

ACES & JACKS JOKERS

HEROES AND VILLAINS FOR THE *WILD CARDS* CAMPAIGN SETTING



BY JOHN JOS. MILLER AND STEVE KENSON

**MUTANTS
& MASTERMINDS**

INTRODUCTION

There are a lot of characters in the *Wild Cards* universe. This volume contains information on over 300 of them—and a couple of snapshots on some to come.

Aces & Jokers is designed as a companion volume to Green Ronin's *Wild Cards Campaign Setting*, which contains copious details concerning Wild Card background, history, and lore. Not that it lacks biographical information: The *Wild Cards Campaign Setting* presents in meticulous detail the biographies of around 90 of the universe's most important characters—aces, jokers, aliens, and nats alike. Lack of space prevented the inclusion of more, so here are the rest of them.

The following biographies are presented in two formats. About 30 have been selected to receive extensive treatment similar to that in the *Campaign Setting*. These can be found in **Chapter 1: The Top Deck**. Basically, the characters who made it into this chapter were those whose Wild Card exploits could support longer bios. Enough is known about them that their bios include detailed life stories and gaming stats.

Most of the rest of the characters covered in this book have been relegated to **Chapter 2: The Draw Pile**. These are the almost famous denizens of the *Wild Cards* universe. Some have a page or two recorded about their lives because of their brief and shining moment in the sun. Some have a couple a couple of paragraphs. Some just a sentence or two because they weren't major characters in the books. Even obscure characters such as Ice Blue Sibyl, The Whisperer, Haymaker, and Sparkle Johnny, because they would make fine characters to play. They exist in the *Wild Cards* universe, albeit as little more than names, and are all ready to be fleshed out by you and—who knows?—maybe take their place in your own *Wild Cards* universe besides such stalwarts of the series as Cap'n Trips, Dr. Tachyon, and Billy Ray. They're characters begging for their stories to be written, and you're the author. Go for it.

A third class of characters can be found in **Chapter 3: The Fast Shuffle**: a rather short but interesting list of the alternate Wild Card biographies of real-world figures who have appeared in the series.

Finally, the last (but not least) character type can be found in **Chapter 4: A New Hand**, which presents previews of the Committee Trilogy, the latest *Wild Cards* volumes, not all of which will actually be published by the time this sourcebook hits the shelves. The Committee Triad consists of *Inside Straight* (2007), *Busted Flush* (2008), and *Suicide Kings* (2009). As this is being written only *Inside Straight* has been published. *Busted Flush* and *Suicide Kings* haven't been published.

A slew of new and interesting characters have been created to fill these books—for reasons that will be discussed later. Rather than try to write their biographies before their first story arc is completed, we hope to present a complete history of their first adventures in a third Green Ronin reference volume to be published after the Committee Triad has appeared. This future volume will also include data from the *Hard Call* graphic novel, as well as other future graphic novels, publishing schedules allowing.

In the meantime, here are the stories of some 350 characters, from Esteban Akabal to Zelda (the Bodysnatcher), to keep you entertained and enthralled. All of the information contained here is drawn directly from the books, but there are bits of data here and there that were added in from the private character sketches circulated between *Wild Cards* authors. Not many of these characters had such sketches written about them, because most were created on the fly and were important in the context of only a story or two. Some were mentioned once and then forgotten, and are waiting for you to pick them up, dust them off, and add to the history of their deeds.

SPOILERS ALERT!

Needless to say, the following pages are filled to overflowing with spoilers. If you don't want to learn the ultimate fate of Bat-Ears Brannigan before you read the story he appears in, read no further.





CHAPTER ONE: THE TOP DECK

Here's the cream of the biographical crop. These characters, along with those already published in the *Wild Cards Campaign Setting*, are the most significant characters in the *Wild Cards* universe. You'll find that many of these biographies aren't as detailed as those in the first volume. Although these are important characters who've had a large impact on the *Wild Cards* universe, many of them were conjured up by their various authors on the fly and less background information is available.

You and your players are welcome to build upon the information provided here if you wish to have some of these characters play a more significant role in your series. Depending on when your series is set, you may need to explain why that character is active or even why he or she is alive! You also may want to use the game information on the following pages as templates for characters of your own making. Find a character or set of powers you

like, make up a background, and introduce him or her as a new ally or enemy for the players to deal with.

THE BLACK DOG

CREATED BY GEORGE R.R. MARTIN

NAME: UNKNOWN	WC NAME: THE BLACK DOG
OCCUPATION: TERRORIST	WC STATUS: JOKER
ALIASES: THE HOUND, THE HOUND OF HELL	ETHNICITY: JEWISH
BIRTH: UNKNOWN	DEATH: --
HEIGHT: TALL	WEIGHT: UNKNOWN
EYES: UNKNOWN	HAIR: UNKNOWN



Black Dog's game stats are based on his known abilities. His control of the Twisted Fists gives him considerable influence and the ability to call on any number of followers and resources (including weapons, explosives, and vehicles). Assume these are covered by his Benefit feat, and whatever capabilities the GM wishes to give him, based on the story.

BACKGROUND

Born in Brooklyn, the Black Dog immigrates to Israel with his family at the age of 9. He draws a joker when he's 20. While in public he wears a black canine mask, so no one knows the precise nature of his deformity. He's the head of an international terrorist joker organization called the Twisted Fists. Their financial support comes mainly from Jokertown and their headquarters are in the Jerusalem catacombs, a labyrinth of chambers and tunnels that meander under the ancient walled city.

The Dog makes a deal with Zoe Harris and Croyd Crenson (May 1994), sending them to Ukraine to get a nuclear warhead while promising to get Zoe's Escorts safely to Vietnam and to turn Pan Rudo over to Croyd. The Dog wants the nuclear weapon to blackmail the Card Sharks into giving up the Black Trump, but, as usual, things don't go exactly as planned. When last seen he's in Billy Ray's custody.

THE BLACK DOG POWER LEVEL 4

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	+2	+2	+2
15	12	13	15	14	15

TOUGHNESS	FORTITUDE	REFLEX	WILL
+3/+1*	+4	+4	+5

*FLAT-FOOTED

SKILLS:

Bluff 3 (+5), Climb 3 (+5), Concentration 4 (+6), Diplomacy 6 (+8), Disguise 2 (+4), Gather Information 9 (+11), Intimidate 6 (+8), Investigate 4 (+6), Knowledge (business) 2 (+4), Knowledge (current events) 4 (+6), Knowledge (streetwise) 8 (+10), Knowledge (tactics) 7 (+9), Knowledge (technology) 2 (+4), Knowledge (theology & philosophy) 2 (+4), Language 1 (Hebrew; English is native), Medicine 1 (+3), Notice 4 (+6), Search 4 (+6), Sense Motive 6 (+8), Stealth 6 (+7)

FEATS:

Benefit (leader of the Twisted Fists) 10, Connected, Contacts, Defensive Roll 2, Fascinate (Intimidate), Improved Initiative, Leadership, Master Plan, Sneak Attack, Well-Informed

Equipment: varies, but usually includes at least one pistol or rifle close to hand

COMBAT:

Attack +5, Grapple +7, Damage +2 (unarmed attack), Defense +5 (+3 flat-footed), Knockback -1 (-0 flat-footed), Initiative +5

Abilities 24 + Skills 21 (84 ranks) + Feats 20 + Powers 0 + Combat 20 + Saves 9 + Drawbacks 0 = 94

O.K. CASADAY

CREATED BY VICTOR MILÁN

NAME: O.K. CASADAY	WC NAME: NONE
OCCUPATION: SOLDIER/CIA OPERATIVE/CLOSET CARD SHARK	WC STATUS: NAT
ALIASES: PRESUMABLY; NONE RECORDED	ETHNICITY: CAUCASIAN
BIRTH: UNKNOWN	DEATH: SUMMER 1994
HEIGHT: TALL	WEIGHT: HEAVY BUT SOLID
EYES: UNKNOWN	HAIR: BALDING BLOND

BACKGROUND

Casaday is a tall, broad-shouldered man with a granite slab of a jaw and a fringe of yellow-white hair set on top of an immense round head.

O.K. CASADAY **POWER LEVEL 6**

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	+2	+0	+1
14	13	15	14	11	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4/+2*	+6	+5	+5

*FLAT-FOOTED

SKILLS:

Bluff 8 (+9), Climb 4 (+6), Concentration 6 (+6), Craft (chemical) 2 (+4), Craft (mechanical) 2 (+4), Diplomacy 4 (+5), Disable Device 4 (+6), Drive 6 (+7), Escape Artist 4 (+5), Gather Information 8 (+9), Intimidate 9 (+10), Investigate 6 (+8), Knowledge (behavioral science) 2 (+4), Knowledge (current events) 6 (+8), Knowledge (streetwise) 10 (+12), Knowledge (tactics) 8 (+10), Notice 8 (+8), Pilot 4 (+5), Search 6 (+8), Sense Motive 8 (+8), Stealth 9 (+10), Survival 8 (+8), Swim 4 (+6)

FEATS:

Accurate Attack, Assessment, Chokehold, Connected, Contacts, Defensive Roll 2, Distract (Intimidate), Equipment 2, Evasion, Improved Initiative, Precise Shot, Startle, Stunning Attack, Well-Informed

Equipment: heavy pistol, satellite phone, plus whatever else the mission calls for

COMBAT:

Attack +7, Grapple +9, Damage +2 (unarmed attack), +4 (heavy pistol), Defense +7 (+4 flat-footed), Knockback -2 (-1 flat-footed), Initiative +5

Abilities 19 + Skills 34 (136 ranks) + Feats 16 + Powers 0 + Combat 28 + Saves 13 + Drawbacks 0 = Total 110

In 'Nam Casaday's in the Special Forces Phoenix program whose mission is to assassinate undercover North Vietnamese agents. After leaving the military, he has a long career as a CIA agent, including a stint as CIA station chief for Thailand (summer 1991).

Casaday is also a committed Card Shark, and as he himself says, "My main priority is wiping out wild card filth wherever I find it." As the Shark field agent on the ground in Tehran he ensures that the ace rescue of the Iranian-held American hostages fails (April 1980). The leader of the rescue team, J. Robert Belew, recognizes him, and vows to kill him on sight. They become archenemies.

While the head of the Card Sharks' secret laboratory in Myanmar (May 1994), Casaday kidnaps Mark and Sprout Meadows and brings them to the lab to force Mark to work out the kinks in the Black Trump, on pain of Sprout's slow and excruciating death at the hands of Casaday's pet torturer, Gunther Ditmar. Casaday's role in the Card Sharks' "Final Solution to the Wild Card Problem" is to release the



Black Trump over the skies of Hong Kong from a dirigible. He never boards the aircraft, but covers its ascent with a machine-gun. He blows his nemesis, Belew, to bits, but not before Belew sends his soul into a helicopter that takes Casaday's head off with its rotors before crashing into the dirigible's gondola, giving Ackroyd and the Radical the opening they need to foil the Card Sharks' plan.

CHARON

CREATED BY STEPHEN LEIGH

NAME: UNKNOWN	WC NAME: CHARON
OCCUPATION: FERRYMAN	WC STATUS: JOKER
ALIASES: NONE	ETHNICITY: UNKNOWN
BIRTH: UNKNOWN	DEATH: --
HEIGHT: 8 FT.	WEIGHT: PRETTY HEAVY
EYES: TWO, UNKNOWN COLOR	HAIR: NONE

Given his role in both the Rox Campaign and afterward, Charon is more of a plot device character than anything else. The



game information provided should be adjusted based on the joker ferryman's role in the series. His regular trips to and from the Dreamtime may have affected his nature in unknown ways. Whether or not his access to the Rox in the Dreamtime is a power or simply an aspect of Charon's direction sense and Benefit feat is up to the GM.

BACKGROUND

Charon is an extremely odd joker who ferries other jokers to the Rox for a price. Rather than coins on his customers' eyes, this Charon's price is usually a couple bags of groceries. He's drawn to the longing of those who want to reach the Rox, and can identify individuals by feeling their souls. His route is the only safe way to reach the Rox, and he prefers to make his runs to the Rox at night. Charon inhabits the East River, where the edge of Jokertown touches water. He's a glowing, gelatinous, hollow sphere, 8 feet in diameter and nearly transparent except for translucent bands of muscle. Ribbons of light ripple along his clammy, gelid flesh, sparking soft green, yellow, and blue. Near the top of his globular body are two very human eyes and a mouth. Underneath the joker's flattened bottom are hundreds of wiggling cilia that propel him through the water.

CHARON					POWER LEVEL 3	
STR	DEX	CON	INT	WIS	CHA	
+6	-1	+5	+0	+3	+0	
22	8	21	10	16	10	

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5	+7	-1	+7

SKILLS:

Notice 8 (+11), Sense Motive 8 (+11), Stealth 8 (+3), Survival 4 (+7)

FEATS:

Benefit (access to the Rox), Endurance

POWERS:

Growth 6 (large; +12 Strength, +6 Constitution; Continuous; Permanent)

Immunity 1 (drowning; Affects Others, Burst Area [5-ft. radius])

Super-Senses 5 (sense longing and allegiance [ranged, acute, analytical], direction sense)

Swimming 3 (10 mph, 88 ft./round)

COMBAT:

Attack -1, Grapple +10, Damage +6 (unarmed attack), Defense -1 (+0 flat-footed), Knockback -6, Initiative -1

DRAWBACKS:

Disability, common, major, no limbs (-4 points)

Abilities 9 + Skills 7 (28 ranks) + Feats 2 + Powers 29 + Combat 0 + Saves 6—Drawbacks 4 = Total 49

Charon survives the September 1990 Rox Campaign and still ferries longing jokers to the Rox's new home in the Dreamtime.

CARDINAL ROMULUS CONTARINI

CREATED BY JOHN JOS. MILLER

NAME: ROMULUS CONTARINI	WC NAME: NONE
OCCUPATION: CARDINAL/SECRET CULT LEADER	WC STATUS: NAT
ALIASES: NONE	ETHNICITY: CAUCASIAN (ITALIAN)
BIRTH: LATE 1930S	DEATH: SUMMER 2003
HEIGHT: TALL	WEIGHT: SLIM
EYES: UNKNOWN	HAIR: THICK AND WHITE

Contarini's leadership of the Allumbrados and the resources it grants him are subsumed in his Benefit ranks. His power level is primarily due to his skill ranks; in personal combat, he's barely power level 2 (and that's assuming he has a weapon of some sort).

CARDINAL ROMULUS CONTARINI POWER LEVEL 4

STR	DEX	CON	INT	WIS	CHA
-1	+0	+0	+3	+2	+2
9	10	10	17	15	15

TOUGHNESS	FORTITUDE	REFLEX	WILL
+0	+3	+2	+4

SKILLS:

Bluff 5 (+7), Concentration 4 (+6), Diplomacy 7 (+9), Gather Information 8 (+10), Intimidate 3 (+5), Knowledge (art) 2 (+5), Knowledge (streetwise) 2 (+5), Knowledge (theology & philosophy) 9 (+12), Language 2 (English, Latin), Notice 3 (+5), Profession (priest) 9 (+11), Sense Motive 6 (+8)

FEATS:

Benefit 5 (church rank), Connected, Contacts

COMBAT:

Attack +2, Grapple +1, Damage -1 (unarmed attack), Defense +4 (+2 flat-footed), Knockback +0, Initiative +0

Abilities 16 + Skills 15 (60 ranks) + Feats 7 + Powers 0 + Combat 12 + Saves 7 + Drawbacks 0 = Total 57

**BACKGROUND**

Contarini is an Italian cardinal in the Roman Catholic Church who heads a shadowy office concerned with theological purity. Less openly, he is also the head of the End of Days sect known as the Allumbados, which believes that John Fortune is the Anti-Christ. He's in his late 60s, tall, handsome, and patrician-looking, with a head of thick white hair. When undercover he wears \$6,000 Armani suits. His English is excellent, with only a slight trace of an Italian accent.

In the summer of 2003, Contarini masterminds the theft of the Shroud of Turin and the kidnaping of John Fortune (much to his eventual disappointment). He survives the Allumbados's failed assault on Barnett's Peaceable Kingdom theme park in Branson, Missouri, only to die at the hand of John Nighthawk.

CYCLONE

CREATED BY STEVE PERRIN

NAME: VERNON CARLYSLE	WC NAME: CYCLONE
OCCUPATION: HERO	WC STATUS: ACE
ALIASES: UNRECORDED	ETHNICITY: CAUCASIAN
BIRTH: MARCH 3, 1942	DEATH: SEPTEMBER 1990
HEIGHT: 5 FT., 11 IN.	WEIGHT: 170 LBS.
EYES: HAZEL	HAIR: LIGHT BROWN, BALDING AS HE AGES

BACKGROUND

Vernon Carlysle is from a wealthy San Francisco family. His ace career begins in 1965 when his parachute fails to open during a skydiving outing and instead of falling to his death he creates wind currents to float himself gently to the ground. He's the first ace to wear a costume in public (a blue and white jumpsuit that is later made out of Kevlar, a billowing cape attached to wrist and ankles that helps him glide on the wind, and an aviator's helmet with radio and infrared goggles that help him fly at night).

Cyclone controls the wind, which allows him to glide on air currents. He can also use them to create a shield of whirling force to deflect bullets or dissipate energy or radiation attacks. He can create well-defined whirlwinds that have the capacity to lift objects up to the size of a small truck. Years of practice enables him to use the winds without damage to his surroundings.

Cyclone is very conscious of his image and does all he can to build it up, including sometimes traveling with his own camera crew.

Vernon spends two years in Viet Nam with an independent Air Force commission that allows him to act as a free agent where ever he thinks best (1970-1971). Unable to affect any major difference in the war, he resigns his commission and returns to the States where he and his wife Cornelia have a baby



girl, Helene (Mistral) Carlylse, who has the same powers as Cyclone. This remarkable coincidence is brought about, or so Dr. Tachyon hypothesizes, by Cyclone's unconscious manipulation of Helene's germ plasm while she's still in the womb. Helene's powers manifest themselves quite early, which leads to Cornelia Owens-Carlylse seeking and obtaining a divorce from Vernon. Vernon retains custody of his daughter.

After his Vietnam experience, he rarely leaves the West Coast, spending most of his time on his palatial Marin County estate, although he does have residences in cities around the world which he visits under assumed names. He's the most prominent West Coast ace of the 1970s. Some popular histories to the contrary, Cyclone is not a member of the ill-fated ace team that tries to rescue the Iranian-held American hostages in 1980.

SEPTEMBER 1990

Cyclone is recruited for the overt ace assault team during the Rox Campaign, during which he goes missing in action and is presumably killed by Molly Bolt who had jumped into his daughter's body.

CYCLONE POWER LEVEL 8

STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+1	+0	+2
13	13	12	12	11	15

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12/+4*	+5	+7	+4

*WITHOUT FORCE FIELD; +1 WITHOUT ARMORED JUMPSUIT

SKILLS:

Acrobatics 4 (+5), Concentration 6 (+6), Diplomacy 4 (+6), Knowledge (business) 6 (+7), Search 2 (+3), Survival 2 (+2)

FEATS:

Attack Focus (ranged) 4, Connected, Dodge Focus 2, Environmental Adaptation (high winds), Equipment 1, Favored Environment (aerial) 2, Precise Shot

Equipment: night vision goggles, commlink, armored jumpsuit

POWERS:

Air Control 9 (heavy load: 6.4 tons)

Alternate Power: **Blast 9**

Force Field 8

Flight 4 (Speed: 100 mph, 880 ft./round)

COMBAT:

Attack +3 (melee), +7 (ranged), Grapple +4, Damage +1 (unarmed attack), +9 (blast), Defense +6 (+2 flat-footed), Knockback -6 (-2 without force field, -0 without armored jumpsuit), Initiative +1

Abilities 16 + Skills 6 (24 ranks) + Feats 12 + Powers 35 + Combat 14 + Saves 14 + Drawbacks 0 = Total 97

DEVIL JOHN DARLINGFOOT

CREATED BY ROGER ZELAZNY

NAME: JOHN DARLINGFOOT **WC NAME:** DEVIL JOHN

OCCUPATION: ROGUE **WC STATUS:** JOKER

ALIASES: PROBABLY **ETHNICITY:** CAUCASIAN

BIRTH: UNKNOWN **DEATH:** --

HEIGHT: TALL **WEIGHT:** HEAVY

EYES: UNKNOWN **HAIR:** RED

BACKGROUND

Devil John is a big, red-bearded, curly-headed man with mismatched legs. The right one is heavy, hairy, and ends in a hoof. The left one is normal. He can use his powerful right leg to leap up to 20 feet.

DEVIL JOHN DARLINGFOOT			POWER LEVEL 6		
STR	DEX	CON	INT	WIS	CHA
+5	+0	+3	+0	+0	+0
20	11	16	10	10	10
TOUGHNESS		FORTITUDE		REFLEX	
+6		+3		+0	
SKILLS:					
Intimidate 6 (+6), Knowledge (current events) 3 (+3), Knowledge (streetwise) 7 (+7), Notice 3 (+3), Profession (mercenary) 7 (+7), Search 2 (+2)					
FEATS:					
All-Out Attack, Attack Focus (melee) 3, Connected, Endurance, Improved Grapple, Power Attack					
POWERS:					
Leaping 2 (x5 jumping distance)					
Protection 3					
Super-Strength 1 (<i>heavy load</i> : 800 lbs; +1 Strength to some checks)					
COMBAT:					
Attack +7 (melee), +4 (ranged), Grapple +13, Damage +5 (unarmed attack), Defense +5 (+3 flat-footed), Knockback -3, Initiative +0					
Abilities 17 + Skills 7 (28 ranks) + Feats 8 + Powers 7 + Combat 18 + Saves 0 + Drawbacks 0 = Total 57					

Darlingfoot is a bit of a rogue who'll do some illegal stuff for the right amount of cash, but draws the line at overtly violent jobs.

DURG

CREATED BY VICTOR MILÁN

NAME: DURG AT'MORAKH BO ZABB VAYAWAND-SA	WC NAME: NONE
OCCUPATION: ALIEN INVADER/ HEAVY EQUIPMENT OPERATOR/ BODYGUARD	WC STATUS: ALIEN
ALIASES: DOUG MORKLE	ETHNICITY: TAKISIAN
BIRTH: CIRCA 1783	DEATH: 1991
HEIGHT: 5 FT.	WEIGHT: HEAVY
EYES: UNKNOWN	HAIR: BLOND

BACKGROUND

The deadliest bare-hand fighter ever produced by Takis and the strongest non-ace on Earth, Durg is often referred to as Zabb's



“pet monster.” Immensely strong, inhumanly quick, totally loyal to his perceived master, he is descended from a long line bred by House Vayawand for those traits and is also trained in diplomacy and to offer advice to his master. He has metallic blond hair and delicately drawn Takisian elfin face on a mountainous body. He is barely 5 feet tall and almost as broad. He's a bred killing machine, and is almost indestructible. The only mental power Durg has is an all-but-insurmountable resistance to mind control.

Stolen by Dr. Tachyon's cousin Zabb in a raid on House Vayawand when he's 12, Durg becomes Zabb's loyal minion, remaining at his master's side for about 196 years of loyal service. He is ultimately left behind on Earth when the Takisians' expedition to Earth is foiled by Tachyon, the Turtle, and Mark Meadows (spring 1986).

After being abandoned on Earth, Durg works at the docks as a heavy equipment operator, without, however, actually using any heavy equipment. With his name anglicized to Doug Morkle, he's on the short list of suspects in Chrysalis's death (July 1988).



1990

He transfers his allegiance to Cap'n Trips when he's overcome in combat by Trip's avatar Moonchild (changing his name to Durg at'Morakh bo Isis Vayawand-sa), and he helps Mark Meadows break Sprout of the juvenile detention center in which she's being held. Mark frees him from all obligations, but since a Morakh must serve, he goes to the Rox and takes up service with the only available Takisian on Earth, Blaise. He becomes Blaise's bonded man (Durg at'Morakh bo Blaise Vayawand-sa), where only Blaise's rejection or Durg's death can end their association.

He talks Blaise into going to Takis and helps him quickly rise to rule the House of Vayawand, setting him up to conquer the entire planet. Ultimately, he realizes that Blaise is quite mad and comes to regret unleashing him on the world, especially after Blaise shoots him in a fit of pique. In a final confrontation, the sight of Moonchild causes him to remember the old days when he was with Mark Meadows and he realizes that it was the only time in his life that he was actually happy. He turns coat and wipes out a squad of Morakhs, allowing Zabb and Tachyon to eventually defeat Blaise. Terribly wounded, he begs for and receives forgiveness from Moonchild and dies in her arms.

DURG AT'MORAKH					POWER LEVEL 6	
STR	DEX	CON	INT	WIS	CHA	
+5	+2	+4	-1	+2	+0	
20	14	18	8	15	10	
TOUGHNESS		FORTITUDE		REFLEX		WILL
+4		+8		+6		+6/+13*
*VS. MENTAL POWERS						
SKILLS:						
Concentration 4 (+6), Diplomacy 8 (+8), Intimidate 6 (+6), Knowledge (tactics) 6 (+5), Language 1 (English), Notice 6 (+8), Profession (bodyguard) 8 (+10), Search 4 (+3), Sense Motive 3 (+5), Stealth 6 (+8), Survival 4 (+6)						
FEATS:						
All-Out Attack, Assessment, Endurance, Improved Grab, Improved Initiative, Interpose, Power Attack, Startle						
POWERS:						
Mind Shield 7						
Regeneration 4 (recovery bonus +2, injured check 1/20 minutes, disabled check 1/5 hours)						
Super-Strength 1 (<i>heavy load</i> : 800 lbs; +1 Strength to some checks)						
COMBAT:						
Attack +7, Grapple +13, Damage +5 (unarmed attack), Defense +7 (+4 flat-footed), Knockback -2, Initiative +6						
Abilities 25 + Skills 14 (56 ranks) + Feats 8 + Powers 13 + Combat 28 + Saves 12 + Drawbacks 0 = Total 100						

CHARLES DUTTON

CREATED BY WALTER SIMONS

NAME: CHARLES DUTTON	WC NAME: NONE
OCCUPATION: BUSINESSMAN	WC STATUS: JOKER
ALIASES: NONE KNOWN	ETHNICITY: CAUCASIAN
BIRTH: 1930	DEATH: --
HEIGHT: 6 FT., 3 IN.	WEIGHT: 180 LBS.
EYES: DARK	HAIR: BALD

Dutton's power level is owed entirely to his skill ranks; in combat terms he's barely power level 1 (and that only defensively).

BACKGROUND

Dutton's born and grows up in Rhode Island, attends Princeton, and is a successful stockbroker before the wild card virus turns him into a joker in the late 1950s. After his card turns he

CHARLES DUTTON			POWER LEVEL 3		
STR	DEX	CON	INT	WIS	CHA
-1	+0	+0	+2	+3	+1
9	10	11	15	16	12
TOUGHNESS		FORTITUDE		REFLEX	
+0		+2		+1	
WILL					
				+5	
SKILLS:					
Bluff 4 (+5), Diplomacy 4 (+5), Gather Information 8 (+9), Knowledge (art) 4 (+6), Knowledge (behavioral science) 4 (+6), Knowledge (business) 8 (+10), Knowledge (current events) 6 (+8), Knowledge (history) 6 (+8), Knowledge (streetwise) 6 (+8), Profession (museum curator) 6 (+9)					
FEATS:					
Benefit 2 (wealth, plus collection of wild card memorabilia), Connected, Contacts, Well-Informed					
COMBAT:					
Attack +1, Grapple +0, Damage -1 (unarmed attack), Defense +2 (+1 flat-footed), Knockback +0, Initiative +0					
Abilities 13 + Skills 14 (56 ranks) + Feats 5 + Powers 0 + Combat 6 + Saves 5 + Drawbacks 0 = Total 43					

dresses partly for dramatic effect, partly to hide his deformities. He wears dark suits of an old-fashioned cut, including gloves, a heavy black cape, and a cowl that hides the face that the wild card virus turned into a death's head: dark eyes sunk beneath a heavy brow ridge, leathery yellow skin stretched across a noseless, lipless, hairless face, his teeth continually barred in a rictus of a smile.

Soon after his card turns he moves to Jokertown and begins to develop businesses like coffeehouses and barber shops tailored to the needs of the locals. He also buys the Famous Bowery Wild Card Dime Museum from its original owners and settles in as one of the behind-the-scenes Jokertown power brokers. He adds three of the Turtle's old shells to the museum's collection, buying them from Tom Tudbury for \$80,000 and the head of Modular Man that he gets from an Aces High busboy after the 1986 Wild Card Day dust-up with the Astronomer.

Dutton is a silent partner with Chrysalis, owning a one-third interest in the Crystal Palace after helping her purchase the bar when she comes to New York City. Although reclusive by nature, he sometimes visits the Palace, where he hangs out in one of the curtained booths and tries to pry current gossip out of the amused proprietress. He inherits the bar at her death and briefly runs it until its 1988 fiery destruction.

Dutton also owns Jokertown's most exclusive mask shop, Holbrook's (which he lives above), Dutton's Theatrical Supply, and Dutton's Magic and Novelty Shop.



With the aid of the Twisted Fists he helps Zoe Harris, her mother, and her joker Escorts leave the United States for Israel (fall 1993). As one of those in the know about the Card Shark conspiracy, he's taken into federal custody by a raid on his museum led by April Harvest (May 1994), but not before he tells the Black Dog about the existence of the Black Trump.

ELEPHANT GIRL

CREATED BY PARRIS

NAME: RADHA VALERIA O'REILLY WC NAME: ELEPHANT GIRL

OCCUPATION: CIRCUS PERFORMER/ADVENTRESS/
ROYALTY ON THE RUN WC STATUS: ACE

ALIASES: NONE KNOWN ETHNICITY: IRISH-INDIAN

BIRTH: 1947, BENGAL, INDIA DEATH: --

HEIGHT: 5 FT., 2 IN. WEIGHT: 105 LBS.

EYES: GREEN HAIR: DEEP AUBURN

Elephant Girl's Nullify/Dazzle array is linked to her use of energy-to-mass conversion (and vice versa) when she changes forms: the

Nullify represents the local brownouts caused by the absorption of electrical energy, while the Dazzle is the blinding flash of the same energy released as a cascade of photons. She can only use these effects when changing form and they always occur, whether she wants them to or not; you need only ask the patrons of Aces High on the Wild Card Day when the Astronomer attacked how potentially inconvenient they can be.

DESCRIPTION

Radha O'Reilly is a petite, green-eyed Irish-Indian woman with deep auburn hair, skin like burnished gold, and a caste mark in the center of her forehead. She normally wears a sari but dons a green, spangled acrobat's costume when working.

BACKGROUND

Radha's father, Timothy Xavier "Paddy" O'Reilly is an Irish adventurer who frequently works as a trapper of exotic animals for zoos around the world. During World War II he meets and marries Chandra Ratri, a princess and high priestess whose father rules a remote corner of Bengal. Chandra's family practice a variety of

Hinduism built around Ganesh the elephant god and the black mother, Kali. After the wedding, Paddy and Chandra set sail for India aboard the *Queen Mary*. Most of the passengers and crew suddenly become sick on September 16, 1946, the result of the airborne wild card virus. The ship turns into a death ship, and Paddy is one of the few unaffected. Chandra is not so lucky. Her skin takes on the texture of thick, gray elephant hide, her hands become ponderous elephant feet. When they finally arrive in In-

ELEPHANT GIRL			POWER LEVEL 9		
STR	DEX	CON	INT	WIS	CHA
+10/+0	+2	+5/+1	+1	+1	+1
30/10*	15	20/12*	13	13	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+9/+1*	+10/+5*	+4	+6

*HUMAN FORM

SKILLS:

Acrobatics 4 (+6), Handle Animal 4 (+5), Knowledge (theology & philosophy) 7 (+8), Language 1 (English)

FEATS:

Animal Empathy, Attack Focus (melee) 3, Attractive, Benefit (+8 Handle Animal bonus with elephants)

POWERS:

Elephant Form 9

Strength +4, Fortitude +1; Feats: Attack Focus (melee) 3, Endurance

Additional Limbs 1 (trunk; +1 to Grapple when not using Improved Grapple, Feats: Improved Grapple)

Flight 2 (Speed: 25 mph, 220 ft./round)

Growth 8 (huge; +16 Strength, +8 Constitution; Permanent; Innate)

Protection 4

Strike 1 (Mighty)

Nullify Electrical Devices 9 (Burst Area [45-ft. radius]; Range [touch], Limited to when assuming elephant form, Linked to Alternate Form; Progression, Increase Area 4 [x25])

Alternate Power: Dazzle 9 (visual; Burst Area [45-ft. radius]; Limited to when reassuming human form, Linked to Alternate Form, Range [touch]; Progression, Increase Area 4 [x25])

COMBAT:

Attack +4 (melee) (+3 in human form), +0 (ranged), Grapple +24 (+3 in human form), Damage +10 (unarmed attack), +11 (Strike 1), Defense +0 (+0 flat-footed), Knockback -12 (-0 in human form), Initiative +2

DRAWBACKS

Disability, uncommon, minor, no hands in elephant form (-1 point); Disability, uncommon, minor, mute in elephant form (-1 point)

Abilities 15 + Skills 4 (16 ranks) + Feats 6 + Powers 59 + Combat 8 + Saves 11—Drawbacks 2 = Total 101



dia, Chandra's transformation is considered a miracle since she'd taken on the appearance of Ganesh himself.

Radha is born seven months after the wild card hits the *Queen Mary*. A second daughter, Durga Cerridwyn (called Mohini) is born to the couple in 1951. Radha is raised as a divine princess. When she first manifests her power to turn into a full-grown Asian elephant as an adolescent, she becomes the object of fervent worship and is kept a virtual prisoner.

Chandra remains a pampered semi-invalid until her death in 1965. Soon after she dies Paddy vanishes in the Himalayas while on a yeti hunt, and the 17-year-old Radha runs away to Calcutta with her father's secret assistance, and eventually to the West. The priests of Ganesh and Chandi ("The Fierce One," a form of Kali the Black Mother) want her back, and have tried to kidnap her several times. With the death of her grandfather, Mohini rules in Radha's place, but the real power in the tiny kingdom is in the hands of the priests of Ganesh and Chandi.

Radha takes part in the WHO-sponsored around-the-world junket, especially distinguishing herself during the Sri Lanka Great Ape episode in early 1987. She's recruited to be part of the overt ace assault team during the Rox Campaign of September 1990.

ABILITIES

Radha's transformation into an elephant takes place at will. She retains her human intelligence, but can't speak. To acquire the energy to power the transformation, she sucks up the electrical power in an area equivalent to a couple of square blocks and when she returns to human form she releases the energy in a blast of exceedingly bright, but otherwise harmless, light. She can fly while in elephant form, but must flap her ears to do so. Shape-shifting and flight are part of Radha's popular act, along with her troupe of highly trained elephants and acrobats.

Despite her status as an ace and entertainer, Radha is a private person, and while taking up the occasional cause, has no wish to become a professional hero. Although her religious rites include tantric sex and the consumption of mind-expanding drugs, she is something of an ascetic, as well as a vegetarian.

EZILI-JE-ROUGE

CREATED BY JOHN JOS. MILLER

NAME: UNKNOWN	WC NAME: EZILI-JE-ROUGE
OCCUPATION: RECEPTIONIST	WC STATUS: POSSIBLE ACE
ALIASES: UNRECORDED	ETHNICITY: BLACK HAITIAN
BIRTH: 1963, PORT-AU-PRINCE, HAITI	DEATH: --
HEIGHT: 5 FT., 8 IN.	WEIGHT: 125 LBS
EYES: BLACK WITH SCARLET IRISES	HAIR: BLACK, WAIST-LENGTH

EZILI-JE-ROUGE POWER LEVEL 3

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+1	+1	+2
11	13	13	12	13	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+1	+4	+4	+3

SKILLS:

Bluff 6 (+8), Craft (chemical) 3 (+4), Disguise 4 (+6), Gather Information 4 (+6), Knowledge (arcane lore) 1 (+2), Knowledge (streetwise) 7 (+8), Language 2 (English, French, Haitian Creole is native), Notice 4 (+5), Perform (acting) 4 (+6), Profession (sex-slave) 8 (+9)

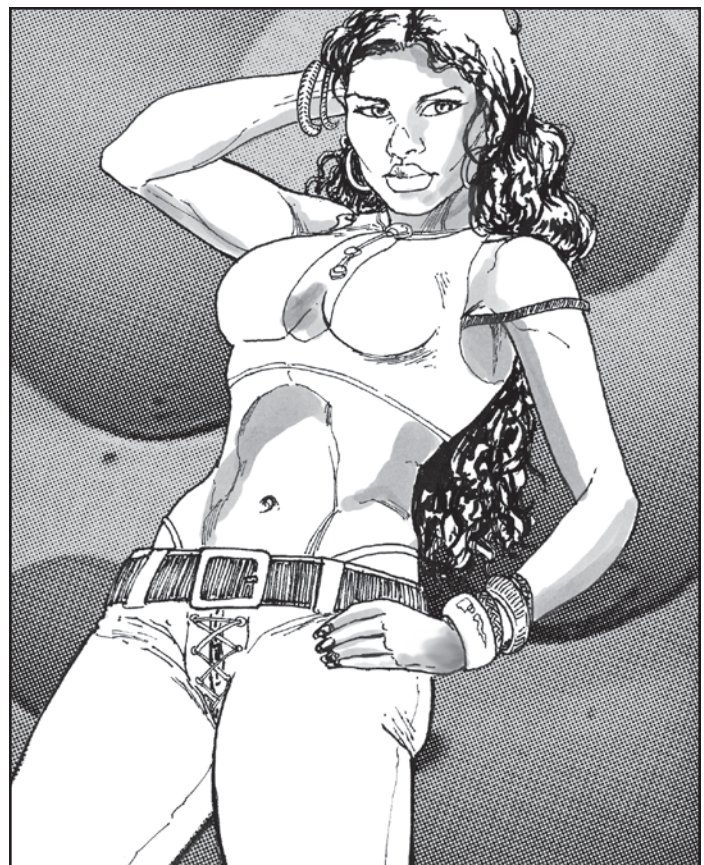
FEATS:

Attractive, Attack Specialization (knife), Dodge Focus, Equipment 1
Equipment: knife (+1 damage)

COMBAT:

Attack +1 (+2 with knife), Grapple +1, Damage +0 (unarmed attack), +1 (knife), Defense +3 (+1 flat-footed), Knockback +0, Initiative +1

Abilities 16 + Skills 11 (43 ranks) + Feats 4 + Powers 0 + Combat 6 + Saves 8 + Drawbacks 0 = Total 45



GIMLI POWER LEVEL 5

STR	DEX	CON	INT	WIS	CHA
+5	+1	+3	+1	+0	+1
21	12	17	12	10	13

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4/+3*	+8	+3	+4

*FLAT-FOOTED

SKILLS:

Bluff 4 (+5), Gather Information 5 (+6), Intimidate 6 (+7), Knowledge (civics) 4 (+5), Knowledge (current events) 5 (+6), Knowledge (streetwise) 6 (+7), Perform (oratory) 6 (+7), Sense Motive 4 (+4)

FEATS:

Attack Focus (melee) 1, Contacts, Defensive Roll, Dodge Focus 2, Endurance, Power Attack

COMBAT:

Attack +5 (melee), +4 (ranged), Grapple +10, Damage +5 (unarmed attack), Defense +6 (+2 flat-footed), Knockback -2 (-1 flat-footed), Initiative +1

Abilities 25 + Skills 10 (40 ranks) + Feats 7 + Powers 0 + Combat 16 + Saves 11 + Drawbacks 0 = Total 69



BACKGROUND

The details of Ezili's early life, including her original name, are now unknown. Ti Malice picked the woman who would quickly become his favorite mount out of the slums of Port-au-Prince and named her "Red-Eyed Ezili" after the least forgiving aspect of the voodoo loa of love, Ezili. She is a tall, voluptuous, and light-skinned black woman whose wild black hair falls to her waist and whose eyes swim in pools of scarlet. Ezili speaks fluent English, French, and Creole, and is skilled, almost super-humanly, in the arts of love. Utterly devoted to Ti Malice, she'll do whatever she can for him.

Ti Malice brings her with him to New York when he takes up residence in his apartment by the East River in early 1987. There she's in charge of his stable of mounts. The apartment is in a loft above a bankrupt print shop in a century-old cast-iron building a block from the river. The interior is much more luxurious than you might expect, with new, expensive furniture, white wall-to-wall carpeting, and weird, expensive-looking primitive art on the walls. Next to the living room is a large, modern, well-appointed kitchen. A private bedroom leads off the living room. To the left of the living room the loft is sub-divided into five or six small, cubical-like rooms. One soundproofed room is fixed up as a torture chamber, with iron manacles bolted to the walls, a long dissection table, and trays of frightening-looking instruments on a rolling instrument cart.

After Ti Malice gets popped off to the nightmare dimension by Jay Ackroyd, Ezili is rehabilitated and becomes the receptionist for Ackroyd and Creighton where she carries on a torrid, but on-again/off-again, affair with Jerry Strauss.

GIMLI

CREATED BY STEPHEN LEIGH

NAME: TOM MILLER	WC NAME: GIMLI (PREFERRED NAME)
OCCUPATION: PROFESSIONAL RADICAL	WC STATUS: JOKER
ALIASES: UNRECORDED	ETHNICITY: CAUCASIAN
BIRTH: 1950	DEATH: 1987
HEIGHT: 4 FT.	WEIGHT: 130 LBS.
EYES: UNKNOWN	HAIR: REDDISH-BROWN

DESCRIPTION

A joker dwarf, Tom Miller (who prefers the name Gimli) is stocky, muscular (he has a modicum of super-strength), and bearded, with thick, curly, reddish-brown hair. He likes to show off his hirsute build and, weather permitting, commonly goes shirtless. His voice is a booming, compelling bass, and may actually be part of his wild card power. Either that, or he's simply a convincing, compelling speaker. He's rude to the point of obnoxiousness, even to fellow jokers, and his speech is laced with profanity.

BACKGROUND

Gimli is the leader of the JJS (Jokers For A Just Society) whose goal is joker rights by any means possible, including violence.

His attempt to force a jokers' rights plank onto the Democrat Party platform at their 1976 presidential nominating convention in New York City helps precipitate the Jokertown Riot. He's forced to leave the country after the riot and is next heard from in early 1987 when he allies himself with the German Red Army Faction terrorist group and tries to kidnap Senator Hartmann. The fact that he's a long-time Hartmann puppet helps the senator drive a wedge between the two terrorist groups and Miller and his minions (Scrape, Shroud, and Aardvark, who's killed during the caper) drop out of the plot, which enables Hartmann to escape.

Upon his return to the United States later that year, Gimli forms a brief alliance with the Russian ace Polyakov and Misha the Seer, who claims to have concrete evidence of Hartmann's true wild card nature. Gimli brings a jacket soaked with Hartmann's blood to Chrysalis for testing and safe-keeping, but on the way back to his hideout runs into Croyd Crenson in his contagious "Typhoid Croyd" incarnation and is again infected with the virus. He literally dissolves into nothing, leaving only his skin behind, which is later stuffed and mounted in the Famous Bowery Wild Card Dime Museum.

THE HARLEM HAMMER

CREATED BY VICTOR MILÁN

NAME: MORDECAI "KAI" ALBERT JONES	WC NAME: THE HARLEM HAMMER
OCCUPATION: MECHANIC	WC STATUS: ACE
ALIASES: NONE	ETHNICITY: AFRICAN
BIRTH: NOVEMBER 3, 1951	DEATH: --
HEIGHT: 6 FT., 1 IN.	WEIGHT: 475 LBS.
EYES: UNKNOWN	HAIR: SHAVEN

DESCRIPTION

The Harlem Hammer is a bearded, balding, solidly built but otherwise normal-looking black man, with a barrel chest and a bit of extra padding on his stomach. He's round-faced, wears a beard, and shaves his head because he dislikes his premature balding. He weighs an impressive 475 pounds due to the heavy metals that have replaced the calcium in his bones.

BACKGROUND

Born in Tulsa, Oklahoma, Jones is drafted out of high school and ends up a tank driver in West Germany. After his service he comes home, marries his high school sweetheart Rona Lee Washington, and works as a bulldozer operator. His card turns in 1979 when

THE HARLEM HAMMER			POWER LEVEL 9		
STR	DEX	CON	INT	WIS	CHA
+11/+3	+1	+3	+3	+2	+0
32/16	12	16	16	15	10
TOUGHNESS		FORTITUDE		REFLEX	
+12		+12		+5	
WILL			+6		

SKILLS:

Craft (mechanical) 6 (+9), Drive 4 (+5), Profession (mechanic) 6 (+8)

FEATS:

Attack Focus (melee) 3, Diehard, Eidetic Memory, Endurance, Improved Pin, Power Attack, Weapon Break

POWERS:

Density 2 (+4 Strength, +1 Toughness; Permanent)

Enhanced Strength 16

Immunity 2 (sleep, disease; Limited)

Protection 8

Regeneration 4 (bruised check 1/round, staggered check 1/5 minutes, injured check 1/20 minutes)

Super-Strength 5 (heavy load: 33.3 tons; +5 Strength to some checks)

COMBAT:

Attack +6 (melee), +3 (ranged), Grapple +22, Damage +11 (unarmed attack), Defense +5 (+3 flat-footed), Knockback -6, Initiative +1

Abilities 21 + Skills 4 (16 ranks) + Feats 9 + Powers 45 + Combat 16 + Saves 17 + Drawbacks 0 = Total 112



his 'dozer ruptures the containment for a radioactive storage site. The dosage should have been fatal, but the virus cranks his body's metabolism into a higher gear while reorganizing it for a new level of performance. Overzealous public health doctors keep him a virtual prisoner until he gets tired of his treatment and escapes by literally walking through a wall. He goes underground for awhile, until combined action by the ACLU, Dr. Tachyon, and SCARE result in him being declared a free man.

The Hammer's relationship with his wife deteriorates as his powers manifest. A devout Baptist, she believes that Jones may be a demon. He himself has problems with what he's becoming, and after accidentally injuring his daughter while playing with her, moves to Jokertown where he feels he may better fit in. He takes the insurance money he received after his accident and opens a garage that he also lives above. He has two employees, Lefty and Mohamed.

In 1986-'87 he participates in the WHO-sponsored around-the-world tour.

Jones is a responsible, hard-working, blue collar sort who likes his beer and the sports page. He has a gruff good humor about himself, but fears his temper and the thought of losing control. He hates and fears scientists because of the way they treated him when his card first turned. He misses his children, Malcolm and Elizabeth, and family. Over the years he sends them lots of money, but never hears from them.



The Hammer doesn't really think of himself as an ace, dislikes being a celebrity, distrusts politicians, and has an almost pathological fear of doctors.

ABILITIES

The Harlem Hammer is one of the world's strongest aces, but consistently refuses to engage in any kind of competition to settle his exact ranking.

Jones's body is constantly augmenting itself. His metabolism operates at a virtually inhuman level; his normal body temperature is 106 degrees, and he eats approximately four times what a normal human does. He consumes heavy metal salts (which he has to purchase illegally, initially from the Shadow Fist Society) that strength his skeleton. By the late 1980s his rate of strength increase and weight gain slow. His thicker and tougher-than-normal skin can stop small arms fire, but the impact of bullets on his body still hurts like a sonofabitch. He has faster-than-normal reaction time, never gets sick, and heals quickly. He needs only three hours of sleep a night, and spends a lot of time reading. He has an inquisitive mind, a quick intelligence, and a head full of all kinds of esoteric facts covering many fields of knowledge.

THE HOWLER

CREATED BY STEPHEN LEIGH

NAME: STAN WOJPOWICZ	WC NAME: THE HOWLER
OCCUPATION: LONGSHOREMAN/HERO	WC STATUS: ACE
ALIASES: NONE	ETHNICITY: CAUCASIAN
BIRTH: CIRCA 1940	DEATH: SEPTEMBER 15, 1986
HEIGHT: 6 FT., 1 IN.	WEIGHT: 180 LBS.
EYES: BROWN	HAIR: BROWN, GRAYING AT TEMPLES

NOTES

Howler's power level is slightly inflated due to his area attacks; defensively, he's only power level 7.

BACKGROUND

A longshoreman before his card turns, the Howler is one of the premier aces of the 1970s. A handsome, easy-going, good-natured man, he once dreamed of a singing career, but when he becomes an ace he dons a distinctive yellow suit and readily turns to fighting crime. The Howler generally works freelance, but always operates with the authorities.

His prominent-chinned, pleasant face is marred by a vastly thickened neck that makes his head look like a baseball perched on a pedestal, and is the source of the sonic weapon that gives him his

THE HOWLER			POWER LEVEL 11		
STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	+0	+0	+0
15	13	14	11	11	10
TOUGHNESS		FORTITUDE		REFLEX	
+7/+3*		+6		+4	

**WITHOUT ARMOR (+6 FLAT-FOOTED, +2 BOTH)*

SKILLS:
Investigate 4 (+4), Knowledge (current events) 4 (+4), Knowledge (streetwise) 5 (+5), Profession (longshoreman) 6 (+6), Stealth 5 (+6)

FEATS:
Attack Specialization (Sonic Control) 2, Defensive Roll, Dodge Focus, Equipment 1, Improved Initiative
Equipment: tactical vest (+4 Toughness)

POWERS:
Sonic Control 11 (55-ft. radius)
Alternate Power: Blast 11
Alternate Power: Blast 11 (Cone Area [110-ft. cone]; Range [touch])

COMBAT:
Attack +5, Grapple +7, Damage +2 (unarmed attack), +11 (Sonic Control 11), +11 (Blast 11), Defense +7 (+3 flat-footed), Knockback -3 (-1 without armor), Initiative +5

Abilities 14 + Skills 6 (24 ranks) + Feats 6 + Powers 24 + Combat 22 + Saves 11 + Drawbacks 0 = Total 83

name. His voice can shatter almost any material, but long practice has enabled him to precisely control its power and direction.

The Howler earns the Astronomer's enmity by taking part on the raid against the villain's Cloisters headquarters and is subsequently murdered by the Astronomer's minion, Roulette (September 15, 1986).

HUNAPU

CREATED BY LEANNE C. HARPER

NAME: UNKNOWN	WC NAME: HUNAPU
OCCUPATION: REVOLUTIONARY	WC STATUS: ACE
ALIASES: NONE	ETHNICITY: LACANDON MAYAN
BIRTH: UNKNOWN	DEATH: --
HEIGHT: UNKNOWN	WEIGHT: UNKNOWN
EYES: UNKNOWN	HAIR: BLACK

Hunapu rapidly heals the damage done to himself in blood sacrifice rituals, so the ritual is largely a descriptor for his powers:

HUNAPU			POWER LEVEL 4		
STR	DEX	CON	INT	WIS	CHA
+0	+3	+1	+0	+1	+0
10	17	12	10	13	10
TOUGHNESS		FORTITUDE		REFLEX	
+1		+5		+7	

SKILLS:
Concentration 4 (+5), Handle Animal 3 (+3), Knowledge (theology & philosophy) 6 (+6), Language 1 (Spanish; Mayan is native), Notice 4 (+5), Profession (farmer) 5 (+6), Sense Motive 4 (+5), Stealth 1 (+4)

FEATS:
Attack Focus (melee) 3, Attack Specialization (knife), Defensive Attack, Dodge Focus 3, Equipment 1, Evasion, Improved Critical (knife), Improved Initiative, Power Attack
Equipment: knife

POWERS:
Super-Movement 1 (dimensional, Xibalba; Limited to spirit travel only and requires blood sacrifice)
Teleport 5 (500 ft. as move action, 5 miles as full action; Easy, Turnabout)

COMBAT:
Attack +5 (melee), +2 (ranged), Grapple +5, Damage +0 (unarmed attack), +1 (knife), Defense +7 (+2 flat-footed), Knockback +0, Initiative +7

DRAWBACKS
Disability, uncommon, minor, illiterate (-1 points)

Abilities 12 + Skills 7 (28 ranks) + Feats 13 + Powers 13 + Combat 12 + Saves 12—Drawbacks 1 = Total 68

something he must take the time to perform, but which does not really incapacitate or significantly harm him.

BACKGROUND

The real name of this Lacandon Mayan ace is unknown. He takes the name of one of the mythic Mayan Hero Twins, Hunapu, which means "Sun." Since he was a little boy he'd been dreaming of Xibalba, the Mayan realm of the gods, but his visions are ultimately more frustrating than luminary since he can remember few details from them. To access these dreams he makes a blood sacrifice, ritually cutting himself (for example, with a machete on his palm) and burning his blood or blood-soaked clothing.

Through his dreams he comes to realize that the ancient Mayan gods want him to meet his fellow Hero Twin (in this case, not literally his brother), Xbalanque, and lead a revolt to overthrow the Guatemalan government.

KAFKA			POWER LEVEL 3		
STR	DEX	CON	INT	WIS	CHA
-1	-2	+2	+7	+1	-1
8	7	15	24	13	9
TOUGHNESS		FORTITUDE		REFLEX	
+2		+4		-2	
			WILL		
			+3		

SKILLS:

Computers 6 (+13), Concentration 4 (+5), Craft (electronic) 8 (+15), Disable Device 8 (+15), Knowledge (physical sciences) 6 (+13), Knowledge (technology) 8 (+15)

FEATS:

Eidetic Memory, Improvised Tools, Skill Mastery (Computers, Craft, Disable Device, Knowledge [technology])

COMBAT:

Attack +0, Grapple -1, Damage -1 (unarmed attack), Defense +2 (+1 flat-footed), Knockback -1, Initiative -2

Abilities 16 + Skills 10 (40 ranks) + Feats 3 + Powers 0 + Combat 4 + Saves 4 + Drawbacks 0 = Total 37



He finally meets Xbalanque at Guatemala City and they defeat the Guatemalan army, overthrowing the government and setting up an administration based on fundamentalist Mayan beliefs, including human sacrifice.

Supposedly slain in a battle with resurgent government forces at Nebaj in 1992, Hunapu is actually lying low in the Guatemalan lowlands on the Belize border with his companion, Xbalanque. They help Josh McCoy, Susan Melotti, and Uman sneak across the border into Belize (fall 1993).

ABILITIES

Hunapu is a warrior and ballplayer who wears ancient Mayan quilted cotton armor with special protective pads on his knees and elbows. He can teleport in to attack his targets with a razor-sharp obsidian knife, then quickly teleport to safety before unexpectedly attacking again.

KAFKA

CREATED BY WALTER SIMONS

NAME: UNKNOWN	WC NAME: KAFKA
OCCUPATION: MAD SCIENTIST	WC STATUS: JOKER
ALIASES: THE ROACH	ETHNICITY: UNKNOWN
BIRTH: UNKNOWN	DEATH: --
HEIGHT: TALL, FOR A BUG	WEIGHT: SKINNY
EYES: LUMPY	HAIR: NONE

DESCRIPTION

With his brown chitinous skin, hands like tweezers, and insect-like face with only lumps where his eyes should be, he's called "the Roach" and "Kafka," but not to his face. His eyes are nearly useless but he has a heightened sense of smell. He favors white lab coats and is so manically afraid of contagious disease that he won't touch other humans. Even while at rest he makes an incessant rustling sound, like a bag full of cockroaches rubbing wingcases.

BACKGROUND

Kafka first appears on the Tominbang secret moon mission on the trajectory team, working out the orbital mechanics and teaching Cash Mitchell celestial navigation (1968). He admits that he has no university degrees, but is simply a home-grown genius.

Later he appears as an Egyptian Mason and as the Astronomer's pet scientist. As the Astronomer's main (perhaps sole) scientist, he's largely responsible for construction of the Shakti device.

Like many of the Astronomer's more rational minions, he fears the Astronomer. The Astronomer tries to take him out (September 15, 1986), but fails.

LADY BLACK			POWER LEVEL 7		
STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+2	+1	+0
10	12	11	14	12	10
TOUGHNESS		FORTITUDE		REFLEX	
+2/+0*		+4		+5	
*FLAT-FOOTED					
SKILLS:					
Computers 2 (+4), Diplomacy 4 (+4), Gather Information 4 (+4), Intimidate 4 (+4), Investigate 8 (+10), Knowledge (civics) 6 (+8), Knowledge (streetwise) 4 (+6), Notice 4 (+5), Profession (Justice Department agent) 8 (+9), Search 4 (+6)					
FEATS:					
Attack Specialization (Transfer), Benefit (Justice Department agent), Defensive Attack, Defensive Roll 2					
POWERS:					
Absorption 8 (energy; Boost Dazzle; Energy Storage [80 points]; Slow Fade [1 minute])					
Dazzle 1 (visual; Burst Area [5-ft. radius]; Range [touch])					
Environmental Control 3 (heat, light, 25-ft. radius; Range [touch])					
Transfer 8 (Boost Dazzle, Drain Constitution; Uncontrolled [5 ranks only]; Slow Fade [1 minute])					
COMBAT:					
Attack +4, Grapple +4, Damage +0 (unarmed attack), +1 (Dazzle 1), +8 (Transfer 8), Defense +6 (+3 flat-footed), Knockback -1 (+0 flat-footed), Initiative +1					
Abilities 9 + Skills 12 (48 ranks) + Feats 5 + Powers 58 + Combat 20 + Saves 12 + Drawbacks 0 = Total 116					

Kafka next appears on the Rox in May 1989 as Bloat's lieutenant. He does a lot of the day-to-day work to keep the Rox running as a functioning society. He accompanies Bloat when the Rox is shifted into the Dreamtime.

LADY BLACK

CREATED BY JOHN JOS. MILLER

NAME: JOANN JEFFERSON	WC NAME: LADY BLACK
OCCUPATION: GOVERNMENT AGENT	WC STATUS: ACE
ALIASES: NONE	ETHNICITY: AFRICAN
BIRTH: MID-1950S	DEATH:—
HEIGHT: TALL	WEIGHT: MEDIUM
EYES: DARK	HAIR: DARK



BACKGROUND

Jefferson is a Justice Department ace whose power is energy absorption. She can drain energy out of living or non-living sources. Unfortunately, she must refrain from touching living beings so she doesn't empty them of energy and kill them. Even a quick, light touch from her induces bone-chilling cold. She wears a cape that is utterly reflective on one side, utterly absorptive on the other.

Lady Black is African-American, born in the mid-1950s, tall, and handsome rather than beautiful. She is one of the fortunate few to survive April 1980's ill-fated attempt to rescue the Iranian-held hostages in Tehran and she and team leader J. Robert Belew have a long-term on-again/off-again relationship.

A member of the 1986-1987 WHO-sponsored world tour, she is also part of Hartmann's bodyguard during the 1988 Democratic National Convention in Atlanta. She leads a SCARE team on a raid on the Jokertown Clinic in May 1994, taking Finn, Clara van Rensselaer, and Howard Mueller into custody.



EDWARD ST. JOHN LATHAM

CREATED BY LEWIS SHINER

NAME: EDWARD ST. JOHN (PRONOUNCED "SINJIN") LATHAM	WC NAME: LOOPHOLE, PRIME
OCCUPATION: SPOOK/LAWYER/ CRIMINAL/JUMPER MAKER	WC STATUS: NAT/ACE
ALIASES: NONE	ETHNICITY: CAUCASIAN
BIRTH: ABOUT 1938	DEATH: MARCH 1990
HEIGHT: 6 FT., 1 IN.	WEIGHT: 170 LBS.
EYES: PALE	HAIR: SILVER

NOTES

Latham's wild card ability bestows the **Jumper** template (*Wild Cards Campaign Setting*, page 189) on people via intercourse, much like a sexually transmitted disease. Technically, the power offers no saving throw (it was never known to fail) but this is not taken into account in its cost, as the effect is primarily beneficial. As a side effect of his abilities, Latham is completely immune to the jumpers' powers.

Practically speaking, the power of "Prime" to create new jumpers can be treated largely as a plot device by Gamemasters using Latham as a non-player character in their campaigns.

EDWARD ST. JOHN LATHAM POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+3	+4	+1
10	10	10	17	18	13

TOUGHNESS	FORTITUDE	REFLEX	WILL
+0	+3	+3	+7

SKILLS:

Bluff 7 (+8), Concentration 4 (+8), Diplomacy 10 (+11), Gather Information 8 (+9), Intimidate 4 (+5), Knowledge (behavioral science) 3 (+6), Knowledge (business) 5 (+8), Knowledge (civics) 11 (+14), Knowledge (current events) 4 (+7), Knowledge (streetwise) 6 (+9), Language 2 (French, Vietnamese), Notice 2 (+6), Profession (attorney) 8 (+12), Sense Motive 6 (+10)

FEATS:

Attractive, Benefit 2 (wealthy attorney), Connected, Dodge Focus

POWERS:

Immunity 1 (jumper powers)

Transform 10 (people into jumpers; Duration [continuous]; Limited to sexual partners [-2 flaw], Range [touch]; Incurable)

COMBAT:

Attack +1, Grapple +1, Damage +0 (unarmed attack), Defense +3 (+1 flat-footed), Knockback +0, Initiative +0

Abilities 18 + Skills 20 (80 ranks) + Feats 5 + Powers 12 + Combat 6 + Saves 9 + Drawbacks 0 = Total 70

BACKGROUND

Originally from Boston, "Loophole" (a nickname he hates) Latham is a lawyer in the Latham, Strauss firm. The firm's offices are on Park Avenue South in a suite on the eighth floor of an older building. Nobody knows if the wild card virus destroyed all of his human feelings, or if he's just a very good lawyer. He has pale, expressionless eyes and silver hair. He's always immaculately and expensively dressed. Also a high-ranking officer in the Shadow Fist Society, Latham lives in the penthouse of a Central Park West apartment building. His ties with Kien go back to when he worked for the CIA in South Vietnam.

He survives the break up of the Shadow Fists and is ultimately revealed to be Jumper Prime (summer 1989), an ace with the power is to transform nats into jumpers through sexual contact. His preferred partners are teens, mostly boys. As Jumper Prime, he cannot be jumped himself.

Latham has Kenneth Strauss (Jerry's brother and a law partner) killed (August 1989) and, thanks to his jumper bodyguard Zelda, barely survives a return hit on Jerry's part (September). The pressure pent up for years and years behind his emotionless

MISTRAL			POWER LEVEL 8				
STR	DEX	CON	INT	WIS	CHA		
+1	+1	+1	+1	+0	+2		
12	13	12	13	11	15		
TOUGHNESS		FORTITUDE		REFLEX		WILL	
+12/+4*		+5		+7		+4	
*WITHOUT FORCE FIELD; +1 WITHOUT ARMORED JUMPSUIT							
SKILLS:							
Acrobatics 5 (+6), Concentration 7 (+7), Diplomacy 4 (+6), Notice 2 (+2), Search 2 (+3), Sense Motive 4 (+4), Survival 2 (+2), Swim 2 (+3)							
FEATS:							
Attack Focus (ranged) 4, Connected, Dodge Focus 2, Environmental Adaptation (high winds), Equipment 1, Favored Environment (aerial) 2, Precise Shot <i>Equipment:</i> night vision goggles, commlink, armored jumpsuit							
POWERS:							
Air Control 9 (<i>heavy load:</i> 6.4 tons) <i>Alternate Power:</i> Blast 9 Force Field 8 Flight 4 (Speed: 100 mph, 880 ft./round)							
COMBAT:							
Attack +3 (melee), +7 (ranged), Grapple +4, Damage +1 (unarmed attack), +9 (Blast), Defense +6 (+2 flat-footed), Knockback -6 (-2 without force field, -0 without armored jumpsuit), Initiative +1							
Abilities 16 + Skills 7 (28 ranks) + Feats 12 + Powers 35 + Combat 14 + Saves 14 + Drawbacks 0 = Total 98							

wall (which first cracks when he falls for David Butler and makes him the first jumper) threatens to crush him. He fears the increasingly unstable Blaise, and agrees with Bloat's suggestion that the Jumper's leader must be "taken care of," but before he can put a plan into action, he's taken care of himself by Jerry Strauss, who literally scrambles his brains (March 1990).

MISTRAL

CREATED BY STEVE PERRIN

NAME: HELENE CARLYSLE	WC NAME: MISTRAL
OCCUPATION: DILETTANTE ACE/ GOVERNMENT AGENT	WC STATUS: ACE
ALIASES: NONE	ETHNICITY: CAUCASIAN
BIRTH: CIRCA 1968	DEATH: --
HEIGHT: TALL	WEIGHT: SLIM
EYES: HAZEL	HAIR: LIGHT BROWN



BACKGROUND

Raised since birth to be overwhelmingly conscious of her public appearance, Helene (sometimes called Helen) has the same ace powers as her famous father, Cyclone. This has led some wild card experts to theorize that Vernon Carlysle must have performed subconscious gene rearrangement on her while she was still in her mother's womb. She wears a bright flight suit like Cyclone and also has hazel eyes and light brown hair like his. She has the looks to frequently appear on the cover of glamour magazines.

Mistral's first major action is the Swarm Invasion of New Jersey, which occurs when she's 17 and still attending Columbia (1986). Mistral joins the overt ace assault team during the Rox Campaign (September 1990) and gets jumped early on by Molt Bolt and imprisoned in Bloat's castle. Bolt goes on to attack and kill Cyclone while in her body. The next year she's attached to the DEA and goes on a wild journey around the world trying to catch Mark Meadows with a couple of feckless DEA agents and J. Robert Belew, with whom she has an affair.

Mistral is somewhat haughty, patrician, and puritanical. She does not use drugs (even mild stimulants like caffeine and nicotine) and looks askance at those who do. She is justifiably unhappy about her father's death, although it wasn't her fault.

MURGA-MUGGAI

("THE TRAP-DOOR SPIDER WOMAN")

CREATED BY EDWARD BRYANT

NAME: UNKNOWN	WC NAME: MURGA-MUGGAI
OCCUPATION: CRAZY BIDIMENSIONAL SHAMAN	WC STATUS: ACE
ALIASES: NONE	ETHNICITY: AUSTRALIAN ABORIGINE
BIRTH: UNKNOWN	DEATH: FEBRUARY 1987
HEIGHT: ABOUT 7 FT.	WEIGHT: REAL HEAVY
EYES: SEVERAL	HAIR: IN TUFTS ALL OVER HER BODY

NOTES

Murga-muggai can summon various denizens of the Dreamtime, such as the Eer-moonan: dingoes with the heads of porcupines, with poisonous spines (equivalent to wolves from *M&M*, page 232, with the addition of **Drain Constitution 5** [Poison]). Given her existence primarily in the Dreamtime of the Australian Outback, the fact that she's a giant spider doesn't really constitute a drawback, although it might have been an occasional complication.



BACKGROUND

An Australian aboriginal ace who feels that there's room for only one Aboriginal ace and is thus the sworn enemy of Wyungare—as well as non-Aboriginal Australians and all foreigners.

Like Wyungare, the Murga-muggai can access the Dreamtime dimension, and has control over certain creatures of Aboriginal myth (for example, the eer-moonans, or long-toothed ones from the shadow). Her bulbous body is dark brown, shaggy, and the size of a Volkswagen. She has eight legs tufted with spiky brown hair. Her mandibles secrete a clear, viscid, poisonous liquid.

Wyungare and Cordelia Chaisson encounter her atop Uluru (Ayers Rock) in the Dreamtime, and kill her (February 1987).

MURGA-MUGGAI			POWER LEVEL 8		
STR	DEX	CON	INT	WIS	CHA
+8	+3	+4	+4	+5	+2
26	17	18	19	21	14
TOUGHNESS		FORTITUDE		REFLEX	
+9		+8		+8	
WILL		+9			

SKILLS:

Concentration 6 (+11), Intimidate 4 (+10), Knowledge (arcane lore) 7 (+11), Knowledge (theology & philosophy) 5 (+9), Notice 4 (+9), Sense Motive 6 (+11), Stealth 5 (+0), Survival 7 (+12)

FEATS:

Attack Focus (melee), Fascinate (Intimidate), Improved Grapple, Startle

POWERS:

Additional Limbs 3 (8 limbs total; +3 to Grapple when not using Improved Grapple)
Drain Constitution 8 (venom)
Growth 8 (huge; +16 Strength, +8 Constitution; Continuous; Permanent)
Protection 5
Super-Movement 2 (wall-crawling 2 [full speed])
Summon 5 (75-point minions, Broad Type [Dreamtime creatures], Horde; Mental Link, Progression 5 [50 minions])
Super-Movement 3 (dimensional, Dreamtime [Affects Others; Progression 2 (5 others)]; wall-crawling 2 [full speed])
Super-Senses 6 (darkvision, mental awareness, scent, tremorsense)

COMBAT:

Attack +3 (melee), +2 (ranged), Grapple +21, Damage +8 (unarmed attack), +8 (Drain 8), Defense +6 (+3 flat-footed), Knockback -12, Initiative +3

Abilities 31 + Skills 11 (44 ranks) + Feats 3 + Powers 86 + Combat 24 + Saves 13 + Drawbacks 0 = Total 168

DR. PRETORIUS			POWER LEVEL 2		
STR	DEX	CON	INT	WIS	CHA
-1	+0	+1	+3	+2	+1
9	10	12	17	14	13
TOUGHNESS		FORTITUDE		REFLEX	
+1		+3		+0	
WILL		+2			

SKILLS:
Bluff 4 (+5), Diplomacy 6 (+7), Gather Information 4 (+5), Knowledge (business) 2 (+5), Knowledge (civics) 7 (+10), Knowledge (current events) 3 (+6), Knowledge (streetwise) 5 (+8), Notice 2 (+4), Perform (oratory) 7 (+8), Profession (attorney) 8 (+10), Sense Motive 4 (+6)

COMBAT:
Attack +0, Grapple -1, Damage -1 (unarmed attack), Defense +1 (+0 flat-footed), Knockback +0, Initiative +0

Abilities 15 + Skills 13 (52 ranks) + Feats 0 + Powers 0 + Combat 2 + Saves 2 + Drawbacks 0 = Total 32

DR. PRETORIUS

CREATED BY VICTOR MILÁN

NAME: DR. PRETORIUS	WC NAME: NONE
OCCUPATION: DEFENSE LAWYER	WC STATUS: JOKER
ALIASES: NONE	ETHNICITY: CAUCASIAN
BIRTH: UNKNOWN	DEATH: --
HEIGHT: MEDIUM	WEIGHT: MEDIUM
EYES: UNKNOWN	HAIR: SILVER, WORN IN PONY TAIL

BACKGROUND

Pretorius is a joker lawyer who wears thousand-dollar charcoal-gray suits, and has a long silver pony tail. He has a second floor walk-up office in Jokertown that is elegantly appointed and has an extensive collection of preserved insects mounted under glass on the walls. An ex-radical, he walks with a limp partially because of a National Guard bayonet wound in his hip, partially because his right leg below the knee is black and green and warted like a frog's, with pus oozing from numerous lesions. The condition is spreading upwards, and will kill him when it reaches his torso.

He defends Hiram Worchester's in his murder trial (September 1988-January 1989), and represents Mark Meadows in his second battle with his ex-wife over the custody of their child, Sprout (spring through summer 1989). His first advice to Mark is to go



underground with his daughter. When Mark refuses, Pretorius does the best he can with an impossible case and then helps Mark go underground alone when the judge orders him held for a federal drug rap.

THE REFLECTOR

CREATED BY WALTER JON WILLIAMS

NAME: BILL LOCKWOOD	WC NAME: SNOTMAN/THE REFLECTOR
OCCUPATION: OBJECT OF DISGUST/GOVERNMENT TOOL	WC STATUS: JOKER/ACE
ALIASES: NONE	ETHNICITY: CAUCASIAN
BIRTH: UNKNOWN	DEATH: --
HEIGHT: UNKNOWN	WEIGHT: UNKNOWN
EYES: COLD BLUE	HAIR: UNKNOWN

The Reflector is a true one-trick pony, based around a single massive power: his reflection ability. He's all but immune to

REFLECTOR POWER LEVEL 12

STR	DEX	CON	INT	WIS	CHA
+1	+1	+2	+0	+0	-2
13	12	15	10	10	7

TOUGHNESS	FORTITUDE	REFLEX	WILL
+2	+5	+1	+3

SKILLS:

Knowledge (streetwise) 4 (+4)

FEATS:

Attack Focus (melee) 2

POWERS:

Deflect 20 (all ranged attacks; Automatic, Reflection, Action 3 [reaction])

COMBAT:

Attack +4 (melee), +2 (ranged), Grapple +5, Damage +1 (unarmed attack), Defense +4 (+2 flat-footed), Knockback -1, Initiative +1

Abilities 7 + Skills 1 (4 ranks) + Feats 2 + Powers 160 + Combat 12 + Saves 6 + Drawbacks 0 = Total 188



energy attacks of all kinds, including kinetic energy (punches, impacts, *etc.*) and even psionic energy (as Dr. Tachyon discovers to his chagrin). About the only ways to attack him are indirectly, such as teleporting him away (as Quasiman does) or by *draining* his energy (as Mr. Gravemold does to help capture him).

Reflector's power level of 12 is a bit of an estimate, based on his Defense bonus and his massive Deflect power rank (which can be considered a "defense" modifier).

BACKGROUND

Lockwood's first wild card incarnation is Snotman, who is generally considered the most disgusting inhabitant of Jokertown. His entire body is covered with green mucus that runs steadily from him and puddles at his feet. After an encounter with Typhoid Croyd (June 1987), he turns into a handsome ace known as the Reflector, who is able to reflect an attacker's power back at him. After his transformation into an ace, he hates jokers because of the way they treated him when he was a joker himself.

Worshipfully grateful to Croyd, Lockwood obsessively protects him from all who try to capture him, until he's finally beaten by a combination of Modular Man and Mr. Gravemold.

Lockwood ends up in Leavenworth, and agrees to join the covert ace assault on the Rox in return for his parole (September 1990). The Reflector battles Bodysnatcher (as Pulse) at the Jersey Gate when the aces storm the Rox, but is ultimately beaten by Modular Man and captured. He and fellow prisoners escape the Rox on the back of Sewer Jack.

He participates in the SCARE raid on the Famous Bowery Wild Card Dime Museum (May 1994). He defeats the Oddity, but is taken off somewhere by Quasiman, where he's lost for a time.

ROULETTE

CREATED BY MELINDA SNODGRASS

NAME: ROULETTE BROWN-ROXBURY

WC NAME: ROULETTE

OCCUPATION: ECONOMIST/CALL GIRL/ASSASSIN

WC STATUS: ACE

ALIASES: RUSSIAN ROULETTE

ETHNICITY: AFRICAN

BIRTH: LATE 1950S

DEATH: JUNE 1987

HEIGHT: TALL

WEIGHT: SLIM

EYES: AMBER

HAIR: DARK AND LONG; USUALLY BRAIDED

Roulette's power level—like that of several *Wild Cards* characters—is a bit of a guess. Her power is utterly deadly, but extremely limited as well.

ROULETTE			POWER LEVEL 11				
STR	DEX	CON	INT	WIS	CHA		
-1	+0	+0	+0	+0	+2		
8	11	11	11	10	14		
TOUGHNESS		FORTITUDE		REFLEX		WILL	
+0		+3		+2		+5	
SKILLS:							
Bluff 6 (+8), Diplomacy 4 (+6), Gather Information 4 (+6), Knowledge (streetwise) 4 (+4), Notice 4 (+4), Profession (prostitute) 8 (+8), Sense Motive 6 (+6), Stealth 4 (+4)							
FEATS:							
Attractive							
POWERS:							
Drain Constitution 20 (Poison; Limited to sexual partners [-2 flaw])							
COMBAT:							
Attack +2, Grapple +1, Damage -1 (unarmed attack), +20 (Drain 20), Defense +2 (+1 flat-footed), Knockback +0, Initiative +0							
Abilities 5 + Skills 10 (40 ranks) + Feats 1 + Powers 10 + Combat 8 + Saves 10 + Drawbacks 0 = Total 44							



BACKGROUND

Roulette is a beautiful, light-skinned African-American woman with amber-colored eyes, high, chiseled cheekbones, a narrow nose, and long hair that she usually wears braided.

She grows up in Philadelphia. Her mother is a music teacher in the public school system; her father a policeman. Before her card turns Roulette is an economist with the United Nations Development Program where she funds developmental projects in the Third World. She marries Josiah Roxbury, a wealthy white liberal from old money, but when she has a monstrous joker baby who dies four days after birth she loses her husband, her job, and those she thought were her friends.

Destitute, she becomes a high-class call girl. Her power, the ability to secrete a neurotoxin deadly enough to kill her partner

while they're engaged in intercourse, adds a certain piquancy to her appeal. It only requires hate for her to call up the poison, and she has plenty of that for the society that abandoned her.

Eventually she's recruited by Judas into the Egyptian Masons. Like many of his minions, Roulette fears the Astronomer, but she's also seduced by his promise to take away all memories of her baby. She kills the Howler (September 15, 1986) as part of the Astronomer's vengeance on the aces who destroyed the Egyptian Masons. His death is her third assassination for the Astronomer. She feels guilt in slaying the ace, although she has no such regard for her next target, Dr. Tachyon, whom she hates and is obsessed with destroying.

Fortunato recognizes her as "Russian Roulette," a call girl who supposedly every so often randomly secretes a deadly poison when she climaxes, but he never gets the opportunity to warn Tachyon. Ultimately, Roulette does try to kill Tachyon, but her mind shield falls at the critical moment and Tachyon, although badly shaken by

JOKER DRAWBACKS

As noted in the *Wild Cards Campaign Setting*, many of the "drawbacks" of being a joker—freakish appearance, societal prejudice, and such—are actually complications in *M&M* game terms. Thus, just as in the setting sourcebook, none of the joker characters in this book have their complications accounted for in their write-ups, just their drawbacks.

So, for example, although the truly freakish joker Charon is shaped like a translucent bubble, his only game system drawback is a lack of limbs. The other consequences of his transformation are complications or effectively negated by Charon's aquatic existence as "ferryman" to the Rox.



SASCHA STARFIN

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+1	+2	+0
10	12	12	12	15	11

TOUGHNESS	FORTITUDE	REFLEX	WILL
+1	+3	+2	+4

SKILLS:

Concentration 5 (+7), Diplomacy 6 (+6), Gather Information 9 (+9), Knowledge (behavioral science) 3 (+4), Knowledge (current events) 4 (+5), Knowledge (streetwise) 6 (+7), Notice 6 (+8), Profession (bartender) 8 (+10), Sense Motive 9 (+11)

POWERS:

Mind Reading 6 (Limited to surface thoughts)
Super-Senses 5 (sense minds [acute, accurate])

COMBAT:

Attack +1, Grapple +1, Damage +0 (unarmed attack), Defense +3 (+2 flat-footed), Knockback +0, Initiative +1

DRAWBACKS

Disability, common, moderate, no eyes (-3 points)

Abilities 12 + Skills 14 (56 ranks) + Feats 0 + Powers 8 + Combat 8 + Saves 5—Drawbacks 3 = Total 44

the experience, manages to escape her clutches. They come to an accommodation, and he does what he can to help her: He takes away some of her worst memories and smooths over the rough edges of others, but cannot completely heal her mind. She realizes that she's lived on hate for a long time, and now has nothing left inside.

Roulette disappears to try discover if she's capable of any emotion between hate and nothing. She makes up her mind to return to Tachyon (June 1987), but it's too late. He finds her in the emergency room of the Jokertown Clinic where she dies from reinfection of the wild card virus by Typhoid Croyd.

SASCHA STARFIN

CREATED BY JOHN JOS. MILLER

NAME: SASCHA STARFIN	WC NAME: NONE
OCCUPATION: BARTENDER/ MOUNT/PRIVATE OP	WC STATUS: JOKER
ALIASES: NONE	ETHNICITY: CAUCASIAN
BIRTH: UNKNOWN	DEATH: --
HEIGHT: TALL	WEIGHT: SKINNY
EYES: NONE	HAIR: DARK

BACKGROUND

Of Russian extraction, in the mid-1980s Sascha is a bartender at the Crystal Palace. Tall and skinny with a pencil-thin moustache and an oily coil of hair falling limply on his forehead, Sascha has an expanse of unbroken skin over the sockets where his eyes should be. He is a low-level telepath, able to skim surface thoughts and detect potential trouble-makers, giving the high sign to Elmo Schaeffer, who then ejects them from Chrysalis's domain. He lives on the second floor of the Crystal Palace and belongs to the Church of Jesus Christ, Joker.

He's seduced by Ezili and taken as a mount by Ti Malice (spring 1987). After Ti Malice is dispatched to Ackroyd's nightmare dimension, Sascha is rehabilitated and becomes an operative for Ackroyd and Creighton (early 1990s). He takes part in the Black Trump hunt with Ackroyd, Strauss, and Dr. Finn. First he's almost eaten by sharks (real ones) off the Great Barrier Reef, but he survives only to be captured when he and Strauss attempt to take down O.K. Casaday's secret Black Trump facility in Myanmar. An unwilling Meadows supposedly injects Sascha as a human guinea pig with his version of the Black Trump, but in actuality Mark injects Sascha with the Overtrump, which has the same overt symptoms as the deadly form. When things look bad in the battle at the Canton airport, Ackroyd pops Sascha back to Jokertown and tells him to sneeze on everyone as he might be their last hope against the Black Trump. Fortunately, Ackroyd was uncharacteristically pessimistic in his evaluation of their chances.

Sascha helps protect John Fortune from the Allumbrados at Camp Xavier Desmond in the summer of 2003.

STRAIGHT ARROW			POWER LEVEL 7				
STR	DEX	CON	INT	WIS	CHA		
+0	+1	+1	+1	+1	+0		
11	13	12	12	13	10		
TOUGHNESS		FORTITUDE		REFLEX		WILL	
+3/+1*		+4		+4		+5	
*FLAT-FOOTED							
SKILLS:							
Concentration 5 (+6), Diplomacy 5 (+5), Drive 4 (+5), Gather Information 8 (+8), Intimidate 6 (+6), Investigate 8 (+9), Knowledge (behavioral science) 3 (+4), Knowledge (civics) 5 (+6), Knowledge (current events) 4 (+5), Knowledge (streetwise) 5 (+6), Knowledge (tactics) 5 (+6), Knowledge (theology & philosophy) 3 (+4), Notice 8 (+9), Profession (federal agent) 8 (+9), Search 7 (+8), Sense Motive 8 (+9), Stealth 4 (+5)							
FEATS:							
Attack Focus (ranged) 2, Benefit (federal agent), Connected, Contacts, Defensive Roll 2, Interpose							
POWERS:							
Blast 7 (fiery arrows)							
COMBAT:							
Attack +4 (melee), +6 (ranged), Grapple +4, Damage +0 (unarmed attack), +7 (Blast 7), Defense +6 (+3 flat-footed), Knockback -1 (-0 flat-footed), Initiative +1							
Abilities 11 + Skills 24 (96 ranks) + Feats 8 + Powers 14 + Combat 20 + Saves 10 + Drawbacks 0 = Total 87							

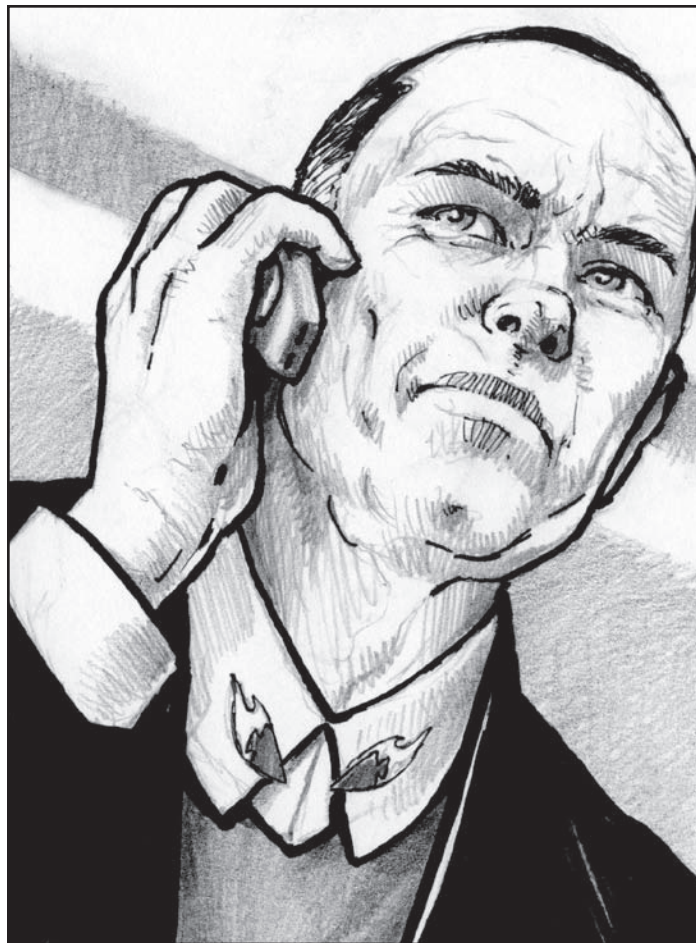
STRAIGHT ARROW

CREATED BY WALTER JON WILLIAMS

NAME: NEPHI CALLENDAR	WC NAME: STRAIGHT ARROW
OCCUPATION: GOVERNMENT AGENT/BILLY RAY FOIL	WC STATUS: ACE
ALIASES: NONE	ETHNICITY: CAUCASIAN
BIRTH: UNKNOWN	DEATH: --
HEIGHT: TALL	WEIGHT: THIN AND CHISELED
EYES: UNKNOWN	HAIR: UNDOUBTEDLY SHORT

BACKGROUND

CalleNDAR is a tall, thin Mormon ace from Utah, with a receding hairline, a gaunt, chiseled face, and the best damn posture in the service. Jesse Jackson's Secret Service bodyguard during the July 1988 Democratic National Convention, CalleNDAR wears a tailored gray dress uniform with Justice Department insignia on



the sleeves and dark red braid on his cap and shoulder boards. His collar is fastened with a jewel in the shape of a flaming arrow. The press gives him the name Straight Arrow. He first replaces Phillip Baron von Herzenhagen as head of the Special Executive Task Force (May 1994) before becoming head of SCARE.

He can create flaming arrows, or use his power in a more concentrated manner (for example, to cauterize wounds). He's a bit of a prig, and when he becomes director of SCARE, Billy Ray's nemesis.

TROLL

CREATED BY GEORGE R.R. MARTIN

NAME: HOWARD MUELLER	WC NAME: TROLL
OCCUPATION: JOKERTOWN CLINIC HEAD OF SECURITY	WC STATUS: JOKER
ALIASES: NONE	ETHNICITY: UNKNOWN
BIRTH: EARLY 1940S	DEATH: --
HEIGHT: 9 FT.	WEIGHT: PRETTY HEAVY
EYES: RED	HAIR: NONE



TROLL						POWER LEVEL 7	
STR	DEX	CON	INT	WIS	CHA		
+8	+0	+3	+0	+0	+0		
26	11	16	10	11	10		
TOUGHNESS		FORTITUDE		REFLEX		WILL	
+7		+8		+2		+4	
SKILLS:							
Diplomacy 4 (+4), Gather Information 5 (+5), Intimidate 4 (+6), Knowledge (art) 2 (+2), Knowledge (streetwise) 6 (+6), Notice 6 (+6), Profession (security guard) 10 (+10), Search 4 (+4), Sense Motive 7 (+7)							
FEATS:							
All-Out Attack, Attack Focus (melee) 2, Improved Pin, Interpose							
POWERS:							
Enhanced Strength 5 Growth 4 (large; +8 Strength, +4 Constitution; Continuous; Permanent) Protection 4							
COMBAT:							
Attack +6 (melee), +4 (ranged), Grapple +19, Damage +8 (unarmed attack), Defense +6 (+3 flat-footed), Knockback -7, Initiative +0							
Abilities 7 + Skills 12 (48 ranks) + Feats 5 + Powers 21 + Combat 24 + Saves 11 + Drawbacks 0 = Total 80							

BACKGROUND

Mueller is 9 feet tall, with green skin as hard as horn that is impervious to small arms fire. He has yellow teeth that stick out in all directions, fingernails black and sharp as claws, red eyes, a heavy brow ridge, and is very strong and nearly invulnerable. He is a profoundly decent and competent man who by nature is more of a leader than a follower. He is somewhat shy and reticent.

As a teen-aged joker he does a little B&E of nat-owned businesses and generally has something of a wild reputation. Chuck Tanaka goes to him when he first hears about a plot to burn down Jokertown (1959), and together they investigate the rumors with a third joker named Cheetah. They end up discovering a warehouse full of incendiary bombs and Troll kills two nat guards in self-defense. Ultimately, this brings the plot to bomb Jokertown to light (although not the Card Shark conspiracy behind it) and foils it. These events are later fictionalized in the Roman Polanski movie *Jokertown*.

Troll eventually becomes chief of security at Jokertown Clinic (1985), a position he holds for several decades. He takes part in the WHO-sponsored around-the-world trip (late 1986/early 1987).

As one of those in the know about the Card Sharks, he's taken into custody in the raid on the Jokertown Clinic led by Lady Black (May 1994) and held for awhile in government detention.

CLARA VAN RENSSAELER

CREATED BY LAURA MIXON

NAME: CLARA VAN RENSSAELER	WC NAME: NONE
OCCUPATION: SCIENTIST/ REPENTANT FORMER CARD SHARK	WC STATUS: NAT
ALIASES: NONE	ETHNICITY: CAUCASIAN
BIRTH: AROUND 1964	DEATH: --
HEIGHT: TALL	WEIGHT: MEDIUM
EYES: GREEN	HAIR: DARK

BACKGROUND

The daughter of Joan and Brandon van Renssaeler, Clara grows up to be a Card Shark as well as the world's preeminent expert on the wild card virus (excepting Dr. Tachyon, of course). She has an M.D. from Harvard and a Ph.D. in biochemistry from Rutgers. She has attractive green eyes, a horsey face, and a big-boned almost awkward body.

She believes that her mother died from the wild card virus and her attempt to eradicate it is her way of getting even with the disease that supposedly killed her mother and threatens by all math-

CLARA VAN RENSSAELER POWER LEVEL 9

STR	DEX	CON	INT	WIS	CHA
-1	+0	+0	+4	+0	+0
8	10	10	18	10	11

TOUGHNESS	FORTITUDE	REFLEX	WILL
+0	+2	+2	+2

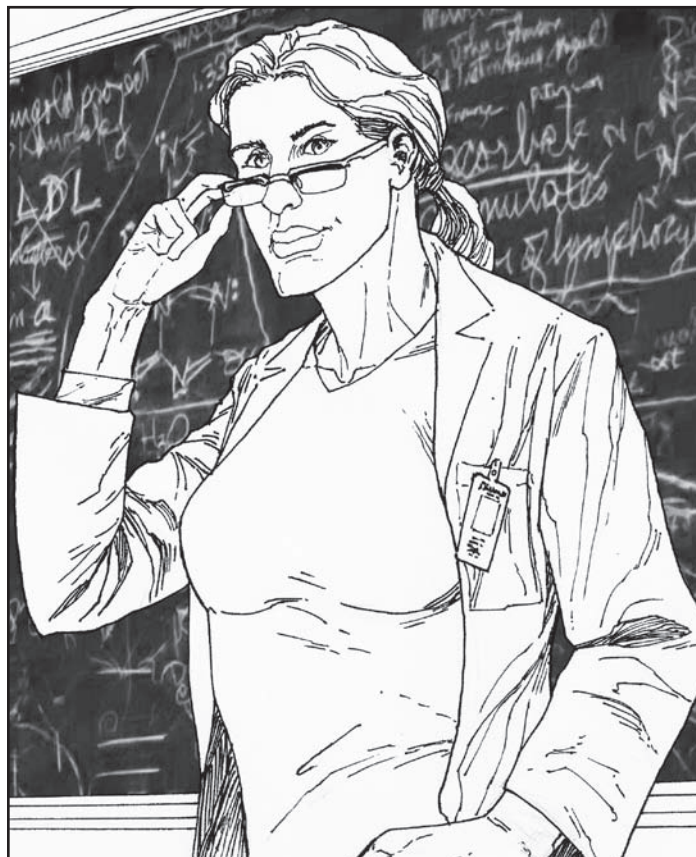
SKILLS:

Computers 2 (+6), Knowledge (life sciences) 11 (+15), Knowledge (technology) 3 (+7), Language 1 (Takisian; Limited (non-fluent), 0 cost), Medicine 14 (+14), Notice 3 (+3), Profession (physician) 11 (+11)

COMBAT:

Attack +0, Grapple -1, Damage -1 (unarmed attack), Defense +0 (+0 flat-footed), Knockback +0, Initiative +0

Abilities 7 + Skills 11 (44 ranks) + Feats 0 + Powers 0 + Combat 0 + Saves 6 + Drawbacks 0 = Total 24



emational models to eventually overwhelm mankind. The fact that history will remember her as responsible for the deaths of over a million people haunts her, and she suffers from terrible migraines. She learns to read Takisian (not fluently) so she can incorporate Tachyon's own research on the trump virus into her attempts to create a Black Trump to destroy anyone who has or even carries the virus in his genes. To get access to more of Tachyon's notes and his own research lab, in the spring of 1994 the Sharks get her appointed chief of medicine at the Jokertown Clinic, much to Dr. Finn's disappointment. This jumpstarts her own research, and she moves closer to success.

In the meantime, she and Finn clash, but are slowly drawn closer together. Finn takes her to the apartment of Lamia, a cobra-like joker, and her nat lover with the hope that seeing a happy joker/nat couple might spur their own romance. He doesn't know, of course, that Lamia is actually Joan van Renssaeler, Clara's long-lost mother. Joan initially refuses to see them, but Clara catches a glimpse of her mother and she returns the next day, achieving a reconciliation.

Clara succeeds in creating a Black Trump, but this virus is actually too virulent, and burns itself out after three or four successive waves of contagion. While working on another version of the virus, she has a crisis of conscience. She's come to love Finn. Their love, and the reentry of her mother into her life, makes her realize that she can't commit genocide against all wild carders. She destroys the new strain of the virus, as well as all her notes. But General MacArthur Johnson has bugged her computer, so the Card Sharks know that she successfully created the killer virus. Pan Rudo kidnaps Finn and Lamia both in an attempt to blackmail Clara into recreating the Black Trump. At

first she tries to trick the Sharks by making a harmless strain, but Etienne Faneuil blocks this gambit. Clara recreates the real Black Trump, but it's her earlier version—the one that burns out after several replications. It couldn't kill all the wild carders in the world, but it would put a serious dent in the ace-joker-latent-carrier population.

The captives attempt to escape from the Card Shark lab as Clara sneaks a dose of her mother's venom into the cafeteria's lunch entree. When people start showing effects of the venom she then starts rumor that a killer virus has escaped. As terrified lab workers hit the streets screaming, Clara manages to destroy all but three vials of necrovirus Takis I. Faneuil's assistant, Michelle Poynter, spirits the remaining samples out of the lab. The captives scoot, although Finn breaks a leg during the escape. Luckily, the medics don't have to shoot him.

Clara calls her father and tells him that she's going to turn state's evidence on the Card Sharks. She suggests that he leave the country while he can. Then she gets out her old scrapbook, and leafs through it. The picture Lamia had told her about, showing her father handing Sirhan Sirhan a briefcase full of money, is pasted on one of the pages. She destroys it.

As one of those who knows about the Card Shark conspiracy, she's captured in a SCARE raid on the Jokertown Clinic led by Lady Black (May 1994) and held for awhile in government detention on Governor's Island.

VERONICA

CREATED BY LEWIS SHINER

NAME: VERONICA	WC NAME: NONE
OCCUPATION: HOOKER/EX-HOOKER	WC STATUS: NAT/ACE
ALIASES: NONE	ETHNICITY: UNKNOWN
BIRTH: OCTOBER 1963	DEATH: --
HEIGHT: MEDIUM	WEIGHT: MEDIUM TO HEAVY
EYES: UNKNOWN	HAIR: UNKNOWN

BACKGROUND

Veronica is the daughter of Miranda, one of Fortunato's geishas. She never knew her father. She grows up in a middle-class Brooklyn neighborhood and attends Catholic school, but eventually follows her mother's career path and becomes one of Fortunato's favorite girls, although she never really buys into the geisha concept and hates the hooker life. She turns to drugs, especially heroin, as a relief.

One of Croyd Crenson's favorite dates, their relationship transcends the usual hooker/John bond, but the nature of Croyd's ace makes it impossible for them to have any kind of real life together.



Jerry Strauss also falls in love with her, but she can't return his affection and finally refuses to see him. When her drug habit worsens Ichiko forces her to seek counseling (November 1988). Her counselor, Hannah Jorde, seduces her and for the first time Veronica really falls in love. She meets Croyd one last time and says goodbye to him, and moves in with Hannah. Soon after, Hannah gets jumped in one of the first jumper attacks and, jumped again, ostensibly commits suicide in jail.

Veronica, probably infected by Croyd during his contagious stage, finally turns her card and draws an ace. Her power disrupts electrical current and somehow causes men to become violently ill. Afraid that she'll be next on the Jumpers's hit list, Veronica hides out with WORSE, a feminist group Hannah Jorde ran for awhile, but eventually strikes out on her own. She kicks heroin, gains a fair amount of weight, and takes various jobs in normal society, but she can't get Hannah's killing out of her head. She investigates, and eventually is caught in Latham's office, where his bodyguard Zelda batters her into unconsciousness (March 1990). Jerry Strauss rescues her before Zelda can finish the job, but Veronica remains in a coma until, once again, Jerry rescues her, breaking her out of a hospital where she's receiving standard care. When she wakes up Jerry tries to interest her in his plan to kill Latham. Initially she'll have none of it, but eventually comes around. When push comes to shove, however, she can't pull the trigger, and Mr. Nobody has to finish the job.

Veronica returns to her old Brooklyn neighborhood, the last place on Earth where she was really happy, to try to start her life all over again.

VERONICA			POWER LEVEL 4		
STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+0	+0	+1
10	12	12	10	10	12
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+1	+3	+3	+2		
SKILLS:					
Bluff 4 (+5), Gather Information 2 (+3), Notice 2 (+2), Sense Motive 4 (+4)					
POWERS:					
Nauseate 5 (Ranged; Subtle)					
Alternate Power: Nullify Electronics 7 (Subtle)					
COMBAT:					
Attack +1, Grapple +1, Damage +0 (unarmed attack), +5 (Nauseate 5), +7 (Nullify 7), Defense +2 (+1 flat-footed), Knockback +0, Initiative +1					
Abilities 6 + Skills 3 (12 ranks) + Feats 0 + Powers 17 + Combat 6 + Saves 6 + Drawbacks 0 = Total 38					

DORIAN WILDE			POWER LEVEL 8		
STR	DEX	CON	INT	WIS	CHA
-2	+0	-1	+2	+2	+2
7	10	9	15	14	14
TOUGHNESS		FORTITUDE		REFLEX	
-1		+0		+0	
			WILL		
			+3		

SKILLS:

Bluff 6 (+8), Diplomacy 4 (+6), Knowledge (art) 10 (+12), Knowledge (behavioral science) 3 (+5), Knowledge (history) 6 (+8), Knowledge (popular culture) 5 (+7), Knowledge (streetwise) 5 (+7), Notice 4 (+6), Profession (poet) 13 (+15), Sense Motive 4 (+6)

COMBAT:

Attack +0, Grapple -2, Damage -2 (unarmed attack), Defense +0 (+0 flat-footed), Knockback +1, Initiative +0

DRAWBACKS:

Disability, common, minor, one hand (-2 points)

Abilities 9 + Skills 15 (60 ranks) + Feats 0 + Powers 0 + Combat 0 + Saves 2—Drawbacks 2 = Total 24

DORIAN WILDE

CREATED BY VICTOR MILÁN

NAME: DORIAN WILDE	WC NAME: NONE
OCCUPATION: POET/ESTHETE	WC STATUS: JOKER
ALIASES: THE DIVINE WILDE (MORE OF A NICKNAME)	ETHNICITY: CAUCASIAN
BIRTH: CIRCA 1950	DEATH: --
HEIGHT: TALL	WEIGHT: SOMEWHAT HEAVY
EYES: UNKNOWN	HAIR: UNKNOWN

BACKGROUND

Winner of the Pulitzer Prize for his “Ballad of Living Sheol” and known as the poet laureate of Jokertown, Wilde is a large man whose delicate features lose their handsomeness to bloat rather early on. He affects Edwardian-style suits that are usually in need of cleaning and pressing and prefers floral-scented body wash to bathing. He usually keeps his right hand in his pocket, unless he wishes to use it to make a point. The focus of his joker deformity, it’s a twitching, wriggling mass of tentacles that constantly oozes a putrid ichor.

He has been known to frequent Jokers’ Wild, the nightclub of the damned.

One of the Joker delegates on the WHO-sponsored around-the-world tour, he leaves the junket early, after the stop in Haiti (December 1986).



WYRM

CREATED BY JOHN JOS. MILLER

NAME: CLARENCE; LAST NAME UNKNOWN	WC NAME: WYRM
OCCUPATION: MINION	WC STATUS: JOKER
ALIASES: BUTCH THE BULLY	ETHNICITY: UNKNOWN
BIRTH: CIRCA 1950	DEATH: AUGUST 1989
HEIGHT: ABOUT 6 FT.	WEIGHT: MEDIUM
EYES: YELLOW	HAIR: NONE

Wyrms’ Dexterity Drain is venom injected by his fangs. It is Linked to his bite attack, which does unarmed damage. If the bite attack damage is completely blunted (such as by an Impervious defense), then the Drain has no effect.

BACKGROUND

Know as “Butch the Bully” at Sanguis Christi High School in New York, his card turns in his senior year (1969) and he becomes Wyrms, a tall, thin joker with reptilian features. Wyrms’ head is hairless, his nose a slight bump with a pair of flaring nostril pits.

WYRM			POWER LEVEL 6		
STR	DEX	CON	INT	WIS	CHA
+5	+2	+5	-1	+1	-1
21	15	21	9	12	9
TOUGHNESS		FORTITUDE		REFLEX	
+5		+7		+6	
			WILL		
			+4		

SKILLS:

Gather Information 4 (+3), Intimidate 6 (+5), Knowledge (street-wise) 8 (+7), Notice 8 (+9), Search 6 (+5), Sense Motive 6 (+7), Stealth 6 (+8)

FEATS:

All-Out Attack, Attack Focus (melee) 3, Improved Initiative, Rage

POWERS:

Drain Dexterity 4 (Poison; Linked to bite attack; Slow Fade 2 [1 point/5 minutes])

Super-Senses 4 (acute taste, scent, tracking 2 [scent, normal speed])

COMBAT:

Attack +6 (melee), +3 (ranged), Grapple +11, Damage +5 (unarmed attack), Defense +7 (+4 flat-footed), Knockback -2, Initiative +6

Abilities 27 + Skills 11 (44 ranks) + Feats 6 + Powers 14 + Combat 20 + Saves 9 + Drawbacks 0 = Total 87

Overlong incisors protrude from his upper jaw; his lower jaw is virtually nonexistent. His lipless mouth contains a lolling, flicking forked tongue he uses as a sensory organ that can identify individuals through the taste of their scent. He has predatory yellow eyes. He tends to hiss sibilantly when distressed or angry.

Wyrms can inject a moderately powerful poison into a target by biting and grinding his teeth and working his saliva into the wound. He can use his tongue to scent the air and track individuals. He's not terribly bright, but he is pretty strong. Wyrms's a secret soap opera fan, especially of *Live for Tomorrow*.

He's an officer in the Shadow Fist society and lives in the servant quarters of Kien's fabulous condo at 5th Avenue and 73rd Street. He's fanatically loyal to Kien.

Wyrms is killed by Fadeout (August 1989).

XBALANQUE

CREATED BY LEANNE C. HARPER

NAME: UNKNOWN	WC NAME: XBALANQUE
OCCUPATION: THIEF/ REVOLUTIONARY	WC STATUS: ACE
ALIASES: NONE	ETHNICITY: LOWLAND MAYAN
BIRTH: UNKNOWN	DEATH: --
HEIGHT: SHORT	WEIGHT: HEAVY
EYES: DARK	HAIR: DARK

NOTES

Like his "hero brother," Hunapu, Xbalanque rapidly heals the damage done to himself in blood sacrifice rituals, so the ritual is largely a descriptor for his powers: something he must take the time to perform, but which does not really incapacitate or significantly harm him (and thus does not affect his game stats).

BACKGROUND

The real name of this lowland Mayan is unknown, but when his card turns he takes the name Xbalanque ("Morning Star"), who is one of the Hero Twins from Mayan mythology. A short, stocky man with the classic Mayan profile, he works on a North American university archeological dig and supplements his income by stealing items like booze, drugs, ancient artifacts, and Jeeps. One night in a drunken stupor he preforms the blood sacrifice ritual by piercing his ear with an ancient stingray spine used for that purpose by his far-gone ancestors. He's transported to the Mayan underworld, where he's welcomed as Xbalanque and is told that his fate is to raise a rebel Indian army, meet his brother, Hunapu, and overthrow the government of Guatemala (1986).

Xbalanque discovers that he's impervious to bullets, and can throw objects (e.g., bricks and rocks) with force hard enough to



XBALANQUE			POWER LEVEL 7		
STR	DEX	CON	INT	WIS	CHA
+9/+1	+2	+2	+1	+2	+1
28/12	14	14	13	15	12
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+8/+2*	+6	+6	+6		
*WITHOUT DENSITY					
SKILLS:					
Bluff 3 (+4), Concentration 4 (+6), Disable Device 5 (+6), Handle Animal 3 (+4), Knowledge (history) 4 (+5), Knowledge (streetwise) 5 (+6), Knowledge (theology & philosophy) 7 (+8), Language 1 (Spanish; Mayan is native), Notice 4 (+6), Search 6 (+7), Sense Motive 4 (+6), Stealth 2 (+4)					
FEATS:					
Attack Focus (ranged) 4, Dodge Focus, Endurance, Power Attack					
POWERS:					
Density 8 (+16 Strength, +4 Toughness, Super-Strength 2 [<i>heavy load</i> : 4,800 lbs.], Immovable 2 ; Affects Others [4 ranks only])					
Protection 2 (Impervious; Linked to Density)					
Super-Movement 1 (dimensional, Xibalba; Limited to spirit travel only and requires blood sacrifice)					
COMBAT:					
Attack +3 (melee), +7 (ranged), Grapple +14 (+4 without Density), Damage +9 (unarmed attack), Defense +5 (+2 flat-footed), Knockback -9/-1, Initiative +2					
Abilities 20 + Skills 12 (48 ranks) + Feats 7 + Powers 33 + Combat 14 + Saves 12 + Drawbacks 0 = Total 98					



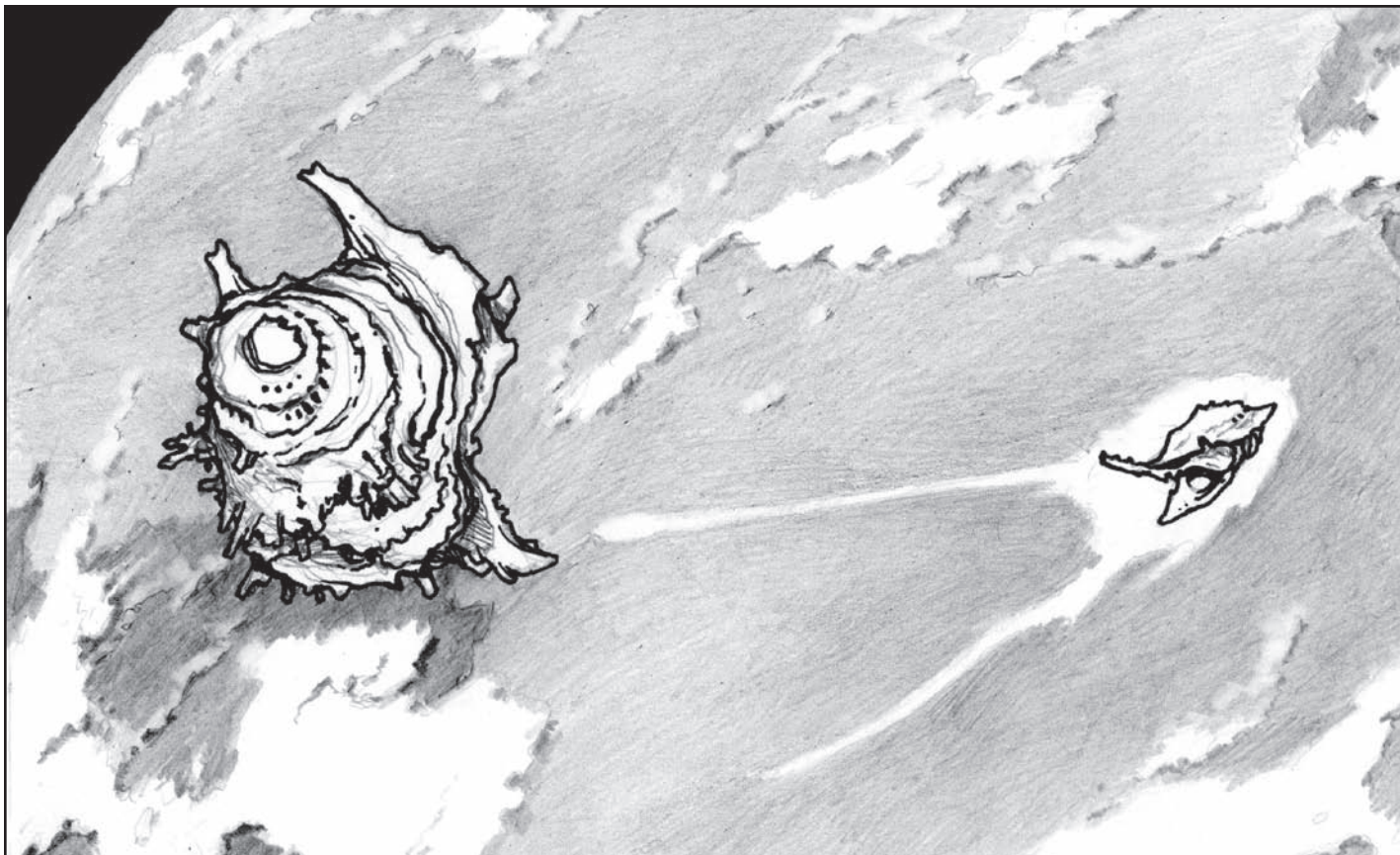
kill men and destroy machinery. His body weight is also increased massively, which enhances his strength so that he can smash trees with his bare hands. Xbalanque also heals with supernatural speed. These powers work only when the fear of death is upon him.

As Xbalanque he generally dresses in European fashion, only donning ancient Mayan styles for special purposes, but he always wears an ancient jade ear plug.

The armies of the Hero Twins meet outside Guatemala City, where they eventually depose the government and set up a state under fundamentalist Mayan belief which they regard as a haven for any Native Americans who might care to join them.

Supposedly slain in a battle with resurgent government forces at Nebaj (1992), Xbalanque is actually lying low in the Guatemalan lowlands on the Belize border with his companion, Hunapu. They help Josh McCoy, Susan Melotti, and Uman sneak across the border into Belize (fall 1993).





CHAPTER TWO: THE DRAW PILE

In this chapter you'll find a nicely seasoned mix of biographies of nats, deuces, aliens, aces, and jokers from all over the world (and some from out of the world) and from all periods of recorded Wild Card history, for the edification of Gamemaster and gamer alike, or simply for those who are curious about the obscure and little-known corners of Wild Card history.

ESTABAN AKABAL

NAT

CREATED BY LEANNE C. HARPER

A tall, thin Highland Mayan, Akabal is a teacher, freedom fighter, and devoted communist. He meets and joins forces with the Hero Twin known as Xbalanque when a Guatemalan army unit attempts to destroy his village, eventually becoming the Twins' chief political advisor. Esteban is an ordinary looking man with black-framed eyeglasses and usually wears European-style clothes, except for the cloth sash around his waist.

AL-HAZIZ

ACE

CREATED BY GEORGE R.R. MARTIN

al-Haziz ("The Powerful") contacted the wild card virus during the 1948 Port Said epidemic and became a member of the Nasr ("Victory"), the Egyptian ace team that fought Israel to a standstill. al-Haziz was assassinated by Israeli terrorists (1966). In retaliation Palestinian terrorists blew up the Wailing Wall (1967). The Wall was subsequently rebuilt.

ALFRED ("BOWLER")

JOKER

CREATED BY STEPHEN LEIGH

Alfred is an English member of the Twisted Fist terrorist organization. He takes his name from a fleshy growth atop his head that closely resembles a bowler hat. He smuggles Gregg Hartmann and Hannah Davis into Westminster Abbey during Churchill's burial service.

LIEUTENANT ALTABELLI

NAT

CREATED BY LEWIS SHINER

Altobelli is a New York City policeman and Fortunato's confidant. He works out of a Manhattan precinct (but not the Jokertown precinct) and he's the first to observe Captain John F.X. Black's suspicious behavior, and informs Fortunato about it.

ANSATA

ALIEN

CREATED BY MELINDA SNODGRASS

A gifted Ilkazam genetic researcher, Ansata dies in the destruction of the spaceship that brings xenovirus Takis-A to Earth.

ARACHNE

JOKER

CREATED BY MELINDA SNODGRASS

Arachne is a spider-like joker whose eight slender legs take up the silken threads that she extrudes from her bulbous body and weaves them into fabulously delicate shawls that she sells at fashionable department stores like Saks and Neiman-Marcus.

AURORA

ACE

CREATED BY GEORGE R.R. MARTIN

Aurora is a beautiful ace with long red-gold hair who's the toast of Broadway and, in 1971, the first open ace in a feature film since Golden Boy. She's immortalized in the Famous Bowery Wild Card Dime Museum's Hall of Beauty.

ANDIRON

JOKER

CREATED BY VICTOR MILÁN

Andiron is a super-strong joker with greenish-black, iron-like skin. He immigrates to the Rox and becomes one of Bloat's bodyguards. He rides with Herne and the Wild Hunt in the first battle of the Rox Campaign, and is missing in action and presumably killed when the Turtle smashes the Brooklyn Bridge (September 1990).

BABY

ALIEN

CREATED BY MELINDA SNODGRASS

Baby is a living, sentient Takisian spaceship who outwardly resembles an intricate seashell or coral growth strung with lengths of colorful glowing lights. Her owner, Dr. Tachyon, burns out her star drive in his frantic race to beat the Takisians bringing the wild card virus to the Earth. Impounded by the United States government (1946), she's first kept at Kirkland Air Force Base in New Mexico

and later is sent to Muroc Lake Test Site on Tomlin Air Force Base (some time before 1958). She's returned to Tachyon prior to 1981 and he houses her in a warehouse on the East River.

In the late 1980s *Baby* repairs her star drive (a fact that Tachyon keeps secret) and is stolen by Blaise, who uses Kelly Jenkins in Tachyon's body to deceive *Baby* and take her on an interstellar voyage to Takis (August 1990).

A Takisian symbiont-ship has no controls *per se*, but is psionically controlled by her master.

Baby's game stats are found in the *Wild Cards Campaign Setting*, on page 111.

BACCHUS

JOKER

CREATED BY MICHAEL CASSUTT

Bacchus is a bee-like joker on the Tominbang moon shot trajectory team who calculates the orbital mechanics needed to reach the moon and also teaches Cash Mitchell celestial navigation (1968). He once was a professor at Cal Tech.

JOHN BALSAM

NAT

CREATED BY LEWIS SHINER

Balsam is a good-looking, tanned, well-dressed nat. He looks like a prosperous banker who plays a lot of weekend tennis. He's the head of the Egyptian Freemason cult when Fortunato first penetrates its defenses. He's killed by the vengeful ace in 1979.

BARBIE

JOKER

CREATED BY STEPHEN LEIGH

A perfectly formed woman with adult features fixed in a perpetual smile, Barbie is only about 2 feet tall. Hassled by Jumpers (May 1989), she's saved by the Oddity.

BAT'TAM BRANT SANDIQY SEK BUAD SEK JUL

ALIEN

CREATED BY MELINDA SNODGRASS

An extremely elderly Vayawand nobleman whose decorative cutaneously-embedded jewels sag into the wrinkles of his skin, Bat'tam has been enamored of Tisianne for decades when Kelly Ann Jenkins arrives in Vayawand in Tisianne's body as part of Blaise's band. Although usually a cautious man, who survived to his advanced age by avoiding entanglements with young power-seekers, Bat'tam can't stay away from Kelly, and becomes his unofficial protector during the Takisian world war.

When the war ends and Kelly Jenkins—now in her own body—decides to remain on Takis and bear Zabb's child, the silver-haired old man, having grown fond of her while she was in the body of his infatuation, offers to make his protectorate official.

FRANK ("ITSY BITSY") BEAUMONT ACE

CREATED BY GEORGE R.R. MARTIN

Still a college student when he attends his first Wild Card Day dinner at Aces High (1986), Itsy Bitsy, (so named by his girlfriend, Gretchen) can shrink down to 6 inches tall while still retaining his mass. He's tall (when he's not Itsy Bitsy) and blond.

BELINDA NAT

CREATED BY HOWARD WALDROP

Belinda grew up in the same orphanage as Robert Tomlin and is a year older. When he returns to the States after World War II he discovers that she's drifted into the world of the demimonde.

ERIC ("THE DREAMER") BELL JOKER

CREATED BY VICTOR MILÁN

Bell, called the Dreamer, is young and slim with a horribly disfigured face that is all jutting muzzle and brows. He can project his dreams (or, more accurately, imaginary visions), as well as actual

scenes he's witnessed, into the minds of an audience. He also has limited telepathic powers.

Before going to Vietnam to join the New Joker Brigade, Bell is a street poet in Brooklyn and has considerable oratorical skills. He has an affair with Moonchild while Mark Meadows is with the Joker Brigade at Fort Venceremos (summer 1991). He believes that a joker holocaust is coming, that the nats fear jokers because they know that they're *Homo superior*, and that reconciliation between the two groups is impossible. Bell contacts Moonchild telepathically after Meadows breaks with the Joker Brigade and tries to convince her to rejoin them. She refuses and Bell connives in her capture. However, when she's taken prisoner by Colonel Sobel (who plans to torture her to death), Bell slips Mark a vial of his powder so he can change into another ace and free himself. For his troubles, Bell is shot by Sobel, although Bell survives to come to a reconciliation of sorts with Moonchild. Ultimately he's killed in the aerial bombardment that virtually wipes out the New Joker Brigade.

Bell has **Illusion 5** (visual, with Selective Attack and Phantasms) and **Mental Communication 4**.

BENAF'SAJ ALIEN

CREATED BY MELINDA SNODGRASS

Tachyon's oldest living Takisian relative, Benaf'saj is more than 2,000 years old. Formally referred to as *Kibr* ("Grandmother"), she's actually his grandmother many times removed. She still retains a trace of her once-formidable beauty and all of her sharp wits. She has gray eyes. Benaf'saj is murdered on Zabb's orders by his minion Rabdan.

Like all Takisian psi lords, Benaf'saj has telepathic abilities—quite formidable, in her case use the **Psi Lord** archetype from page 47 of *Wild Cards Campaign Setting* for her abilities, but with a +2 increase to her mental abilities and +1 rank in **Mind Shield** and **Telepathy**.

BENTLEY JOKER

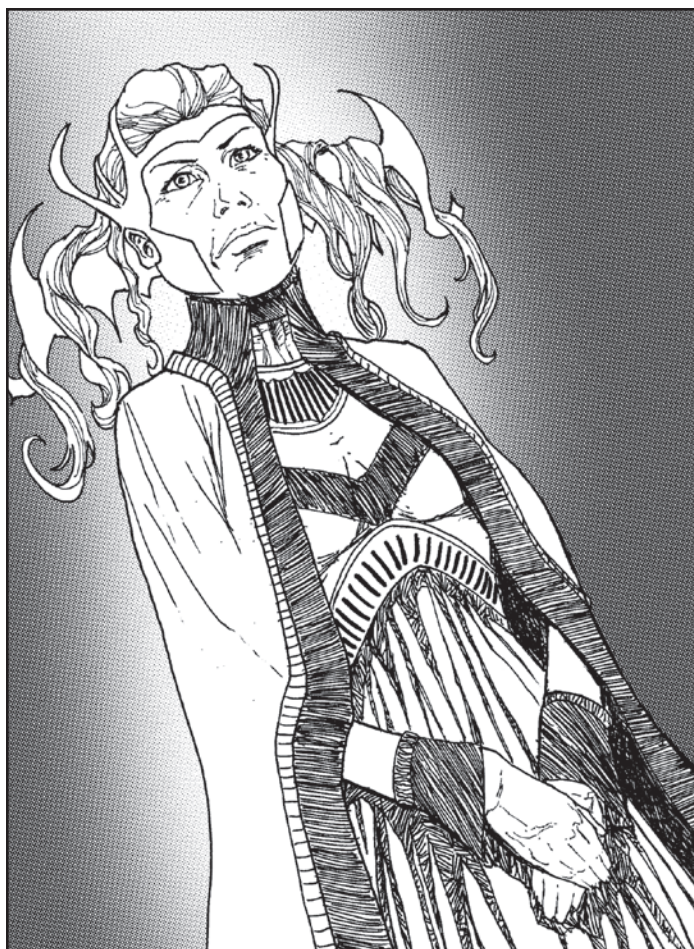
CREATED BY ROGER ZELAZNY

A dog-like joker who assists Croyd Crenson after the ace awakens from his first sleep (late 1946), Bentley becomes his mentor and guide to the ways of the underworld. Sick of his canid form, Bentley takes an early version of the trump virus, which successfully changes him back into a nat, making him a small, fox-faced man with shifty eyes. He's Croyd's trustworthy friend and companion, and plans many of their early capers.

BIG MAMA ACE

CREATED BY GEORGE R.R. MARTIN

Big Mama is an ace based in Chicago.



JOHN F.X. BLACK

NAT

CREATED BY: LEWIS SHINER

Detective-Lieutenant (also referred to as Detective Third Grade) Black works out of the Jokertown Precinct. The Egyptian Masons decide they need a highly placed cop in the precinct, and pick him for recruitment. Black is almost driven mad by dreams placed in his mind by Revenant, and Judas tells him that the only way to make them stop is to join the conspiracy. Black eventually becomes the captain of the Jokertown Precinct and is slain by Fortunato on Wild Card Day, September 15, 1986.

BLOOD

JOKER

CREATED BY JOHN JOS. MILLER

Blood's legs are thick hindquarters and his arms scrawny forelegs. His face has a vaguely canine look with a snout underslung by a long jaw, no chin, and drooping, hound-like ears. His skin is furless, sallow, blotchy and unhealthy looking. His expression is not intelligent, and neither is he. He can create dimensional gates that appear as black circles on flat surfaces like walls or doors, and allow people to move almost instantaneously from point A to point B. His range is up to several thousand miles. His brother Buck is his keeper. In the summer of 2003 they fall in with the Allumbros, a move that Buck regrets.

Blood's dimensional portal ability is **Teleport 8** with the Portal extra.

BLOODHOUND

ACE

CREATED BY GEORGE R.R. MARTIN

Bloodhound is a government ace with SCARE (1994).

MOLLY BOLT

JUMPER

CREATED BY CHRIS CLAREMONT

Molly Bolt is a 15- or 16-year-old female jumper. One of the first initiated into the gang, she ranks just below Blaise on the leadership chart. She hates Blaise's guts and schemes to replace him as gang leader, eventually achieving her goal when Blaise bolts for Takis (August 1990). After Latham's death (March 1990) there are approximately 116 jumpers in the gang. During the Rox Campaign Bolt secretly jumps Mistral (September 1990) and waits for the right moment to use Mistral's power to kill her father, Cyclone. Later, at the sinking of the battleship *New Jersey*, the Turtle forces her to jump into a sailor floundering in the water and is last seen vigorously stroking for shore.

Molly has the **Jumper** template given on page 189 of *Wild Cards Campaign Setting*. Her physical abilities obviously vary, as she has long since left her original body behind.

JAMES BOND

ACE

CREATED BY JOHN JOS. MILLER

Bond is a British ace and member of the Order of the Silver Helix (May 1994). He is lean and quiet in a menacing sort of way and seems perpetually aggravated, especially about his name.

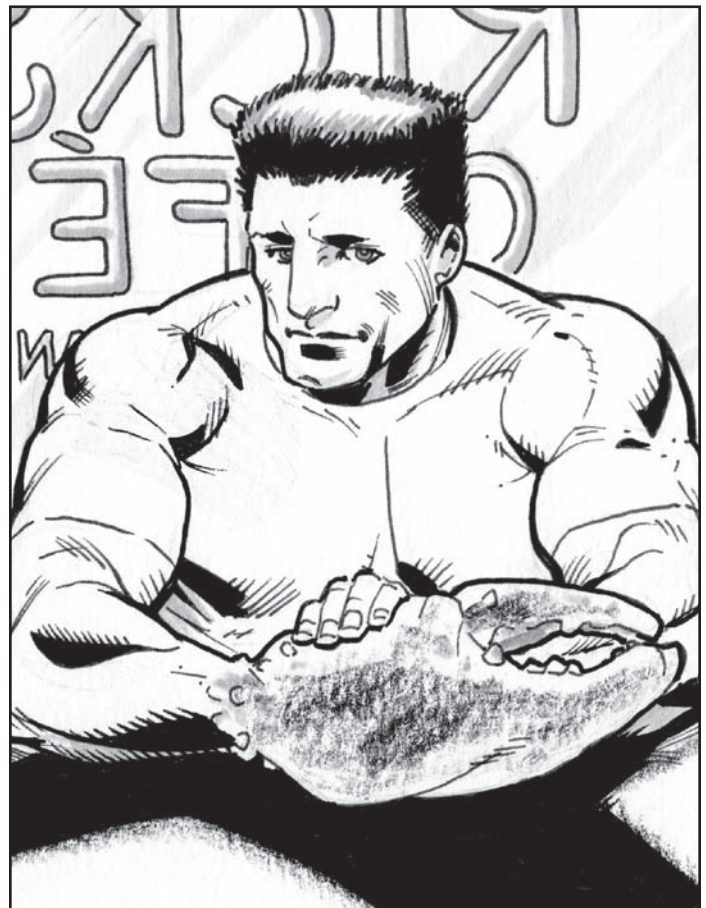
CLAUDE ("LE MIROIR") BONNELL

JOKER

CREATED BY MELINDA SNODGRASS

A French joker with a hunched, twisted body, Bonnell can transform his face into a replica of anyone else's. He also has low-level telepathy. His own features include a big, square head, humorous brown eyes, and a mop of gray hair. He uses his powers in a popular act at the Lido nightclub and in his spare time leads a cell of determined communist terrorists. When the WHO world tour arrives in Paris (April 1987), he utilizes the fact that the father of Dr. Tachyon's grandson is a cell member to blackmail Tachyon into taking part in an assassination plot targeting the candidates for the French presidency. Tachyon and Jack Braun foil his plot, however, and Tachyon personally executes Bonnell.

Le Miroir has **Morph 4** (Limited to humanoid faces) and **Telepathy 2**.



BRIAN ("BLOCKHEAD") BOYD JOKER

CREATED BY JOHN JOS. MILLER

Boyd is a joker with terrific mind-block powers who hates the nickname Blockhead. He dies in 1988 and Billy Ray digs him up so Battle can give Cameo his ring to utilize his power in the Rox Campaign (September 1990). Cameo ultimately loses the ring under the Rox.

Blockhead's power provides **Mind Shield 10**—quite formidable against the power ranks of most wild card mentalists.

BAT-EARS BRANNIGAN ACE

CREATED BY ROGER ZELAZNY

Brannigan is an early ace with super-hearing powers. He's killed by Muscles Vincenzi, who's gunned down by the NYPD in the same fight (circa 1947).

EVAN BREWER JOKER

CREATED BY VICTOR MILÁN

Brewer is a 6 ft., 4 in. joker with square-cut brown hair, good looks, a somewhat long face and lantern jaw, and a horrible, green-on-green, mottled lobster claw for a hand. He's an officer in the New Joker Brigade and a friend of Luce Gilbert (summer 1991). While in Ho Chi Minh City, he hangs out at *Rick's Café Americain*. Eventually he goes over the wire to escape being fragged by crazed New Joker Brigadiers and joins Mark Meadows's rag-tag group of rebels.

BRILLO JOKER

CREATED BY WILLIAM F. WU

A bushy looking joker, Brillo is one of the first squatters on Ellis Island (late 1988).

BRUTUS JOKER

CREATED BY JOHN JOS. MILLE

One of Mother's Children, Brutus is a foot-tall mannikin with gray, leathery skin that hangs in pouches on his hairless body. One of the more intelligent manikins—he's as smart as a bright child—Brutus is their leader until he's killed by the Shadow Fists (late 1989).

GARY BUSHORN DEUCE

CREATED BY STEPHEN LEIGH

Bushorn is an African-American pilot and deuce. He's always hot and sweating, no matter the surrounding temperature. He can

generate enough heat to light a cigarette with his fingertip, which also burns his flesh, but he heals quickly from such wounds.

He repays Hartmann a favor he owes by flying him and Hannah Davis out of the United States to Europe when they're on the trail of the Black Trump (September 1994). When his plane crashes in the sea off the coast of Northern Ireland, he's washed up on the shore of Rathlin Island, a segregated joker community, where he's taken in by Caitlyn Farrell and her young daughter, Moira. Captain Flint comes to arrest him, but he claims sanctuary, and since Rathlin is arguably outside Irish jurisdiction, Flint doesn't push the issue. Bushorn realizes that essentially he's exiled himself. He's wanted for numerous charges related to sneaking Hartmann out of the United States, and no amount of legal pleading can help him return home.

Gradually he and Caitlyn become lovers, and he loves Moira as if she were his own child, but he yearns to return home. He tries to escape once (August 1996) but is almost captured by a patrol boat, and returns to the island where he lives with Caitlyn until her death (May 1997) from complications relating to her wild card.

Finally, he gets a full presidential pardon (January 1998). He wants to take Moira home with him to America, but she doesn't want to leave Rathlin, especially since puberty is almost on her and the odds are that her card will soon turn and the result won't be good. Bushorn leaves Rathlin, but gets only as far as the Belfast train when he realizes that his real home is on the island, and he returns to Moira, to await whatever her fate will bring her, together.

Bushorn's deuce (see the **Deuce** power on page 216 of *Wild Cards*) creates a small flame (+0 damage, able to ignite flammable materials) but causes him an injured condition each time he uses it.

DAVID BUTLER ACE

CREATED BY WALTON SIMONS

Butler is 17, tall, blond, and has Greek-god-like looks. Latham turns him into the first jumper while Butler is working as a summer intern for Latham, Strauss. Butler jumps Hannah Jorde, leaving her holding the bag for a bank guard's murder, and later jumps her while she's in jail, killing her body before returning to his own. Among his other victims are Troll and the Oddity.

Jerry Strauss ultimately discovers Butler's jumper abilities and the good-looking intern is arrested but eventually escapes custody by jumping a couple of cops. He takes to the Rox, and while in a street fight with the Oddity, displaces the Patty personality, thus earning their enmity (May 1989). The Oddity's other personalities trace Patty (in Butler's body) back to the Rox and after everyone is back in their original skin, snaps Butler's neck, thinking that they've solved the jumper problem for good. They're wrong, of course.

David possessed the **Jumper** template found on page 189 of the *Wild Cards Campaign Setting*.

ALEJANDRO JESUS Y MARIA C DE BACA ACE

CREATED BY JOHN JOS. MILLER

Alejandro is a Secret Service ace who can animate inanimate objects. He's teamed with Billy Ray to bodyguard ex-President Leo Barnett at the Peaceable Kingdom, Barnett's theme park in Branson, Missouri (summer 2003). He is also an Allumbrados spy, and ultimately betrays Barnett and Ray to the sect. Ray kills him during the Allumbrados assault on the Peaceable Kingdom.

TONY CALDERONE NAT

CREATED BY STEPHEN LEIGH

The charismatic Calderone is a speech writer for Senator Hartmann (July 1988) and childhood friend of James (Demise) Spector. During the Democratic National Convention in Atlanta, he and Spector take a trip to Atlanta's jokertown to visit friends of his, and they get jumped and beaten by a nat gang.

CHARLEMAGNE CALIXTE NAT

CREATED BY JOHN JOS. MILLER

Calixte is the head of the Haitian secret police in the regime of Baby Doc Duvalier, and the real power behind the puppet leader's throne. Scarred on the right side of his face in a botched assassination attempt, he's rumored to have strange powers, but whether they originate from the wild card or voodoo is unknown. In actuality he's simply mean and nasty and in league with Ti Malice. He kidnaps Chrysalis, Digger Downs, and Dorian Wilde, but is slain by fellow Ti Malice henchman Taureau.

CAPTAIN KALLIKANZAROS ACE?

CREATED BY VICTOR MILÁN

A big Greek with droopy eyes, a thick moustache, and a rough face, he's rumored to be an ace with shape-changing powers (1990s). "Kallikanzaros" is probably a nickname, as it's also the name of a malicious goblin in Greek folklore.

CARA JOKER

CREATED BY STEPHEN LEIGH

Cara is a member of the Twisted Fists terrorist organization in Belfast, Northern Ireland (May 1994). She has no mouth; only unbroken skin where it should be. She communicates with others telepathically.

CAROLINE NAT

CREATED BY LEWIS SHINER



Caroline is one of Fortunato's favored geishas (late 1970s). Her price is \$500 a night. Fortunato delights in her because he can never predict her violent moods and sarcastic humor, nor get enough of the sheer physical intensity of her lovemaking. Her hair is short, blonde, and curly.

She is captured by the Astronomer, and ultimately killed by Demise as a sacrifice to help the Astronomer regain his powers (September 15, 1986).

LIEUTENANT GENERAL CARTER NAT

CREATED BY WALTER JON WILLIAMS

A lean, bespectacled man, Carter is the commander of the United States 1st Army stationed at Fort Meade, Maryland, and leads the Army units that fight the New Jersey swarm.

EILEEN CARTER NAT

CREATED BY LEWIS SHINER

A historian born in Manhattan, Carter receives a BFA at Columbia and dabbles in political activism and social work in the late 1960s before turning, finally, to occult history.

When she meets Fortunato she's in her late 30s, with flecks of gray in her brown hair (1979). She has a crooked nose, freckles,

eyes of incandescent green and is about 10 pounds overweight. Fortunato involves her in his investigation into the TIAMAT conspiracy on the recommendation of Hiram Worchester, who had been her lover about 10 years previously, and who still cares for her. Fortunato, too, falls in love with her during the course of their investigation. Although her expertise helps Fortunato uncover considerable detail about the threat confronting the world, she's killed during her initiation into the Egyptian Masons when they discover that she's a plant.

BARBARA CASKO**NAT****CREATED BY GEORGE R.R. MARTIN**

Casko is Thomas Tudbury's first love, whom he breaks up with because they both carry the wild card virus and can never have children together. She has dark blonde hair and pale blue eyes. She cries at Tommy's faux funeral (1988).

CHALKTALK**JOKER****CREATED BY GEORGE R.R. MARTIN**

A mute, feral, joker street artist, Chalktalk appears to be about 12 (1990). She draws vivid chalk pavement landscapes that usu-



ally exist in alternate dimensions that she can then enter. She has needle-sharp teeth and claws. Her tongue has been cut out.

She helps Black Shadow when he's wounded during a confrontation with Jumpers, taking him to another dimension where he heals. Eventually she helps return him home.

Chalktalk has **Super-Movement 2** (dimensional, alternate or parallel dimensions), but Limited to having to draw the destination first. She has at least Progression 2, being able to bring someone else (like Black Shadow) along for the trip.

CHARM**JOKER****CREATED BY GEORGE R.R. MARTIN**

Charm (as in "charm bracelet") is a joker who first appears in Atlanta during the Democratic National Convention (July 1988). A Ti Malice mount, he/she is inhumanly strong. Their five bodies are twisted and malformed with flesh flowing into flesh in grotesque places and ways. They share four heads and maybe seven legs and numerous arms and tentacles. Charm can't talk, but sings constantly in ragged, seemingly drunken harmony. Charm possibly killed him/herself while being mentally control by Blaise.

CHEETAH**JOKER****CREATED BY WILLIAM F. WU**

Cheetah has the head and neck of a chimpanzee. Above the waist he's short and hairy with long arms. Below the waist he has normal human proportions. He can speak intelligibly, but also likes to let out chimp screams when he wants to startle someone. He helps Troll and Chuck Tanaka expose the Card Shark plot to burn down Jokertown (1959).

CHIMERA**ACE****CREATED BY GEORGE R.R. MARTIN**

Chimera is an ace.

PETER CHOU**NAT****CREATED BY GEORGE R.R. MARTIN**

Peter Chou, head of security for Aces High (1986), collects Depression-era glass and black belts in various martial arts. He swears or raises his voice only in response to the utmost of provocations.

LESLIE CHRISTIAN**ACE****CREATED BY JOHN JOS. MILLER**

Christian is a tall British mercenary and ace with pale blond hair. He appears suddenly in New York City (December 1988) as a Shadow Fist captain and Kien's confidant. Kien, with Blaise's jumper as-

sistance, uses his body as a temporary hiding place while crushing Phillip Cunningham's coup attempt (late summer 1990). Christian, while inhabiting Kien's body, is mercilessly killed by Blaise, but that's what often happens to you when you work for people like Kien.

SERGEANT FIRST CLASS PAUL ("DIVE BOMB") CHUNG ACE

CREATED BY VICTOR MILÁN

Chung is a second-generation Chinese-American who is small with dark, close-cropped hair. He speaks with a pronounced Philadelphia accent. He can change the weight of any or all parts of his body at will, so that, for example, he can make his fist heavy for a piledriver punch or make his entire body light so he can float like a feather. Although American born, he is a practicing Muslim.

A member of the ill-fated team tasked with rescuing the Iranian-held American hostages in April 1980, Amy ("Damsel") Mears chooses him as her hero during the mission and increases his ace abilities, giving him actual powered flight so that he can zoom around like Black Eagle. Unfortunately, she doesn't make him bulletproof, and he's machine-gunned to death.

Dive Bomb's normal ace abilities are essentially **Density 3** with **Super-Movement 1** (air-walking) as an Alternate Power when he decreases his body's weight.

CIRCE ACE

CREATED BY GEORGE R.R. MARTIN

Circe is a female ace immortalized in the Famous Bowery Wild Card Dime Museum's Hall of Beauty.

CLOPS JOKER

CREATED BY MELINDA SNODGRASS

Clops is a star-struck joker from Kansas who is 7 feet tall, with one big, very near-sighted eye in the middle of his forehead. He comes to Hollywood seeking his fortune and meets Cleopatra Reza, the love of his life, a beautiful Turkish actress who has live snakes growing out of her head, on the set of *Jason and the Argonauts* (August 1980), a Roger Corman production.

JOSEPH COAN JOKER

CREATED BY STEPHEN LEIGH

Coan is a joker who lives in Belfast, Northern Ireland (May 1994), who not only owns a pub, but *is* the pub—or at least the pub's bar. His consciousness resides in the constantly morphing bar, where he converses with his patrons, draws drinks, and makes change. He can experience sensory perception via most of the pub's surfaces—the tables and booths, for example—but he can't manipulate their form.

KIMBERLY ANNE CORDAYNE (AKA SUNFLOWER, MARSHAL PASIONARA) NAT

CREATED BY VICTOR MILÁN

Mark Meadows's unrequited sweetheart since the age of 5, Kimberly (or Sunflower, or any one of several other names she adopts over the years according to whim or current fashion) has black hair and violet eyes. She drops out of Whittier College half-way through her senior year and moves to the Bay Area to become part of the Movement. She runs into Mark at the Glass Onion and again ignites his desire while going through a series of boyfriends and keeping him on the string. Later she turns up at his apartment (summer 1974) calling herself Marshal Pasionara of the Symbionese Liberation Army, having just missed the fiery shootout at the hideout that kills all her comrades.

Eventually she and Mark marry (1975), but Sunflower (as she's calling herself again) drifts from cause to cause and starts drinking heavily and taking pills again. Their marriage on the rocks, they have a beautiful baby girl, Sprout (spring 1977), who is mentally handicapped and will be a functional child all her life. They divorce (1981), and Mark wins custody of his beloved Sprout after Kimberly has a nervous breakdown while on the witness stand and ends up institutionalized in Camarillo. She undergoes several years of therapy and eventually marries Cornelius Gooding, the senior partner of the brokerage firm she joins. They live in a Park Avenue high-rise apartment.

Kimberly Gooding attempts to regain custody of Sprout, and to that end retains St. John Latham (spring 1989). She tantalizes Mark again, but dances away when he tries to win her back. Ultimately, she realizes that the scheme Latham undertakes to discredit Mark puts an innocent child in deadly peril and she breaks down again. She doesn't gain custody of Sprout, but then neither does Mark. Sprout is made a ward of the state while Mark takes it on the lam from federal drug charges.

BOB CORTLAND DEUCE

CREATED BY WALTER SIMONS

Bob owns The Village Idiot comedy club (July 1977), which is actually closer to Jokertown than the Village, but The Jokertown Idiot isn't as snappy a name. He falls in love with Carlotta DeSoto, who as a stand-up comedienne is very beautiful. Cortland hires Croyd Crenson (who looks like the devil this time around) to bodyguard her after a mysterious kidnap attempt fails. All goes well until the Great Ape breaks out of the Central Park Zoo, grabs Carlotta, and heads for the Empire State Building. Carlotta is rescued by the combined efforts of Croyd, Peregrine, and Hiram Worchester, but with Croyd hurt and unable to guard for a few days, the kidnapers strike again, and this time they're successful. They take both Cortland and Carlotta to her ex-husband's estate, where he plans to keep her a prisoner for the rest of her life, and to dump Cortland's body at the first opportunity in some inconspicuous place. They don't reckon

on Cortland's deuce, an ability to turn himself into a human puddle, which helps him to escape and free Carlotta. Cortland sadly discovers that Carlotta's ex-husband's goons have torched his club, but he's not too unhappy as he and Carlotta hit the road together under assumed identities to foil any future attacks.

Cortland's deuce (see *Wild Cards Campaign Setting*, page 216) is roughly equivalent to **Insubstantial 1** except he's essentially just a puddle. Still, he can pass through small openings and get out of restraints, which does come in handy.

THE COSGROVE BROTHERS JOKER/NATS

CREATED BY GEORGE R.R. MARTIN

The three brothers (Waldo, Cosmos, and Titus) own Cosgrove's Mortuary, a sprawling three-story Victorian building that has a great round turret in one corner, a tall Gothic tower in another, a wide wooden porch that girdles the entire house, and jigsaw carpentry everywhere.

Waldo is the front man. He's in his 70s (1988), round and soft, has tiny moist hands, and is as bald as an egg. He dresses impeccably, smells like he bathes in perfume, and looks like he's been rolled in talcum powder. He's better at being sorry than anyone. Cosmo, the youngest, is a joker. He is a frail thin man in his 50s (1988) with round wire-rim spectacles, bald, but with patches of grayish fungus that grow over his skin and clothing and everything that he touches. A daily scraping can't quite keep the growth in check. He also has a power, a little deuce: He makes the dead look good. But you can only look at his handiwork. Don't touch it. Titus, the embalmer, is never seen in public. He is very tall, very thin, and very pale, with pink eyes. He smells of potent chemicals, and has the sweet voice of a young boy.

COSMOS AND CHAOS JOKERS

CREATED BY STEPHEN LEIGH

Cosmos and Chaos are joker entertainers at the popular Jokertown nightclub the Funhouse. Cosmos, eyeless and blind, sits three feet above the stage in the lotus position and juggles bowling balls with his partner, the six-armed Chaos, who capers about the stage telling bad jokes while juggling flaming Indian clubs behind his back with two arms and bowling balls with Cosmos with the other four. They are bumped off *Peregrine's Perch* by Senator Hartmann (November 1993). After many successful years in Vegas the comedian Chaos returns to Jokertown (minus Cosmos) and builds his Club Chaos on the site of the defunct Chaos Club (circa 2000).

CRABCAKES JOKER

CREATED BY GEORGE R.R. MARTIN

Crabcakes, who has pinchers instead of hands, is the editor of the *Jokertown Cry* (1985).

HERBERT L. CRANSTON NAT

CREATED BY GEORGE R.R. MARTIN

A rocket scientist from Cape May, New Jersey, who is stationed at White Sands, New Mexico, after World War II, Cranston is in the first Jeep to reach Tachyon when the alien lands on Earth and is the first human being to speak to him (August 23, 1946).

SHARON CREAM ACE

CREATED BY VICTOR MILÁN

Cream is a New York-born Israeli ace, thought by many to be the strongest female ace in the world. She once arm-wrestled the Greek national ace Hera for 11 hours and 16 minutes before agreeing to a draw. She can destroy tanks with her bare hands. She is active from the 1980s through at least the early '90s.

Sharon's exact Strength is unknown, but her Strength bonus should be in the area of +11 with at least 4 ranks in **Super-Strength**, possibly a good deal more.

CURTIS NAT

CREATED BY GEORGE R.R. MARTIN

A tall, slender black man, Curtis looks splendid, elegant, and even a bit austere in his tuxedo. He's the Aces High maître d' and Hiram's good right hand (1986).

SHEILA DAVIDSON NAT

CREATED BY GEORGE R.R. MARTIN

Sheila is the daughter of David ("The Envoy") Harstein (aka Josh Davidson). She's a delegate to the Democratic National Convention (July 1988) in Atlanta, and later shows up as a United Nations aid worker in Jerusalem (summer 1994). She's last seen sweating blood after the Card Sharks release the Black Trump in Jerusalem.

AL DEARBORN ACE

CREATED BY MICHAEL CASSUTT

Al comes from a privileged North Shore Chicago family, and has been married at least three times. Slim and weathered-looking with pale blue eyes looks more like the number two mechanic at a small-town filling station than a dashing test pilot.

A Navy aviator with the rank of captain who receives the Distinguished Flying Cross for shooting down two MiGs in Korea, he's one of the pilots competing for the first test flight of the X-11A rocketplane. He's also an ace whose power is luck. And his luck runs true again: He doesn't get to fly the rocketplane, so he survives the project. He goes on to join the Quicksilver Project, also developed at Tomlin Air Force Base in California, which is canceled after

achieving Earth orbit (1967). He signs on for the Tominbang moon mission, which plans to use a modified Quicksilver, but is injured and doesn't make that flight either (December 1968).

Al eventually retires to an apartment in Greenwich Village and is dying of colon cancer when Hannah Davis interviews him about his days in the early space program (September 1993).

Dearborn's ace is **Enhanced Luck** with at least 2 ranks—possibly more. The GM can usually treat his lucky breaks as plot devices or uses of Gamemaster Fiat (*M&M*, page 124).

BALTHAZAR DELACOURT

JOKER

CREATED BY SAGE WALKER

A Twisted Fist officer originally from Alabama who has moved to Jerusalem, Delacourt is about 30. He's immense and generally wears an enveloping black cloak (1994). He speaks with a Southern drawl and has huge yellow eyes.

Balthazar and Jan (one of Zoe's Escorts) are part of the team sent by the Black Dog to transport a nuclear warhead from Ukraine, taking the device through Turkey and Syria to Israel. He and Jan fall in love. Later, he's killed during the rioting when the Card Sharks release the Black Trump in Jerusalem.

ERNIE ("THE LIZARD") DEMARCO

JOKER

CREATED BY VICTOR MILÁN

The owner of the Jokertown bar *Ernie's*, Ernie has a rill that becomes erect when he's roused to deep emotion.

Ernie's Strength bonus is around +8 (Str 26-27), with **Super-Strength 2**.

DERVISH

JOKER

CREATED BY WALTER JON WILLIAMS

Dervish is a cannibal confined to the Governor's Island Maximum Security Psychiatric Unit. He has a massive, long-armed torso above tiny crooked legs. His knuckles almost drag on the ground. His eyes are red and evil and he has a shaggy mane that covers his head, shoulders, and upper arms. He can move very quickly, spinning in circles as he moves. He's among those sprung in the mass escape engineered by Croyd Crenson (fall 1993).

His spinning gives him **Spinning 4** and the Autofire extra on his unarmed attacks. He can also make rapid attacks like the **Super-Speed** power feat Rapid Attack.

CARLOTTA DESOTO

DEUCE

CREATED BY WALTER SIMONS

Carlotta DeSoto's (real name: Jane Earle) deuce power is to make people laugh. She can make a moderately large crowd giggle, a few



people laugh out loud, or incapacitate one compulsively guffawing person. It's effectively an usual version of the **Nauseate** power (*M&M*, page 94), with a hearing-dependent range. Its full effect only works on a single person; more than that has no real game effect, apart from a few laughs. She's quite beautiful, with honey-blond hair cut in a Louise Brooks page boy, creamy skin, delicate features, and a fabulous bod.

Working for Bob Cortland at the Village Idiot comedy club in July 1977, Carlotta's having a fairly bad summer. First, she's only fair at stand-up comedy—but she's beautiful and Bob loves her, so she's in no danger of losing her job. Second, a couple of guys try to kidnap her, but Bob comes to her rescue and eventually hires Croyd Crenson to bodyguard her. Third, the Great Ape escapes from the Central Park Zoo (again) and grabs her and heads for the top of the Empire State Building (again). This time Croyd, Peregrine, and Hiram Worchester rescue her, but Croyd is rendered *hors d'combat* for a couple of days. The two thugs snatch Carlotta and Cortland and bring them to Carlotta's millionaire ex-husband Breton Earle's estate on Long Island, where Earle plans to keep her prisoner and humiliate her every day for the rest of her life. However, Cortland's own deuce, the ability to turn himself into a puddle, helps them escape with Croyd's last-minute help. Carlotta and Bob leave the city under assumed identities to escape any further interference from Earle.

DESPERADO**ACE****CREATED BY JOHN JOS. MILLER**

Desperado is an ace who suffers because society ends up turning on him.

CHARLES DEVAUGHN**NAT****CREATED BY STEPHEN LEIGH**

Senator Hartmann's campaign manager during his 1988 presidential run, deVaughn has blunt good looks.

"JUNKYARD" JOEY DI ANGELIS**NAT****CREATED BY GEORGE R.R. MARTIN**

Tommy Tudbury's friend, confidant, and sometime sidekick, Joey also owns and operates Di Angelis Scrap Metal & Auto Parts, the junkyard outside of Bayonne, New Jersey, which was once his father's and which provides the raw material for the Turtle's various shells. Tom buys the junkyard when Joey gets married (1976). Joey and Gina have a son named Derek (by early 1986), and he becomes a star driver on the national demolition derby circuit. They move to North Carolina (August 1990) to escape the escalating danger of the Rox.

OBERSTLEUTNANT GUNTHER DITMAR**NAT****CREATED BY VICTOR MILÁN**

Oberstleutnant (Lieutenant Colonel) Ditmar is a second-generation professional torturer whose father worked for the Nazis and then the Soviets. He works for the Card Sharks under O.K. Casaday at the secret biochemical lab in Myanmar (May 1994). He's heavysset and usually wears a blotched and crumpled white linen suit that stinks of alcohol, tobacco, sweat, and mildew. He has a moon face, thick and protruding lips, and a single black eyebrow that stretches across his forehead. His upper right incisor is steel.

Mr. Nobody does him in in a particularly gruesome manner when Ditmar tries to rape and torture Nobody, who's masquerading as Sprout Meadows.

RICK AND MICK DOCKSTEDDER**JOKERS****CREATED BY JOHN JOS. MILLER**

A huge joker with normal, if thick, legs whose body bifurcates at the waist, splitting into two torsos, two pairs of shoulders and arms, and two heads that always argue with each other. They goon for the Shadow Fists (late 1990) and later rat out Gregg Hartmann to Billy Ray, so Rick can take the reward money to buy new Star Trek commemorative plates for his collection (May 1994).

DOGEN**ACE****CREATED BY LEWIS SHINER**

One of the few aces from Japan, Dogen is a *roshi* (a temple master) on Hokkaido. Dogen can create mind blocks that allow people to forget their problems and Fortunato and J.C. Jayewardene both seek him out to receive help with difficulties associated with their powers.

DOUGHBOY**JOKER****CREATED BY VICTOR MILÁN**

Huge, soft, and mushroom-white, Doughboy (in his mid-20s in 1986) lives with a black joker named Shiner on the second floor of Jube's Jokertown apartment building on Eldridge. Shiner found him abandoned next to a dumpster in an alley (1970), and has looked after him ever since. Doughboy was then just a child of 10 or 11, but already stronger than most men. By adulthood, he's over 6 feet tall, hairless, and an almost spherical mass of flesh weighing about 400 pounds. He's incredibly strong, simple-minded, and is sometimes unaware of the consequences of his strength. He loves toys like robots, dolls, trucks, and guns, which generally have a short lifespan in his hands.

Falsely accused of murder during the start of the Swarm crisis (1986), he also appears in Atlanta at the July 1988 Democratic National Convention.

TOM MARION ("THE LIZARD KING") DOUGLAS**ACE****CREATED BY VICTOR MILÁN**

Lead singer of rock group Destiny, Douglas takes on the aspect of a giant hooded king cobra at the climax of their live performances. The audience sees in his appearance what they most want: delight or despair, the pit or the heights.

A committed member of the Movement of the late 1960s, Douglas appears at the incipient riot at People's Park in San Francisco the day after the Kent State Massacre to demand that the people's voice be heard and to protect the demonstrators from the assembled National Guard troops (May 1970). Douglas routs the attacking troops, but is assaulted himself and soundly defeated by the ace Hardhat, who in turn is bested by the mysterious Radical, who saves Douglas's life.

Soon after, Douglas decides to retire not only as a musician, but also as an ace (mid-1971). He takes Dr. Tachyon's chancy cure and it seems to be a success. Unfortunately, Douglas's use of drugs and alcohol had been so prodigious over the previous years that only his wild card-enhanced constitution had kept him alive. He dies in a Paris hotel room of pneumonia (fall 1971).

Early in his career, he pals around with ace Thomas Quincey (1962). His life story is eventually made into a movie: Oliver Stone's *Destiny* (1991), with Kurt Russell as Douglas, Charles Bronson as Hardhat, and Jeff Fahey as the Radical.

Douglas' ace includes **Enhanced Strength** and **Enhanced Constitution**, at least sufficient to go toe-to-toe with the military (probably in the +8 to +9 bonus range), but his major power is a visual-range **Emotion Control 8**, his "King Cobra" effect, which invokes either despair, fear, or love, depending on his subject.

MARGARET "PEGGY" DURAND**NAT**

CREATED BY MICHAEL CASSUTT

Durand, a beautiful, over-sexed, red-haired, blue-eyed Card Shark, is from Idaho. She goes to Europe with the Red Cross and is Philip Baron von Herzenhagen's mistress in Germany after World War II. He recruits her for the CIA as a courier, and she follows him into the Card Sharks. The project nurse on NACA's ill-fated attempt to put a man in Earth orbit (1958), evidence suggests that she committed the actual sabotage that caused the death of two test pilots and the destruction of the X-11A rocketplane, but she's never charged or even officially questioned about the disaster.

She disappears after the NACA tragedy and shows up in Kenya (1985) as Dr. Faneuil's devoted nurse, a few pounds heavier, her features hidden by tons of makeup, and her hair colored out of a bottle. She escapes Kenya and charges of infecting thousands of jokers with the AIDS virus and follows Faneuil to Vietnam (1986).

Jumped into a luscious 18-year-old body (fall 1993), Durand is the den mother at Latchkey, the Shark's jumper facility in Maryland. She's taken into custody as a suspect in the death of several guards and jumpers at the detention center. Black Shadow bribes his way into seeing her while posing as a CIA spook and tells her that the government is clamping down on the Card Sharks, and things would go better for her if she'd turn state's evidence. She takes the idea under advisement and eventually (spring 1994) starts singing like a canary.

EKKEDME**ALIEN**

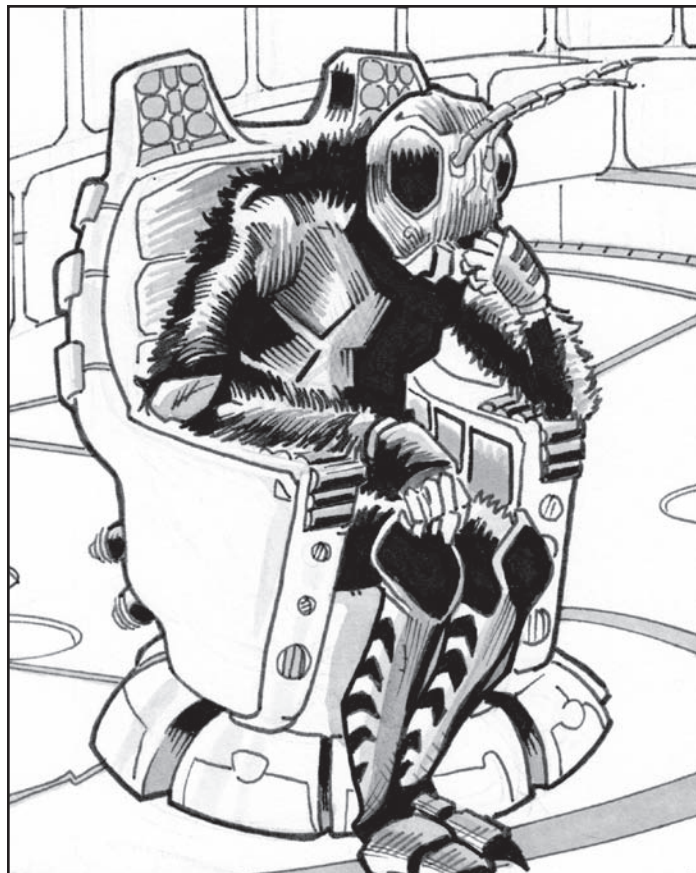
CREATED BY WALTER JON WILLIAMS

An alien of the Embe race, Ekkedme is in the nymph stage of life, resembling a furry 5-foot-tall grasshopper with four three-jointed fingers on each hand, eyes on the side of his head, and vestigial wings.

Left behind in Earth orbit by the Network ship *Opportunity* (1952) to observe the effects of the Takisian wild card experiment, he's the perfect choice to man the single-ship, where he spends all his time in meditation and monitoring the world below. When his ship is detected and destroyed by the Swarm Mother (December 1985), he uses an experimental high-tech device called the singularity shifter to teleport to Earth, but is so severely wounded that he dies in a dumpster.

CAPTAIN ELLIS**NAT**

CREATED BY MELINDA SNODGRASS



Ellis is the first female captain of Jokertown Precinct. She's Asian, short, with dark hair and green eyes, and chain smokes Camels.

MAJOR WOODY ENLOE**ACE**

CREATED BY MICHAEL CASSUTT

Enloe, blond and handsome in the manner of a teen movie star, is a major in the Air Force and a pilot's pilot, the only one ever to wax Yeager in a dogfight. He is also an ace who can fly unaided by mechanical contrivances. He's the first to try to take the X-11A rocketplane into Earth orbit, but his flight suit is sabotaged before take-off by Card Shark Margaret Durand, causing it to malfunction and the X-11A to crash, resulting in Enloe's death and the cancellation of the NACA program (May 1958).

EYE**JOKER**

CREATED BY GEORGE R.R. MARTIN

A low-level officer in the Shadow Fist Society, Eye leads a street gang in its attempt to take over illegal activities on the New York City docks, including the protection racket at the Fulton Fish Market. A cyclops whose poor vision is corrected by a thick-lensed monocle, Eye is eventually killed and partly eaten by Sewer Jack (September 15, 1986).

SONDRA ("SUCCUBUS") FALIN

ACE

CREATED BY STEPHEN LEIGH

Born in 1951, Falin is only 5 years old when her father rapes her and she first shows signs of puberty. Prostituted by her parents (1956-1964) she takes the name Succubus and uses her power of sexual empathy to become young or old, male or female, according to the client's taste, while mimicking his or her precise desire. She quickly becomes the most expensive and successful prostitute in New York City.

She runs away from the life, vowing never to let Succubus appear again, but when she becomes involved with the JJS (mid-1970s) Tom Miller convinces her to seduce Senator Gregg Hartmann in order to use him to further the cause of joker rights. She agrees although she's apparently already well past middle age, as a result of the rapid aging that's part of her wild card heritage. Falin is the first to realize that Hartmann is a monster in disguise, but she's unable to penetrate his secrets any further, and is killed during the Jokertown Riot (1976).

As Succubus, Sondra has **Morph 6**, Limited to forms her empathic subjects find sexually desirable.

DR. ETIENNE FANEUIL

NAT

CREATED BY MELINDA SNODGRASS

Faneuil is a Card Shark, although his official record is one of selfless service and self-sacrifice to humanity spanning three continents. He's tall and lanky with thin legs, a shaggy mop of gray-brown hair, a small receding chin, thin, almost transparent, eyebrows, and a jutting beak of a nose.

He began to work for the Red Cross and various other health charities in the early '60s at several localities, ending in Kenya (1974). Bradley Finn, who works with him as a Peace Corps volunteer in Kenya finds his smile to be warmth itself (1985). Faneuil's smile, however, hides a mind capable of using contaminated needles to inoculate jokers with AIDS.

He and his assistant, Margaret Durand, disappear after Finn uncovers his hideous scheme, resurfacing in Vietnam in 1986. Pan Rudo tells Hannah Davis that Faneuil died in 1988 and is buried in a village called Xuan Loc about 35 miles east of Saigon. Davis, hot on the trail of the Card Sharks, travels to Vietnam to investigate this claim (September 1993) and digs up Faneuil's purported body to recover his ring to take to Cameo. Cameo fails to channel his spirit, however, and declares that Faneuil is still among the living.

Faneuil appears in Guatemala (fall 1993) testing a biological weapon on an indigenous village, which kills everyone, nats and jokers alike. Josh McCoy gets photos of the atrocity which are shown to the public on *Peregrine's Perch*. After the Guatemalan debacle Faneuil is jumped into a much younger body.

As an epidemiologist, he works with Clara van Renssaeler on

the means of dispersing the Black Trump and supervises her when the Sharks force her to recreate the virus.

CAITLYN FARRELL

JOKER

CREATED BY STEPHEN LEIGH

Farrell is a joker from Northern Island who moves to the segregated community of Rathlin Island, off the Irish coast, at the age of 16 to care for her joker mother. When her mother dies Caitlyn's own card had not yet manifested, so she returns to Belfast, where she meets, is impregnated by, and then ultimately abandoned by a minor Irish ace who has the ability to enchant with song. She returns to Rathlin with her young daughter, Moira, when her card finally turns.

Caitlyn takes in Gary Bushorn when his plane crashes into the sea (September 1994). She and Bushorn become lovers even though Bushorn yearns to return home.

Caitlyn looks as if she's still 16, with flawless milky skin, wide green eyes, and curly bright red hair, but her skin is slick like rubber and her body is slowly hardening, calcifying at her joints as well as internally. She's stricken with slow paralysis and suffocates to death (May 1997).

ANGELA ("ANGELFACE") FASCETTI

ACE

CREATED BY GEORGE R.R. MARTIN

Owner of the Jokertown nightclub called the Funhouse (1963), Angelface is apparently a young, beautiful Italian woman with long black hair. Actually, she was crippled in 1886 at the age of 4 and spent the next 60 years in bed. The wild card virus healed her smashed spine and broken bones, but in turn made her nervous system hypersensitive, so that the slightest touch causes her pain, the slightest pressure on her skin causes her capillaries to rupture, spreading hideous bruises over the affected area of her body. In her own way she loves Tachyon, and provides him with rent money, food, and an unlimited bar tab when he first returns to the United States. All he has to do is tell her stories about his life on Takis, which take her far away from the squalor of Jokertown and her pain-ridden life.

She takes heroin in order to control the agony she faces every day, and she falls into irredeemable debt with her supplier who ends up kidnaping her. The Turtle and Tachyon meet and join forces to rescue her. She eventually sells the Funhouse to its maitre d', Xavier Desmond, and disappears from public life.

FILE

JOKER

CREATED BY STEPHEN LEIGH

A joker with rasp-like skin, File is a member of the JJS (June 1987). He's captured by the authorities and does a year in prison until Gregg Hartmann helps get him paroled (July 1988). File emigrates to the Rox where he becomes a rapture addict.

FIREBALL**ACE****CREATED BY VICTOR MILÁN**

Fireball is a psychopathic serial killer ace in Cincinnati who is apprehended by Mistral on live television (spring 1989).

ERIC FLEMING**NAT****CREATED BY LAURA MIXON**

Fleming is an Australian Card Shark (born 1948 in Queensland) who inherits his millionaire rancher father's fortune (1974), and then multiplies it many times over by shrewd investments in ranches, luxury resorts, cruise ships, television stations, and especially newspapers. He owns nine papers in Australia, four in England, and two in the United States. He's been married five times to actress/models. None of his marriages last for very long, but he has a couple of children from several of them. He's a bull of a man with a wind-burned face and calluses on his hands. He owns several houses in Australia, London, and New York, but spends most of his time on a private island off the Great Barrier Reef. He also has a yacht named *Circe*.

At one point during the Card Sharks plot to release the Black Trump, Fleming kidnaps Jay Ackroyd, Sascha Starfin, Dr. Finn, and Mr. Nobody (posing as Peregrine) and plans to take them somewhere off the Great Barrier Reef and feed them to real sharks (summer 1994). Nobody, however, manages to turn the tables on him in a rather humiliating way, and leaves him in his cabin on the *Circe*, tied up in his underwear.

MRS. FLETCHER**DEUCE****CREATED BY LEWIS SHINER**

A low-grade telekinetic able to move a coin a few inches across a tabletop, she's the mother of Arnold "Arnie" Fletcher, also known as Kid Dinosaur.

FLICKER**JOKER****CREATED BY STEPHEN LEIGH**

Flicker is a joker who attends the Democratic National Convention in Atlanta (July 1988).

THE FLOATER**DEUCE****CREATED BY GEORGE R.R. MARTIN**

The Floater floats to the ceiling when gets drunk, as he often does in the Crystal Palace (spring 1986). He is also part of the team that attempts to capture Typhoid Croyd (summer 1987).

KELVIN FROST**JOKER****CREATED BY GEORGE R.R. MARTIN**

A rugged-looking man with bone-white skin and colorless eyes, Frost is most comfortable at temperatures in the -30 degree range, so he rarely, if ever, leaves his specially constructed studio. He's an artist, a genius at ice sculpture, or "ephemeral art," as he and the critics call it.

DON CARLO GAMBIONE**NAT****CREATED BY LEANNE C. HARPER**

Vicious Mafia chieftain, head of one of the Five Families, and father of Rosemary Muldoon (né Rosa-Maria Gambione), Don Carlo is killed by Sewer Jack while raiding what he believes to be the headquarters of a rival gang in the subway tunnels of New York City (1972).

GANESHA**ACE****CREATED BY VICTOR MILÁN**

Ganesha is an Indian ace who poses as an elephant-headed joker with a single tusk while traveling with a retinue of youthful musicians, dancers, and singers as he rides a giant white rat whose eyes are the color of blood—all of which are visions he conjures out of nothing using his ace powers. That which he touches he can bring into being, and, vice versa, he can create objects (including apparently living creatures) by fashioning and formatting virtual particles into the forms he desires.

After being kicked out of many Indian kingdoms and most European countries, he finally arrives in Free Vietnam where he becomes a guru to Mark Meadows and Moonchild by promising to relieve the severe pressure that they've been under while trying to govern Vietnam (November 1993). Ganesha is also a pederast, who kidnaps Sprout Meadows and attempts to rape her. She's saved by J. Robert Belew and Moonchild, who accidentally kills Ganesha while rescuing Sprout.

The Indian ace's powers are primarily an array consisting of Disintegration, Create Object, and Summon (for living beings created by his power).

THE GATEKEEPER**ACE****CREATED BY VICTOR MILÁN**

The Gatekeeper is the proprietor of Jokers Wild, the nightclub of the damned. He sets a simple wooden frame against any brick wall (usually in a dark and quiet alley) to open the club in the evening. He folds the frame and puts it away to close it every morning. He is a bulky figure, in baggy black cloak and pantaloons, and wears white gloves and a seamless clown's mask. His eyes are only sometimes visible.



Jokers Wild is a sort of **Dimensional Pocket**, rank 9 or so, that the Gatekeeper can set up and take down at will. The Gatekeeper himself is largely a plot device character (*M&M*, page 211), since it is implied that the “rules” are different inside Jokers Wild, and reality there is largely set by the Gatekeeper’s whims.

MAM’ZELL GERARD**JUMPER****CREATED BY WALTER JON WILLIAMS**

Gerard is a tough, extremely smart French girl who speaks three languages fluently. She’s one of the few jumpers known to survive the conflagration at the Rox (September 1990) and disappears into government service. Later she surfaces as a tool of the Card Sharks, and is run by Phillip Baron von Herzenhagen (fall 1993). After George G. Battle becomes a joker she triple-jumps Battle into Gregg Hartmann’s body. Later Herzenhagen involves her in a scheme to jump himself into President Barnett’s body. Black Shadow and Croyd catch up to her and leave her dead in her limo before the plan can be implemented.

LUCIUS (“LUCE”) GILBERT**JOKER****CREATED BY VICTOR MILÁN**

Luce is a joker with four sets of arms, although only the top two pairs are functional and in fact are stronger than the human

norm. He’s round-faced with short, neutral colored-hair, and wears wire-rimmed glasses. A member of the New Joker Brigade (1991), he claims the rank of lieutenant although he doesn’t seem to have any real military experience and is more of a political officer than a soldier. When in Ho Chi Minh City he hangs out at *Rick’s Café Americain* with other younger members of the Brigade. Ultimately he gets fragged by rebellious elements of the Joker Brigade and dies when the medevac helicopter crew drops him off at 2,000 feet because they don’t want to waste their resources on a joker who doesn’t have much of a chance to survive, anyway.

GILLS**JOKER****CREATED BY GEORGE R.R. MARTIN**

Gills, named for the non-functioning gill slits in his cheeks, is a joker fishmonger (mid-1980s) whose stall is on Fulton Street. Hiram Worchester and Ace’s High are among his customers. Gills has mottled greenish skin. He’s a small man who seems even smaller because of his twisted spine.

GLOWBUG**JOKER****CREATED BY STEPHEN LEIGH**

Glowbug is a joker who attends the Democratic National Convention in Atlanta (July 1988).

GOBBLER**JOKER****CREATED BY MELINDA SNODGRASS**

Gobbler is part of the Jokertown neighborhood watch task force (spring 1987). He bears an unfortunate resemblance to a human turkey, with a nose slit, beak, and tuft of feathers on his otherwise bald skull.

PAUL GOLDBERG**NAT****CREATED BY LEANNE C. HARPER**

Goldberg is a lawyer who joins the New York City District Attorney’s Office (September 1986) under Rosemary Muldoon. Handsome, with black hair, he becomes romantically linked with Bagabond. Later, he becomes suspicious of Rosemary Muldoon’s apparent unwillingness to deal with the Mafia and is assassinated, with Rosemary’s approval (early 1987).

ORLENA (“LENA”) GOLDONI**NAT****CREATED BY WALTER JON WILLIAMS**

A beautiful, politically active cabaret singer—Europe’s answer to Veronica Lake—Lena meets Earl Sanderson, Jr. while he’s sta-

tioned in Italy during World War II, and has a wildly passionate affair with him that lasts until the end of the war. Afterwards, Lena becomes a movie star in her native Italy while still retaining her communist sympathies.

She and Black Eagle renew their relationship in the late 1940s. By 1950 Goldoni is leading a communist group in Paris out of her penthouse overlooking the Champs-Élysées. Killed in a train wreck in the early 1970s, she leaves all of her money to Earl.

SERGEANT GOODE**NAT****CREATED BY WALTER JON WILLIAMS**

A short, powerfully built Marine Corps sergeant with a Southern accent as thick as molasses, Goode was in the first wave ashore on Tarawa and Saipan in the Pacific theater during World War II.

His step-son, General Zappa, brings him out of retirement as an adviser during the Rox campaign, getting him a lieutenant colonel commission, but in the Army instead of the Marines, unfortunately. Goode delights in making younger officers salute him.

WOJTEK ("HARDHAT") GRABOWSKI**ACE****CREATED BY VICTOR MILÁN**

An immigrant construction worker from Poland, Grabowski becomes the ace Hardhat during a demonstration in People's Park, San Francisco, after the Kent State massacre (May 1970). He gains superhuman strength and resistance to injury, fueled by his anger at the protesters. He batters Tom Marion Douglas unconscious and Douglas is saved only by the sudden intervention of the mysterious ace known as the Radical. Grabowski insists later that he lost the fight with Radical because he glimpsed his long-lost daughter in the crowd surrounding them, and thus lost the fury that fueled his ace. In any case, Grabowski goes on a quest to find his family and disappears from public view.

NURSE JANE GRESHAM**NAT****CREATED BY WALTER SIMONS**

A nurse in the Jokertown Clinic, Gresham also belongs to the Egyptian Masons. She accompanies the Astronomer on his failed attempt to steal Tachyon's ship, *Baby* (September 15, 1986).

LEON GRUBER**NAT****CREATED BY JOHN JOS. MILLER**

A pudgy, pasty-faced cokehead with a MFA from Columbia, Gruber is a fence who works out of The Happy Hocker, a pawnshop he inherited from his father in the Flatbush section of Brooklyn, on Washington Avenue and Sullivan Street. His clients include

Wraith and Demise, who kills him in a fit of his usual pique (September 15, 1986). Later that fall he has his brain eaten by Deadhead while he's in cold storage in the morgue.

CASEY GUINAN**ACE****CREATED BY MICHAEL CASSUTT**

A dark, homely, clumsy civilian pilot in the NACA space program, Guinan is also an ace who melds with the aircraft he flies, actually morphing his body to fit into the control panel and various devices throughout the plane. He flies the X-11A rocketplane refueling craft and is killed when Card Shark sabotage causes the rocketplane to crash (May 1958).

LAWRENCE HAGUE**ACE****CREATED BY GEORGE R.R. MARTIN**

A telepathic stock broker whose confession concerning his mental capabilities triggers a panic on Wall Street, Hague becomes one of only two men drafted under the auspices of the Special Conscription Act, which authorizes the Selective Service to induct aces into government service for an indefinite amount of time. He vanishes into government service in 1955.

GARY HAMILTON**NAT****CREATED BY VICTOR MILÁN**

A feckless DEA agent who chases Mark Meadows around the world before ultimately doing a stretch in a Turkish prison (summer 1991). The blond one.

ALEC ("ALICORN") HARNER**JOKER****CREATED BY KEVIN ANDREW MURPHY**

Harner is the lead guitarist of the Jokertown Boys, a boy band from the early 2000s of (mostly) jokers who all lost their parents in the Typhoid Croyd outbreak in the 1980s and who subsequently grew up in the same orphanage. He's a horse-faced 7-foot-tall giant, with a long white goatee and a spiked and spiraled white Mohawk that adds 3 feet to his height. He has a short spiral ivory horn in his forehead just below his forelock. Harner has an Arthurian fixation, and turns into a unicorn if anyone who's not a virgin touches the tip of his horn. He changes back into his human form only if someone who is a virgin rides him.

APRIL HARVEST**NAT****CREATED BY JOHN JOS. MILLER**

Harvest (born around 1970 in Manhattan) is a Princeton graduate. When she's 6 years old her parents are killed as random targets by

Twisted Fist terrorists after the Jokertown Riot (1976). She wears gold wire-rim glasses and is tall, blonde, and lithely muscled like a dancer. Her hair just barely covers her ears, and she dresses in quiet good taste.

Harvest is a SCARE agent and secret Card Shark. She leads the raid on the Famous Bowery Wild Card Dime Museum that takes Charles Dutton and the Oddity into government detention (May 1994). Later, President Barnett puts her in charge of Billy Ray, and tasks them to capture Gregg Hartmann. While on Hartmann's trail in Dublin, she and Ray start a wild and passionate affair. When she's apparently kidnaped by General MacArthur Johnson, Ray realizes that he loves her and vows to save her at all costs.

Ray finds her in Jerusalem and Harvest shoots and kills Johnson to keep Ray from questioning him. Harvest then accompanies Ray and Croyd on a journey to the Nur's Syrian desert camp where she reveals her true nature by cold-cocking Ray when he gets the drop on Pan Rudo. When Ray awakens she mocks him and spritzes him in the face with a solution laced with the Black Trump. She then takes a tanker truck full of Black Trump-laced water to Jerusalem and happily sprays it all over everyone she can find. She returns to Washington and is rather surprised when the Sharks' scheme doesn't exactly work as planned. She's even more surprised when Billy Ray shows up and arrests her on more felony counts than Mark Meadows has friends. She ends up doing hard time in Leavenworth.

HASTET BENSARI JULALI**ALIEN****CREATED BY MELINDA SNODGRASS**

Hastet is a sharp-tongued, mind-blind Takisian cook and restaurant owner.

When young she has a clandestine love affair with a noble Takisian. Their child is aborted and Hastet is neutered. She falls in with Jay Ackroyd and helps him safeguard Dr. Tachyon's daughter Illyana. She and Ackroyd fall in love and she accompanies him back to Earth where she opens a popular restaurant in New York City named Starfields (winter 1993).

DAOUD ("AL-MUEZZIN") HASSANI**ACE****CREATED BY STEPHEN LEIGH**

A Palestinian ace who can destroy objects with his voice, al-Muezzin ("The Caller") is allied with the Nur al-Allah and works out of Syria. He claims responsibility for the downing of an El Al jetliner at Orly (1986) and he's soon jailed, possibly in Rikers.

DR. CODY HAVERO**ACE****CREATED BY CHRIS CLAREMONT**

The only female combat surgeon in the U.S. Army in Vietnam, Major Cody Havero is tall for a woman. She loses her right eye in combat and wears a patch over the empty socket. Her unruly

hair is black, except for a smattering of silver above her right eye socket. The scar from her wound runs up her right cheek then branches to three separate lines that continue up to her hairline. The right side of her head throbs whenever she's stressed. She fights for the rights of her patients in the Joker Brigade and is well-regarded by them.

When her son Chris is born, she moves to her family ranch in Wyoming, but gets blackballed from her medical practice when she stands up for the rights of joker fire-fighting crews. She becomes chief of surgery of the Jokertown Clinic in September 1988. Tachyon is interested in her, an interest she returns, but she insists on a commitment, something Tachyon has never been too keen on. The situation is complicated by Blaise. Havero realizes that something is wrong with him, and makes Tachyon face the fact that he's probably a sociopath. She tries to let Blaise down gently when he passionately declares his love for her, but Blaise blows up, mind-controls her, and is about to rape her when Tachyon intervenes.

Later, Havero is jumped and captured by Blaise's Jumper gang (February 1990) and her body is then used to lure Tachyon into a trap where he is also jumped and captured by Blaise. She's rescued from the Jumpers's prison warehouse by Black Shadow. She and Tachyon never consummate their relationship.

Havero doesn't realize that she's an ace. Her power is ungodly luck that unconsciously manipulates reality: essentially, ranks in **Enhanced Luck**. Note that Cody's luck is not always delicate or complete, as demonstrated by the scars she has sustained from various injuries that probably would have otherwise resulted in death.

HAYMAKER**ACE****CREATED BY GEORGE R.R. MARTIN**

Haymaker is an ace who lives in Kansas City.

THE HEAD**JOKER****CREATED BY WALTER JON WILLIAMS**

A hideous joker confined to the Governor's Island Maximum Security Psychiatric Unit, the Head is a long-haired, long-bearded man in his 40s whose brain has literally exploded out of his skull and runs down over his ears like oatmeal boiling out of a saucepan. He's a projecting telepath who can make others experience his psychedelic visions. He's sprung in the mass breakout engineered by Croyd Crenson (fall 1993).

HEADLAMP**JOKER****CREATED BY STEPHEN LEIGH**

Headlamp is a joker with glowing eyes who emigrates to the Rox (late 1988).

HELLCAT

ALIEN

CREATED BY MELINDA SNODGRASS

Hellcat is Zabb's ferocious personal ship. Her formal name is *Che Chu-erh of Al Matraubi*. Her deadliest weapon is the ghostlance: a coherent tachyon particle stream.

HERA

ACE

CREATED BY VICTOR MILÁN

A muscular lesbian who is the Greek national ace, Hera has curly black hair, flashing black eyes, and olive skin whose natural gloss is augmented by a fine coating of olive oil. Her broken nose adds character to her face without detracting from its striking handsomeness. She wears high-laced sandals and a belted white tunic.

She and Israeli Sharon Cream are considered the two strongest women aces in the world. They once arm-wrestled for 11 hours and 16 minutes before agreeing to a draw.

HITS MACK

ACE

CREATED BY ROGER ZELAZNY

Hits Mack is an indigent panhandler and ace who can smack a vending machine and have it deliver anything within that he wants. He's living the good life on Twinkies, Ho-Hos, and candy bars while not having to spend any of his hard-begged money on trivialities like food.

HODGE-PODGE

JOKER

CREATED BY KEVIN ANDREW MURPHY

Hodge-Podge is a back-alley psychic surgeon (early 2000s).

ARCHIBALD ("THE ACE IN THE HOLE," "THE FIFTH ACE") HOLMES NAT

CREATED BY WALTER JON WILLIAMS

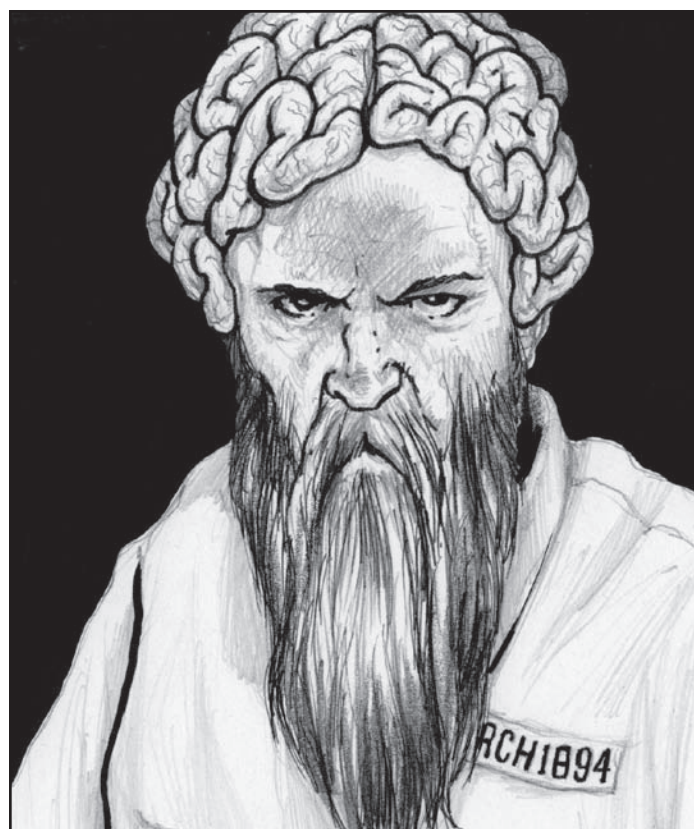
Holmes worked in the U.S. government in various capacities for Franklin Delano Roosevelt. In 1946 he creates the first ace group, the Exotics For Democracy, recruiting Golden Boy, Black Eagle, Brain Trust, and the Envoy, and bankrolling their missions to promote the ideals and interests of the United States throughout the world.

In 1949, broken by questioning from a hostile HUAC, Holmes spends six months in prison for contempt of Congress before being released because of health problems. He later dies of lung cancer (1955).

GENERAL PETER HORVATH

NAT

CREATED BY MELINDA SNODGRASS



Horvath, a British general and secret Card Shark, is head of the British Expeditionary Force in Northern Ireland (May 1994). He orders Sir Winston Churchill's assassination.

COLEMAN HUBBARD

ACE

CREATED BY WALTER JON WILLIAMS

Hubbard is an Egyptian Mason who gets badly burned over his torso in the fire that destroys their downtown temple. He often wears a Ra mask during ceremonies and has moderate mind-control powers—he can control one person if he gets the drop on him—and moderate telepathic abilities. His mind is destroyed when he touches Modular Man's macroatomic brain, and he begins to endlessly babble in binary code.

ICE BLUE SIBYL

JOKER

CREATED BY VICTOR MILÁN

Ice Blue Sibyl is a joker with a 5-and-a-half foot tall, inhumanly thin, blue-green, naked, sexless body that looks something like an ice sculpture and gives off a hint of chill if you stand near her. Whatever she's made of looks to be hard as glass, but also seems to be constantly, subtly shifting. She attends the Ace's High Wild Card Day dinner (1986) and is Dr. Pretorius's ward. She seems to be able to silently communicate with him, and perhaps others.

JUMPERS

Between the creation of the first jumper in fall 1988 and his own March 1990 death, Jumper Prime (Edward St. John Latham) creates scores of jumpers. Some disappear or die quickly, but at the height of the Rox campaign there are still 116 living jumpers. Many of those are inexperienced or unreliable, but at least 40 are counted as effective fighters.

Because of the overwhelming devastation of the final attacks on the Rox and the absence of overt jumper incidents in the years following, the average person believes all the jumpers are dead. Even the conspiratorially minded became convinced when Black Shadow and Croyd killed the "final three survivors." But at the very least Molly Bolt, the last leader of the group, was definitely alive when last seen by Danny Shepherd and the Turtle...

The following is the complete list of jumpers named in the *Wild Cards* series, along with what's known of their fates.

Dies while trying to jump a bar of soap (December 1988)

Sarah

Killed by The Oddity (May 1989)

David Butler*

Killed by Black Shadow (February 1990)

Diego

female jumper in the body of Shelley

Dies when jumper tower on the Rox is shelled (September 1990)

Blueboy (collects police badges)

unspecified number of others

Accepts government amnesty and is gassed in a double-cross (September 1990)

Juggler (male)

Suzy Creamcheese

Monkey-face (female)

Porker

Rain Man

along with 13 others

*Described in more detail elsewhere in this volume.

**Described in more detail on pages 77-78 in *Wild Cards Campaign Setting*.

Brain removed from body and taken to a far-off world by The Network (December 1990)

Blaise**

Accepts amnesty and enters government service; later killed by Croyd Crenson and Black Shadow (fall 1993)

Hari-Kari (a 12-year-old electronics genius)

Mam'zell Gerard*

Gyro Gearloose (a congressman's son)

Alive

Molly Bolt*

Fate unknown

Blackhead (real name Kent)

Alvin the Chipmunk (psychotic male)

Captain Chaos (anorexic female)

Iceman

Vanilla (male)

Red (male)

Valerie

Giles Goat-Boy

ICHIKO

NAT

CREATED BY LEWIS SHINER

Ichiko is the geisha name of Fortunato's Japanese mother. She helps him train his girls and her luxurious brownstone townhouse on the Upper West Side serves as the official address for his escort agency. She and Miranda take over the business after Fortunato leaves for Japan (September 1986). She dies February 28, 1990, of natural causes.

ICBOR-BOD

JOKER

CREATED BY STEPHEN LEIGH

Icbor-Bod is a female joker prostitute whom Gregg Hartmann uses on a regular basis (October 1993). Her pores ooze a translucent jelly that coat her like a second skin. Her short dark hair is perpetually slicked down like a '20s movie star, and her clothing is stained as if it's been dipped in Vaseline. She might be pretty, but her face is obscured with smeared, gelatinous perspiration, so no one can tell for certain.

ILLYANA

ALIEN/NAT

CREATED BY MELINDA SNODGRASS

Illyana is Dr. Tachyon's daughter, conceived by Blaise on the body of Jumper gang member Kelly Ann Jenkins (February 1990). She's born on Takis and remains with her mother (now father) Tachyon. She has aquamarine eyes and pale, fair hair. She has certain mental abilities, including telepathy, which began when she was still in the womb.

IMP

ACE

CREATED BY LEWIS SHINER AND WALTON SIMONS

Imp is an Egyptian Mason who joins the cult just prior to the Cloisters Raid (spring 1986). He's a Puerto Rican kid who can generate an electromagnetic pulse that neutralizes all electricity within 150 or so feet: In game terms, he has **Nullify Electronics 15**, Burst Area, Touch Range, Progression 1 (Area).

Aided by fellow cultist Insulin, Imp attacks the Turtle (September 15, 1986) and causes him to crash into the East River. Imp is killed later that day by Cordelia Chaisson.

COLONEL LOU ("OSPREY") INMON JOKER

CREATED BY VICTOR MILÁN

Inmon is a member of the New Joker Brigade (summer 1991). He's 5 ft., 9 in., with the white-feathered and fiercely beaked head of a bird of prey, and claws to match. His eyes are large and golden.

He's loyal to Mark Meadows, and after Belew is exiled becomes Meadows's security chief with the formal rank of colonel. When Meadows is kidnapped by O.K. Casaday's men (May 1994) Inmon's elected president pro tem of Free Vietnam, but goes looking for Mark. He's captured, tortured by Ditmar, and ultimately shot by Casaday as an object lesson to a horrified Mark Meadows.

INSULIN ACE

CREATED BY LEWIS SHINER AND WALTON SIMONS

An Egyptian Mason who joins the cult just prior to the Cloisters Raid (spring 1986), Insulin is a middle-aged woman whose features look like a caricature of someone who is beautiful. Able to control the blood sugar level of her victims, she helps the Astronomer take his vengeance for the raid by teaming with Imp for a successful attack on the Turtle (September 15, 1986).

Her ace is a Perception-range version of **Nauseate**, capable of rendering victims unconscious at the highest level.

IRON CHEF ACE

CREATED BY JOHN JOS. MILLER

A new Japanese ace (summer 2003).

ISHIDA NAT

CREATED BY JOHN JOS. MILLER

Ishida is Daniel Brennan's main teacher in the Zen monastery (early 1980s).

ALEX JAMES NAT

CREATED BY STEPHEN LEIGH

James is a Secret Service agent with a sadistic streak who's on Senator Gregg Hartmann's bodyguard team during the Democratic National Convention in Atlanta (July 1988). He's one of Hartmann's favorites when Puppetman needs to feed. James is killed by Demise during the convention.

JAN

JOKER

CREATED BY SAGE WALKER

Jan is the smallest and, at 14, probably the youngest of the Escorts, the orphaned joker children Zoe Harris takes under her wing and brings to Jerusalem (fall 1993). Jan looks normal except for the irises of her eyes, which rearrange themselves constantly like miniature kaleidoscopes. Her eyes are also bioluminescent flashlights, which produce a pleasant chartreuse light.

She accompanies Twisted Fist operative Balthazar to Ukraine in order to obtain a nuclear weapon for the Black Dog (spring 1994) and falls in love with Balthazar.

DR. CARTER JARNAVON

NAT

CREATED BY VICTOR MILÁN

Jarnavon is a genetic engineer at the Card Sharks's secret lab in Myanmar (May 1994). He wears a white lab coat, horn-rimmed glasses, and an expression of deadly earnestness that would be comical on someone else. He has rusty brown hair.

Prior to working for the Sharks Jarnavon had a grant from the DEA to design a self-replicating genetic assembler to wipe out the world's supply of coca plants and end the cocaine plague. But that was just the cover for his real project: building a nanotech mind-control device to program happiness, wipe out disobedience to authority, and usher in utopia. Fortunately (or not, depending on your point of view), a reporter got wind of the project's actual nature. The DEA had her strangled and planted evidence that she'd been in bed with the Medellin drug cartel and gotten burned by them, but people were asking questions and the project got canceled.

While working on that project Jarnavon read Mark Meadows's notebooks. He grew to idolize Mark and is absolutely thrilled to work with him on the Black Trump problem; Mark, not so much.

Jarnavon is vaporized, along with a canister of the Black Trump, over the skies of Hong Kong by the Radical.

JELLYHEAD

JOKER

CREATED BY SAGE WALKER

Jellyhead, whose head is like a soggy balloon with features shifting as she moves, is one of the orphaned joker children Zoe Harris brings to Jerusalem (fall 1993). Jellyhead wants to be a doctor.

KELLY ANN JENKINS

JUMPER

CREATED BY MELINDA SNODGRASS

Kelly is a pretty 15-year-old from Atoka, Oklahoma, with blue-gray eyes, waist-length blonde hair so pale that it's almost white, and elfin features.

Tired of life in the slow lane, she steals the family egg money and runs away to New York City to become an actress or a model or something really cool, but ends up a Jumper wannabe. Bloat is very attracted to her.

Eventually she's jumped into Tachyon's body and Blaise grabs her to fool *Baby* when he flees the Rox in the face of the government's military assault (August 1990). She ends up accompanying him on his interstellar voyage to Takis where she continues to be a pawn in his political games. Kelly ultimately sides with Tachyon and in the final confrontation with Blaise they force him to switch them back into their proper bodies. Her body, she discovers, is pregnant with Zabb's child. Figuring that life as an unwed teenage mother in Atoka, Oklahoma, isn't for her, she opts to stay on Takis.

JIM DANDY**ACE****CREATED BY GEORGE R.R. MARTIN**

Jim Dandy is a SCARE ace (1994).

ANGELFISH JIMMY**JOKER****CREATED BY SAGE WALKER**

Angelfish Jimmy has pale stripes on his body that make him resemble an Angelfish. He's one of the orphaned joker children Zoe Harris brings to Jerusalem (fall 1993). He bleeds to death after being wounded in the rioting that trashes the city when the Black Trump is released in the city by the Card Sharks (summer 1994).

OWL JIMMY**JOKER****CREATED BY SAGE WALKER**

Owl Jimmy, whose head is covered by downy feathers that cause him to resemble an owl, is one of the orphaned joker children Zoe Harris takes under her wing and brings to Jerusalem (fall 1993). They call themselves the Escorts. They work as a well co-ordinated team, and are very streetwise and tough-minded.

Owl Jimmy becomes something of a sidekick to Billy Ray when Ray goes undercover and joins the Twisted Fists (summer 1994). He's killed by the Black Trump.

GENERAL MACARTHUR JOHNSON**NAT****CREATED BY BOB WAYNE**

The head of the Card Shark's security apparatus, General Johnson ("General" is his first name, not his rank) is a tall and massive black man of about 45 (1993).

He gets one of the remaining vials of the Black Trump (May 1994) and clashes several times with Billy Ray: once when Johnson assassinates Winston Churchill and later during Churchill's

funeral service at Westminster Abbey, when the Shark appears as a priest and laces the communion wine with the Black Trump. Ray spots him and foils his plan, but Johnson escapes with April Harvest as his ostensible captive. Ray ultimately tracks him down in Jerusalem and frees Harvest. She shoots Johnson, killing him before Ray can question him.

HANNAH JORDE**NAT****CREATED BY LEWIS SHINER**

The one-time president of the radical feminist group WORSE ("Women's Organization to Reach Sexual Equality") as well as Veronica's drug counselor, Hannah wears her blonde hair in a crew cut and has round, wire-rimmed glasses. She sports man-nish clothes; e.g., a man's gray sportscoat, white T-shirt, and loose drawstring pants. An ex-alcoholic, she was once married but is divorced when she meets and seduces Veronica. They fall in love and move in together within two weeks of meeting. Soon after, Hannah becomes one of the first jumper victims and is arrested for murdering a bank guard. Later she's jumped again while in jail, and her body is killed (November 1988).

JOE JORY**DISFIGURED NAT****CREATED BY JOHN JOS. MILLER**

Chrysalis's joker-hating father Big Joe Jory visits New York City for his daughter's funeral (July 1988). His life takes a definite turn for the worse after a visit to Jokers Wild when he's saddled with a pig face that he'll have to wear for the rest of his life.

HARVEY KANT**JOKER****CREATED BY WALTER JON WILLIAMS**

Kant is a hairless, lizard-like police detective with brown scaly flesh and sharp pointed teeth. Working out of the Jokertown Precinct as a hold-over from the F.X. Black regime, he does a little extra-curricular arm-twisting, but nothing serious until he's seduced by Ezili and taken by Ti Malice (some time in late 1987 or early 1988).

He lives in a shabby five-story apartment building. His living room is brightly lit with blazing track lighting. The furniture is all chrome and leather, which gives rise to the image of a lizard sunning itself on a rock. His bedroom has a big, four-poster canopy bed with mirrors on the canopy and headboard, and a tub of sand the size of a wading pool with a pair of sun lamps focused on it that Kant uses for sand baths.

HORACE KATZENBACK**NAT****CREATED BY WALTER JON WILLIAMS**

A civilian advisor (former AID official and current college professor) to General Zappa, Katzenback wears black-rimmed glasses and a necklace of what seem to be baby teeth. He considers himself the token intellectual on Zappa's staff.

OPHET KEMEL**NAT****CREATED BY GAIL GERSTNER-MILLER**

A gray-eyed, white-haired, elderly man with a magnificent white beard, Kemel is the Egyptian archeologist who discovered the Temple of the Living Gods. He's the first leader of the sect of Living Gods which he founds in the mid-1970s after he realizes that many jokers and some minor aces resemble ancient Egyptian deities.

PROFESSOR LYLE CRAWFORD KENT**NAT****CREATED BY GEORGE R.R. MARTIN**

Kent is the scientist who coins Tachyon's name. Since the alien's Takisian patronymic is impossibly long, the scientists on the Air Force base where Tachyon's held address him (as they do each other) as "Doctor." Kent names the atomic particle that provides the energy for the faster-than-light drive for the Takisian's spaceship the "tachyon" and the Army grunts on the base start referring to Tachyon as "that Tachyon fellow," and the name sticks.

KHÔF**ACE****CREATED BY GEORGE R.R. MARTIN**

An Egyptian who contacted the wild card virus during the Port Said epidemic, Khôf ("Fear") is a member of the Nasr ("Victory"), the ace team that fights Israel to a standstill (1948). Described as ageless and looking like death incarnate, he's one of the last living members of the team (mid-1990s).

KING BRIAN**JOKER****CREATED BY STEPHEN LEIGH**

King Brian is a small, green-skinned, green-eyed, leprechaun-like joker who's one of the leaders of the Twisted Fists in Belfast (May 1994)

KITTY CAT**JOKER****CREATED BY JOHN JOS. MILLER**

One of Mother's Children, Kitty Cat is a 2-foot-tall joker covered in calico fur and with feline-like eyes. He wears a Hello Kitty fanny pack slung across his shoulders as a backpack and helps Brennan and Jerry Strauss during their search for the missing John Fortune (summer 2003).



(Not to be confused with Kitty Kat, another one of Mother's Children, who dies during an attack by Kien's men in late 1989.)

KIDA KOYAMA**NAT****CREATED BY WALTER JON WILLIAMS**

Koyama is the first Earthling to spot the Swarm Mother (March 1983) and plot her location in the Solar system. Initially he thinks he's discovered a comet and is somewhat disappointed when he realizes the real nature of his discovery (June 1986).

JIM ("GIMCRACK") KRAKOWICZ**JOKER****CREATED BY KEVIN ANDREW MURPHY**

Jim is the keyboard player and technical wizard of the Jokertown Boys, a boy band mostly made up of jokers who lost their parents in the Typhoid Croyd outbreak and grew up in the same orphanage. He's darkly handsome with black hair, intense green eyes, and a permanent dark 5-o'clock shadow. He has a male model face and a perfect, muscular nat body. His joker is mental rather than physical, as he is the world's most gullible and literal-minded man. Fortunately for him, the universe conforms to his beliefs. If he gets an e-mail from Colonel Mukti in Nigeria, for example, and

sends Colonel Mukti \$5,000, Mukti would actually send him \$20 million; the sea monkeys he purchases as a child *actually looked like little monkeys*, all because, he thinks, he properly followed the directions that come with them.

Gimcrack's reality-bending ability is almost entirely a plot device X-trait (*M&M*, page 211), since he does not control it and it is based entirely on circumstance. The GM may wish to treat it as an unusual "exchange system" between the hero points earned from the complications of Jim's incredible gullibility and inspiration or dramatic editing using those points to make what he believes a reality.

LADY BUG**ACE****CREATED BY GEORGE R.R. MARTIN**

Lady Bug is an ace who attends the Aces High Wild Card Day dinner (1986).

LADY LIGHT**ACE****CREATED BY WALTER JON WILLIAMS**

Lady Light is an ace confined to the Governor's Island Maximum Security Psychiatric Unit. She's a dark-haired white woman who can create silent bursts of intense, blinding, white light. She's sprung during the mass escape engineered by Croyd Crenson (fall 1993).

**LAMBENT****JOKER****CREATED BY STEPHEN LEIGH**

Lambent is a joker who glows phosphorescent blue. He works as the doorman at the Chaos Club (1985).

WALLACE LARABEE**ACE****CREATED BY GEORGE R.R. MARTIN**

Larabee is an ace best known for ruining a Wild Card Day Ace's High dinner by demonstrating his power (1978). His wild card name is the Human Skunk.

LAYTON**NAT****CREATED BY VICTOR MILÁN**

A big and brawny Card Shark goon whose favorite refrain is, "I am *not* dumb," Layton provides security for the Sharks's secret lab in Myanmar. He has a Southern California accent, cover-boy features, a blond ponytail, and lots of muscles that he likes to show off. His preferred form of martial arts is kick boxing in which he's once a light-heavyweight champion for some federation or other.

He's beating Mark Meadows to death when, against all odds, Mark manages to call on the Radical and the Radical kills Layton with all the effort and regard one might have for a cockroach (May 1994).

PAUL LEBARRE**NAT****CREATED BY GEORGE R.R. MARTIN**

The head chef of Aces High (1986), LeBarre is French, somewhat typically bad-tempered, but a genius in the kitchen.

PETER ("FLATTOP") LE FLEUR**JOKER****CREATED BY KEVIN ANDREW MURPHY**

Flattop is a joker cameraman (late 1950s, early 1960s) in Los Angeles, and friend and informant of Nick Williams. His fingers are about twice as long as they should be, as well as his prehensile toes. He mainlines Coke from six-ounce bottles into the vein inside his elbow. His irises are orange-yellow-green bands set inside each other like a bull's-eye. Otherwise, he's a good-looking guy with a nice smile, straight-arrow looks, and dark brown hair cut in a flattop. Later, his brown hair and beard hang almost to his ankles (early 1990s).

LENORE**NAT****CREATED BY LEWIS SHINER**

Lenore is a self-styled witch from a hick town in the mountains of Virginia who leaves her hometown and comes to New York City to work as a prostitute for Ballpeen Willie of the Gambione crime family (early 1971). Fortunato is taken with her appearance and buys her contract. She has waist-length dark red hair, neon-green eyes, and always wears black. There's a blazing sexuality about her, an almost complete absorption in carnality. While having intercourse with Fortunato she causes him to bodily retain his sperm, turning his card. But, angry that it's Fortunato who gets the Magick—the one thing she's wanted all her life—she leaves him and New York City.

ASTA ("FANTASY") LENSER ACE

CREATED BY MELINDA SNODGRASS

Lenser is a prima ballerina, secret ace, foul-mouthed mercenary, and cocaine addict. She can mesmerize people (particularly men) with her dancing. When kidnapped by Takisians to be used as a laboratory subject, she manages to escape with an experimental power device called a singularity shifter, which she turns over to her boss, Kien (1986).

She has a penthouse apartment with high ceilings and expensively modern decor. It has three bedrooms outfitted in various styles within which she exercises her considerable amatory skills.

Fantasy's ace is a visual area **Emotion Control 8** inspiring love (desire, technically) and Limited to while she is dancing. Her power is only half as effective (rank 4) against women.

LINETAP JOKER

CREATED BY ROGER ZELAZNY

Lineta is a small, scaly joker with an orange face and fangs. He has erratic telepathic abilities and often works as a lookout for the Shadow Fists (mid-1980s).

MR. LOWBOY NAT

CREATED BY HOWARD WALDROP

Lowboy takes over Cosh Comics, the publisher of *Jetboy Comics*, in 1945. A small man who looks like a gnome with all the blood sucked out of him, he cheats Jetboy (and presumably everyone else) unmercifully out of his proper royalties.

BOB LOWBOY NAT

CREATED BY GEORGE R.R. MARTIN

Grandson of the first Mr. Lowboy, Bob Lowboy is the editor of *Aces* magazine (1988).

LOMBARDO ("LUCKY LUMMY") LUCCHESI NAT

CREATED BY LEANNE C. HARPER

A mid-level Mafia hoodlum, Lucky is chosen by Don Carlo Gambione to marry his daughter Maria (also known as Rosemary Muldoon). From the very beginning Lucchese views their relationship as one of convenience and considers it his way into the big time. Unfortunately for him, his plans never came to fruition as he's killed by the mysterious Subway Vigilante (summer 1972).

LUPO JOKER

CREATED BY GEORGE R.R. MARTIN

A lupine joker, Lupo is a bartender at the Crystal Palace (mid-1980s).

SENATOR LYONS NAT

CREATED BY GEORGE R.R. MARTIN

Lyons is a Republican senator from Wyoming who participates in the WHO-sponsored tour around the world (late 1986 through early 1987).

DON FREDERICO ("THE BUTCHER") MACELLAIO NAT

CREATED BY LEANNE C. HARPER

Don Frederico takes over the Gambione family after Don Carlo's death (1972). Viciously brutal even by Mafia standards, he's killed by Bagabond (September 15, 1986).

DUNCAN ("THE MELTED MAN") MACENNIS JOKER

CREATED BY STEPHEN LEIGH

MacEennis is a constable with the *Garda* (the Belfast police force) at the time of the Belfast wild card outbreak and is one of many whose card turns during the epidemic (1963). His flesh runs like hot wax on his bones, puddles, then hardens again and his eyes seem to pop out of his hairless, pitted skull. He becomes the constable for the joker community on Rathlin Island.

MAGDA NAT

CREATED BY JOHN JOS. MILLER

Magda is a nun and a member of the Allumbrados. She's handy with a range of hand-held weapons and is part of the Nighthawk-led team that steals the Shroud of Turin (summer 2003).

MAL**JOKER****CREATED BY GEORGE R.R. MARTIN**

An African-American bouncer at the Jokertown nightclub called the Funhouse, Mal has tendrils hanging from his lower lip that twitch like blind worms, as well as a huge, malformed jaw. The world's eighth-ranked heavyweight contender before the wild card hits, Mal climbs to third place before all wild carders are banned from professional sports. He's killed by drug dealers while trying to protect Funhouse owner Angela Fascetti (late 1963).

"SLUGS" MALIGNE**JOKER****CREATED BY WILLIAM F. WU**

Slugs is about 5 and a half feet tall and shaped like a snail without a shell. His hands are tiny, his arms almost stick-like, and he has no legs or feet as his body tapers down to a slug-like tail. He has snail-like antennae and mucous-coated skin. His features are doughy, but good natured.

He plays baseball for 20 years on a barnstorming team called the Joker Giant Kings. He isn't much on the basepaths but he can really block the plate.

Slugs is in New York when Yogi Berra and Elston Howard both go down with injuries on consecutive days (1959). He's signed by the Yankees and stays on their roster for 12 days. He gets into the second game of a doubleheader the Yankees are winning 12 to 2 and catches the last two innings. Some people think that the Yankees put him in the game as a joke, but Maligne says the joke was on them: He gets to say he was a big leaguer as well as receiving an entry in the *Baseball Encyclopedia*, both of which are a lot more than most can say.

Slugs is a hero to joker baseball fans everywhere.

MANTA RAY**ACE****CREATED BY GEORGE R.R. MARTIN**

Ace (1980s).

DANNY MAO**NAT****CREATED BY JOHN JOS. MILLER**

Mao is a lieutenant in the Shadow Fist Society, said to be in charge of recruitment. He works out of his restaurant, the Twisted Dragon, which is located on the nebulous boundary between Jokertown and Chinatown. Fadeout is his immediate boss.

He's killed in a gun battle with Yeoman during the Shadow Fist takeover of the Jokertown Clinic (June 1987).

MARIGOLD**JOKER****CREATED BY STEPHEN LEIGH**

A member of Jokers for a Just Society (June 1987) who also shows up at the Democratic National Convention in Atlanta (July 1988), Marigold eventually emigrates to the Rox (late 1988).

SERGEANT HARRY MATTHIAS**ACE****CREATED BY PAT CADIGAN**

Known as Judas among the Egyptian Masons, Matthias is a sergeant (also called a detective second grade) at the Jokertown Precinct. He's about 30 (1979), with medium brown hair. He has an unremarkable face and he wears cheap suits.

Matthias can detect other aces, a power which first appears during a violent night in Jokers Wild when he's about to be savaged by the crowd. The exact mechanism of how he senses other wild carders is unknown.

He's accidentally, and fatally, dehydrated by Water Lily during the attack on the Cloisters (spring 1986).

CHRISTOPHER MAZZUCHELLI**NAT****CREATED BY LEANNE C. HARPER**

Mazzucchelli is a young Mafioso who acts as Rosemary Muldoon's mouthpiece when she returns as the secret (to all but the top lieutenants) head of the Gambione crime family (September 15, 1986). He has dark brown hair, expensively trimmed in a modified punk cut with a rat tail. Eventually, he takes over more and more of the Family's day-to-day operations, and soon is running things without consulting Rosemary. He finally turns on her, but before he can have her killed, he's infected with the wild card virus by Typhoid Croyd, becomes a joker (June 1987), and is executed by remnants of the Gambione Family.

CAPTAIN MCPHERSON**NAT****CREATED BY WALTER SIMONS**

The captain of the Jokertown Precinct, McPherson is assassinated by Demise (January 1986).

JOSH MCCOY**NAT****CREATED BY GAIL GERSTNER-MILLER**

A lean, muscular, blond cameraman and documentary filmmaker, McCoy meets Peregrine on the WHO-sponsored round-the-world trip (late 1986). They eventually get married and make award-winning documentaries together.

In Guatemala (fall 1993) he photographs a Card Shark atrocity that destroys an entire village—nats and jokers alike—by means

of a biological weapon. The photos catch Etienne Faneuil directing the operation, and are later shown to the world on *Peregrine's Perch*. The Mayan priest-shaman-joker-ace named Uman and transplanted New Yorker Susan Melotti help him smuggle the photos out of Guatemala to Belize.

GENERAL MARCUS ANTONIUS MEADOWS NAT

CREATED BY VICTOR MILÁN

Mark Meadows's father, Marcus Meadows, is a test pilot. Too old for astronaut training, he does fly as one of the chase pilots for NACA's first try to put a man in Earth orbit (1958), an effort that is ultimately sabotaged by the Card Sharks. He fights with distinction in Vietnam and eventually heads Space Command (1968), which does reach the moon.

His pride is as prickly as any Takisian's. He and Mark rarely talk, but he has helped Mark over the years, providing him with money to start up the Cosmic Pumpkin (as well as a flow of funds to keep it going), and he takes in Sprout (covertly, one assumes) when Mark accompanies Tachyon to Takis. He later returns her to Mark, and meets them both one last time (summer 1994) after he's been diagnosed with throat cancer and given only a few months to live.

SPROUT MEADOWS NAT

CREATED BY VICTOR MILÁN

Sprout is the developmentally challenged daughter of Mark and Kimberly Anne "Sunflower" Meadows, born in spring 1977. Sprout is an exquisitely featured, sweet-tempered little girl. She grows into a beautiful woman with long blonde hair who will always have the mind of a child.

Mark retains custody of her when he and Sunflower divorce in 1981. After Kimberly Anne initiates a second custody battle (spring/summer 1989), Sprout is made a ward of the state. Ultimately, Mark, K.C. Strange, Durg at'Morakh, and some of her father's friends rescue her from a juvenile detention center (February 1990) and she and Mark split for California. They end up for a brief time in a commune near Taos, New Mexico, but when Mark accompanies Dr. Tachyon to Takis he gives her into the care of his father, retired general Marcus Meadows.

She ultimately comes to Free Vietnam to be with her father (summer 1991) where she's kidnaped by a pederast ace named Ganesha (November 1993), but saved by J. Robert Belew and Moonchild. She and Mark are also kidnaped (May 1994) by O.K. Casaday and taken to a secret Card Shark lab in Myanmar where she's held hostage to force her father to recreate the Black Trump. She's rescued by Jerry Strauss and returned to her grandfather's custody in Southern California and is eventually (summer 1994) reunited with her father in the guise of the Radical.

AMY ("DAMSEL") MEARS ACE

CREATED BY VICTOR MILÁN

Mears is blonde, frail, and ethereal as a Maxfield Parrish print. Men fall all over themselves competing for the privilege of doing things for her. If she actually comes to care for one of them, she says to him, "You're my Hero," and either turns him into an ace or intensifies his existing powers.

She's one of the members of the ill-fated ace team who tries to rescue the Iranian-held American hostages in Tehran, and is torn to death by an attacking mob (April 1980).

Damsel's ace is essentially a version of **Empowerment** from *Ultimate Power* (page 154), although the Gamemaster can treat it as a plot device so long as she is a non-player character.

HARVEY ("THE LIBRARIAN") MELMOTH ACE

CREATED BY VICTOR MILÁN

Harvey is a small, balding, out-of-shape guy with a prissy mouth and blue eyes swimming between eyeglasses as thick as battleship plate. He speaks in a whisper and is always reading ponderous Victorian novels for fun. He can project a zone of absolute silence with a radius of about five meters.

He's one of the aces on the team that attempts to rescue the American hostages in Tehran (April 1980). He's wounded early on and is popped to safety by Jay Ackroyd, but dies mysteriously of his wounds while still in a field hospital.

MELT JOKER

CREATED BY ROGER ZELAZNY

Melt is a tall, bald joker whose flesh seems to flow on his bones like wax from a candlestick. His features are constantly distorted as tumor-like lumps pass beneath his skin. He's a soldier in the Shadow Fist Society (mid-1980s).

DR. BOB MENGELE NAT

CREATED BY EDWARD BRYANT

Dr. Bob (as he prefers to be called) is a creepy doctor at the Jokertown Clinic. He's short, bland-looking, and has short blond hair that is prematurely thinning. The name he shares with the Nazi war criminal captured in Bavaria by the Exotics For Democracy, he claims, is just a coincidence.

He has plans to vivisect Jack Robicheaux in alligator form "to find things out," but fortunately Wyungare and Cordelia Chaisson manage to spirit the gator away before the good doctor can get his scalpel into him (September 1990). Later, Dr. Bob applies for the position of chief of medicine at the Jokertown Clinic, but loses out to Clara van Renssaeler (spring 1994).



VALENTIN ("MÓLNIYA") MIKHAILOVICH ACE
CREATED BY VICTOR MILÁN

The Soviet ace Mólniya ("Lightning") began his career in the Spetsnaz commandos and transfers to GRU (military intelligence) where at the age of 35 he holds the rank of major (late 1980s). He's medium height, with sandy blond hair and classic White Russian looks, just on the handsome side of nondescript. He's generally well-dressed, but always wears a pair of thick rubber gloves as he can discharge electricity from his body.

An intelligent, rational man who's also a patriot, Mólniya is one of the leaders of the various factions that plot to kidnap Senator Hartmann during the German leg of the around the world WHO tour (April 1987). Hartmann takes him as a puppet and makes him leave the premises where they're holding the senator captive, which precipitates the plot's unraveling.

HOT MAMMA MILLER JOKER
CREATED BY GEORGE R.R. MARTIN

Hot Mamma Miller is a mourner at Chrysalis's wake (July 1988). She's a joker whose hands emit smoke.

MAI MINH ACE
CREATED BY JOHN JOS. MILLER

The daughter of one of Daniel Brennan's comrades in Vietnam, Minh is a healer who by laying on her hands takes the joker's disfigurements on to herself, cleanses herself of them, and then passes the cure on to the original sufferer. Minor cures take minutes; severe ones longer.

Minh is a beautiful teenage girl with delicate features, long dark hair, and dark eyes (1986). She goes to work at Dr. Tachyon's Jokertown Clinic and volunteers to join the final attack on the Swarm Mother, eventually merging her consciousness with the alien being, and taking off for deep space.

MIRANDA NAT
CREATED BY LEWIS SHINER

Miranda is the most physically adept of Fortunato's geishas. Tall, black-haired, lush-bodied, by 1976 she becomes business manager and no longer turns tricks. Her daughter, Veronica, also becomes one of Fortunato's geishas.

MISHMASH JOKER
CREATED BY GEORGE R.R. MARTIN

Mishmash is a severely deformed joker who lives in Jokertown (mid-1980s). One of his legs is much longer than the other, triple-jointed and attached backwards so that the knee bends in the wrong direction. The other ends in a clubfoot, so he moves very slowly. His skin is glossy black, bone white, chocolate brown, and copper red in distinct patches all over his body. He's blond, and his face is beautifully handsome, blue-eyed, and strong-featured. But the head that actually runs the body has a hideous little purple monkey face with very sharp teeth that peeks out from stomach level at the end of a 3-foot-long, transparent, tube-like neck coiled under Mishmash's shirt. Mishmash appears to be extremely meek, but when aroused and able to attack a helpless foe, he's actually exceedingly vicious and brutal.

MR. BONES JOKER
CREATED BY JOHN JOS. MILLER

Mr. Bones is an old, tall, thin, cadaverous African-American joker who is kicked out of medical school (1946) after developing his "condition." His sole sign of deformity is a pair of quite attractive moth-like antennae that grow out of his forehead and give him an extra sense to examine his (usually joker) patients with.

He saves Wraith's life after she collapses from the strain of ghosting Yeoman out of jail, forever leaving Yeoman in his debt (late 1989).

MR. CHEESE**JOKER****CREATED BY VICTOR MILÁN**

Mr. Cheese is a joker who attends the National Democratic Convention in Atlanta (July 1988).

MISTER MAGNET**NAT****CREATED BY GEORGE R.R. MARTIN**

Mister Magnet is an ace who attends the Aces High Wild Card Day dinner in 1986. Later that year he joins D.A. Rosemary Muldoon's task force in her campaign against the Shadow Fists.

MR. MIRACULOUS**ACE****CREATED BY VICTOR MILÁN**

The defendant in the precedent-setting 1964 *Indiana v. Mr. Miraculous* case, in which the court rules that an ace can refuse to reveal his wild card abilities under the Constitutional protections of the 5th Amendment.

JO ("SERGEANT MOLE") MO**JOKER****CREATED BY GEORGE R.R. MARTIN**

A very short (under 5 feet tall), stooped, potbellied, pale, and very, very near-sighted albino policeman, Sergeant Mole is in charge of the basement domain where the Jokertown Precinct records are kept. He's the first joker in the NYPD (early 1970s) and acts as Chrysalis's eyes and ears in the precinct.

EMILY MOFFAT**NAT****CREATED BY WALTER SIMONS**

Moffat is a nurse at the Jokertown Clinic. She's blonde, pushing 40, with good bone structure, and aqua eyes (October 1993). Although a little overweight, she carries it well.

MON'AECLA SEK VANBRIAN SEK ANA**ALIEN****CREATED BY MELINDA SNODGRASS**

The daughter of the *raiylis* of House Vayawand before Blaise kills him and claims the position for himself, Mon'aella marries Tisianne (Dr. Tachyon) when Kelly Ann Jenkins is the mind inhabiting his body, hoping to position herself for a return to power if and when Blaise dies. As part of her machinations, during the chaos of the Takisian world war she has Blaise's pregnant wives murdered, eliminated rivals to her own bloodline.

The red-and-white-haired beauty is also a particularly strong mentat, her scheming mind completely opaque to outside probing.

When Tisianne's mind is returned to his proper body and Blaise is disposed of, Mon'aella is pleased to find herself married to the *raiylis* of the much more prestigious House Ilkazam. When last seen, Tachyon is contemplating divorce.

MOON GOON**JOKER****CREATED BY VICTOR MILÁN**

The bouncer of the nightmarish Jokers Wild nightclub, Moon Goon has rubbery skin and a giggling, insane laugh.

SARA MORGENSTERN**NAT****CREATED BY VICTOR MILÁN**

Once married to upwardly mobile attorney David Morgenstern, Sara is small, almost painfully thin, with pale white skin, white-blond hair, and eyes that are barely blue.

A reporter working for *The Washington Post*, she's driven into journalism by her suspicion that there was more than random brutality to the death of her sister, Andrea Whitman.

In the course of her investigation of the Jokertown Riots (which ultimately wins her a Pulitzer Prize) Sara discovers that Succubus took the form of her murdered sister as she appealed to Gregg Hartmann for help, making her suspect that Hartmann had a hand in her sister's death (1950). She joins the WHO-sponsored around-the-world junket with the thought of nailing Hartmann for her sister's murder, but is soon seduced by him (late 1986). Towards all other men she exhibits a jumpiness and fear that borders on the neurotic. In the firefight at Nur al-Allah's Syrian camp (February 4, 1987), Hartmann turns Sara over to Puppetman to keep her under control, an act which he'd previously vigorously resisted, realizing that it would turn her love for him into a mockery.

After the tour returns to the United States, Misha shows up unexpectedly and tells Sara that she has proof that Hartmann is a wild carder: Hartmann's jacket soaked in his own blood. Sara doesn't really believe her, but they agree to meet and have the coat tested. Misha doesn't keep their date; she's brutally slain by Mackie Messer under Hartmann's orders, and Sara comes to gradually believe, again, that Hartmann murdered her sister.

She attends the Democratic National Convention in Atlanta (July 1988) with the hope of exposing him and when she learns of Chrysalis's death she starts to fear for her own life. She finally writes about her suspicions and sends the story off to her paper. Still fearing that Hartmann might come after her, she seeks Dr. Tachyon's protection with a pathetic attempt to seduce him. He rejects her. Her editor, incensed at her crazy tale, accuses her of being part of a smear campaign against Hartmann and fires her.

Feeling that the only way to safety is to bring everything out in the open, she confronts Hartmann at a press conference, accusing

him of being a secret ace and, further, accusing him of murder. She's met with utter disbelief from all around, and flees. Mackie's first attempt to kill her gets her journalist friend Ricky Barnes, instead. The second nearly gets Jack Braun. Polyakov takes her under his protection, and he's joined by Tachyon, who finally believes her story.

When Hartmann gets the presidential nomination, Sara feels she has nothing left to lose and accepts a gun from Polyakov with the thought of assassinating Hartmann. Her appearance in the crowd during Hartmann's acceptance speech sets into motion the bizarre chain of events that eventually leads to Hartmann's apparent disintegration on nationwide live television, ending his political career forever. Because of the chaos nobody realizes that Sara had intended to shoot him, and she walks away, free and satisfied. She has had her vengeance, and disappears from public life.

RIISHI ("ZERO MAN") MORI

ACE

CREATED BY LEWIS SHINER

A rare ace in a land little affected by the wild card virus, Mori's power leads him to blend so tightly into Japanese society, to fill so perfectly the template of the Japanese norm, that no one can see him. He hires himself out to a yakuza gang as an assassin and on his first mission, to kill Hiram Worchester, runs afoul of Fortunato and is accidentally killed (March 1987). Fortunato discovers that he's actually little more than a boy.

Riishi's ace is **Concealment 10**, affecting all the senses, but limited to human beings; people literally do not notice him.

MOTHER AND HER CHILDREN

JOKER

CREATED BY JOHN JOS. MILLER

Mother is a featureless wall of flesh colored gray, pink, and purple and pulsating with a rippling rhythm. Her children cling to her, and new ones grow from external umbilical cords. She can't see or talk, but can communicate through the children who are vocal. She has a computer-like memory. Chrysalis gives her sanctuary in a chamber under the Crystal Palace and her children are Chrysalis's eyes and ears around the city.

Mother dies in the fire that destroyed the Crystal Palace (July 1988), but a number of her children survive. None are over 2 feet or so tall. Some are perfectly formed manikins; most others are grotesques. Most have somewhat less than normal human intelligence. About 30 of them go to live with Yeoman and Wraith when they retire to upstate New York. Pumpkin Head, Curly Joe, Kitty Kat (female), and Lizardo are killed in the Shadow Fist hit (in late 1989). Their leader, Brutus, is killed soon afterwards. Survivors include Bigfoot, Kitty Cat (male), and Cauliflower, who help Brennan and Jerry Strauss during their search for the missing John Fortune (summer 2003)

MOTHMOUTH

JOKER

CREATED BY STEPHEN LEIGH

A joker who attends the Democratic National Convention in Atlanta (July 1988) and later moves to the Rox, Mothmouth dies during the military assault on the island (August 1990).

MUSHFACE MONA

JOKER

CREATED BY GEORGE R.R. MARTIN

Mushface Mona is joker mourner at Chrysalis's wake (July 1988).

MUSHROOM DADDY

ACE

CREATED BY JOHN JOS. MILLER

Mushroom Daddy looks and talks like a hippie. He wears ragged bell bottoms embroidered with flowers and peace signs. He has dark bushy hair that he wears in a big afro, a black Fu Manchu mustache, long, sharply delineated sideburns, and a colorful silk scarf knotted around his neck. His shirts are usually outrageously colored and patterned and he wears tiny little glasses with purple octagonal lenses hanging on the tip of his long, narrow nose. The odor of marijuana wafts off him in waves.

He drives an ancient VW van painted in faded psychedelic designs of exploding stars and dancing mushrooms with a big peace sign on the front. It has maybe the last working eight-track tape system in the world. He grows produce that he sells locally, and is known as Mushroom Daddy, he says, because he grows the most bitchin' 'shrooms in Orange County, New York.

He follows Billy Ray and Jerry Strauss to Branson, Missouri, in an effort to retrieve his VW van (it only has 300,000 miles on it) that the Midnight Angel has borrowed (summer 2003). Although his effort is in vain, he does enjoy a night on the town with Ray and Jerry and Sascha Starfin in which they explore several varieties of religious experience.

MUSTELINA

JOKER

CREATED BY VICTOR MILÁN

A fierce ferret-like joker who appears at the National Democratic Convention in Atlanta (July 1988), Mustelina is 6 feet from the point of her moist black nose at the end of her wedge-shaped head to the tip of her tail. She is round-eared and bandit-masked, with black guard hairs over buff fur shading to silver on her belly. Two-inch fangs curve from her upper jaw and she has a compulsive craving for live meat which she sates on Jokertown's rat population.

She's one of the first of the joker squatters to settle on Ellis Island (fall 1988) and becomes one of Bloat's bodyguards. She rides with Herne and the Wild Hunt in the first battle of the Rox Cam-

paign and is missing in action and presumably killed when the Turtle smashes the Brooklyn Bridge (September 1990).

NEEDLES**JOKER****CREATED BY SAGE WALKER**

Needles, 15, who has needle-sharp claws on his hands and translucent baleen-like teeth, is one of the orphaned joker children that Zoe Harris takes under her wing and brings to Jerusalem (fall 1993). Calling themselves the Escorts, they work as a well co-ordinated, streetwise, and tough-minded team.

Needles patrols Jerusalem for the Twisted Fists (May 1994). He joins the Fists not because he's an angry killer out for vengeance, but so he can protect the people he loves.

RALPH NORTON**ACE****CREATED BY WALTER SIMONS**

Ralph is an old man, completely bald, with brown eyes, thin lips, and a lumpy, bulbous body with wrinkled orange-tinted skin. He lives on Fresh Kills on Staten Island, the largest landfill in the country, and eats garbage. He can metabolize anything.

FATHER HENRY OBST**DEUCE****CREATED BY DANIEL ABRAHAM**

Father Squid recruits Father Henry to take his place before the altar of Our Lady of Perpetual Misery for a few weeks (February 1987) while he travels around the world on the WHO-sponsored tour. Father Henry is short, fat, and about 47, and quickly finds himself out of his depth in Jokertown. He's also a closeted deuce, whose card turns when he's about 13 enabling him to turn water into wine, which leads to a number of years of alcoholism before he recovers and joins the priesthood.

The unassuming little priest uses his power (and some Mace and a taser) to save a 17-year-old Jokertown prostitute named Gina from both a Mafia hit man (who has run afoul of Yeoman and is still suffering a crisis of confidence) and a Shadow Fist hit team led by Demise (who is suffering in his own inimitable manner), along the way creating just another little miracle like all those others that have become part of the fabric of Father Henry's life.

OLD MISTER CRICKET**JOKER****CREATED BY GEORGE R.R. MARTIN**

Old Mister Cricket is a joker who lives in Jube's apartment building (late 1985). He can play music (sort of) by rubbing his legs together.

PAUL ("PRETTY PAULIE") O'NEALY**JOKER****CREATED BY KEVIN ANDREW MURPHY**

Pretty Paulie is the lead vocalist of a boy band. Made up of mostly jokers who all lost their parents in the Typhoid Croyd outbreak in the 1980s, the members of the Jokertown Boys grew up in the same orphanage.

Paul's skeleton is elastic. He uses polio crutches and wears an elaborate rubberized armature under his outer clothing that supports his head, shoulders, back, arms, and legs. From his normal height of about 6 feet he can stretch to be about 10 feet tall. His vocal cords are also rather elastic, which enables him to have a great vocal range and be an excellent mimic of others' voices.

ONE BLUE BEAD**ACE****CREATED BY EDWARD BRYANT**

An old Native American shaman who makes blood and bone sacrifices (e.g., his own severed finger joints) to Wakan-Tanka, the Bison spirit, in order to gain the power to try stop Bloat as part of Wyungare's "shaman squad."

OSIRIS**ACE****CREATED BY GAIL GERSTNER-MILLER**

Osiris is one of the prominent members of the Living Gods (late 1980s to mid-2000s). Said to have died and come back to life with prophetic powers, his visions are not always easy to interpret. He's old, darkly tanned and leathery, with a braided chin beard. He resembles an aged rock star. His English is only fair—at best.

KIM TOY O'TOOLE**ACE****CREATED BY PAT CADIGAN**

Kim Toy is part of the Egyptian Freemason cult headed by the Astronomer. A plain-looking Korean woman married to fellow cult member Red O'Toole, she exudes pheromones that make her appear to be the most desirable woman in the world, but only so long as her target can smell them.

Her husband puts her on a bus for San Francisco's Chinatown after the Cloisters Raid (spring 1986), but she returns to the ruins of the Cloisters with other gang members and she's one of the last cultists still with the Astronomer at the end of his run.

Kim Toy's pheromones provide **Emotion Control 9** (love) with an olfactory area, affecting anyone nearby able to smell them, but Limited to men.

SEAN "RED" O'TOOLE

JOKER

CREATED BY PAT CADIGAN

O'Toole is a Egyptian Mason cultist whose skin is red hued. He's married to fellow cultist Kim Toy. He privately thinks of the Astronomer as "the little creep," but is too bound up in the conspiracy by ties of greed and fear to quit. O'Toole is reluctantly slain by Jube when he tries to take the singularity shifter away from the alien (June 1986).

PATCHWORK

JOKER

CREATED BY WALTER JON WILLIAMS

Patchwork (also sometimes known as Modular Woman and, more familiarly, "Pat") is brown-haired, slender, and freckled, and seems to be about 20. When she's 12 her father gets her addicted her to heroin, thinking that it would make her easier to handle. She eventually kicks her habit and never does drugs again.

She can detach (and subsequently reattach) any part of her body (e.g., an eye) and it will still function. The detached parts die after a week or so if she can't recover them. Depending on the complexity of the part, it takes weeks or months to grow back.



She comes to the Rox because she falls in love with a jumper named Diego who's subsequently killed by Black Shadow. She spies for the Jumpers (February 1990) and also for Bloat during the Rox Campaign (September 1990). She ultimately blows herself to bits to kill Travnicsek so that Modular Man can be free. Mod Man gathers her parts in an effort to put her back together again.

Pat's abilities are a fair rank in **Anatomic Separation** (at least 3, perhaps as much as 10) and the Variable Split extra, plus the Regrowth power feat of Regeneration as an Anatomic Separation feat.

PEANUT

JOKER

CREATED BY STEPHEN LEIGH

A member of Jokers for a Just Society, Peanut has a hard, chitinous covering over his body that makes his limbs stiff and causes him to move with a rolling, jerking gait. His face looks as if he's been slathered in mud and then baked in the sun. His skin frequently cracks at his joints, leaving puss-filled, slow-healing sores and scabs. He generally wears no clothes and is rather simple-minded. He loses an arm to Mackie Messer (1987) and later appears at the Democratic National Convention in Atlanta (July 1988).

A Hartmann puppet since the mid-1970s, he works for the senator as a volunteer on his New York City campaign staff. Ultimately Hartmann gives him to Puppetman to feed on, but Peanut escapes. He later emigrates to the Rox and on Bloat's orders helps Dr. Tachyon escape from her cell. When Peanut and Tachyon are captured by Blaise, Peanut chooses to kill himself rather than betray Bloat (August 1990).

PESTICIDE

ACE

CREATED BY ARTHUR BYRON COVER

A beautiful women with scarlet skin, soft pink compound butterfly eyes, and two large blood-red antennae protruding from her forehead, Pesticide dabbles in journalism, writing a society column for the *Jokertown Cry*. When using her power she glows with a bright yellow light that is so potent that it outlines her entire skeleton. When she opens her mouth as if to scream she releases a ray of light that resembles a laser beam. A black mass follows the beam out of her throat: a horde of insects, scarlet, wing-backed, and hideous, chirping like the incessant chorus of a nightmare. They attack whatever the light touches, eating through anything in a matter of seconds.

Pesticide is killed by a Werewolf gang member in a restaurant in the Edge (spring 1987).

Pesticide's unusual ace can be treated as **Disintegration 11**.

PIT BOSS

ACE

CREATED BY GEORGE R.R. MARTIN

Pit Boss is an ace named Lou who appears at the Aces High dinner, Wild Card Day in 1986.

MICHELLE POYNTER**NAT****CREATED BY LAURA MIXON & MELINDA SNODGRASS**

Poynter is a Card Shark scientist who assists Etienne Faneuil in developing a way to distribute the Black Trump across the world. She prevents Clara van Renssaeler from destroying three vials of necrovirus Takis I and spirits them away for future Card Shark use. She's at the Sharks's secret base in the Caribbean working on the Black Trump until she and the base are captured by Billy Ray (May 1994).

THE PROFESSOR**ACE****CREATED BY GEORGE R.R. MARTIN**

An ace who attends the Aces High Wild Card Day dinner in 1986, the Professor has whiskers, a balding head, wire-rimmed spectacles, and a smoke-belching pipe. He looks like someone's kindly old uncle who happens to be wearing a sky-blue tuxedo and scuffed sandals.

DR. VICTORIA QUEEN**NAT****CREATED BY MELINDA SNODGRASS**

Queen is the 36-year-old chief of surgery at the Jokertown Clinic (1986), whose lovely face and lush body are spoiled by her sour disposition.

PRESCOTT QUINN**NAT****CREATED BY MELINDA SNODGRASS**

Quinn is Dr. Tachyon's attorney during the HUAC disaster (1949).

NATHAN RABINOWITZ**NAT****CREATED BY GEORGE R.R. MARTIN**

Rabinowitz is a Democratic congressman from New York City (1986) whose district includes Jokertown. He participates in the WHO-sponsored around-the-world tour (late 1986-early 1987).

CAPTAIN DONATIEN ("TRICOLORE") RACINE**ACE****CREATED BY MELINDA SNODGRASS**

Donatien, whose power is flight, is one of France's few aces (late 1980s). Also an active member of the French military, he's dubbed Tricolore by the press.

RABDAN (FAMILIARLY: RABB)**ALIEN****CREATED BY MELINDA SNODGRASS**

Zabb's Takisian toady, Rabb often wears the white-and-gold uniform of Zabb's personal livery. He's left behind when most of the Takisians who come looking for Tachyon return home (1986). Rabb is trained in various forms of armed and unarmed combat and also has the usual array of psychic abilities of a Takisian psi lord (page 47, *Wild Cards Campaign Setting*). His mind is destroyed in mental combat with Tachyon, and then he's mercifully put down by his foe (spring 1987).

RANDALL**JOKER****CREATED BY GEORGE R.R. MARTIN**

The longtime doorman at the Funhouse (from 1963 to at least 1976), Randall looks normal except for the right hand he never takes out of his overcoat pocket, which is hard and chitinous like an insect's, with a cluster of swollen blind eyes on the palm.

CYRIL ("PULSE") RANDALL**ACE****CREATED BY WALTER JON WILLIAMS**

Pulse is married with children and works for New York City in an unknown capacity. He takes part in the war against the Swarm as well as D.A. Rosemary Muldoon's Task Force against the Shadow Fists (fall/winter 1986). He joins the overt ace assault team during the Rox Campaign (September 1990), but is jumped by the Bodysnatcher before the battle begins. Zelda uses his body to fight on Bloat's side. His ultimate fate is unknown.

Pulse can fly at light speed and also use his body as a living laser beam. He has **Light Form 21**, giving him **Blast 10** (Aura, Sustained, Touch Range), **Flight 20**, **Immunity 9** (life support), **Insubstantial 3**, and **Space Travel 1**.

COLONEL EDWARD REID**NAT****CREATED BY GEORGE R.R. MARTIN**

Reid is in U.S. Army Intelligence and is a member of the team that questions Dr. Tachyon when the alien lands at White Sands, New Mexico (1946). He's in charge of Tachyon during his detention at the rocket facility, and makes the decision to bring Tachyon to New York when Dr. Tod's plot to release the wild card virus is discovered.

REVENANT**ACE****CREATED BY PAT CADIGAN**

An Egyptian Mason, Revenant is a young albino man with a prematurely old face who can enter sleeper's minds and give them dreams—mostly bad dreams.

CLEOPATRA REZA**JOKER****CREATED BY MELINDA SNODGRASS**

Reza is a Turkish actress, beautiful but for the live snakes growing out of her head. She speaks limited English. She meets the love of her life, Clops, a 7-foot-tall cyclops, on the set of *Jason and the Argonauts* (August 1980), a Roger Corman production.

HANS-JOACHIM RICHTER**ACE?****CREATED BY VICTOR MILÁN**

Richter, the head of the West German 9th Border Guards Group commandos, an elite anti-terrorist team, is reputed to be an ace, but nobody knows what his powers might be.

RIGGS**JOKER****CREATED BY MELINDA SNODGRASS**

Employed by Dr. Tachyon as a liveried chauffeur (1986), Riggs has a long tail that hangs down to his ankles as well as the somewhat more useful traits of superior reflexes and excellent night vision. He drives a large gray Lincoln.

ROMAN**NAT?****CREATED BY PAT CADIGAN**

An Egyptian Mason, Roman is very good looking in an Aryan sort of way, with wavy blond hair and icy blue eyes. He wears expensive clothes well. He's one of the Astronomer's high-level flunkies whose good looks and smooth manners allow him entry into the upper levels of society. It's rumored that he's one of the rare "reverse jokers" whose turn of the card transformed him from a hideous wreck into the epitome of masculine beauty.

Roman recognizes the evil nature of the Astronomer, but works for him because the Astronomer has promised to help his wife, Ellie, whom the virus has turned into the organic computer that the Astronomer uses to power the Shakti device. He's arrested after the Cloisters Raid, but is soon released and finds his way back to the ruined Masonic headquarters with other members of the cult. He's slain by the Astronomer on or just prior to Wild Card Day (1986), possibly as a human sacrifice.

DR. ROWE**ACE****CREATED BY MICHAEL CASSUTT**

Rowe is the director of NACA's attempt to put a man into Earth orbit (1958). About 50, slim, bald, and with merry eyes behind thick glasses, his poor eyesight prevents him from becoming a professional pilot (although he was a barnstormer in his youth). He studies at M.I.T., where he receives one of the first degrees ever offered

in aeronautical engineering and he works on America's first jets and rockets during World War II. He's a man of vision and a real leader who does whatever it takes to achieve his desired end.

His ace ability comes in the form of prophetic dreams, but unfortunately they don't always provide him with a clear path to his goals. NACA fails due to Card Shark sabotage, and his dream remains unrealized.

C.C. RYDER**JOKER****CREATED BY EDWARD BRYANT AND LEANNE C. HARPER**

C.C. Ryder is a radical singer-songwriter who does benefits for the SNCC ("Student Nonviolent Coordinating Committee") in the late 1960s before achieving any degree of personal fame. She has long red hair and brilliant green eyes and frequently dresses in jeans and a work shirt.

She shares an apartment with Rosemary Muldoon (summer 1972), one of her oldest and dearest friends, but disappears mysteriously from a hospital after a brutal rape. Coincident with her disappearance a series of attacks, attributed to the Subway Vigilante, commences on drug dealers and other criminals down in the tunnels. Muldoon discovers that Ryder has been transformed into a living subway car that communicates with the outside world by writing messages (usually quotes from her song lyrics or visual images of past events) on her sides. Muldoon rescues her, but even Dr. Tachyon's patient treatment takes some time to cox her back to human form (mid-1980s). She continues to write songs, however, which are recorded by numerous prominent artists, including Patti Smith, Nick Cave, Jim Carroll, Bruce Springsteen, Peter Gabriel, U2, and Simple Minds.

She conquers her acute agoraphobia and returns to the stage to great acclaim for the AIDS/Wild Card Benefit concert at the Funhouse (May 1987). She travels to Guatemala, accompanied by Bagabond (summer 1987).

MAJOR MIKE SAMPSON**NAT****CREATED BY MICHAEL CASSUTT**

One of the original test pilots in the X-11A rocketplane program that's sabotaged by Card Sharks (1957-1958), Sampson continues in the Air Force, survives being wounded in Vietnam, and is brought into the privately-funded Tominbang moon mission by Al Dearborn as a back-up pilot (1968). When Dearborn is injured and unable to fly, Sampson gets to pilot the first ship to the moon, although the trip is never made public for various reasons. Sampson takes the lessons he learned from the Tominbang mission to Space Command, where he becomes a major general.

JOE SARZANNO**PROBABLE JOKER****CREATED BY ROGER ZELAZNY**

Sarzanno leaves school together with classmate Croyd Crenson the day the wild card virus is released over New York City (September 15, 1946), each trying to reach his respective home during the ensuing chaos. Croyd never sees Sarzanno again, but when he inquires at his friend's apartment, Joe's mother intimates that he's still alive, but something awful has happened to him. When Croyd visits again they've moved away, leaving no forwarding address (late 1940s).

LYLE SAXON**NAT****CREATED BY VICTOR MILÁN**

Saxon is a feckless, crazy DEA agent who follows Mark Meadows around the world trying to capture him, ending up in a Turkish jail (spring 1991). The dark-haired one.

SCAR**ACE****CREATED BY JOHN JOS. MILLER**

Scar can instantaneously teleport short distances. One of Kien's lieutenants in the Shadow Fist Society, Scar's face is marked by Maori tribal tattoos. He has an estate on Staten Island where he likes to hunt men, until he makes the unfortunate choice of picking Yeoman as prey (summer 1985).

SCARLET WILL**JOKER****CREATED BY STEPHEN LEIGH**

Scarlet Will is a member of the Twisted Fists in Belfast, Northern Ireland (May 1994). His skin is an impossibly bright shade of red (as is his hair) and is also dry and papery. He has an asthmatic sound to his breathing, and keeps as far away from open flame as possible.

He's killed by General Horvath's security men while escorting Hartmann to a meeting with Sir Winston Churchill.

SCENT**JOKER****CREATED BY CHRIS CLAREMONT**

An ex-sergeant in the Joker Brigade, Scent is the director of the Jokertown Clinic's Vietnam Veterans Outreach Program (August 1988). He's totally eyeless, with a smooth curve of solid bone from the crown of his head to his nasal cavity. He has a huge nose that is more sensitive than a bloodhound's.

ELMO SCHAEFFER**JOKER****CREATED BY JOHN JOS. MILLER**

Elmo is the dwarf bouncer at the Crystal Palace. He's 4 feet tall and almost as wide. He lives on the Palace's second floor and is devoted to Chrysalis. Because of his proximity and enhanced strength,

he's the chief suspect in her murder (July 1988) but is ultimately cleared of all wrongdoing when the real killer is caught.

He later emigrates to the Rox and is saved by Croyd Crenson when the military assault goes down (August 1990). Later he works for the Ackroyd and Creighton Agency and he helps protect John Fortune from the Allumbrados at Camp Xavier Desmond (summer 2003).

JUDY ("CRASH") SCHEFFEL**NAT****CREATED BY GEORGE R.R. MARTIN**

Digger Downs's research assistant at Aces, Judy is in her early 20s (1988) and has short hair and round wire-rim glasses framing her cute face. She helps Jay Ackroyd put together an initial list of suspects for Chrysalis's murder, culled from Aces's computerized background files on known aces and jokers.

THE SCULPTRESS**ACE****CREATED BY GEORGE R.R. MARTIN**

The Sculptress is an artist who creates trendy pieces with her power to make metal and stone flow like water. She turns to crime and is captured by the Turtle. She accepts a pardon and disappeared into government service (1970s).



THE SHAKER

JOKER

CREATED BY STEPHEN LEIGH

A mysterious ace mentioned as being up the sleeve for a long time, who's first revealed in the early or mid-1970s.

SHAKLAN

ALIEN

CREATED BY MELINDA SNODGRASS

Shaklan is Dr. Tachyon's father and head of the Ilkazam family. A head injury wiped out his mind and Tachyon's Uncle Taj maintains a regency until Tachyon's return. Shaklan is then euthanized by Tachyon so Tachyon can resume leadership of the family. That was the plan, anyway.

TOMOYUKI SHIGETA

ACE

CREATED BY PAT CADIGAN

Shigeta, the sushi chef at Aces High (summer 1987), is a slender, 7-foot-tall ace who transforms into a dolphin between the hours of 11 p.m. and 3 a.m. during the period of the new moon. He speaks with a cultured high-class Boston accent, and is the lover of Emile, the maître d' at the high-toned restaurant.

SHINER

JOKER

CREATED BY GEORGE R.R. MARTIN

A joker who operates a shoeshine stand in the Bowery up near Delancey Street, Shiner is an unremarkable looking black man, less than 5 ft., 6 in., with gray-dusted hair and a gold incisor (right). His skin shines with an unnatural luster, like obsidian. He's in his mid-50s (1986). He lives in Jube's rooming house and takes care of Doughboy, the simple-minded, super-strong joker. He dies of a stroke in January 1988.

SHROUD

JOKER

CREATED BY STEPHEN LEIGH

Shroud is a Canadian joker who serves in the Joker's Brigade in Vietnam and later joins Jokers for a Just Society. He accompanies Gimli to Berlin (and is involved in the Hartmann kidnaping plot) and then returns with him to the States (early 1987). He spends a year in prison, but Hartmann helps him get his parole in time for the Democratic National Convention in Atlanta (July 1988).

He later emigrates to the Rox, where he's one of Bloat's bodyguards and fights in the Rox Campaign (September 1990).

Shroud can dissolve into shadows, but is constantly losing substance and one day will fade away to nothing. He has **Insubstantial 4**, Limited to areas of shadow.

PROFESSOR SILVERBERG

NAT

CREATED BY HOWARD WALDROP

Silverberg invented the JB-1, the first jet airplane (1939). When he's murdered by Nazi agents Jetboy avenges his death by shooting up the car-load of spies who killed the professor, as well as a speedboat on the Hudson River full of German embassy personnel.

RANGIT ("THE LION") SINGH

ACE

CREATED BY JOHN JOS. MILLER

A huge (6 ft., 6 in.) Sikh ace, his turban makes him look even taller. Singh is a member of the British Order of the Silver Helix (May 1994). He has a full, flowing beard and carries a long knife in a jeweled sheath.

SLAMDANCER

ACE

CREATED BY GEORGE R.R. MARTIN

SCARE ace (1994).

SLIMEBALL

JOKER

CREATED BY STEPHEN LEIGH

A joker whose salamander-esque skin gleams with sticky oil, Slimeball has flat pads on the end of his fingertips, golden, bulbous eyes that are vertically slit, a forked tongue, and snagged incisors. He has about as much intelligence and moral sense as a 6-year-old. Because of this deficiency he gets in trouble when he emigrates to the Rox, and is sentenced to be one of Bloat's bloat-blacks (1989).

SLUDGE

JOKER

CREATED BY CHRIS CLAREMONT

Sludge is a horrific joker with even more horrific ace powers who lives in the tunnel system under New York City. He dresses in gray rags and smells awful. His legs are stumps ending in twisted flippers encased in hard scar tissue worn down by years of contact with concrete and asphalt. His skin is mottled gray and black and gleams with an oily secretion. Two sets of tentacles sprout from his shoulders. The primary tentacle in each set is as thick as a human arm and half again as long. It broadens into a flat pad whose inner surface is covered with suckers. Nestled in each armpit is a secondary nest of a half dozen limbs, much thinner than the main tentacle and constantly writhing. His head is just a bump growing out of his torso. He has a big mouth full of sharp, jagged teeth. He has very little cognitive ability and more animal-like cunning than real intelligence.

He hunts the tunnels for his prey: women whom he first paralyzes with his mental powers then turns into a female version of himself. He has sex with them, kills them, and eats them. He's killed in an encounter with Cody Haverro (September 1988).

SNAILFOOT**JOKER****CREATED BY SAGE WALKE**

A Twisted Fist operative in Jerusalem in the mid-'90s who has a single snail-like foot. Above the waist, Snailfoot is human and in fact handsome in a Peter O'Toole-ish sort of way, which goes with his cultivated British accent.

COLONEL CHARLES SOBEL**NAT****CREATED BY VICTOR MILÁN**

Commander of the New Joker Brigade (1991), Sobel also fought in Vietnam with the Brigade's previous incarnation as a major (early 1970s). By the time of his second go-round in 'Nam, however, he's a committed socialist. He's a charismatic speaker and it's hard to tell if he simply has a silver tongue or a touch of the wild card.

As the situation in the Socialist Republic of Vietnam deteriorates, he goes off his nut and finds his very own heart of darkness, where he outdoes Kurtz by capturing Moonchild under a flag of truce with the intent of torturing her to death. Moonchild, however, escapes. Sobel himself is torn to pieces by the remnants of his savage command, and his head is stuck on a pole.

AMY SORENSON**NAT****CREATED BY STEPHEN LEIGH**

Sorenson is an aid to Senator Gregg Hartmann on the WHO world tour and also during the Democratic National Convention in Atlanta (1976 through 1988, at least). She has chestnut hair and dark eyes. She's married, but has had an affair with Jack Braun.

JOHNNY SPARKLE**ACE****CREATED BY GEORGE R.R. MARTIN**

Sparkle is an ace who appears at the Aces High Wild Card Day dinner (1986).

SQUISHER**JOKER****CREATED BY JOHN JOS. MILLER**

The owner of a Jokertown dive called Squisher's Basement, Squisher resides in a large aquarium behind his bar (1980s). His head has a blow hole at the top. His eyes are cold and unblinking. His mouth is filled with rows of pointy teeth and his long, sinuous arms (the normal number) end in a collection of twitching tentacles. He feeds on live goldfish that swim around in his tank.

STAND-IN**JOKER****CREATED BY STEPHEN LEIGH**

A member of the Twisted Fists in Belfast, Northern Ireland (May 1994), Stand-In's arms and legs all look as if they come from radically different people. He can morph his body so that he looks like a nat (**Morph 6**), but can't keep up the metamorphosis for very long (Concentration duration).

STIGMATA**JOKER****CREATED BY STEPHEN LEIGH**

After his card turns in 1978, Stigmata wears bandages of torn cloth wrapped around his forehead and hands, clotted with dried brown blood from seeping, unclosing wounds. His hair is stiff with dried blood. The clothing covering his emaciated body is bunched here and there with hidden bandages, covering other wounds. He's evicted from the apartment that Misha eventually moves into, and returns there after her death (July 1988).

K.C. STRANGE**JUMPER****CREATED BY VICTOR MILÁN**

A teen-aged female jumper, K.C. is Blaise's girlfriend. She's about 5 ft., 4 in., with neutral-colored hair and silver eyes. She's lived on the streets since she was 12, and is bright, bitter, cynical, and beautiful.

She eventually falls in love with Mark Meadows, helping Meadows break Sprout out of a juvenile detention center. She's murdered by a vengeful Blaise (February 1990).

SUI MA ("LITTLE MOTHER")**NAT****CREATED BY JOHN JOS. MILLER**

Sui Ma is an ethnic Chinese from Vietnam, who comes to America at a young age to become the wife of Nathan Chow (late 1960s). Chow is the leader of a small and unimportant Chinese street gang called the Immaculate Egrets. He dies under mysterious circumstances and Sui Ma takes over the gang (1971). It prospers as her brother Kien uses it to smuggle heroin into the United States. She's ruthless and strong, but ultimately falls to Fadeout when he makes his move to take over the Shadow Fists (August 1989).

She has a strong sense of tradition and her headquarters in Chinatown is decorated in an opulently traditional manner with all manner of valuable artifacts and art pieces. She often works out of Li's Curio Emporium, a Chinese art shop on Mulberry Street.

She's short, with a round, plump face, dark eyes, and black glossy hair. In her early 30s (1986), she speaks excellent English with a slight French accent.

SUSAN

JOKER

CREATED BY WALTON SIMONS

Classified as a “type-two joker” by government officials because the wild card virus gave her a useful ability as well as turning her into a joker, Susan’s grotesquely over-muscled jaws and over-sized teeth allow her to bite through almost anything.

SCOOP SWANSON

NAT

CREATED BY HOWARD WALDROP

Newspaper reporter (1946).

SWARM MOTHER (AKA TIAMAT)

ALIEN

CREATED BY WALTER JON WILLIAMS

The Swarm is an ancient alien race with a complex life history. In the Mother stage it resembles a rugged asteroid, 30 by 20 kilometers in size. The thick hull protects the vulnerable interior, consisting of numerous wet sacks of biomass from which the Swarm Mother creates its servants. While traveling on its long journeys through space (the Mother that invades the Solar system has spent 30,000 years in transit), the Mother remains in stasis, barely alive, and all but unaware of the outside universe.

It awakens when it comes under the influence of a sun. If it detects signs of intelligence in the form of radio emissions or other transmissions it slowly awakens the intelligence hardwired into its own DNA as it nears the target planets. It utilizes about 30 percent of its reserve biomass to construct a first generation of Swarmlings in the form of the most formidable predators it holds in its memory banks. Unintelligent but responsive in a general way to the Swarm Mother’s telepathic commands, they’re programmed to kill and destroy, packed into pods also created by the Mother, and shot at their target. The pods burst open in the upper atmosphere, scattering the buds. The buds awake hungry after their long stasis.

The Swarm Mother’s first attempt to take over the Earth (late 1985) is stopped by a combination of traditional military forces and a coalition of aces. The second prong of the invasion, a more sophisticated and sinister attack based on replacing real-life political leaders with swarm replicants, is halted when Dr. Tachyon ferries Yeoman, Fortunato, and Mai Minh to the Mother. When Mai Minh (who is a pacifist Buddhist) merges her body and conscious with the Swarm Mother, they return to the depths of space (1986).

DIRK (“ATLAS”) SWENSON

JOKER

CREATED BY KEVIN ANDREW MURPHY

Dirk is the drummer for the Jokertown Boys, a boy band from the early 2000s mostly made up of jokers who lost their parents in the Typhoid Croyd outbreak in the 1980s and subsequently grew

up in the same orphanage. He has delicate, almost Takisian, features, and shoulders almost as wide as he is tall, with muscles to match. Given a choice he dresses in tie-dyed and other hippie-era fashions, having been raised following the Grateful Dead until the death of Jerry Garcia.

TAJ

ALIEN

CREATED BY MELINDA SNODGRASS

Taj brant Halima sek Ragnar sek Omian is Dr. Tachyon’s uncle and regent of House Ilkazam. 923 years old at the time of Tachyon’s return (1991, Earth time), his face is heavily lined, his hair is gray-streaked at his temples, and has a long brush of silver running back from a pronounced widow’s peak.

CHUCK (“CHOP-CHOP”) TANAKA

JOKER

CREATED BY WILLIAM F. WU

Chuck is an American joker of Japanese descent who’s the living embodiment of all Asian caricatures. He’s 5 feet tall, wears Coke-bottle-bottom black-rimmed glasses, and has exaggeratedly slanted eyes, horrendous buck-teeth with his upper two front teeth extending entirely over his lower lip, and ears that stick out like jug handles.

When he’s 16 he becomes intimately involved in the events that form the basis of the Roman Polanski movie *Jokertown* (1959). He helps Fleur van Renssaeler get an abortion in a Jokertown clinic after having a brief fling with her and witnesses her father, Congressman Henry van Renssaeler, get gunned down by a Meyer Lansky thug. A grateful Fleur tells him about a plan to put Jokertown to the torch for insurance money—but also to kill a bunch of jokers. He and fellow jokers Cheetah and Howard “Troll” Mueller investigate and discover a warehouse full of incendiary bombs. They tell their story to a newspaperman and the plot is ultimately foiled, although the Card Shark conspirators behind it are neither named nor punished.

TAUREAU-TROIS-GRAINES

JOKER

CREATED BY JOHN JOS. MILLER

A Haitian joker and one of Ti Malice’s favored mounts, Taureau is named after a figure in Haitian folklore: the loa “Three-Balls Bull.” He’s a huge man with a long, bushy beard, and slabs of thick muscle. He often wears only frayed denim pants. Taureau is affected by constant priapism, and it is not safe to leave him unsupervised around any female. He frequently snorts and howls, and is a functional moron.

Taureau is killed by Charlemagne Calixte, whom he also manages to slay with the last vestiges of his strength (late 1986).

TEA-DADDY

ACE

CREATED BY WALTER JON WILLIAMS

Tea-Daddy is an elderly black man who can read the future in tea leaves. Confined to the Governor's Island Maximum Security Psychiatric Unit, he's sprung during the mass escape engineered by Croyd Crenson (fall 1993).

EDGAR THAYER**NAT****CREATED BY MICHAEL CASSUTT**

Thayer (1932—1968) is the flight director for NACA's doomed attempt to put man into Earth orbit using the X-11A rocket plane (1958). Thayer is innocent of everything but minor neglect, but during the investigation into the crash of the X-11A and the death of two test pilots he's found guilty of gross negligence and spends 10 years in federal lockup in Lompoc, California. He dies in a car crash soon after his release; another probable victim of the Card Shark conspiracy that caused the NACA disaster in the first place.

THOTH**JOKER****CREATED BY GAIL GERSTNER-MILLER**

Thoth is one of the prominent Living Gods (1980s through 2000s). He's a lanky 6 ft, 8 in., with long thin legs, long thin arms, and a long thin beak that juts out at least a foot from his head. His face is covered by fine downy feathers, although he has normal unadorned human skin on the rest of his body. He speaks excellent English and acts as spokesman for the Gods.

TINY**JOKER****CREATED BY GEORGE R.R. MARTIN**

14 feet tall with normal-proportioned legs that can't support his weight, Tiny gets around Jokertown in a four-wheeled wooden wheelchair (1960s).

DR. TOD**NAT****CREATED BY HOWARD WALDROP**

Dr. Tod is an American criminal running an illegal smuggling operation in Egypt when Jetboy shoots his plane down and blows half his face away (1943). He has his missing flesh replaced by a smooth metal plate reaching from jaw to hairline, from his left nostril to his left ear.

He returns to America after World War II to retire, but while dumping a body for some mob friends in the Pine Barrens of New Jersey his henchmen discover the cannister of wild card virus lost in the crash of the Takisian's starship. They know it's worth something because the Air Force is desperately looking for it. Tod discovers the nature of the virus through some judicious experimentation, and decides to blackmail the government (Septem-



ber 1946). Of his three henchmen (Fred, Ed, and Filmore) only Smooth Eddie Shiloh survives this last caper.

TRACER**ACE****CREATED BY JOHN JOS. MILLE**

Trace is a mysterious ace about whom little is known, not even his or her real sex or whether or not he/she is a joker. He/she looks different to everyone who sees her/him, taking on the appearance of someone significant from the viewer's life.

Trace can find things by tracing their pathway of existence. She helps Brennan find Jennifer Maloy's lost mind (late fall 1989).

Trace's power can be considered a specialized form of ESP, limited to making extended searches (*M&M*, page 53) to find things. His/her differing appearance is a **Feature** (or not, depending on how you look at it); essentially the **Deuce** power from *Wild Cards Campaign Setting*.

DR. MAXIM TRAVNICEK**ACE/JOKER-ACE****CREATED BY WALTER JON WILLIAMS**

Dr. Travnicek is a gadgeteer, the inventor of "flux engines" that work only for him. Travnicek smokes Russian cigarettes and drinks schnapps. Appearances are so important to him that he

wears a coat and tie under his jumpsuit while tinkering in the lab. A forbiddingly tall man, hawk-nosed and coldly handsome, his first university job in the West is at Ingolstadt. Since that's the supposed alma mater of literature's premier mad scientist, Travnicek gets tagged by his colleagues with the unfortunate nickname of "Czechoslovakia's answer to Victor Frankenstein" while he's at M.I.T. A haughty, bitter, self-centered, and profane man, Travnicek soon finds himself teaching at Texas A & M. After being sacked from that university, he moves to a loft in New York City where in a near-delirious fugue-like state he invents his masterpiece, Modular Man. Unfortunately, since Mod Man is powered by Travnicek's idiosyncratic flux generators, the good doctor is unable to mass-produce the android. Modular Man recognizes that his creator is a hopeless sociopath, but is hardwired to obey him.

When Travnicek is reinfected by Typhoid Croyd (June 1987), his skin turns light blue, his fingers and toes are replaced by numerous strands of cilia, and he grows a number of sensory organs of different shapes that lie around his neck like a flower lei. These organs offer him all kinds of new senses, from the microscopic to the macrocosmic. He loses his ability to repair Modular Man and becomes involved in increasingly bizarre ruminations about the nature of the universe.

He forces Modular Man to go to the Rox (September 1990) and switch sides before the conflict really gets going, because he thinks Bloat is more interesting than the government side. He joins the Wild Hunt when Herne blows his horn and becomes a psycho thrill-killer. He's one of the few to survive when the Turtle brings down the Brooklyn Bridge with the Hunt on it. Ultimately, Travnicek is blown to bits by Patchwork, who wants to set Modular Man free.

LINCOLN TRAYNOR**NAT****CREATED BY HOWARD WALDROP**

The pudgy owner/operator of Bonham's Flying Service (Hangar 23, Shantak, New Jersey), Traynor, along with Robert Tomlin (Jet-boy), builds the first jet aircraft from plans supplied by Professor Silverberg (1939).

TRIO**JOKER****CREATED BY STEPHEN LEIGH**

Trio is a three-legged joker who is a member of the Twisted Fists in Belfast, Northern Ireland (May 1994).

TRIPOD**JOKER****CREATED BY JOHN JOS. MILLER**

An armless, three-legged pickpocket and snitch, Tripod is one of Yeoman's trusted informants (late 1980s). His pants are specially

tailored to fit his third, centrally located leg, which ends in an oddly configured foot with toes that are more dextrous than fingers. He walks with a peculiar rocking gait, sometimes putting his third foot on the ground to balance himself. He's dependable and loyal, quiet and deferential.

TRUMP CARD**ACE****CREATED BY GEORGE R.R. MARTIN**

Trump Card is an ace named Shawna who appears at the Aces High dinner on Wild Card Day in 1986.

LORD TUNG**JOKER****CREATED BY GEORGE R.R. MARTIN**

Tung is a fat monkey-like joker the size of Orson Welles. He has yellow eyes and enjoys the occasional pipe of opium. He speaks English with an Oxford accent. Tung's also one of the premier smugglers in Hong Kong (1990s). He reveals the location of O.K. Casaday's secret lab in Myanmar to Jay Ackroyd after the ace teleports a roomful of gimcracks to New York City for him (summer 1994).

TWELVE-FINGER JAKE**JOKER****CREATED BY JOHN JOS. MILLER**

A pianist who plays in the parlor of Chickadee's, a high-class bordello in Jokertown (mid-1980s), Jake's known for his j-jazz (or joker jazz) which requires 12 fingers to play properly.

TWISTED SISTERS**JOKERS****CREATED BY MELINDA SNODGRASS**

Joker sisters who cling to each other's waist to stand (1970s, early 1980s), gray hair twists around their gaunt bodies like smoke. Their hair grows at will. One of their favorite tactics is to shoot strands of hair up a target's nostrils until it chokes the victim's windpipe and lungs.

Not to be confused with the joker street gang of the same name.

UMAN**JOKER****CREATED BY LEANNE C. HARPER**

Uman is a priest-shaman (called a Daykeeper) of a highland Maya tribe. The right side of his body is human, but the left seems to be made of stone. He is a living stele, with inscriptions in Mayan hieroglyphs and carved images that move and shift on his left half. He moves slowly, but has ace-like strength as well as the ability to absorb tremendous amounts of physical damage.

He helps Josh McCoy smuggle a set of photos out of Guatemala

that implicate Etienne Faneuil and the Card Sharks in murderous atrocities (fall 1993). He also plays a major role in their escape at the Belize border by tearing Crypt Kicker's beating, poison-dripping heart out of his chest, although he himself is badly wounded by the dead ace.

USHER**NAT****CREATED BY JOHN JOS. MILLER**

Usher is a tall (6 ft., 4 in.), smart, strong, and capable mercenary who joins the Allumbrados for a regular paycheck, and is often bemused by their antics (summer 2003). He often teams with John Nighthawk and is a member of the team that steals the Shroud of Turin.

BRANDON VAN RENSSAELER**NAT****CREATED BY LAURA MIXON**

The son of Blythe and Congressman Henry van Renssaeler, Brandon (born in 1942) grows up to be a lawyer, Card Shark, and general all-around scumbag, just like his daddy. He has dark auburn hair and black eyes. As a rising young lawyer in a powerful firm he's blessed with his family's wealth, good looks, and a brilliant legal mind. He moves in high levels in the worlds of business, society, the government, and the Card Sharks.

He's the bagman who delivers the pay-off to Sirhan Sirhan for Robert Kennedy's assassination (1968) as his initiation to the high levels of Card Shark society. When his wife becomes a joker at about this same time, he kicks her out of the house and tells their 4-year-old daughter Clara that she died. They never formally divorce.

Actually proving that he's not a complete and utter scumbag, Brandon tries to talk Clara out of creating the Black Trump, telling her that she'll go down in history as a genocidal mass murderer. His uncharacteristic attack of conscience fails to sway her, but when eventually Clara does turn against the Sharks, she calls him and warns him to get out of the country before she opens up to the authorities (spring 1994).

Brandon flees to Australia to be with his pal Eric Fleming. Ackroyd and company come after him (May 1994) and ultimately they come to an accommodation: Ackroyd reluctantly agrees to his stipulation that Finn will never see his daughter again and promises to pop the joker doctor off to Takis to ensure this; in return Brandon sends them after O.K. Casaday and his share of the Black Trump virus.

FLEUR VAN RENSSAELER**NAT****CREATED BY MELINDA SNODGRASS**

The youngest of the van Renssaeler siblings, in 1959 Fleur (born in 1944), the daughter of Blythe and sleazy Congressman Henry van Renssaeler, comes to Jokertown looking for an abortion. She chooses Jokertown because that's the only place in the city her fa-

ther doesn't have "associates." She falls in with a Japanese-American joker named Chuck Tanaka. They have a brief fling, and perhaps to get even with her father (who had impregnated her), she tells Tanaka about Henry's plan to burn down Jokertown. Tanaka and friends manage to foil this sordid scheme and Henry ends up shot dead by a Meyer Lansky thug before her eyes. These events are ultimately fictionalized in the Roman Polanski movie *Jokertown*.

Fleur remains quite conflicted throughout her adult life, but she's unable to throw off her conservative upbringing and later surfaces as the campaign manager for Leo Barnett's presidential bid (1988). She somewhat resembles her mother, with a pale, heart-shaped face, but her eyes are dark.

Jack Braun was always one of her heroes. She attempts to seduce him, but, repelled by the notion, Braun rejects her advances. She next goes after Dr. Tachyon, who has no such compunctions. She succeeds in keeping him away from the convention floor in a crucial moment, almost winning the day for Barnett.

A radical Christian Fundamentalist, she abhors Tachyon and her mother, whom she calls a whore. She never marries.

HENRY VAN RENSSAELER II**NAT****CREATED BY LAURA MIXON & MELINDA SNODGRASS**

The oldest of the van Renssaeler siblings, Henry (born in 1939), seems to be the only one in the family who missed the scumbag gene. He eschews the family business of politics and attends Juilliard on a music scholarship. He becomes a renowned classical pianist, but gives it up, grows a beard and long hair, and hangs around bars in the Village playing folk music on his guitar when he's not marching in antiwar protests (early 1960s). He fights constantly with his brother, Brandon.

JOAN MORESWORTH ("LAMIA") VAN RENSSAELER**JOKER****CREATED BY LAURA MIXON**

Joan, of the Philadelphia Moresworths, only married into the van Renssaeler clan, so she doesn't go through her entire life as a scumbag. She starts out as one, however. Although she's beautiful, with sultry looks, honey-blond hair, and green eyes, by her own later admission she's also sharp-tongued and ill-tempered. She despises anyone not in her own social circle, including but not limited to, Jews, blacks, Catholics, Hispanics, Asians, jokers, and the poor.

She marries Brandon van Renssaeler (early 1960s) and they have a daughter, Clara around 1964, when Joan is in her late teens. Brandon meets Marilyn Monroe (May 1968) and they have an affair. Joan hires a private investigator to get incriminating photos so she can get a favorable divorce decree. The P.I. gets more pictures than he bargains for, including one of Brandon making the pay-off to hitman Sirhan Sirhan, Bobby Kennedy's assassin. When Joan reads a newspaper article about Kennedy's death, she recognizes the killer from the photo, but Brandon eventually takes



the photos from her and burns them all, except the best, clearest one of him and Sirhan, which 4-year-old Clara has pasted in her scrapbook. Brandon lashes out at Joan verbally, telling her that he hates her clinging, complaining, prudish, controlling, and bitchy nature, and that from now on there's nothing between them and they are man and wife in name only. The stress turns her card and Joan is transformed into Lamia.

Brandon tosses her out of the house, and she moves to Jokertown, but this experience is life-transforming in more ways than one. She becomes a different person entirely, and devotes the rest of her life to helping others.

Joan spots her daughter when Clara becomes chief of medicine at the Jokertown Clinic (spring 1994) and quits her volunteer work at the clinic, afraid that Clara might recognize her. Finn, who is unaware of their relationship, brings Clara to the apartment Joan shares with her nat lover, Perry Simon, hoping that Clara will have a positive reaction to a joker/nat couple, but Joan refuses to see them. Clara, however, catches a glimpse of Joan, and realizes from suddenly recovered childhood memories that her mother still lives. They have a reconciliation.

When Clara destroys the Black Trump, Pan Rudo kidnaps Joan and Finn to force Clara to concoct more of the virus. Clara, Joan, and Finn (along with Gregg Hartmann, who has been imprisoned with them) eventually manage to escape from the Card Shark lab where they're being held. As one of those in the know about the Card Shark conspiracy, Joan is detained by the government on Governor's Island (May 1994).

Lamia is cobra-like in appearance, with an altered reptilian nose, mouth, and ears. Her arms and shoulders are human, but shrunk-en, scaled, and hairless like the rest of her. Her scales are colored in bands of brilliant parrot blue with yellow, black, and red striping. Her eyes are round and lidded like a human's, but with the vertical golden irises of a snake. A long forked tongue slides from between her scaled lips and a cobra hood spreads behind her head. Below her breasts, she's entirely snake, 18 feet long and about as thick as one of her thighs once were. She has fangs and is quite poisonous. She needs to eat whole animals to survive and she also needs heat; she becomes torpid—and eventually dead—if it gets too cold.

VIDEO**JOKER****CREATED BY STEPHEN LEIGH**

An undersized 16-year-old girl (May 1986), Video has long brown hair parted in the middle that falls to her shoulders, a narrow, worried face, and white and perfectly round eyes that can project scenes she's witnessed. The presence of any electrical equipment in her vicinity sends her into ventricular fibrillation which without immediate treatment would kill her. She's a member of Jokers for a Just Society, but she betrays their plans to Senator Hartmann, of whom she's also a puppet. She later emigrates to the Rox (1988/1989).

GUNNAR VIDKUNSSSEN**NAT****CREATED BY WALTER JON WILLIAMS**

"Big Swede" is a major in the Air Force who wears a Judas Priest T-shirt under his uniform blouse, plays loud Middle Eastern music on his boom box, and is an aide to General Frank Zappa during the Rox Campaign (September 1990)

VIRACOCCHA**ACE****CREATED BY EDWARD BRYANT**

An ancient, olive-skinned man in a colorful serape, Viracocha is a Peruvian holy man and a part of the group of shamans (also including Wyungare, One Blue Bead, and Buddy Holley) that tries to halt Bloat's destruction of the spirit world.

VOMITUS**ACE****CREATED BY STEPHEN LEIGH**

Vomitus is a joker who emigrates to the Rox and dies during the military assault (August 1990).

JESSICA VON DER STADT**ACE****CREATED BY GEORGE R.R. MARTIN**

Jessica is an 8-year-old girl (1988) whose miniature farm fills the attic of her father's Park Avenue townhouse. It has model houses, painted rivers, felt grass, toy cars and trucks, but real farm animals that she shrinks down to the appropriate size: cows 4 inches long, tiny sheepdogs, and pigs the size of cockroaches. She has to zap them every now and again with her power or they slowly return to normal size. Digger Downs hides out on her farm while trying to escape the attention of Mackie Messer, but doesn't find it to be as comfortable as he'd like (July 1988).

PHILLIP BARON VON HERZENHAGEN NAT

CREATED BY WALTER JON WILLIAMS

Born into a rich family on Long Island, von Herzenhagen is a charter member of the CIA. He leaves the company in the 1950s and is a member of many covert agencies as time goes by, including the Biological Research Unit, Unit Omega, and the Special Control Group. He believes that history is an inevitable progression to better things and he considers himself a servant of history. He becomes a Card Shark to rid the human race of an impediment to that constant upward progress.

While with the Red Cross von Herzenhagen investigates the AIDS epidemic at a Kenyan joker village (1985). A plump, pink, middle-aged special agent attached to the White House, he heads the vice president's Special Executive Task Force (summer 1990). Von Herzenhagen eventually gets caught in Black Shadow and Croyd Crenson's rampage against the Sharks. His final plan is to have himself jumped into Leo Barnett's body so he can enact oppressive anti-wild card laws, but the two vigilante aces frame him in an assassination attempt against the president. He's arrested and sits mute in jail, pinning all his hopes on the Black Trump (fall 1993).

MARK ("THE RACIST") WAGNER ACE

CREATED BY WALTER JON WILLIAMS

The Racist is a career criminal confined to the Governor's Island Maximum Security Psychiatric Unit. He's a leanly muscled white man with crude prison tattoos all over his body. He is a racist and a member of the Aryan Brotherhood, but he's called the Racist because he can run fast—very fast: 200 miles per hour on a straight-away. He'd been an ordinary stick-up man until volunteering for an experiment with the wild card virus while in prison and pulling an ace out of the deck. He's freed during the prison break engineered by Croyd Crenson (fall 1993). The Racist has **Super-Speed 5**.

ROGER ("RAVENSTONE") WASHBURN LATENT?

CREATED BY KEVIN ANDREW MURPHY

Roger is a member of the Jokertown Boys band whose band identity is Ravenstone. He is also known as The Amazing Ravenstone when doing his conjuring act.

With his blond mane and velvet gloves, he looks like a young Odin—and also his brother Sam. His pet raven, Lenore, sits on his right gloved hand. He wears a patch over his left eye, which is all black, including iris and white. He also has nubby horns on his forehead.

The joker-like elements of his appearance are all tricks. His "black eye" is a theatrical contact lens; the horns were affixed to his head by a psychic surgeon with ace powers. He does this to fit in with Jokertown Boy image and perhaps to distract from his real power.

He does have excellent conjuring skills, but his wild card illusion powers are due to his association with best friend and band mate Jim Krakowicz. He uses his parlor tricks to convince Jim that whatever bit of magic he's doing is real, and, ipso facto, due to Jim's ability to make reality conform to his beliefs, it becomes real. But is that actually how it works, or could it be that Roger's card has turned and he's actually an ace and having Jim around is his crutch? Hard to say. No one wants to think about it as it makes their heads hurt too much.

SAM ("SWASH," "HIS NIBS") WASHBURN JOKER

CREATED BY KEVIN ANDREW MURPHY

Sam is Roger Washburn's brother, an artist, and sometime member of the Jokertown Boys. "Swash" is the name he uses to sign his artwork. "His Nibs" is more of a familiar nickname used by friends.

Sam is also blond-maned and has a familial resemblance to his brother. He dresses in Goth style, including black nail polish. His fingernails are split, sharpened, and crow-quill pointed. His hands are stained with several shades of ink. At his command his fingers (and toes, as well) can exude colored inks that he draws or does calligraphy with. He can recut his fingernails to get varied font styles. He does both graphic art (for example, designing the menus at Starfields) and representational art (for example, the cover for the Jokertown Boys' CD); he can even use his lion-like tail to do Japanese-style brush painting.

He sometimes sings back-up for the Jokertown Boys. Sam and Roger lost their parents in the Typhoid Croyd outbreak in the 1980s and subsequently grew up in the same orphanage as the other band members.

WASP JOKER

CREATED BY MELISSA SNODGRASS

Wasp is a joker who works for the Shadow Fists and is among the gang who attacks Dr. Tachyon in his apartment on Wild Card Day (1986). His body is vaguely humanoid, but his face is a triangular wedge complete with multifaceted eyes. A long stinger hangs between his legs. He can fly brief distances on his transparent wings, which make a low buzzing noise when in use. He can use his stinger multiple times to inject a painful, but not immediately fatal, toxin.

COLONEL WAYNE**NAT****CREATED BY GEORGE R.R. MARTIN**

Wayne is a Pentagon staff officer sent to White Sands who is mind-controlled by Dr. Tachyon during his abortive escape attempt from the facility (1946).

WEGENER**ACE****CREATED BY VICTOR MILÁN**

Wegener is a mysterious German counter-terrorist ace (1980—early 1990s).

GUS ("CHICKENHAWK") WENNINGER**JOKER****CREATED BY GEORGE R.R. MARTIN**

Wenninger is a skinny winged joker with limited powers of flight. He has a crown of scraggly dirty white feathers like a cockatoo and ugly purple and red wattles hang from his jaw. He likes to eat pigeons, but prefers to call them squab. In 1988 he emigrates to the Rox.

JOHN WERTHEN**NAT****CREATED BY STEPHEN LEIGH**

Werthen is an aide to Senator Gregg Hartmann (1976) who accompanies him on the WHO world tour (1987) and to the Democratic National Convention in Atlanta (July 1988).

THE WHISPERER**ACE****CREATED BY GEORGE R.R. MARTIN**

The Whisperer is a mysterious ace who works for the Shadow Fist Society (mid- to late 1980s).

STAN WHITEHORN-HUMPHRIES**DEUCE****CREATED BY MELINDA SNODGRASS**

Stan is a British-born deuce (born circa 1909) who spends 50 years in Hollywood as a makeup artist, which is more or less a cover for his wild card ability to make anyone he "makes-up" appear young and beautiful. He's devoted to Grace Kelly, whom he secretly weds in the early 1950s. His power keeps her seemingly eternally young until she finally decides to retire (1980).

FREDDIE WHITELAW**NAT****CREATED BY VICTOR MILÁN**

Whitelaw is a sodden expatriate Australian journalist who's been in Nam since the late 1960s. He's a vast man, not really fat, just big and

broad, and kind of baggy in a stained and rumpled white linen suit. His head is large and square and jowly, his eyes small and blue, his nose red and lumpy. His hair is graying blond combed over a balding crown.

Now a confirmed cynic, he sometimes speaks out against the current regime, confident that his past laurels as an heroic socialist journalist will keep him safe—that, and the fact that he knows where all the bodies are buried from Hanoi to Ho Chi Minh City. He offers Mark Meadows a place to stay as well as some sage advice when Mark comes to Vietnam (summer 1991).

ANDREA WHITMAN**NAT****CREATED BY STEPHEN LEIGH**

Puppetman's first victim, Andrea is 13 when she's raped and murdered by a retarded 14-year-old named Roger Pellman who's under Puppetman's control (1950). Puppetman attacks and kills the girl because she spurns Gregg Hartmann's childhood advances. Her sister is Sara Morgenstern.

TIMOTHY ("RAINBOW MAN," "MR. RAINBOW") WIGGINS**DEUCE****CREATED BY GEORGE R.R. MARTIN**

When subpoenaed by SCARE (1953), Wiggins coins the term "deuce" when he says, "If I'm an ace, I'd hate to see a deuce." Billed in some of the smaller Catskills hotels as The Rainbow Man, he changes his skin to the appropriate color when singing songs such as "Yellow Rose of Texas" while accompanying himself on the ukulele. Blacklisted and unable to get a job, he hangs himself 14 months after testifying before McCarthy.

MATT ("FURS") WILHELM**JOKER****CREATED BY STEPHEN LEIGH**

An African-American joker who prefers his joker name, Furs is a political activist who works out of Senator Hartmann's New York City office (summer 1988). Furs has leonine features. After Hartmann drops out of politics, Furs becomes a media consultant and helps Hartmann break the Card Shark conspiracy (November 1993).

THE WITNESS**ACE****CREATED BY JOHN JOS. MILLER**

The older of the Two Witnesses, who are Allumbrado true believers. This Witness is thin, round-shouldered, and slumping. He resembles his brother somewhat, but lacks his compelling handsomeness, although he does have a similarly difficult attitude.

He can project invisible force waves strong enough to crumple car bodies. To do this he has to make a complicated hand gesture, which finishes with his left hand clenched in a fist held chest high and his right hand next to it with its palm open. He pushes out the

right arm as if he were throwing an open-handed punch, and the wave of force flows outward from his body.

He's killed by Fortunato when he attacks the convalescing ace at the Jokertown Clinic (summer 2003).

His force projection power is a Subtle **Blast 9** effect.

THE WITNESS ("THE BIGGER ONE") ACE

CREATED BY JOHN JOS. MILLER

The younger, bigger of the Two Witnesses, who are Allumbrado true believers, this Witness is about 6 ft., 5 in., well over 200 pounds, and almost unhumanly handsome in a chiseled but masculine way. He has long, curly blond hair and is built like a weightlifter.

He has a problem relating to women, especially the Midnight Angel, who is attracted to him on first sight, but repelled when she gets to know him a little. He doesn't relate to men too well either, and Billy Ray is forced to kick his ass. Then the Midnight Angel delivers a major beat down on him, smashing him through a wall after rearranging his facial features into a somewhat less pleasing pattern (summer 2003).

YARALANMAZ ("INVULNERABLE") ACE

CREATED BY VICTOR MILÁN

Yaralanmaz is the Turkish national ace (early 1990s), who doesn't seem above playing games with American DEA agents confined

in Turkish prisons. He wears baggy cloth-of-gold pants, a blue and red vest over his hairy chest, and an enormous turban on his head. He's big, strong, and could bathe more frequently.

YIN-YANG JOKER

CREATED BY GEORGE R.R. MARTIN

Yin-Yang is a two-headed joker seen arguing with himself in the Crystal Palace (1986). He also appears as a mourner at Chrysalis's wake (July 1988).

BLIND SOPHIE YUDKOWSKI JOKER

CREATED BY WALTER JON WILLIAMS

A slim, long-haired, middle-aged joker (1987) with long dark hair and cartoon mouse-like ears that give her ultra-sensitive hearing. She's blind and carries a white cane.

ZABB ALIEN

CREATED BY MELINDA SNODGRASS

Dr. Tachyon's older Takisian cousin and deadly enemy, Zabb brant Sabina sek Shaza sek Risala is almost 6 ft. tall with a lean body and the broad chest and shoulders of a martial artist. He has cold gray eyes, wavy, white-blond hair, a full mustache, and sideburns. He has no warmth, but exudes power and commands a certain charisma.



The most brilliant ship trainer on Takis, his personal ship is *Hellcat*.

Zabb is severely wounded by Tachyon in a sword duel, but not killed, leaving him dishonored. Zabb later throws in with the Swarm Mother, and again is defeated by Tachyon, this time in a ship battle (1986). Tachyon allows him to go free with the knowledge that he's a dishonored failure and now also a renegade for allying himself with a Swarm Mother.

He takes up service with the Network (another Takisian enemy) and captains the ship that ferries Tachyon to Takis (August 1990). Once in orbit around Takis Zabb breaks his Network contract, causing the first shots to be fired in the Takisian/Network imbroglio in over 8,000 years. He returns to the surface of Takis, where he eventually finesses Tachyon into the women's quarters and realizes his greatest ambition when he's named leader of House Ilkazam.

Zabb and Tachyon eventually become lovers and Zabb asks her to marry him. Tachyon wavers, but refuses.

He and Blaise go mano-a-mano in a final confrontation, and although Blaise gets shot in the head, he actually jumps into Zabb's body and it is Zabb who dies.

SAMIR ZAHID

NAT

CREATED BY SAGE WALKER

Zahid is a Russian-trained Afghani biochemist who works on cultivating the Black Trump with Pan Rudo in the Nur's Syrian camp

(summer 1994). His face is dead white, his chin is weak. Something is also wrong with his lower jaw: The skin around his mouth is too generous, as if he's missing a lot of teeth.

ZELDA ("BODYSNATCHER")

ACE

CREATED BY WALTER SIMONS

A shaven-headed female bodybuilder, Zelda treats her body like a temple, avoiding alcohol, drugs, caffeine, and sugar. She's also a jumper, and saves Latham from an attempted hit by Jerry Strauss, after Latham had Jerry's brother Kenneth killed (September 1989). She continues to function as his bodyguard and part-time lover until Latham's death when her back is broken during another fight with Strauss (March 1990).

Ultimately she jumps into another body, and strangles her old paralyzed one. She's never comfortable in an alien body, and frequently discards them until she manages to jump Pulse right before the battle for the Rox. That body she likes (although not its flabby physical condition) and she uses it to fight on Bloat's side during the assault. She battles the Reflector at the Jersey Gate, but the Reflector and Detroit Steel smash through. Later in the fight she blows up the battleship *New Jersey*.

At the climactic confrontation in Bloat's castle, she tries to kill Bloat while in a psychotic rage. Wyungare steps between them and stops her, draining her of energy by absorbing it and misdirecting it. He kills Zelda at the cost of his own life.

ACES and
JOKERS



CHAPTER THREE: THE FAST SHUFFLE

ALTERNATIVE BIOGRAPHIES IN THE WILD CARDS WORLD

This brief chapter highlights actual historical figures whose lives were changed substantially by either contracting the wild card virus or by having interaction with those who did. There are hints and rumors scattered throughout wild card history regarding several other figures (for example, as I've noted several times in several stories over the years, Bruce Lee is still the king. And speaking of The King, what's all that about Simoon's belief about the identity of her real father?) but further explanations will have to await as-yet-unwritten stories.

Clearly, this is an incomplete list. Feel free to add favorites of your own (perhaps some of your very favorite science fiction writers—but only if you portray them in the best possible light) as the need or mood strikes.

IDI AMIN

JOKER-ACE?

The self-proclaimed president-for-life of Uganda following a 1971 coup, Idi Amin Dada is a ruthless and paranoid dictator. While thousands of Ugandans are killed in wars he launches against neighboring countries, *hundreds* of thousands are killed by their own army and police on his orders, suspected of being threats to the president.

The son of a woman who proclaimed herself to be a sorceress even before the release of xenovirus Takis-A on Earth, some believe that Amin is a joker-ace, with super-strength, the power to transform into a leopard, lion, or hawk, the ability to telepathically sense enemies, and the need to eat human flesh in order to maintain his powers. Others say the rumors of his ace powers and cannibalism are simply propaganda, put out by his enemies—or

even by his own propaganda ministry, intensifying the fear that allow him to maintain his hold on the country.

Born in 1923 or '25, he dies sometime before the 1986/'87 WHO-sponsored wild card tour.

JOHN ELLIS ("JEB") BUSH NAT

Republicans Jeb Bush and running mate Colin Powell are elected president and vice president of the United States (November 2000). Jeb appoints his brother George secretary of defense, but he's forced to resign amid various scandals and charges of incompetence.

FIDEL ("EL HACON"—"THE HAWK") CASTRO DEUCE

An extra degree of flexibility in the tendons of Castro's fingers and elbow give him a 20-year pitching career (1949-1968) in the major leagues with the Washington Senators, Brooklyn Dodgers, and then the Senators again. He becomes the pitching coach of the Dodgers in 1969 and later their manager. Castro wasn't aware that he was a wild carder when he was an active player.

SIR WINSTON CHURCHILL ACE

Churchill is a British politician whose life has been extended by the wild card virus. He's sympathetic to wild carders in general. Although in the later stages of his career he holds no official office, he's one of the most respected politicians in the United Kingdom and is a powerful voice behind the scenes. While in Belfast attempting to broker yet another Northern Ireland peace accord (May 1994) he meets with Gregg Hartmann, who informs him that British General Peter Horvath is a Card Shark. The revered 119-year-old politician is ultimately assassinated by Sharks under Horvath's command and his funeral is interrupted by a Shark plot to spread the Black Trump—a plot that is ultimately foiled by Billy Ray.

ALBERT EINSTEIN NAT

Smart guy who, afraid that the wild card virus will ultimately infect all of humanity, goes off the rails at the end and founds the Card Sharks. He apparently repents and is done in by Phillip von Herzenhagen. Of course, all we have for this is Phil's word, and you know how reliable he is.

GENERALISSIMO FRANCISCO FRANCO NAT

Franco, the fascist dictator of Spain, falls victim to the power of David Harstein, the Envoy, who talks him into resigning his position (1948), and then personally babysits him until they arrive in Switzerland. Franco quickly recants his resignation, but it's too late. A (mostly) grateful country is free of his misrule and Franco

endures permanent exile in the land of cuckoo clocks and dark chocolate.

MAHATMA GANDHI NAT

On January 30, 1948, Earl Sanderson, Jr., member of the Exotics For Democracy, saves Indian spiritual and political leader Mohandas K. Gandhi from an assassin's bullet, thereby significantly altering the future of the Asian subcontinent and incidentally causing his own deification and subsequent worship as a minor god in parts of the vast and sprawling nation. Gandhi refuses to accept the partition of Pakistan from India, and renegotiates its return to the loosely-held federation of states and cultures that makes up India.

GARY GILMORE ACE

Gilmore is a troubled ace who turns nine people into pillars of salt and is executed for his crime. He's ministered to by Reverend Leo Barnett before his death and his story is told in Norman Mailer's book *The Executioner's Song*.

ERNESTO CHE GUEVARA NAT

A charismatic revolutionary, Che Guevara fails to unseat Cuba's Mafia-backed fascist government in 1959. He escapes to foment further unsuccessful communist revolutions throughout South and Central America, until he dies under mysterious circumstances in 1965.

BUDDY HOLLEY ACE

Holley has a nice run as a seminal rock star starting in the late 1950s, but rock stardom, like all good things, ultimately ends; he starts to get older; the audiences start to disappear. By the early 1970s he's hit bottom, consumed by alcohol and a brooding sense of loss since the deaths of his close friends Ritchie Valens, the Big Bopper, and Bobby Fuller when their airplane crashes during Fuller's comeback tour (1968).

Holley bails out of his last-chance pan-African tour (1975) in Johannesburg when he gets drunk, steals a Landrover, and heads out into the bush. He crashes his vehicle, and wakes up with a Bushman shaman praying over him, ultimately curing him of his alcohol addiction. Holley is then a changed man. He continues to play, now mainly on the lounge circuit, but now a man on a mission—a spiritual mission—as he tries to find a pathway to knowledge and self-actualization.

He meets Cordelia Chaisson while playing a Holiday Inn lounge in New Brunswick, New Jersey, and she invites him to take part in the Funhouse AIDS/Wild Card benefit concert (spring 1987). He reluctantly accepts, but when he's given the final slot in the show responds with a killer set and is transformed into a reborn man of power, a shaman, live and on-stage.

Later, he's one of the shamans whose power helps shift Bloat and the Rox permanently into the Dreamtime (November 1992).

HEDDA HOPPER

NAT

In the 1950s and '60s, Hedda is a vicious Hollywood gossip columnist who wears hats with things like fake fish on them and pals around with J. Edgar Hoover and William Randolph Hearst. She hates everything that is not Middle America, prewar, and pre-wild card. She hates Reds, Pinks, lavender boys, foreigners, and Charlie Chaplin, but most of all she hates wild carders. She's a Card Shark, and is instrumental in stopping the production of Orson Welles' movie *Blythe*, and also plays a major role in the murder of ace Nick Williams (May 1962). Before he dies, however, Williams makes copies of her meticulous files detailing Card Shark activities. Hopper recovers most of the copies, but Marilyn Monroe keeps one set and ultimately passes it off to Hannah Davis (October 1993).

HOWARD HUGHES

NAT

Hughes is a millionaire (later, when millionaires become rather commonplace, a billionaire) businessman, aviator, movie producer, starlet stalker, health fanatic, and Card Shark. When Black Shadow and Croyd Crenson go on a Shark hunt they kidnap him and frame him for the murder of Senator Henry Flynn. Then Croyd (who is sunk far into amphetamine psychosis) kills him (fall 1993).

MICK JAGGER

ACE

The lead singer of the Rolling Stones is usually in command of his minor ace, but when he loses control he's arrested for lycanthropy at the Isle of Wight concert in the 1960s.

JOHN FITZGERALD KENNEDY, JR.

NAT

Democrats John F. Kennedy, Jr., and Ann Richards defeat Bush-Powell in their re-election bid for the presidency and vice presidency of the United States (November 2004). First Lady Daryl Hannah makes a big splash on the Washington scene.

MARILYN MONROE

NAT?

Transcendent actress and sex symbol, Marilyn Monroe has a long movie career, starring in such films as *Jokertown* (1974). She was to star in Orson Welles's *Blythe* (1962), but a Card Shark plot prevents the film from being finished.

Monroe meets and falls in love with ace private investigator Nick Williams during the filming of the doomed movie, and becomes pregnant by him. When he uncovers the Card Shark conspiracy he finds that they're planning to have Marilyn found dead



in bed with President John F. Kennedy, Attorney General Robert F. Kennedy, or both of them, thus destroying the pro-wild card movie *Blythe* and the Kennedy family in one stroke. Williams, however, makes copies of Hedda Hopper's extensive Card Shark files which he and Marilyn plan to give to President Kennedy. They're discovered by Pan Rudo and Hopper before they can put this plan into action, and Marilyn, wildly declaiming that she'd been raped by a joker when she was 9, and how she hates them all, is forced to kill Nick Williams.

In 1968 she initiates an affair with Card Shark Brandon van Rensselaer. She knows he's up to something big, but she can't discover exactly what.

When she's interviewed by Hannah Davis (October 1993) she's in her 60s, but looks much younger. Davis confronts her about the files Williams had passed to her. She confesses that she killed Williams with the thought that at least one of them would survive the confrontation with Rudo and Hopper, and that she'd get back at the Card Sharks somehow. She thought she'd save President Kennedy by not giving him the files, but he was assassinated anyway. She gives them to Hannah.

After Gregg Hartmann and Hannah out the Card Sharks on *Peregrine's Perch* (fall 1993), Monroe holds an emotional press conference denying that she ever met with Hannah.



JUAN DOMINGO PERÓN

NAT

Argentinian dictator Juan Perón is the first world leader to fall prey to the Exotics For Democracy (1946), as they overthrow his corrupt government that had become a haven for Nazi war criminals. He flees to Portugal but is soon forced to move on. Perón shows up in China as a military advisor for Chiang Kai-shek, but that doesn't work out too well for the ex-general either, as once again he finds himself backing the losing side (1948). After spending time in Taiwan, he returns to Argentina in the mid-'50s.

PETE REISER

NAT

Often regarded as the second greatest player in baseball history, Reiser holds all-time records of highest batting average, most hits, and most runs scored. He spends most of his career with the Brooklyn Dodgers, except for the last four as a pinch-hitter and part-time outfielder with the New York Yankees. Elected to the Baseball Hall of Fame in his first year of eligibility, he returns to the Dodgers as a manager (1969) and lifts a once-proud franchise out of the darkness into which it had fallen.

JOSEPH STALIN

JOKER?

As far as the general public knows, the popular theory that Joseph Stalin was touched by the wild card is based solely on rumors and circumstantial evidence.

His denials that the Soviet Union had experienced a widespread virus outbreak (which served no strategic purpose and weren't believed by anyone inside or outside of the USSR) could be simple habit. But they also could reflect some personal embarrassment similar to that fueling Soviet geneticist Tromfin Lysenko's denials of the alien origins or the wild card—revealed after his death to have their roots in the joker Lysenko drew in the outbreak.

The quiet disappearance and probable execution of Soviet aces as soon as they were discovered (instead of their recruitment into government service) might have been merely another example of Stalin's paranoia depriving him of talented people, a trait that he'd exhibited in ample measure well before the release of the wild card virus.

Secondhand stories from Soviet defectors decades after the fact claiming that Stalin's successor, Nikita Khrushchev, had killed his predecessor by driving a stake through his heart have to be taken with the same grain of salt as other over-the-top tales told by defectors to curry favor with their new American handlers.

And millions of Russians stood in line for hours for a chance to view Stalin's dead body lying in state in his Red Square tomb, which hasn't stopped circulation of the rumor that his *real* corpse had been quickly and quietly incinerated in order to hide some horrible secret.

Most of the very few privy to Stalin's *true* joker status are all dead now. Georgy Vladimirovich Polyakov (see *Wild Cards Campaign Setting*, page 157), the KGB agent who killed Stalin to stop the release of his order to execute all wild carders in the Soviet Union, has kept silent on the matter to keep secret his role in the premier's fiery death as well as the existence of Polyakov's own ace.

GENERAL FRANK ZAPPA

NAT

A lean man who wears an Arab headdress with his uniform when he feels he can get away with it, Zappa has a clipped military moustache and a softly Southern voice. He fights with the Joker Brigade in Vietnam, and loses his father to the wild card virus.

He's in charge of the Rox Campaign (September 1990). His staff includes Major Gunnar "Big Swede" Vidkunssen, Horace Katzenback (a civilian college professor), and Sergeant Goode, his stepfather.

He writes an autobiography (*Triumph Over Terror*), gets into politics, and is elected vice president on the Barnett-Zappa ticket (November 1992). He's an ameliorating effect on the virulently anti-wild card president, but restrictive anti-wild card laws are passed (fall 1994) after his death from prostate cancer (February 1994).

APPENDIX I: A NEW HAND

WILD CARDS IN THE 21ST CENTURY PREVIEW

Those fortunate enough to find a copy of the novel *Death Draws Five*, the “lost” *Wild Cards* volume that was released literally days before iBooks shut down, have already experienced the first glimpse of the future of *Wild Cards*. Unfortunately, we’re not talking about a lot of people, since only a couple hundred volumes made it out of the warehouse before iBooks declared bankruptcy, due in large measure to the sudden and premature death of Byron Preiss, who was the guiding force behind the company. It’s now several years after that sad event, and, also sad to say, seemingly no closer to the announcement of a reprint of *DD5*. That’s a pity, because the book deserves a wider audience, if only because several long-running plot threads are finally sewn up. (Those interested in a necessarily brief recapitulation of those events can consult the appropriate sections in the *Wild Cards Campaign Setting*.)

I learned some lessons in writing that novel, lessons that were also not lost on George R.R. Martin, the guiding force behind *Wild Cards*.

CONVOLUTIONS OF HISTORY

Maybe the clearest and most obvious lesson is that an accumulated almost 20-year history told in 17 volumes concerning the intertwining stories of over 400 characters is damn difficult to keep straight. Nothing illustrates this more clearly than the difficulties I had in finally bringing Fortunato back from his self-imposed exile in a Japanese monastery. Who, I wondered, could meet him at the airport? Which of the characters he hadn’t seen in 16 or so years would be around to interact with him? The quick and obvious answer was, “Not many,” although I figured that his mother, Ichiko, could serve as his contact to ease him back into the mainstream of the *Wild Cards* continuity.

I consulted with Lew Shiner, creator of Fortunato and most of the characters surrounding him, and Lew said, “Yeah, sounds like a good idea,” so I wrote the initial scene of his return. But something was nagging me: Something wasn’t right. I pulled out all the *Wild Cards* volumes again, and went through them and discovered the problem. I had somehow missed Lew’s last story in the series when I was brushing up on all things Fortunato in anticipation of bringing him back into the limelight: the story wherein Lew had killed off Ichiko, and then forgotten he had done so.

Well, at least that was only a gaffe in draft form. I was able to correct the plot line. But it pointed out the fact to us that it was

getting near impossible for us, the writers, and George, the brutal overseer of the writers, to keep track of all this stuff. What chance did the casual reader have? It was clear that the tapestry we were weaving was getting far too complicated and its multitude of threads was partially obscuring the stories we were trying to tell. Something had to be done to simplify it.

NEW BLOOD

At the same time, it was also getting to be nearly impossible to recruit new writers into the series. As much as certain people might have enjoyed writing for *Wild Cards*, all we could do was hand them the books and say, “Here you go. Memorize this and get back to us with your character and story ideas that a) haven’t already been done, b) fit the established background and continuity, and c) conform to the storyline proposed for the next set of books. Good luck with that.”

Now, a new writer would stand a chance if he or she had the *Wild Cards Campaign Setting* to consult, but of course a couple of years ago we had no idea that, thanks to Green Ronin, there’d be a reference book to consult.

REASONS TO REBOOT

A third problem existed in the characters themselves. Many of them were aging, and although we had a certain amount of seemingly immortal, or at least long-lived, folk like Dr. Tachyon, Mr. Nobody, and Golden Boy inhabiting the pages of our little alternate world, many others had already spent 20 or 30 or more years on the scene. Their stories had been told, and it was time to move on.

The easiest, most elegant, and satisfactory way to handle this problem was to reboot the series and go to *Wild Cards: The Next Generation*. And so, the first Tor trilogy—*Inside Straight*, *Busted Flush*, and *Suicide Kings*—was born.

Of course, not all the characters in this new set of books were new. Some old favorites still appeared to hold the stories together and tie them to Wild Card history, but on the whole the new volumes were designed as a fan-friendly jumping-on point that someone unfamiliar with the series could pick up and understand and enjoy. This proved to be true with new authors as well, as witness the number of recruits who have stepped into the mess we call the *Wild Cards* universe.

As of this writing, only *Inside Straight*, *Busted Flush*, and *Suicide Kings* have been published, but aren't available for inclusion in this book until the deadline for *Aces & Jokers* has long passed. While we could have partially covered these new books here, it would have been impossible to deal with a complete story arc that hasn't as yet been completely written. Hopefully an updated history concerning these stories will have to be presented in a future volume in this Green Ronin series that will cover the next trilogy, as well as at least *The Hard Call*, the first of the new graphic novels written by Daniel Abraham.

In the meantime, the following will serve to whet your appetite for the new characters and events in the *Wild Cards* universe as we move further into the new millennium.

THE OLD GUYS

Although the next generation of wild carders serve as the focus of the new books, some of the old characters still have some life left in them and a bit more of a story to tell. Among those who'll have their resumes updated for the new millennium are: John Fortune, Peregrine, the Harlem Hammer, Digger Downs, Billy Ray, the Midnight Angel, Cameo, Mark Meadows and his friend the Radical, Golden Boy, Topper, Jay Ackroyd, the Sleeper, Captain Flint, the Highwayman, Sunflower, Troll, Dr. Finn, Lady Black, the Racist, Butcher Dagon, the never-to-be-forgotten Deadhead, as well as the long-awaited (by me, anyway) return of Rick and Mick Dockstedder.

THE NEW GUYS

The new guys fit into a couple of somewhat distinct classes, with some overlap. There are the contestants on that sensational new television show *American Idol*, season one (The Amazing Bubbles, Earth Witch, Gardener, Hardhat, Wild Fox, Toad Man, Spasm, Diver, Brave Hawk, Jade Blossom, Holly Roller, Cleopatra, Dragon Huntress, Rustbelt, Rosa Loteria, Simoon, the Candle, Jetman, Matryoshka, Tiffani, Joe Twitch, Blrr, the Maharajah) and season two (Jackalope, the Cosmic Cowboy, Buffalo Gal, Professor Polka, to name just a few), the members of the Committee (Tinker, Snowblind, among others), various and sundry new government agents (Moon, Justice, Ink), and foils for all the above (Sharky, The Righteous Djinn, Double Helix, Hoodoo Mama, Angel of Mercy, Tesseract), as well as the following highlighted characters.

Although the above list is not meant to be exhaustive, it'll at least provide an indication of the new networks and links developing between an already burgeoning cast of characters ready to usher *Wild Cards* well into the 21st century.

CURVE BALL

An all-American girl with dynamite in her arm, she throws away her chance at fame and fortune to do good in the world, but discovers that doing good is not as straightforward as it seems.

DRUMMER BOY

A giant rock star with a giant ego, his do-gooder facade is just an effort to impress the chicks—at first.

JONATHAN HIVE

A new hero for a new generation: blogger, raconteur, and swarm of wasps. He goes out into the world seeking the truth and discovers that it's hard to grasp.

JOHN FORTUNE

He's been it all in his few years on the planet: coddled child of privilege; supposed ace who's really drawn a slow-acting black queen. Can he survive being Captain Cruller, or becoming an ace again?

STUNTMAN

He grabs the gold ring, only to have it turn into brass in his hands.

SEKHMET

Can a dead ace protect her people from beyond the grave?

LOHENGRIN

He came to America to work on a television show, and left it to save the world.

THE GENETRIX

She doesn't want much: only for her beloved children to survive for more than a week.

LITTLE FAT BOY

The deadliest child in the world. Can the government afford to let him live?

THE LAMA AND THE LLAMA

Whatever you do, don't mistake one of these Committee members for the other.

APPENDIX II: SERIES REFERENCES

To simplify reference to the many volumes and authors of the *Wild Cards* series, this appendix uses a system of abbreviations when citing original source material from the series. A standard citation is the volume number and the author's name, such as "1Zelazny," indicating Roger Zelazny's material from Volume 1, *Wild Cards*. In cases where the author has multiple stories or chapters in a single book, a number or letter in parentheses follows to indicate which one is referenced (with "Interstitial" indicating the bridging material in the volume).

A "Mentioned In" entry means the character was mentioned by name or description, but did not actually appear in that story. Some very minor references of this sort may not have been included for all characters.

The individual stories or sections of books can be found in **Appendix I: Series Chronology** in the *Wild Cards Campaign Setting*.

A

Akabal, Estaban: 4Harper
al-Haziz ("The Powerful"): 4Gerstner-Miller; 4Martin (7)
Alfred (Bowler): 15Leigh
Altobelli, Lieutenant: 3Martin; 3Shiner
Alvin the Chipmunk: 11Martin
Amin, Idi: Mentioned in: 4Martin (6)
Ansata: Mentioned in: 10Snodgrass
Arachne: 3Snodgrass; 5Snodgrass (1); 6Snodgrass
Aurora: 1Martin (3Interstitial); 7Martin
Andiron: 9Milán; 9Leigh (9); 11Leigh; 11Martin (T)

B

Baby (spaceship): 1Martin (1Interstitial,3Interstitial,5Interstitial); 2Milán; 2Miller; 3Snodgrass; 3Shiner; 5Snodgrass (1,3,4); 7Martin; 9Snodgrass (6); 10Snodgrass; 12Milán; 13Cassutt
Baca, Alejandro Jesus y Maria C de: 17Miller
Bacchus: 16Cassutt
Balsam, John: 2Shiner
Barbie: 8Leigh
Ba'tam brant Sandiqy sek Buad sek Jul: 10Snodgrass
Beaumont, Frank (Itsy Bitsy): 3Martin
Belinda: 1Waldrop
Bell, Eric (The Dreamer): 12Milán; 14Milán
Benaf'saj: 2Snodgrass; Mentioned in 2Milán

Bentley: 1Zelazny; 5Zelazny (1,4); 13Zelazny
Bigfoot: 17Miller
Big Mama: Mentioned in: 7Martin
The Black Dog (The Hound, Hound of Hell): 4Martin (7,11); 15Walker; 15Leigh; 15Miller; Mentioned in 6Williams; 6Leigh; 7Miller
Black, John F.X.: 2Williams; 2Martin (7Interstitial); 3Shiner; 7Martin
Blackhead: 8Leigh; 8Simons (6); 8Snodgrass; Mentioned in: 9Leigh (2)
Blood: 17Miller
Bloodhound: 15Martin
Blueboy: 11Martin
Bolt, Molly: 8Simons (4,5,6); 8Leigh; 8Snodgrass; 9Leigh (2,5,10); 9Milán; 11Leigh; 11Martin (B); 11Williams; Mentioned in: 9Leigh (1,3); 9Simons
Bond, James: 15Miller
Bonnell, Claude (Le Miroir): 4Snodgrass; Mentioned in: 5Snodgrass (1)
Boyd, Brian (Blockhead): 11Miller
Brannigan, Bat-Ears: Mentioned in: 1Zelazny
Brewer, Evan: 12Milán
Brillo: 8Wu
Brutus: 9Miller
Bushorn, Gary: 15Leigh; 15Miller; 16Leigh
Butler, David: 8Simons (1,3,4,5); 8Leigh; 8Shiner; 8Wu; 9Leigh (3); 9Shiner; 9Simons; 11Martin (B); Mentioned in: 8Simons (6); 9Leigh (1)

C

Calderone, Tony: 6Williams, 6Leigh, 6Simons
Calixte, Charlemagne: 4Miller
Captain Chaos: 11Martin
Captain Kallikanzaros: 12Milán
Cara: 15Leigh
Caroline: 2Shiner; 3Shiner; 3Simons; 17Miller
Carter, Lieutenant General: 2Williams
Carter, Eileen: 2Shiner
Casaday, O.K.: 12Milán; 13Milán; 14Williams (2); 14Mixon/Snodgrass; 15Milán; 15Martin

Casko, Barbara: 2Martin; 11Martin
 Castro, Fidel (El Hacon—"The Hawk"): 3Miller, 16Miller
 Cauliflower: 17Miller
 Chalktalk: 9Williams; 14Williams
 Charm: 7Martin
 Charon: 8Leigh; 8Snodgrass; 9Leigh (1,5); 9Milán; 11Leigh; 11Martin (B); 15Leigh
 Cheetah: 13Wu
 Chimera: Mentioned in: 11Martin (T)
 Chou, Peter: 3Martin
 Christian, Leslie: 8Wu; 8Miller; 9Miller; 9Snodgrass (1)
 Chung, Sergeant First Class Paul (Dive Bomb): 13Milán
 Churchill, Sir Winston: 15Leigh; 15Miller
 Circe (ace): 7Martin
 Circe (yacht): 14Mixon/Snodgrass; 15Martin
 Clops: 16Snodgrass
 Coan, Joseph: 15Leigh
 Contarini, Cardinal Romulus: 17Miller
 Cordayne, Kimberly Anne (Sunflower, Marshal Pasionara, Kimberly Gooding): 1Milán; 8Milán; 10Snodgrass; 12Milán; 15Milán
 Cortland, Bob: 16Simons
 The Cosgrove Brothers (Waldo, Cosmos, and Titus): 7Martin; 7Miller; 9Miller
 Cosmos and Chaos: 1Martin; 14Leigh (2); 16Murphy
 Crabcakes: 2Martin (1Interstitial1)
 Cranston, Herbert L.: 1Martin (Prologue)
 Creamcheese, Suzy: 11Martin
 Cream, Sharon: 12Milán
 Curly Joe: 9Miller
 Curtis: 3Martin
 Cyclone (Vernon Carlyle): 1Shiner; 1Martin (3Interstitial); 2Williams; 2Martin; 3Martin; 3Snodgrass; 4Martin (4,8); 5Williams; 11Martin (T); 11Williams; 12Milán; 13Milán; 14Leigh (3); 15Martin; 16Miller; 16Murphy

D

Darlingfoot, Devil John: 2Zelazny; 2Martin (4Interstitial, 5Interstitial, 6Interstitial); 5Zelazny (8); 7Martin
 Davidson, Sheila: 6Snodgrass; 6Williams; 15Walker; 15Miller
 Dearborn, Al: 13Leigh (3,4); 13Cassutt; 16Cassutt
 Delacourt, Balthazar: 15Walker
 DeMarco, Ernie (The Lizard): 1Milán (Appendix); 2Martin (1); 5Snodgrass (1,3); 7Martin

Dervish: 14Williams (1)
 DeSoto, Carlotta (Jane Earle): 16Simons
 Desperado: 17Miller
 deVaughn, Charles: 6Williams; 6Milán (S); 6Leigh; 6Snodgrass
 Di Angelis, "Junkyard" Joey: 1Martin; 2Martin; 5Martin (1); 5Martin (3,6,7); 10Snodgrass; 11Martin (T)
 Diego: 9Williams1; Mentioned in: 10Snodgrass
 Ditmar, Oberstleutnant Gunther: 15Milán
 Dockstedder, Rick and Mick: 7Miller; 9Miller; 15Miller; 15Leigh
 Dogen: 4Shiner; 17Miller
 Doughboy: 2Martin (2Interstitial); 2Milán; 5Snodgrass (1); 6Milán (S); 6Snodgrass; 7Martin; 8Milán; 9Milán; 12Milán; 15Milán
 Douglas, Tom Marion (The Lizard King): 1Milán; 1Martin (3Interstitial, 5Interstitial); 2Snodgrass; 4Milán; 7Martin; 7Miller; 8Milán; 12Milán; 13Murphy; 14Mixon/Snodgrass; 15Milán; 16Abraham
 Durand, Margaret (Peggy): 13Leigh (3,4,5,7,8); 13Snodgrass; 13Cassutt; 14Leigh (2,6,7); 14Williams; 14Mixon/Snodgrass; 15Miller; 15Martin; 16Cassutt
 Durg at'Morakh bo Zabb Vayawand-sa (bo Isis Vayawand-sa, bo Blaise Vayawand-sa, Doug Morkle): 2Snodgrass; 2Milán; 5Snodgrass (1,2); 7Martin; 7Miller; 8Milán; 9Milán; 9Leigh (5,6,7,9,10); 9Williams (2); 9Snodgrass (6); 10Snodgrass; 12Milán; 14Milán
 Dutton, Charles: 5Martin (5,6); 7Martin; 7Miller; 8Leigh; 10Snodgrass; 11Martin (T); 14Leigh (3,7,8); 14Walker; 14Mixon/Snodgrass; 15Walker; 15Leigh; 15Martin; 15Milán; 16Murphy

E

Einstein, Albert: 1Waldrop; 14Williams (1)
 Ekkedme: 2Williams (Prologue); 2Martin (2Interstitial); 2Zelazny
 Elephant Girl (Radha Valeria O'Reilly): 1Milán (Appendix); 3Martin; 4Martin (2,3,6,8); 4Leigh (5); 4Simons; 4Bryant; 7Martin; 11Martin (T); 14Leigh (2); 16Murphy
 Ellis, Captain: 5Snodgrass; 6Simons; 7Martin; 7Miller; 8Claremont; 9Williams (1); 13Leigh (3)
 Enloe, Major Woody: 13Cassutt; 16Cassutt
 Eye: 3Martin; 3Simmons; 3Miller; 3Bryant; 5Zelazny (2,4)
 Ezili-je-Rouge ("Red-Eyed Ezili"): 4Miller; 5Cadigan; 7Martin; 14Simons; 15Martin; 17Miller

F

Falin, Sondra (Succubus): 1Leigh; 4Leigh (Prologue, 1,5); 4Milán; 6Milán (S); 14Leigh (2,4); 15Leigh

Faneuil, Dr. Etienne: 13Snodgrass; 13Leigh (3,4,5,6,7,8); 14Leigh (1,2,3,4,6,7); 14Simons; 14Harper; 14Williams; 14Mixon/Snodgrass; 15Miller

Farrell, Caitlyn: 16Leigh

Fascetti, Angela (Angelface): 1Martin; 1Leigh; 4Martin (2,12); 4Snodgrass; 5Snodgrass (5,6); 6Snodgrass

File: 5Leigh; 6Leigh; 9Leigh (1,5); 9Williams (2)

Fireball: Mentioned in: 8Milán; 12Milán

Fleming, Eric: 14Mixon/Snodgrass; 15Martin

Mrs. Fletcher: 1Shiner (Epilogue); 2Williams1; 3Shiner

Flicker: 6Leigh

The Floater: 1Milán (Appendix); 2Martin (5Interstitial); 5Snodgrass (5); 7Martin

Franco, Generalissimo Francisco: Mentioned in: 1Williams

Frost, Kelvin: Mentioned in: 3Martin

G

Gambione, Don Carlo: 1Bryant/Harper

Gandhi, Mohandas K. (Mahatma): Mentioned in: 1Williams

Ganesha: 14Milán; 15Milán

The Gatekeeper: 2Milán; 6Milán (M); 8Simons (3)

Gearloose, Gyro: 14Williams (2); Mentioned in: 11Martin

Gerard, Mam'zell: 14Williams (2); Mentioned in: 11Martin

Gilbert, Lucius (Luce): 12Milán

Giles Goat-Boy: Mentioned in: 11Martin

Gills: 3Martin; 5Snodgrass (1); 6Snodgrass; 7Martin

Gilmore, Gary: 5Cover; 7Martin

Gimli (Tom Miller): 1Martin (4Interstitial); 1Leigh; 2Martin (1Interstitial); 2Milán; 4Martin (7,10,12); 4Milán; 4Casutt; 5Leigh; 5Martin (6); 5Zelazny (8); 6Simons; 6Leigh; 6Snodgrass; 7Martin; 14Leigh (1); 15Leigh; Mentioned in 8Leigh

Glowbug: 6Milán (S); 6Leigh

Gobbler: 5Snodgrass (1,2)

Goldberg, Paul: 3Harper; 5Harper (1)

Goldoni, Orlena (Lena): 1Williams; 4Snodgrass; 6Williams

Goode, Sergeant: 11Williams; 11Martin (T); 14Williams (2)

Grabowski, Wojtek (Hardhat): 1Milán; 7Martin; 8Milán; 12Milán

Gresham, Nurse Jane: 2Simons; 2Martin (6Interstitial); 2Cadigan; 3Snodgrass; 3Shiner

Gruber, Leon: 3Miller; 3Simons; 5Miller

Guinan, Casey: 13Cassutt; 16Cassutt

H

Hague, Lawrence: 1Martin (1Interstitial)

Hamilton, Gary: 8Milán; 12Milán

Hari-Kari: 14Williams (2); Mentioned in: 11Martin

The Harlem Hammer (Mordecai "Kai" Albert Jones): 1Milán (Appendix); 3Snodgrass; 3Martin; 4Martin (2,4,6,8,12); 4Miller; 4Harper; 4Leigh (5); 4Milán; 4Snodgrass; 5Harper (1); 5Snodgrass (1,2); 7Martin; 9Williams (1); 10Snodgrass; 11Miller; 12Milán

Harner, Alec (Alicorn): 16Murphy

Harvest, April: 15Leigh; 15Miller; 15Martin; 17Miller

Hastet bensari Julali: 10Snodgrass; 12Milán; 14Simons; 15Martin; 16Murphy

Hassani, Daoud (al-Muezzin, "The Caller"): 4Leigh (3); 4Milán

Havero, Dr. Cody: 8Claremont; 8Simons (2); 8Snodgrass; 9Miller; 9Snodgrass (1,2,3); 9Milán; 9Williams (1); 9Simons; 11Bryant; 11Miller; 13Leigh (2); 14Mixon/Snodgrass

Haymaker: Mentioned in: 7Martin

The Head: 14Williams (1)

Headlamp: 9Leigh (3)

Hellcat (Che Chu-erh of Al Matraubi): 2Snodgrass; 2Milán

Hera: 12Milán

Hits Mack: 13Zelazny

Hodge-Podge: 16Murphy

Holley, Buddy: 5Bryant; 11Bryant

Holmes, Archibald (The Ace in the Hole, The Fifth Ace): 1Williams; 1Snodgrass; 4Martin (5); 6Williams; 6Snodgrass; 13Murphy

Hopper, Hedda: 13Murphy; 13Leigh (7)

Horvath, General Peter: 14Mixon/Snodgrass; 15Leigh; 15Miller

The Howler (Stan Wojpowicz): 1Leigh; 1Shiner (Epilogue); 2Cadigan; 3Snodgrass; 3Martin; 3Shiner; 4Martin (2); 5Martin (5); 5Zelazny (8); 7Martin; 11Leigh; 13Milán; 15Milán; 17Miller

Hubbard, Coleman: 2Williams

Hughes, Howard: 14Williams (2)

Hunapu: 4Harper; 12Milán; 14Harper

I

Iceman: 11Martin

Ice Blue Sibyl: 3Snodgrass; 8Milán

Ichiko: 3Shiner; 5Bryant; 8Simons (2,3,8); 8Shiner; 9Shiner; 17Miller

Ichor-Bod: 14Leigh (1)

Illyana: 9Snodgrass (3,4,5); 10Snodgrass; 11Leigh

Imp: 3Snodgrass; 3Simons

Inmon, Colonel Lou (Osprey): 12Milán; 13Milán; 15Milán; 15Martin

Insulin: 3Snodgrass; 3Simons

Iron Chef: 17Miller

Ishida: 1Miller; 3Miller; 5Snodgrass (6); 9Miller

J

Jagger, Mick: Mentioned in: 1Milán; 5Bryant

James, Alex: 6Leigh; 6Simons; 6Williams

Jan: 14Walker; 15Walker

Jarnavon, Dr. Carter: 15Milán; 15Martin

Jellyhead: 14Walker; 15Walker; 15Leigh

Jenkins, Kelly Ann: 8Leigh; 8Snodgrass; 9Leigh (1,2,3,10); 9Williams (1); 9Snodgrass (1,4,6); 10Snodgrass; 11Leigh; 12Milán

Jim Dandy: 15Martin

Angelfish Jimmy: 14Walker; 15Walker; 15Leigh

Owl Jimmy: 14Walker; 15Walker; 15Miller

Johnson, General MacArthur: 13Leigh (8); 14Williams (2); 14Leigh (6,8); 14Mixon/Snodgrass; 15Miller; 15Leigh; 15Martin

Jorde, Hannah: 8Shiner; 9Shiner

Jory, Joe (Big Joe): 7Martin; 7Miller

Juggler: 11Martin

K

Kafka (The Roach): 2Simons; 2Cadigan; 3Snodgrass; 3Shiner; 8Leigh; 9Leigh (1,2,3,5,6,9,10,11); 9Milán; 9Williams; 11Leigh; 11Martin (B,T); 11Williams; 11Bryant; 16Cassutt

Kant, Harvey: 2Williams; 7Martin; 7Miller

Katzenback, Horace: 11Williams

Kemel, Ophet: 4Gerstner-Miller

Kent, Professor Lyle Crawford: 1Martin (Prologue)

Khóf ("Fear"): 4Gerstner-Miller; 4Martin (7,11)

King Brian: 15Leigh

Kitty Cat (male): 17Miller

Kitty Kat (female): 9Miller

Koyama, Kida: 2Williams (2)

Krakowicz, Jim (Gimcrack): 16Murphy

L

Lady Black (Joann Jefferson): 4Martin (2,8); 4Miller; 4Leigh (5); 6Leigh; 6Williams; 7Martin; 13Milán; 15Martin

Lady Bug: 3Martin

Lady Light: 14Williams (1)

Lambent: 1Leigh; 2Martin (1Interstitial)

Larabee, Wallace (Human Skunk): 3Martin

Latham, Edward St. John (Prime, Loophole): 3Shiner; 3Snodgrass; 3Simons; 3Martin; 3Miller; 5Zelazny (4,5); 5Bryant; 8Simons (1,3,4,6,7,8); 8Shiner; 8Milán; 8Snodgrass; 8Miller; 9Leigh (1,2,3,4,5,6,7,8,9); 9Miller; 9Williams (1); 9Shiner; 9Simons; 11Martin (B); 11Williams; 15Martin

Layton: 15Milán; 15Martin

LeBarre, Paul: 3Martin

Le Fleur, Peter (Flattop): 9Williams; 13Murphy

Lenore: 1Shiner

Lenser, Asta (Fantasy): 2Snodgrass; 2Miller; 3Miller; 3Snodgrass; 3Martin; 4Martin (2,8); 4Miller; 4Leigh (5); 4Bryant; 4Snodgrass; 5Snodgrass (1); 5Bryant; 8Simons (2,5,8)

Linetap: 5Zelany (4)

Lizardo: 9Miller

Mr. Lowboy: 1Waldrop

Bob Lowboy: 7Martin

Lucchese, Lombardo (Lucky Lummy): 1Bryant/Harper; 3Harper

Lupo: 2Martin (5Interstitial); 7Martin

Lyons, Senator: 4Harper; 4Martin (4,7); 4Leigh (5)

M

Macellaio, Don Frederico (The Butcher): 3Harper

MacEnnis, Constable Duncan (The Melted Man): 16Leigh

Magda: 17Miller

Mal: 1Martin

Maligne, "Slugs": 13Wu; 16Miller

Manta Ray: Mentioned in: 11Martin (T)

Mao, Danny: 5Miller; 5Zelazny (4); 5Snodgrass (6); 16Abraham

Marigold: 5Leigh; 6Leigh; 9Leigh (3)

Matthias, Sergeant Harry (Judas): 2Shiner; 2Zelazny; 2Williams; 2Martin (6Interstitial); 2Cadigan; 3Shiner

Mazzucchelli, Christopher: 3Harper; 5Zelazny (1); 5Harper; 5Bryant; 5Zelazny (5); 16Abraham

McPherson, Captain: 2Martin (1Interstitial); 2Williams; 2Simons

McCoy, Josh: 4Martin (3,6,9,12); 4Harper; 4Gerstner-Miller; 4Simons; 4Shiner; 5Snodgrass (6); 14Harper; 14Leigh (4); 17Miller

Meadows, General Marcus Antonius: 2Milán; 10Snodgrass; 12Milán; 15Milán

Meadows, Sprout: 2Snodgrass; 2Milán; 5Snodgrass (1); 8Milán; 9Milán; 10Snodgrass; 12Milán; 13Leigh (5); 14Milán; 15Milán; 15Martin

Mears, Amy (Damsel): 13Milán

Melmoth, Harvey (The Librarian): 13Milán
 Melt: 5Zelazny (4)
 Mengele, Dr. Bob: 11Bryant; 14Mixon/Snodgrass
 Mikhailovich, Valentin (Mólniya, "Lightning"): 4Milán; 4Cassutt; 5Leigh
 Miller, Hot Mamma: 7Martin
 Minh, Mai: 1Miller; 2Miller; 2Martin (7Interstitial); 5Snodgrass (6); 9Miller
 Miranda: 1Shiner; 3Shiner; 5Bryant; 8Shiner; 17Miller
 Mishmash: 5Martin (6)
 Mr. Bones: 7Miller
 Mr. Cheese: 6Milán (S)
 Mister Magnet: 3Martin; 5Martin (2); 7Martin
 Mr. Miraculous: Mentioned in: 8Milán
 Mistral (Helene Carlyle): 1Martin (3Interstitial); 2Williams; 2Martin; 3Martin; 4Martin (2,6,8,9,12); 4Snodgrass; 5Martin (2); 5Snodgrass (2); 6Leigh; 7Martin; 8Milán; 11Martin (T); 11Leigh; 11Bryant; 12Milán; 14Williams (2)
 Mo, Jo (Sergeant Mole): 7Martin
 Moffat, Emily: 14Simons
 Mon'ella sek Vanbrian sek Ana: 10Snodgrass
 Monkey-Face: 11Martin
 Monroe, Marilyn: 13Wu; 13Leigh (1,2,8); 13Murphy; 13Mixon; 14Leigh (1,4); 14Mixon/Snodgrass; 16Murphy
 Moon Goon: 6Milán (5)
 Morgenstern, Sara: 1Milán (Appendix); 2Milán; 4Leigh (Prologue,1,2,3,4,5); 4Martin (8,12); 4Milán; 4Snodgrass; 5Leigh; 6Milán (S); 6Leigh; 6Snodgrass; 6Williams; 6Milán (M); 7Martin; 8Milán; 14Leigh (3,4,7,8); 15Leigh
 Mori, Riishi (Zero Man): 4Shiner
 Mother and Her Children: 3Snodgrass; 3Miller; 5Miller; 7Martin; 7Miller; 9Miller; 17Miller
 Mothmouth: 6Leigh; 9Leigh (1,10)
 Murga-muggai ("The Trap-Door Spider Woman"): 4Bryant; Mentioned in: 11Bryant
 Mushface Mona: 7Martin
 Mushroom Daddy: 17Miller
 Mustelina: 6Milán (S); 8Wu; 9Milán; 11Martin (B); 11Leigh; 11Martin (T)

N

Needles: 14Walker; 15Walker; 15Leigh
 Norton, Ralph: 3Simons

O

Obst, Father Henry: 16Abraham
 Old Mister Cricket: 2Martin (2Interstitial, 5Interstitial); 5Snodgrass (3)
 O'Nealy, Paul (Pretty Paulie): 16Murphy
 One Blue Bead: 11Bryant
 Osiris: 4Gerstner-Miller; 17Miller
 O'Toole, Kim Toy: 2Zelazny; 2Cadigan; 2Martin (7Interstitial); 3Snodgrass; 5Cadigan
 O'Toole, Sean (Red): 2Shiner; 2Zelazny; 2Martin (5Interstitial); 2Cadigan; 2Martin (7Interstitial)

P

Patchwork (Modular Woman, Pat): 9Williams; 11Martin (B); 11Williams; 11Leigh
 Peanut: 1Leigh; 5Leigh; 6Leigh; 6Milán (S); 9Leigh (1,5,6,9,10,11); 9Snodgrass (2,3,4); 9Williams (2); 14Leigh (1); 15Leigh
 Perón, Juan Domingo: Mentioned in: 1Williams
 Pesticide: 5Cover
 Pit Boss (Lou): 3Martin; 3Snodgrass
 Porker: 11Martin
 Poynter, Michelle: 14Mixon/Snodgrass; 15Miller; 15Martin
 Pretorius, Dr.: 7Martin; 8Simons (2,3,4); 8Milán; 9Milán; 12Milán; 15Martin; 16Leigh
 The Professor: 3Snodgrass; 3Martin
 Pumpkin Head: 9Miller

Q

Queen, Dr. Victoria: 3Snodgrass; 5Snodgrass (1,3,4,5,6)
 Quinn, Prescott: 1Snodgrass

R

Rabinowitz, Congressman Nathan: 4Martin (4)
 Racine, Captain Donatien (Tricolore): 4Snodgrass
 Rabdan (Rabb): 2Snodgrass; 2Milán
 Rain Man: Mentioned in: 11Martin
 Randall (Funhouse doorman): 1Martin; 1Leigh
 Randall, Cyril (Pulse): 2Williams; 3Martin; 5Martin (2); 11Leigh; 11Martin (B); 11Martin (T); 11Williams
 Red (jumper): 8Leigh; 9Leigh (5)
 The Reflector (Bill Lockwood, Snotman): 1Milán (Appendix); 5Snodgrass.3; 5Zelazny.6-7; 5Snodgrass.5-6; 5Williams; 6Williams; 6Leigh; 7Martin; 9Williams (1); 11Williams; 11Martin (T); 11Bryant; 11Leigh; 15Leigh; 15Martin; 15Miller

Reid, Colonel Edward: 1Martin (Prologue)
 Reiser, Pete: 16Miller
 Revenant: 2Williams; 2Cadigan
 Reza, Cleopatra: 16Snodgrass
 Richter, Hans-Joachim: 4Milán
 Riggs: 3Snodgrass; 5Snodgrass (2); 8Snodgrass
 Roman: 2Shiner; 2Cadigan; 2Martin (7Interstitial); 3Snodgrass; 3Shiner
 Roulette (Roulette Brown-Roxbury, Russian Roulette): 3Snodgrass; 3Shiner; 4Snodgrass; 5Snodgrass (3,5); 6Snodgrass
 Rowe, Dr.: 13Cassutt
 Ryder, C.C.: 1Shiner; 1Bryant/Harper; 3Harper; 3Bryant; 4Bryant; 5Harper; 5Bryant; 16Murphy

S

Sampson, Major Mike: 13Cassutt; 16Cassutt
 Sarah: 8Wu; Mentioned in: 8Leigh
 Sarzanno, Joe: 1Zelazny; 5Zelazny (8)
 Saxon, Lyle: 12Milán
 Scar: 1Miller; 3Martin; 5Snodgrass (6); 9Miller
 Scarlet Will: 15Leigh
 Scent: 8Claremont
 Schaeffer, Elmo: 1Miller; 2Martin (1Interstitial, 4Interstitial); 2Miller; 3Snodgrass; 4Martin (5); 5Miller; 5Snodgrass (2,5); 5Cadigan; 6Simons; 6Snodgrass; 7Martin; 7Miller; 9Leigh (1,3,10); 11Martin (B); 17Miller
 Scheffel, Judy (Crash): 7Martin
 The Sculptress: 5Martin (3)
 The Shaker: 1Leigh
 Shaklan: 2Snodgrass; 9Snodgrass (2); 10Snodgrass; 12Milán
 Shigeta, Tomoyuki: 5Cadigan
 Shiner: 2Martin (2Interstitial); 2Milán; 3Snodgrass; 5Snodgrass (1); 6Milán (S)
 Shroud: 4Milán; 5Leigh; 6Leigh; 9Leigh (1,3,5,10); 9Williams (2); 11Leigh; 11Martin (B); 11Williams
 Silverberg, Professor: 1Waldrop
 Singh, Rangit (The Lion): 15Miller
 Slamdancer: 15Martin
 Slimeball: 9Leigh (1)
 Sludge: 8Claremont
 Snailfoot: 15Walker
 Sobel, Colonel Charles: 12Milán; 14Milán
 Sorenson, Amy: 1Leigh; 4Leigh (1); 4Leigh (2); 4Leigh (3); 6Leigh; 6Williams

Johnny Sparkle: 3Martin
 Squisher: 7Miller; 15Miller
 Stalin, Joseph: Mentioned in: 1Milán (Appendix); 4Cassutt; 12Milán
 Stand-In: 15Leigh
 Starfin, Sascha: 1Miller; 2Martin (1Interstitial); 2Simons; 2Martin (5Interstitial); 3Simons; 3Martin; 5Snodgrass (1); 5Cadigan; 6Williams; 7Martin; 7Miller; 9Snodgrass (2); 14Simons; 15Martin; 15Milán; 16Abraham; 17Miller
 Stigmata: 5Leigh; 7Martin
 Straight Arrow (Nephi Callendar): 6Snodgrass; 6Williams; 7Martin; 14Williams (1); 15Martin; 15Williams; 17Miller
 Strange, K.C.: 9Leigh (1,8); 9Milán; 10Snodgrass; 11Martin (B); 12Milán; 14Milán; Mentioned in: 9Leigh (3)
 Sui Ma (Little Mother): 5Miller; 5Zelazny (5,6); 5Harper (2); 7Miller; 8Miller
 Susan: 8Simons (7)
 Swanson, Scoop: 1Waldrop
 Swarm Mother (TIAMAT): 2Williams; 2Milán; 2Miller; 4Leigh (3); 4Martin (11); 4Snodgrass; 5Snodgrass (1); 5Williams; 5Zelazny (8); 7Miller; 9Miller; 9Snodgrass (1); 9Williams (2); 10Snodgrass; 12Milán
 Swenson, Dirk (Atlas): 16Murphy

T

Taj brant Halima sek Ragnar sek Omian (Taj): 10Snodgrass
 Tanaka, Chuck (Chop-Chop): 13Leigh (1,2); 13Wu
 Taureau-Trois-Graines ("Three-Balls Bull"): 4Miller
 Tea-Daddy: 14Williams (1)
 Thayer, Edgar: 13Leigh (3); 13Cassutt
 Thoth: 4Gerstner-Miller; 17Miller
 Tiny: 1Martin
 Tod, Dr.: 1Waldrop; 12Milán; 14Leigh (8); 15Leigh; 16Murphy
 Trace: 9Miller
 Travnicek, Dr. Maxim: 2Williams; 5Williams; 11Williams
 Traynor, Lincoln: 1Waldrop
 Trio: 15Leigh
 Tripod: 7Miller
 Troll (Howard Mueller): 2Martin (1Interstitial, 3Interstitial, 5Interstitial, 6Interstitial, 7Interstitial); 3Snodgrass; 4Martin (2,3,4,5,6,8,9,10); 4Miller; 4Leigh (4); 5Snodgrass (1,2,5,6); 6Snodgrass; 7Martin; 8Simons (4); 8Snodgrass; 9Snodgrass (1); 10Snodgrass; 11Bryant; 13Wu; 14Simons; 14Leigh (2,8); 14Mixon/Snodgrass; 15Leigh; 15Martin
 Trump Card: 3Martin; 3Snodgrass
 Tung, Lord: 15Martin

Twelve-Finger Jake: 7Miller

Twisted Sisters: 2Martin; 5Snodgrass (2)

U

Uman: 14Harper

Usher: 17Miller

V

Valerie: 9Simons

Vanilla: Mentioned in: 11Martin

van Renssaeler, Brandon: 13Wu; 13Leigh (7); 13Mixon; 14Leigh (1,2,7); 14Williams (2); 14Mixon/Snodgrass; 15Martin; 15Leigh

van Renssaeler, Clara: 13Leigh (7,8); 13Mixon; 14Mixon/Snodgrass; 15Leigh; 15Martin

van Renssaeler, Fleur: 6Williams; 6Snodgrass; 6Leigh; 13Wu; 13Mixon

van Renssaeler, Congressman Henry: 1Snodgrass; 13Wu; Mentioned in: 1Williams; 14Mixon/Snodgrass

van Renssaeler, Henry II: 13Mixon; 14Mixon/Snodgrass

van Renssaeler, Joan Moresworth (Lamia): 13Leigh (7,8); 13Mixon; 14Leigh (1,2); 14Mixon/Snodgrass

Veronica: 2Martin (7interstitial); 3Shiner; 3Simons; 4Bryant; 5Zelazny (4); 5Bryant; 5Zelazny (5,6); 8Simons (1,2,3,5,8); 8Shiner; 9Shiner; 9Simons; 17Miller

Video: 5Snodgrass (2,5); 5Leigh; 6Leigh; 6Snodgrass; 9Leigh (1,3,5,10); 9Williams (2); 11Leigh

Vidkunssen, Gunnar (Big Swede): 11Martin (T); 11Williams

Vincenzi, "Muscles": Mentioned in: 1Zelazny

Viracocha: 11Bryant

Vomitux: 9Leigh (3,10)

von der Stadt, Jessica: 7Martin

von Herzenhagen, Phillip Baron: 10Snodgrass; 11Martin (T); 11Williams; 13Snodgrass; 13Leigh (7); 14Simons; 14Leigh (3,4,6); 14Williams (2); 14Mixon/Snodgrass; 15Martin

W

Wagner, Mark (The Racist): 14Williams (1)

Washburn, Roger (Ravenstone): 16Murphy

Washburn, Sam (Swash, His Nibs): 16Murphy

Wasp: 3Snodgrass

Wayne, Colonel: 1Martin (Prologue)

Wegener: Mentioned in: 12Milán; 13Milán

Wenninger, Gus (Chickenhawk): 3Martin; 8Miller; 9Leigh (1,10); 11Leigh

Werthen, John: 1Leigh; 4Leigh (1); 4Leigh (3); 6Leigh

The Whisperer: 3Martin; 8Miller; 9Miller

Whitehorn-Humphries, Stan: 16Snodgrass

Whitelaw, Freddie: 12Milán

Whitman, Andrea: 1Leigh; 4Leigh (Prologue,1,2,4); 4Milán; 5Leigh; 6Milán (S); 6Snodgrass; 14Leigh (2,4); 15Leigh

Wiggins, Timothy (Rainbow Man, Mr. Rainbow): 1Martin (1Interstitial); 16Murphy

Wilde, Dorian (The Divine Wilde): 1Milán (Appendix); 4Martin (2,3); 4Miller; 5Leigh

Wilhelm, Matt (Furs): 6Leigh; 11Leigh; 14Leigh (2,3,7)

The Witness: 17Miller

The Witness (The Bigger One): 17Miller

Wyrn (Clarence [last name unknown], Butch the Bully): 2Miller; 3Miller; 3Snodgrass; 3Martin; 5Cover; 5Snodgrass (6); 7Martin; 7Miller; 8Miller; 9Miller; 16Miller

X

Xbalanque: 4Harper; 12Milán; 14Harper

Y

Yaralanmaz ("Invulnerable"): 12Milán

Yin-Yang: 2Martin (5Interstitial); 7Martin

Yudkowski, Blind Sophie: 5Williams

Z

Zabb brant Sabina sek Shaza sek Risala (Zabb): 2Snodgrass; 2Milán; 8Milán; 10Snodgrass; 12Milán; Mentioned in 1Snodgrass; 1Martin; 5Snodgrass (1,2,3); 9Snodgrass (4)

Zahid, Samir: 15Walker

Zappa, General/Vice President Frank: 10Snodgrass; 11Martin (T); 11Williams; 11Leigh; 12Milán; 14Leigh (1); 14Williams (2); 15Miller

Zelda (Bodysnatcher): 8Simon (4,5,8); 9Leigh (2,4,6,8); 9Williams (1); 9Shiner; 9Simons; 11Martin (B); 11Leigh; 11Martin (T)

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STEVE KENSON, DESIGNER

Steve Kenson began reading the *Wild Cards* series in high school, not that long after he began playing superhero RPGs with *Villains & Vigilantes*. After some years as a freelance writer and designer for roleplaying games, he designed the *Mutants & Masterminds* RPG, continuing the fine tradition of superhero RPGs with ampersands in the title. After the success of the first edition of the game, Steve came on-board with Green Ronin Publishing as *Mutants & Masterminds* line developer. Working on the *Wild Cards* sourcebook for M&M allowed him to cross off another item on his "things to do before I die" list. (Fortunately, the list doesn't seem to be getting much shorter...). Steve lives in Merrimack, New Hampshire.

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Spike Jones, a Canadian living outside Baltimore, Maryland, caught the supers bug with the first comic he bought: *Avengers* #100 in 1972. He's written one superhero NPC collection (*GURPS Supers: Mixed Doubles*) and superhero articles for a bunch of defunct magazines, and edited a handful of *Champions* adventures for Atlas Games. Editing the *Wild Cards Campaign Setting* combined three of his pleasures in one: working with Green Ronin, playing with supers, and declaring the cost of the new *Wild Cards* novels as a business expense on his income taxes.

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Hal has been involved with roleplaying games since he was 9 years old, and shows no sign of stopping now. His graphic design skills have been applied to over well over si gaming products, and he's written material for Pinnacle Entertainment Group, White Wolf Publishing, Atlas Games, Twilight Creations, and Green Ronin Publishing. Hal resides in Alexandria, VA with far too many books and CDs, and a temperamental cat.

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Jon Leitheusser works as a freelance game designer, writer, and editor. He co-wrote the *Iron Age* sourcebook and has edited a number of

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MK ULTRA STUDIOS, COVER ART

MK Ultra is a studio formed some years ago in La Linea. Daniel, Antonio and Alberto worked together in some projects before starting to do it continuously as a professional career. This studio is recently born, but with a lot of talent, and hopes.

BRETT BARKLEY, ART

Brett Barkley has always been driven to create, to bring life to the things of his imagination through his art. Having grown up on a farm, Brett spent countless hours dreaming up exciting new worlds and stories. He treasures the opportunity to create and pulls from a diverse background and education to bring a sense of realism and depth to his work. After the vehicle he was driving was struck by a drunk driver in late 2001, Brett has since undergone two major spine surgeries and has spent countless hours in physical therapy in order to walk and draw again. The time spent contending for the things he once took for granted has led him to the realization that having the ability to use the gifts we are given is a true blessing, and has brought him closer to the original artist—his Lord Jesus Christ.

GREG KIRKPATRICK, ART

Greg graduated from the University of Kansas with a Bachelor of Fine Arts and has done several independent comics and RPG work for Green Ronin. Greg has lived in South Florida for the past 9 years with his wife, children, dogs and comic books.

MIKE VILARDI, ART

Being a child of the 60's and 70's, Mike cut his teeth on the Thunderbirds, Jonny Quest, Trek, Star Wars, and the usual gamut of sci-fi/ fantasy influences of that time. Still, he didn't take his artistic talent seriously until the late 80's, breaking into the RPG field with work in Digest Group's *Traveller/ MegaTraveller* line. West End Games soon called to offer work in *Paranoia*, and after a short jump through hyperspace, Mike found himself immersed in the *Star Wars* universe! Along with his work in a variety of Star Wars-based products, he also did spot work for *Dragon Magazine* and *Wizards of the Coast*. Mike's commercial design work has limited his contributions to the RPG field in recent years, but... "Fortunately, Green Ronin has been able to draw me back into the fray on occasion, and has saved my creative sanity more than once!"

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