING JAMMER



HALF-ELF ATHLETE



GNOME MESSENGER



MIDDLE-EASTERN BLASTER



PARAMEDIC



BUTCH WARRIOR



CAPTAIN HOWDY



CLERIC OF DISCORDIAN



BOUNCER