DARING TALES OF ADVENTURE

Brent Hardcastle

If there's one thing Brent Hardcastle loves better than flying, it's showing off. No stunt or maneuver is too difficult for him to attempt. When he isn't flying, he talks about flying.

Too arrogant for the military and having seen action against pirates and marauders overseas as a mercenary, Brent now earns his money as a stunt pilot at a local airfield, where he is a hit with the ladies. He has been pals with Amelia and Doc Davenport since they helped foil a kidnap plot against the Doc. He has a secret crush on Amelia, whom he calls Duchess, but doubts she could ever "fall for a rough guy like me."

Advances
25: Two Fisted
30: Combat Reflexes
35: Spirit d8
40: Vigor d8 (Toughness 7 (1))
45: Dodge
50: Fighting d12 (Parry 8)
55: Steady Hands
60: Smarts d8
65: Level Headed
70: Dead Shot
75: Notice d8 & Stealth d8
80: Strength d8
85: —
90: Tough as Nails (Toughness 8 (1))
95: —
100: Shooting d12

Press the ▲ arrow on the character sheet to advance your character automatically!

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Daring Tales of Adventure

Hero: Brent Hardcastle

Charisma +0 **Pace** 6

Attributes

- Agility 10
- Smarts 6
- Strength 6
- Spirit 6
- Vigor 6

Parry 7

Toughness 6 **Armor** +1

Advances – 20 – XP

Power Points

Wounds -1 -2 -3 Inc -2 -1 Fatigue

Skills

4 6 8 10 12	Climbing	4 6 8 10 12	Stealth
4 6 8 10 12	Fighting	4 6 8 10 12	Survival
4 6 8 10 12	Notice	4 6 8 10 12	
4 6 8 10 12	Piloting	4 6 8 10 12	
4 6 8 10 12	Shooting	4 6 8 10 12	
4 6 8 10 12		4 6 8 10 12	
4 6 8 10 12		4 6 8 10 12	

Hindrances

Arrogant
Loyal
Phobia (Minor: bugs/ insects)

Edges

Ace
Ambidextrous
Luck
Quick Draw

Gear

Leather flying jacket (+1), two shoulder holsters, pack of gum, $40

Gizmo's

Power's

Languages

English
Arabic
Mandarin

Weapons

	Range	ROF	Damage	AP	Wt	Notes
2 Colt automatics	12/24/48	1	2d6+1	2	-	Shots 8, Semi-auto, 4 mags
Boot Knife	-	-	Str+d4	-	-	-

5 10 15 20 25 30

DARING TALES OF ADVENTURE

Doctor Nathaniel "Doc" Davenport

Doctor Davenport is the archetypal mad scientist, but with one important difference—his inventions actually work! A genius to some, a crank to others, his theories were laughed at when he taught at Harvard, so he left his well-paid position to work on his designs. Unwilling to work for private industry or the government, Davenport operates out of his barn, creating items for the use of his friends. Miss Valentine, who along with the others foiled a kidnap attempt on him, has recently agreed to provide funding for his work, so long as he remains independent of any authority.

He is always tinkering with objects, either learning how they work or just trying to improve them. His tampering does not always produce the desired results, however. He also knows about the feeling Brent and Amelia have for each other, and wishes they'd get on with it.

Advances

25: Power Surge
30: New Power (boost/lower trait)
35: Physics d8 & Rocketry d8
40: Power Points (25)
45: Gadgeteer
50: New Power (stun)
55: Weird Science d12
60: Power Points (30)
65:Agility d8
70: Level Headed
75: Piloting d8 & Shooting d8
80: Power Points (35)
85: —
90: Professional (Weird Science) d12+1
95: —
100: Expert (Weird Science) d12+2

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DARING TALES OF ADVENTURE

Hero:

Doctor Nathaniel "Doc" Davenport

Charisma -1 **Pace** 5

Attributes

- Agility 6
- Smarts 8
- Strength 4
- Spirit 8
- Vigor 4

Parry 4

Toughness 4 **Armor** +0

Advances – 20 – XP

Power Points

Wounds -1 -2 -3 Inc -2 -1 Fatigue

Skills

4 6 8 10 12	Driving	4 6 8 10 12	Notice
4 6 8 10 12	Fighting	4 6 8 10 12	Repair
4 6 8 10 12	Healing	4 6 8 10 12	Shooting
4 6 8 10 12	Investigation	4 6 8 10 12	Weird Science
4 6 8 10 12	Knowledge (Physics)	4 6 8 10 12	
4 6 8 10 12	Knowledge (Rocketry)	4 6 8 10 12	
4 6 8 10 12	Piloting	4 6 8 10 12	

Hindrances

Anemic
Elderly
Habit (Minor: mutters to self)

Edges

Arcane Background (Weird Science)
New Power (x2)
Power Points (x2)

Gear

Lab clothes, tool belt, first aid kit,
Gizmos, $50

Gizmo's

Bolt ("light amplification & discharge device")
Deflection ("visual distortion field")
Fly ("rocket propelled personal conveyance")

Power's

Languages

English
French
German

Weapons

Range	ROF	Damage	AP	Wt	Notes

5 10 15 20 25 30

Jimmy Patterson

Jimmy is Brent's young nephew ("My brother's kid," as Brent calls him). He spends every summer with Uncle Brent, helping around the airfield performing small tasks, such as fetching oilcans or polishing the planes. When he isn't working, he practices with his catapult, trying to emulate his uncle's fast drawing and sharpshooting. He has the annoying habit of saying "darn" a little too frequently and couldn't keep quiet if his life depended on it.

He has a fascination with ancient cultures, is a member of the Boy Scouts, and wants to be an archaeologist when he grows up (or a pilot, or an adventurer, or a journalist—depending on what day you ask him).

While Brent has instilled some respect for adults into him, Jimmy is still a cocky kid and thumbs his nose at authority. Jimmy also knows that Brent and Amelia are attracted to each other and is keen to get them together as a couple.

Advances

25: Marksman
30: Survival d6 & Tracking d6
35: Spirit d8
40: Strength d6
45: Shooting d8 & Stealth d8
50: Improved Dodge
55: Acrobat (Parry 5)
60: Smarts d8
65: Fighting d6 (Parry 6) & Tracking d8
70: Improved First Strike
75: No Mercy
80: Agility d10
85: —
90: Shooting d10 & Stealth d10
95: —
100: Dead Shot

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Daring Tales of Adventure

Hero:
Jimmy Patterson

Charisma -1 **Pace** 8

Attributes
- 8 Agility
- 6 Smarts
- 4 Strength
- 6 Spirit
- 6 Vigor

Parry 4

Toughness 5 **Armor** +0

Advances – 20 – XP

Power Points

Wounds -1 -2 -3 Inc -2 -1 Fatigue

Skills

4 6 8 10 12	Climbing	4 6 8 10 12	Tracking
4 6 8 10 12	Driving	4 6 8 10 12	
4 6 8 10 12	Fighting	4 6 8 10 12	
4 6 8 10 12	Knowledge (History)	4 6 8 10 12	
4 6 8 10 12	Shooting	4 6 8 10 12	
4 6 8 10 12	Stealth	4 6 8 10 12	
4 6 8 10 12	Survival	4 6 8 10 12	

Hindrances
Big Mouth
Habit (Minor: keeps saying "darn")
Young

Edges
Dodge
First Strike
Fleet Footed
Quick

Gear
Small camera with flash, Spare roll of film, Bag of marbles*, Collection of Baseball cards (3 missing for the full set), $10

Gizmo's

* If scattered on the floor, the marbles fill a Small Burst Template. For each inch of movement through the template, a character must make an Agility roll (–2 penalty if running) or fall prone and be Shaken. Collecting the marbles takes two rounds, four if someone has walked through them.

Power's

Languages
English
Reads Aztec & Egyptian Hieroglyphs

Weapons

	Range	ROF	Damage	AP	WT	Notes
Pocketknife			Str+d4			
Catapult	3/6/9	RoF 1	Str+d4			

5 10 15 20 25 30

DARING TALES OF ADVENTURE

Lady Amelia "Duchess" Valentine

Lady Amelia Valentine is the only daughter of Earl Rothborough. She has been spoilt since birth, has never wanted for anything, and was educated in the finest European finishing schools. As such, she is very opinionated, always believing herself to be right. She also has a habit of speaking down to foreigners and prefers not to mix with them when possible. If traveling, she always has a suitcase of expensive clothes to accompany her.

While visiting New York, she became embroiled in a plot by foreign agents to kidnap Doc Davenport. Since then, she has been close friends with everyone involved in the incident.

She is a trusted part of the team, and her access to easy money, not to mention her good looks and noble bearing, has saved their skins more than once. She has a crush on Brent, but doubts he'll ever fall for, "a spoiled, rich girl like me."

Advances

25: Dodge
30: Lockpicking d8 & Shooting d8
35: Fighting d8 (Parry 6) & Boating d8
40: Spirit d8
45: Charismatic (Charisma +6)
50: Ace
55: Acrobat (Parry 7)
60: Smarts d8
65: Level Headed
70: Streetwise d8 & Taunt d8
75: Fighting d10 (Parry 8)
80: Agility d10
85: —
90: Improved Level Headed
95: —
100: Fighting d12 (Parry 9) & Shooting d10

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Daring Tales of Adventure

Hero:
Lady Amelia "Duchess" Valentine

Charisma +4 **Pace** 6

Attributes
- 8 Agility
- 6 Smarts
- 6 Strength
- 6 Spirit
- 8 Vigor

Parry 5

Toughness 6 **Armor** +0

Advances – 20 – XP

Power Points

Wounds -1 -2 -3 inc -2 -1 Fatigue

Skills

4 (6) 8 10 12	Boating	4 (6) 8 10 12	Shooting
4 6 (8) 10 12	Driving	4 (6) 8 10 12	Streetwise
4 (6) 8 10 12	Fighting	4 (6) 8 10 12	Taunt
4 (6) 8 10 12	Lockpicking	(4) 6 8 10 12	Tracking
4 (6) 8 10 12	Notice	4 6 8 10 12	
4 (6) 8 10 12	Persuasion	4 6 8 10 12	
(4) 6 8 10 12	Riding	4 6 8 10 12	

Hindrances
Curious
Quirk (speaks down to foreigners)
Stubborn

Edges
Attractive
Noble

Gear
makeup kit, Roadster, $200

Gizmo's

Power's

Languages
English
French
German

Weapons

	Range	ROF	Damage	AP	Wt	Notes
Colt automatics	12/24/48	1	2d6+1	2	-	Shots 8, Semi-auto, 2 mags

5 10 15 20 25 30