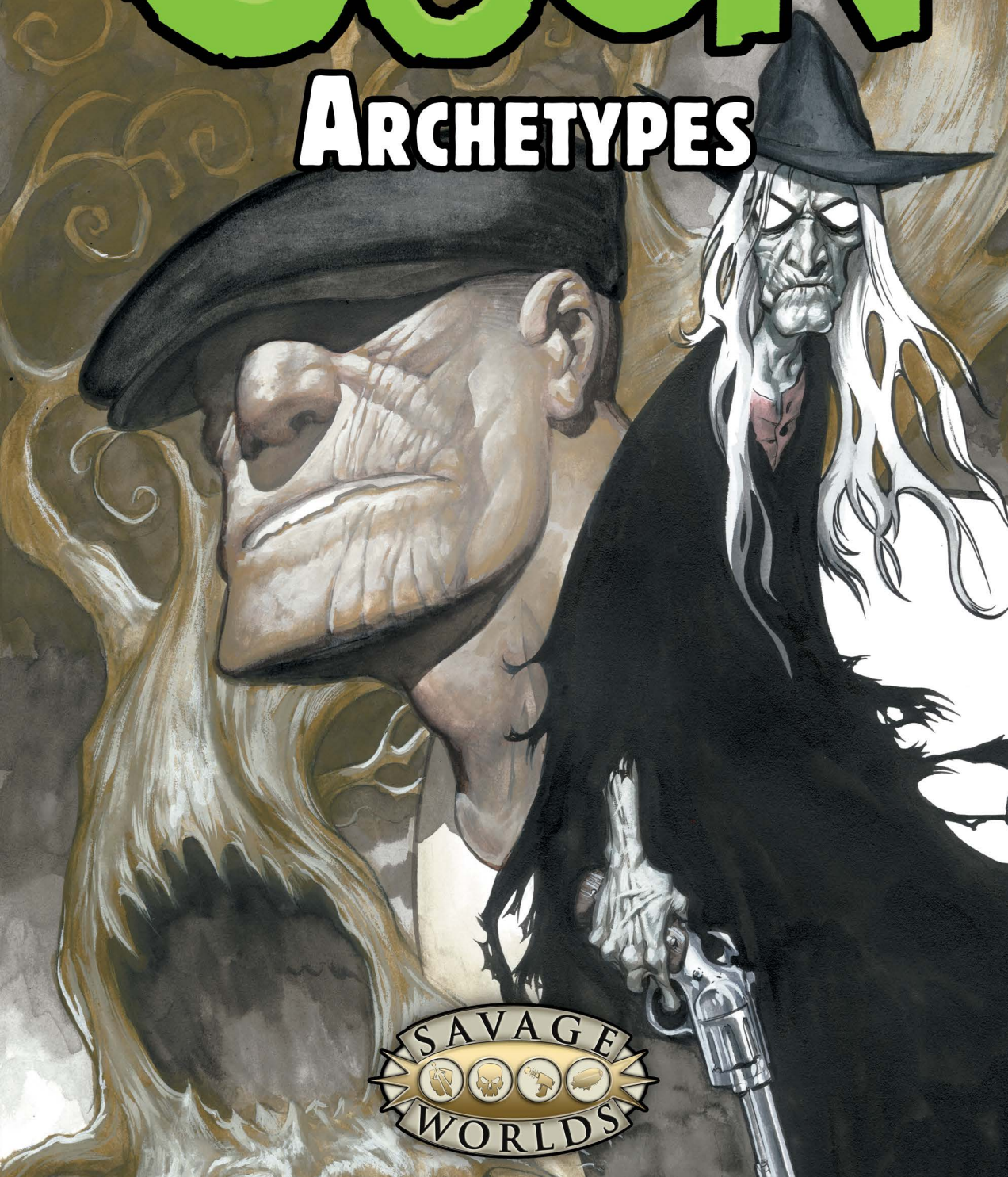




# THE GOON™

## ARCHETYPES



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### The Goon

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## GOON

*"I got beatings ta hand out, and I ain't got all night, so step up and take it like a man!"*

Goon is a hulking, scar-faced lug in a striped shirt, cap, and jacket. He runs just about every illegal racket in the Town, and some of the legal ones too. Most everyone knows you don't mess with the Goon.

**Rank:** Legendary

**Attributes:** Agility d10, Smarts d8, Spirit d8, Strength d12+4, Vigor d12+2

**Skills:** Climbing d8, Driving d10, Fighting d12, Gambling d8, Intimidation d12, Lockpicking d8, Notice d6, Repair d6, Shooting d10, Stealth d8, Streetwise d10

**Cha:** -2; **Face:** 6; **Parry:** 10; **Toughness:** 14; **Virtue:** 6

**Hindrances:** Heroic, One Eye, Quirk (Hates the smell of sauerkraut), Ugly

**Edges:** Ace, Ambidextrous, Big Lug, Brawler, Brave, Bruiser, Combat Reflexes, Connections (Mob), Expert (Strength, Vigor), Hardboiled, Harder to Kill, Improved Block, Improved Dodge, Improved First Strike, Improved Frenzy, Improvisational Fighter, Liquid Courage, Luck, Marksman, Raging Bull, Relic, Reputation, Steady Hands, Tough as Nails, Two-Fisted

**Gear:** .38 Smith & Wesson DA (Range 12/24/48, Damage 2d6, RoF 1), cinderblock (Str+d10), hand axe (Str+d6), 12× dynamite sticks, matches, Labrazio's Hat (Relic: Adds +2 to Intimidation rolls), striped shirt, trousers, work boots, '49 Buick Roadmaster.

**Special Abilities:**

- **Cursed:** Wherever he is, whatever time of day, if Goon tries to eat pork chops a goblin named *Mac Giolla Bhride* appears and throws the tasty chops into a mud puddle, cackling gleefully the whole time. Don't ask, that's just the way it is.
- **Size +1:** Goon is bigger and more solid than the average joe.



## FRANKY

*"Knife to the eye!"*

Franky's small, wide-eyed, and grew up wearing the fairy-Mary threads his momma picked out for him. Once he met Goon, though, his entire life changed for the tougher. He learned self-reliance — what most of us refer to as the ability to brain a zombie when the situation demands it — and he learned how to be tough as leather. Ever since then he's been Goon's best friend, roommate, business partner, and sidekick.

**Rank:** Legendary

**Attributes:** Agility d12, Smarts d10,

Spirit d12+2, Strength d8, Vigor d10

**Skills:** Climbing d8, Driving d10,

Fighting d12, Gambling d10,

Intimidation d10, Notice d10,

Persuasion d12, Shooting d12+2,

Stealth d8, Streetwise d10,

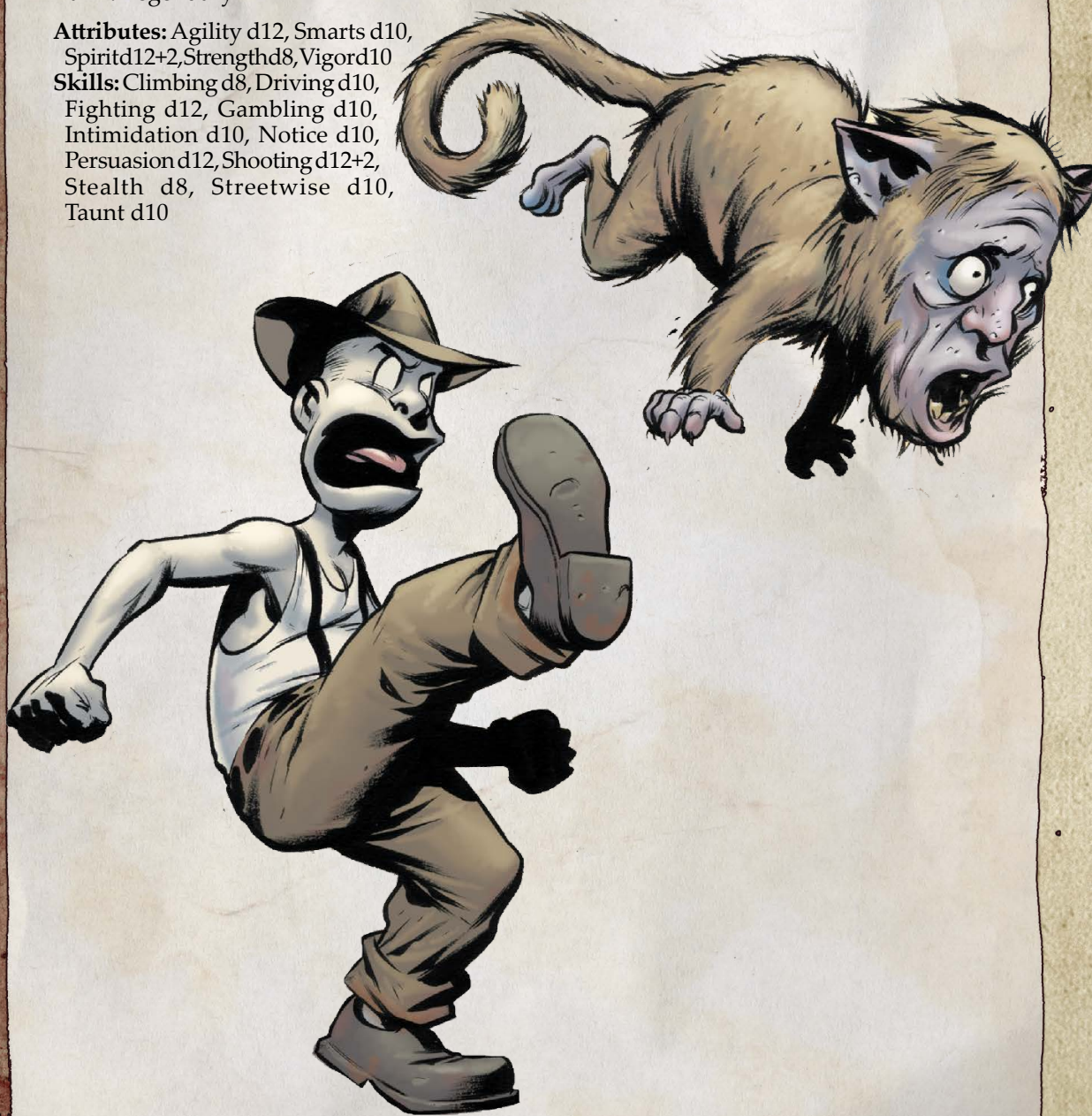
Taunt d10

**Cha:** 0; **Pace:** 6; **Parry:** 9; **Toughness:** 8; **Virtue:** 9

**Hindrances:** Big Mouth, Loyal, Amorous, Small

**Edges:** Alertness, Block, Elan, Expert (Shooting, Spirit), Hard, Knife to the Eye!, Moxie, Reputation, Rock and Roll!, Steady Hands, Strong Willed, Tough as Nails

**Gear:** Tommy gun (Range 12/24/48, Damage 2d6+1, RoF 3, AP 1), 200× .45 bullets, knife (Str+d4), fedora, tank top t-shirt, trousers, shoes.



## BUZZARD

*"Why can't I die? I...I don't know the answer. But at a guess...I'd say...it's so as I can kill you!"*

In life, Buzzard's name was Claire Buckley and he was sheriff of a small Western town. One day the Nameless Man — what the Zombie Priest called himself back then — rolled into town with promises for everyone.

By the time Sheriff Buckley took up his gun and knife to fight back, the battle was lost. Everyone he'd ever loved or cared for was gone. But he tried for revenge anyway, and the desperate Zombie Priest threw a corpse-raising enchantment on a living man. In the process he created something unique. Buckley took on the pseudonym Buzzard — the only name he could remember — and hunted the Zombie Priest for decades, until he finally caught up to him in the Town.

The undying are incredibly rare; Buzzard is the only one known to exist. He isn't quite undead, but he isn't alive either — hence the middling term *undying*.

**Rank:** Legendary

**Attributes:** Agility d12, Smarts d10, Spirit d12, Strength d10, Vigor d12

**Skills:** Climbing d10, Fighting d12, Intimidation d10, Knowledge (Occult) d10, Notice d10, Riding d12, Shooting d12+2, Stealth d8, Survival d10, Tracking d10

**Cha:** -6; **Pace:** 8; **Parry:** 8; **Toughness:** 10; **Virtue:** 8

**Hindrances:** Outsider, Ugly

**Edges:** Combat Reflexes, Expert (Shooting), Fleet-Footed, Hitman, Improved Block, Marksman, Quick Draw, Rock and Roll!, Sleuth, Steady Hands

**Gear:** Bolt-action carbine rifle (Range 24/48/96, Damage 2d8, RoF 1, AP 2), Single-action Colt Dragoon (Range 12/24/48, Damage 2d6+1, RoF 1, AP 2), Bowie knife (Str+d4, AP 1), tattered hat and cloak.

**Special Abilities:**

- **Immortal:** Not time nor punishment nor magic can slay Buzzard permanently. There might be a way to end his unlife, but no one's found it yet.
- **Invulnerability:** Buzzard can be Shaken, but not wounded by anything but his Weakness (see below).
- **Spirit Travel:** Sometimes Buzzard burrows himself into the earth under a large, dead tree. Then his spirit can walk in other worlds and times. This functions exactly like the spirit travel option of the *contact spirit world* power (see *The*



*Goon RPG™*), except it's activated with a Spirit roll and costs no Power Points. Buzzard can use this ability to gain information on a stupefyingly wide array of topics, almost like a vision quest. At the Game Master's discretion, Buzzard might take other souls with him to behold the truths he seeks.

- **Undying:** Charisma -2, +2 Toughness, +2 to recover from Shaken, doesn't breathe, immune to disease and poison, doesn't suffer additional damage from called shots, doesn't age. Buzzard ignores 1 point of wound penalties.
- **Weakness (Flesh Dependency):** Buzzard needs to eat a pound of rotten zombie flesh per day to keep going. If he goes without for 24 hours, he becomes automatically Fatigued each day until Incapacitated. He remains that way (Incapacitated but not dead) forever if no food appears. Each hour spent recovering — and eating a pound of flesh — restores a level of Fatigue.

## DÜMÜSÜJUL, TALIBA

*"No man can hide from my eyes. I will find this murderer and lay upon him a curse so terrible that every waking moment will be of torment."*

Taliba is a powerful gypsy priestess who came to the Town seeking satisfaction for a debt owed her by Momma Jalia Norton. She brought with her a bodyguard and friend named Demeter. Norton settles the family debt by marrying her. But Taliba wholly becomes an ally of the Goon's crew once she understands the depths of evil posed by Labrazio, the Zombie Priest, and the nefarious Coven.

**Attributes:** Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d8

**Skills:** Climbing d6, Fighting d8, Gambling d8, Intimidation d8, Knowledge (Occult) d10, Notice d8, Persuasion d8, Spellcasting d10, Taunt d8

**Cha:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Virtue:** 5

**Hindrances:** Corrupt, Overconfident

**Edges:** Arcane Background (Magic), Attractive, Brave, Moxie, New Powers, Power Points, Relic, Strong Willed

**Powers:** *Boost/lower Trait, contact spirit world, curse, divination, farsight, summon ally*; **Power Points:** 25

**Gear:** Relic knife (Str+2d6+2, AP 2), robes, jewelry, shoes.



## SANTINO, MIRNA

*"Seriously, what's with the cold shoulder?"*

Mirna's a smoldering blonde torch singer known for her act at Norton's. After her brother Skinny's brush with the arcane, Mirna went a little nuts with dreams of revenge on Goon. For the time being, though, she's still an occasional ally to the crew.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6  
**Skills:** Driving d4, Fighting d6, Intimidation d6, Notice d8, Perform (Singing) d10, Persuasion d8, Shooting d4, Stealth d8, Taunt d8  
**Cha:** +6; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Virtue:** 6

**Hindrances:** Corrupt, Vengeful (Minor)

**Edges:** Charismatic, Snake Oil Salesman, Strong Willed, Talented, Very Attractive

**Gear:** Long red lounge dress.



## MERLE THE WEREWOLF

*"You boys wouldn't dare dream of chewin' on little ol' me, would ya? WOULD YA?!!"*

Merle runs guns, Goon needs guns, Goon does business with Merle to acquire said guns. The relationship's about as simple as that. Merle's a ne'er-do-well and everyone knows it, but he's also discreet — for the most part. Merle the werewolf in human form is a long-haired, leather-vest-wearing type in a cowboy hat who talks tough when he needs to. In full-on lycanthrope mode, he's a bear-sized dire wolf with a mean disposition...but he's still deathly afraid of midget hands.

**Rank:** Heroic

**Attributes:** Agility d10, Smarts d6, Spirit d8, Strength d12, Vigor d12

**Skills:** Climbing d6, Driving d8, Fighting d10, Gambling d8, Intimidation d6, Lockpicking d8, Notice d8, Persuasion d6, Shooting d10, Streetwise d6, Taunt d6

**Cha:** -2; **Pace:** 6; **Parry:** 8; **Toughness:** 10; **Virtue:** 5

**Hindrances:** Corrupt, Phobia (Major—Midget hands)

**Edges:** Ambidextrous, Block, Combat Reflexes, Connections (Mafia), Improved Frenzy, Improved Sweep, Strong Willed, Two-Fisted

**Gear:** Double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), cowboy hat, vest, trousers, boots.

**Special Abilities:**

- **Altered Form:** A werewolf's Bite/Claw and Size Monstrous Abilities are only available when the lycanthrope assumes the form of a dire wolf. In human form, reduce Strength and Vigor by one die type, and his Toughness is 7.
- **Bite/Claw:** Str+d6, AP 4. In lycanthrope form, werewolves don't count as unarmed defenders.
- **Invulnerable:** Werewolves can only be Shaken, never wounded, by anything but their Weakness. This ability remains in effect no matter Merle's current form.
- **Size +3:** A full-grown werewolf in lycanthrope form is roughly the size of a bear.
- **Weakness (Silver):** Silver weapons and ammunition can wound and kill a werewolf. This can be a severe complication for Merle, because it ain't exactly a huge secret in this day and age that a silver bullet can put one down.





## ALLOY, DR. HIERONYMOUS

"Come now, Mr. Paterson. I admit I may have overstepped my authority when I attempted to introduce the mutation agent into the city's water supply, but I assure you I only had the welfare of the public in mind."

Hieronymous Alloy's genius is unquestionable, but he's used his mighty intellect to harm the Town's citizens as much as he's tried to help them. Still, Doc Alloy's not such a bad guy when he's not acting out one of his murderous, megalomaniacal delusions. Which aren't *that* frequent. (Cough.) He has metallic, golden skin that seems bolted together, and a shiny, bald egg head to top off his mad scientist look.

Alloy has attempted to jumpstart evolution by turning the Town's folks into fish people, tried to do a good deed by sending Bruno to whip the tar outta Goon, turned around and aided the crew when they laid siege to the Nameless Man's zombie hordes on Lonely Street, and asked for Goon and Franky's help in restoring his deteriorating form by retrieving the element Lewisium from a parallel dimension.

**Rank:** Legendary

**Attributes:** Agility d8, Smarts d12+2, Spirit d10, Strength d8, Vigor d10

**Skills:** Driving d8, Fighting d8, Healing d10, Intimidation d8, Knowledge (Battle) d12, Knowledge (Chemistry) d12, Knowledge (Physics) d12, Lockpicking d10, Notice d12, Persuasion d12, Repair d12, Shooting d10, Taunt d8, Weird Science d12+2

**Cha:** +2; **Pace:** 6; **Parry:** 6; **Toughness:** 10 (3);

**Virtue:** 6

**Hindrances:** Arrogant, Corrupt, Delusional (Major), Filthy Rich

**Edges:** Arcane Background (Weird Science), Charismatic, Combat Reflexes, Expert (Smarts, Weird Science), Gadeteer, Mr. Fix It, New Powers, Power Points, Scholar (Battle, Physics), Strong Willed

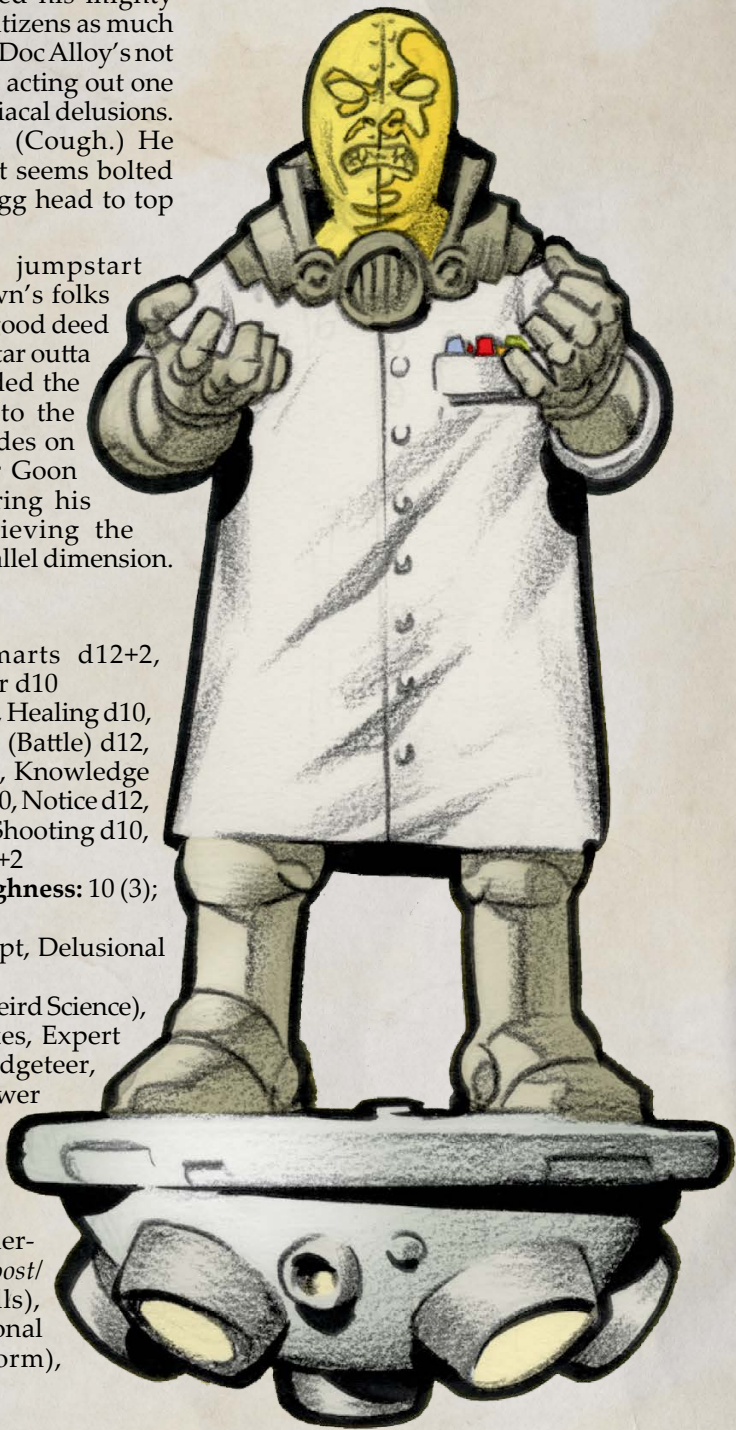
**Powers:** *Armor* (Powered Body Armor), *deflection* (Repulsor Field), *bolt* (shoulder-mounted Proton Cannon), *boost/lower Trait* (Mega Body Pills), *contact spirit world* (Dimensional Disc), *fly* (Anti-Grav Platform),

*growth/shrink* (Growth Serum Dart), *healing* (Mega Body Pills); **Power Points:** 30

**Gear:** Gadgets, tool kit, lockpicks, white coat, work boots.

**Special Abilities:**

- **Armor +3:** Alloy's metallic golden skin affords extra protection and covers his entire body.



## WILLY NAGEL

*"The name's Willy Nagel, buddy, and as long as physical labor ain't involved, I'm your man!"*

As far as slackjaws and worm pies go, Willy Nagel ain't so bad. He retained enough of his winning personality to secure a spot on the Goon's crew, after all. And his companions sure have barely tolerated his rotten presence since then, you betcha! He used to sell knock-off wristwatches and pocket clocks, but went legit when he joined the Goon's illicit operation. Willy wears a dapper suit and bowler hat to complement his gray, dead demeanor and gaping eyesockets.

**Rank:** Veteran

**Attributes:** Agility d10, Smarts d10, Spirit d12, Strength d6, Vigor d10

**Skills:** Climbing d8, Driving d6, Fighting d6, Gambling d10, Investigation d8, Lockpicking d10, Notice d10, Performance (Guitar) d8, Performance (Piano) d10, Persuasion d12, Shooting d8, Stealth d12, Streetwise d10, Taunt d10

**Cha:** -6; **Pace:** 4; **Parry:** 5;

**Toughness:** 9; **Virtue:** 7

**Hindrances:** Corrupt, Outsider, Ugly

**Edges:** Alertness, Connections (Undead Mafia), Elan, Improved Dodge, Improved Extraction, Improved Level Headed, Luck, Quick, Thief

**Gear:** Double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), pocket knife (Str+d4), 8× shotgun shells, lock picks, six-string guitar, bowler hat, fancy wool suit with trousers, shoes.

**Special Abilities:**

- **Invulnerability:** Willy can be Shaken, but not wounded by anything but his Weakness (below).
- **Slow:** Slackjaws are stiff with rigor mortis, causing them have Pace 4" and a d4 running die.
- **Undead:** Charisma -2, +2 Toughness, +2 to recover from Shaken, doesn't breathe, immune

to disease and poison, doesn't suffer additional damage from called shots. Willy ignores 1 point of wound penalties. Slackjaws who roll on the **Knockout Blow Table** do not Bleed Out or suffer permanent injuries—they're Incapacitated until healed. They may still die (again), however, and use the **Misery Never Dies** rules (See *The Goon RPG™*) normally.

- **Weakness (Flesh Dependency):** Willy's gotta eat about a pound of living flesh per day to keep going. If he goes without for a day, he becomes automatically Fatigued each day until Incapacitated. A day after that, he perishes. Each hour spent recovering—and eating a pound of flesh—restores a level of Fatigue.
- **Weakness (Head):** Shots to a zombie's head damage the brain, and thus inflict normal damage.

