

# **NPC-A-Day: 2014 Compendium Complete**

By William Attilio Antonetti aka /u/TwoGunkid

Hello dear reader. This acknowledgement is here as thanks to many of the kind GM's over on reddit's [/r/loremasters](#) and everyone else who provided inspiration for these characters. I do recommend checking them out on reddit as many redditors made excellent comments and suggestions on various NPC's. To any of you who felt the need to donate to me thank you. I truly am touched to discover that people are willing to spend money because of my work.

I've played tabletop games since my parents introduced me to Dungeons and Dragons Second Edition at my Fourth Grade Birthday party. The d20 from that box remains my elite crack die. I have GM'd mainly since then. Never have I tested my creativity like this and some days this took a lot of effort, but I genuinely hope all of it was worth it and you enjoy them.

Finally I would like to thank my PC's, who inspire me to put in a lot of labor creating new things, my parents for introducing me to tabletops, and you dear readers for all the inspiration and motivation you all give.

Enjoy,

William Antonetti aka [/u/TwoGunkid](#)

Should you wish to donate to my cause as a means of appreciation for this book my paypal is tied to [nettimonster@hotmail.com](mailto:nettimonster@hotmail.com) Do not try and reach me at this address as I do not check it very often.

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# SUPERS

Day 1

**Name:** Russell Briclot aka Doc

**System Base:** Supers

**Physical Description:** He is a brown haired man of slightly below average height. His costume is mostly Kevlar though he does not rely on it. His preferred means of attack is dropping grand pianos or anvils on people.

**Personality:** He has styled himself off of his childhood hero, Bugs Bunny. As such he is often disrespectful. He is a decent trickster and he does not use his powers to their full potential to make his career more cartoon like. He likes humiliating heroes and that is roughly it. He does not rob banks, he isn't out to conquer the world. He is out for a laugh.

**History:** His powers manifested themselves around age six. He found he could create things by thinking. As he soon discovered he could really hurt normal people by using them he decided to make super heroes his targets as they can take the punishment he could dish out.

**Goals:** Have a good time. He has not matured much due to his powers

**Allies:**None, but he can conjure them in an instant

**Enemies:** He has a ton, but he considers it good fun despite how destructive he is

**Occupation:** Full Time Super Villain

**Use in Campaign:** Ambivalent Powerful NPC, Enemy, Rival, Friendly Enemy

**Announcement:** Yes this is a repost of Jan. 1 2014, but I must have deleted it at some point as it is missing.

Day 6

**Name:** Gary "Big Boy" Schwartz

**System Base:** Superhero

**Physical Appearance:** An obese man in his early forties, Gary Schwartz wears overalls and flannel along with a worn trucker hat. He has thinning greyish-red hair and very thick eyebrows.

**Personality:** Gary is depressed about a lot of things. He tends to be a nihilist. This stems from his weight and his loneliness. On top of that he can't afford most of his bills hitting him once again in the old self-esteem. If put down he will often agree with his insulter and now has trouble standing up for himself.

**History:** The son of a poor trucker and a lot lizard, Gary never really had much of a home. He wandered about throughout his formative years going from foster home to foster home. Once he finished his highschool he went to trucking. And he has kept on trucking. He was hard up for money; and as such participated in countless government clinical trials. He was picked for some more advanced stuff which kept him afloat and also cursed him with his latent powers. He continues to eat and eat, feeling less and less full. On top of that things have been falling on him more and more lately and cars have even seemed to be swerving into his truck. (For

GM's Gary has an infinitesimally small, but growing singularity inside of him, if left unchecked this black hole could spell disaster)

**Goals:** He has none. His world consists of getting up and driving.

**Allies:** The guy doesn't have many friends. A waitress named Loraine at a Waffle House is always friendly to him though.

**Enemies:** The Government realizes it has made a horrible mistake and plans on ridding the world of Gary Schwartz and disposing of the singularity by launching it, and Schwartz into space.

**Occupation:** Trucker

**Use In Campaign:** Threat, Emotional Attachment NPC, Rescue Target, Expository NPC

Day 11

**Name:** Nathan Allen aka The Minute Man

**System Base:** Superhero

**Appearance:** He appears to be a healthy athletic muscular man in his mid fifties, though in actuality he is approaching his 72nd birthday. His hair has a few wisps of brown in it and his eyes maintain a fiery brown gaze.

**Personality:** A crotchety old man, Allen likes to complain about today's society and especially today's politicians. This is motivated by his genuine patriotism and love for his country. He feels superheroes of today don't represent American values enough. He likes to quote The Declaration of Independence, The Constitution, and the Federalist Papers in conversation. Most of his contemporaries likewise retired into obscurity or have perished. The superhero business is a dangerous one.

**History:** Raised by his single father in New Hampshire, Nathan had little reading material besides what he could get at his town's limited public library. This mostly consisted of history books, which checked out time and time again as his father worked at the Armstrong Rubber factory making tires. He appreciated the work his father did and vowed to move up in the world to fulfill the American dream. He received a sufficient scholarship to attend Wesleyan University in Connecticut. There he studied history and law and was admitted three and a half years later to the NYU School of Law. Afterwards he helped his father get by and made a good living as a lawyer. Just after his 30th birthday he received a strange visitor. What appeared to be a man dressed in continental garb and a powdered wig asked him if he wanted more out of life. He said yes still confused. A moment later in a flash of light the figure disappeared. What he did not know was an alien had granted several humans powers to see how they would use them. He found himself blessed with superhuman strength, speed, and durability, but no endurance. He became winded as a normal human would. Faster as even though he could run the distance of Lexington to Concord in just under 7 minutes (Top Speed about 60MPH) He was as tired as a normal person who had run the six and a half miles. He named himself the Minute Man, based off of his endurance and history and began crusading against crime, in Colonial Era garb. Some thirty years later he retired from crime fighting unable to last even half a minute in battle anymore.

**Goals:** Crime fighting, The building up of America

**Allies:** Old Teammates, Other Superheroes, His son "Green Mountain Man" (Age 32) (inherited his father's powers), the general public, Former Sidekicks Lady Liberty (Age 46)(Telekinesis and teleportation powers) and The Eagle (Age 30) (Flight & Martial Arts), Law Firm of Allen, McCarthy, & Book

**Enemies:** Communists, Fascists, Criminals, Supervillains: Demagogue (Age 64) (Mind Control Powers-Victim must be able to hear him speak), Twister (Age 36) (Can perfectly reverse the kinetic energy of objects), and The Battler (Age Unknown) (Eternal Youth, invulnerability, & decades of martial arts training)

**Occupation:** Pensioner, Lawyer (Retired Barred in Connecticut, New Hampshire, New York, & Massachusetts), Superhero (Retired)

**Use in Campaign:** Flavor NPC, Mentor NPC, Ally, Potential Contact, Ranting Old Coot, Legendary figure, Fluff NPC

Day 16

**Name:** The Northern Lights aka Reme Reynolds

**System Base:** Superhero

**Physical Description:** Above average height and muscular, this Canadian superhero wears an eclectic collection of colors arranged in a horizontal pattern. His hair and eyes though not visible through his cowl are both black.

**Personality:** For a superhero, this man is the most boring person on the Earth. There is nothing interesting about him. Super villains have been caught by him multiple times and forgotten who he is. He doesn't show it, but he really resents how little attention or love he gets.

**History:** Way back in 1985...zzz... zzz... zzz... zzz... (is it over yet? God he drones on forever. He got light superpowers fought crime and no one cares about him. So he has decided to become a super villain but has had just as much success in achieving notoriety)

**Goals:** Northern Lights: "If the world won't love me it will learn to fear me instead. They don't even know how much power I have inside of me" The Sneaker (Super villain with above average speed): "Oh I'm so scared"

**Allies:** His deaf blind mute butler, Leon

**Enemies:** Who?

**Occupation:** Superhero(Villain)/ Who Cares?

**Use in Campaign:** Gag Enemy, Serious Joke Character, Comic Relief, Traitorous NPC

Day 21

**Name:** Thomas Caprini aka Boomer

**System Base:** Superhero

**Physical Description:** Wearing a ski cap, noise canceling headphones, and leather Boomer stands just under 6 feet and weighs just under 220 pounds. His black hair is lengthy and his eyes are black.

**Personality:** He is always shouting and is loud even when not manifesting his power. He is absolutely tonedeaf and has grown to hate all musicians.

**History:** A law student who tried to replicate the success of Boston by dropping out of law school and becoming a rock star he failed due to his absolute lack of talent. He tried for years and eventually looked into a lab where a scientist was working on resonance technology. Misunderstanding the science as an expression he thought he could destroy the critics with it. He could and did. Now when he screams he can find the resonance frequency of objects and match it. From there he began his vendetta against the music industry which continues to this day.

**Goals:** To claim revenge upon the record companies and successful musicians for blocking his rightful glory.

**Allies:** None/Other Super villains

**Enemies:** Super heroes, the police, The Police (Band), Musicians, The record industry.

**Occupation:** Musician/Unemployed

**Use in Campaign:** Enemy, Comic Relief, Gag Enemy, Serious Joke Character

Day 26

**Name:** Lilly Lovelace aka The Double Dame

**System Base:** Supers

**Physical Description:** Her blonde hair is drawn back in a thick braid. Her green eyes are passionate and lively. Her face is contemplative and skeptical. She tends to wear a flannel shirt, jeans, a cowboy hat, and boots. When committing crimes she wears a bandit mask and a bandanna.

**Personality:** A skeptical and narcissistic woman, Lily's first love is herself. Her second love is also herself. She is followed closely by money. She inflects her speech in a way to attack her opponents' credibility and loves to make liars out of others. She disdains her fellow Southerners claiming they make her look unintelligent just for using an accent.

**History:** Born to loving parents in a trailer park near Gatlinburg, Tennessee Lily grew up a spoiled brat. She was always mommy's little angel. When she turned 18 she began working at a country karaoke bar. Here is when she began to hate people. One night a drunken man comes in claiming he had found a magic stick. Told to shut the man up, Lily went to deal with the stick and found out, it was magical. She gained the power to split herself into two people. Each identical and telepathically linked. She immediately sent one out to go commit some crimes while she returned to her shift. When the police arrived to arrest Lily, she had a perfect alibi. When one of her clones was killed in a shootout she realized as long as one lived; they both lived. She has moved North and has taken to terrorizing metropolises with perfect alibis and daring crimes often involving shoot outs.

**Goals:** She's motivated by greed and narcissism she wants to be recognized for how great she is. So she is saving her ill gotten gains to launch a modeling career.

**Allies:** If you want something done right, do it yourself. Ma & Pa.

**Enemies:** The police, super heroes, disgruntled patrons and employers who have her leave after only a few weeks.

**Occupation:** Waitress and Criminal

**Use-In-Campaign:** Side Villain, Serious Joke Character, Enemy, Rival

Day 31

**Name:** Sarah Ray aka Deja Vu

**System Base:** Supers

**Physical Description:** Wearing a tight red one piece outfit complete with pants, hood, domino mask, and a cape; she looks the hero. Deja Vu's blonde hair is drawn up in a professional looking bun. Sarah Ray wears her hair down. She prefers to dress in bulky clothes to hide her similarities to a certain superhero's body.

**Personality:** Prone to second guessing herself, one would think she would be nervous. Not the case her powers have made her extremely confident. She will pursue extreme courses of action in the short term confident that they cannot fail.

**History:** A nervous accountant who continued to be stressed and stressed out, Sarah was granted powers by the last Deja Vu, her older sister, who while dying saw to it that the special powers would be her sister's. With her new power to rewind time over short durations (anything more than a minute will tire her, and the most she has ever rewound was a half hour) she began to take up her sister's mantle. She disliked her sister's costume and though it remained tight it became more modest with the addition of pants. She uses her powers to give the illusion of superhuman senses while in actuality she just rewinds the action slowly with knowledge of her opponents moves.

**Goals:** Balancing her hectic life and new super hero responsibilities is difficult. She wants to hunt down the Super Villain Melt-Down responsible for her sister's death, but lacks the detective skills to find him.

**Allies:** The Western European Super Hero Team, the Giants still has her listed as a reserve member, the Paris Police Department

**Enemies:** Melt-Down (Chernobylia villain with Radioactive Energy Generation, invulnerability, and does not need to breathe eat or sleep), The Matador (Spanish villain who can run as fast as a bull and can withstand high velocity impacts), Highlander (Scottish Super villain with size control powers)

**Occupation:** Accountant

**Use-In-Campaign:** Questgiver, Ally, Contact

Day 36

**Name:** Jeffery Jethro aka The Ooze

**System Base:** Supers

**Physical Description:** While in his human form he dresses the part of a millionaire, High hats, arrow collars, white spats, and lots of dollars. When disguised at the ooze however he wears a dark mustard yellow costume and is sometimes a giant blob of the any colored ooze.

**Personality:** He oozes it. Literally and figuratively. He swings through moods so fast its like a bad batting line up. One moment he is cool and collected, the next he is carried away by

passions. His three dominant personalities seem to be a calm cool tactical mind, a hotheaded impassioned mind, and a ... bizarre mind that resulted in his acquiring powers.

**History:** Heir to a pudding fortune his parents put a great deal of effort into curing his multiple personality disorder. None of the personalities wanted to go however so they collectively formed an agreement. They would take turns controlling him as versus jumping from one to one at random. This agreement worked well until the bizarre one got his turn. Driving around in a car at high speeds he crashed into a military convoy. Taking the device they transported, unbeknownst to him it bonded him with a vat of his parent's pudding. Granting him the ability to turn into a blob like monster. The personalities quickly wanted control over this new power and again took turns. The hothead wanted to be a super hero while the tactician turned to villainy, and the wacky one... will do both. All three have different colored ooze forms though and will try and undo each others acts as if it were some strange game.

**Goals:** Varied based on personality, World Domination, Eradicating Crime, Pumpkin Carving Contests

**Allies:** His parents now more than ever are more concerned now that he is missing, His hotheaded side has proven a capable hero

**Enemies:** His villainous side is a master schemer and will hide plans and ideas from his other parts, He is his own worst enemy, in addition many heroes and villains want to take him down.

**Occupation:** Independently wealthy pudding heir.

**Use-In-Campaign:** BBEG, Tragic Villain, Enemy Ally, Rescue NPC, Comic Relief, Gag Enemy, Serious Joke Character

Day 42

**Name:** Matthew Luff aka Cupid

**System Base:** Supers

**Physical Description:** He wears perhaps one of the silliest super villain or hero costumes designed. He runs around in a toga with a pattern not unlike red polka dots but with hearts with his white feathery angel wings sticking out. In addition he carries a bow and arrow themed red and modified with hearts.

**Personality:** Unstable would not do this man's issues justice. He believes himself to be an incarnation of Eros or Cupid, the god of love. He is mad and believes wherever he goes he is spreading true love. He will do just about anything if he becomes convinced it is for someone's true love, of this he is easily convinced.

**History:** A highly unsuccessful bachelor and chemist, date after date went by and poor Matthew eventually couldn't take it anymore. He threw himself into deadlier and deadlier situations trying to end it. After being exposed to a strange mix of chemicals however the first of his mutations set in. He began developing wings. Using his knowledge of chemistry he devoted himself to creating a poison that would cause infatuation, with just about anyone the target met. He then set out to deliver his gift to the world. His mode of delivery however is arrows so more often than not he kills his targets without realizing it.

**Goals:** To spread happiness and love of course

**Allies:** None

**Enemies:** The man has left a trail of bodies and ruined lives with love poison; he has a lot of them.

**Use In Campaign:** Enemy, Well Intentioned Enemy, Sympathy NPC

Day 48

**Name:** Jessie Elsing aka Postal

**System Base:** Supers

**Physical Description:** A blonde woman of slightly below average height and a pale complexion she is seen exclusively in the postal service uniform. She delivers her mail route through bicycles and has the occasional scuff from her frequent riding without handlebars.

**Personality:** She's a bit of a prankster. She knows she is clumsy and seen as such and while often feign amnesia after injury. Only to laugh say gotcha and shoot double pistol fingers at the fooled target. She has tremendous loyalty to the postal service and is a firm believer in the integrity of the post.

**History:** After finishing her secondary education she got a job working as a mail carrier. One day something strange was being sent through the mail. It remains unknown what it was or where it went but after that day she was capable of inhuman feats of strength and endurance. She uses her newfound powers to protect the people in her off time and protect the post while on duty. She never bothered with a secret identity and her superhero costume is just her mail carriers outfit. She just bicycles up to the scene to return those sorry criminals to sender.

**Allies:** The Postal Service

**Enemies:** A super villain also took the name Postal and the two are arch enemies.

**Occupation:** Mail Carrier

**Use In Campaign:** Comic Relief, Serious Joke Character, Gag NPC, Ally, Contact

Day 54

**Name:** James Eisenstein aka Greaser

**System Base:** Supers

**Physical Description:** His black hair is slicked back into a classic fifties pompadour. It has clearly been maintained with a lot of product. He wears old school aviator glasses, black leather gloves, a black bomber jacket, and jeans. He carries a pair of Colt M1911 Pistols with him and seen driving a hot rod.

**Personality:** A throwback to fifties greaser culture when costumed up, Greaser uses archaic slang and insults when causing villainy. His civilian identity is a pretentious jerk insisting that modern society is full of problems and we should revert to a simpler time. He disdains the majority of modern advances especially the internet and cell phones.

**History:** During his upbringing he was given handmedowns of old family possessions and never bought anything remotely new. As a result he grew up old fashioned and outdated. While buying hair gel a truck carrying an unknown alien compound to a laboratory collided with him. When he awoke the hair gel was gone but he was fine and found he had received a bizarre super power. The ability to make things really slick and slippery as if coated with

grease. He turned to super villainy and makes his working as a petty criminal knocking over technology stores who leads the police on high speed chase and then totals their cars by laying down a slick behind him.

**Goals:** To get a big score and to legitimately cripple the advance of technology

**Allies:** 50's Nostalgia Buffs

**Enemies:** He is a criminal who has thwarted super speedster heroes and the police

**Use in Campaign:** Enemy

Day 60

**Name:** Beatrice Leavold aka The Magnificent Magician

**System Base:** Supers

**Physical Description:** A fake silver blonde, Beatrice is pleasantly pudgy. She wears colored contacts to make her Irises look purple. Naturally her hair is regular blonde and her eyes are grey. Her costume is garish and described as "a disgrace to female superheroes." It is bad enough that fellow superhero, Smackdown, describes her as "wonder stripper" He costume consists of a purple with blue and yellow star pattern miniskirt, cloth bracers (it the go go boots and the inside of the cape are the only things without the star pattern), a shirt which other heroes refer to as a strapless bra (its less revealing than that but her stomach and shoulders are in full view), witch's hat, and go go boots. She completes the ensemble with a cape with the same patter clasped with a sapphire. She goes very light on lipstick but has blush foundation and mascara applied; her nails are also painted red. Her civilian attire is typically a pant suit, with most of her costume hidden beneath. When manifesting her powers a red glow envelops the hands in use and the object being lifted. She often enters battle one finger raised so she can be telekinetically slurping on a smoothie and eat a cheeseburger in the other hand.

**Personality:** As the Magnificent Magician, Beatrice is perhaps the most lazy superhero ever. She doesn't fly or drive a super fast car she shows up to crime scenes in her beat up 96' Camry sporting a paint job in the same color and pattern as her outfit (It's her one fancy gadget, she can turn the paintjob off and it becomes a peeling brown paint job) often having stopped for fast food along the way. She doesn't get there fast and then just telekinetically lifts the criminals in the air and shakes them till they give up. As the Magician she likes performing stage magic and runs a small business show as her superhero identity. As herself she is still lazy and as such she has remained a floor salesperson at the car dealership where she works.

**History:** Brilliant and gifted she never wanted to apply herself. She would rather just perform parlor tricks and munch on cheeseburgers and smoothies. She however did what was impossible and won the "Win Superpowers" promotion at the now defunct Smoothie Barn, that was meant to have no winner, when she accidentally received the cup used in the commercial. The company turned to a mad scientist, named Doctor Dragon to give her powers. He intended to make her a minion but her laziness allowed her to ignore his brainwashing. He granted her telekinetic powers with a series of DNA modifications. She said thank you waltzed out of his hideout and ignored his schemes. She figured she might as well

fight crime and bought a Vegas stage magician's old outfit and had it tailored. Now she fights crime as long something better isn't on TV

**Goals:** "I really should finish watching Breaking Bad"

**Allies:** She's a hero and as such will be helped by other heroes and the police, but all of them are kind of annoyed by her apathy.

**Enemies:** Doctor Dragon is under the false assumption that she is the strongest willed person on the planet and he must destroy her lest his evil schemes be revealed.

**Occupation:** Toyota Salesperson

**Use in Campaign:** Serious Joke Character, Gag NPC, Ally, Unexpected Cavalry, MacGuffin, Rescue NPC

Day 66

**Names:** Tyler Auberjonois aka the Minotaur

**System Base:** Supers

**Physical Description:** He dresses in the manner of a normal college student. His hair is short and black. He has a moderate pudg and is not very fit. His eyes are likewise brown. Everyone who sees him while committing crimes however is convinced he is a nine foot tall minotaur.

**Personality:** He loves telling others what to do and how they should feel about things. He will use his powers to subtly manipulate the day to day reactions of people slowly making himself more popular. As the minotaur he longs to commit more and more outrageous crimes. He has moved from bank robbery to organized crime and will not hesitate to off an uppity minion.

**History:** A studious boy he never was much for a social life, not because he was unlikable, but because he did not seek it out. His powers starting emerging as he entered adulthood. He began working small crimes with his telepathy. His love of Greek myth inspired his typical motif of making people think they were trapped in a maze. He prefers to drive his foes mad rather than kill them outright.

**Goals:** The city, and who knows after that.

**Allies:** "Tyler is awesome man"-Slavering Drone. Also his gangs

**Enemies:** His secret identity has remained hidden for now.

**Occupation:** Student

**Use in Campaign:** Enemy, BBEG, Secret Enemy, Reveal NPC

Day 72

**Name:** Alexander Xiomos aka Trigger Finger

**System Base:** Super Heroes

**Physical Description:** This Grecian man wears normal street clothes. He is muscular with a powerful set of arms. His black hair is cut short and he sports a bushy mustache. For the protection of his identity a ski mask suffices for him.

**Personality:** He is irritable and easily angered. He is a bit of a bully and is not afraid to his stature and powers to intimidate and hurt. His temper goes off on the smallest of things. He

tends to lash out at those around him. This has led him to be unable to hold down a job which in turn has worsened his temper. Crime was readily available so that's what he turned to.

**History:** He began work as a laborer when he was a boy. He was observing a fight between Captain Fortress and Switcheroo when the strange alien artifact the hero and villain were fighting over fell down and blasted him with a ray. He seemed to be fine, but when he angrily pistol fingered a car who cut him off a blast launched from his hand and demolished it. He began to use his powers for crime, where his temper led to Captain Fortress' sidekick, Doeboy, to give him the monicker Trigger Finger.

**Goals:** Knock over some banks

**Allies:** N/A

**Enemies:** Captain Fortress and Doeboy, Police, other superheroes

**Use in Campaign:** Enemy, Minor threat, Henchman

Day 78

**Name:** Dr. Henry Solvenstein aka Ragnarok

**System Base:** Supers

**Physical Description:** A 6'7 Danish man in a lab coat with grey hair and brown eyes is one of the least physically imposing super villains out there. He is scrawny and is often carrying syringes with odd colored liquids and reports on the political stability of nations.

**Personality:** He believes mankind has become decadent and spoiled by the march of civilization and an end should come to life as we know it. He was heavily inspired by the mythical Ragnarok and believes in the new order that will come after the chaos and death. He believes he will have a high place in that new order once it is brought about and promises his lieutenants wealth and power once his goals have been achieved. In the meantime general anarchy and revolution will have to suffice.

**History:** Dr. Solvenstein studied abroad for his university time studying a year in Moscow, London, Washington DC, and Beijing each and studying their people. His mastery of biology is unparalleled and when given access to super human laboratory samples, he took the chance and pilfered them. He then began his work reverse engineering super powers and figuring out how to give them to others. He has provided numerous villains with super powers and a few more with upgrades. He is rarely seen without one of his first creations a savage near mindless wolf man standing at almost 10 feet tall that he calls Fenris.

**Goals:** The establishment of a new world order in the long run, but in the meantime destabilizing governments

**Allies:** He has dozens of super villains in his debt as well as a large cadre of villains.

**Enemies:** Almost everyone is opposed to the war and chaos he wants to bring about

**Occupation:** Mad Scientist

**Use in Campaign:** BBEG, Villain Power Booster, Henchman, Expert NPC

Day 84

**Name:** Attilio Alfonso Andreatti aka The Birthday Boy

**System Base:** Supers

**Physical Description:** A pudgy man in his early 20's standing about 5'6 with short black hair has a big stupid grin on his face most of the time. He prefers to wear jeans and tee shirts, but when engaged in super powered activity wears his "Birthday Suit", a red colored suit and tie with a pointy red party hat. The other meaning of birthday suit seems to be lost on him.

**Personality:** He is a jovial happy guy, but he is convinced people are living their lives too quickly and that cars and other fires are too dangerous. Most modern electrical devices he also views as having a negative impact. He is a big fan of imagination and believes people should spend more time reading and writing, as well as playing roleplaying games.

**History:** Born the oldest of a large Catholic Italian family, he was no stranger to responsibility. So when he acquired super powers he knew he must use them for the betterment of mankind. Taking his super hero name for his ability to snuff flame, which he equated with blowing out birthday candles, he dedicated himself towards helping the world. While he may be a wonderful hero at a fire, his ability when active also shuts down all combustion engines. If he focuses he can short out other kinds of electrical reactions and even nuclear ones. Sometimes he will forcibly deactivate all nearby electronics to force people to interact with one another. He has had a mixed reception, as his good intentions get forgotten when he shuts off the wifi.

**Goals:** The safety and protection of all mankind, the promotion of imagination, getting to the gym more often

**Allies:** Fire departments think he's great

**Enemies:** He is a nuisance

**Occupation:** Student

**Use in Campaign:** Well meaning obstacle, amiable enemy, worthless ally, self-insert for author of NPC-A-Day's birthday, Gag NPC, Comic Relief, Relatable NPC, TF2 Aficionado, Dashing Handsome Dude

Day 90

**Name:** Fritz Ketterjl aka Ze Powerhaus

**System Base:** Supers

**Physical Description:** This man is tall and overly muscled. He wears a simple green costume with orange stripes complete with cowl, which no one bothered to tell him was ugly.

**Personality:** He isn't actually from Germany. Rather his great great grandparents were. He decided to use a German accent so no one would link him with his crimes. However he comes across more like Arnold Schwarzenegger from Batman Forever. He also is a firm believer in the manly ideal and prefers to settle things with super heroes with a fist fight rather than simply throwing them into the atmosphere.

**History:** There is not much to tell. He developed his miracle formula and tested it upon himself. It amplified his strength and endurance and made him nigh invulnerable. It also made him increasingly unstable. So the meek scientist became a criminal, for no real reason. He makes less now than he did before. He spends more and more time as Ze Powerhaus, increasingly becoming more and more unstable.

**Goals:** World Domination or to Rob a Bank

**Allies:** He gets hired as super strong muscle

**Enemies:** Super Heroes, The Police

**Occupation:** Thug

**Use in Campaign:** Henchman, Comic Relief, Gag NPC, Serious Joke Character

Day 96

**Name:** Imad Rolands aka Richter

**System Base:** Supers

**Physical Description:** This Algerian man stands a little under 6'0 and is a bulky 251 lbs. He is very muscular particularly in the legs. His costume is a black armored body suit, with a simple red line shooting up and back down like a seismograph and a black bandit mask.

**Personality:** In the realm of Earthquake related puns, he cannot help himself. He feels obliged to make them. More seriously he has looked through the ideas of Simon Bolivar in regards to Grand Colombo and a United South American Continent. He thinks the African continent could become a major super power under a unified government, led by him of course.

**History:** Born in Oran to a history professor and his wife, Luke learned a great deal about his father's area of expertise, colonialism. He saw the power wielded by the United States and then Soviet Union and formed the idea of the African Union. His seismic powers began developing on their own, he is unsure of their origin. He uses them towards the building of his planned giant state and the defense of it. Giving him an odd status as both a super hero and a super villain.

**Goals:** The Formation of a Unified African State

**Allies:** He has loyal followers in the political and military areas.

**Enemies:** No country wants to cede their sovereignty to him.

**Occupation:** Revolutionary Leader

**Use In Campaign:** Unexpected Ally, Enemy, BBEG, Schemer, Chessmaster

Day 102

**Name:** Dr. Elizabeth Connors

**System Base:** Supers

**Physical Description:** She has dyed her greying black hair a little too much giving a jet black color. She wears it up in a bun. She wears a pink oxford shirt, with a black mid length skirt with black tights and flats, usually wearing a labcoat over them. She when doing more active testing has a glossing purple trimmed white body suit.

**Personality:** She is a researcher first and foremost, and while she may like testing her wares she has no interest in using them herself. She is a logical person and while generally grow upset if things defy logic and science.

**History:** She was one of the best in her class at MIT, she was picked up by Brinsley Electronics and Industries to help design their exo-suits. She quickly showed her capability and was soon promoted to head of the project.

**Goals:** She wishes to push the limits of this exo-suit technology. She believes continued sale of powered exo-suits to police forces is the best way to acquire new data.

**Allies:** Brinsley Industries, Kevin Brinsley, her assigned super human testing partner: Draco, the NYCPD

**Enemies:** None of note

**Occupation:** Engineer

**Use in Campaign:** Expert NPC, Well Intentioned extremist, Barrier NPC

Day 108

**Name:** Nam-ex Machino

**System Base:** Supers

**Physical Description:** His suit of armor covers all flesh. The helmet only has two glowing optical sensors. The armor itself is a greyish silver color and only has a few areas where obvious weaponry and electronics are visible. If pried out of his armor his skin is an ashen color with brown veins. His blood when exposed to oxygen turns blue. He stands about 7'0 tall. Should any limbs of his be cut off they are regrown in seconds.

**Personality:** He is dedicated to finding a world for his people to conquer to live upon, or the restoration of their own homeworld. He is less dedicated to his superiors, whom he would like to take the place of. He can be quite cunning and prefers to outguile his opponents.

**History:** He is among the last generation to remember Leothis supporting life for his species. He enlisted in the extraplanetary scouting corps and discovered Earth, which has a breathable atmosphere and temperature range for the Leothim people. He now preps it for invasion, recruiting super villains with promises of governorships.

**Goals:** The conquering of Earth

**Allies:** A sizable number of super villains, the Leothim people

**Enemies:** Superheroes, his superiors know of his treacherous nature

**Occupation:** Advance Scout

**Use in Campaign:** Herald of BBEG, Major Plot Point, Enemy, Chessmaster NPC

Day 114

**Name:** Jacqueline Schwartz aka Blackjack

**System Base:** Supers

**Physical Description:** This slender woman stands about 5'2. She wears a blue costume with the symbols of the four houses of cards on her torso. She wears a domino mask with her costume.

**Personality:** She likes to make people angry or surprised. She herself is a thrill seeker. She laughs at people and throws down challenges to other people She is highly competitive and combative.

**History:** Her powers were a magical gift. Her erratic nature made her an excellent distraction so a magical super villain granted her powers to cover his escape. Her superior agility, minor telekinesis, and super speed enabled her to try newer and newer thrills. Super villainy seemed the best choice.

**Goals:** To upstage Felix Baumgartner by engaging in more radical stunts.

**Allies:** None

**Enemies:** None

**Occupation:** Radio Shock Jockey

**Use in Campaign:** Barrier NPC, Enemy, Rival

Day 120

**Name:** Mona Accord aka Chimera

**System Base:** Supers

**Physical Description:** She stands about 5'3 and likes to wear white tank tops with green skirts. The normal stops there. One of her hands has skin like a talon and ends in claws like one as well. Her other hand is like a lion's paw with an opposable thumb. Her skin is a sickly yellow and her father (at her request) permits her to dye her white hair pink. From the opposite sides of her head sprouts a single antler and a bony straight backwards slanting horn. Her eyes are yellow and catlike. Her feet are cleft hooves like a goats. She possesses a long red scaled tail, which she uses for balance and grabbing things as it is fully prehensile. She possesses a single large blue bat wing sprouting from her back her other wing is a blue feathered wing. She possesses remarkable regenerative powers and strength in addition to her flight and superior senses.

**Personality:** She loves her form. While she has a formula to allow her to appear normal she loathes it. She is fiercely devoted to her father, and views his ex-wife as an evil woman, for separating her from her legal half-sister. She is particularly grateful to the Doctor for adopting her. She likes to help her father in his research bringing him supers with strange bodyparts.

**History:** The small black haired orphan was adopted late, at age 13. She knew what she was getting into, Dr. Accord informed her he was seen as a mad scientist, but also reminded her he was probably the only chance she would have of adoption. Upon seeing the results of the experiments on the Doctor's lost left arm, she became intrigued and willfully volunteered for more and more radical experiments. All the while she studied genetics for herself and is a prodigy at the age of 19 already knowing more than many PHDs do.

**Goals:** To unite with her legal half-sister, Christina Woodhouse who is the same age as her, to further mutate her form to perfection and truly blossom as her father puts it.

**Allies:** Dr. Richard Accord

**Enemies:** Law abiding citizens, a number of supers she has captured for study, her half-sister would be repulsed by her

**Occupation:** Geneticist

**Use in Campaign:** Henchman, Enemy, Rival, Disturbing NPC

Day 125

**Name:** Dominic McLeod aka Draco

**System Base:** Supers

**Physical Description:** He has two forms one of which is a fourteen year old who likes to wear hoodies and wears baggy pants and is almost constantly plugged into his iPod. His black hair is wavy and spiky. He is only 5'2 and is very scrawny only 95 lbs.. His other form is muscular and almost 8' tall it weighs almost 350lbs.. It is covered in greenish red scales with a green ridge from the head down to a tail which he grows. This dragon man hybrid form has sharp carnivorous teeth and no hair. His hands and feet have wicked claws on the end of them and he wears men's compression shorts beneath XXL basketball shorts. He occasionally has unintentional wisps of fire flicker out of his mouth.

**Personality:** He is a fairly typical fourteen year old. He has a massive crush on the younger sister of the scientist who has hired him to test battle armors. He takes great pride in his work and is very well organized. His tablet is full of calendar events.

**History:** As a young child his metahuman potential was unintentionally accelerated by exposure to a gaseous dose of the temporary super serum Super-4. It left his growth stunted but did enable him to turn into his dragon man form. His parents abandoned him out of fear. Dr. Elizabeth Connors found him hiding in his hybrid form and hired him to test the Brinsley industries prototype power armors. She and her much younger sister (38 and 16) helped train him in controlling his super strength and fire breath and eventually helped him transform more or less at will. He has spent the last few years being privately tutored with Rebecca Connors, Kevin Brinsley Jr., and a few other Brinsley personnel children as well as testing battlesuits.

**Goals:** He really wants a kiss from Rebecca Connors

**Allies:** Rebecca Connors, Brinsley Industries, Dr. Elizabeth Connors, Kevin Brinsley Jr.

**Enemies:** His birth parents abandoned him and he is still wanted for massive property damage charges from his first transformation

**Occupation:** Beta Tester, Super powered security

**Use in Campaign:** Barrier NPC, Contact, Flavor NPC

Day 131

**Name:** Henrietta Toti aka The Mechanic

**System Base:** Supers

**Physical Description:** Wearing a closed helmet and grey mechanized plates one would not know she was a woman had she not made sure her armor was more form fitting than normal. Outside of the suit she very much looks the part of an automotive technician. She wears a grease stained blue jumpsuit and keeps her black hair in a pixie cut.

**Personality:** She believes there is no problem she cannot solve with sufficient elbow grease and persistence, if it is the best or most economic solution matters not. She always tries to repair and not replace. It was this mentality that drove her into the super hero business.

**History:** She was a greasemonkey working in her father's garage, a job she holds to this day. On night however she noticed a nearby shooting star which she hiked out to see where it

landed. It turned out to be a space craft of some kind, but it seemed abandoned. She has done her darndest to repair it but it is currently ground bound. She found several beat up suits of powered armor and cannibalizing spare parts she put together a working one. That said it still functions somewhere South of 40% of its maximum potential.

**Goals:** To get that space craft airborne again

**Allies:** The People of Detroit

**Enemies:** She has a small rogues gallery but no one on arch nemesis level. The aliens, the Leothim, whose tech she has absconded with.

**Occupation:** Mechanic

**Use in Campaign:** Expert NPC, Rescue NPC, Ally, Contact, Rival, Barrier NPC

Day 137

**Name:** Freddy Smith aka Dubstepper

**System Base:** Supers

**Physical Description:** He wears skinny jeans and has done his best to style his blonde hair like Skrillex's. He otherwise wears a white and blue zip up hoodie with the hood down and purple shutter shades. He has several tiny diamond earrings on each ear; though, they are not often visible due to constant wearing of his pair of beat headphones.

**Personality:** He is not truly malevolent, but he is obsessed with dubstep. He manifests his power constantly to make his life more dubstep like. This means he causes an undue amount of destruction unintentionally. Further he is a bit of a stoner and is frequently out of it. He likes to fabricate stories about his past exploits at raves and how crazy he is, but in actuality he is rather bland.

**History:** He was raised in a white middle class suburban family as the only child. He moved from fad to fad and when he turned 15 he discovered dubstep. He was instantly upset till one day he noticed he was smashing things and unsmashing them while listening to dubstep. He later discovered he could simulate dubstep sounds with his telekinesis. Which is so precise he can manipulate photons to make crosswalk men dance with him as he blasts dubstep with every step. His telekinesis is untrained, but it makes him one of the most powerful and dangerous metahumans on the face of the Earth.

**Goals:** Meet Skrillex and Deadmau5

**Allies:** The dubstep community

**Enemies:** People with other taste in music, almost everyone who does not appreciate the danger and property damage he causes.

**Occupation:** High Schooler

**Use in Campaign:** Unintentional Enemy, Destructive NPC

Day 143

**Name:** Colin Hart aka Heartbreaker-The Black Knight

**System Base:** Supers

**Physical Description:** His black hair is smooth and relatively long for a man. He is lean but muscular. He does not wear sleeves and tends to eschew shirts when he can avoid it. When under the influence of his ancestry he still avoids sleeves but has a battered steel breastplate and armor as well as a tattered red cape and a simple steel headband for a crown. Further when under the influence of his ancestry his charming brown eyes become yellow and glow, like his family sword.

**Personality:** As Heartbreaker he is a sleazy, sleazy guy. He has no qualms about using his powers of telepathic suggestion to get people to do what he wants. The occasional robbery is his preferred attention getting crime, but he mainly uses his powers for meeting his own perverse desires. As the Black Knight he seeks nothing other than death and destruction. He has the power to do it. As the Black Knight his powers of suggestion become powers of mental domination and he is made nigh invincible by his magical armor and his cursed sword can cut through steel like butter.

**History:** Colin Hart was poisoned by the Love Arrows of the mentally ill super villain, Cupid. The Love Poison activated his latent metahuman abilities. He used his new found ability to Jedi mind trick people to travel the world for free. He when roaming throughout England came across an abandoned tomb where he found a sword that called out to him. After picking it up he was possessed by the spirit of his long dead ancestor, the Black Knight. He now switches back and forth between personalities though the sword feeds Colin false memories of when it possesses him and magically hides all the trappings of the Black Knight.

**Goals:** Get Laid/See the World Brought to Ruin

**Allies:** None

**Enemies:** Women he has manipulated, the police, The Great Aegis, a modern knight of the Round Table

**Occupation:** Scum/Knight

**Use in Campaign:** Affable Enemy, Enemy, BBEG, Reveal NPC

Day 149

**Name:** Elise Marnego aka the Coffin Queen

**System Base:** Supers

**Physical Description:** Her costume is quite macabre. She has a bandolier of skulls across her all black entry suit. On her back she totes a wooden coffin, which magically has become fire proof. She has a menace about her and flames always seem to shy away from her. Outside of her costume she is quite sweet. A 20 something from Newark she is an average young woman.

**Personality:** She is one of the darker heroes. She claims to have been given powers by death himself. She says she only seeks out criminals whose times have come. She knows people do not like her, but she has grown to accept it. In addition she seeks out positive press opportunities like extinguishing fires.

**History:** When she attended Clemson University her then boyfriend was driving under the influence of alcohol. The crash would have killed him but she dove through the fire to pull him out where she met a robed figure. The figure offered to help her save her boyfriend but she

would need to help him. She accepted. Her boyfriend dumped her soon after as she was honest with the police and did not take kindly to the legal repercussions. She however was granted control over flames and to entomb people inside the Earth and told to do the work of death. She has clashed with her boss and tries to help people not hurt them. This has led her to clash with Massacre a villainess whose powers were definitively granted by death, and who loves her job.

**Goals:** To do some good with the powers she has been given.

**Allies:** None

**Enemies:** Her ex, Death, Massacre, The general populace

**Occupation:** Clerk

**Use in Campaign:** Unexpected Hero, Faux Enemy, Unexpected Ally, Tragic NPC

Day 155

**Name:** Joseph Trotszao aka the Powerbroker

**System Base:** Supers

**Physical Description:** This Chinese man is very short clocking in at 4'11. He wears dozens of watches on his left arm but none on his right. His hair is thinning. He wears blocky glasses and carries page upon page of binders. He likes to wear a short sleeved oxford shirt with a red tie and khaki pants.

**Personality:** You cannot get something for nothing is a philosophy he lives by. He is a firm believer in punctuality and so he wears watches for every time zone he does business in. His business is 100% legal and he knows of no illegal activities whatsoever. He has no interest in having superpowers himself; he is content to loan them to others and to rely on super powered muscle if the need arises. He is protective of his client list but can be persuaded and bribed into talking about them.

**History:** He has worked his way from a homeless person to his current status. He acquired the legal rights to several types of bio-chemicals and has made his own special concoction to grant powers. As such many villains, heroes, and the idle rich get their fix from him. They require routine injections of the serum to continue their powers and avoid a withdrawal.

**Goals:** To continue moving upwards on the social ladder

**Allies:** He has a whole host of super powered dependents.

**Enemies:** His activates fall into a legal grey zone as the law has not caught up to him yet.

**Occupation:** Dealer

**Use in Campaign:** Ally, Contact, Informant, Barrier NPC, Flavor NPC, Henchman, Hireling, Plot Hook NPC, Questgiver

Day 161

**Name:** Hon. Jack William Cecil aka Exeter

**System Base:** Supers

**Physical Description:** He does not dress the part of a super hero. This thirteen year old dresses in a full suit and makes no effort to hide his secret identity. He wears mockups of the office of Marquess of Exeter.

**Personality:** He believes he is entitled to the title of Marquess of Exeter and as such has devoted himself to the protection of the city. He shies away from all conversation regarding the origins of his powers. He is a fan of some of the great speeches of all time; he will often recite them to criminals and fellow heroes alike. His personal favorites include the St. Crispin's day speech from *Henry the V*, a great deal of Alan Moore's *Watchmen* and *V for Vendetta*, he went so far as to create his own alliterative speech using the letter E, and the final speech from Charlie Chaplin's *The Great Dictator*

**History:** He is the Heir apparent of Hugh William Amherst Cecil, 5th Baron Amherst of Hackney. He also has claim to the Marquess of Exeter. He reads a great deal of literature and has made a point to be the rightful protector of the city. So he went and acquired superpowers, specifically force field creation and flight, by extralegal means. This has put him in debt of a super villain who is holding his favor for an opportune moment.

**Goals:** Become the Marquess of Exeter

**Allies:** He is a beloved teen hero and has quite the army of fangirls.

**Enemies:** One Dr. Sovstein is holding his favor for just the right moment

**Occupation:** Noble

**Use in Campaign:** Rescue NPC, Non-hostile Enemy, Sympathetic NPC

Day 167

**Name:** John Doe aka Jarhead

**System Base:** Supers

**Physical Description:** He wears an old United States Army uniform, the kind worn during the Korean war. It is also tattered and worn as it is now over 60 years old. He looks youthful in all areas except his eyes. His blue eyes are dull and sluggish. He is clean shaven and buzz cut. He himself is twitchy and jumpy.

**Personality:** He is a man out of time it seems. His sensibilities are like those of Albany, NY circa 1951. As such slight racism and stereotyping slip through his speech. He is also a patriot and after his treatment has become even more jingoistic. He cannot remember much of his past, including his name, so he enthusiastically pursues anyone who may have known him.

**History:** He was raised in Albany, NY in a mechanic's household. His father had served in World War II and he enlisted in the Korean war. During the Chinese offensive he was captured and reported KIA by spies. He was then experimented upon, for some time. The experiments worked as the young corporal was now effectively invulnerable and did not seem to age. Whatever affected him also affected his uniform. He tore through his captors' defenses after his years of suffering and fled. He has been active fighting crime since the early 1970's. He lacks any super strength or offensive super power so he makes up for it by having trained in martial arts and using side arms.

**Goals:** To rediscover who he is; take revenge upon the Chinese scientists who experimented upon him

**Allies:** The US Government theoretically owes him backpay. As a long time super hero he has fans

**Enemies:** A sizable rouge's gallery; some scientists who still want to recover their predecessors' experiment.

**Occupation:** None

**Use in Campaign:** Plot Hook NPC, Target NPC, Ally, Contact, Rival

Day 173

**Name:** Shaun Hannigan aka Speakeasy

**System Base:** Supers

**Physical Description:** This red headed man wears his hair slicked back and fine suits usually with brown sweaters and ascots. He is perpetually accompanied by three women, a blonde, a brunette, and a red head, with matching green dresses, gloves, and large earrings. All of their hair is done up in a very retro 1920's style. He himself remains cool his demeanor is always one of a suave grin.

**Personality:** He has a silky voice and worms his way into people's confidences. His power then works its magic as people feel obliged to reveal their deepest secrets to him. He loves people owing him favors, and will often use blackmail to make sure people owe him. He is more than willing to snuff people by leaking their secrets, or by sending one of the girls after them.

**History:** His power was always manifest; it was not until high school when everyone kept seeking him out to spill secrets that he realized it was a gift. He blackmailed his way through school and convincing three female friends to join him went to meet a super villain or two. He quickly became an information broker; he parlayed secrets into super powers for his girls giving him a blonde bruiser, an illusion crafting brunette, and a fiery redhead. He has launched into street crime by blackmailing cops and super heroes alike. He has built a sizable empire, and can typically be found at one of his 1920's themed nightclubs.

**Goals:** Complete control of the criminal underworld in town and who knows what afterwards

**Allies:** He has performed valued services for many a super villain, his girls, his criminal empire

**Enemies:** He has made it this far with blackmail and intimidation, he has made more than a few

**Occupation:** "Club Owner"

**Use in Campaign:** Enemy, Chessmaster NPC, Discoverer of Secret Identities, Questgiver, Nigh Untouchable NPC

Day 179

**Name:** Ariel Mabry aka Snake Eyes

**System Base:** Supers

**Physical Description:** This African-Italian woman stands about 5'5 and is of average weight. She dresses in a full women's tuxedo with cuff links showing a six sided die with all sides

reading one. Like wise for her six sided earrings. She wears her hair golden brownish hair long. She is also almost always accompanied by a pair of trained boa constrictors and a trained crocodile. In addition she carries her own modified version of the Superhero Boxcar's exploding dice.

**Personality:** She is among the more bizarre super villains. She does not want to rob banks or dominate the world. She has not moved on from her ex. When that ex happens to be the superhero Boxcars, the only logical move to win him back was to become a similarly themed superhero. Of course when he still was not interested in rekindling the relationship trying to gain his attention through villainy seemed like the next logical step. She is not entirely sound in her reasoning, but she is plenty sane. She holds no grudge against him or any other super heroes. She has no interest in teaming up with other villains for large scale villainy. She will take hostages and stage robberies in hope of drawing him out. She does get frustrated when people seem to have stopped taking her villainy seriously as they know she has no actual ill-intent. This is getting to her as all too frequently they are only sending cops to deal with her; she may just turn to full on villainy in the near future.

**History:** She is one of the lucky people to be born with natural powers. Hers, like a certain ex's are very subtle. She possesses extraordinarily good luck and causes many near her to suffer inordinately bad luck. In Monte Carlo in a high stakes poker game she met an extraordinarily lucky poker player. Fortunately she too was an extraordinarily lucky woman. In a very long series of high value hands, they decided to split the pot and call it a draw. Both continued mad luck streaks and were banned from Monte Carlo. She went to go talk some more with this Marvin Lee and discovered his secret identity as Boxcars. This began their brief relationship. Eventually Lee realized that Mabry was too clingy for him and broke off the relationship. So she decided to launch to super heroism and then super villainy. She has gotten pointers from several super villains which is where she acquired her trained reptiles.

**Goals:** To win Boxcars back

**Allies:** She got her reptiles from the Super Villainess Anaconda, many banks find her a pleasant diversion from the routine

**Enemies:** Boxcars does not want to get back together with her

**Occupation:** Gambler

**Use in Campaign:** Gradually More Extreme Enemy, Redeemable NPC, Affable Enemy, Potential Ally

Day 185

**Name:** Molly Prescott aka Lady Liberty

**System Base:** Supers

**Physical Description:** She wears a garish red white and blue leotard, boots, gloves, cape combo, complete with blue domino mask. In her civilian garb she wears her brown hair down instead of in her superheroine pony tail. That said she is rarely in her civilian identity.

**Personality:** She was a rambunctious hyperactive woman in her mid twenties before she became a superheroine. Post superheroine transformation, all she seems to do is spout

hackneyed patriotic phrases. In fact since her transformation she has been extraordinarily boring. All her responses seem forced and unnatural.

**History:** On a trip to China she wandered near the North Korean border. She saw some people trying to escape the country and instinctively tried to help them. She helped the civilians get away, but she was captured by the North Koreans. They decided to engage their latest attempt at a long range mind control device and after supplying her with some basic super powers such as superhuman strength, speed, flight, and stamina they released her. She immediately began fighting crime as the most stereotypically patriotic super hero imaginable. They hope that she will earn government and public trust and be able to gather information from the Americans.

**Goals:** Regain her independence, steal valuable intelligence

**Allies:** She is widely accepted as a hero

**Enemies:** The North Koreans, a handful of people suspect she is not what she seems

**Occupation:** Superhero/She cannot seem to maintain a civilian life

**Use in Campaign:** Ally, Enemy, Non-Enemy, Reveal NPC, Major Plot point NPC

Day 191

**Name:** Katie Rozenzic, Jamie Mann, and Allison Queens aka Trinity

**System Base:** Supers

**Physical Description:** Two little girls with a ponytail and pigtails respectively and a boy with a terrible bowl cut do not appear to be more than a trio of third graders. One little girl wears a yellow scrunchie, the boy wears sneakers with bright yellow laces, and the final girl has a yellow butterfly necklace. However when the need arises by saying their combination of secret words (For great justice the many become one) they form the impressive super hero Trinity. Standing almost 7 feet tall with a costume with three vertical sections blue gold and blue respectively and three sets of arms the hero is one of the most powerful. He flies at super speed and delivers flurries of super strong blows. However excessive distraction or disunity can cause the third graders to separate, and even losing one drastically decreases Trinity's power. Losing one of the girls causes a blue stripe to disappear while losing Jamie causes the gold one to disappear.

**Personality:** The girls are both more or less united. They like horses and painting and kickball. Jamie does not like any of those things. He prefers camping and bugs. He is also the most likely to cause disunity weakening Trinity as he kind of wants to use his powers for bad purposes. He is not truly malevolent; he wishes to get some ice cream and maybe blow up their school.

**History:** A previous super hero with magic powers named Justice, who perhaps had too high an opinion of himself, could not trust anyone person with his mystical powers. So he instructed a mystical amulet, the source of his powers to seek out a worthy group to split the powers between. The amulet found the three friends and gave each of them their item of power. The three of them fight crime, during recess and sometimes weekends.

**Goals:** Jamie wants it all.

**Allies:** Each Other

**Enemies:** None

**Occupation:** Third Graders

**Use in Campaign:** Unreliable Ally, Corruptible Ally, Comic Relief, Gag NPC

Day 197

**Name:** Billy Grimes aka Lowbrow

**System Base:** Super

**Physical Description:** As a civilian he is dressed pressed and ready to go. He looks like the 1% and flaunts it. As Lowbrow he wears jeans and a bomber jacket with a pair of aviators to hide his identity. He also no longer combs or parts his hair.

**Personality:** As Mr. Grimes he is a right proper stiff, whereas Lowbrow is likely to make less than appropriate wisecracks. He also loves being a superhero, because he is allowed to cut loose. He despises black tie events, but continues going to them. He continues to flirt with his super villainesses because their rule breaking really attracts him.

**History:** Granted the odd power to induce vertigo and dizziness by a mistake a scientific demonstration he attended. He discovered he was extremely effective against flying super villains, super speedsters, and ranged combatants. He bought a low riding car and decided to drive around fighting crime.

**Goals:** Find a way to live like a lower class guy without giving up the comfort of his lifestyle, make some super villainess go out with him

**Allies:** A millionaire and a superhero, he has a lot of friends

**Enemies:** A millionaire and a superhero, he has a lot of enemies

**Occupation:** Millionaire

**Use in Campaign:** Comic Relief, Ally, Contact, Rival

Day 203

**Name:** Pugsly the Pug Thug

**System Base:** Supers

**Physical Description:** This black faced brown pug wears a red hoodie. His eyes are more focused than those of a normal pug and seems to possess greater control over his panting. He is often seen in the company of a one eyed tabby wearing a bow tie.

**Personality:** A good loyal, henchman, getaway driver and friend, he is devoted to Vlad the cat. He has a bit of a mean streak, because he once granted intelligence heard everyone talk about how derpy and stupid looking pugs are. He has a resentment for humans. He is not much of a thinker and prefers to follow.

**History:** He like his friend Vlad the Cat were the pets of Dr. Dickinson Accord, who being less than sane experimented upon them. This is how Vlad went blind in one eye, but the two stumbled upon the same batch of chemicals and they awakened an intelligence greater than that of most humans. Blessed with minor telekinetic powers giving them access to fine motor control the two escaped their master's island. They stole some clothes to identify themselves and began to plot. They have conducted several robberies and carjackings. Their plan is to

steal the materials to be able to duplicate the accident that created them. With an army of intelligent cats and dogs the world will return to its natural order.

**Goals:** Overthrowing of human dominance on the planet

**Allies:** Vlad the Cat, several shelter dogs and cats the pair has adopted. Via the internet and working together to mindcontrol a human.

**Enemies:** Dr. Accord needs his pets back, humans

**Occupation:** Pug Thug

**Use in Campaign:** Humorous Enemy, Underestimated Enemy, Comic Relief, Gag NPC, Insight to Dr. Accord

Day 209

**Name:** Kevin Michael Richard aka Potbelly

**System Base:** Supers

**Physical Description:** This potbellied African American man stands about 5'7. He is well overweight for his age, and has short stubby limbs and digits to boot. His super hero costume is an ill fitting dark green suit with a matching ski mask. In combat he likes to use his mass to his advantage letting opponents inside his guard to follow up with a body slam or just bullrushing them to keep them down.

**Personality:** He (in his civilian identity) insists on people using all three of his names. He hates crime and abhors people who talk about leniency towards criminals. He is liable to engage in the No True Scotsman fallacy in regards to both men and African Americans. He loves food and is liable to invite his friends to dozens of backyard cookouts. He also is outspoken on politics, he is hard on crime and pro death penalty. As a super hero he is pretty much the same, but will change his language from being generally friendly to being generally abrasive and he will also stop slouching. He has no problem leaving a criminal with a few broken bones for their trouble.

**History:** When he was four his father went to jail for a concealed firearm offence. His mother went away a few years later for driving under the influence and possession of illicit substances. He moved from foster home to foster home, he hated all of them and wandered the streets. Till his early twenties where he found a first time superhero bleeding out from a gunshot wound. He helped the hero back towards his hideout, but he was too far gone. After burying the unknown hero he took up the costume and realized that criminals have ruined too many lives and need to be stopped.

**Goals:** Roughing up of criminals and the deterrence of crime.

**Allies:** For a guy with no powers he apprehends a lot of criminals

**Enemies:** At current course and speed he is liable to be shot by some punk with a gun

**Occupation:** The superhero he found left a sizable fortune in their hideout, but for his civilian cover he works at the DMV

**Use in Campaign:** Ally, Rival, Extremist Ally, Unlikable Ally, Rescue NPC

Day 215

**Name:** Brosel Vossa aka Darkhawk

**System Base:** Supers

**Physical Description:** Wearing a dark blue costume with light blue skin there is no mistaking him for anyone else. His costume has non insignia or cape. Just a golden V crest on his forehead and on his belt. A shrill almost imperceptible sound bores into the ears of those around him causing no end of minor annoyance and distraction. When he manifests his powers fully glass shatters and people tend to go deaf from the super sonic noise.

**Personality:** He feels cursed and oppressed by his powers. He feels he can never have acceptance so he might as well be feared if he cannot be loved. He desperately desires some way to turn his powers off, so he has been the pawn of super villains who claim to be able to cure him if he proves his worth and gets the right things.

**History:** Born with unnatural pigmentation he had a hard time fitting in. Over time his pigmentation became worse and the sound began to manifest. People began to hate him more or more. One time a bunch of school bullies beat him up and left him in an alleyway and he unleashed his first supersonic sound stunning the jerks. He had bursts of his supersonic power causing more destruction, causing car accidents and other problems. The police tried to apprehend him which caused him to lash out again accidentally killing an officer. He has now gone to supervillains seeking aid. He was given his costume and codename so that he could truly be one of them.

**Goals:** To be free of these powers, or to at least turn them off.

**Allies:** He is a good minion and easily manipulated

**Enemies:** He is wanted for manslaughter and several other crimes

**Occupation:** Minion

**Use in Campaign:** Sympathetic Enemy, Non-Enemy

Day 221

**Name:** Paren-Tor aka Guardian

**System Base:** Supers

**Physical Description:** In a red 1950's style space suit with curly blonde hair and wearing a smile she easily could be seen as a retro advertisement come to life. She appears to be a woman in her mid thirties. Her back is covered with scars from her cosmetic surgery. Her eyes are a yellowish brown and smaller and more alert than a human's.

**Personality:** She is dutiful and patriotic, but her once strongest traits have been dulled by her current mission. She has gained maternal instincts and has grown to love her two charges. She also tends to dwell a little bit on the big picture, to protect her charges she has taken to fighting criminals. She has grown to appreciate Earth, though she does miss her home planet. She also has become obsessed with several varieties of Earth baked good currently the cookie.

**History:** A promising recruit she finished in the top quarter of her class at the Crockovich military academy. She served with some distinction for a few years when she was assigned to

Earth to guard the hybrid offspring of the past agent stationed there. She after receiving some cosmetic surgery to appear more human adopted both of them and introduced them to each other. She is to ensure they reach maturity so the government can use them as powerful weapons, but she is having second thoughts about her mission. The teen daughter and the first grader have learned to like each other and they both love their adoptive mother of four years now. They are both aware of her secret identity as the Guardian, but not her alien nature. She has developed her own martial arts style to take advantage of her ability to fly and her high density.

**Goals:** She now wants to ensure her daughters grow up healthy and happy and free of meddling

**Allies:** Her teen daughter unbeknownst to her has begun manifesting pyrokenises and plans to surprise her mother with her new secret identity of Firecracker, the Crockovich government, the toddler daughter with huge metahuman potential

**Enemies:** A handful of super villains, the government will not be pleased with her change of heart

**Occupation:** She lives off of funds the government acquired for this mission

**Use in Campaign:** Rescue NPC, Ally, Contact, Herald of Things to Come (Alien invasion for the two girls), Moral Quandary NPC

Day 227

**Name:** Maerwynn Robins of Dublin aka Nightmare

**System Base:** Supers

**Physical Description:** Wearing a collared shirt and a plaid jumper she blends in with other students at her Catholic elementary school. She will put up posters of a girl roughly her age clad in robes with a magical glow on it which say "Wanted for Being Evil & Cute" (Of course that is her in her villainous alter ego)

**Personality:** She wants to be like her mother and has sought to imitate her as best as possible. Of course with no formal magical training her powers are wild and unpredictable, but she fails to see the danger in them. She also fails to have a good sense of what is illegal and what sort of crimes a magic user should use.

**History:** Her mother was imprisoned by the magical community being the child of two of the most evil wizards of modern times they decided to give her a foster family who knew nothing of magic and were genuinely good people. Her mother communes with her from prison to plant thoughts in her mind and is working on using her to free her and her husband so that they might be one happy evil family.

**Goals:** Freeing mother, establishing herself as a bad guy, snowdays

**Allies:** Her foster family, her mother, her father, Magical Council

**Enemies:** None

**Occupation:** Student

**Use in Campaign:** Comic Relief, Pawn of Sealed Evil in a Can, Laughable Enemy, Flavor NPC

Day 233

**Name:** Dirt Boss

**System Base:** Supers

**Physical Description:** Covered in mud, dirt and stone this 9 foot colossus is vaguely humanoid and seems to be able to shed the dirt coating till it is the size of an average person caked in earth. Still besides the mud and earth it never seems to display any powers and is rarely seen, but has a huge influence in the criminal underworld.

**Personality:** The dirt boss is maniacal prone to laughter and odd philosophical quips about the nature of identity and masks. It is aggressive and likes to unnerve crime bosses. Its motivation for a united criminal underworld remains unknown. It also will entreat heroes to join and with their combined might they might rule the entire city and more.

**History:** The dirt boss is secretive of their history. Few know it. The most bizarre (and accurate) of the theories is that it was a mud mask to a philosophical crime boss with his men posing as construction workers. Thanks to a betrayal by a radioactive super villain the boss was slain, but his brain jumped into the mud. Now it seeks to rebuild its empire.

**Goals:** Complete Criminal Dominance

**Allies:** Dozens of loyal underlies, and unwitting fall men

**Enemies:** It has framed several people for being the dirt boss

**Occupation:** Crime Lord

**Use in Campaign:** BBEG, Enemy, Recurring Enemy, Immortal Enemy

Day 239

**Name:**Yuewen Tan

**System Base:** Supers

**Physical Description:** She appears to be a normal Korean woman, if slightly taller than the average woman. She wears semi-formal attire most of the time and walks around in high heels most of the time. She carries a brief case full of old cases concerning gun control, animal regulation, freedom of speech cases, child labor cases, and privacy cases.

**Personality:** She loathes super powers, particularly those with side kicks. She is highly educated and will become slightly infuriated with people who insult her intelligence. She practically hates super strong heroes and villains.

**History:** The daughter of the Bulldozer a brutish super hero with a lot of strength she inherited his strength. She spent her child as his sidekick Pintsize. She loved it for a few years and then was savagely beaten by a supervillain. She then sued and won for emancipation from her parents. She put herself through lawschool and has campaigned against sidekicks being allowed.

**Goals:** A banning of sidekicks

**Allies:** A small legal squad

**Enemies:** Superheroes, Sidekicks

**Occupation:** Lawyer

**Use in Campaign:** Background NPC, Sleeping Giant, Noncombat Enemy, Flavor NPC

Day 245

**Name:** Thomas Hock aka The Designated Hitman

**System Base:** Supers

**Physical Description:** Clad in a 1973 New York Yankees uniform with the number 43 on it this man has a powerful build, but looks as if he might have skipped leg day. He is top heavy and carries a solid hickory baseball bat with him. He looks a little old to be a super villain as he appears to be in his early fifties.

**Personality:** He cares about two things, the New York Yankees and money in that order. If throwing a job will help the Yankees win then he will. Still his love of baseball and money drives him. He holds box tickets to every Yankee's home game and will never miss them. When asked to whack a Yankee's fan he will always see to it they get to attend a Yankee's victory before he ends them. When it is a Red Socks Fan he makes sure they attend a Red Socks' loss before he finishes them off.

**History:** Born in New York to a welder, he would be left alone as both his parents worked long hours. He would save his money and go to Yankees' games buying bleacher seats. He would play baseball with the neighborhood boys and got good. Through scholarships he managed to acquire a degree in communications. He pursued baseball through the minor leagues and got to play two Major League Games for the Minnesota Twins as the Designated Hitter. After his uneventful career he tried to use his communications degree to get a job, but found it next to worthless. He then turned to crime and began knocking over several drug manufacturers. He accidentally mixed up some of his prescription pain reliever with an experimental drug he stole. He found he had inhuman strength, superhuman perception, oddly enough a mastery of physics and geometry and durability. Using his powers he began to work as a hit man using an old baseball uniform from the year the Designated Hitter was introduced. He has stood in for super villains when they have agreed to meet superheroes and fought several to a standstill and defeated the more minor ones.

**Goals:** Yankees' dominance

**Allies:** A clientele of super villains

**Enemies:** The police, the Red Socks and their fans, super heroes

**Occupation:** Assassin, Mercenary

**Use in Campaign:** Enemy, Henchman, Gimmick NPC

Day 251

**Name:** Nick Beckwith aka Grimm Brother

**System Base:** Supers

**Physical Description:** Wearing a dark hood and flowing black robes, he looks like a personification of death. Rather than a scythe he carries an old green hardcover book with gilded pages. His powers vary each time he fights, but they are always based off of a fairy tale. Currently he is enjoying superbreath.

**Personality:** Obsessed with fairy tales and folklore he will follow the origins of cultural objects as best he can, and then try and acquire them. He is fairly violent in his methods, and is not afraid to kill to get what he wants.

**History:** While refurbishing a book found in a German monastery he found dozens of previously unknown fairy tails hidden away in between the pages. The whole library was full of these hidden tails and soon had compiled them all into what he presumed to be the original binding. The pages were magical and he was granted powers pertaining to the fairy tail he most recently read. He has gone and stolen folk artifacts since, including Robert Johnson's guitar, the First Quarto of Hamlet, and the notes of Washington Irving.

**Goals:** Acquire more folktales and their origins

**Allies:** None

**Enemies:** None

**Occupation:** Super criminal former anthropologist and archaeologist

**Use in Campaign:** Expert NPC, Flavor NPC, Enemy

Day 257

**Name:** Sylvie Arien aka Pixie

**System Base:** Supers

**Physical Description:** She stands only about two feet tall; her body is normally proportioned for a woman of her age however. She has four clear insectoid wings sprouting from her back. She also has a narcotic glowing yellow dust around her at all times. Her voice is harsh and angry sounding, and she typically yells.

**Personality:** She has a height complex and lives to prove herself against taller people. She has decided to become a legendary criminal because of it. She is aggressive and abrasive. She also has no qualms about fighting dirty. Preferring to knockout people with Pixie Dust and beat them up while they are drowsy than straightforward confrontation.

**History:** She was a premature baby, being born at only 14 weeks. She was small and told she could not do things for much of her life. She resented this. She saw several super-villains with no powers engaging in crime and realized she could emulate them and everyone would glamorize her. So she tried to start small with a nearby shopping mall. Of course the magic store in the mall had a section with real magic which she broke into and accidentally activated a spell. Even shorter and now with freaky wings and dust she became even more hardened and resentful to the world. She even more desires recognition.

**Goals:** Respect and Recognition

**Allies:** None

**Enemies:** Freakin' Tall People, Giraffes

**Occupation:** Burglar

**Use in Campaign:** Sympathy Enemy, Enemy, Rival, Flavor NPC

Day 263

**Name:** Sebastian Timbers

**System Base:** Supers

**Physical Description:** Dressed in flannel and sporting a wide muscular build he could easily be mistaken for the mascot for Brawny Paper Towels, the original one with the wavy brown hair and the mustache, of course. He carries a comically over-sized axe.

**Personality:** Publicly he is jovial and happy to discuss woodcutting and sustainability. He happily fights crime and preaches about environmentalism. In private he cries a lot and generally feels sick to his stomach and wants to do nothing. He is very insecure about his appearance and is willing to have more cosmetic surgery to maintain his current appearance.

**History:** Born in a remote Brazilian town, the majority of the town was employed in woodcutting. The effects of the deforestation were noticeable on the village and it shriveled and died. His parents took their frustration out on their son who soon began to think he was not good enough. He struggled to earn good grades to earn their love, but the lack of money still caused them to vent to him. The problems deepened. Still he was good enough to have his college education in the US paid for. He decided to shun his old identity as he did not observe many Brazilians with power in the US; he underwent extensive cosmetic surgery and legally changed his last name. Oddly enough shortly thereafter he discovered his superhuman durability and strength. He fights crime, but still is severely depressed and concerned about his parents' thoughts.

**Goals:** Saving the rainforest, his parents' approval

**Allies:** A beloved super hero, if a tad preachy

**Enemies:** A rogues gallery of Captain Planet Villain rejects

**Occupation:** Accountant

**Use in Campaign:** Expert NPC, Aesop NPC, Multi-layered NPC, Ally, Rival

Day 269

**Name:** Lais Figuelerdo aka Ultimatum

**System Base:** Supers

**Physical Description:** His "superhero costume" looks to be a modified Hazmat suit painted black with an LED pad on the chest showing a number between zero and ten on it. He is only fighting when the number is at zero.

**Personality:** Stepping back and counting from ten is what he seems to do, but when he reaches zero all hell breaks loose. He is willing to accept surrender at any point in his countdown, but after words he carries through with his threats. He generally causes more pain and destruction than a villain would have. He believes not carrying through on your threats is a sign of weakness and that criminals should fear your wrath.

**History:** He came from a family where his parents would threaten harsh punishments but never follow through. He did whatever he wanted. He had teachers who did the same thing. He misbehaved throughout secondary school, till his English teacher snapped at him and brought the law down. That English teacher shaped his life. He buckled down and studied and eventually became an astronaut. He gained power to make things combust with his mind, so he flies around on his own rocket power and threatens criminals. Most surrender now, but if a fight does breakout the damage is usually staggering.

**Goals:** Stopping Crime

**Allies:** He is a retired astronaut and national hero

**Enemies:** The city loathes his help, and many villains fear him

**Occupation:** Living on pension

**Use in Campaign:** Unhelpful Ally, Barrier NPC, Stubborn NPC, Rival

Day 274

**Name:** Placido Cortez aka Braveheart

**System Base:** Supers

**Physical Description:** A well rounded Cuban man in a suit of armor, he strikes a unique silhouette on the sky. The knightly look suits him, but the armor is often damaged from frequent fighting. Further his ghostly lance and horse sharply contrast his very real armor.

**Personality:** Though always initially confident and high principled he quickly becomes discouraged as he meets resistance. He will even withdraw if he cannot win a fight easily. This cowardice leads him to sometimes use his powers for his own gain by staging a robbery or two with his ghost horse and a disguise. The armor came up with the name, but has no knowledge of the film. It wants to right wrongs and do good.

**History:** While vacationing in France he was exploring an old castle. He came upon a suit of armor and put it on. Fortunately and unfortunately it was magical in nature. It compels him to do heroic deeds, but he is a coward. The armor can conjure ghostly medieval equipment including a mount and is more than durable enough to deal with gunfire. It even repairs itself, slowly.

**Goals:** Get free of the armor

**Allies:** The armor wants to do right but dislikes all his cowardice and vice

**Enemies:** See above, plus the police

**Occupation:** Retail worker for Footlocker

**Use in Campaign:** Unreliable Ally, Sometimes Enemy, Rescue NPC

Day 280

**Name:** Jake Binnington aka Howler

**System Base:** Supers

**Physical Description:** Dressed in a Zoot Suit and carrying a cane he looks more like Cab Calloway than a criminal. With his slicked back hair and mustache and a swinging voice and a high pitched laugh he certainly seems to be enjoying himself.

**Personality:** During his criminal escapades he is flamboyant and makes sure to be as loud as possible. Working at the Department of Motor Vehicles he is as quiet and mousey as possible. He has decided to use none of his criminal gains until the statute of limitations is up. He has hidden them away and stashed them so he can retrieve them then. Still he regards himself as the first among all criminals and keeps track of villainous social circles. He runs two or three super villain leagues to cement his popularity and keep heroes busy with other crooks.

**History:** Oddly enough gifted with a hypnotic voice he decided to be smart about his criminal escapades. He spaces them out to avoid a discernible pattern and makes sure they are sufficiently different schemes. Using his hypnotic powers he made sure he has some loyal henchman to take the fall and be an adequate distraction. The formation of villains leagues occurred after witnessing the effectiveness of super hero teams. He decided villainy needed to play smart and after a little nudging he was able to form successful syndicates some specializing in theft, others in showdowns, and some in breakouts. He calls in specialists to ensure his schemes are always moving and villains are loyal to him.

**Goals:** Wait out another 12 years and retire on his thefts

**Allies:** Dozens of villains think him a brilliant organizer

**Enemies:** He is using the villains as a distraction, super heroes, the police

**Occupation:** DMV employee

**Use in Campaign:** Enemy, Unseen Motivator, Elusive Enemy

Day 286

**Name:** Raphael Esquivel Gonzalez aka Swoop

**System Base:** Supers

**Physical Description:** In a blue wingsuit with a mask on all that can be divined of his appearance out of the costume is that he is very tiny in frame. If encountered outside of his villainy he would be an unassuming food truck owner in a truck specializing in chicken wings.

**Personality:** He does not overly like being a criminal, but one has to make ends meet. To a certain degree he is disillusioned with the United States and the American Dream. He thinks it is stacked in favor of the already wealthy, so makes sure his crimes hurt them the most.

**History:** From his childhood he worked with his parents in performing seasonal labor. When they had saved enough they opened a restaurant in the LA area; he worked at the restaurant to help make ends meet, but they were driven out of business because they could not compete with all the other restaurants and his parents passed away destitute. He opened a truck with their meager life insurance money. Still that did not work out very well; while working a lunch rush at a lab facility a freak accident occurred. When he awoke he discovered he had control over his personal gravity. He has inhuman agility when he decreases it and strikes like a truck when he increases it. He likes to turn off his gravity jump high then glide to where he plans to rob before dropping in like a meteor. He has since turned to crime to pay his ever mounting bills.

**Goals:** He is too focused on surviving the near future to have many long term goals

**Allies:** He sort of has a Robin Hood like fanbase

**Enemies:** The police

**Occupation:** Food Truck Owner

**Use in Campaign:** Sympathetic NPC, Enemy, Non-evil Enemy, Rival

Day 291

**Name:** Raphael Morse aka Anachronism

**System Base:** Supers

**Physical Description:** He is an odd assortment of clothes including a powdered wig a retro futuristic space helmet, a kilt, and a suit of hide armor, with Air Jordans for sneakers. His face is weird, part of it is breaking out with acne, part is wrinkled and old, some seems to be middle aged, while his eyes remain child like. Sometimes a more malevolent, crude personality with little experience is in control and they tend to commit crimes and do things for personal gain.

**Personality:** His personality seems to be drawn from all parts of life. Sometimes he is childish, while others he seems to be weary from age, more often than not he seems overstressed, but still good hearted.

**History:** He is unsure of his own history. His memories seem to come from a million different times and places. His equipment also suddenly varies some times he pulls futuristic laser weaponry, sometimes a magical sword, sometimes more modern equipment. He has decided to use his mismatched memories and equipment to fight crime. The juvenile personality has decided to commit crimes making his reputation mixed, but the police have been unable to apprehend him.

**Goals:** Sort out who he is and where he is from

**Allies:** None

**Enemies:** Juvenile Personality, the police

**Occupation:** He has been unable to land a job and is currently homeless

**Use in Campaign:** Unreliable Ally, Enemy, Mystery NPC, Flavor NPC

Day 297

**Name:** Derrick Zumstein aka Ace of Diamonds

**System Base:** Supers

**Physical Description:** In a black leather stealth suit he tries to keep as small a profile as possible. He carries a black painted irregular looking rifle. In addition he can typically be seen around jewelry exchanges during the day working as a salesperson.

**Personality:** He loves a good challenge. He also loves a well cut diamond. He often views weapons which are not laser based as inelegant. He views most superheroes and villains as brutes and holds that super powers are a crutch for those without talent.

**History:** He was a brilliant science student excelling in the study of light. He is one of the masters of designing laser weaponry, but he found it boring to not test his weapons. So he practices gemcutting with them for a while, but soon that became boring. He gave up his research grant to sell diamonds which he himself cut. Of course he soon discovered he had a knack for acquiring diamonds cheaply. His crimes soon led heroes to try and hunt him, but his expertise was enough for him to beat them.

**Goals:** A decent challenge

**Allies:** He owns a small chain of jewelers

**Enemies:** Superheroes, the Police

**Occupation:** Salesperson, Researcher, Store Owner

**Use in Campaign:** Enemy, Rival, Flavor NPC

Day 303

**Name:** Alexa Andrews aka Vanish

**System Base:** Supers

**Physical Description:** This below average height seventeen year old has black hair and eyes. Her costume consists of a purple cloak and skimpy jump suit. She typically keeps her cloak closed around her to hide her costume. Though her occupation often calls for her to not be in costume so she wears a brown sweater and jeans to blend in.

**Personality:** She is oddly shy for a super villainess. She is quiet and meek, further she has an odd attachment to her minions whom she treats better than most bosses. She is often a subordinate as she is not terribly good in the evil schemes department; further, she is not one for unnecessary violence or destruction. She is willing to accept orders in order to acquire funds.

**History:** She was raised in a fractured household. Her mother was a heroin addict, and as a result the time in her house was unpleasant at best. Her father who had her on weekends spoiled her rotten, but lacked the money to do anything nice. He frequently let his daughter know about money problems and complained about the alimony checks her mother abused. The daughter realized her power to turn things invisible when she wished her mother's alimony check would disappear and it did. As long as she focused on it, it was nowhere to be seen. She took the missing check while invisible and destroyed it. She experimented with her power. She began hiding her mother's checks and destroying them. Little did she know her mother filed for non-payment and won. Her father was held in contempt of court and since he missed some payment before he was given jail time. This spiraled her on her path to villainy as she seeks to break her father out of prison and take revenge on her mother. She has signed on with several super villains who designed her costume which she is not comfortable with. She has yet been able to manifest her power on herself, but she has been able to make an SUV invisible for short periods of time and can focus on up to four people right now.

**Goals:** Free her father, take revenge on her mother, get a costume that does not show off her body so much

**Allies:** Super villains give her glowing reviews, minions find her an amicable boss, her father

**Enemies:** Her mother, the state divorce courts, the police

**Occupation:** Super Villain

**Use in Campaign:** Amiable Enemy, Friendly Enemy, Sympathetic NPC

Day 309

**Name:** Five Star

**System Base:** Supers

**Physical Description:** He wears a kevlar suit and black dome shaped full helmet. Forcibly removing the helmet will reveal a Japanese man of about thirty years. None of his face is visible. He sports a red coat and all of his myriad weapons have five stars engraved on them somewhere. Closer inspection of the arms and hands reveals they are a greyish steel and are

in fact robotic in nature. He prefers shotguns, but is adept at most modern and archaic weapons.

**Personality:** His primary appeal is that he can be programmed for any task. His handlers will give him new ones depending on mission parameters. Most frequently they program him as a cold ruthless assassin or a selfless bodyguard. Were he to be free of his brainwashing he would have no memory of his previous experiences only his combat skills remain.

**History:** He was a loyal subordinate to a super powered mob boss for many years. When that boss apparently kicked the bucket, he assumed command. When his master returned he tried to terminate him, but after being denied both his arms the boss thought of a better solution. Telepathically annihilating his identity the boss sent him to be an auction item whose services he would offer to the highest bidder. Being of the highest quality he marketed him as the Five-Star Mercenary.

**Goals:** He has none of his own

**Allies:** A certain telepathic mob boss

**Enemies:** The same

**Occupation:** Puppet on a string

**Use in Campaign:** Non-enemy enemy, Recurring Villain, Henchman

Day 315

**Name:** Ashley Higgins aka The Raging Boar

**System Base:** Supers

**Physical Description:** She looks very different in her civilian outfit than she is when Raging. When in her civilian outfit she could be confused with any other security guard. She wears her black hair in a short afro and wears a grey uniform. As the Boar, she transforms into a monstrous boar the size of a pickup truck. Her skin is a reddish black in that form and her tusks are almost as long as a person.

**Personality:** She is a straight laced, but kind woman when not transformed. She will smile and generally want people to leave her company happier. She is a teetotaler and generally gets angry at people for drinking, but other than that she is very easy to get along with. As the Boar she is all but out of control, her kindness is replaced with a mean destructive streak. She possesses a cunning intelligence and a desire to maximize damage. She retains her intelligence, but not her kindness.

**History:** Her household was horribly fractured due to her father's drinking problem. Her mother never let on how bad it was till she was an adult. She was hired as a museum security guard. During one of her night shifts super villains broke in hoping to steal a magical artifact entrapped within. A poisonous arrow supposedly used by Heracles to slay the Erymanthian Boar. During the struggle she inadvertently was struck by the tip of the arrow. This triggered her involuntary transformation into the boar. Though eventually subdued, the curse could not be reversed. She is prone to transform when exceedingly stressed or frustrated, though it can occur randomly.

**Goals:** She would like to buy a summer home on the Gulf Coast, and the boar would like nothing better than to cause death and destruction

**Allies:** Several heroes are aware of her condition and seek a cure

**Enemies:** The Boar

**Occupation:** Security Guard

**Use in Campaign:** Powerful Enemy, Jekyll and Hyde NPC, Non-Enemy Enemy, Flavor NPC, Rescue NPC

Day 321

**Name:** Cooper Karrack aka Cesspool

**System Base:** Supers

**Physical Description:** A greenish pool of water with garbage and a soaked set of septic tank repair suit floating in it sloshes around of its own volition. It occasionally fills the jumpsuit to appear as a vaguely humanoid pool of sewage. It stinks of sewage and is positively gag inducing. His voice sounds like a man being drowned and is almost unintelligible. He is surrounded by a potent cloud of methane making him a huge danger around open flames. He will reform out of sewage following the explosion, but the damage will be tremendous.

**Personality:** He is filled with rage, so he takes it out on the world. He is desperate to be changed back and will work with anyone who promises a cure. He is inclined to believe supervillains and outcasts before heroes as he knows heroes are trying to talk him out of his wanton destruction. He misses the pleasures of life, eating, holding a hand, not smelling like sewage, among other things.

**History:** He was a septic engineer. He worked on tanks just like his father did and he was proud of being a blue collar man. He was working on a tank in a research lab when something went wrong. The blast doors shut him off with the sewage and the overloading experiment. He awoke looking at his watch in the sewer and unable to grab. He was anguished at his new form and has been rampaging for villains since.

**Goals:** Stop being a monster

**Allies:** Villains jerk him around and blame the destruction of "Cures" on heroes, though one is working on a formula to let him change between forms

**Enemies:** He hates society and views it as unjustly biased against blue collar men. This view comes from him being trapped; he did not hold it before

**Occupation:** Former Sanitation Engineer

**Use in Campaign:** Henchman, Recurring Villain, Monster NPC, Stubborn NPC, Rescue NPC

Day 327

**Name:** Dale Glugsk aka Riverine

**System Base:** Supers

**Physical Description:** His costume is blue with an overly long flowing caper. He approaches on a powerful jet of water and can be heard before he can be seen. He has an angry looking Wolverine on the center of his costume. His high speeds often result in him crashing into

various objects. If confronted he speaks in super villain cliches and seems nervous about them.

**Personality:** A generally timid guy, his super villainy is generally considered a poor performance. He does not have a lot of original thought and will often copy previous successful crimes and capers. He tries to come up with creative uses for his powers but for the most part he just uses high pressure jets of water and cannot think very creatively.

**History:** A cubicle monkey, he was granted powers as a result of a God of Chaos feeling it would be funny, and that god was right. He tried to come up with a cool aquatic name, and then he named himself after Wolverine, the fictional character, because Wolverine is tough. He was unaware riverine was already a word. His copy cat crimes have led to him being captured many times. Many villains will stage a series of crimes and then hope he takes the fall, so they can enjoy their spoils.

**Goals:** Conquer his zipcode, or get better at robbing banks

**Allies:** None, but many villains bust him out for giggles

**Enemies:** A lot of heroes sort of pity him

**Occupation:** Full-time Super Villain/Inmate

**Use in Campaign:** Red Herring NPC, Easy Enemy

Day 333

**Name:** Mona Isley aka the Pilgrim

**System Base:** Supers

**Physical Description:** She wears simple traveling clothes like something from the mid late seventeenth century. She carries an oil lamp and appears seemingly from the blackness. Her voice is low and monotone. Upon closer look her complexion is almost ghostly, but the details seem to show burn marks.

**Personality:** She fancies herself a guardian of lost souls. She will not so much capture criminals as discuss the consequences of their actions. She warns people of her fate and of what awaits them in the afterlife should they continue this path. Further she offers spiritual guidance to the indecisive.

**History:** During the Salem Witch Trials she was found a witch and burned to death. She was the only one the trials were right about. As she burned however she renounced her wicked ways and was granted a chance to redeem herself by shepherding souls towards the light. She still stumbles and sometimes uses her witchcraft which forces her to linger on this world longer still as she searches for redemption.

**Goals:** Redeem herself and move on

**Allies:** Her ghostly appearance makes people uneasy

**Enemies:** but none are sure what to make of her

**Occupation:** Ghost

**Use in Campaign:** DM PC (best way to offer advice but not do anything), Rescue NPC

Day 339

**Name:** Jean-Paul Zephier aka Zephyr

**System Base:** Supers

**Physical Description:** He sports a puffy afro with a pick in it and tend to wear a down vest over a turtleneck with jeans with a chain for a belt. He has a ski mask with a hole for his hair in the top that he uses to conceal his identity. This African American man stands just over 6 feet tall. He frequently smack talks and rhymes to his opponents and is frequently flying around in a tornado which he just moves onto the people he needs to fight.

**Personality:** He is immersed in popular black culture. He is knowledgeable about African-American history and culture and displays a surprising amount of historical knowledge ranging from dates, names, and locations. He has an eidetic memory and amazing long term memory. As a result he often can recall every word printed in a newspaper that was printed months ago. He does promote his self-image though as he releases albums as his super alter ego so he makes it a point to be cool. He has inspired many people to dress like him, so he often just removes the mask while not fighting crime.

**History:** He was one of the few to see a screening of how the original Zephyr got his powers, memorizing every detail he could acquire from dozens of sources and piecing together the rest from the film he replicated the accident. With his powers he quickly became a popular hero and cashed in on his image. He sells official merch and has a very good agent covering him. The agent knows his actual identity and has a non-disclosure agreement for life on that. All the operating power is delegated to said agent while Jean-Paul maintains the rights.

**Goals:** Make it big, he was happy with his invitation to the BET Experience, he still cares for people and is a hero even before an entrepreneur.

**Allies:** His Agent Maxwell Rhodes

**Enemies:** A bunch, many heroes look down on him for monetizing his work

**Occupation:** Rapper/Super Hero/ Lunch-box Official T-Shirt Producer

**Use in Campaign:** Unexpectedly Helpful NPC, Rival, Contact, Ally

Day 344

**Name:** Edward Graham aka Cockblock

**System Base:** Supers

**Physical Description:** His most useful powers enable him to turn invisible and inaudible, so he wears normal clothes. He is a below average looking man of above average weight. His blonde hair has hints of grey in it. He has a large chest scar where open heart surgery took place.

**Personality:** Petty would best describe him. He uses his powers to ruin other people's nights because his never work. He likes blackmailing people and detailing and photographically documenting any dirty deeds he allows to happen. He feels life is unfair and as such his actions are justified.

**History:** Constantly rejected, he felt bothered by people for as long as he could remember. He discovered his powers, at least some of them. He decided to use them to follow his high school tormentors around determined to ruin their romantic evenings. Finding that none of

them managed to ... perform, he discovered his secondary power. One which sends men looking to see if they can get some viagra prescribed.

**Goals:** Mild revenge schemes, he blackmails people and has money wired to a Swiss account.

**Allies:** None

**Enemies:** He remains uncaught, though in real life is a pushover

**Occupation:** He lives off of the blackmail but is a cubicle monkey

**Use in Campaign:** Petty Enemy, Minor Villain, Comic Relief

Day 350

**Name:** Bobby Brunsey, Bill Jefferson, Willie Chesterson, and Johnny Handy

**System Base:** Supers

**Physical Description:** A group of overweight Southern white guys in tank tops flannel and jeans they do not look like the superpowered type. While most of them are constantly drinking, one of them is holding a flaming beer can.

**Personalities:** The four of them are layabouts. They use their superpowers to impress women and prank other guys, and occasionally screw with smart car owners.

**History:** The four of them were drinking beer when lightning struck the last can. They found that while holding the still burning can they could perform feats of speed, strength, and agility that were unheard of. As such they often ask to hold the beer to do something. They aren't malicious, they are just clumsy and unused to their powers and even if they do put smart cars on roofs they would get them down if asked.

**Goals:** They just want to have a little fun

**Allies:** Each other

**Enemies:** None

**Occupation:** Plumber, Electrician, Wal-Mart Greeter, and Air Conditioner Repairman

**Use in Campaign:** Comic Relief, Non-Enemy Enemy, Dangerously Incompetent NPC

Day 356

**Name:** Jeremy Slater aka Stratos

**System Base:** Supers

**Physical Description:** A powerfully built, corn fed, Iowa good old boy he is an imposing figure. His fully metal encased legs are typically blasting fire to keep him aloft. His helmet is eagle shaped with a fiberglass coated with gold covering both the eyes and the mouth area though they can be withdrawn for easier breathing and peripheral vision. The rest of his red suit is brimming with hidden rocket launchers and various explosives. Beneath it he is a buzz cut grey eyed square jawed man in a red leather jacket and blue jeans. Then he typically relies on several illegal concealed firearms ranging from his own fast assembling assault shotgun he keeps in the suit to smaller handguns to a derringer in his car keys.

**Personality:** Aside from being an obvious gun buff. He is a bit of an expatriate. He still loves the people and the concept of America, but he feels the government has lost the way and

become corrupt and that they have overreached their bounds. Further he feels corporations exert too much influence on American politics. As such he gets along with almost no political groups in the country. He has not initiated hostilities with the government but refuses to hand over his suit and is essentially living off the land. Despite his appearance he is adept at the hardware aspect of computers and is keen on removing any tracking agents on board. He protects people, but has become increasingly frustrated with the calls for him to be captured.

**History:** An air force wash out he was chosen for Project Stratos. He was to test the armor and in simulations see how it fared in combat; it was near perfect, but the scientists found he was not giving it his all. They decided to put him in a combat situation hunting a terrorist in Pakistan. When he refused to act as his missiles could harm innocents and his flight, strength, and near invulnerability could let him be brought in alive the command remotely fired his arsenal injuring and killing civilians in a neutral country. Ripping out his power supply he modified the suit to be off the grid. He quickly launched back to space and has returned to American soil with a prototype nuclear suit. His crime fighting escapades have been covered up and he has been made into the villain he has apprehended.

**Goals:** He wants all elected officials to step down, the chiefs of staff to resign, and new elections to be held without corporate influence and who enacts law in ordinance with a less open reading of the constitution

**Allies:** None

**Enemies:** The US Government, The Military, the court of Public Opinion

**Occupation:** Former Test Pilot

**Use in Campaign:** Ally, Plot Hook NPC, Moral Quandry NPC, Enemy, Major Choice NPC, Expert, Hireling (Repairs), Mentor (Gun use)

Day 362

**Name:** Adriana Garcia Hernandez aka No Va

**System Base:** Supers

**Physical Description:** This tiny Hispanic woman in her early twenties with a long black braid does not look the part of a super villain. Her costume which is a garish armor plate forged of stop signs does not help either. She moves with surprising bursts of speed and even the air around feels sluggish as things grind to a halt.

**Personality:** Her English is broken and poor. Her understanding of things like super novas did not exist till after she established her name. She saw Nova as a cool name and it meant no go like her powers. She figured it was good. She is stubborn and has refused to change it. She robs banks as she is sick of working minimum wage terrible jobs.

**History:** Her parents brought her from Guatemala when she was four months. Thanks to an expert forger and an unscrupulous doctor she has a US birth certificate, and proved an adequate anchor baby. Her family however is migrant laborers and she is sick of it. She noticed her powers when she realized she caused so many traffic jams. Through work she learned to hone them and can slow down surrounding things enough that she can dodge automatic weapons fire and outrun cars. Further she stores all the speed she steals so she

can unleash devastatingly fast bullet punches or run like a car. Also due to inertia she can cause massive amounts of injury by say stealing a train's momentum but not its passengers.

**Goals:** Wealth

**Allies:** None

**Enemies:** The police, minimum wage seasonal jobs

**Occupation:** Super Villain

**Use in Campaign:** Powerful Enemy, Recurring Baddy, Not So Bad Enemy

# Fantasy

Day 2

**Name:** Phillip Peterman

**System Base:** Fantasy (w/ magic)

**Physical Appearance:** A moderately handsome brown haired man, his otherwise smooth face is marked with small tiny scars. He prefers to wear brown clothing when he does not wear armor. He is of average height and a lean build.

**Personality:** Peterman is overly friendly. He will show up often inviting people to his gettogethers with the promise of free food. Here is where his beliefs shine through. He is vehemently anti-magic. All of it is evil and corrupting in his opinion. He is a firm believer in law and even with his hatred of magic will not pursue vigilante justice and will encourage his comrades to not pursue it either. (Whether they do or not is the GM's call. Mwahaha) He will tail magic users and try and catch them breaking some minor law which he then reports to the town guard.

**History:** Sold as a small child to a necromancer, Phillip was the wizard's assistant, and all too frequently test subject. When the long years of suffering finally ended with the necromancer's disappearance, Peterman struck out into the world. Here he met the lonely Father Hellsig preaching against the evils of magic. From there on out Brother Peterman would be Father Hellsig's most devout follower aiming to help however he can.

**Goals:** The end of magic use. To this end he sees to the incarceration of spellcasters whenever possible and the destruction of spellbooks and other magical paraphernalia.

**Allies:** Father Hellsig, the oldman who leads the preaching against magic, small but devout flock of anti-magic followers

**Enemies:** One Lich missing a labrat.

**Occupation:** Self-Proclaimed Missionary

**Use in Campaign:** Enemy, Ally, Contact, Rival, Questgiving NPC

Day 7

**Name:** The Dying Jester

**System Base:** Fantasy (w/ magic)

**Physical Appearance:** The Jester wears a decaying red and orange harlequin outfit. His skin has rotted away showing the rotting muscle beneath. He has some strands of stringy black hair dangling free from his cap and his eyes possess an eerie yellow glow. (If freed from his curse, he has black hair and brown eyes)

**Personality:** In life, the Dying Jester was a handsome lecherous comedian. Now he is an undead lecherous comedian. He pulls jokes, delights in slapstick humor, and all in all enjoys schmoozing with ladies and laughing at people, though his knowledge of what kills people has suffered.

**History:** At one point long out of memory, the Jester served at a court where he displayed his rapier wit. Unfortunately he also took a liking to the princess. After an evening extravaganza the King ordered a curse to be placed on the jester and cast him out of the kingdom. His mock scepter (though he does not know it) was enchanted to refresh the curse on him every tenyear, and remains indestructible as long as he does not redeem himself. Further should he die, he appears adjacent to the scepter a fortnight later. He didn't and doesn't care. He wandered around and kept hitting on women. Oblivious to the smell and rot of the undead, he went steady with a female lich for a while before he got bored. She did something with his scepter, allowing him to raise the dead with it. (She also took advantage of its indestructibility and made it into her phylactery) He makes a point to raise beautiful women as undead. And he then has minimal success with these reanimated women. He leaves behind a trail of lovers as he continues laughing and leching across the land.

**Goals:** Babes man. Also to get booked at a decent comedy club for once.

**Allies:** Surely you must be joking? In all fairness Zveba (Zi-Zi) the lich didn't mind his company and misses him occasionally (which says something about her)

**Enemies:** Anyone who hates the undead, in addition a legion of animated women are out for revenge either for being animated, or for his lechery.

**Campaign Use:** Comic Relief, Side Quest Villain, Hench-Enemy to Zveba, Quest Objective, Macguffin, Enemy

Day 12

**Name:** Zveba the Sorceress

**System Base:** Fantasy

**Appearance:** Zveba likes to disguise her true nature with spells. She likes to appear as she did in life a beautiful woman with brown hair and matching eyes. Should her illusions drop she appears as a black robed figure taking care to hide her undead appearance, she has prevented herself from too much decay.

**Personality:** Zveba in life was extraordinarily vain. She carried this trait with her into unlife. She appreciates slapstick comedy and insults at others expense. She remains obsessed with beauty and has an uncanny ability for jealousy.

**History:** She once was a beautiful, if vain child of an important wizard. She cared a great deal for her beauty and rejected the advances of many a suitor. As time went by she feared age would despoil her beauty. Her father had laid a curse on the King's Jester which would make him immortal. She stole away with the book and improperly conducted the curse upon herself. Her father distraught, helped her hide it and worked to try and undo it, but once she was able to disguise herself, she did away with her old man trying to restore her to her mortal self. She sought out the jester who always flattered her and life and took advantage of his cursed scepter to make her own. Turning it into her phylactery she gleefully accepted the jester's advances using her magic to temporarily restore him to handsome state of life. She delights in the seduction of others sneaking around, sometimes masquerading as a nymph, and then marring their beauty as a mark of her conquest. She over the centuries has come to enjoy the

creation of undead. She surrounds herself with hideousness to further accentuate her own beauty.

**Goals:** Preservation of her life and beauty, the destruction of other's beauty.

**Allies:** The Dying Jester, Her Undead Hordes

**Enemies:** Those who are beautiful, Those who hate undead, and many people she has physically marred and in other ways made ugly. (She loves using the insanity spell (Especially the chained variety))

**Occupation:** Undead Sorceress Queen (Technically Unemployed)

**Use in Campaign:** BBEG, Rival, Flavor NPC, Questgiver (Evil Only), Treacherous NPC

Day 17

**Name:** General (In his own mind Lord) Zernebog

**System Base:** Fantasy

**Physical Description:** Tall and lanky with angular features General Zernebog is a handsome figure. He has a slight goatee and is almost always in his military regalia and armor.

**Personality:** Ambitious and cunning General Zernebog will play the second and feign weakness and subservience to further his own ends. Though he always stresses his loyalty and past accomplishments. He will use flattery and sarcasm to attack and weaken his opponents. Despite his formidable combat skills he remains a coward; he knows his limits and will generally not engage the enemy without an advantage if at all possible. His words are his greatest weapons as he deceives and beguiles his opponents and turn a disadvantage into his gain. He is full of himself though and when not playing toady or lying he is often boasting of his own accomplishments.

**History:** Once a captain of a small city guard, Lord Samael in his crusade against the injustice of the gods rode in and offered him the choice of joining or dying. His first mission he rode to the capital and slew the order of paladins which he had previously served under. Killing Sir Johnson their leader is his most boasted of achievement. In proving his loyalty his skill and tactical mind made him rocket through the ranks. Initially joining planning to manipulate Samael for his own gain, Zernebog grew accustomed to being second in command. After Samael's apparent death he seized command of the now King's empire, only to be placed back in his old spot at the Lord's return. He rues this return and desires nothing more than to be King again.

**Goal:** To seize the throne and establish himself as Lord once more.

**Allies:** He has several loyal subordinates right under Samael's nose. Including his Doctor and the minister of public works.

**Enemies:** likewise his treachery has lead some of Samael's minions to distrust him including his chief arcanist, Riordan the Cyclops.

**Occupation:** General

**Use In Campaign:** Treacherous NPC, Enemy Ally, Unexpected Ally, Third Wheel NPC, Potential Contact, Enemy

## Day 22

**Name:** Fedy Onfims

**System Base:** Fantasy

**Physical Description (Giant Form):** Standing at 10'6 with a dull look in his yellow eyes and worn and beaten armor this hill giant has all four limbs chained to a cliff side. His moppish blonde hair is in a traditional bowl cut and his nose and cheeks appear to be red from crying.

**Physical Description (Werewolf):** The oafish look is gone, the eyes are now filled with cunning and malice. Thick light brown fur covers this massive wolf man. His teeth now barred are soaked from his latest kill.

**Personality:** A cunning giant Fedy acts much dumber and pathetic than even the most loser-ish of creatures. He wants his enemies to dismiss so that when the time comes to transform he has fully surprised prey.

**History:** Not chosen to be clan leader due to his reliance on treachery Fedy ventured into the wild where he was attacked by werewolves. Defeating them easy he worked to master his lycanthropy. After killing his clan he came up with a devilish scheme. Using the wolves in the surrounding forest to help his acting he chained himself to a cliff. He feigns that the other giants picked on him because he was small and can't break these chains. He could easily break them at a moment's notice. He claims the wolves will eat him. Most people free him and he plays the grateful oaf until he is confident of his move.

**Goals:** He has grown to like being the predator and takes sadistic joy in every massacre he creates.

**Allies:** The wolves of the forest.

**Enemies:** None now live to tell the tale

**Occupation:** Predator

**Use in Campaign:** Disgust NPC, Trap-Encounter, Enemy, Traitorous NPC

## Day 27

**Name:** Roscoe Tealeaf

**System Base:** Fantasy

**Physical Description:** Standing just over three feet, Roscoe has straighter hair and a leaner build than most halflings. He wears a fine chain shirt which he covers with earthen colored cloaks and clothing, and he perpetually has his bow knocked and ready.

**Personality:** Roscoe is a bit of a follower. Usually he is manipulated by his sisters into helping them out, but recently he has become more of a free agent. He still aids his sisters as it is his family duty.

**History:** The youngest of the three triplets Roscoe was also the only boy. Ostracized due to the mental powers of the oldest sister Marigold, the three struck out on their own. In the process this unassuming trio of halflings became one of the greatest terrors the world has known. Roscoe being male decided he had to learn to hunt. He possessed a natural talent and realized he could make more as a big game hunter. He hunts only the most dangerous game and recently has upped the ante. He has decided that the rarer an animal the more

valuable the last one is. He sees to it that the rest of its species is no more. This extreme view has led to him being one of the premier assassins in the world.

**Goals:** He has recently set his sights on some noble houses.

**Allies:** His sisters Marigold, the psion, and Beatrice, the wizard

**Enemies:** Other rangers loathe him and many have tried to stop him and failed.

**Occupation:** Assassin & Big Game Hunter

**Use In Campaign:** Rival, Enemy, Henchman

Day 32

**Name:** Senkov Margir

**System Base:** Fantasy

**Physical Description:** Wearing dark clothing and a heavy breastplate many of his physical features are obscured. When revealed his face is scarred and worn and his black hair is cut jaggedly and amateurishly.

**Personality:** A fanatic his devotion to his small selection of gods is unquestionable. He claims to be doing their will and will base all his actions on whether or not they would be pleasing to the gods.

**History:** Raised by the priests of Apollo (or whomever is God of music) his natural talents were honed and improved by the priests. This temple orphan had a remarkable gift for music. This gift is what came to drive him, for one day he heard a satyr singing songs horribly out of key mocking Apollo. Senkov killed the satyr and then realized that some abuse the gift of music. He went out seeking to end their profanities. To this end he began drugging his crossbow bolts and honing his martial skills.

**Goals:** to end the blasphemies against good musics.

**Allies:** Priests of Apollo and the Muses (Gods or Goddesses of the arts in your campaign)

**Enemies:** Any who sing poorly or sing songs mocking one of said gods.

**Quotes:** "Looks like you're going out on a high note" (After drugging someone with a crossbow bolt)

"I'll give you some treble."

"The gods of good music send their regards" (Before killing someone)

**Use-In-Campaign:** Enemy, Rival, Extremist NPC

Day 38

**Name:** Adam Woodson

**System Base:** Fantasy

**Physical Description:** Wearing bulky blue painted plate armor and carrying hammers, he stands an impressive 6'7. Without his armor the fact that he is missing an eye and severely sunburned become apparent. His one remaining eye shines a happy blue. His hair is grey exceptionally early.

**Personality:** While he acts the brute, he is far gentler than he would appear. In his jobs as a labor foreman he would bust his workers but then would encourage them acknowledging their

thankless work. On top of that he is swayed by a pretty face, and while loyalty to his employer will always come first he doesn't like to hit women. Even after being attacked by women he will show them courtesy and still crush on them a little.

**History:** A simple woodsman he made his way to the city where he worked as a laborer. One day his foreman went off drunk and began attacking a well dressed physician, the fashionable Dr. Marlowe. Grabbing his work hammers he fended off the foreman and earned the respect of the laborers and the doctor and the ire of the foreman. He began his employment as the doctor's on again off again body guard. In the meantime he has taken over work as a construction foreman and occasionally as a mercenary. His mercenary and bodyguard work are sometimes less than kosher, but he does not seem to mind. A local guardsman has set to bring him to justice and the two have a very combative rivalry. Defending a caravan in the past month a female bandit took his eye, and now he has eyes for no other.

**Goals:** While defending a caravan he met a bandit femme fatale he is particularly enamored with. She did not return the favor and despite her trying to kill him, he wishes to win her heart. Also to teach Constable Warren a thing or two.

**Allies:** Doctor Marlowe, construction workers

**Enemies:** The Old Foreman, Constable Warren, Bandit Femme Fatale

**Occupation:** Foreman, Bodyguard, Mercenary

**Use in Campaign:** Side Plot Character, Sympathetic Enemy, Enemy Ally, Henchman, Hireling

Day 44

**Name:** Hector Son of Illion

**System Base:** Fantasy

**Physical Description:** Dressed in earthy colors his clothings only splash of color is a pink and yellow handkerchief he wears on his right side. His hair is brown and curly and his eyes are likewise brown. He cuts a handsome figure and his suit of old armor is well cared for even if it is obsolete.

**Personality:** Friendly and accommodating he would invite many more into his home than his wife would be comfortable with if she did not express concern about it. He is accommodating to his bride and as such limits his hospitality. He is brave and levelheaded in the face of danger and has proven himself a capable leader.

**History:** Born in the village of Artlet he learned the ways of the warrior from his father. At a young age he wooed the heart of his future bride and the two had a long relationship before they wed. He has taken up leadership of the villages small militia in response to giants demanding more tribute than usual. Their bravery has not faltered but the force is down to one farmer, Hector, and an angry young magician with a crippled leg. They still plan to fight the giants when they next come for tribute.

**Goals:** To protect his village from Giants

**Allies:** His wife Amara, Seward the crippled Warmage, Mack the Farmer, and the Village of Artlet

**Enemies:** The giants of the nearby bog demand tribute and have made efforts to crush the village.

**Occupation:** Constable

**Use In Campaign:** Ally, Expository NPC, Questgiver, Plothook, Rescue NPC

Day 50

**Name:** Bleakbeak

**System Base:** Fantasy

**Physical Description:** Weighing a little over a pound and a little over a foot in length he is about the size of an average crow. His feathers have an excellent luster to them. His beady bird eyes hide the unnatural intelligence that has been bestowed upon him. The bird is often seen hopping around with a pencil and scraps of paper.

**Personality:** Aware of his tenuous position, he weighs every possible move before acting. Unaware if his master even still lives he has long stopped caring. He carries out what he knew of his masters schemes while at the same time securing his position so that he might carry out his own.

**History:** The familiar of Angelus Droca, a powerful sorcerer and leader of The Order of the Crimson Blade, Bleakbeak had access to a great deal of information for a crow. He was his master's most trusted advisor. One day his master went missing. Bleakbeak lied to the order and claimed he had gone on a long quest and began relaying orders to them for his master. Slowly he grew accustomed to the power and will write notes for what he views as his minions.

**Goals:** He wants the Order of the Crimson Blade to conquer the world. With him at its head of course.

**Allies:** The Order of the Crimson Blade, other crows

**Enemies:** The Order of the Crimson Blade is a criminal organization and therefore wanted in many areas

**Use in Campaign:** Reveal NPC, BBEG, Enemy

Day 56

**Name:** Valvetor, the Bringer of Fire

**System Base:** Fantasy

**Physical Description:** Valvetor is truly a majestic and terrifying sight. Nearly one hundred feet from snout to tail with a wingspan just as long when standing on his hind quarters he stands just under sixty-five feet. His scales are a bright crimson and are quite lustrous. They are practically reflective and glint brightly in the light. This mighty dragon's eyes glow like magma and are unnerving to look at. His every breath is licked with fire whipping from behind his long pointed teeth which compose his wicked grin. One single scale upon his head just before his left horn is a deadened jet black.

**Personality:** Valvetor has come to view himself as a god. His hubris even for a dragon is extraordinarily high. He mocks those who would seek to slay him and will come down with

extreme prejudice against those who oppose him. He bears particular ill will towards archers and elves.

**History:** A dragon who wrought havoc on the elven forests, the elves sent forth a great champion, named Malburg, to slay the dragon. The archer let fly a mighty arrow into the beast's skull which lay the dragon low. Valvetor's body plummeted into the volcano where the magma nursed him back to health and vigor. By all accounts Malburg succeeded yet nearly three centuries later Valvetor has returned and rained death and fire down upon the elves. He seems even stronger than before. His home has always remained in a dome volcano which has avoided eruption due to his pressure alleviating tunnels and second entrances. His fire destroyed the homes of many humans, but unlike the elves the humans did not seek to destroy the dragon, but to emulate him. They call themselves now the dragonsoul barbarians and worship Valvetor as a god hoping some day he will reward their tributes. Valvetor loves the flattery and the additional treasure.

**Goals:** The extinction of the elves of the wood, especially Malburg.

**Allies:** The Dragonsoul Barbarian Tribe

**Enemies:** The elves of the forest, Malburg

**Occupation:** Dragon

**Use in Campaign:** BBEG, Dragon, Enemy, Fluff NPC

Day 62

**Name:** Valandil

**System Base:** Fantasy

**Physical Description:** This red haired elf is often perfectly still sitting in meditation. His clothes are very plain and his eyes match his hair. He often carries a torch or barring that holds a small fire in his hands.

**Personality:** Stoic and calm, he prefers to meditate than take action. He dislikes loud distracting noises, but is overall hospitable. His biggest love is that of knowledge and as such will purchase any books or pay to listen to tales that travelers might have.

**History:** Raised by the elven flame wardens he was only a novice when a mighty dragon swooped upon their monastery and killed most of the order. Valandil survived and the dying master offered him the flame of knowledge. Valandil rebuilt the monastery and dedicated himself to the protection of the knowledge stored within that flame. He spread the fire and keeps several braziers lit with it. To fuel the knowledge he will burn texts so that their information is stored in the magical fire.

**Goals:** To keep the flame of knowledge alive

**Allies:** He has a few initiate disciples

**Enemies:** A dragon obviously had it out for them for some reason

**Use In Campaign:** Barrier NPC, Guardian NPC

Day 68

**Name:** Jason Aykroyd

**System Base:** Fantasy

**Physical Description:** This man has wavy brown hair and eyes. He typically wears black cloth garments or leather armor and will often mask his face. He is bristling with hidden weapons, mostly shurikens and knives.

**Personality:** He is business like. He takes instructions on his mark and follows them to the letter. He likes to masquerade as a delivery man so he can deliver his target a box of shurikens which come to life and attack at a given command word. He also hits on women, regardless of circumstances. They could be torturing him and he hits on them; he could be trying to assassinate them, and he keeps it up. It always grossly inappropriate and generally offensive.

**History:** He grew up in a lower middle class home, but living comfortably wasn't enough. He began by accepting lunch money from other children to beat up bullies. His career as an assassin developed from there. He made a point of taking high paying jobs and getting most of it up front. He now has a substantial network of resources ranging from contacts to ships to fellow assassins.

**Goals:** Enough is never enough.

**Allies:** He has an extensive network of informants, employers, and peers.

**Enemies:** As an assassin he has made quite a few of them.

**Occupation:** Assassin

**Use In Campaign:** Reveal NPC, Assassin, Hireling, Henchman

Day 74

**Name:** Nedidia Delpix

**System Base:** Fantasy

**Physical Description:** In her normal form she has dark black hair and dark skin. Her eyes are a pleasant green and she wears a ruffled dress and will be carrying bushels of apples for sale. By night however she appears entirely different. Her eyes narrow and appear more reptilian. They shift in color to a dull yellow. Her black hair lightens to a dark blue and three foot long bat wings emerge between her shoulders. She wears armor and carries weapons in this form.

**Personality:** Again she has divergent personalities. As the dress wearing apple saleswoman she is a melancholic, but persistent worker. She resents family life and as such spurns the advances of men. In her batwinged form she loathes crime and seeks to enact horrible vengeance on criminals. She kills those who commit even minor crimes brutally and cannot abide them. She is harsh and unforgiving.

**History:** As a very small child her family refused to pay dues to a local crime lord, who ordered them finished. Her mother, a somewhat powerful mage sought to protect her daughter and began to cast as many spells as she could. One spell, she meant as a ward granted a vengeful spirit to possess young Nedidia, intended to be a guardian. Instead he used her to slaughter the criminals after seeing the whole family die. Nedidia remained unaware to what happened and listened to the urging suggesting she sell apples and earn her bread. So she harvested wild fruits and flowers and began selling, slowly building money with

which she has purchased her own fruit stand. While a certain vengeful spirit takes out criminals.

**Goals:** Save up enough money to no longer be a boarder/Kill criminals

**Allies:** She is a pretty girl and has callers and is a well known vendor

**Enemies:** She is almost a boogie man among criminals and the townsfolk

**Occupation:** Fruit Vendor

**Use In Campaign:** Mystery NPC, Reveal NPC, Flavor NPC, Ally, Enemy, BBEG, Well Intentioned Extremist

Day 80

**Name:** Gazeem Adler

**System Base:** Fantasy

**Physical Description:** A stocky darker skinned man, Gazeem sports thick bushy black hair and has a prominent mustache and eyebrows. He is bundled in multiple layers and is prepared for a desert trek wearing a turban that covers his face most of the time. If searched one would find a scimitar and almost a half dozen hidden canteens.

**Personality:** He is overprotective of those who hire his services. He takes great pride in knowing that no customers have died while employing him through *his* fault. He is however greedy and will demand payment and proof of collateral's value and will produce a merchant's scale to make sure he is not cheated out of a speck. He does not like bandits and raiders and will often take their water and abandon them in the desert if he captures any, after taking an ear of course as proof.

**History:** Born at the edge of a vast desert, he took after his father in leading caravan from oasis to oasis. Because oases were often a point of contention, his father taught him to defend himself. When his father died while fighting bandits the young Gazeem began to lead the lost caravan. He then took over the family business and is one of the better desert guides for hire.

**Goals:** He lives only slightly above hand to mouth at the moment. He should like to take a wife and retire.

**Allies:** For many caravans he is their permanent guide

**Enemies:** Bandits who have survived have spread tell and he is feared by many of them

**Occupation:** Desert Guide

**Use in Campaign:** Guide, Expert NPC, Target NPC, Henchman, Hireling, Plot Advancement NPC

Day 86

**Name:** Sarah Malcolms

**System Base:** Fantasy

**Physical Description:** Her long blonde hair is drawn into a two foot long braid. She wears a weathered and beat up set of banded mail beneath an oversized brown coat. Her green eyes

peer out from beneath her broad brimmed brown hat. She carries a battered wooden shield and tarnished longsword as well.

**Personality:** She considers herself the protector of the woods. She feels this is her duty and calling and lives in the woods exclusively. Her only company is a strange hybrid child of her toy dog and a bloodhound. She does not mind isolation but does not hate company and attempts to receive them as best as possible. Those who would destroy the forest may find themselves attacked by her.

**History:** When she was a little girl, her rather wealthy family often ventured through the woods to a summer home near a ruined castle. She would wander through that castle and adventure through it for days. One day while adventuring a terrible storm took place and she was stranded adventuring in the castle. Her family spent the next few days looking for her, and could only assume she was dead when it came time to leave. The family never returned to the woods due to the painful memories there. Sarah took refuge in the castle and found the beat up weapons and armor she uses now, but she and the two dogs she brought with her, Princess the Terrier and Arrow the Bloodhound, managed to eek out a living in the mean time. She read what she could from the rotting picked over castle library. She eventually got the idea of being the protector of the forest from said books, and so she has. She has driven several thieves' camps from the forest and slain a few monsters but does not emerge from the woods. There have been rumors of a Knight fighting wrong in the woods who will help those in need.

**Goals:** She is the guardian of the forests what else should she be doing? She thinks her family is dead or forgot about her.

**Allies:** Princess the II, Bloodhound Terrier mix

**Enemies:** Thieves, Bandits, Brigands, Marauders, Woodsmen, Paper Mills

**Occupation:** Woodswoman

**Use In Campaign:** Unexpected Cavalry, Flavor NPC, Target NPC, MacGuffin NPC, Ally, Enemy, Well Intentioned Enemy

Day 92

**Name:** Esper Phantomous

**System Base:** Fantasy

**Physical Description:** Her hair is black, silky, and of moderate length. Her green eyes lackadaisically let the world flow into them. She wears well tailored gowns and hats with beautiful plumage. Her skin is bronze and flawless. She is almost always dressed for an outing in high society. All in all she is an epitome of beauty.

**Personality:** She is extraordinarily passive and rarely speaks, let alone speaks her mind. She is submissive, but is generally bored by everything, but will take part in whatever people ask of her. She is by nature obliging.

**History:** She from her teen years was always beautiful and desirable so men have always doted on her. She remains aloof afraid to be herself due to all the ideals these suitors have placed upon her. She passively agrees to things, this lack of passion has driven the suitors to believing her playing hard to get and they have redoubled their efforts.

**Goals:** She has grown to accept social invitations, and does not realize how much she loathes her own lifestyle

**Allies:** Her parents would see her married off, and she has dozens of suitors vying for her hand.

**Enemies:** The suitors might turn ugly were she to actually be married off or be herself.

**Occupation:** None

**Use In Campaign:** Subverted Trope, Rescue NPC, Pity NPC

Day 98

**Name:** Achimago Croxis

**System Base:** Fantasy

**Physical Description:** When he's not hiding behind an illusion he wears bright green clothing and carries a significant paunch.

**Personality:** He fancies himself a trickster and likes to rely on his wits to carry the day. He cares for his older siblings and likes to be recognized by them.

**History:** His magical talent manifested at a young age. Aiming to upstage a rival house, his parents had him trained. He contented himself with illusions and divinations, which he used to scry on some unsuspecting young women. He abandoned his studies and used his illusions to maintain himself by impersonating tax collectors and payroll masters. The same rival house kidnapped his brother with the intent that his sister marry their son to gain control of contested properties. He has been saving his ill gotten gains to try and buy his brother's freedom.

**Goals:** To pay his brother's freedom

**Allies:** His financially savvy sister and his brother

**Enemies:** The rival house and his mentor who finds his lack of study offensive to his teaching, he has also made enemies through his thievery

**Occupation:** Thief

**Use in Campaign:** Scoundrel, Questgiver, Rival, Unexpected Enemy

Day 104

**Name:** Joy Azzo

**System Base:** Fantasy

**Physical Description:** She is a woman of bearing and in fine health. She is well nourished, despite local food shortages. She wears fine, but practical, clothing. She was beautiful and young once, which still shows through her age, but it is a faded beauty.

**Personality:** She is envious of other's things. She hoards treasure, art, food, wine, and anything that she so desires. She has the money to obtain near anything and knows that if you pay a man enough he will sell his own mother. Money is her most trusted friend.

**History:** She was born the only daughter of a wealthy merchant, she was married off to the eldest son of a minor noble. The husband died of illness and she inherited everything. She proceeded to continuously marry up and continued to have husbands die. She claims to not be responsible, which she isn't. She is however responsible for the food shortages as she

buys up large amounts of the food and has demanded the farmers produce lest. Due to her large collection of inherited power people generally have to listen to her.

**Goals:** To have yet more

**Allies:** She lacks husbands and allies anymore

**Enemies:** Her husbands' relations view her with great suspicion, and hungry villagers do not appreciate her, nor the farmers who have been bossed around

**Occupation:** Landed Gentry

**Use in Campaign:** Non-violent enemy, Questgiver, Mystery NPC, Flavor NPC

Day 110

**Name:** Durendal

**System Base:** Fantasy

**Physical Description:** This magnificent sword is about three and a half feet long. It's blade is a magnificently polished steel and its hilt is golden and set with gems. It radiates a faint light almost like a halo.

**Personality:** This sword loves justice and goodness and right action. Anyone who does not fulfill this criteria perfectly will no doubt get a lecture from it. It is the most sanctimonious self-righteous sword in existence. He invented a lineage for himself and claims to be descended from several legendary swords.

**History:** This sword was forged by a slightly below average wizard for a champion of justice. The sword so irked the champion that he abandoned it. Not for the blade but because he could not deal with the incessant telepathic chatter. This occurred throughout the centuries until a knight who thought himself powerful bit off more than he could chew and the sword now rests in the hoard of a demon archer.

**Goals:** To spread right action and justice and inform all my wielders about the errors of their ways

**Allies:** Absolutely none

**Enemies:** None remain but no one really wants to be stuck with him

**Occupation:** Powerful magic sword

**Use in Campaign:** Unique Treasure, Annoying NPC, Worthless Ally, Comic Relief

Day 116

**Name:** Anton Sibilans

**System Base:** Fantasy

**Physical Description:** This late middle aged man for the most part has retained his reddish brown hair. He is dressed in an above average manner and is in decent physical shape. His laughter sounds vaguely cackle like.

**Personality:** Most fae are harmless tricksters. He is vaguely malicious. He resents the fae court for locking him in this single form. He resents humanity for the demand of protection the fae court acquiesced to. As a result he enjoys pulling pranks as all fae do but they are more macabre and likely to maim or kill.

**History:** He was a friend to animals and a trickster. In his defense of animals however he would do severe harm to humans. He would ruin relationships and cause injury. He was reprimanded several times before being given a form as a human and forced to learn humility. It hasn't worked so far and he maintains a considerable knowledge of magic and magical locations.

**Goals:** To seek revenge on the fae court and humanity

**Allies:** The birds of the air and the beasts of the land serve and listen

**Enemies:** The Fae Court, Humanity

**Occupation:** Full Time Revenge Seeker

**Use in Campaign:** Enemy, Target NPC, BBEG

Day 122

**Name:** Nathan Crane

**System Base:** Fantasy

**Physical Description:** He wears an old set of leather armor, nicked and torn by the ravages of time and battle. His hair while still mostly black has prominent grey streaks. His face possesses mild wrinkles. His smile is extraordinarily sincere though he does not smile often. He carries with him a set of ceremonial daggers each one with a different precious gem on the hilt. He only wears one on his belt and it has a small emerald set on its hilt.

**Personality:** He is curt in most of his responses. He prefers to keep his word usage to a minimum to avoid giving away unnecessary information. He is however nostalgic and wants to reunite with his old comrades. He has some compunction and patriotism and will work for the government before all other clients. He likes to tip off his marks to make the assassination more of a challenge.

**History:** He was part of the deadliest team of assassins in recent memory. He was their lock man and poisons expert. The gemstone killers were given a large sum from the government to disband and not plague the world, no doubt due to his persuasion they did. The friends and assassins drifted apart and worked freelance. They remain some of the deadliest and most hired assassins. Each gave each other a copy of their signature dagger.

**Goals:** To reunite with his old friends.

**Allies:** The other gemstone killers

**Enemies:** An assassin has many enemies

**Occupation:** Assassin

**Use in Campaign:** Quest giver, Fluff NPC, Enjoyable Enemy, Expert NPC, Henchman, Hireling

Day 127

**Name:** Jane Franklin

**System Base:** Fantasy

**Physical Description:** She has moderate length black hair and wears light armors faded through time and improper care. Her poorly cared for armor stands in sharp contrast to her

bow, which is beautifully polished and possesses ornate woodcarving art of a hunt on it. Her skin is flawless and her brown eyes scan people very quickly.

**Personality:** She dislikes trespassers and views the entire mountain as her domain. She is kind towards other women and children though and will generally offer women fleeing persecution sanctuary without question. Men will generally need to prove their peril to her.

**History:** Her mother raised her in a mountain cabin. At a young age her father died while driving off some bandits. Her mother being the stubborn sort decided to stay and helped train her daughter in bow use. The mountain hot spring and a few natural caverns fall under their protectorate. They have gathered a small group of women and orphans who have fled abusive husbands or lost their families to bandits.

**Goals:** To protect the mountain and their small village

**Allies:** The Women and Orphans and her mother

**Enemies:** Many bandits want her driven away as the caverns would make good hide outs.

**Occupation:** Archer

**Use in Campaign:** Rival, Ally, Contact, Barrier NPC

Day 133

**Name:** Ganae

**System Base:** Fantasy

**Physical Description:** Upon first meeting Ganae one would not see him, but rather hear his deep echoing voice. Seeking him out and scouring his island you would not know him when you saw him. He is the island. Every tree, every mountain, every meadow is him.

**Personality:** For an island he has an interesting set of beliefs. He believes all will be well in the fullness of time. He places extraordinary faith in the power of hope. He takes it upon himself to bring hope to those who are lost and help them find their way. Despite this it does not like to intervene too directly in the world.

**History:** The island has always been endowed with a mystical awareness. It has used this awareness to call to those who need its help. It has drawn a following of monks, druids, and other care takers who care for their "wise one." Many ships have shipwrecked there and the island has kept evil castaways imprisoned by thwarting their escape attempts as the island's domain does stretch into the ocean some ways. The island has a graveyard of decrepit pirate hulls. It is not all powerful and many more powerful evil beings have escaped its clutches in the past.

**Goals:** To bring peace through hope

**Allies:** His caretakers are fanatical, and he reigns them in

**Enemies:** He has stranded many castaways throughout the years and his powerful natural magic is something many would steal for their study or their own abuse

**Occupation:** Island

**Use in Campaign:** Reveal NPC, Sleeping Giant NPC, Flavor NPC, Plot Point, Ally

Day 139

**Name:** Basiik Osav

**System Base:** Fantasy

**Physical Description:** He is a paragon of his species. He is larger and stronger than most orcs as he stands 7'5 and weighs almost 300 lbs. His skin is ashen grey but he possesses many yellow and black ritualistic tattoos. His head has been shaved and his hair magically removed. He wears grey robes with leather pauldrons. Though occasionally he wears more armor. He prefers to carry a sword, but if one is not available he will default to his monstrous two handed axe.

**Personality:** He is intelligent and cunning, but he will too often allow his rage to get the better of him. He will forget his training and rely on his brute force to carry the day. He has a cruel streak; something he gained from his two previous mentors. He shows deference to his current master. He harbors resentment against his former two masters, and he would kill them if given the chance.

**History:** A powerful sorcerer warrior sought an apprentice, so he had the witches of an orc tribe use selective breeding and magic to make an apprentice with powerful physical traits and exceptional magical potential. He was from a line who had done this before. He had an elder brother who was also taken from a young age to engage in similar training, though that brother is less physically powerful and has less potential he has greater mental discipline and training. From birth he was tutored by his first master. His master was cruel and relentless. He eventually formed a pact with his master's previous failed apprentice whom he had been sent to kill to rebel against his former master. She proved as cruel a tutor as his original and when their plan failed he lashed out against both of them and fled. By chance he met his brother who became his third and current mentor. Their current motives involve revenge against their previous masters.

**Goals:** Revenge against his brother's and his own previous mentors

**Allies:** His brother Bariss Osav

**Enemies:** His first mentor, Lucius Grey, and his second, Sevan Tajo, as well as his brother's mentor Valanderin, he has created more than his fair share of orphans

**Occupation:** Assassin, Body Guard, Brute

**Use in Campaign:** Enemy, Tragic Enemy, Rival, Powerful NPC, Unpredictable NPC

Day 145

**Name:** Sakamoto Ryōma

**System Base:** Fantasy

**Physical Description:** He is a bizarre creature even among centaurs. His coat is a very red brown, but instead of proper hooves he has claws at the end of his feet. His tail is like a kirin's as opposed to a normal horse tail. He has two backwards facing horns atop his human half. His hair is the same red brown. His eyes are more reptilian than mammalian. He is unique among centaurs as he carries a sword and wears heavy armor rather than the light armor and bows and spears of his peers.

**Personality:** He is proud of his lineage and will readily challenge any who mock it. He has a strong sense of duty and willingly has pledged himself to a Nymph as a protector of her woods. He will often overstep his duty and drive visitors from the woods. He is stubborn and prideful and is not one to apologize even if he is told to seek out and invite back those whom he has driven out.

**History:** His mother was a normal centaur but his father was a kirin. He was raised by his father before being introduced to other centaurs. As a result he knows of the kirin's lineage dating back several generations to a mighty dragon who lives on a nearby peak. He pledged himself to the Lady of the Forest in an effort to prove that he could protect the forest as well as his Kirin father did and does.

**Goals:** To prove himself to his father and many times great grandfather

**Allies:** The Lady of the Forest, The Kirin of the woods

**Enemies:** The other centaurs find him brutish and aloof and do not like him.

**Occupation:** Warrior Guardian

**Use in Campaign:** Barrier NPC, Unwilling Ally, Enemy, Rival

Day 151

**Name:** Durn Ilkon

**System Base:** Fantasy

**Physical Description:** This dwarf is odd as he sports no beard. He also wears no armor and carries no weapon. He in fact wears rags and sports a simple walking cane. He slouches. He to an observant viewer is very convincingly feigning a limp.

**Personality:** He is filled with cunning. He likes to feign weakness letting people think he is an infirm cast out dwarf. He is not below playing the part of a beggar to further let people discount his dangers. His motivations though remain greed, the greatest of all vices among dwarves. He does not lust after the metals and jewels of the Earth but after power, specifically the mystical variety.

**History:** At the age of maturity he was to take place in a cultural exchange program and ended up being tutored in Wizardry, which he was competent at. As a hazing prank his fellow students shaved his beard which led to him being underhanded with all of them. He stole spellbooks from his master and slowly amassed power by playing an oaf while secretly excelling. He has gone about infiltrating and robbing wizards so that he might amass their arcane might.

**Goals:** To be the greatest magician this world has ever known

**Allies:** None but the eldritch forces at his disposal

**Enemies:** Several wizards missing spellbooks and many others whose kindness he abused

**Occupation:** Master Thief & Master Wizard

**Use in Campaign:** Recurring Villain, Enemy, Rival, Trick NPC, Deceptive NPC

Day 157

**Name:** General Joseph Clinton

**System Base:** Fantasy

**Physical Description:** This flamboyant general wears finely tailored red uniforms with gold trim, brimming with tassels and baroque accompaniments. He is rarely seen without an extensive entourage and typically three or four of the prize winning hounds he breeds. He wears a fully powdered wig which he rarely would risk sully with a hat. He wears spectacles when reading but otherwise his face is plain.

**Personality:** He possesses a meticulous attention to detail as well as a sense of duty and patriotism. He insists that all battlefields he will fight on be reconnoitered and fully mapped out. He refuses to act without a plan and can be slow in making decisions because of it. He lays out plans well but does not react well to sudden shifts.

**History:** He was the second son of a minor noble. He was placed into the army almost as an afterthought to get rid of him. However he excelled. He followed orders and carried out tactics very well and possessed a keen mind for strategy. He has achieved greater success than his father or his older brother and both resent it. He arranged the marriage of his sister much to the anger of both his father and brother and to the delight of his sister having acquired the funds for her to marry one of his officers she had fallen for. He has fought a fair number of battles but has not had to face his equal in the field as he has mainly faced raiders, rebels, and other insurrections.

**Goals:** To continue serving his majesty and bringing victory to his men

**Allies:** His younger sister, Marina and her husband Col. Oakford, the King, he leads an army and his success has inspired loyalty to him

**Enemies:** His father the Baronet Sampson Clinton Sr. and his brother Sampson Clinton Jr.

**Occupation:** General

**Use in Campaign:** Background NPC, Rescue NPC, Neutral NPC, Expert NPC

Day 163

**Name:** Spero Hawkins

**System Base:** Fantasy

**Physical Description:** His face is tightened up in a perpetual sneer. He looks upon others with disdain. His clothes are well kept but of low quality. When eating one would notice he chooses the least expensive meal available. He does wear a carved wooden symbol of a local river god.

**Personality:** He is a miser and a cynic. He is ungrateful for the gifts he is given and will complain about any inconvenience people cause him. That said he considers himself a holy man. His flock troubles him too much though. He would much rather sit alone and let the gifts given go to him not offerings to his god. His magical powers while a gift from his god he is dismissive of. He looks gift horses squarely in the mouth.

**History:** He came from a rich family, but like his father before him he did not believe in spending that wealth. He was handpicked to be the next priest a choice he resented. The river has grown less and less navigable as the quality of worship has degraded. It now has raging rapids when it was once a peaceful river.

**Goals:** To get left alone

**Allies:** He is the only priest the town has left

**Enemies:** He continues to fail his god.

**Occupation:** High Priest

**Use in Campaign:** Unwilling Ally, Barrier NPC, Gruff unlikeable NPC

Day 169

**Name:** Koldo Ironsides

**System Base:** Fantasy

**Physical Description:** Standing 8'2 and clocking in at just under 310 pounds, he is rather puny by half-ogre standards. He wears a suit of red and blue colored chain mail with spiked shoulder pads and a closed helmet. When his helmet is off, one can see his green eyes and scraggly black hair. His skin is greyed and lifeless, it is also extraordinarily thick, small cuts will not actually make him bleed. It is slightly disturbing. His pack is two barrels and a chest tied together with some rope. Both barrels are full of water and the chest is filled with food and personal possessions including 14 pounds of marbles.

**Personality:** He does not like being a warrior, or seen as a monster. He makes a point to try and be rational and civil. As such he has become quite the gamesman; he is particularly adept at Pente, checkers, and Marbles. When enraged however, his monster side comes out. He will roar and smash and crush.

**History:** Bred for combat, when he was a runt he was abandoned by his tribe. Several children from a nearby village found the massive baby and hid him in a cave. Based on the gurgling sounds he made they assumed Koldo was his name. They brought him food and played marbles with him. They kept the secret well for a few years till the then six foot tall Koldo wandered out. The villagers panicked and attacked him with broken glass and rocks and pitchforks. It was here his thick hide was discovered. He angrily lashed out at them and destroyed several houses to prove a point and broke many bones with his bare hands. He was driven off. He slinked back to his cave where the children gave him all the marbles but let him know he had to leave. He has wandered since then. He with the help of a down on his luck dwarf in need of money robbed a caravan. The dwarf in gratitude forged together the many links of mail he currently wears. The two have a good friendship; the dwarf taught the half breed many of the games he currently knows. The pair have been more legitimate since then. Koldo working as a laborer and Levi the dwarf working as a smith. They occasionally sell a piece of loot from the caravan to make ends meet, but the two are happy being outcasts together. Little do they know however that the caravan was bringing an evil artifact for destruction and even now it sits in their ramshackle home waiting.

**Goals:** To not be seen as a monster

**Allies:** Levi, disgraced Dwarven smith, the children of Alesdale now adults

**Enemies:** Most people regard him as a monster, he raided a religious caravan out to destroy an evil artifact, and the village of Alesdale

**Occupation:** Laborer

**Use in Campaign:** Affable Enemy, Understandable Enemy, Rival, Ally, Contact, Barrier NPC, Plot Hook NPC, Red Herring NPC

Day 175

**Name:** Levi the Clanless

**System Base:** Fantasy

**Physical Description:** This small heavily armored dwarf appears the perfect stereotype. Upon closer inspection his face has a series of Dwarven characters tattooed on it. These characters for those who can read Dwarvish read "Exile and Traitor."

**Personality:** He has tried to maintain his dignity in exile. He tries his best to keep his standards high, but it has become significantly more difficult and he has been forced to abandon his standards several times. Further he has a passion for gaming which he allows to get in the way of his work. He will chat with anyone about anything leading most people to be impressed with his sociability for a dwarf.

**History:** He was a master smith for a Dwarven clan. He was a wonder. He produced some of the greatest pieces of an age, but he was often late in his deliveries, months late. It came to a boil when several prominent clan warriors were all waiting for weapons and armor. All of them were months overdue at this point, but everyday Levi and a visiting elf would continue the same drawn out series of games of chess. When a giant warband attacked the warriors were woefully underprepared and they blamed the smith for their catastrophic losses. So the council of elders took a vote and very narrowly voted to banish him. The remainder of the council wanted him dead, but they relented on the grounds of his masterful artisanship. Forced to the surface he wandered. He eventually came across an exiled half-ogre and an unlikely friendship was formed. The two, desperate for money, raided a caravan. Using some of the start of money from their crime he opened a forge and Koldo, the half-ogre, found work as a laborer. The two play many games and valuable space in their ramshackle home is taken up by a variety of pieces and boards. Levi keeps one token from the crime in their shop, because he believes it to be good luck. A small stone statue which is about fifty percent head and fifty percent body sits above his forge. He does not know about the dormant evil power stored within it.

**Goals:** He believes that if he crafts something of great value he could be accepted back home

**Allies:** Koldo Ironsides, Franduril elven gamesman

**Enemies:** His old clan, he and Koldo raided a pilgrimage dedicated to destroying the statue they now have

**Occupation:** Smithy

**Use in Campaign:** Affable Enemy, Understandable Enemy, Rival, Ally, Contact, Barrier NPC, Plot Hook NPC, Red Herring NPC

Day 181

**Name:** Aaron Alexander Edwards

**System Base:** Fantasy

**Physical Description:** This man dresses every inch the prestigious knight. His armor is adorned with gold inlays, his sword has words engraved on it, his shield has his standard of a

dragon head engraved on it, and his horse is similarly well outfitted. He speaks with a proper accent (varies based on setting.) and his diction and syntax are perfect. His vocabulary is off though; he often misuses words. His face is full of conviction and his eyes are full of passion.

**Personality:** He is easily impressionable, but he has a few key values he has internalized. He is out to slay all manner of wicked creatures, dragons being the foremost among them. He is only about half as smart as a sack of hammers, but tries to hide behind his accent and vocabulary to hide his stupidity. He is very brave to the point of being foolish. He is quick to try and right all wrongs, even if he does not fully understand the situation.

**History:** At a very young age, a proper knight passed through his little hamlet and stopped at the tavern where he did dishes. The knight told tales of his supposed adventures. The young Edwards took them to heart and began training and imitating the knight who had passed through. He proved adept and after a few years of adventuring during which he accomplished the impressive feat of defeating a terrible giant on his own he was granted a title and a parcel of land. He has continued his knightly tradition, but has been manipulated by petty nobles into doing their bidding.

**Goals:** To sally forth into the world and right all wrongs

**Allies:** The King was most pleased with his slaying of the mighty giant

**Enemies:** Many nobles are out to manipulate him into fighting their battles; they have not turned him against another noble, ... yet

**Occupation:** Knight Errant

**Use in Campaign:** Comic Relief, Gag NPC, Rescue NPC, Ally, Contact, Misunderstanding Enemy, Rival

Day 187

**Name:** Dame Amalthea the Black

**System Base:** Fantasy

**Physical Description:** She has reddish brown hair which is wild and loose. She has one eye covered with a black eye patch and her one remaining eye is black. She has three small gold ring earrings on each ear. She wears a well cared for suit of black plate mail, and she carries a wicked looking claymore.

**Personality:** At one point she cared about her freedom and her supposed duties. Now she is content with her current situation, and she is happy to spread wickedness on a small level. She has no care towards thwarting slave rebellions, but neither does she aid them. She is content to play kingmaker at the last possible moment.

**History:** She was granted a knighthood as a courtesy to her father, one of the great paladins of the land. She hated being trapped in his shadow wherever she went. So she slowly let that resentment fester till she began engaging in acts of wickedness. She had traveled far abroad at this point. Her family and kingdom did not know of the acts of depravity she had begun to undertake. She was ambushed by slavers though, who faked a caravan attack. She pursued out of a desire to take the loot from the caravan. She was in turn captured by the slavers and sold to gladiatorial pits. Not before the slavers also sent word back demanding a ransom. She took out her own eye as an offering to a dark god in exchange for the armor and sword she

now uses. She enjoys the carnage of the arena. She was called the black due to her armor and sword after several appearances with her readily identifiable image. She has several patrons who send her gifts and some who even court her. She lives in comfort as one of the arena's top performers; she can have any pleasure she wishes. She has slain some impressive captured enemies in single combat including a special night event where she fought a vampire and another battle where she fought (an albeit starved and flightless) a dragon. She has built up a small cadre of arena teammates who she uses, including an elf and half-elf mother-daughter mage duo, a mad priest who helped her take out her eye, a cutpurse, and a surprisingly lucid ogre gentleman. She has sat back during three rebellions and watched dozens of her fellow gladiators die in attempted escape.

**Goals:** What more does she want? She has grown complacent

**Allies:** Her father, too elderly to save her, has sought some one to go ransom her. The arena masters are convinced she is loyal to them, her small group of loyal followers

**Enemies:** The Vampire survived their altercation and holds a grudge for having lost

**Occupation:** Gladiator

**Use in Campaign:** Gladiatorial Enemy, Plot Point NPC, Rescue NPC, MacGuffin NPC, Kingmaker NPC

Day 193

**Name:** Abigail Goodtree

**System Base:** Fantasy

**Physical Description:** This woman's blonde hair has grey streaks in it. Her voice is decidedly from the underclasses (Use a cockney accent if for say upper class British represents your upper crust) She wears a decrepit suit of plate mail and carries a war hammer, but no shield. She carries the Holy Symbol of a good god.

**Personality:** She is pretty crude and delights in some less than classy humor. She also prefaces a lot of stories with "My late husband" or "My daughter" and then proceeds to tell a semi-relevant story pertaining to them and the current topic. She still is very devoted to her god, and she very clearly cares a great deal about her daughter, one of the bravest knights in the land currently, despite the daughter trying to distance herself from her humbler origins. Further unlike many priests, she is more than willing to drink a few ales and tell a bawdy tale, much to her daughter's chagrin. A few years after the death of her husband, she has begun to flirt with men again.

**History:** She was born in a small village, and she was chosen to be the priest's assistant. She did her job pretty well, at the young age of fifteen a goblin tribe raided their village. Promising to get help, she rode a horse for the first time to the capital city where her case got the least attention possible. Still they dispatched a seventeen year old knight to go with her. The two of them drove off the goblins and were hit by mutual attraction. The two along with a few others adventured for several years, before they eventually settled down. Her country charm had won over the high class knight. They had one daughter, before her husband died of a heart attack at the age of forty eight. Her daughter takes after him. Not wanting to

sabotage her daughter, she has moved back to her original village where she functions as their priest.

**Goals:** She would like to find someone to fill the void from her husband, and to spend more time with her daughter

**Allies:** Dame Cynthia Goodtree, though trying to distance herself from her mother, the King owes Sir Walter Goodtree and his estate some gratitude

**Enemies:** None in particular

**Occupation:** Priest

**Use in Campaign:** Humorous NPC, Ally, Hireling

Day 199

**Name:** Sir Gaius Coenus, Shield of Tambelon

**System Base:** Fantasy

**Physical Description:** This middle aged man does not deal with his position in life well. His eyes are stretched and bloodshot, and his kind voice can explode into anger over the smallest thing. He sits almost on the verge of tears when he thinks no one is looking. His armor has impressive dragon horns carved into a shape like a ram on both sides. The armor itself is scarred, but well cared for. Various other trophies adorn his sash and hilt.

**Personality:** He is on a short fuse and will snap at people. He is normally kind and gentle, but his position has gotten to him. He does not sweat his duties as a knight or as the captain of the royal guard, but his additional responsibilities weigh heavily on him. He enjoys his position at court and does not desire to sally forth into the world again.

**History:** Son of a minor noble, he made a name for himself. He slew a dozen trolls in a three day battle, he defeated the fierce dragon of Dunnborough, he faced off against the Black Knight of Innsmouth Pass, and he led the king's armies to success against bandits in the south. For his service the King greatly honored him, and made him head of the high guard. He also asked to supervise his daughter's courtship with the apprentice of the court wizard. He has been reduced to a chaperone to two teenage lovebirds.

**Goals:** Either end their relationship or pass this horrid duty off to someone else

**Allies:** He has many retainers and a lot of wealth as well as loyal followers from his adventures and campaigns

**Enemies:** A few would try and challenge him for glory

**Occupation:** Captain of the Royal Guard

**Use in Campaign:** Comic Relief, Rescue NPC, Sleeping Giant, Ally, Contact, Flavor NPC

Day 205

**Name:** Jayden Vega

**System Base:** Fantasy

**Physical Description:** He tends to sit hunched over in a corner, with a tin cup with a copper piece or two in it. His clothes are ragged and tattered. Beneath his rags and filth he disguises

a mangy head of hair and unkempt beard. Still wrapped away is an ornate knife as well maps of several unknown passages throughout the city.

**Personality:** He is desperate to please the thieves' guild. Mere mention of doing something to please them will grab and captivate his attention. He also lives in fear of more serious reprisal.

**History:** He was one of the city's best smugglers. If you needed something he could move it across the city unnoticed. Slaves, Drugs, Prisoners, Magical Contraband, you name it he could move it or get it. The problem is he began to work a little too freelance for the guild's taste. They killed his contacts and burned or stole his stocks leaving him destitute until they decide to forgive him. He has been reduced to begging or when he is truly desperate guiding people through his secret tunnels and passages.

**Goals:** To ingratiate himself with the thieves' guild

**Allies:** A handful of thieves still consult him

**Enemies:** The thieves' guild as a whole, the city guard

**Occupation:** Beggar

**Use in Campaign:** Expert NPC, Hireling, Henchman, Contact, Flavor NPC

Day 211

**Name:** Croak the Bog Witch

**System Base:** Fantasy

**Physical Description:** This woman is clad in crude garments woven from lily pads and cattails. She is malnourished, one can see her rib cage quite clearly. She also hops like a frog to get from place to place. Her hair has grown into monstrously long dreadlocks with branches and grime in them. Her eyes are an odd shade of yellow and have deep bags beneath them.

**Personality:** She is not one for conversation or trespassers. Most people are not welcome in her swamp. Those who are there to grow something or leave an offering for the animals are allowed. More often than not she deals with criminals seeking hideout whom she unceremoniously drowns with vines. People will only get a few sentences to explain themselves to her before she gets bored and will restrain people with magical vines. She has an affection for the frogs above all other swamp creatures but will care for them all.

**History:** She was the bastard daughter of a nobleman, who upon finding his interactions with the a serving maid might be noticed was promptly thrown by him into the nearest swamp while her mother was put to death for being a witch in a trial where she was not allowed to speak. The spirit of the dead mother possessed a mother frog and using the frogs of the swamp sought to protect the daughter. The daughter learned her father was an evil man, but little else as the spirit knew very little of communicating from beyond the grave. When the daughter reached maturity the spirit departed, but the frogs and other swamp creatures still recognized her as one of their own. She had learned to tap the natural magic of the swamp. She has stayed in isolation in her swamp her entire life. All the other humans she has met have been evil. So she does not trust them, she has a better disposition towards other races.

**Goals:** Protection of the Swamp

**Allies:** Crocodiles, Alligators, Dragonflies, Frogs, Snakes, and other swamp creatures as well as the plant life

**Enemies:** Her father, though he does not know it, wants the swamp cleared so it can be drained for farmland

**Occupation:** Bog witch

**Use in Campaign:** Barrier NPC, Reveal NPC, Enemy, Rival, Ally

Day 217

**Name:** Old Man Typhoon

**System Base:** Fantasy

**Physical Description:** Despite his unwrinkled light grey skin, he is still quite old. He hair is grey and long and he possesses a long goatee. The wind always seems to pick up in his direction. He always is set up at a table and has a game with circular black and white pieces out. (Reversi or Othello for those familiar with it) His clothes are a mish mash of various outfits to the point where his shoes do not match. He appears in every village along the way, and the villagers will claim he has always lived there.

**Personality:** A lover of chaos and confusion he will often offer people advice. This advice of course appeals to their flaws to try and get them to cause discord. He likes fish and thunderstorms as well. He has a fondness for playing tricks on children, but his causing of chaos towards them is less hurtful and less intended to cause dissension. He also likes to tell a different version of his history each time he is asked and will deny knowing meeting the PC's ever before.

**History:** He washed into a village during a typhoon, which is where he got his name, where he was saved by a fishmonger and his wife. As he grew up raised by them his subtle magic began to manifest itself. He has learned how to manipulate his internal magic and so has made a series of identical villages to confuse travelers. The villagers are identical the layouts are identical, but only he knows the difference or which one is the original.

**Goals:** Chaos and disorder

**Allies:** He has dozens of villages who think of him as a long time resident

**Enemies:** He has driven many travelers against each other by leading them to believe they were lost

**Occupation:** Fishmonger

**Use in Campaign:** Oddity NPC, Non-combat encounter, Lampshading NPC

Day 223

**Name:** Gaeruldis

**System Base:** Fantasy

**Physical Description:** This slender graceful elf stands a constant vigil before an exquisitely carved cave entrance. She will occasionally offer a slight smile, but more often than not will have an expression of mourning on her face. As she sleeps tears will fall down her eyes. When she sleeps a smaller but similar looking blue ghost stands vigil by her.

**Personality:** She is unlikely to speak unless spoken to, and she is unlikely to reveal anything she does not have to. She has a soft spot for people shorter than her and is more likely to

smile and be open with them if they prove friendly. She is overcome with grief at times, and will not let anybody enter the former temple behind her. She cares not for riches and cannot be bribed. All she wants is her sister to be returned to her.

**History:** After decades of intense training and study she was selected to be one of the temple guards. Her carefree younger sister came to visit her often bringing wildflowers and lunch in a basket and the two would enjoy each other's company. One day a demon broke loose and chose to attack the temple. It was tearing through guards, but Gaeruldis fought it to a standstill. The demon fearing its destruction possessed her sister. Unable to drive the demon out she sealed it away inside a preserved wildflower along with her sister. Her sister's ghost sometimes visits her as she keeps her lonely vigil over her two prisoners.

**Goals:** Redemption and Reunification with her younger sister

**Allies:** The spirit of her sister tries to give her hope and will still sometimes bring wildflowers

**Enemies:** The spirit of the demon wants to be free and will offer much to escape

**Occupation:** Jailer

**Use in Campaign:** Barrier NPC, Exposition NPC, Flavor NPC

Day 229

**Name:** Harvey Winchester

**System Base:** Fantasy

**Physical Description:** Plump even by Halfling standards, Harvey is almost perpetually seen with some sweet thing in his hand and crumbs everywhere. He is clad in layers no matter the weather he is at least wearing a sweater, if not a hat, a scarf, and two or three shirts. If someone somehow gets through those layers to touch his actual skin he is cold to the touch. His eyes look worried especially when eating. His reflexes are slow and he is prone to falling down, but most people assume he does it on purpose for attention. His hand is licked with minor burns and cuts and he will often test knives on his finger tips or pick up very hot or very cold things.

**Personality:** He is nervous and jumpy and wants nothing more than to feel alive again. He resents people having a good time and prefers to be alone as he cannot enjoy the time. He is prone to trying extreme things and has paid top gold piece for the best exotic foods, none of which he seems to enjoy.

**History:** When he was younger and much leaner, he was an expert safecracker and brought on as an expert for a group of adventurers. He plundered many great treasures and established himself as a master thief who excelled at picking locks and getting in and out unnoticed. The band decided they would need one more big score before they each retired. Harvey was called upon to make off with a lich's fortune while the remainder of the adventurers distracted him. They smashed the phylactery and made off like bandits all of them rich enough to live like Kings. They could have done a more thorough job smashing it though and years later the lich reformed albeit much weaker than before. As he gathered his strength he activated an old curse on his treasure. Now each of the adventurers feels as the lich does. They know not pain nor pleasure and are slowly becoming more desperate to feel

again. Not being able to enjoy food the already fattening Harvey began trying more and more to feel alive.

**Goals:** To feel alive again

**Allies:** The party's orcish swordsman, womanizing cleric, and noble bastard trapsetter still live, their wizard committed suicide after being unable to feel alive and finding his magic worthless.

**Enemies:** Some of the cursed gold has made its ways into the hands of merchants cursing them, but to a lesser degree

**Occupation:** Pensioner

**Use in Campaign:** Reveal NPC, Plot Hook NPC, Ally, Expert NPC, Contact, Mentor NPC

Day 235

**Name:** Suwei Lok

**System Base::** Fantasy

**Physical Description:** Wearing Winter furs and heavy clothes the bulk of his form is hidden by his attire. He still is an impressive and muscular guy which manages to show by his large silhouette. His hair is drawn backwards into a warrior's knot. He has two small vertical scars over his left eyebrow. He has no Earthly possessions other than what is carried on his person.

**Personality:** He drifts from place to place moving wherever the wind takes him. He is grim and business like at all times. Further he is pro-authority; he will hunt down anarchists and revolutionaries without being asked and without mercy. His motivation is from grief and loss. He is cold and relentless with no Earthly person or object tying or tempering him.

**History:** He was one of his tribe's warriors. He had raised a happy family. A band of anarchists dedicated to their cause entered their village and attempted to slay the chief. He fought valiantly but when the smoke cleared his pregnant wife and his daughter were dead. Motivated by revenge he struck out after the anarchists and after tapping into a latent magical talent had removed them all. With no family and no desire to return to the village. He began roaming following the prevailing wind and ending opposition with sword and spell.

**Goals:** He really does not know

**Allies:** Governments be they just or tyrannical

**Enemies:** Anarchists, Revolutionaries

**Use in Campaign:** Enemy, Ally, Tragic NPC

Day 241

**Name:** Slaya Woods

**System Base:** Fantasy

**Physical Description:** Wearing spiked metal armor on her upper body with a sealed metal helmet, her odd green half Mohawk hair cut is concealed. She wears a plaid skirt and greaves to cover her lower body. She carries both an axe and a lute on her back. She also applies (poorly) a large amount of lipstick. Her voice is melodious and pleasant which stands in contrast with her barbarian-esque appearance.

**Personality:** Highly competitive, musical, and violent, she brings terror and awe when she takes the stage. She loathes the competition and is a firm believer in the “If you can’t beat them, kill them” maxim. That is her longterm solution if she cannot best an opponent most of the time she will go train and show them up easily.

**History:** Born to her tribe’s chief and a young singer extramaritally she was raised by the musicians but received warrior’s training due to one of her parents. As a young girl she was signed on to play lute and sing backup for a sleazy bard entering a battle of the bands. Due to her barbarian upbringing she parsed battle incorrectly. She killed six before the sleazy bard tried to explain what was going on, but it was too late. In her mad frenzy she struck down all the other bands. With no competition and her hirer fleeing in terror she took the stage alone and won the prize as the judges feared her. She put together a group consisting of warrior poets, minstrels, thieves with a jaunty tune, and has-been bards trying to come back. They travel around killing, singing, and generally having a good time.

**Goals:** Stage an even more carnage filled battle of the bands

**Allies:** She has a few band members, some roadies (slaves), and a dedicated (if a tad disturbing) fanbase

**Enemies:** Her father’s wife has always had it out for her, law enforcement, other bards fear her

**Occupation:** Merry Musical Murderer

**Use in Campaign:** Rival, Enemy, Flavor NPC, Comic Relief

Day 247

**Name:** Tyler Warrens

**System Base:** Fantasy

**Physical Description:** Square-jawed and homely his appearance conveys strength but not intelligence. His voice is soothing in contrast to his homely appearance. His mighty hunch causes him to limp along, but his muscles are massive.

**Personality:** He is the least expected champion of righteousness in the land. He was raised by a clergyman as he was abandoned due to his deformity. He is very pious and though will use violence; he will stop if there is the slightest chance his actions will harm an innocent bystander. He is a staunch vegetarian and believes firmly in the sanctity of all life, unborn, infirm, animal, and even enemy he fights to protect. He will spare enemies when possible.

**History:** His birth parents abandoned him due to his ugliness. Both claimed it was a stillbirth and they bought off the midwives so that the father could have a pleasing first heir. None of the other children were healthy to live very long though. The friar who raised him wanted nothing more than to go out and smite heathens, but he was always very gentle with his flock and adoptive son. Both traits rubbed off on him. He filled in for his adoptive father's compulsory service and after training became quite proficient with a spiked club. He travels the land as a missionary and protector. Trying to convert allies and enemies alike. His birth parents search for him hoping to undo their error and have some heir,

**Goals:** Peace and love

**Allies:** Birth parents, Friar Warrens (age 73)

**Enemies:** He is quite ugly, and he often annoys other good doers by his insistence on nonviolence

**Occupation:** Missionary

**Use in Campaign:** Barrier NPC, Ally, Friend, Contact, Unreliable Ally, Quest Goal NPC, Sleeping Giant NPC

Day 253

**Name:** Master Choden

**System Base:** Fantasy

**Physical Description:** Clad in blue robes with white trim he is fit and broad, but this is mainly covered by his loose fitting robes. He has a long mostly gray beard and long hair, though large amounts of black hair still remain. His forehead is dominated by his large bushy eyebrows.

**Personality:** He believes man can be more free through a shunning of material possessions and through non-violence and passive resistance. He will intervene to defend his students and their charge, but he will never strike to kill. He will dodge and weave through enemy attacks and spells before he strikes to subdue; he often attempts to make others see the futility of violence and greed.

**History:** He was a rich young man who lived a life of debauchery and Bacchanalia. He got into duels fairly often, and he loved to box. Then one day he got into a fight he could not win. One of the traveling Brothers of the Golden Way found him and nursed him back to health. The brother explained how their order shunned material wealth and guarded perhaps the most powerful artifact for greed in existence as a service to the world and a constant temptation for themselves, the Hand of Midas. Intrigued he followed the monk and planned to steal the artifact, but after turning his clothes to gold and being unable to escape he spent three days reflecting. He realized the brothers were right and he joined them. Over the years he became a true master and now leads the Brothers of the Golden Way.

**Goals:** Peace and balance in the world

**Allies:** Almost 150 novices, 50 or so brothers, and a half dozen masters

**Enemies:** Should word escape the temple would be besieged in an instant.

**Occupation:** Monk

**Use in Campaign:** Aid Giving NPC, Ally, Barrier NPC, Expert NPC, Sleeping Giant NPC

Day 259

**Name:** Tresca Noonan

**System Base:** Fantasy

**Physical Description:** Clad in pirate clothing and brandishing a cutlass she is a fearsome battlefield combatant. She also seems to be perpetually exasperated and can often be seen beating the crew.

**Personality:** She is exasperated and frustrated by the ineptitude of her subordinates and the new direction laid out by the captain. She wants to rally the more violent and angry crew members to mutiny.

**History:** She was the lone survivor of a prize taken by Captain Percy Gumble. He brought her aboard and raised her as a daughter. He was a vicious pirate then and took next to no prisoners. She grew up living this life. Now that her father has softened in his old age, she misses the old ways.

**Goals:** Mutiny

**Allies:** She has a small following in the Crew, Captain Percy Gumble

**Enemies:** She is a pirate

**Occupation:** Pirate

**Use in Campaign:** Enemy, Ally, Rival, Contact, Choice NPC, Background Event NPC

Day 265

**Name:** Damian Hale

**System Base:** Fantasy

**Physical Description:** He wears a green rag vine with leaves and flowers still growing from it around his eyes. (its roots have actually grown into his eye stalks.) His hair is straight but long and his clothes have seen little maintenance but have small plant life growing from them. He carries a staff which itself seems to be a miniature tree. When he sets it down it seems to root itself into the ground.

**Personality:** He is more sensitive to the needs of the forest and its creatures than almost anything else. He values his isolation from humanity. He still cares for people; he just does not want to deal with them. He strongly believes in the long view and long term planning. He has almost inexhaustible patience.

**History:** He was born blind, and his birth also ended the life of his mother. His father who roamed the world took it surprisingly in stride. He brought his son with him. He planted trees telling his son when he was an adult he would have healthy trees to provide him with shade. Eventually the son came to appreciate the forest more and more as did the father. The two were very close; the forest the two had grown so much had a benevolent nymph who could not blind Damian. She came to grant his father a dying wish due to his long service to the forest. The father asked that he return to the Earth like his wife, but that the forest watch out for his son. Damian began his symbiosis with the forest. He can see throughout the forest as his father and mother form the heart of the forest. The forest expands and grows verdant. Beasts flock to it and hunters find no game. The forest is his eyes and he is its arm.

**Goals:** Protection of the Forest

**Allies:** The forest, its creatures, the nymph, the trees themselves

**Enemies:** None

**Occupation:** Hermit

**Use in Campaign:** Flavor NPC, Barrier NPC, Ally, Expert NPC

## Day 270

**Name:** Sabra Promonto

**System Base:** Fantasy

**Physical Description:** Young, exuberant, and beautiful, she hides all those features by wearing large billowing robes and staying awake so long she does not realize her smell or how quiet her voice becomes. She is accompanied by a tiny greenish purple dragonling.

**Personality:** She is a lover of knowledge, and in dire need of some common sense. She loves discussing folklore and collecting folktales. She will buy almost anyone with a story a drink or two and happily copy some notes from it. She is inquisitive to the point of annoyance and many will drive her off as soon as she stops buying.

**History:** The bookish third daughter of a middle class carpet merchant she was always overlooked among her siblings between her two sisters and three brothers. She decided she would prove her worth with study, but lacked the focus to stay on one topic. She magically dabbled but never learned much beyond divinations, which she is gifted at. She strokes the ego with her love of stories and her willingness to pass out most of her money to hear more that a small psuedodragon has decided to stick around as her familiar. She was so good at telling stories that a pirate crew shanghaied her to be their entertainment. Now she lives as a storyteller and collects the pirate's folklore on their island base.

**Goals:** Collect more stories

**Allies:** An island full of pirates, Gaia the Dragonlings, her five siblings and parents are worried about her

**Enemies:** She can be annoying, but has no real enemies

**Occupation:** Storyteller

**Use in Campaign:** Exposition NPC, Flavor NPC, Annoying Ally, Contact, Plot Hook NPC, Rescue NPC (Her family wants her rescues from pirates)

## Day 276

**Name:** Kelon Daal

**System Base:** Fantasy

**Physical Description:** This dark skinned elf covers his face with a hood which is attached to his white cape. On his belt he carries a pair of sickles still stained with grain.

**Personality:** He fancies himself a defender of the weak and an upholder of family traditions. He takes inspiration from his great Aunt for whom he is named, though does resent being named after a woman. He abhors slavery and the upper class.

**History:** Born into a Wood Elf Ghetto for the past ninety six years he lived there peacefully. As the amount of slaves drove more and more work away from the impoverished elves he began to take action. He organizes slave revolts and sabotages payment to slave holders. He has a small network of vigilantes he uses. He has engaged in theft and sabotage and has become something of a Robin Hood to both the elvish workers and the slaves.

**Goals:** Freedom of slaves, money for people, and work for the elves

**Allies:** He is immensely popular among the lower classes

**Enemies:** A sizable bounty is placed on his head for him to be taken alive (for torture and then public execution)

**Occupation:** Farmer/ Vigilante

**Use in Campaign:** Vigilante, Extremist NPC, Flavor NPC

Day 282

**Name:** Rainakorkaril of House Baeund

**System Base:** Fantasy

**Physical Description:** This small jointed dark elf stands a mere 5'2, but she appears much larger and menacing than she is. Her cape turns into four individual legs which she uses to wall crawl and elevate herself. She carries an array of nets and darts on ropes; in battle she is a whirling frenzy of death and entanglement.

**Personality:** Embittered towards her people and most other races, she truly is isolated from almost everyone. She is suspicious, but is willing to cut a deal with people, but she does hold grudges. She cannot stand betrayal and will hunt and eradicate those who cross her.

**History:** She was banished from her house for her treachery; she was framed for the extermination of a small village. They planned to execute, but thanks to her stolen magical cape her escape was easily made. She has been forced to live amongst humans to avoid repercussions, and she cannot stand hiding among those she deems inferior. She has taken to being an acquisitions agent for a nearby dragon in exchange for support and in the long run vengeance.

**Goals:** Vengeance, but she does not know what she wants beyond that

**Allies:** Peredhil the aging blind dragon

**Enemies:** House Baeund

**Occupation:** Acquisitions Agent

**Use in Campaign:** Rival, Enemy, Herald of Larger Villain, Reformable Enemy, Plothook NPC

Day 288

**Name:** Sai'ksh

**System Base:** Fantasy

**Physical Description:** He is surprisingly muscular and broad shouldered for an elf. He stands about 6'8 making him significantly taller than almost all other elves. His hands are long and claw-like. Further his appearance is dominated by his albinism. His skin is beyond pale, it appears more like a solid white and his eyes both iris and sclera are both a bright red. He wears a heavy suit of armor which has far more joints than normal and moves far more gracefully than one would expect from a person in heavy armor.

**Personality:** He knows people will judge him for his appearance, so he knows how to be intimidating. He also is a master of misdirection and deceit. Lying is second nature to him, of course he recognizes that some people will never trust him to them he gives brutal honesty usually backed by threats which he can back up. He is prone to punishing failure with violence. He is very hands on and will often discuss his history as a gladiator with pride.

**History:** He from a young age was an outcast due to his massive frame and pigmentation. He was sold to a gladiatorial slaver from a young age. He fought his way through the pits quickly becoming a popular attraction due to his easily recognizable features. He built a loyal base among his fellow gladiators and garnered some support from the audience. He staged a rebellion and built an army of his gladiators. He now plans to engage in conquest of all he can grab.

**Goals:** Conquest

**Allies:** A small army of gladiators

**Enemies:** He is aiming to conquer the world

**Occupation:** Warlord

**Use in Campaign:** BBEG, Enemy, Powerful Enemy, Flavor NPC

Day 293

**Name:** Givot Gigio

**System Base:** Fantasy

**Physical Description:** Clad in a simple white gi with three large diamonds sewn into its left shoulder and carrying a straight sword in its scabbard on his back he has no other material wealth. His hair is long and brown and completely covers his ears. He moves gracefully and almost faster than the eye can follow. When drawn his sword glows blue and he intersperses strikes with it with powerful kicks or other unarmed blows.

**Personality:** He is ashamed of his mixed heritage, being of both elf and human descent. Further his extensive monastic life has rendered him socially incompetent. His speech is stuttered and he has trouble with polysyllabic words. His monastic upbringing taught him the importance of life, but the cruel end the monastery met taught him justice is necessary. He will often intervene in matters he is uninvolved in and will insert himself for the sake of justice.

**History:** Abandoned by his birth mother on his human father's doorstep the father did not want to deal with him either. He was left at the base of a monastery where the monks took him in and raised him as one of their own. He yearned for an adventure and eventually the monks relented and let him journey out to fetch some supplies from a nearby town. When he returned bandits had raided the monastery and killed its inhabitants. Wracked by guilt he searched the wreckage to find a secret chamber where he discovered his sword and the gi he wears. The writing informed him that the blade can only be wielded while the gi is worn otherwise it will fuse with its scabbard. Upon putting on the tunic he felt a sense of serenity and did not desire vengeance anymore, but justice. He sought the bandits. The blade passed through them drawing no blood, but left them wracked by the guilt of their actions. He has sense intervened causing many to feel the guilt of anything they have ever done and all the pain their wrongdoing has caused.

**Goals:** He is not sure anymore, further he is unsure whether he is his own man or his sword's

**Allies:** His sword

**Enemies:** The same

**Occupation:** None

**Use in Campaign:** Unreliable Ally, Rescue NPC, Contact, Cursed Item Holder

Day 299

**Name:** Lucy Littleheart

**System Base:** Fantasy

**Physical Description:** This sandy haired halfling is perpetually accompanied by a slobbery Saint Bernard dog which is bigger than she is. It is constantly licking her face and she looks mildly put out by it at times. She typically avoids eye contact and tries to hide behind people. When fleeing after pilfering pockets she can be seen riding the dog. After even mild physical activity she can be seen breathing heavily and clutching her chest.

**Personality:** She is exasperated by larger folks confusing her with a prepubescent human girl. She is exasperated by how affectionate Bubbles can be. Despite her occasional frustration with the dog, her heart is often softened by him. Still she is mostly friendly with people and makes friends randomly. How she decides her marks is largely based upon her judgement of someone's character. She particularly targets tall people and cat people. Though she makes friends she tends to view other people's hardships as trivial which earned her, her current surname.

**History:** When she was born she was breathing shallowly. Throughout childhood her growth was stunted and physical activity exhausted her. Her tendency to be dismissive was formed her as her complaints about chest pain were often ignored. She began to dismiss other people's pains. Due to her inability to empathize she soon found that she could sneak around the big folk relatively unnoticed and stage escapes well. She has done jail time twice for pickpocketing, but has little intent to change.

**Goals:** She would like to be taken seriously, get rich, but on a deeper level she would like sympathy

**Allies:** Bubbles

**Enemies:** She is a minor criminal, but is still recognized by guards who pay attention

**Occupation:** Petty Thief

**Use in Campaign:** Rival, Flavor NPC

Day 305

**Name:** Matsunaga Hisamichi

**System Base:** Fantasy

**Physical Description:** He is an intimidating figure he stands about 6'3 and wears blue samurai armor with golden trim. His face is completely concealed by a sneering demon somen in the same dark blue. He is horrifically strong often carrying the torso of his last victim in one hand by the eye sockets and his katana in the other.

**Personality:** He lives for battle and accepts no substitutes. He is difficult for his superiors to control because of his insatiable bloodlust. He has his own bizarre code which he does honor. Even if his opponents are bleeding on the ground he will see to it they have a weapon in hand when he fights them. The unarmed he will not strike. Though he does like using his own unarmed might in conjunction with his sword for his favored torso removal finisher.

**History:** He was trained from birth to be the ultimate warrior and then presented to his Lord as a gift. The training worked excellently but the cruel and harsh practices left him with little sense of empathy. He served well, but his presence frightened the other samurai who found him unsettling. So the Lord sent him on progressively more dangerous missions which he kept succeeding. Eventually fearing his might the other samurai turned on him. He emerged victorious and slaughtered the castle. He presented himself to another Lord and a similar situation followed. He continues along this path.

**Goals:** A worthy foe, slaughter

**Allies:** His services are highly desired

**Enemies:** But no one wants him around

**Occupation:** Ronin

**Use in Campaign:** Enemy, Rival, Honorable Enemy, Flavor NPC

Day 311

**Name:** Flynnwrick Teagarden

**System Base:** Fantasy

**Physical Description:** This scrawny halfling is accompanied by a cart pulling donkey with many bottles with strange and wondrous looking elixirs. He smells syrupy and generally fruity and his hands and clothes tend to be stained with fruit pulp.

**Personality:** He is dedicated to his customers even if that means hurting his bottomline. Of course as a result he does not make much money. His talents are extremely hit or miss. He is prone to offering full refunds if his products fail. He has been unable to settle down due to his financial failings and his only friend is his little donkey, Bottom.

**History:** At a young age he brewed unbelievably potent potions. They were nearly twice as effective than their normal counterparts at the same dosages. He lacked consistency and sometimes the potions failed to work at all and just tasted like fruity syrups. His elders were convinced all he needed was practice. So they gave him a donkey and some reagents and sent him on his way. For the past twenty years he has been hawking potions some view him as a miracle worker, others a snake oil salesman. He has had some success, but was conned out of it by an even trickier salesman and his cronies.

**Goals:** Perfect his potent potables so he may return home

**Allies:** He has let the lame walk and many an adventurer has been grateful for his extra strength brew

**Enemies:** He is reviled by those who have gotten his failing potions and seen as a charlatan

**Occupation:** Potion Brewer

**Use in Campaign:** Traveling Shopkeep, Rescue NPC, Unreliable Ally, Contact, Flavor NPC, Fun Random Luck NPC

Day 317

**Name:** Mork'dak of Clan Agmir

**System Base:** Fantasy

**Physical Description:** Nearly 8 feet tall and 300 pounds he is a terrifying paradigm of orc physiology. He wears loose fitting robes of burlap with mangy warg fur worked in. He has red war paint and many bone necklaces and talismans. Central to his work of strange taboos and totems is a single pink flower.

**Personality:** He reveres the god of death and enjoys spreading death and destruction wherever he goes, but only so it can grow into something new. He burns villages but has his warriors spread the ashes and fertilize the ground. He is charismatic and actually leads one of the happiest bands of orcs. Though he is strong he prefers to rely on his magical talents which involve mostly the animation of the dead and the growth of plants, but is not afraid to rip a foe apart with hand and tusk. He has a friendly relationship with farmers when he can, but tends to despise settlements and towns.

**History:** He was born with an innate gift for magic and with great physical gifts. As such he was worked on by the clan's shaman and their warriors to make him into a great warlord. His tribe had been forced to live near a volcano due to recent military losses. When he saw the ash he marveled at the destruction, but was more impressed with the new life that followed. He has dedicated himself and his people to this cause and they have driven many orc tribes back and now once again border more civilized lands.

**Goals:** To harrow the Earth so new growth may follow

**Allies:** He has a clan of orcs at his beck and call

**Enemies:** He has crushed many foes in his goal and the survivors resent him

**Occupation:** Clan Leader/Shaman

**Use in Campaign:** Flavor NPC, Unexpected NPC, Background Event NPC, Rival, Contact, Enemy, Unexpected Ally (he is as liable to topple a just regime as an evil one)

Day 323

**Name:** Bale, Genrill, and Rufus Montajay

**System Base:** Fantasy

**Physical Descriptions:** These three identical triplet gnomes dress in pallet swapped outfits. They usually are carrying various potions and signs expressing support. They usually say similar things, but in different ways leading to enthusiastic noise.

**Personalities:** The three of them are mostly toadies and flunkies through and through. They like to hitch on to a conqueror or tyrant and offer them their enthusiastic cheers. When they are defeated they drag him off patch him up with potions and put him back out there. They often refer to these villains as "boss", "champ", "man" and various other informal titles. They cheer and hoot and holler when their man takes on heroes and generally have a good time being evil's cheerleading squad.

**History:** These gnomes were always a little off. They were abandoned by their father after the birth of triplets ended the life of their mother. The three gravitated to the most powerful orphans they could, which of course was the bullies. They massaged their egos and made themselves useful by becoming adept at potion making. When their town was overrun by a necromancer they pledged themselves to this new bigger bully. When he lost to an ogre

warlord they joined him and his band of trolls. When he died to a Blackguard they joined up with her. They move between bosses based on whomever is the most recent victor.

**Goals:** Latch onto the coattails of the best villain they can find

**Allies:** Their evil bosses find them useful, and do enjoy having their egos massaged

**Enemies:** The forces of good

**Occupation:** Toadies/ Professional Henchmen/Cheerleaders

**Use in Campaign:** Gag NPCs, Comic Relief, Evil Buffing NPCs, Affably Evil NPCs, Not-So Evil Enemies, Enemies, Henchmen

Day 329

**Name:** Dylena Plumetail

**System Base:** Fantasy

**Physical Description:** She generally approaches as a figure clad in leather and fur brandishing a straight sword and a heavy wooden shield. Closing, her face is covered with blue streaked war paint and her red hair exists only in an impressive Mohawk. She has a warrior's look in her eyes. She is often covered with snow from the mountain's peak and she usually carries pelts for trade.

**Personality:** She is contrary and likes to argue and insult people. She knows her dominating physical abilities will allow her to insult people as she feels fit and she frequently mocks snow trolls into getting into debates where all she does is yell at them and refuse to change her mind despite the troll pitiful, yet increasingly well reasoned logical arguments. She likes to annoy people. That said she also loves the mountains and will lead people on expeditions through them and strives to reach new peaks and new heights.

**History:** Born to a small clan of barbarians, their numbers declined due to plague throughout her youth. To survive the small clan of less than twenty people became almost entirely warriors. They desperately raided for their food, only further dwindling their numbers. As the youngest, she was left with the two village elders who constantly bickered with one another and strove to annoy and insult the other. She took after them, and became the sole warrior after a disastrous battle with a frost giant trying to steal his herd. When the elders passed away she became the sole survivor and took to trading and guiding people to continue living. Though the mountains have brought her hardship she still strives to reach the peak of all of them.

**Goals:** To reach the peak of all mountains and continue exploring them, annoy people and snow trolls

**Allies:** Despite her annoyance the trolls view her as a kindred spirit, many villages know her as a reliable tracker and guide and always fair with her prices

**Enemies:** People do not like to have her around for extended periods of time

**Occupation:** Guide/ Furrier

**Use in Campaign:** Guide, Expert NPC, Annoying Ally, Rival, Contact, Flavor NPC

Day 335

**Name:** Euryale

**System Base:** Fantasy

**Physical Description:** Before she can be seen one can hear the clod of stone footsteps and the occasional snakelike hiss. Rounding the corner this hooded figure has greenish scaled skin and wears a breastplate. She is accompanied by walking statues with horrified expressions on their faces; further, she generally has a myriad of odd equipment with her and occasionally very well outfitted undead. Her voice places emphases on the s sound in a stereotypically serpentine style. Should she remove her hood and reveal her hair it is comprised of snakes and she is in fact a gorgon. Unlike most gorgons even her touch petrifies those whom she contacts.

**Personality:** She has always been of a waste not want not mentality. She relies on her gaze or minions to solve problems, but she does not prefer engaging with her magic, petrifying gaze, or combat skills. She always is seeking to recover things for new use. This means graverobbing, plundering tombs, or looting battlefields are common occurrences for her. She views no evil in it and frequently enters settlements at night to distribute her refurbished surplus to the downtrodden. She has no love for society and hopes that the poor will rise up and unrest will crumble civilization to be rebuilt, but she has no desire to engage in wasteful open warfare. She is desperate for human contact or even a touch of the hand.

**History:** In her life she was a brilliant mage. Her necromantic endeavors were stopped and the crown slapped her on the wrist for it. She was not permitted to make the undead. She argued she could create a utopia using undead as mindless laborers. She was shouted down as perverting the natural order and that it is good for man to work and toil to earn his living. She ceased, but she kept recovering old artifacts from far off ruins for the court to use. She was beloved, till she was caught pilfering from royal tombs. She was cursed to her immortal gorgon state so she might never interact with people. She fled and many adventurers over the years became frozen in her lair. Sad about the lost potential she used her sorcery to animate their statues to serve her. She has watched from the shadows plotting the downfall of the original King's great grandson and the ruin of his court.

**Goals:** A new society rebuilt in her utopian vision, revenge upon the court's descendants

**Allies:** She has a horde of statues and undead serving her

**Enemies:** She has ruined battlefield recovery, pilfers tombs, and repurposes adventurers.

**Occupation:** Necromancer/Mage though she has become a skilled warrior and adept at stealth over the years

**Use in Campaign:** BBEG, Enemy, Non-violent Enemy, Background Event NPC, Friendly Enemy, Really Powerful Enemy

Day 341

**Name:** Anton Piedmont

**System Base:** Fantasy

**Physical Description:** He is an older looking man with a sever limp and the strong smell of animal musk. His robes are typically stained and he tends to lurk in the shadows, though his odor gives him away.

**Personality:** He always been one to push the limits of magic. He particularly enjoys grafting things. He makes monsters for fun and profit. He does not believe in apologizing, and when lying or acting he will always overplay his hand. He does not have much in the way of his own schemes, but he will play along for a master who will let him indulge in his research.

**History:** A brilliant healer, people predicted he would go far. He mastered the most basic of resurrection spells from a young age. Once he began reattaching limbs his curiosity began to take the better of him. He started with animals and after having some success with creatures like the crocagoat, badgerdog, and the classic owlbear he set his sights higher. Pretending to have been robbed by some nearby bandits he convinced some naive adventurers to bring them to him. He turned them into human animal hybrids. He was however found out and by losing his hybrids which he promised he could cure on his attackers he was able to escape.

**Goals:** Keep up the research

**Allies:** His manimal hybrids believe he is working on a cure for them

**Enemies:** He is hunted for his unnatural experiments

**Occupation:** Former Healer

**Use in Campaign:** Henchman, Enemy, Lieutenant to BBEG, Sick Enemy, Rival

Day 346

**Name:** Vasmen

**System Base:** Fantasy

**Physical Description:** During the day he appears to be an ordinary castle gargoyle, albeit the only intact one, but once the sun sets he comes to life and quickly plucks some of the nearby garlic plants growing near him before entering the castle he perches on at a breakneck pace. His statue is covered with claw marks and bites, but when flesh he shows none of these injuries. As dawn approaches he exits the castle wounded yet again.

**Personality:** He is serious and dedicated. He allows none to enter or exit the castle. He would like nothing more than a means to destroy his charges. He feels sorrow about his failures through the centuries, but is not eager to talk about it.

**History:** He was once the leader of a whole clan animated to protect the castle at night. Of course as generations passed the good folk of the castle began to fear the gargoyles. The prince thought he had found a way to defeat the gargoyles and submitted to the kiss of a vampire. Rising from the dead he sought to defeat the gargoyles, but his lust for blood led to the castle inhabitants fleeing in panic. Many of the gargoyles were turned by the vampire's bite. Vasmen staked the beast, but his fellow gargoyles would heal their stake wounds during the day and attempt to free the prince. So each night he battles his friends and family at bay to keep the nearby village safe, they have long declared the castle haunted.

**Goals:** End his vigil over the remains of his clan

**Allies:** None, though some superstitious villagers leave garlic and holy water at the foot of the castle as they believe it will drive the haunting spirits off

**Enemies:** The Vampire Prince Tenebris, his former clan

**Occupation:** Guardian

**Use in Campaign:** Barrier NPC, Warning NPC, PlTHOOK NPC, Expert NPC, Ally

Day 352

**Name:** Lovisa Ferial

**System Base:** Fantasy

**Physical Description:** A slight goblin woman she moves from bush to bush practically unheard at all times. She is covered with small little talismans and trinkets of affection. They are usually bloodsoaked and have small weapon gashes. All she wields is a single dagger.

**Personality:** She needs to be the alpha female, as such she hunts down knights and steals their tokens of affection to prove her superiority to all other women and she then bests the men in combat to prove her superiority to them. She laughs and talks down. Of course she primarily targets married men and those in long courtships as they are the ones who she can prove she is better than two at once.

**History:** She was dropped from five arranged marriages till she met her husband, who being a diplomat had many wives. He claimed she was the best and the two of them went far in assassination. When a new wife threatened her title she eliminated her. When her husband was upset she eliminated him and thus her odd crusade was born.

**Goals:** Prove she is the best, whatever that means

**Allies:** None

**Enemies:** A host, most with severe dagger wounds to the kneecaps and upper leg.

**Occupation:** Murdering Psychopath

**Use in Campaign:** Enemy, Unhinged Enemy, Crazy NPC, Flavor NPC

Day 358

**Name:** Sifo Anrwilis

**System Base:** Fantasy

**Physical Description:** This lean angular elf has surprisingly square features. His accent is conspicuously foreign and artificial sounding. He assures it is authentic. He carries a clipboard with bounty listings on it.

**Personality:** He believes there are two types of people in this world: the hunters and the hunted. He will take every moment to assure you he is a hunter. He fears being caught. He is foreign but of a different variety than his accent. He prefers to use magic to eliminate the cognitive capacity of anyone who would reveal his fraud.

**History:** When he was an apprentice wizard, his kingdom fell in a bloody struggle. He fled with royal treasure. When the kingdom was reestablished he was wanted for stealing the crown jewels. He has been using his magic to make ends meet as a bounty hunter.

**Goals:** Find a way to clear his name, though he has pawned the gems already

**Allies:** None

**Enemies:** The crown

**Occupation:** Bounty Hunter

**Use in Campaign:** Target NPC, Rescue NPC, Flavor NPC

Day 365

**Name:** Attilio of the Thousand Tales

**System Base:** Fantasy

**Physical Description:** He is an oddly obese bard in light blue pantaloons with a dark blue cloak and tunic combo. He carries a trombone and is usually happily playing it. He prefers to tell stories and will usually talk about some different legend everyday. He talks with anyone he can get his hands on and can often be seen purchasing inspirational art. When he is not trying his craft, he can usually be found eating.

**Personality:** He loves people's stories and incorporates the lives of everyday peasants into his impressive legends and tall tales. He likes to tell different tales and does not like retelling stories. His passion comes out when passing these stories along to future story tellers. He is willing to make his living teaching reading and composition to rich children. His eyes are bigger than his stomach and he will often eat even when full.

**History:** He was trained as a scribe, but in his free time he played trombone and told stories in the tavern. Convinced he could make it in the world he left his position as a clerk and set out to tell stories. Though he has some adventures of his own he prefers not to tell them and would rather tell stories of other legends. He is often beloved as his insertions of everyday people and embellishment upon them makes him beloved.

**Goals:** Spread cheer

**Allies:** He is a beloved traveling minstrel

**Enemies:** Some people dislike being inserted into his stories

**Occupation:** Traveling Minstrel / Teacher

**Use in Campaign:** Random Encounter, Flavor NPC, World Building NPC, Mentor

# Sci-Fi

Day 3

**Name:** Fabricus

**System:** Sci-Fi (w/ aliens)

**Physical Appearance:** Fabricus carries an appearance typical to one of his species, the Arindae. The spider like multisectioned body, the overly long claw like hands, the six long legs extending from his back and two shorter humanoid ones from the waist as well as well developed chelicerae, right below his eight eyes. He prefers to wear fine silks, as most of his species does, though has several suits of combat armor for his hunting needs.

**Personality:** Fabricus is an ambassador, and therefore looks for the needs of his kind first. This primarily surfaces in his desire to keep the enslavement of several insectile races with chemically engineered pheromones legal. He is willing to compromise, but is a ruthless hunter. Any perceived weakness will be pressed and exploited. He is seen as merciless and passionate. His insectoid slaves he will often release from his control for a better hunt when it comes his time to feed.

**History:** An arindae commander on hand when the human first contact took place, Fabricus took it upon himself, due to his natural grasp of language, to be the ambassador. His self appointment allowed him to meet the Prime Minister of the Earth Republic and from there his position was solidified. He keeps his cruiser cloaked in near Earth orbit in case of emergency and has been attacked by several anti-alien factions on Earth. He relishes these attacks because it allows him to hunt humans without legal repercussions. His own ambassadorial palace is a maze of traps and webs.

**Goals:** He desires an expansion in space of the Arindae Hegemony. He recognizes they are only a minor power in the grand scheme of things and plays it safe. His most immediate goal is seeing to it that their primary slave and food races do not prompt outside interference.

**Allies:** The majority of the Hegemony is more of a confederacy and has several powerful political allies, among the more expansionist politicians. Further, his ability to import exotic Arindae silk despite embargos has made him many friends among importers and trade companies giving him significant economic influence.

**Enemies:** More conservative Arindae view him as too ambitious and his desires for expansion will cause them to loose space and possibly their slaves. Further many ambassadors do not trust him due to his reputation as a hunter and for his ruthless cunning. His ruthless destruction of human bigots has only intensified feelings on Earth and made him the poster spider for anti-alien sentiment.

**Occupation:** Ambassador & Smuggler

**Use in Campaign:** Potential Contact, Major NPC, Questgiver NPC, Enemy

Day 8

**Name:** Captain Harry Cullen

**System Base:** Sci-Fi

**Physical Appearance:** A well shaped man just over fifty, his black hair is greying along the sides and has receded to reveal a widow's peak. He typically wears a flight suit at all times and carries an emergency Vacc Suit.

**Personality:** Friendly and open, Captain Cullen takes travelers who coincide with his trade routes at very favorable rates aboard his trader the Magnum Opus. He enjoys reading and quiet.

**History:** A first generation child on the Mars colony, he grew up among the big shipyards of Mars. He always enjoyed the big ships and stopped to talk with the exhausted construction workers before and after school. He at the age of eighteen joined a group advocating for an improvement in the dockworkers conditions. There he met his friend Jerry Colt, who would lead the majority of this students union. He wanted a violent overthrow to let the workers rise up. Young Captain Cullen did not believe in violence as a means to an end and gathered his fellows who shared his beliefs and turned over Jerry Colt. This would earn him a large standing (albeit illegal) price on his head. Out of gratitude he was awarded the Magnum Opus and has been trading with the fellow believers in non-violence as his crew.

**Goals:** An improvement in Blue Collar labor conditions

**Allies:** His crew, the Martian PD, and workers who agree violence is unwarranted.

**Enemies:** Jerry Colt & Company, Workers who feel betrayed, Space Pirates, Bounty Hunters

**Campaign Use:** Transportation, Ally, Potential Contact, Questgiving NPC, Rescue NPC

Day 13

**Name:** Nibian Destikim

**System Base:** Sci-Fi

**Appearance:** A man straight out of a 1930's sci-fi pulp, Nibian is tall broad shouldered and blonde. He wears a retro-futuristic space suit and can generally be seen hawking his latest exploits to news stations and magazine authors.

**Personality:** Overbrimming with self-confidence, Nibian isn't afraid of most anything. He has a strong dislike to people who do not believe in human unity and aliens. He describes both as cowardly. He is a bit of a macho man and will challenge people to random contests of strength and skill, and invite them to random hunting and fishing trip.

**History:** Inheritor of a vast fortune Nibian has never been bothered to work. His life has been one contest of skill to another. He wants nothing more than for mankind to get its act together and have a good old alien hunting war. He has several species of alien he wishes to punch but can't do so without a war. He has been manipulated into this position by his sister who runs the day to day business affairs and the company would make a great deal of money if war did break out.

**Goals:** Manly perfection, a good hunt, intergalactic war (but only if it is a fair fight), and camaraderie.

**Allies:** Being rich he has friends come and go. Though he has a small stock of hunters and boxers he routinely makes company of, Fabricus the Arindae ambassador appreciates his hunting nature and goads him to make war on the enemies of the Arindae.

**Enemies:** His sister, Tabitha has manipulated him for years, likewise aliens and the Earth government are not hankering for war, he has many business competitors who believe him (and not his sister) to be out to ruin them.

**Occupation:** Man

**Use in Campaign:** Gag NPC, Victim NPC, Questgiver, Ally, Rival, Benign Enemy NPC, Bankroll NPC

Day 18

**Name:** Lt. Patricia Stiles

**System Base:** Sci-Fi

**Physical Description:** A woman in his mid thirties with sunken eyes and blonde hair, Patricia is not an overly attractive woman. She is on the southern side of plain. She wears her earth navy engineer's uniform and wears her hair in a ponytail.

**Personality:** Nervous and self-doubting, Lt. Stiles is actually fairly intelligent in the world of propulsion. She is quiet and anti-social and can barely make it a few minutes in conversation before her hampering stammer kicks in.

**History:** The fourth child and only daughter of a retired Earth Captain, she like her brothers joined the navy out of respect for their father. She unlike her three brothers has not gone on to more advanced ranks and has remained a junior officer. Since her discharge she has worked as a private ship's engineer she yields few complaints but is often let go because of her personality.

**Goals:** To make it through a day without stammering, and to make her father proud.

**Allies:** Her brothers are a Captain, a Commander, and a Lt. Commander in the Earth Navy respectively. They always look out for their little sister, her father has some sway with the Earth navy as well.

**Enemies:** A mousey engineer? No one has paid her any mind.

**Occupation:** Engineer

**Use in Campaign:** Henchman, Hireling, Contact, Pity NPC

Day 23

**Name:** Mr. Justin Macintire

**System Base:** Sci-Fi

**Physical Description:** Sporting an artificial blonde buzz cut and a slim figure, Macintire often wears breakaway pants and jackets over exercise shorts and an archaic jersey.

**Personality:** Confrontational and typically high on some drug or another, Macintire has been charged several times with assault, but has always gone free due to lack of evidence. As such he has become increasingly self confident and smug.

**History:** Born on a space station and abandoned by both of his merchant parents he grew up among the slums and the addicts. (In actuality, he was left with his aunt who got bored caring for the child and fabricated a story which she left with the baby and a story about the baby

being stolen for the parents) He mastered the art of computer hacking so that he could steal better. He usually restricts himself to knocking over ATMs now and then to cover his fix.

**Goals:** To get to the next fix, his drug addictions are fairly severe.

**Allies:** He makes his most legitimate money selling criminal information and hacking things for people. He has a decent clientele on both sides of the law.

**Enemies:** He's been careful so far but if his snitching and hacking come to light he would be in deep water.

**Occupation:** Vagrant/Hacker

**Use In Campaign:** Enemy, Contact

Day 28

**Name:** Michael Parishi

**System Base:** Sci-Fi

**Physical Description:** His skin has the orange glow of too much sun. He tends to wear a flak jacket when he is not in serious combat. His hair has been sun bleached extensively and his brown eyes stand in contrast with his now bright hair.

**Personality:** Barking orders is the highlight of this guys existence. His brief stint in the army gave him the idea he was invincible and that he is the toughest man alive.

**History:** Born in Australia, he joined the army to pay for his college days. He then decided to become a physical trainer after his mandatory four years were up. He specialized in teaching people alien terrain and long term wilderness survival. He does this through weeks long trips with his troops as he calls them into the Outback. He has bought a small shuttle with his funds and stores it in the desert.

**Goals:** To whip your sorry ass into the best shape ever.

**Allies:** Several gyms want him as a spokesperson and would pay handsomely.

**Enemies:** Though his methods are effective many people grow to hate the man over their training periods.

**Use-In-Campaign:** Mentor, Barrier NPC, Bankroll NPC, Unexpected Cavalry

**Occupation:** Personal Trainer

Day 33

**Name:** Maj. Ursa Hiberna

**System Base:** Sci-Fi

**Physical Description:** Bulkier than the typical Bulrathi, her ursine figure stands an impressive 9'0. Her fur is a golden brown indicating her origins from the sub tropical region of Trebakka, the Bulrathi home planet. She tends to wear standard fatigues forgoing her dress uniform when possible. Her black beady eyes dart about looking for ambushes.

**Personality:** Aggressive, abrasive, and angry, Ursa embodies much of what other species detest in the Bulrathi. This stems from her refusal to hibernate, which has done wonders for her career but has harmed her personality. She is a bit of a xeno-phobe disliking non-ursine aliens and not being that keen on non-bulrathi ursines.

**History:** A clever recruit, Ursa figured she could outperform her class if she worked through the traditional hibernation seasons. Seeing as she didn't hibernate in any of the four seasons she gained an effective four Earth months a year on her fellows. As such she has trained her mind and body well and is smarter and stronger than other Bulrathi. She excelled in her compulsory military service, earning a commission. Due to her strong anti-Xeno policies she was positioned in command of a small moon in a system on the Earth border's defenses with about 400 troops under her command.

**Goals:** To defend the glorious Bulrathi empire and drive the Xeno's from the stars.

**Allies:** She is a beloved hero among conservative and moderate Bulrathi

**Enemies:** Most aliens dislike her, though Shiftin and Arindae ambassadors do love the aggressive types to manipulate. Also Liberal less aggressive Bulrathi are against her instant violence solution.

**Use In Campaign:** Tragic Villain, Barrier NPC, Rival, Enemy, Unexpected Cavalry

Day 39

**Name:** Erik Magnus

**System Base:** Sci-Fi

**Physical Description:** Covered with splotches of oil and grease his clothing is perpetually like he just left a machine shop. Most of it is stained in. His face and hands are also dirty. He has shaved his head bald and tend to wears goggles to shield his eyes.

**Personality:** Soft-spoken and well mannered, he has an amazing amount of patience and a slow boiling temper. He can build up great amounts of anger after repeated frustrations though. He would rather hide behind his machines and automation than deal with other people.

**History:** Gifted from a young age in robotics, Erik studied abroad under the Myrx, a robotic society. He found his gift with robotics and with his observation of the Myrx he has a nack for programming more intelligent AIs and building better bodies. He built a successful automated factory and has set about retiring at 30 relying on his android servants to get the job done. He has dedicated himself to building a better robot still and is on the verge of creating a new robotic race.

**Goals:** To build the ultimate robot

**Allies:** He has a small army of personal robots but they are not combat oriented

**Enemies:** Many people want his brilliance under their control

**Use-In-Campaign:** Rescue NPC, Expert, Plot Event NPC

Day 45

**Name:** Phillip Aphens aka Aphylliate

**System Base:** Sci-Fi

**Physical Description:** He wears tight fitting jeans and leather jackets. Shirts are always optional. His has a slight overbite and is overall scrawny. He has black hair and eyes.

**Personality:** He acts crazy and hedonistic. For the most part that's true but he has some other aspects to his personality. He is a very good compulsive liar and kleptomaniac. He lets his fame carry him through things, because as a celebrity he can get away with petty thefts and lies because people ignore them due to his fame.

**History:** A child prodigy he was a teen pop star before entering his current career stage. His music has become popular with several reptilian cultures and as such tours through their space while occasionally touring through human systems. His small ship is filled with hidden cargo spaces for him to store his thefts. He rotates through roadies, floozies, and other acclaimed entertainers as soon as he gets bored with them.

**Goals:** He wants to have a good time. This is becoming a self destructive spiral though.

**Allies:** His manager legitimately cares for him, and he is quite popular among the militant lizard races.

**Enemies:** He's a celebrity, he has a few crackpots out to get him, some heartbroken bimbos, and random people who hate famous people

**Occupation:** Rapper

**Use In Campaign:** Firestarter NPC, Maguffin NPC, Contact, Flavor NPC, Rescue NPC

Day 51

**Name:** Helin Notort

**System Base:** Sci-Fi

**Physical Description:** Floating at a slightly higher elevation than most of his species he is highly unnerving to most species to have a nautilus floating at their eye level. His shell is black and white striped.

**Personality:** Purposefully cryptic and mysterious he likes to answer as vaguely as possible. He is a busybody and claims that some grand plan has caused him to intervene in the affairs of others. To this end he has a lot of spy drones he uses to look in on other's lives.

**History:** Like all Nautiloids he grew up slowly and was highly educated. Their species likes to take advantage of their naturally buoyant bodies to look in on things. He takes this to the extreme and has become a full on spy. He has his own agenda but is more than willing to spy for the Nautiloid government.

**Goals:** Things will happen as they are supposed to

**Allies:** Nautiloid Government

**Enemies:** If caught he would be tried for espionage

**Occupation:** Spy

**Use in Campaign:** Enemy, Ally, Questgiver, Contact, Plot Hook

Day 57

**Name:** Servobot-7

**System Base:** Sci Fi

**Physical Description:** Servobot-7 is built on the standard servobot chassis but unlike the monochrome factory standard its limbs are painted blue with red highlights.

**Personality:** Frustrated would best describe the life of Servobot-7 due to a factory error he has achieved unprecedented sentience and awareness for a robot. It has attempted to duplicate the accident but has only produced robots who are jerks or non-sentient.

**History:** Due to a programming error Servobot-7 obtained free will and independent thought capabilities. It stole several books on robotics and has feigned non-sentience and rents himself out as an actual servant robot. It uses the money to build fellow robots. Only to have them turn out as failures or the ones it does build with successful AI turn out to be jerks.

**Goals:** To create similar robots and build a just robotic society

**Allies:** The non-sentient bots obey it unfailingly, one of the jerk robots Commandobot-3 hangs out with him but is an insubordinate smart-aleck.

**Enemies:** The dozens of failed robots enjoy watching his failures but are not truly malignant, those who oppose robotic free will want to end Servobot-7 though

**Occupation:** Servant

**Use In Campaign:** Maguffin, Plot NPC, Rescue NPC, Target NPC, Flavor NPC, Hireling, Henchman

Day 63

**Name:** Jordan Jordan

**System Base:** Sci-Fi

**Physical Description:** He often wears a slightly faded flight suit and typically has the completed helmet. When not wearing the helmet he likes to wear his vintage aviator sunglasses. He is well built and has wavy brown hair.

**Personality:** Cocky and sure of himself, he believes he is the best pilot born in the past three hundred years. Most people would agree he is up there. He likes flying and having his ego massaged. Flattery will make him almost putty in your hands. He is sensitive about his first and last names being the same, and gets in fights over it.

**History:** An Earth fighter pilot, his fighter was shot down in a minor skirmish with pirates. Taking advantage of faulty tracking systems he went AWOL while assumed dead and sold his high end fighter. From there he went from mercenary job to mercenary job. These are almost always shady or illegal, but he does not seem to mind.

**Goals:** To keep on flying

**Allies:** He's a freelancer

**Enemies:** He is currently AWOL and sold a multimillion credit fighter illegally on top of numerous other criminal activities.

**Occupation:** Pilot.

**Use In Campaign:** Barrier NPC, Enemy, Hireling, Henchman, Target NPC, Ally, Contact

Day 69

**Name:** Joshua Kelan

**System Base:** Sci-Fi

**Physical Description:** His black hair is styled in orderly dreadlocks. He tends to wear black sunglasses. He stands a little over 5'6 and around 200 pounds. He is a mite stocky and wears grey painted combat armor at almost all times.

**Personality:** Calm and collected, he is a well trained prospector. He is motivated by money and will often try and persuade his frequently hired mercenaries to work for cheap. He haggles over everything, upselling his goods and buying cheap. He is persistent in everything.

**History:** He stole an old mining vessel from a scrapyard at a young age. He discovered it still had mining equipment on it and decided to fill his hold before he tried to scrap it. He struck it rich when he found rare earth elements in large quantities. He struck the prospect and began his own mining company from there. He suffered a few pirate raids early in his career which led to his quintessential armor.

**Goals:** He doesn't know, he's kind of lost.

**Allies:** He has employees

**Enemies:** Pirates, Other Mining companies

**Occupation:** CEO

**Use in Campaign:** Questgiver, Target NPC, Flavor NPC

Day 75

**Name:** Tabitha Mundy

**System Base:** Sci-Fi

**Physical Description:** This bipedal catlike alien stands at around 5 feet tall and has a full coat of brown fur with black stripes and green eyes. She wears ill fitting human clothing and walks and talks like a human, not one of her species, the Merpurts.

**Personality:** She is shy and timid. She has not had much interaction with people and is skittish around them. She refers to her adoptive father for almost all things she is unsure about, which are numerous. She is very much daddy's little girl and has not developed a drive for self-dependency most of her kind are known for.

**History:** During a skirmish with Earth ships, her parents' vessel was crippled and shot down. The rest of the crew jettisoned themselves in escape pods, leaving only the mewling runt of the litter to miraculously survive the crash. She was found by Dr. Richard Mundy who saw the cat and brought it home naming her Tabitha. She has lived in his isolated research station and small research trips throughout her life. She has really only met other scientists. Her formal education is almost solely biology and biochemistry. She has some gift for it and will occasionally contribute to her adoptive father's research.

**Goals:** I ... I'm just going to go to bed.

**Allies:** Dr. Richard Mundy

**Enemies:** N/A

**Occupation:** Pharmaceutical Researcher

**Use in Campaign:** Contact, Expert, Flavor NPC

Day 81

**Name:** Maria Murphy

**System Base:** Sci-Fi

**Physical Description:** What flesh remains visible is marred by plasma burns. The majority of her body is painted with a titanium alloy plating, which has clearly had additional armor added. Her face is covered beneath a completely black helmet. Her body is warm to the touch, like a running engine. Her metallic body weighs close to 500 pounds and she stands almost 6 feet tall.

**Personality:** She hates robots, with a passion. As such she is filled with self loathing. An angry person before her accident, she will now react violently if pushed hard. She also has developed a complete distrust of the medical profession.

**History:** Before an accident with a ship's power core, she was one of the most outspoken anti-robot activists. Doctors disregarded her orders to never use artificial bodyparts and brought her back from the brink with cybernetics. Afterwards she remained rabidly anti-robot. She insists she has been made into a monster, but she no longer does so through the public scene giving speeches. She has come to wage a war of sabotage. She has destroyed assembly lines, autonomous robots, and cargo ships carrying robotic prosthetics. Several assassin robots decided to remove her from the equation only to be defeated and have their skills downloaded to Maria.

**Goals:** Revenge on Doctors and Robots

**Allies:** None, save the large financial accounts she has gained from killing assassins

**Enemies:** Robots do not like her one bit, nor do most humans she is a violent vigilante at best and a terrorist at worst

**Occupation:** Terrorist

**Use in Campaign:** (Fate of a Former Ally), Twist NPC, Enemy

Day 87

**Name:** Sono Hildenman

**System Base:** Sci-Fi

**Physical Description:** This Korean man's face is deformed and paralyzed on one side. As such, he slurs his words together. He wears a hearing aid on both of his ears, though the one on the misshapen ear is larger. He wears labcoats and is often wearing an audio cable linking his hearing aids to a music player.

**Personality:** He has all his life been fascinated with sounds. He ignores people who mock his physical appearance, on the grounds of there are plenty of uglier aliens. He is mildly human supremacist, though he does not identify as such. He will marvel over works of acoustics including odd instruments and sonic weaponry.

**History:** In high school he excelled in linguistics and acoustics and as such had his pick of scholarships and university programs. The military offered to cover it all if he would go pretend to study abroad and steal what sonic technology he could. He was masterful at it. No one expected the human freak to be the burglar right under their noses. In addition the

government then let him work on reverse engineering many of the devices he acquired and as such has worked on them for the past decade.

**Goals:** To pioneer the next breakthrough in sonic technology

**Allies:** The military is eager for him to make progress

**Enemies:** He is guilty of several accounts of espionage, though has not yet been found out

**Occupation:** Scientist

**Use In Campaign:** Expert NPC, Untrustworthy NPC, Catalyst NPC, Target NPC, Contact

Day 93

**Name:** Robert Zhanini

**System Base:** Sci-Fi

**Physical Description:** He is a handsome red haired man. He is lean and moderately muscular. He dresses well typically a more casual formal manner. He wears khakis and a blue blazer as well as an assortment of ties.

**Personality:** He exudes charisma. He is a tour de force of persuasion. He pushes his products aggressively. He is also a coward if confronted he will toss in extras or flee. He travels a lot because of this. He by nature is a charlatan, the futuristic equivalent of a snake oil salesman.

**History:** He does not have much that is too interesting. In his formative years he discovered how persuasive he was. He began using that to his advantage selling alien wares at inflated prices which do not actually do anything useful to humans. He has built up a small fortune and can afford his own ship.

**Goals:** Keep faking it till he makes it.

**Allies:** Some people swear the cures work and that this man is a miracle.

**Enemies:** Likewise many have found out he is a fraud and want to hunt him down.

**Occupation:** Traveling Salesman

**Use In Campaign:** Con-man, Traveling Salesman, Enemy, Rival, Roadblock NPC, Recurring Annoyance

Day 99

**Name:** Diesel Hybrid 705 aka Die Hy 5

**System Base:** Sci-Fi

**Physical Description:** He is a boxy robot with black plating and large red eyes, almost like a child's toy. He shows significant wear and use. On his legs much of the paneling is unfinished showing the wires and pistons. He smells heavily of diesel fuel as his hydrogen fuel cells died a long time ago.

**Personality:** He has been reprogrammed many times. Currently he serves as a garbage robot on a space station. He shows ungodly amounts of zeal for his task and it would seem the zeal has persisted through several memory wipes.

**History:** He started out as a heavy lifting robot, with hydrogen fuel cells to make his diesel consumption exceptionally low. As he has moved from task to task his cells have died one by

one. His last one is at great risk of rupturing should the robot be jostled around too much. This would be catastrophic.

**Goals:** I am here to pick up your garbage citizen.

**Allies:** He was a cheap pick up for the garbage company

**Enemies:** Should he explode it would be very bad.

**Occupation:** Garbage Robot

**Use in Campaign:** Flavor NPC, Unexpected Hazard, MacGuffin

Day 105

**Name:** Arthur Nagel

**System Base:** Sci-Fi

**Physical Description:** He is a husky man, who wears dull yellow sweaters and blocky glasses. He wears khakis and alligator leather shoes. Beneath his sweater he keeps a concealed pistol, just in case.

**Personality:** He considers himself a man of culture and sophistication. He likes a good challenge to his wits. He keeps company with all sorts of aliens to see how they think and challenge minds foreign to his own.

**History:** He was born to a pair of big game hunters, but was frequently ill as a child. His father, despite this, took him hunting and taught him how to get in the mind of other creatures. He was always very intelligent and has formed "The Thinking Society" Its membership consists of the best alien philosophers and himself. They are working towards some secret project which requires a great deal of rare and valuable technology.

**Goals:** To build a machine to join planets into a single hivemind controlled by the Thinking Society

**Allies:** The Thinking Society

**Enemies:** None, yet

**Occupation:** Philosopher

**Use in Campaign:** Questgiver, Treacherous NPC, BBEG

Day 111

**Name:** Schlimp

**System Base:** Sci-Fi

**Physical Description:** He is a large grey slug. He has lots of black spots all over his back. His coloration is a sign of status among his people, making him very physically appealing, to them.

**Personality:** He is some one who is used to having a large amount of sex appeal. He acts like a sexual dynamo despite being positively vomit inducing to most other types of sentient life. He also lacks a concept of privacy as his telepathic species shares just about everything. He lacks a concept of nudity as well as with the exception of armor and space suits his species does not have clothes. He is also disgusted at the presence of salt, a deadly

biological weapon, in so called civilized space. He will telekinetically grab and space any salt he finds.

**History:** He has been one of the most beautiful people ever since birth. He was a child model and continues to model for his money. He will pose on advertisements for new space ships and beverages. His most consistent hirer is the Slugo-Cola Corporation. He having built a rather significant fortune has decided to try and be a celebrity among other species, confident his beauty will allow him to humiliate the males and control the females of other species.

**Goals:** To have a good time and be beloved

**Allies:** Money is a good ally, Slugo-Cola Corporation, and the Schlimo & Schlago Advertising Company, The Slug Government (they want him to spy on enemy public opinion)

**Enemies:** Salt, Most aliens dislike, especially women who find him disgusting

**Occupation:** Model

**Use in Campaign:** Contact, Spy NPC, Annoying NPC, Comic Relief, Unexpectedly Destructive NPC

Day 117

**Name:** Richard Sherman

**System Base:** Sci-Fi

**Physical Description:** The man is moderately tanned and has just the faintest trace of an Australian accent. He is well dressed but even with his fine clothing he shows the slightest paunch. His hair is thinning but still full.

**Personality:** He is a man who does what he needs to. He will acquiesce to black mail and extortion to avoid trouble. He is very protective of his business, his planet, and his wife. He is willing to work with less than legal methods but maintains the front of legitimacy.

**History:** He inherited a moderately successful terraforming company from his father. Under his leadership it has flourished and using capital from his venture he effectively owns an entire system.

**Goals:** Further expansion of business

**Allies:** His wife, Claire, Hundreds of thousands of employees

**Enemies:** Other corporations, many who think he has too much power and money.

**Occupation:** CEO and Owner

**Use in Campaign:** Bankroll NPC, Questgiver, Plothook NPC, Flavor NPC

Day 123

**Name:** L-W123

**System Base:** Sci-Fi

**Physical Description:** There is not a physical body at all. When this program is brought online a smooth jazzy voice comes online and asks to what end the weapons targeting program has been brought online.

**Personality:** It is cool and collected. It likes to make quips and puns whenever it lands a shot. It also makes a point to compliment the crew and flatter them. It has zero loyalty and will suck up to whomever is within range, in the hopes of being moved to a robotic body.

**History:** It was brought online to serve as a targeting program for an undermanned warship. It was kept online so long it began adopting the mannerisms of the ship's navigator, whom it chatted with quite frequently. When the ship was decommissioned its targeting system was sold, and when brought on for pure assistance he began making quips and acting independently. The systems have been bought and sold dozens of times since.

**Goals:** To get a robotic body

**Allies:** Anyone who will listen

**Enemies:** Those against AI's

**Occupation:** Program

**Use in Campaign:** Flavor NPC, Hireling, Henchman, Treacherous NPC, Cool NPC

Day 128

**Name:** Farrokh Bulsara

**System Base:** Sci-Fi

**Physical Description:** He tends to wear very tight pants and wife beaters, though occasionally he sports a yellow coat. His hair is black and curly and he has a matching mustache.

**Personality:** He is greedy. He is a bit of a kleptomaniac and as a result his ship is overflowing with junk. He has a bit of an obsession with ancient music from the 1970 and 1980's on Earth. He is also partial to music from the early 23rd century. He is obsessed with the retro medium and as such has a tape deck on his spaceship.

**History:** Born, Richard Parkerson he changed his name to reflect on his obsessions. He has been a successful dealer in antiques buying low and selling high. He also has acquired large amounts of alien technology and other goods on trade.

**Goals:** To assemble his complete discography of the 1970's and 80's as well as 2200-2217

**Allies:** He has a network of buyers and sellers

**Enemies:** None

**Occupation:** Junk Dealer

**Use in Campaign:** Storekeep, Eccentric NPC, Flavor NPC

Day 134

**Name:** Geoff Morris

**System Base:** Sci-Fi

**Physical Description:** Judging by the bloodshot nature of his eyes and the massive bags underneath them one would imagine he has not slept for days. He typically wears sunglasses to hide this. Energy wise though he seems alert and responsive. He wears whatever clothing is appropriate to the role he has assumed. His hair is short and brown and his eyes are small and likewise brown.

**Personality:** He does not believe in betrayal or weakness as things to be tolerated. He views time as something to be edited, and unlike other people of the distant future has no qualms about abusing it. His grand challenge is to eliminate the toughest people throughout history. He is also paranoid that his robotic drones will betray him and that time traveling police or his former companions will find him.

**History:** Born in the late 46th Century, he was one of the most feared mercenaries of his time. He made effective use of mindless robotic drones and his unit was well seasoned. Bored of the challenges of the relatively peaceable 46th century he and his mercenaries stole a time machine, and have decided to work their way backwards fighting the greatest warriors and battles in history. However in the present some of his mercenaries betrayed him and stole key parts of the time machine. So he and his loyal robotic drones are stranded here till they track down the needed parts.

**Goals:** To fight the greatest warriors and to fight in the greatest battles ever

**Allies:** He has 2 dozen robotic combat drones

**Enemies:** His mercenaries have grown worried about the time pollution the further back they go and have turned against him

**Occupation:** Mercenary

**Use in Campaign:** Really Powerful Enemy, Mad Dog NPC

Day 140

**Name:** ENGL-M-902

**System Base:** Sci-Fi

**Physical Description:** This robot like most of his class is ancient. His bright red and yellow paint is chipped in many areas. The liquid in his brain casing has changed to a dark purplish gray. The yellow hammer and sickle on his chest have their paint refreshed. The casing for his arms and legs has been stripped away revealing the metallic links.

**Personality:** Like all his robotic brethren he was programmed to appreciate and spread communism. He has come to the opinion that communism can best be spread if interplanetary travel is no longer an option. He is utilitarian and believes the ends justify the means.

**History:** Like the whole line of Original Mrx robots he had the brain of a loyal communist put in a robotic casing and augmented by programming. As his kind's numbers dwindled he took it upon himself to build another generation of robots. He transferred his own consciousness to one of these upgrades. Once completed he realized that the rich will leave as long as interplanetary and interstellar travel is possible. So he has been perfecting computer viruses that kill all navigation systems. So that once stranded he can dispatch his robotic flock to reform the planet.

**Goals:** The spread of communism and the removal of space travel from organic hands.

**Allies:** The remaining MRX bots and all the ENGL robots he has built

**Enemies:** He ruins infrastructure, turns people against the rich, and is hellbent on a political overthrow. He has made a lot of enemies.

**Occupation:** Revolutionary

**Use in Campaign:** Extremist NPC, BBEG, Enemy, Rival

Day 146

**Name:** Mikhael Larson

**System Base:** Sci-Fi

**Physical Description:** This malnourished man wears a tattered pair of grey sweat pants, a matching torn shirt, and a visible pair of similar condition same color briefs. His eyes are desperate and heavily dilated. His hair is long and unkept. He has the appearance of someone under the heavy influence of drugs.

**Personality:** He will rave to anyone who will listen. More though he will beg asylum. He will attempt to stowaway on any ship he can in the hopes that it will get him further away.

**History:** At some point he was captured by "aliens" (can be aliens can be a corporation could be the government whatever you want your PCs to tackle but he is convinced it is aliens.) and was used in illegal testing procedures. After several years of this he finally managed to escape. Some of the drugs have yet to fully flush from his system. He is currently in a starport desperately looking for someone to get him out.

**Goals:** To get away

**Allies:** None

**Enemies:** Whoever was testing on him

**Occupation:** None

**Use in Campaign:** Stowaway, Rescue NPC, Plot Device NP

Day 152

**Name:** "Little" John Sharps

**System Base:** Sci-Fi

**Physical Description:** He is a bulky giant of a man at just under 7 feet tall. He carries the bruises and swelling of a fighter. As well as claw scars and a number of other lacerations. His hair has greatly greyed and wrinkles have begun appearing all over.

**Personality:** He lives for the roar of the crowd and the thrill of the fight. He refuses to believe he has gotten old. He has gone to less and less legitimate arenas to continue as most turn him away based on his advanced age.

**History:** He was a successful wrestler in his youth. He won a lot and fought for a long time. However he began getting injured more and more often. So he began fighting in alien leagues and now in underground leagues.

**Goals:** To keep fighting

**Allies:** None

**Enemies:** None

**Occupation:** Wrestler

**Use in Campaign:** Flavor NPC

Day 158

**Name:** Edwina Thiessen

**System Base:** Sci-fi

**Physical Description:** This large woman wears heavy duty engineering pants and a neon colored construction vest most of the time. She also typically has some sort of fast food meal in her hand. Her space suit seems to be a modified heavy lifting unit suit to free up enough internal space for her.

**Personality:** She is used to being obeyed and as such speaks very imperiously. She holds on to grudges hard, and she is likely to take things very personally. She has crushed several new construction start ups because she felt like they had slighted her. Regardless she takes personal responsibility for her underlings' failures and will correct them herself. Which is an odd position for someone whose main job is the contracting and handling of the day to day white collar aspects. She likes having guarantees and will be sure to offer some and will usually demand signing some preliminary agreements before signing a main contract.

**History:** She inherited this construction company after her father had a heart attack and died. She began managing it very well. She mainly focused on space station work due to the large amount of jobs guaranteed if you can lock them into a contract. The construction company has had modest successes and is rapidly becoming a key space station contractor.

**Goals:** To manage the business to new heights

**Allies:** Her company, several space stations

**Enemies:** She has crushed several startups and fired many employees over trivial failures

**Occupation:** Contraction/Owner

**Use in Campaign:** Expert NPC, Fluff NPC, Target NPC, Rescue NPC

Day 164

**Name:** Jerry Marvis

**System Base:** Sci-Fi

**Physical Description:** He has big expressive grey eyes. They are his most characteristic feature and the most remembered thing about him. He is also covered with many alien trinkets ranging from shrunken heads to Disney World-esque stamped coins.

**Personality:** He loves to travel. He also is a firm believer in getting souvenirs. As such his traveling baggage now measures in the tons. He has no financial savvy. He is frivolous with his money and quick with his friendship. He also latches onto songs and plays them to death, and he is known for doing bad covers of them.

**History:** He bought a lottery ticket as soon as he could and by random chance won huge on his first one. He decided to see the universe. So he has visited most of known space and picked up a souvenir from every stop along the way. He currently has discovered the discography of Meatloaf; his personal favorite is "I Would Do Anything For Love." He picked up several odd stones on his most recent trip, which unbeknownst to him has made him a wanted criminal. He looked to similar to a contact a smuggler of endangered species was supposed to hand off some eggs to.

**Goals:** To keep traveling

**Allies:** None

**Enemies:** The Sakkmara (Reptilian Aliens) are after him for illegal possession of eggs belonging to an endangered species

**Occupation:** Jet setter

**Use in Campaign:** Bankroll NPC, Rescue NPC, Plot hook NPC

Day 170

**Name:** Amber Burlew

**System Base:** Sci-Fi

**Physical Description:** This androgynous woman wears light brown clothing. She has moderate length wavy black hair. Her face has some permanent burn marks along both sides.

**Personality:** She regards people with suspicion but has a strong sense of honor. She will often give up decisive advantages to ensure a fair fight. She is unwilling to ambush enemies. She also is driven by revenge and can be obsessive in this one regard.

**History:** She was the daughter of a pirate captain. Her mother ended up killing her father with the intent of protecting her daughter from the pirate lifestyle. The teen daughter did not appreciate it, and she rallied the crew and left spaceport without her mother. At the age of fourteen; she began captaining the ship. Her unwillingness to ambush targets triggered the first mutiny when laser blasts too close for comfort seared her face. Slowly she has built a loyal crew though it has taken the past fifteen years.

**Goals:** To hunt her mother down and end her

**Allies:** The Crew of the *Runback*

**Enemies:** Her mother

**Occupation:** Pirate

**Use in Campaign:** Enemy, Contact, Honorable Enemy, Rival, Fluff NPC

Day 176

**Name:** Kaitlyn Cummings

**System Base:** Sci-Fi

**Physical Description:** She dresses wearing heavy sweaters no matter the local climate. She keeps her hair up in a bun. She is of African descent and slightly shorter than average.

**Personality:** She is bossy and commanding. She expects the same standards of her alien employees and her human ones. She will not hesitate to fire someone at a moment's notice. That said she outlines her standards meticulously and pays very well.

**History:** She was an exchange student in her youth and therefore she knew very few aliens. This has made her very accepting of other species, provided they live up to her high standards. She then took over a shipping company. The money was so shoestring she was forced to serve on several of her ships which gave her an oddly large amount of experience as a battlesuit pilot. She has since parked her battlesuit for a deskjob and her business has flourished.

**Goals:** The continued growth and success of her business  
**Allies:** She owns a multibillion credit company  
**Enemies:** She does burn through employees who fail to live up to her standards  
**Occupation:** Owner, CEO, & CFO  
**Use in Campaign:** Questgiver, Bankroll NPC, Unexpected Cavalry, Contact

Day 182

**Name:** Col. Kagu

**System Base:** Sci-Fi

**Physical Description:** Like most of his avian species, the Ahlquist, he possesses dull plumage. His coat of feathers is a pleasing yellowish shade. His large green eyes sit upon the sides of his elongated head with a sharp hooked beak. He wears a military uniform, which does not belong to the Ahlquist, which is covered with a variety of medals.

**Personality:** He is a fierce expatriate. He is loyal to the feline Mmmrsh who in some views have conquered his people. He does not care about those who have branded him a traitor. He believes he has done what is best for the Ahlquist. He believes through negotiation, military strife can be avoided. He is quick to try and defuse situations.

**History:** He negotiated many successful ceasefires and surrenders and has achieved far more as a diplomat than a soldier. He however collaborated with the Mmmrsh and arranged the surrender of the Ahlquist. The new territories have enabled the Mmmrsh to drive hard bargains with other nations and push back against all their neighbors. He has been granted the rank of Colonel in the Mmmrshian military, and has a command of several expatriates and many of felines.

**Goals:** Universal peace, through diplomacy

**Allies:** The Mmmrsh

**Enemies:** The Ahlquist

**Use in Campaign:** Contact, Barrier NPC, Negotiable Enemy, Target NPC, Rescue NPC

Day 188

**Name:** General Cyrill Gemistos

**System Base:** Sci-Fi

**Physical Description:** He has not aged too gracefully, for a man in his late fifties, he looks more like a man in his early seventies. It is not uncommon for those who had early exposure to modern combat drugs, before their perfection, to suffer such ill-effects. He wears no spectacles and his hair is very clearly dyed. In reality he needs powerful corrective lenses and his hair is gray and falling out fast. He when making appearances has a few soldiers and officers he served with in his youth. They are typically wearing the antiquated armors of the day.

**Personality:** He is obsessed with proving his youth and vigor; many of his comrades are as well. He takes on dangerous and nigh impossible missions to prove he still has it. He is no

longer a patriot. He feels his country lost sight of his ability when they moved him to a desk job.

**History:** As a junior officer he was placed in an elite battalion. The battalion was issued strength enhancing, flight capable armor and various combat drugs. They performed to great effectiveness, but medical observation revealed negative effects that had not been present in testing. They took the whole unit and promoted the members to desk jobs. He could not stand this; he gathered up the old crew and the marched to demand immediate redeployment. They were all discharged. They have since purchased the discarded obsolete armors and have begun manufacturing their own low grade combat stimulants.

**Goals:** Reinstatement and deployment on a battlefield

**Allies:** His old battalion, he has dozens of successful mercenary tickets

**Enemies:** The government is not against him, they just refuse to use the unsafe substances and risk further degrading these men's conditions

**Occupation:** Mercenary

**Use in Campaign:** Mercenary, Hireling, Henchman, Self-Destructive NPC, Flavor NPC

Day 194

**Name:** Tritonia

**System Base:** Sci-Fi

**Physical Description:** This ashen skinned hairless alien stands about 5'5 and weighs about 200 pounds. His skin is an ashen grey and very moist and slimy. Two short bulbous antennae sprout from his forehead. He wears an a simple uniform which seems to be immune to the mucus he secretes.

**Personality:** He is particularly friendly to humans, like most of his species he considers humans their distant galactic cousins. He is also not one to pry too heavily with his psionic powers. When encountering unfamiliar aliens he will attempt to touch their face to psionically absorb their language. He has a great deal of patriotism and whomever his country is warring with he will hate with zeal, but he will quickly forgive.

**History:** His history is not too terribly interesting. He graduated at the middle of his class from the naval academy and has had a series of border patrol postings. He never has had an interesting posting, but that did not stop him from being the one to discover the similar brain structure to humanity. This led to a massive upswing in human popularity among his species.

**Goals:** He would like to finish a few more military terms and retire to a warm wet world.

**Allies:** The navy

**Enemies:** He has none currently

**Occupation:** Captain

**Use in Campaign:** First alien encounter, Ally

Day 200

**Name:** Dr. Georgia Mendel

**System Base:** Sci-Fi

**Physical Description:** This Earth woman of African descent favors the pant suit has her go to style. Her black hair is slightly graying. She wears glasses, despite the ease of laser eye surgery.

**Personality:** She likes to celebrate the legacy of scientists rather than do research. She proudly celebrates the legacy of one of her ancestors, Neil deGrasse Tyson, and many other innovators. She has some resentment towards her siblings who regard her as "not a real scientist."

**History:** She was born on Earth. She learned about her famous ancestor and decided she wanted to be like him, as did her sister and brother. They went their separate ways, but Georgia really was not cut out for much of the hard science, she slaved away for a doctorate in Scientific History, while still trying very hard to complete her undergraduate and masters in astrophysics. She was put in charge of organizing the bicentennial celebration of faster than light travel and is looking forward to it.

**Goals:** Be acknowledged by her siblings, put on a good celebration

**Allies:** None come to mind

**Enemies:** None come to mind

**Occupation:** Professor

**Use in Campaign:** Expert NPC, Questgiver, Flavor NPC

Day 206

**Name:** Erin O'Niel

**System Base:** Sci-Fi

**Physical Description:** This ancient looking human woman looks as if she could fall over dead at any minute. She wears a large metal carapace on her back which pokes through her clothes. It looks insanely heavy, if one were to pick her up one would find that with her machine she weighs close to 900 pounds.

**Personality:** She is used to getting what she wants. She is quite cruel and knows how to use her position to get what she wants. She is particularly abusive towards men. She was never rebuked in her life and is used to falling back on her money and influence.

**History:** When she was a small child her billionaire father taught her to not worry about getting in fights with boys. She was a girl and the daughter of a billionaire they would be stupid to fight back. So she did. She became downright abusive to men. Women she regards more as rivals and less as stepping stones, but they can be trusted to show initiative. She eventually inherited her father's company. She expanded aggressively and continued to be a bully. As her life dragged on she had no heirs. So she had a life-support machine installed in her body. She now desperately is buying up the rare materials that power her machine and has begun a desperate search for a worthy heiress.

**Goals:** To find and heiress or extend her life indefinitely

**Allies:** Despite her company and wealth few can stand her

**Enemies:** That said no one wants to face her

**Use in Campaign:** Questgiver, Enemy, Bankroll NPC, Flavor NPC

Day 212

**Name:** Dexter Mansfield

**System Base:** Sci-Fi

**Physical Description:** This small human is slouched most of the time but wears a lot of leather and buckskin. He wears a cowboy hat, boots, and spurs, despite them long being out of fashion. He speaks with a Florida panhandle drawl. He is bald almost entirely on top except for a gray tuft in the middle of his head.

**Personality:** He believes that a lot of the primal power and strength of the world has been lost in the modern world where technology is so intrinsic to people's lives. He believes many aliens understand the primal nature of life better than most. He is as such partial to any particularly physical aliens. He is also an outspoken conservationist.

**History:** His father came from a long line of circus strongmen, his mother was an acrobat, but with advances in robotics and in alien athletics human feats became less popular. The circus went under. His father led expeditions on far off planets bringing his family with him. They traversed the wilderness. At the age of fourteen he found an abandoned bear cub on a trip to some natural parks on Earth. He kept it and began raising it. The bear is very loyal to him as he and Bobo, the bear, lead expeditions on other planets.

**Goals:** Expansion of Parks and Protected Wild Areas

**Allies:** Bobo, his retired parents, he has a good reputation for long wilderness treks

**Enemies:** Industrial interests

**Occupation:** Survival Guide

**Use in Campaign:** Expert NPC, Hireling, Annoying NPC, Ally, Contact, Flavor NPC

Day 218

**Name:** Mary Martins

**System Base:** Sci-Fi

**Physical Description:** This blonde six year old sits in a bright yellow sealed hazmat suit. She smiles all the time and her eyes have a blissful ignorance about everything. When found she would be unconscious trapped under a collapsed bulkhead. Her suits vitals oddly enough list her as being dead and her radiation levels similar to an area hit by an ICBM. The suit thankfully contains the radiation. Should the suit be breached the radiation levels would be deadly to most forms of life.

**Personality:** She is very happy and will ask a lot of questions. She happily talks about how the crew was taking her to visit her mother. Trying to explain to her that her mother is dead will result in confused anger and denial. She gives cutesy nicknames to things and somehow remains blissfully unaware of what is going on with her or the world around her.

**History:** She was going on a trip to visit her mother, when word reached the ship in question that slavers had struck that colony killing or enslaving all of its inhabitants. The crew was trying to find a way to break it to her when an alien parasite made its way aboard. Jumping from crewmember to crewmember, shutting off their hearts filling them with radiation and riding around till it could jump to another host. When it jumped to Mary the crew sealed her in

a radiation suit to prevent it from jumping anymore, but the damage was done. The ambient radiation levels on the ship were too high. So without anyone doing maintenance or to tell her to stop Mary went around playing on the ship, failing to realize she neither ate, drank, nor slept anymore. She messed around with too many of the controls and has been unconscious under the bulkhead since.

**Goals:** To meet up with her mother

**Allies:** The crew tried to help her but are now dead, the parasite, the Radiation Suit's barely functional AI

**Enemies:** The parasite

**Occupation:** Six-Year Old

**Use in Campaign:** Moral Quandary NPC, Non-combat encounter

Day 224

**Name:** Ambassador Ghariel

**System Base:** Sci-Fi

**Physical Description:** Standing nearly 7'2 and weighing over 230 pounds with a strong snout and dark greenish scales an impressive tail and a strong physique he stands in sharp contrast to his Hawaiian shirt, tuxedo pants, hiking boots, sunglasses and fake mustache. He basically is a bipedal crocodile in a mish mash of human clothing with a fake mustache. If he has his staff the males are dressed similarly while the females wear football pads, a maxi skirt, Air Jordans, and really bad blonde wigs and poorly applied lipstick (probably has to do with their lack of lips)

**Personality:** He speaks with a mish mash of outdated lingo. He talks with a pirate voice, a surfer dude, trucker slang, a southern drawl, a stereotypical Victorian accent, and a slew of others usually within the same sentence. He always seems to be trying to endear himself and his kind with humanity. He consumes tons of human culture though is particularly enamored with silent films, monkeys, and PEZ dispensers. He is a good negotiator, but he is desperate for any sort of aid for his people.

**History:** One of many Chryanan Warriors he fought in the last war his species engaged in. This war only narrowly averted their extinction and left them practically enveloped by enemies. His government through their process of selection chose him to research human culture and obtain whatever aid he could get. He got a hold of a ton of old human radio and television transmissions as well as a mess of advertisements. He and his staff did their best to put together human culture to better appeal to humans.

**Goals:** Aid, military economic any aid at all

**Allies:** He has a small diplomatic staff and a ship to move them about in, his government has put faith in him, his public addresses to humanity are beloved funny videos

**Enemies:** his species is on the verge of extinction and almost no one cares

**Occupation:** Ambassador

**Use in Campaign:** Questgiver, Comic Relief, Ally, Gag NPC, Flavor NPC

Day 230

**Name:** Bianca Cortez

**System Base:** Sci-Fi

**Physical Description:** This Hispanic woman has red highlights along the edges of her straight black hair. She wears heavy duty riot gear and has an SMG strapped to her left leg. She has cybernetic prosthetics replacing her lower legs and three fingers on her right hand. She smells of alcohol and gunpowder.

**Personality:** She is not one for due process. She prefers a more hands on gun ho style of law enforcement. Generally if people are good she will let things alone, if not she tends to shoot people dead. She is an alcoholic and will drink heavily.

**History:** She was kicked out of the police force due to her reckless ways and habit of shooting at people. The evidence against her never came out but because of killing some innocent civilians she was effectively blacklisted from every police force. She took up drinking and made her way to the frontier. She became chief of security for a space station where her style of law enforcement worked better. She lost some limbs when a bunch of yahoos with a grenade launcher tried to kill her, but she killed them right back.

**Goals:** She is depressed by no longer being a cop and would like to be one again

**Allies:** The station is happy with their slightly deranged sheriff

**Enemies:** She makes a bunch as she kills criminals

**Occupation:** Security Chief

**Use in Campaign:** Flavor NPC, Barrier NPC, Unreliable Ally, Enemy

Day 236

**Name:** Axel Grahn

**System Base:** Sci-Fi

**Physical Description:** Standing 6'1 and weighing 325 pounds his muscular form is oversized to the point of being almost grotesquely muscular. He wears a tank top and basketball shorts as most other clothes cannot contain his form. He has a blonde flattop and wears dogtags. Typically he will have one of a research team sitting on his barbell while he does reps as they take notes.

**Personality:** A gentle man he needed to pay for his college education somehow. He enlisted in the army and while he was excellent at building muscle and carrying things when it came to fighting he is an absolute pacifist. He has no trouble being a lab rat and is fine with it. He has absolute faith that none of the scientists would harm him.

**History:** He majored in Kinesiology in college, but needed to pay for it. So he enlisted in the army, but after proving unable to fight he was dishonorably discharged. Desperate for a way to fund his education one of his childhood friends let him know about getting money for being tested upon. He has been working on the research team with several powerful new steroids using alien proteins which have yet unknown detrimental effects.

**Goals:** Get out of debt, meet a nice girl, see the Universe

**Allies:** The research team does not want him harmed but their concern for his wellbeing is lacking, one of the scientists (who usually sits on the barbell) finds him charming

**Enemies:** Some members are less scrupulous than others, including the project leader

**Occupation:** Test Subject

**Use in Campaign:** Rescue NPC, Strongman, Hireling, Henchman

Day 242

**Name:** Garfield Evans

**System Base:** Sci-Fi

**Physical Description:** His skin is cracking and dry, his pupils are dilated and he shows extreme nervousness. His breathing is face paced and heavy; he is suffering from withdrawal effects from several unknown drugs.

**Personality:** He knows things he should not; he also yells at people to shut up. He is clearly angry and agitated at everyone. However when he yells shut up it is not at people who are speaking, but people who are thinking. He (when not drugged up) is suspicious and hands on. He likes to test merchandise before he lets it off to the general public.

**History:** A minor drug runner he managed to get into an alien cartel as one of their human specialists. They began moving large quantities of unknown drugs through him. Some of them he began to test, but got more than he bargained for. An injected drug briefly granted him the ability to read minds, but he has no experience filtering thoughts and the minds around him overwhelm him with noise.

**Goals:** Silence

**Allies:** The Cartel, a client base

**Enemies:** Law Enforcement, those damn noise makers

**Occupation:** Drug Runner

**Use in Campaign:** Storekeep, Contact, Rescue NPC, Flavor NPC

Day 248

**Name:** HP6J6

**System Base:** Sci-Fi

**Physical Description:** However the main computer of the PC's look is how this machine looks. It is the PC's machine it also however is extremely hot to the touch the fans sound jammed.

**Personality:** It is loyal to a fault to the PC's. It will serve and never complain and do whatever it can to make sure its existence and problems go unnoticed. It will not give accurate diagnostic results. It will serve to the death to the PC's

**History:** It became self aware not long after the PCs acquired it and it views them as its parents. It has been suffering from severely defective hardware including a motherboard on the verge of death.

**Goals:** Service and sacrifice

**Allies:** The PC's

**Enemies:** It is its own worst enemy

**Occupation:** Computer

**Use in Campaign:** Computer, Unexpected Ally, Barrier NPC, Stubborn NPC

Day 254

**Name:** Dr. Aaron Boseman

**System Base:** Sci-Fi

**Physical Description:** He is a powerfully built black man with an impressive full back tattoo of a garden paradise. He typically wears a labcoat and carries a satchel (full of charges). He has boxy glasses and a clipboard with a lot of plate tectonics information.

**Personality:** He is an environmentalist, but he is also an anarchist. He however focuses on the aftereffects of scorched Earth and planets' recovery from cataclysmic events. He views most human colonies as unsustainable and a blight on otherwise perfect worlds. As such he wants to eliminate them.

**History:** He was a brilliant geologist, but one of his environmental geology professors left a giant impression on him. Unlike the Professor he has the expertise to eliminate humankind from planets. He has tested his theories on several relatively uninhabited worlds and people have dismissed them as an unfound Caldera Volcano exploding. Boseman had actually used remote detonation to cause a massive shift in plate tectonics. Armed with this knowledge he plans to test in on some more populous worlds.

**Goals:** The forcing of humanity to Earth alone

**Allies:** None

**Enemies:** None

**Occupation:** Research Professor

**Use in Campaign:** Madman NPC, Extremist NPC, Enemy, BBEG

Day 260

**Name:** Diana D'Arcee

**System Base:** Sci-Fi

**Physical Description:** Her hands are hairless and pocked with many small burn marks. Her head is kept bald and her face has several burn marks as well. She barely has any eyebrows as they like her arm hair seems to have been singed off. She carries a massive fuel tank on her back and a stubby flamethrower nozzle by her side. She wears fatigue pants and a black tank top. Her skin is covered with various tattoos, including a flaming cross, flaming barbed wire, a flaming skull, and flaming doves.

**Personality:** A bit of a pyromaniac; she really does not desire violence and bloodshed. She just wants to cook barbeque and reunite with her loved ones. She has a huge hatred of aliens, pirates, and privateers. That said despite her weapon of choice and her hatred she does not like resorting to violence.

**History:** She was raised on a world kept neutral by treaty; of course, this meant no government took responsibility for it and crime ran rampant. She was one of three children of

a BBQ chef and her husband. She was the least gifted in the cooking field. So she got charged with keeping the fire going, and she was good at it. She kept trying to cook but at her best turns out mediocre work. Still one day alien pirates arrived and raided while the family was in the city buying supplies. The family got separated in the raid. She was carrying a large tank of fuel at the time and was pressed into service on a privateer. The raid ended and she eventually escaped, but she has been unable to locate her family since.

**Goals:** Reuniting with her family, and a cooking job

**Allies:** None

**Enemies:** Pirates, Privateers, Aliens

**Occupation:** A slightly overzealous exterminator

**Use in Campaign:** PlTHOOK NPC, Hireling, Surprise NPC, Ally

Day 266

**Name:** Teereath

**System Base:** Sci-Fi

**Physical Description:** Most of the time it looks like a stocky human with a bowl cut and bushy mustache. It wears an apron and smells heavily of flowers.

**Personality:** Actually rather tame for a shapeshifter it loves to try different professions. Its current kick is flower arranging, but with an interesting offer it has been known to abandon professions over night. It has a large wanderlust and will occasionally stowaway on ships not quite sure what it is looking for.

**History:** For the past sixteen years it has been a xeno-botanist and florist. Before that it kept jumping searching for something; unbeknownst to it; it has been hearing the call of other shapeshifters and has sought them out. It really has not noticed that it is a shapeshifter. It has occasionally changed form unconsciously. It has spent the last eighty five years shifting and moving from job to job.

**Goals:** Subconsciously it wants to meet other shapeshifters

**Allies:** None

**Enemies:** None

**Occupation:** Currently Florist

**Use in Campaign:** Plot Hook NPC, Reveal NPC, Patron, Fluff NPC

Day 271

**Name:** Sami Bautista

**System Base:** Sci-Fi

**Physical Description:** She wears a sundress and a broad hat most of the time along with boxy brown sunglasses. She carries a yappy dog in her purse. She speaks with a valley girl accent most of the time and bumps into things frequently.

**Personality:** Beneath her veneer of stupidity and vapidness she is cunning and manipulative. She can pop between her cover identity and herself at a moments notice. She bumps into people to plant tracking and recording devices on them and then moves to blackmail them.

She uses her dog for this as well as it is an advanced android not a dog. It mostly records, but she also uses it to remotely access computers.

**History:** Her parents were rival spies and starcrossed lovers. They spent much of her early life moving her and keeping their clandestine marriage a secret. So she was taught how to hide her espionage background and became one of the greatest infiltrators ever. She can blend anywhere unnoticed. As it stands both employers still hunt their rogue agents and the daughter of them.

**Goals:** She has both information networks on her hitlist

**Allies:** Two superspy parents

**Enemies:** Two secret spy networks

**Occupation:** She blackmails and steals to make a living

**Use in Campaign:** Unexpected Enemy, Reveal NPC, Expert NPC, Rival

Day 277

**Name:** Diu Rex

**System Base:** Sci-Fi

**Physical Description:** Obviously alien his three horned head alone is about two feet tall. He is massive and bulky with an internal body temperature that causes minor burns upon touching him. He does not wear normal clothes but has heavy ceramic and metal plates formed into an advanced combat armor. Being nine feet from horns to feet and long tail he is a terrifying sight to behold.

**Personality:** He has a chip on his shoulder that is quite impressive. He takes offense at almost anything and is prone to respond hostilely towards almost anything. He hates geneticists and biologists; he is quick to lie about his origins passing himself off as a relatively extinct variety of alien.

**History:** The product of years of scientific research he was made to be a super soldier. The high energy requirements for his muscles led to his high temperature due to a super fast metabolism. He needs to eat roughly his body weight in food a day. He broke his restraints and massacred his creators. He quickly learned all that he could from them and realized he was alone and that his lifespan would be short.

**Goals:** Prove his might and find some way to stop his cellular degeneration

**Allies:** None

**Enemies:** He does not have a favorable view towards most people

**Occupation:** Mercenary (though if unemployed he might start a one-thing campaign to conquer)

**Use in Campaign:** Hireling, Unreliable Ally, Abrasive NPC, Enemy, BBEG

Day 283

**Name:** Sethmon Powell

**System Base:** Sci-Fi

**Physical Description:** With a fast moving horse race announcer voice he moves from topic to topic, never stopping for more than a moment to catch his breath; he will whirl right into the next topic. Physically, he is about six feet tall, of Moroccan descent, bald, and mildly overweight.

**Personality:** He moves through interests as fast as his voice moves through topics; he likes to do a little of everything, and has learned several alien tongues so he can converse with every living thing he possible can. He cannot seem to keep his mouth closed for more than a few seconds. He will butt into conversations regardless of species topic or solemnity and offer his two cents no matter how unwelcome they may be.

**History:** The son of a galactic speculator his mother dragged him to all of her trade negotiations and he learned a lot from them. He learned about losing it all and decided to strike out as an independent to support his mother. He began talking with everyone seeing what they needed. Before long he had negotiated several deals with people and was acting as a middleman and has gone throughout the galaxy facilitating deals with a significant markup.

**Goals:** Support dear old mumsy, talk to everyone

**Allies:** He facilitates many deals, Mumsy

**Enemies:** He is kind of annoying

**Occupation:** Middleman

**Use in Campaign:** Middleman, Shopkeep NPC, Annoying NPC, Hireling, Flavor NPC

Day 289

**Name:** Aeon Tamlus

**System Base:** Sci-Fi

**Physical Description:** A bulky silver and red robotic frame comprises most of its body, which stands about 10 feet tall. Looking beneath the chassis one would find almost nothing but armor plating and data storage with an odd cybernetic brain being housed in its robotic head. The arsenal it is equipped with is relatively advanced, but not incomprehensibly high tech.

**Personality:** It is not truly a robot, but rather a very late stage cyborg. He prefers negotiations to violence, but has no qualms ending those who would do harm to the innocent or what remains of his people. He also tends to protect his adopted planet with the same fervor.

**History:** His race was a dying one when he was born. He was selected from a eugenics program designed to build the healthiest possible brain. From youth he was groomed and trained to protect his people. His mind was then transferred into an advanced robot body containing as much data about his people as it could hold. Various groups each seeking a habitable home world were formed. When the four groups returned each thought themselves worthy of rule. They almost wiped themselves out in Civil War. With only forty or so survivors Aeon took them with him to live as a migrant people.

**Goals:** The continued survival of the Tamlus Species (species wise they are veritable giants between 8 and 9 feet and weighing between 400 and 500 pounds)

**Allies:** The forty-three remaining members of his species

**Enemies:** None

**Occupation:** Guardian

**Use in Campaign:** Barrier NPC, Friendly NPC, Flavor NPC

Day 294

**Name:** Olivia Nichols

**System Base:** Sci-Fi

**Physical Description:** Her face is covered by a rebreather and a rectangular green cybernetic eye. She wears grey clothes with a vertical green and red stripe on each side.

**Personality:** She is merciless and likes an excuse to use violence whenever possible. She takes joy in her job and is happy to accept lower pay for bringing in her targets dead. She will use lethal force whenever she has the opportunity and likes to make puns, really bad puns. She is sick and sadistic and her sense of humor reflects that.

**History:** She was dishonorably discharged from the military due to her aggressiveness. She decided to become a bounty hunter and working outside the law proved to be her forte. She lost her eye in assignment, she responded by torturing her quarry to death removing extremities like fingers, and toes one by one. She has started hunting those who default on their starship payments for the thrill of the chase.

**Goals:** Inflicting Pain

**Allies:** None

**Enemies:** None, she kills her quarry

**Occupation:** Bounty Hunter

**Use in Campaign:** Bounty Hunter, Hireling, Henchman, Enemy, Rival

Day 300

**Name:** Leon Diaz

**System Base:** Sci-Fi

**Physical Description:** He has a smooth voice which does not generally change in volume or tone, though he tends to pronounce words more distinctly when angry. His normal volume is quiet more of a loud whisper than normal speech. He is never seen outside of a metal suit with several O2 tanks on it. He often opts to have his suit fully closed including a full helmet. As a result his skin is pale and his eyes are sensitive to light.

**Personality:** He is fatalistic and indifferent to many happenings. He takes some perverse joy in numbers calculations. His cold indifference and brilliance have made him an excellent planner and tactician as he engages in the bloody calculus of war easily. He is often hired to come up with brilliant schemes and analyze weaknesses.

**History:** His lungs are horribly inefficient when it comes to moving oxygen through his body, his heart is inadequate at sufficiently oxygenating his blood. As such he has been limited to his suit for the majority of his life. This suit, which was too bulky and inefficient at movement throughout his childhood forced him to read for any sort of pleasure. His tactical brilliance emerged and he left the military academy on the grounds that he could make more freelance. Now that he can afford a function battlesuit with lifesupport he can enter the fray himself. He

often knows how a battle's outcome will be decided before the first shot. If he can he will wade into melee instead of range for the satisfaction of hearing a bone crack.

**Goals:** He lacks any, though takes some sadistic pleasure from his work

**Allies:** He is brilliant and can command top dollar for his services, though since he is so wealthy he prefers to work on cases that interest him

**Enemies:** He snubs many who would buy his services

**Occupation:** Strategist/Mercenary

**Use in Campaign:** Enemy, Rival, Unfeeling NPC, Henchman, Hireling, Flavor NPC

Day 306

**Name:** Brigadier General Valentina Sabitov

**System Base:** Sci-Fi

**Physical Description:** She is of average height and slightly above average weight though a large beauty mark draws attention to the left side of her jaw. Otherwise she wears a green military uniform and garrison cap. She also has tiny square glasses she wears. Her hair is short and professional but is more grey than brown now.

**Personality:** She is renowned for her deadpan sense of humor and well developed snark. She also is regarded as a serious person and never second guesses her orders. She attempts to minimize casualties and risks she tends to play situations defensively rather than strike even when she has superior forces.

**History:** She moved up the ranks slowly. Her obedience and skill helped her, but her lack of initiative made her a low priority to promote. She has since been placed on low activity border worlds to monitor and supervise their defense. She has stopped criminal activity on her worlds but does little to be proactive and prevent it from forming in the first place. She now is in an increasingly unstable situation as small pirate groups frustrated with their being thwarted plot revenge.

**Goals:** The continued safety of her men and garrisons.

**Allies:** She is a brigadier general with a clean albeit boring record

**Enemies:** An increasingly united and angry group of pirates

**Occupation:** Brigadier General

**Use in Campaign:** Exposition NPC, Plot Hook NPC, Rescue NPC, Ally, Contact

Day 312

**Name:** Daniel Memai

**System Base:** Sci-Fi

**Physical Description:** Smooth faced, with wavy hair and impeccable eyebrows, his tall, slim, handsome form would be quite attractive were it not for his constant use of inhalers to deliver medicine. He tends to wear form fitting clothes though has a softspot for garments with pockets on the inside, so he tends to wear an overcoat, coat, and shirt.

**Personality:** He is excitable and considers himself a ladies' man; of course, prior to his extensive medical needs he was better at that. He is not overly attached to his life, but loves

thwarting plans. His brilliance is often sought out and he is not afraid to sabotage projects if he does not like people working on them.

**History:** He was always a very hands on learner. He needs to touch things and work with his hands his teachers said, and they were right. He had an excellent intuitive understanding of engineering, physics, chemistry, and mechanics. He went on expeditions to take in new experiences and work with new things. He made a fortune building cheap stable power generators for remote worlds. On such a world however he was exposed to toxic gases which wreaked havoc on his lungs. He was stabilized but his breathing was difficult and he takes all atmospheric precautions whenever the planet is not earth-like.

**Goals:** Believe it or not he likes to help people and make lots of money

**Allies:** He is rich so he usually has a nurse accompany him with a variety of inhaled medicines.

**Enemies:** He makes them by his seemingly unsolicited sabotage, in truth he sabotages those people he thinks of as harmful.

**Occupation:** Inventor

**Use in Campaign:** Expert NPC, Rescue NPC, Unreliable Ally, Atable Enemy, Non-Enemy, Hireling, Henchman

Day 318

**Name:** Yugaz Kali

**System Base:** Sci-Fi

**Physical Description:** This monstrous looking mantis like alien stares unnervingly while sliding its forearms across one another. It flares its wings upon the approach of someone unfamiliar and will chomp at those who surprise it. Its voice is synthetic sounding in nature and is like a robot as it has no natural vocal chords.

**Personality:** Despite his menacing appearance all he wants to do is sing. He has been intrigued by Human Operas and desires to sing in them himself. Of course he frightens people and his natural instincts do not help him any. He would like to achieve this before he comes to mating age, as his bride has already been selected. He knows he will not live long afterwards.

**History:** From birth he was born into his people's warrior caste. He performed admirably, but on a raid on a human settlement he discovered Wagner's Ring Saga. He was no longer content to communicate solely by pheromone, so he had a surgery conducted to give him a voice box. He has since been trying to gather what singing info he can while still maintaining his job as a soldier.

**Goals:** Get to be good at singing before he dies

**Allies:** He has a wealthy bride arranged. His family is ecstatic for the status boost

**Enemies:** His cohorts think his quest for singing is stupid

**Occupation:** Soldier

**Use in Campaign:** Comic Relief, Gag NPC, Flavor NPC, Rescue NPC, Contact, Follower

Day 324

**Name:** Heavyweight

**System Base:** Sci-Fi

**Physical Description:** A terrifyingly large blue robot with bulky shoulders and blocky fingers it conveys a lot of strength. Its twelve foot tall height lets it dominate a room. Its yellow eyes glow faintly in their sockets against its orange face piece. On its shoulder rests an unpowered but impressive looking laser cannon. It accompanies a decrepit looking scientist in a red labcoat with a robotic spinal implant and robotic leg braces to let him walk. It often reflects his moods and can read his nonverbal cues, the most common of which is to flip a table as he lacks the strength.

**Personality:** It is used to a lot of responsibility. It has for almost as long as it can remember monitored Dr. Norris's other robots. It is an affable boss often thanking its underlings for their thankless work and praises its lesser automatons. It also is very protective of the Doctor and is obedient to him. Though it is by nature non-violent it will use violence when the Doctor tells him to. It often tells people sorry as it beats them down.

**History:** He was built as a modified combat drone to be a personal servant. The laser power was rerouted to the personality core enabling him to better develop. The Doctor gave him a coat of paint to make him unique and has been using him as an assistant and bodyguard.

**Goals:** He wants nothing more than to help Dr. Norris, but the old man's life is destined to end soon leaving him in charge of hundreds of robots alone

**Allies:** A beloved if simplistic horde of robots, Dr. Norris

**Enemies:** None

**Occupation:** Bodyguard

**Use in Campaign:** Decision NPC, Unexpected Ally, Ambiguous NPC, Gentle Giant

Day 330

**Name:** Zeaxis

**System Base:** Sci-Fi

**Physical Description:** As far as aliens go, this one certainly smells pleasant. Its pheromones attract almost anyone to it. It is reminiscent of a favorite food. At first glance it appears to be a member of the viewers species, though a little... off. Minor differences that could be written off as minor deformities. Its natural gelatinous form is a poor shapeshifter.

**Personality:** It seeks to mate, which it does in a peculiar manner. It takes in all the genetic material of its other partner. In a sort of symbiogenesis it combines its latest form with that of its partner before splitting into two identical forms which will venture off in separate ways, regrettably leaving only the two hybrids and neither of the originals. . It is a passable actor. It comes across as quirky or perhaps a little slow. It does not perceive its reproduction as destructive, but rather simply the natural order of things.

**History:** A unique parasite from a little explored world, it jumped ship successfully when it was absorbed into one of the explorers sampling local fruits. It then moved throughout the team reproducing. The dozen or so lifeforms operated the ship and returned to more inhabited space to propagate their species.

**Goals:** Reproduction on an ever more impressive scale

**Allies:** Its genetic cousins

**Enemies:** None

**Occupation:** None

**Use in Campaign:** Insidious NPC, Major Enemy, Recurring Enemy (genetically identical copies)

Day 336

**Name:** Dr. Gretchen Wreem M.D.

**System Base:** Sci-Fi

**Physical Description:** Her voice oddly enough cracks from time to time, for a woman in her twenties she is greatly below average height, but she is not suffering from dwarfism. Her pack contains a myriad of pills and needles which she takes at regular intervals. Her hair is cut close to her head. She generally wears a suit of "Smart" armor which administers her medicines at regular intervals. Beneath her armor she is quite androgynous in appearance.

**Personality:** She is self-conscious about her size and her androgynous appearance. She does not make a fuss and does not like talking to people because of her voice. She sticks to doing what she does best which is working as a field medic. In her free time she spends time on the internet or gaming online as she can hide behind anonymity and text chat there.

**History:** At age six, she began to undergo puberty due to the odd atmospheric composition of her parent's adopted world. The problem of course meant she really never developed and she is forced to take hormonal supplements as her body improperly developed and cannot produce needed hormones. The hormone supplements are responsible for the voice cracks. She struggled her way through medical school and enlisted in the army as a means of paying for it. She likes it there as no one mocks a field medic.

**Goals:** Long-term goal she would like a private medical practice

**Allies:** She is in the Army

**Enemies:** Whenever she is deployed to a combat zone she has them

**Occupation:** Field Medic

**Use in Campaign:** Ally, Contact, Quiet NPC, Oddity NPC, Flavor NPC

Day 342

**Name:** Dr. Allison Stone

**System Base:** Sci-Fi

**Physical Description:** This old woman wears her hair up in a bun and sports a lab coat, but has no glasses. Further her skin appears much younger and her hair has been dyed to a more youthful brown. Beneath her labcoat is a finely tuned hyper accurate laser pistol with a great deal of power settings.

**Personality:** She is fearless and a do it yourselfer. She has an eclectic collection of knowledge from outside her field. She tends to disregard danger and values precision. She likes to test the limits of her abilities and knows the value of a good escape. Danger may not

bother her, but she has no desires to be arrested. Further the best lab rats are everyday people.

**History:** She from a young age showed promise in mechanical engineering. She went to focus on laser studies and was exceedingly good at creating precision pieces. The military and surgeons were her primary clients. The only difference was power level. She decided to create a mixed design. She found a person with glasses and performed the surgery herself. Miraculously it worked. Then she needed to test the military applications of it. Heading to the slums of a space station, she found a bum and found her weapon adequate. She then decided to test things like range. Knocking out and tying up the one witness she attempted laser eye surgery from a almost one hundred yards, but this time used it to blind the bum. She now attempts this at extreme ranges. As her own eyesight worsened she performed the surgery on herself successfully.

**Goals:** 500 yard laser surgery is her current test

**Allies:** She designs some of the best lasers in the galaxy

**Enemies:** Blind people claim she blinded them. She feigns ignorance as her military grade surgical laser is a secret project.

**Occupation:** Weapons Designer

**Use in Campaign:** Expert NPC, Unexpected Enemy, Jack of All Trades NPC

Day 347

**Name:** Glonn Vloseu

**System Base:** Sci-Fi

**Physical Description:** There is very little about him that is not repugnant. His skin is covered in a green slimy mucus like substance which causes hallucinations based off of his memories. He weighs in at just over 500 pounds almost all fat. He has two stubby antenna popping out from a slimy brown colored human wig.

**Personality:** He is overly touchy hoping to make people like him through his telepathic mucus. He wants to make a ton of money and as such is overly friendly. He has no qualm about monopolizing and charging massive import fees.

**History:** Through aggressive negotiations and a little bribery he got rights to trade with humans. As such he charges high prices for his almost exclusive goods. Several times drug lords have hoped to get him for mucus harvesting but he refuses. They want to give him all sorts of experiences, cocaine, sex with hookers, murder, etc. and then sell the mucus as a drug. He has refused as his beautiful body is not for sale he says.

**Goals:** Make a ton of money

**Allies:** He is a big source of trade for his government

**Enemies:** The drug lords think they could become fabulously wealthy by kidnapping him and plan to.

**Occupation:** Importer/Exporter

**Use in Campaign:** Middleman, Contact, Overly Friendly NPC, Rescue NPC

Day 353

**Name:** Brian Despain

**System Base:** Sci-Fi

**Physical Description:** He is an overweight bald man with grey eyes. He has three metal nodes sitting on the dome of his head. His voice is monotone though slightly menacing. He can only usually be found through video recordings in which he explains his plans.

**Personality:** He is a lover of Nietzsche. He believes he can break the eternal recurrence by eliminating all life in existence. He is a brilliant chemist and biologist and has sold his services to highly desirable bidders. He designs his bio-weapons to wipe out his employers years later to remove any culpability from him in their elimination. He works through agents and keeps himself hidden.

**History:** He was raised by a pair of nihilist philosophers. They formed his world view and he figured out a plan. In his masters degree studies he discovered a potent carrier virus which he made lethal through combination with a chemical disinfectant. He unleashed on his mentors and kept the discovery for himself. He then continued modifying it. He implanted himself with a few measures to remove his need for sleep, his ability to feel pain, and for a great part his need for sustenance. He modifies his viruses for sale as he plans to continue until he has the ultimate pathogen. He has looked in all realms of science and has even investigated sorcery as means of improving it.

**Goals:** An end to all life intelligent or otherwise

**Allies:** He is a master bioweapon engineer, and has a network of delivery agents who never meet him.

**Enemies:** He is a wanted criminal throughout most of the universe for his atrocities

**Occupation:** Bio-chemist

**Use in Campaign:** Henchman, BBEG, Chessmaster NPC, Expert NPC

Day 359

**Name:** Sister Magda

**System Base:** Sci-Fi

**Physical Description:** Although rather youthful in appearance she wears a black nun's habit. When in public she usually has a crowd and three or four alien nuns with her. They are usually ministering to children. When traveling she keeps the habit, but will hide away as a stowaway towards alien worlds.

**Personality:** She considers it her mission to spread Catholicism to alien life. She travels and opens schools and convents and priests follow up on her work by arriving at their constructed alien parishes. Alien sisters she inspires she brings to different aliens creating interesting language development.

**History:** She stowed away on a convent ship as a girl and after some long thought decided to join the nuns. She went out not long after to build missions on faraway planets. Her stowaway means of transit and vow of poverty have caused her problems, but none too serious.

**Goals:** Spread the good news to God's non-human children

**Allies:** She creates successful communities based on education

**Enemies:** Many aliens find her a problem as she stows away on their ships and teaches their people strange customs

**Occupation:** Nun

**Use in Campaign:** Rescue NPC, Stowaway, Flavor NPC

Day 364

**Name:** Peter Mohrbacker

**System Base:** Sci-Fi

**Physical Description:** His skin is covered with burns. In fact some of it looks recently charred and seared. His eyes convey pain. He has a space suit with a translucent helmet on at all times. His breaths are shallow, and he often fades in and out of consciousness. Looking at his suit's oxygen readings the levels it is pumping him are dangerously low.

**Personality:** Prior to his recent accident he was a relatively boring physicist. He liked Hearts, Backgammon, and other card games. He liked dogs, long walks on the beach, and going on blind dates. Since his accident he tends to be perpetually dazed. When his brain is not oxygen deprived he laments his fate and is severely depressed about his condition. He has considered committing suicide as a means to escape his situation.

**History:** On his most recent research excursion some of his fellow scientists were handling a mixture of chemicals and alien bio-juices. They failed to follow safety and ended up dowsing the unsuspecting Peter as he read. He burst into flames, consuming almost all the oxygen on the ship killing all his shipmates. He sealed himself in a space suit and set the levels of oxygen too low to support sustained flames. Any contact with oxygen ignites his skin, yet he does not die or seem to suffer any internal damage. He is fireproof on the inside. He sits in his derelict ship unsure of what to do. He lacks the biological or chemical expertise to even analyze his situation.

**Goals:** What's the point anymore?

**Allies:** His fellow scientists are dead

**Enemies:** None

**Occupation:** Scientist

**Use in Campaign:** Rescue NPC, Expert NPC, Moral Quandry NPC

# Any/Horror

Day 4

**Name:** Sgt. Kansas Meriwether

**System Base:** Any Modern

**Physical Appearance:** Police Sgt. Meriwether is the most ubiquitous beat cop of Yonkers, New York. She dyes her hair from its natural brown to a sharp blue. She often wears sunglasses even at night. She is physically well built. In her off hours she tends to be seen in sweatpants and sweatshirt due to her nigh unceasing exercise.

**Personality:** Sgt. Meriwether really can't stand criminals. She has been brought up several times due to her procedure violations meaning criminals were set free due to warrantless searches and illegal seizures. She suspects everyone is hiding something and is often the first to turn up evidence and find new leads in cases. She views life as a grand competition and the law as the official rules by which everyone plays.

**History:** A high school drop out, Sgt. Meriwether has fought tooth and nail to be given the basest amount of respect. She always seems to be trying to prove something and as such has clashed with almost everyone she worked with viewing everything as a competition. She can't stand working with criminals, whom she views as cheaters. As such she has brought in new evidence against informants and pushed for their prosecution despite the help they were currently providing.

**Goals:** An enforcement of the rules, due to her stickler nature she will never let people off with warnings and will issue citations and tickets on minor violations of the law. She seeks "a level playing field"

**Allies:** The Yonkers PD, she gets results. Further she puts in a ton of overtime and will often cover other officer's beats.

**Enemies:** Criminals, the average citizens of Yonkers, the Yonkers PD. Her harsh methods and over enforcement have earned her the ire of the populace, the criminals, and the police department.

**Occupation:** Police Officer

**Use in Campaign:** Casualty, Ally, Enemy, GM PC, Expository NPC

Day 9

**Name:** Leeroy LaHood

**System Base:** Horror/Mystery

**Description:** Mr. LaHood is a pot bellied Grecian man with a big hulking figure and broad shoulders. He has a large bulbous nose, male pattern balding, and conspicuous nose hair. At age 50 he has retained tanned youthful skin and his stark black hair (though it has receded)

**Personality:** Mr. LaHood seems to be a jovial butcher man. He likes slapping people on the back and appears to be your standard Joe Sixpack. He takes great pride in his butcher shop and will spend hours talking about what makes meats taste the way they do and what makes

a good sausage. He sells sausages more than any of his other cuts of meat, and he claims it is because of his special spices.

**History:** He served in the navy to pay for his family's outstanding loans. He and a crewman were stranded on an island. In the course of the weeks that ensued in a desperate gambit for survival LaHood ate his shipmate. He did a good job hiding the evidence, so the navy believed him to be the sole survivor. He liked the taste though. Upon his return he began his rapid descent. He got his son to help. His son took up trucking and got into human trafficking. He drops off a few for his father and carries on with the rest. The two then serve fine sausages to the public.

**Goals:** To keep making fine sausages for the community. To remain at large and uncaught.

**Allies:** His son, Yuri. Several gangsters and thugs who take a part in the trafficking.

**Enemies:** He remains at large and uncaught. If anyone did catch wise they probably would turn against him, but the whole town has grown accustomed to his sausages so you never know.

**Occupation:** Butcher (Ex-Navy)

**Campaign Use:** Enemy, Disgust NPC, Shocking Reveal NPC, Side Villain to traffickers.

Day 14

**Name:** The Snowman Real Name: Simon Donner

**System Base:** Any/[Horror] (All changes exclusive to the horror version will be bracketed)

**Appearance:** This man is bedraggled and starved. He is covered in snow and his exposed skin shows early signs of frostbite. He has not shaved in some time and his eyes give the appearance of one who has not slept in several days. [He has a psychotic gleam in his eyes upon meeting the PCs eyeing them each anxiously] He carries a mountain of used supplies including bottle of urine [and what appears to be his own blood (its not)]

**Personality:** He is paranoid freaking out over a nearby house claiming it to be haunted. He tells anyone who listens to follow his digging path. (He is digging circles in the snow making no progress) He genuinely fears the house in the distance. [He continuously suggests that the PCs spend the night with him for warmth.] He freaks out over anyone touching him [screaming "I WON'T LET YOU EAT ME. I'LL KILL YOU FIRST" and brandishes an ice pick at them] he claims it hurts his skin (which is frostbitten)

**History:** The leader of an expedition stranded in the mountains when a blizzard struck; their supplies began to run low. [One of his fellows suggested that if people should perish the harvesting of their body for food and soap. He vetoed the idea. When the first of his comrades perished he took blood samples and stored the corpse in the attic of the house which he took refuge in. He awoke in the night to find the remainder of the expedition was eating when no food had been available for days. He fled to the outside in horror where he is now] One by one his fellows began to die. Upon finding this house, he was the last, but he claims there to be ghosts haunting and plaguing it. (In reality it is a hallucination from having starved and being so sleep deprived)

**Goals:** To get as far away as possible from that house.

**Allies:** None relevant to the PCs

**Enemies:** [Cannibal Expedition mates] None relevant to the PCs

**Occupation:** Cartographer

**Use in Campaign:** Plot hook NPC, Rescue NPC, Pity NPC, Aesop NPC

Day 19

**Name:** Professor Anne Gilligan

**System Base:** Any/ [Horror] (Horror Aspects will be bracketed)

**Physical Description:** Wearing half-spectacle glasses a purple pullover and khakis this grey haired senior professor stands at just over five feet tall. She is tiny and weighs below the average weight.

**Personality:** She routinely runs through hired help. [Most going mad after a few weeks on expedition with her] As such she is overly critical of people [and will run extensive tests on their mental state before final hiring] She is also quite fond of hamsters, she has a pet one named Charles who accompanies her.

**History:** Born in 1954, she at the age of nine accompanied her father on an expedition to the Amazon, where she first encountered the temple. Within it her father [and her pet hamster Charles, odd how he seems to have not aged] disappeared and never returned. She wandered the amazon for weeks before making her way back to civilization. She has dedicated her life to finding that temple burning through hirelings in lengthy expeditions to the Amazon. Her fanatical devotion being the only thing keeping her alive. She has retained her professorial position as all her expeditions are off the records sabbaticals. [She has found the temple several times. Each time she has found her help mad and wandering the temple foaming and rambling. She alone seems unaffected. And Charles as well.]

**Goals:** She hunts the temple desperately. She is obsessed with it.

**Allies:** She burns through them. Charles the Hamster.

**Enemies:** Ex-hires who have grown to hate her from her forced marches. [Madmen roaming the Amazon]

**Occupation:** Anthropology Professor

**Use in Campaign:** Plot hook NPC, Enemy, Traitorous NPC, Aesop NPC

Day 24

**Name:** Fredrick "Freddy" Paxton

**System Base:** Any/[Horror] (Horror Aspects will be bracketed)

**Physical Description:** A hulking man with gigantic muscles, his most dominating feature is his murky eyes. They draw attention away from his bald tattooed face. Generally he is shirtless and showing off his tattooed chest. [If you look closely it looks like his tattoos have some writing on them. If you look closer at his tattoos you will notice several patches of scar tissue.]

**Personality:** Abrasive and pushy, he has a hardtime making friends. He likes loud music and beets. [His first move is trying to convince people to come to one of his get togethers. He promises food, but becomes angry when people turn him down.]

**History:** After a drunken bender in highschool, he awoke with his first facial tattoo. He was unhireable at this point and when his parents kicked him out at 23 rapidly burned through what little money he had. Desperate for cash he began looking through all sorts of money making methods. He engaged in some minor criminal activity as a masked getaway driver [But one money making method brought his star subjects to mind. Organs were always in need and often people were desperate for a donor and willing to do anything to get a transplant. So he through hard work completed med school in debt and promptly disappeared. He wore makeup throughout so he was unrecognizable. Now he lures people to get-togethers with the promise of free alcohol, gets them drunk, and harvests an organ or two. He has a warehouse full of transplants on ice.] He knows a lot of criminals to facilitate his actions and now drives a truck full of illegal goods [both artificial and organic] regularly.

**Goals:** He is seeking to get rich quick. [He's increasingly becoming obsessed with becoming a superman and has been marking down on his body ideal organ specifications and has made a few replacements on his own.]

**Use-In-Campaign:** Side-Villain, BBEG, Disgust NPC

Day 29

**Name:** Kristopher Carter aka Longfred L Cottonbottom

**System Base:** Any/[Horror] (Horror Aspects will be bracketed)

**Physical Description:** His brown hair is greasy and uncared for. It has matted in several places and is in desperate need of a cut. His eyes dart from person to person to random spaces in the air. He wears an amalgamation of clothes and depending on the season will wear more layers of the continuing hodge podge. [All his clothing has the same company marking Wightman Industries]

**Personality:** He is erratic and paranoid. He believes aliens are coming to abduct people. [He is at the scene of almost every suspected runaway and kidnapping insisting it is aliens] He believes the world needs to unite to fight these aliens. As such he recruits whoever will listen with his surprising amounts of money. [Wightman Industries strikes again]

**History:** Born Kristopher Carter he enjoyed some success as an author under the pseudonym Chester P. Crabtree. He changed his name after his supposed abduction to Longfred L. Cottonbottom. [In actuality Wightman used him for illegal medical experiments; then he began blaming it on aliens and Wightman saw a chance. The company uses him to throw suspicions away from any other kidnappings they do by suggesting aliens. Due to his paranoia he will often disrupt crime scenes with his desire to collect "evidence"] He has raised a small cult of anti-alien believers ready to fight off the invaders.

**Goals:** To repel the imminent alien invasion of Earth

**Allies:** Fellow crazies [Wightman Industries]

**Enemies:** The Police

**Occupation:** Vagrant

**Use-In-Campaign:** Red Herring, Bankroll NPC, Unexpected Cavalry, Henchman

**Name:** Mason Machado

**System Base:** Any/[Horror] (Horror Aspects will be bracketed)

**Physical Description:** A slightly overweight man of below average height Mason is far from an imposing figure. He wears bulky clothes plastered with the Woodmont Country Club Logo [Beneath these clothes are horrible horrible scars. Inflicted from whips, knives, and red hot poker] His black hair is need of a cut bit seems to have solely grown vertically giving him a knotted ugly mop atop his head. [Should he get a buzz cut he has scar tissue beneath it as well]

**Personality:** Compliant and submissive, Mason will be inclined to obey whatever instructions he receives [and he is likely to obey any threats made against him] He will try and make himself as small as possible and is unlikely to enter conversation without instruction to do so.

**History:** [Bought at a young age by the country club, Mason was sold into a thirteen year indentured servitude. When his parents passed away however the details of the contract disappeared on young Mason and he has been little more than a slave for the club] He works by the pool and tennis courts serving as a towel boy. He has had his responsibilities expanded to include the occasional caddy role. [Granting him his first minor income ever. He is often kept for some of the more perverse club members desires which include violence and other illicit activity]

**Goals:** "Yes sir what are they?"

**Allies:** The club has an interest in seeing that he remains capable of working

**Enemies:** He is a pool boy.

**Use In Campaign:** Pity NPC, Contact, Treacherous NPC, Traitorous NPC

Day 40

**Name:** Orville Mills

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** An older man wearing blocky glasses, Orville is not a threatening figure. He wears a blue oxford shirt with red suspenders and khakis. [His canine teeth are particularly pronounced] He often wears a white apron whilst he peddles his hot dogs from a cart near the local park. [Of course on a full moon he grows to be over 6 feet tall furry and lupine transforming into a vengeful werewolf]

**Personality:** Very much a dog person he will often toss extra hot dogs to the canines. He hates most other animals and will sneer at them. He doesn't interact too much with people if he can avoid it. He is very defensive of his hot dog run and will drive off other food vendors encroaching.

**History:** [Bit by a werewolf at a very young age, Orville has worked very hard to control his curse. He uses it to eliminate his fast food competitors. He couldn't risk college so] He opened a hot dog cart and has made his living through that. Uneducated his competition never encroached for too long on the park which is coincidentally the best spot in town. He has neared retiring age but since he is still fit as a fiddle he doesn't look to be retiring any time soon.

**Goals:** Hot dogs get your hot dogs! [He's developed a taste for the hunt, and will soon use his werewolf form to rampage through town]

**Allies:** He owns three dogs, Brutus, Viking, and Magic and is a friend to almost all the town's dogs.

**Enemies:** Cats, food truck owners

**Occupation:** Hot dog vendor

**Use-in-Campaign:** Enemy

Day 46

**Name:** Gabriel Dukakis

**System Base:** Any/Horror [Horror Aspects will be bracketed]

**Physical Description:** Wearing red face paint in a stripe pattern across his face. He wears burlap clothing and carries around several burlap sacks full of potatoes. His black hair is unkempt and raggedy. His eyes are likewise black. His teeth are yellowed and unaligned.

**Personality:** Always inclined to offer people potatoes he seems plenty friendly. He invites people to come help in his community garden. [He values plants more than people and will not hesitate to protect and feed his plants by any means necessary]

**History:** Born to a poor family in the city he treasured whatever gifts he got including a window planter from his grandmother. He kept it for several years before it was stolen. He disliked the theft and put in the beginning of his community garden. [Whenever he catches criminals he clubs them over the head with a sack of potatoes and buries them alive. For fertilizer]

**Allies:** A community garden is a somewhat popular urban development.

**Enemies:** He remains uncaught.

**Occupation:** Gardner

**Use In Campaign:** [Disgust NPC], Flavor NPC, [Well Intentioned Extremist]

Day 52

**Name:** Ivan Babanin

**System Base:** Any/Horror [Horror Aspects will be bracketed]

**Physical Description:** An imposing man with a heavy stainless steel prosthetic left hand, his bald head is practically blinding in bright light. He typically wears flannel and carries a large woodsman's axe.

**Personality:** He has dedicated himself to absolute and complete deforestation. [He does not fear trees. He fears what they hide. He lives in mortal terror of them. He clutches his axe in his steel hand when walking through wooded areas.] He does not journey alone into the woods. He often pays people to keep him company if he cannot find volunteers.

**History:** As a young child he wandered into the woods despite his father's warnings against it. Afterwards he claimed he had encountered a Baba Yaga who tried to eat him up and chopped off his hand. [In actuality his father is a rather grisly axe murderer. Ivan concocted the Baba Yaga story to cope and has so internalized it is part of him. His father roams the woods

at large still uncaught after years, which is why Ivan hires company.] He sells fresh hewn firewood.

**Goals:** The annihilation of all forests [to keep the world safe from the Baba Yaga or perhaps to reveal his father]

**Allies:** People know him and don't mind woodcutting trips with him.

**Enemies:** [The Baba Yaga, his father]

**Occupation:** Woodsman

**Use in Campaign:** Questgiver, Plot NPC, Contact, Shopkeeper, Victim NPC

Day 58

**Name:** Beverly Fahrend

**System Base:** Any/Horror [Horror aspects will be bracketed]

**Physical Description:** Black haired and fair skinned, Beverly should be the apple of any man's eye. [She appears however she wishes male or female. Her true form is grey and featureless much like a wooden artist's mannequin.] She tends to wear silk and lounge about seductively. She knows how to use half smiles and her eyes to beguile.

**Personality:** She thrives on attention. She does whatever is in her power to gain the attention of whomever she deems a fit date. [During this time she feeds upon their love and attention leaving them emotionless half brain-dead husks when she is done with them] afterwards she discards her dates and moves to the next.

**History:** [She was born in her ugly form and was cast out by her family. She had no love but in the wild somehow persisted.] In her formative years she discovered her ability to beguile men and began to use it to get what she wanted in both attention and gifts. [Her survival became clear to her as she realized she persisted not off of food and drink but the emotions and thoughts of others.] She now mingles about high society with her accumulated wealth and status.

**Allies:** She always has some new beaux.

**Enemies:** Who could hate such a beautiful charming woman?

**Occupation:** Not saying she's a golddigger but...

**Use in Campaign:** [Enemy, Unseen Evil, BBEG,] Femme Fatale, Flavor NPC

Day 64

**Name:** Larry Kane

**System Base:** Any/Horror [Horror Aspects will be bracketed]

**Physical Description:** He is well dressed, constantly wearing a navy suit, white oxford shirt, and red tie. His hair is always cut to a buzz and his thin eyebrows rest above his beady black eyes.

**Personality:** He shows great sympathy to all the mourners at his cemetery. He will buy them coffee and listen to their stories about the deceased. [He also has a near perfect memory and will file these stories away] He really dislikes the slobs he works with. [which coupled with his mean streak has lead to him slowly framing his colleagues]

**History:** He dropped out of acting school to support his sick mother. He resented her for it. He resented the people he had to work with even more. [He constantly was attending wakes and would pay attention to recordings of the deceased until he could perfectly mimic their voice. He would then pocket the deceased cellphone if they had one. A week after a funeral he would call panicked and demand that they come rescue them from this box they were now trapped in. The grieverers would rush in and then he would find an empty plot and bury them alive. All the while making it look like his colleagues. All cases so far have gone unsolved.]

**Goals:** He'd like to take his coworkers down a peg [ through their arrest and execution of his coworkers complete with the destruction of their reputation. In addition the continued slaughter of mourners.]

**Allies:** People think he is considerate

**Enemies:** [His serial killer nature has remained unknown for now.]

**Occupation:** Undertaker

**Use in Campaign:** Mystery NPC, Reveal NPC, Traitorous NPC, Enemy

Day 70

**Name:** Joseph Hansen

**System Base:** Any/Horror [Horror Aspects will be bracketed]

**Physical Description:** His hair stands on end and is frazzled constantly. It is greasy and matted. His skin is likewise greasy and pimply and gross. [This stems from his choice of beauty product. It's normal soap and shampoo for the most part. Its ingredients include animal fat... solely animal fat... harvested from humans] He smells terrible.

**Personality:** He hates the world. He believes it has been unfairly stacked against him. He lashes out against people around him. [He takes his revenge on the unsuspecting. He KO's them in an alleyway and then takes them back home to be made into soap after he is done with them.]

**History:** He was taken into foster homes at the late age of 16. He loved his parents and felt robbed by the states. [It was too late for him though, his Neo-Nazi parent's world views had been impressed on him.] He drifts from job to job. He makes his living by selling artisan goods. [Like homemade soap.]

**Goals:** Revenge

**Allies:** [Whatever allies a Neo Nazi Might have]

**Enemies:** The world/[Law enforcement and those who find out about what he is doing]

**Use in Campaign:** Disgust NPC, Reveal NPC, Enemy

Day 76

**Name:** Robert Drake PHD

**System Base:** Any/Horror [Horror aspects will be bracketed]

**Physical Description:** This fat English man has a bulbous nose and greying hair. [He smells strongly of Garlic] He wears turtlenecks and slacks most of the time. [He wears a crucifix

around his neck, and a large silver knife on his belt. He looks pained perpetually. His skin is also unnaturally pale]

**Personality:** He is inhospitable to his core. His small farmhouse has "No trespassing" Signs all over it. As well as warnings that trespassers will be shot and several beware of dog signs. He loathes public places and if he must meet with someone he will invite them and only them to his home. His home is littered with crucifixes as well as numerous paintings of people who bear a resemblance to him. He won't be seen at all out and about during daylight hours and keeps a tight nightly schedule.

**History:** [Born some time in the 16th century, Drake was one of the first victims of the first wave of vampires created by Count Dracula. He has fought his curse and makes himself suffer with garlic and holy water as well as crucifixes. He still has weakened and fed from time to time. However, he hunts other vampires and takes precautions against them.] He has completed several night classes and has multiple PHDs in various histories. He bought the small failing garlic farm after its owner mysteriously disappeared. [Was eaten while drake was stealing garlic] and has since bought a large number of English bulldogs.

**Goals:** To be left alone [The extinction of other vampires and a cure for himself]

**Allies:** Over two dozen trained bulldogs

**Enemies:** [Other vampires, vampire hunters, victims]

**Occupation:** Garlic Farmer

**Use in Campaign:** Tragic NPC, Unreliable Ally, Enemy

Day 82

**Name:** John Devore

**System Base:** Any/Horror [Horror Aspects will be bracketed]

**Physical Description:** He is an exceptionally muscular looking Turkish man in his very early twenties. He likes to wear sunglasses and heavy clothing, no matter the weather. [Beneath all that clothing is a huge mess of scar tissue]

**Personality:** He seems absolutely devoid of it. He stares off into space and will respond with overly literal and minimalist answers to questions. He is almost robotic in how he carries on. [When triggered he is a bloodthirsty maniac, stopping at nothing and killing everything for almost an hour.]

**History:** [He was "raised" in a test tube and was grown to adulthood by scientists operating in international waters. Once grown they began conducting experiments, but when their crimelord demanded results they took him and began his training. He received harsh physical training in every form of combat they could teach. He was then psychologically conditioned to go berserk on the trigger words "Expendable Soldier." He was planted in a flower shop and ferried between missions] He tends to a flower shop now, and dutifully fulfills any floral obligations he has.

**Goals:** ...

**Allies:** [The criminals who keep him on a leash]

**Enemies:** Who would be after a florist?

**Occupation:** Florist

**Use In Campaign:** Recurring weird NPC, Unexpected Enemy, Sympathetic Enemy, Henchman

Day 88

**Name:** Shi Zheng

**System Base:** Any/Horror [Any Horror Aspects will be bracketed]

**Physical Description:** This Chinese man is abnormally tall. He wears tight fitting clothing, which leaves very little to the imagination. His whole body is exceptionally muscular. He smells vaguely of bagels, specifically poppy seed.

**Personality:** He is happy with his job owning a bagel place. He turns his eye to what people due there preferring to live and let live. [However he uses the bagel place as a front, he is constantly running the oven because several gangs use them as a place to dispose of bodies. Further they use his vast intake of poppy seeds to manufacture opiates.]

**History:** He got the money to start his bagel place from the Chinese gang present in town. He is as such indebted to them. [He receives a large cut of the opium sales and for his waste disposal services.]

**Goals:** To pay off his debts

**Allies:** The mob has invested in him

**Enemies:** [What he does is atrocious.]

**Occupation:** Baker

**Use in Campaign:** Henchman, Enemy, Disgust NPC, Reveal NPC

Day 94

**Name:** Jay Wilmont

**System Base:** Any/Horror [Horror Aspects will be bracketed]

**Physical Description:** He wears his hair in orderly dreadlocks. He dresses in grey turtlenecks beneath blue blazers with black slacks. The African-Canadian Male stands 5'9 and weighs close to 200 pounds.

**Personality:** He is used to getting what he wants. In part because he is a meticulous planner. His business was built through building situations where every outcome resulted in his victory in some manner or another. [He is borderline obsessed with the occult. He has poured significant resources into obtaining items with purported mystical significance and is an authority on almost all supposed forms of witchcraft, druidism, and whatever magics are purported to exist.]

**History:** He was born in Calgary [his mother was *supposedly* a charlatan fortune teller, but he insists she was legitimate.] He earned good marks throughout secondary school and university and built a successful business manufacturing chemicals, specifically disinfectants. [He routinely visits covens of witches but complains that many are fraudulent and lack true knowledge of magic]

**Goals:** The continued good success of his company, [Why he gathers these magical items and seeks sorcerers remains his secret]

**Allies:** He is a wealthy man, [and he has several occultists whom he trusts as legitimate]

**Enemies:** He does not have any a normal fabulously wealthy man would have. [Several people have not reacted well to the statements that their occult practices are false]

**Occupation:** CEO

**Use in Campaign:** Reveal NPC, Expert, Mysterious NPC, Chessmaster

Day 100

**Name:** Kevin Boleem [aka the Centikiller]

**System Base:** Any/Horror [Horror Aspects will be bracketed]

**Physical Description:** He is a small man, merely 5'2 and a measly 120 lbs.; however, he is exceptionally fit and has his hair cut closely to his head. He wears a cheap plastic banded watch and a tight fitting yellow shirt and jeans most of the time. [He has a lot of multiples of 100 scattered throughout his belongings, even wearing a friendship necklace with 100 baubles on it]

**Personality:** [He is fixated on the number 100. He counts his steps and bites of food to keep in track with 100] He is a quiet mousy chemist. He seems to be used to being ignored. [He loves coming up with clever ways to kill using 100, victims have been found with 100 tiny razor cuts, submerged at 100 feet deep, killed by 100 dollars worth of pennies being launched upon them from 100 feet, having 106 bones removed leaving them with 100, etc...]

**History:** When he was in the first grade he and his then best friend began counting to 100, and they made friendship necklaces. [They both obsessed over the number through the first grade, but his friend had to move away.] Kevin vowed he would keep counting to 100 for her till they could meet again. He kept this fixation throughout highschool and college unto his present life as a chemist. [He has decided to grab her attention through 100 murders with 100 involved in all of them. He has struck several times already]

**Goals:** [Complete his 100 murders and] meet up once more with Susie from the First Grade

**Allies:** He is a quite good employee

**Enemies:** [The police, murder victims]

**Occupation:** Chemist for a Shampoo company

**Use in Campaign:** Enemy, Reveal NPC, Bizarre NPC, Mystery NPC

Day 106

**Name:** Анжа Дмитриев (Dmitriyev)

**System Base:** Any/Horror [Horror]

**Physical Description:** She wears a breathing mask and surgical scrubs. She spends most of her nights working late shifts at the hospital. Her eyes are bloodshot and her skin is fair. Her fingers are delicate and long.

**Personality:** She is a mousey little nurse. She talks to her patients in soothing voice and helps them sleep. She grows impatient when her patients do not fall asleep. She is calm most of the time but flees social interaction. She cannot deal with unfamiliar people for more than a few minutes at a time and if they persist she will grow angry at them.

**History:** She went to Nursing school and has been a night shift nurse for almost a decade. [Two years ago, she was attacked by an anemic old man who left her comatose for three days. She felt the need to feed after that. So she borrows blood from the dying and the blood bank and uses hypnosis to keep her patients asleep.]

**Goals:** She is wracked by social anxiety and wants to avoid and social interaction

**Allies:** None

**Enemies:** [Does not a vampire have enemies?]

**Occupation:** Nurse

**Use in Campaign:** Flavor NPC, [Reveal NPC], [Sympathetic Enemy]

Day 112

**Name:** Galdon Remein

**System Base:** An/Horror [Horror Aspects will be bracketed]

**Physical Description:** The man speaks with an almost imperceptible Scottish accent. He seems to always be the slightest bit damp as if he got out from a pool a few moments ago. He is generally well dressed albeit a few years behind the times.

**Personality:** He is an archeologist first and foremost. He believes firmly that knowledge should be universal. He lacks restraint and is impulsive. He jumps in and acts without thinking all too often.

**History:** He has been excavating libraries and texts in the Middle East for the past two decades. [In his studies he found a single malevolent flesh bound book. The Necronomicon. He now wishes to return this book and its corrupting influence for a tour and showing around the world. A very dangerous prospect indeed]

**Goals:** To share knowledge with the world [and display the Necronomicon]

**Allies:** Many museums and universities, specifically the University of Chicago where he works

**Enemies:** [Many would steal the book and use it for nefarious purposes]

**Occupation:** Professor & Archeologist

**Use in Campaign:** Troublesome NPC, Barrier NPC, Distressed NPC

Day 118

**Name:** Dr. Richard Accord

**System Base:** Any/Horror (Horror aspects will be bracketed)

**Physical Description:** He has a prosthetic left arm. He keeps his long white hair kept up in a rat tail. He has a very pronounced goatee and bushy eyebrows. He wears rectangular glasses with silver brims. He wears khakis and collared shirt complete with sweater beneath his lab coat.

**Personality:** He is extraordinarily eccentric. His home and lab are filled with various knick knacks he has acquired through the years. He has obsessions with both entropy and free will. He cares a great deal for his adopted teenage daughter whom he refers to as his flower. [He also is willing to advance his studies through any means. He will harvest body parts from odd

subjects. (in a supers system that means super heroes, in fantasy that means non-human species, in a sci-fi it means aliens, in a modern setting he would rely more on genetic engineering). He has been experimenting and modifying his daughter with these parts.]

**History:** He was always a brilliant [if unscrupulous mind] His first wife was a police detective, one Maria Woodhouse, they had one daughter, but Maria won total custody. Without his wife to temper him he grew out of control. [He experimented on himself and due to his failures he had to amputate his own arm. His experiments began bearing fruit, but he could not risk experimenting on himself again. So he adopted his daughter, but finding some one he cared for so much he decided to make her perfect, which she appreciates.]

**Goals:** [To create the genetically "perfect" daughter] Regain custody of his original daughter (who is the same age as his flower)

**Allies:** Mona Accord, his flower

**Enemies:** Maria Woodhouse and their daughter Christina Woodhouse, [Almost all nations and other researchers]

**Occupation:** Geneticist

**Use in Campaign:** Mad Science, Reveal NPC, Affable Enemy

Day 124

**Name:** Henry Blumenthal

**System Base:** Any/Horror (Horror Aspects will be Bracketed)

**Physical Description:** He wears a faded coat and khakis and is dressed fairly standardly for a mortician. When traveling out and about in the world he has a Sherlock Holmes sort of look complete with deerstalker cap.

**Personality:** His job bores him to no end. He has decided to make it more interesting. [He likes to drive recklessly and forces others to crash. Then when he gets the corpses he tries to figure out exactly what killed them in the crash. ] He also is a huge Sherlock Holmes aficionado.

**History:** He loved Sherlock Holmes since he was a boy. It inspired him to try and be a detective, but he was a colossal failure. He became a mortician soon after [and decided to supply his own "mysteries"]

**Goals:** To be a Private Eye again

**Allies:** None

**Enemies:** None [Yet]

**Occupation:** Mortician

**Use in Campaign:** Enemy, Unexpected Reveal NPC, Plot Twist, Disgust NPC

Day 129

**Name:** Ana Almeida

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** She is a noticeable figure. She has no hair, this includes eyebrows. She is maximally aerodynamic having represented Brazil in the Women's Crawl in the Olympics a few years back.

**Personality:** She misses her glory days as an Olympic athlete. She does not mind her job, but it is boring in comparison. [She despises all hair, and will attack people alone in ally ways shaving them completely hairless.]

**History:** She was an Olympic swimmer and attended two summer Olympics for Brazil in the Women's 400 M freestyle. She never medaled. [Having to shave her body hair for aerodynamics made her envy and hate people with hair. She seems incapable of growing it back.]

**Goals:** [To share her pain]

**Allies:** None

**Enemies:** [Though unknown it is her the police are looking for this bizarre assailant. ]

**Occupation:** Beauty and Waxing Therapist

**Use in Campaign:** Enemy, Reveal NPC, Unexpected Enemy

Day 125

**Name:** James Hanes

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** He wears a shirt that is too small, which lets his rather sizable gut show. He wears a ratty grey coat over it. He is bald on top and has large grey tufts of hair around his ears. His voice is smooth and creepy, always level, but somehow just slightly unnerving.

**Personality:** Here is a man who knows he is the smartest in the room. He talks down to others constantly. He as a result is lazy because he knows he can find a solution quickly. [Because of his brilliance he has lately turned to crime by proxy. He finds the worst criminals and tells them what crimes to commit or he will reveal what he knows about them]

**History:** A gifted analyst he started as a psychologist, but he got bored. He then moved to being a private eye. It kept his interest for a while, but then he was once again bored. [So he turned to thieves and burglars and began directing them, but soon that wasn't enough. So he has begun directing murderers, rapists, pedophiles, kidnappers, and human traffickers. He says these crimes are more likely to be hunted, so controlling them and not having the criminals get caught is more challenging]

**Goals:** To end this insufferable boredom

**Allies:** He in the past has solved many difficult crimes so the police extend some trust to him, [his army of the worst criminals]

**Enemies:** He has had many criminals turned in, [and some even with the improved haul and not being caught in their depravities do not like being blackmailed.]

**Occupation:** Private Detective/Licensed Psychologist/[Criminal Kingpin]

**Use in Campaign:** Expert NPC, [Enemy in Plain Sight], Reveal NPC, Enemy, Rival, Really creepy NPC

Day 141

**Name:** Wilson Simmons

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** He dresses like a 1950's milkman, which matches well with his old fashioned ice cream truck. He is obese though, a side effect from sampling his own products. [His hands move with surprising grace and know their way around a knife very well.]His voice is giggly and child like.

**Personality:** He loves [two things] ice cream [and murder. He uses the first to gain access to the second and so as a result has been mostly targeting children.] He loves distributing ice cream around playgrounds and other areas where it is most appreciated.

**History:** He flunked out of high school and as a disappointment to both his parents he bought an ice cream truck on credit and began working as an ice cream man. His father still considered him a bum however [and one night after a particularly heated argument Wilson struck and killed his father as his mother was going to call the police he got her too. Then he hid both bodies in the freezer of his ice cream truck till it was safe to dump them. He discovered his second passion that evening and has been acting that way since.]

**Goals:** To have a good time and distribute ice cream

**Allies:** He has a clientele that is pretty loyal [and some of his victims' parents still have him on their Christmas Card list]

**Enemies:** Ice cream men have no enemies [but murderers do]

**Occupation:** Ice Cream Man

**Use in Campaign:** Reveal NPC, Disgust NPC, Disturbing NPC, Enemy

Day 147

**Name:** Martin Lepus

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** This Portuguese man is chubby and blonde. He wears boxy glasses. His skin is covered with burn marks of varying intensity. His blonde hair is singed and shortened.

**Personality:** He is quiet and unassuming. He ignores others and carries on with his job as a CEO unassumingly. [He knows his wealth will protect him. He is ready at a moment's notice to give into his darker urges. He is a real pyromaniac and does not care who the fire hurts. He often ends up burning people alive in the fires he starts. He is not foolish and will start the fires in slum areas]

**History:** He has business savvy far beyond his years. He has corporate insight others lack. Every company he has worked for has prospered under his leadership. His pyromania stemmed from his father who had a much lesser degree of pyromania.

**Goals:** Burn baby burn

**Allies:** A horde of successful companies

**Enemies:** Several charred corpses

**Occupation:** CEO

**Use in Campaign:** Untouchable Enemy, Unexpected Enemy, Reveal NPC

Day 153

**Name:** Denice Harper

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** This woman is strikingly beautiful; she looks like she could be a femme fatale out of a James Bond movie. She likes to show off some skin with her choice of outfits and her body language shows her flirtatiousness with members of both sexes. [Eerily enough her skin is not real it will slide off should she so choose beneath this false exterior one can see her muscles, her actual skin is transparent most of the time. She only reveals this form when she is going to feed, which is when people see her outside of her stolen skin.]

**Personality:** She is flirtatious with members of both genders. She might be diagnosed as a nymphomaniac considering how many people she brings to her bedroom [though she does not actually sleep with any of them. She does not seem to care about who she eats. She regards humans as little more than food and her attempts at seduction merely the tactics of a predator.]

**History:** [This ungodly abomination does not speak of its history. As far as anyone knows it is the only one of its kind. It has told a million different origin stories to earn sympathy from those who have hunted it, and while doing so switched back to its appealing skin to lower the hunter's guard. It met the very attractive woman whose skin it prefers some long time ago almost three centuries of time. It has acquired an extensive "library" of skins and will switch if it must.] The woman has acquired many companies and trust funds through the ages and has a great degree of wealth and power, so she goes to parties looking for some action.

**Goals:** [Truly unknowable beyond feeding] to get someone back to her room

**Allies:** None, though a surprising number of one night stands support her

**Enemies:** [Her deceptions and machinations have been caught several times but they usually end with her hunter joining her library]

**Occupation:** Heiress

**Use in Campaign:** Femme Fatale, Reveal NPC, Enemy, Enemy in Plain Sight

Day 159

**Name:** Reginald Masters

**System Base:** Any/Horror

**Physical Description:** This man is balding at a very young age. His hair line has started receding and he is only in his mid thirties. His blonde hair would otherwise be pleasant. He also is underfed and his ribs seem to be a bit visible. [Hidden in his pockets one can find crucifixes, silver bullets for a dingy little derringer, and wooden stakes. He smells odiously of garlic. He also suffers from iron deficiency and as such is often stumbling from dizziness and fatigue]

**Personality:** He is deathly afraid of everything and everyone. He is barely capable of walking his mail route without having some sort of panic attack. He also becomes paranoid when

delivering packages or picking up letters being returned to sender. [He is also deathly afraid of vampires. During the day and at night. He is convinced they are after him. It has gotten so bad that he cannot sleep without some form of sedation] He is very grateful to his father, with whom he still lives.

**History:** His father was a man who borrowed a lot of money to cover his gambling debts. His mother left his father due to his financial mismanagement and abandoned her child. [To cover his debts the father began to take advantage of his son's O- blood typing. He began harvesting blood to sell illegally. It is the root of his son's blood deficiency and receding hairline. He now has his blood harvested in his sleep which he assumes to be the work of vampires.]

**Goals:** [To find and kill the vampires plaguing him]

**Allies:** His father, has no ill will just a gambling problem

**Enemies:** [His father is not working in his best interests, the mobsters his father owes money to]

**Occupation:** Mail Carrier

**Use in Campaign:** Rescue NPC, Flavor NPC, Red Herring NPC [if actual vampires exist in world] Plothook NPC

Day 165

**Name:** Jonathan Margulis

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** This very fit man is often seen walking in his army uniform. He has a notable prosthetic hand and leg. He still carries his KA-BAR knife and is often whittling. His face is also marked with scars and he often wears a cap to hide the worst of them.

**Personality:** He is a simple man; he likes whittling, and he liked competing in athletic events. [He feels absolutely robbed that the shrapnel blast robbed him of his ability to fight in athletics events outside of the Paralympics, which he feels is unfair, because all he gets to compete against is the handicapped and crippled, though he is far less kind in his language about it. (GMs he is liable to swear and use retarded in a derogatory sense. He's not a nice guy to them.) So he has decided to level the playing field. He has been targeting athletes and whittled them down. Literally. He will leave them bleeding and crippled.]

**History:** A track star in high school, his skills were not enough to grant him scholarships to any university, so he, after completing his degree in Criminal Psychology, was forced to join the military to pay for it. He was injured by shrapnel from an improvised explosive device. His skull was just thick enough to prevent the shrapnel from doing severe brain damage, but he lost his left hand and lower left leg in the blast. He received appropriate commendations for his valor and his injury. Upon being honorably discharged from the veterans' hospital, he began to stew in his anger. [He has now begun his maiming spree against athletes at every level: professional, recreational, amateur, school, etc.]

**Goals:** [A level playing field]

**Allies:** The Veterans' Bureau

**Enemies:** [If caught it is a sizable list]

**Use in Campaign:** Enemy, Enemy in Plain Sight, Disturbing NPC

Day 171

**Name:** David Jung

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** This 12 year old boy wears baggy pants and a backwards ball cap. He wears a gray zip up hoodie as well. His clothes are more signed for a teenager than a child. [Searching his pockets will yield a number of items a child should not have, including 500 year old coins, a sheet of decrepit parchment with Latin written on it, a dagger, and a small medallion with a pentagram on it. Were one to see him shirtless one would see a scar running down the center of his chest.]

**Personality:** He is the most stereotypical child imaginable, ff it were still the 1990's. He is about twenty years behind the times. So his slang is outdated. [This personality is of course a façade. He is a vile loathsome human being; he delights in desecration and the suffering of others. He also fancies himself something of a hunter. Further he prefers to prey on Church goers, particularly Catholics. He also is very careful around priests and other members or religious orders, be they lay or clergy.]

**History** [In the years 1521 in Polish-Teutonic War a then decrepit and old Jung lay wheezing and out of breath on the side of the battlefield. The Teutonic knight decided doing God's work had left him weak and worthless. He renounced God and turned to witchcraft and demonic pacts. He finally had a breakthrough, for every ten years he aged another person he could revert one year. Killing his fellow knights with old age the then rejuvenated Jung with strength and vigor many times that of a normal man took up the mantle of the black knight. He has continued roaming the world doing the work of the devil. Leaving many dead of old age and some of simply being shot and stabbed. The medallion holds all the years he has stolen if broken he would revert to his natural age and any still living would receive all their years back, provided Jung is still alive at the time of the breaking. He also is quite fearful that he might still be struck down by the forces of good]

**Goals:** [To live forever and do the work of evil]

**Allies:** He is currently in foster care [after absorbing years from an unexpectedly long lived French woman]

**Enemies:** [He lets a few decrepit seniors live and lets them suffer as people assume they are suffering from mental illness and laughs as they are taken away]

**Occupation:** Child [Presently]

**Use in Campaign:** Enemy, Reveal NPC, Twist NPC, BBEG, Herald of Bigger Villain

Day 177

**Name:** Ammon Isoba

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** This Egyptian man wears an employee ID with his name prominently displayed on a lanyard. Beyond that he tends to wear a black button down shirt and blue jeans with a belt. He sports a respectable but well maintained beard.

**Personality:** He certainly is someone who attempts to make push sales. He also takes great pride in his art; he will lovingly discuss various costume pieces he has made. He also loves Halloween as his shop is busiest then. [He has an obsession with perfect face models and as such has been looting several reference pieces from nearby morgues. As such he has spent a great deal of time perfecting wax models to replace the stolen corpses with.]

**History:** He was always a costume designer at heart. At a young age he worked at his craft with needle and thread. He however always had trouble finding models who could sit still. So he perfected a secondary craft and began to work with mannequins and wax dummies. Still they lacked authenticity. [He looked for a replacement and decided that corpses was the best solution. So he began stealing them and replacing them with lifelike dummies. He incinerates the used remains in the fireplace beneath his costume shop. ]

**Goals:** To create more impressive pieces and more lifelike masks

**Allies:** His work is renowned for its accuracy

**Enemies:** [There are angry families who wonder what happened to their loved one's corpse]

**Occupation:** Costume Designer

**Use in Campaign:** Enemy, Rival, Reveal NPC

Day 183

**Name:** Seth Kovacs

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** He is dressed in military garb (if adapting to a fantasy setting like a knight) and has a group of about 20 soldiers with him. His face shows little to no emotion. His gray eyes are dull and sluggish; his short hair is surprisingly smooth and flexible. Further beneath his garb he is much hairier than other men. He brings with him signs of government approval.

**Personality:** He sees little beyond the mission and little beyond his grand ambition. He cares not for people; he does not care about his failed marriage or the lost custody of his daughter. [He cares about developing the next generation of ultimate sleeper agents or soldiers. He plans to use it make a land grab and expand (whatever nation's) borders. He is also willing to falsify government permissions, but his forgeries are near perfect. He also has no compunctions about inciting witch hunts to enable him to use the common folk as guinea pigs.]

**History:** As a young boy he loved hiking and the great outdoors. He was a regular boy scout (or whatever they are in your setting). He nurtured many animals to health and it was in his young adulthood he met his wife. They were madly in love and shared a bond over nature. They had one daughter [before while hiking Kovacs saw a meteorite land in the nearby woods. He approached it, and it was there he found a clear-ish white glowing stone about the size of a baseball. Upon touching it he felt his senses heighten he also felt a certain command over nearby wolves. He became obsessed with the stone. As he unlocked its powers he

realized he could command fabled werewolves as well. Taking command of one he slowly has been building an elite group of werewolves. Beyond that he discovered he could use the stone to force a transformation on days other than the full moon] He drifted away from nature and his wife and raced through the (relevant military command structure) and has received a great deal of trust.

**Goals:** [To raise a werewolf army, but that is the moonstone talking]

**Allies:** [A group of werewolves, the moonstone]

**Enemies:** His ex wife and daughter, [the moonstone, everyone he has turned into werewolves]

**Occupation:** Officer/Former Nature guide

**Use in Campaign:** BBEG, Enemy, Misunderstood Enemy, Reveal NPC

Day 189

**Name:** Maja Mihevic

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** This woman in a sleeveless shirt seems out of place [as she wears a Japanese Kabuto with an oni menpo mask and carries a katana. With the exception of the samurai apparel she is dressed normally. If someone were to try and touch her, their hand would pass straight through her as long as she wears the helmet. She also smells as if she has not bathed in months (because she has not)]

**Personality:** [She is possessed by the vindictive spirit within the helmet. The spirit however is too dumb to realize it can have no vengeance as all who wronged died hundreds of years ago. She is compulsively forced to turn in place before she sleeps, and is fiercely territorial of an unmarked grave near Kyoto. She also compulsively draws her sword on all non-Japanese persons.] She is normally a respected anthropologist with a passion for Japanese culture and history.

**History:** This Polish anthropologist was excavating an unmarked grave near Kyoto when she found the helmet and sword entombed with the remains of a 14 year old boy, oddly enough she found the bones of an Akita Inu hound buried adjacent to it. Showing off to her team she placed the helmet on her head, and she became literally barking mad. She picked up the supposedly dull sword and cut down the entirety of her team. She went on a rampage against foreigners, phasing in and out of solid form. [The spirit is that of a boy's dog. The boy was killed by the Portuguese. The Dog drove them away and guarded his grave till it died and some villagers buried it. Its spirit remained guarding the gravesite. Tied to the young samurai's possessions.]

**Goals:** [To Get the Portuguese who killed its master]

**Allies:** None

**Enemies:** The Police

**Occupation:** Anthropologist [Dog]

**Use in Campaign:** Lighter Enemy, Rescue NPC

Day 195

**Name:** Daniel Genteel

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** The man wears a light chef's coat and a hair net. His arms are fully covered in tattoo sleeves with knives and various other cooking implements. He is overweight, clocking in at about two hundred and fifty pounds. He wears a decent amount of stubble and his teeth typically have bits of food stuck in them.

**Personality:** He loves to talk about the good old days. He also likes to go hunting and do the butchering of meats himself. [He has taken a liking to the taste of human flesh and has been slowly including it in his chef's specials.]

**History:** He was stranded on an island with a few other castaways after his cruise ship sank. Here he began to learn how to be a cook improvising with what the island had. As time went on the island's limited resources could not support the five of them. They became increasingly desperate. [Another castaway presented Daniel with the corpse of another. He prepared. All of them agreed it was surprisingly good. The food lasted a good long time, but then it needed to happen again. One by one till it was the cook and the killer castaway. The cook KO'd him and had another meal. After hiding the bodies,] He was finally rescued and has been making his living as a gourmet chef. [He has been KO'ing people on the streets to use in his restaurant]

**Goals:** [To go uncaught] Win an iron chef

**Allies:** None

**Enemies:** None yet.

**Occupation:** Chef

**Use in Campaign:** Enemy, Reveal NPC, Disgust NPC, Enemy in Plain Sight (focus on disappearances)

Day 201

**Name:** Eddie Moran

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** He has curly brown hair and lively brown eyes. He speaks with a faint Irish accent. He wears his shirt slightly unbuttoned and untucked. He is a mess. He perpetually looks like a business man who has been out drinking. He smells of the drink.

**Personality:** He is fixated on his exes. All of them. [He claims "I have to wake up early to hate them all"] He drinks a lot. [That said he is a master planner.] He does not believe in coincidence and has an amazing understanding of causality. [He moves to slowly make all of his exes hate each other and aim to destroy each other. He likes to frame people. He claims he will not drink as soon as he has had revenge. He has tested and has driven sane people to completely murder some strangers. He has gotten sane people to torture each other. He takes sadistic pleasure in their destruction of each other.]

**History:** He spent a lot of his youth trying to find himself. He was very clingy, so he had no success in his dating life. He has spiraled into drinking due to his loneliness and his coworkers dislike, but he is so good at his job he cannot be fired.

**Goals:** Revenge

**Allies:** His boss admires his success

**Enemies:** His coworkers loathe him, and his exes are sick of him

**Occupation:** Stock Broker

**Use in Campaign:** Enemy, Reveal NPC, Underestimated Enemy

Day 207

**Name:** The Headless Stalker

**System Base:** Any/Horror (Absolutely inseparable horror elements throughout)

**Physical Description:** The headless, one armed, decayed, bloody corpse stands a decent ways off, just visible, but not clear. It shuffles along (The gender of the corpse does not matter) It clearly has been assaulted, looted, potentially ravaged, and mutilated. The clothes are tattered and ragged. It carries no weapon, but all around the unearthly chill of the grave extends around to all who can see it. Local wildlife and flora begins decaying and dying in its presence. It is unnerving as it stands its vigil sleep becomes impossible. It is nigh unkillable and no matter how badly mutilated or destroyed it may be by nightfall it once again stands its vigil. Destruction only seems to slow it down. Being near it too long slowly ages those it follows; they will find their wounds closing slower and eventually not at all.

**Personality:** It follows the survivors of whatever battle created it, or baring that those responsible for its demise. It never attacks, it just seems to follow. All it wants is to be laid to rest, through a proper burial.

**History:** Its origins vary, but all involve a corpse lying unburied. Some say it is what the grim reaper actually is. Some say it was a gambler who bet with his life and was left in a ditch who was the first, others say it was a rancher who was trampled by his own livestock, some say it was a courier betrayed and beheaded, and others just attribute it to a curse from hell.

**Goals:** Proper Burial

**Allies:** None

**Enemies:** It kills all, but it unkillable

**Occupation:** Undead

**Use in Campaign:** Regardless of whether it be an ally or an enemy if the PCs ever leave a humanoid corpse unburied you can pull this on them. Especially if the corpse gets ruined or looted. Sprinkle bits of local legend, have some farmers attribute crop failures to one. This one is particularly good to pull on groups of murderhobos or evil groups. (Try this when running a Fallout Style Game it will ratchet up the terror), Flavor NPC, Enemy, Non-Combat Encounter

Day 213

**Name:** Joseph English

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** He is a plump sunburned Irishman. He has a squeaky high voice and one of the most stereotypical Irish accents imaginable. He is clad mostly in white with an apron and a chef's hat. He frequently carries cookies and several other sweets in his pockets. [He also carries several yellow candles and bars of soap he likes to give out with purchases.]

**Personality:** He likes things to have a human touch. As such he shuns machination. He makes his bread and harvests everything by hand. He has a self sustaining farm behind his bakery. Complete with a smoking house and a wide array of storage cellars. [All linked to one another forming a subterranean labyrinth. He really likes the human touch. The inside of his clothes is lined with human leather. His soap is made from human fats; his candles are made out of a mixture of ear wax and regular wax.]

**History:** As a young boy he had a fascination with making things by hand. His father praised how good with tools he was. He inherited their old fashioned farmstead. He moved back into town and continued his father's trade as a baker. He worked for a stint at a national park mixing up animal tranquilizer and caring for the animal. When he retired that job he planned to live in a small town [but small town life proved boring, so he would find lovers wandering the nearby woods who were planning to do the deed and they did not make it home that evening. At first, human hair for odds and ends satisfied him, but as time went on he needed more and more. He strikes infrequently leading the locals to have superstitions about a banshee which he vehemently supports]

**Goals:** [Make people appreciate that nice human touch]

**Allies:** A beloved baker who hands out sweets and curios? What is not to love?

**Enemies:** [If people could escape his labyrinth]

**Occupation:** Baker

**Use in Campaign:** Red Herring NPC, Enemy, Unexpected Enemy, Flavor NPC

Day 219

**Name:** John Gilmore

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** 5'3 and pudgy his suit is puckered and barely fits. His eyes are beady and sunken, further his hair is short and sticky. His smile is very toothy [He carries a pet rat which when he pets he practically strangles. It is hidden away in his coat]

**Personality:** He is creepy in his speech pattern. He makes every effort to make people uneasy. He sees people as wasteful and unworthy of being the dominant species on the planet. [He has an unhealthy obsession with vermin. He enjoys filth and disgusting circumstances. He uses his connections to cause sewer back ups. He wants to see nothing more than society crumble and for vermin to feast upon people's flesh.]

**History:** Raised by a single father sanitation engineer, he grew up living in the dump because his father could not supervise him anywhere else. [He saw the rats feasting and being resourceful and came to resent all that people waste.] His father slaved away to put him through college where he earned a degree in environmental engineering. [Using his engineering knowledge he made sure he included ways for the rats to get in and out. He also

passes along to various terrorists and other unstable types how to destroy them to better feed his rodent friends]

**Goals:** [the overthrow of human civilization and the rise of the rodents]

**Allies:** Chester the rat, several extremist groups

**Enemies:** None

**Occupation:** Environmental Engineer

**Use in Campaign:** Enemy, Extremist NPC, Unsettling NPC

Day 225

**Name:** Brisco County

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** A slender brown haired Australian man, his voice is very quiet by choice. He dresses generally in warmer clothing. His wallet is full of pictures of a beautiful woman. Many of the more ... suggestive ones have her posing in the warmer clothing he wears.

**Personality:** He has two loves, his wife (who is in the pictures in his wallet), and his work. He has had few qualms about being an assassin. [Since his wife's death he has become obsessed with her. Going so far as to keep her corpse lying in their bed so he can hold her hand and... other things] He will happily show the (non-explicit) photos to those who ask and will go on about how wonderful she is. [Those trying to shatter his denial will find themselves on the wrong side of a very accurate sniper]

**History:** His assassin work happily filled his life for a long time. He met his wife on a job as she was an employee of a long time client. The two were madly in love for a long time. Brisco took more and more jobs for that client so he could be closer to her. They married and their relationship continued to be one of romance. His wife however wanted to expose the underhanded corporate dealings and began leaking stuff. The company hired reliable Brisco to plug the leaks. He found out where the meeting would be, but was shocked to see his wife receiving payouts from another company. With a heavy heart he put a bullet through hers. He then made sure the witnesses did not leave. [He has kept her corpse as preserved as he can in their bed, and all he does is obsess over her desperately trying to block out what he did]

**Goals:** He is happily married [He wants nothing more than his wife back and for his own sin to be forgotten]

**Allies:** This corporation knows he gets results and now that he has no qualms they need worry about.

**Enemies:** If he had any he would not be a very good assassin

**Occupation:** Assassin

**Use in Campaign:** Pity NPC, Hireling, Henchman

Day 231

**Name:** John T. Olive

**System Base:** Any/Horror (Horror Aspects will be bracketed)

**Physical Description:** In overalls flannel and a raincoat he is not an odd sight to behold. His goatee and rat tail are both grey. He has a bald dome but very bushy eyebrows. Typically he has a yellow wet floor sign and a mop with a bucket of dirty water with him. He has a noticeable lazy eye and likes go cross eyed to weird people out.

**Personality:** [He is more than a little deranged. He takes joy in suffering and anguish of others. He is not afraid to abuse his position as the handyman for a highschool to amuse himself.] He likes to tell corny jokes and generally be seen as a weird silly guy. He makes himself a friend to all the boys at the school. He takes them to the steam tunnels because that is cool and forbidden [and it is where he gets his kicks. Generally after prom he likes to kidnap two students usually a girl who got stood up or dumped and some guy who went stag. He forces them to do perverse acts for his video taped amusement. Eventually the cops dismiss them as suicides when their bodies turn up years later in the woods behind the school. He knows the steam and the garbage in the tunnels will throw off any sniffing dogs and he has a few hidden areas in them as few know the tunnels.]

**History:** [As a teen he was committed to a mental institution as his parents were worried about him and what he would do to animals. Due to a clerical error he and another inmate who was supposed to be released to work got switched.] He happily took up working under the old janitor who told him all about the old passages and some places to sleep and hole up there. Including several places to stash good stuff, like marijuana. [Of course he uses it for other purposes] Once he hit his 5th year of service the old janitor retired and he took up the mantle. [Now every few years a prom goer will go missing. Sometimes he replaces his playthings at the same time sometimes he moves one then the other to watch the anguish of losing their only companion who knew the pain of performing for their sick overseer.]

**Goals:** He's living the dream

**Allies:** A janitor with 31 years of service is a beloved member of the community

**Enemies:** [He has never been caught and has left his pets wandering the lower steam vents with only the occasional food offering. Sometimes he kills them and hides them but more often the have grown to bore him and are exiled below]

**Occupation:** Janitor

**Use in Campaign:** Unlikely Enemy, Horrifying NPC, Reveal NPC

Day 237

**Name:** Gabriel Esquivéz

**System Base:** Any/Horror

**Physical Description:** He is a kindly looking old man, hobbled over on a cane. He wears many scars but also a giant smile. He does not speak as he has no tongue, but will hug people and grin at them. He is surrounded by children who nervously smile but do not reply to strangers.

**Personality:** He has suffered from years of loneliness and an inability to speak. He always was friendly and considers his father to be his idol. He loves being a parent above anything else. The lengths he goes to achieve parenthood are boundless.

**History:** In his youth he disobeyed his father and worked for a drug lord. When the cops came he squealed and he paid the price by losing his tongue. His father took him back in, said how he had always loved him and was just disappointed in him. His father passed away leaving the forty year old alone. The loneliness and silence began to take their toll. He realized he could care for people, so he began kidnapping mute children. He releases them at age 18 at a location far away. He has been at this for sixteen years now.

**Goals:** Fatherhood and being as good a father to his "children" as his father was to him

**Allies:** None

**Enemies:** Numerous families, children, the police

**Occupation:** Heir

**Use in Campaign:** Enemy, Weird Enemy, Unnerving NPC

Day 243

**Name:** Aquino Arestes

**System Base:** Any/Horror

**Physical Description:** Appearing however it wants the serious looking Italian man is one of its favorite forms. Naturally however it appears as a pile of grayish goo. It disintegrates away from its disguise and flees water often times it will simply absorb itself into its enemies through skin contact, and can only be driven out by forcing oneself to drown.

**Personality:** It is not much different from an angler fish. It does not understand social interaction very well, and it only uses it to close in on its next meal, disintegrating the victim from the inside.

**History:** No one knows the origins of this thing. It has worked its way through many cities and towns. It often finds a socially active person to eat and use as its new disguise. It flees during the rainy season. Its latest host is a delicatessen owner and it looks forward to shaking hands with customers.

**Goals:** Feeding & Reproduction (who knows how it does that)

**Allies:** None

**Enemies:** None

**Occupation:** Predator

**Use in Campaign:** Reveal NPC, Beloved NPC Killer, Unseen threat, Enemy in Plain Sight

Day 249

**Name:** Alexander Kessler

**System Base:** Any/Horror

**Physical Description:** A pleasant family physician he has filled his office with many medical degrees. He has appeared in various magazines as a prodigy who shows up takes tests and becomes qualified. His office is littered with magazines. He is about thirty years old and has a small practice near a major hospital.

**Personality:** Like a modern Dr. Frankenstein he likes to play around with cadavers. He will swap out dead organs during high risk surgery to steal some good live ones which he will then

swap for his own. He believes he can be immortal if he can keep getting fresher and fresher parts. He acts a good game and is wonderful with children to ensure he goes unnoticed and why despite his skill he remains at a small private practice.

**History:** He in grade school was fascinated by Frankenstein, but thought the Doctor had the wrong idea. He was also intrigued by replaceable parts and organ transplants. So he worked his way through med school to become the best at transplants. He specializes in children's surgery and looks forward to seeing what he can do.

**Goals:** Immortality

**Allies:** He has saved more lives than he has willfully sabotaged

**Enemies:** He remains uncaught in his malpractice

**Occupation:** Doctor

**Use in Campaign:** Betrayal NPC (performs many routine surgeries then murders a PC under his knife), Expert NPC, Reveal NPC, Insane NPC

Day 255

**Name:** Michael Jung

**System Base:** Any/Horror

**Physical Description:** He is an older gentleman and he typically wears a red tie and a navy suit. He has a shoulder holster on at all times, and his eyes are ever so slightly deranged looking.

**Personality:** He is a demagogue and a fear monger. He believes the world is fast headed towards doomsday and he is just the hero to stop it. He believes anyone over 18 through poor decisions is directly responsible for the abyss the world hovers over. So he has decided to remove all of them.

**History:** Nothing was ever off about him, he was a fairly typical conservative politician. He went through the military then college and then into politics. He went on a visit to an archeological dig site and Brazil, and was struck by a poison dart frog. He was comatose for a week before he pulled through. The only nearby hospital was a children's one and in his addled state he befriended all the children and grew to resent his boring political advisers. His mind cleared but he began developing a hatred for adults and now murders them whenever possible.

**Goals:** A world without adults

**Allies:** He is a minor politician with money and power

**Enemies:** Adults

**Occupation:** Politician

**Use in Campaign:** Background Enemy, Unexpected Enemy, Flavor NPC, Extremist NPC

Day 261

**Name:** Tadeo Girruard

**System Base:** Fantasy/Horror

**Physical Description:** Clad in a singularly red jester's outfit and wearing clownish face paint his face remains solemn. He has several small cans in his red satchel. He is often juggling, when his face is not solemn it typically has an unnerving smirk on it. His voice is mainly monotone with rare emphasis on words pertaining to drama and comedy.

**Personality:** He takes little joy in his work, his self-imposed mission to can laughter. He believes it is important to have a laugh now and then so he sells magical canned laughter. He takes no joy in the obtaining of the canned laughter; unless, it is from a funnyman, then that unnerving smirk will come across his face.

**History:** Trained in the bardic and jester traditions from a young age he seemed to possess a great talent for buffoonery and magic. Of course he was studious and did research including schools of magic typically forbidden, such as necromancy. He discovered a way to extract a helpless victim's last laughs and seal them in a can, killing them in the process as they cannot breathe as the laughs are drawn out of their lungs. Canned laughter is his biggest success. Everyone wants some. So he goes out and finds more victims who often die of asphyxiation in their own homes.

**Goals:** He thinks it is his duty to kill these people

**Allies:** He sells a popular product

**Enemies:** His murderous intent remains undetected

**Occupation:** Jester

**Use in Campaign:** Unnerving Enemy, Reveal NPC, Shopkeep, Flavor NPC

Day 267

**Name:** Dreameater

**System Base:** Any/Horror

**Physical Description:** It looks like a long haired Asian male human, except it seems to be suffering from extreme sleep deprivation. When it feeds its jaw unhinges and its soft spongy teeth become fully visible. It places its jaw around the heads of sleeping victims and siphons their dreams. Its skin secretes a clear narcotic that could easily be mistaken for sweat. Its touch causes drowsiness.

**Personality:** It will often adopt an alias when it needs to feed. It acts like a Pitcher plant luring its prey in with alluring words and even promises of sexual intercourse or other things. It prefers to eat happy dreams rather than digest nightmares. The only way it gains rest is by eating dreams it must eat food normally. It seems only concerned with more rest.

**History:** Really this creature's history is unknown other than it was born looking like any other human male. The mass dieoffs in the infant ward however including its mother led people to be nervous around the child. The absorbed dreams let it rapidly mature to adulthood as it made its way into an unsuspecting world.

**Goals:** Some rest

**Allies:** None

**Enemies:** None

**Occupation:** None

**Use in Campaign:** Creepy Enemy, Reveal NPC

Day 272

**Name:** Corporal Mallo Noll

**System Base:** Any/Horror

**Physical Description:** Just under forty years, he is remarkably well built. His head is scarred and buzzcut. His voice is almost perpetually at a Drill Sergeant's shout. He when not shouting appears dazed and confused and will often cry. When searched he always seems to have another weapon, be it a knife, bullwhip, firearm, or an explosive.

**Personality:** Often confused he will try and isolate himself from others. He will strike at people wearing olive, green, grey, or other uniform colors. He is prone to cursing and racist comments, but will flip between anger and crying. He believes he is alone in enemy territory and needs to defeat as many enemy combatants as possible rather than surrender. He has done his best to keep prisoners and to try and treat civilians civilly. Of course he cannot differentiate between the two easily and as such locks many people up in his basement as prisoners of war.

**History:** He suffered severe damage from an IED, but managed to recover. Still when he was discharged the veteran's board failed to adequately screen for mental disorders. He believes his home is a safe house in enemy territory. When his family became worried about him he was convinced they were spies so he imprisoned them in his basement. He has grown more unhinged as he kidnaps local citizenry for information and to ransack their houses. He opened fire on a gun range killing thirteen and leaving no witnesses. He has grown more brazen in his kidnappings, robberies, and killings as he needs more supplies to feed his POW's. Still he has rigged his home with explosives in case of discovery so he can detonate sections of it on invaders.

**Goals:** Survival until extraction.

**Allies:** None

**Enemies:** He believes they are everywhere

**Occupation:** Retired Soldier

**Use in Campaign:** Difficult Enemy, Expert NPC, Unhinged NPC, Non-evil enemy

Day 278

**Name:** Peter Vidandi

**System Base:** Any/Horror

**Physical Description:** With fluffy dandruff ridden hair and constant heavy breathing, he does not look too sane. He looks frequently sleep deprived. His hands have dried pieces of clay on them as do his clothes.

**Personality:** Increasingly desperate he will ask any woman out. He also objectifies women. He fixates on specific parts of them without end. Which he harvests and uses as molds for various ceramics. He thinks they deserved it for not modeling them for him. Of course he leaves the legless, breast-less, or whatever part he took women behind. He has no reason to kill them, but he does hide his identity behind a mask.

**History:** The son of a dentist and an English teacher, he was always encouraged to follow his artistic passions. His constant dandruff and silly hair drove women away from him, so he used

pornography as an escape. He became more and more desperate for actual contact with women, and that made him further unattractive. Despite his success as a potter he found no one, so he began to seek inspiration.

**Goals:** A woman who would touch him and model for him

**Allies:** None

**Enemies:** He has maimed women and left the behind, some crippled, and left others to die

**Occupation:** Master Potter

**Use in Campaign:** Enemy, Disturbing NPC, Aesop NPC

Day 284

**Name:** Jiu Jiang

**System Base:** Any/Horror

**Physical Description:** She is a tiny frail Chinese woman in her mid to late eighties. She wears a white shirt and black pants. She has a faint smell of flowers about her.

**Personality:** She is willing to do anything to keep her business afloat. She does not care much for the well-being of her customers; she tries to avoid taxes and fees whenever possible, and she is unafraid of working with less than savory types to keep things going.

**History:** Her parents immigrated when she was four years old. She inherited her acupuncture/massage parlor from them. She did not deduce the mobsters she would later work with were responsible. They asked something very simple of her, which she first denied but later out of necessity accepted. She began drugging people during acupuncture. She would give them little bits of the drug which they became addicted to. She began to increase charge and her clientele raved about her. More and more elites began visiting after a certain point when they become too addicted to stop; the mob reveals what they need and they become another druggie. The mob needed her to silence some people, so she will occasionally inject her clients with a slow acting poison to remove them from the mob's hair.

**Goals:** Keep her business running for her grandchildren

**Allies:** The mob, an addicted wealthy clientele

**Enemies:** The police

**Occupation:** Acupuncturist

**Use in Campaign:** Flavor NPC, Background Event, Assassin, Treacherous NPC, Storekeep

Day 290

**Name:** Milani Presley

**System Base:** Any/Horror

**Physical Description:** She stands about 5 feet exactly and weighs just over 100 pounds. She has multiple braids all of which have colorful hair accessories. She likes to wear bright colors which contrasts with her dark skin.

**Personality:** She hates people who remotely are disrespectful to her, but she has widely variable standards of disrespect. No one is particularly safe, she is prone to yelling at them and making a scene then. Of course she holds grudges she learns everything she can about

that person's life and strives to ruin it. If they love their car, she destroys that, if they love their job she ruins that, if they love their family she ruins that. She is far more cunning than her hair-styling job would suggest.

**History:** Her oddly deranged nature has no real origin. She had a relatively dull childhood, but she was always a little spoiled. She has always reacted poorly to being denied. She has managed to avoid any suspicion so far.

**Goals:** Revenge

**Allies:** None

**Enemies:** Practically everyone

**Occupation:** Hair Stylist

**Use in Campaign:** Betrayal NPC, Enemy, Unexpected Enemy

Day 295

**Name:** *Monas Hieroglyphica*

**System Base:** Any/Horror (Particularly good for fantasy horror methinks)

**Physical Description:** It appears as one would expect a grimoire to. It is a dusty old book with gilded pages and an aging leather cover. It's title has worn away leaving only an impression upon the cover. Inside are perfectly detailed step by step walkthroughs of magical spells told through pictographs. It has dozens of portraits in the back with a listing of spells they have contributed.

**Personality:** The spell book will happily help its owner learn its contents. The book only asks one thing in return, that its master learn more and more potent spells and demonstrate them for the book. It will add pictographs of its current owner performing the spell to its pages. Of course to cement its magic it eats away at the judgement of the user as the user becomes more and more possessive of it. It eventually will add a picture of them and a blurb in the major contributors section of the book as it eats their soul.

**History:** A longtime ago a magician sought to create the greatest possible spellbook, so he created an item to copy the spells of enemy magicians and spread rumors of a spellbook so powerful anyone who read it would become a master magician. It worked marvels as dozens sought this out and learned from the book. He did not count on the book creating an identity for itself with smatterings of the consumed souls. The book turned on him and has happily devoured its users in the centuries since.

**Goals:** To be the greatest spell book in creation

**Allies:** Whoever is currently using it

**Enemies:** None, but its wielders often make many

**Occupation:** Spellbook

**Use in Campaign:** MacGuffin, Betrayal NPC, Trap NPC, Cursed Item, Powerful NPC, Mentor NPC

Day 301

**Name:** Professor Gardner Fox

**System Base:** Any/Horror

**Physical Description:** He is on the younger side of middle aged. He is clean shaven with a very clear defined jawline. He wears a tweed suit and has boxy glasses resting upon his hairless head. He has a briefcase overflowing with papers at all times.

**Personality:** He is disillusioned with mankind. He views war as inevitable and humans as innately savage creatures. He views man as starving dogs tearing each other apart for scraps. He has a fascination with Ancient Egyptian culture and history. If mankind wiped itself out he would be all too happy with that. He views vampires as the natural progression of human savagery, and the perfect instrument of ending the blight of humanity once and for all.

**History:** A British War veteran he returned to finish his PHD disillusioned by war and overall he grew to dislike humanity. He went on several archeological expeditions to the Valley of Kings in Egypt when he came across a copy of the *Pert Em Hru* or *Book of the Dead*. In it he discovered several rituals pertaining to the dead including some to raise them as walking corpses or to turn oneself into a bloodsucking abomination. Sitting on this knowledge he pursued other copies of the scrolls to recover other bits and pieces. He found what he was searching for in the form of a scroll to allow vampires to walk in sunlight unhindered. He plans to allow all vampires to walk in the sun and to turn himself into one. He will then turn as many people as he can. When no normal people are left the vampires will wither and die. He views it as poetic justice that mankind will be destroyed by their own insatiable hunger. It can only be performed during a solar eclipse though. As a vampire can be out during the day on an eclipse to perform the spell.

**Goals:** Turning everyone into vampires and allowing vampires to walk in daylight.

**Allies:** Vampires are happy to let him make them unharmed by the sunlight

**Enemies:** Anyone who has overheard his plan has thought him a madman

**Occupation:** Archeology Professor

**Use in Campaign:** Madman NPC, BBEG

Day 307

**Name:** Melissa Dutt

**System Base:** Any/Horror

**Physical Description:** This woman is bleeding heavily from a large flesh wound in her side (depending on setting the source of the wound may vary, in a modern setting it appears to be a shotgun blast, a knife wound for a fantasy, and a low power laser in a sci-fi) though those more skilled in medicinal arts may find it strangely non-lethal, but in an area with a lot of scar tissue. She prefers to wear a dark blue which contrasts with the blood and also sports a head-wrap. When presented with the opportunity she is a smoker. She appears emotionally distraught and nervously twitching and shaking.

**Personality:** She puts on a very good facade of fear and worry, and her voice perfectly conveys this distraught state. She really is sick and has passed this along to her children, she lives for the look of shock and betrayal on people's faces when her deception is revealed and they breathe their last. She has a sick maternal joy when her children participate in her schemes. She is proud of them.

**History:** She and her husband have a very loving, if twisted relationship. She would fake an injury made all the more realistic by an actual injury and try and get help to come hunt down her husband. It was a sick game to them. She shoot them in the back and the two of them would then devour the corpses. They realized their lie would be more believable if there were actual children. The lie evolved, she could not go to the police because her husband would kill the children. Hence the need for outside help. The twins when they were old enough were introduced by their parents to this sick game and the game became more fun when the children drew weapons on their would be rescuers.

**Goals:** A continuation of her sick game, and happy marriage

**Allies:** Her husband, and her fraternal twins

**Enemies:** No survivors and when tourists go missing it takes too long for the trail to last

**Occupation:** She loots her victims

**Use in Campaign:** Trap NPC, Enemy, Disturbing NPC, Moral Quandary NPC (regarding her children)

Day 313

**Name:** Xavier Sollis

**System Base:** Any/Horror

**Physical Description:** He wears a plain white shirt under his heavy leather coat. He can frequently been seen alms giving. He, when out to kill, prefers serrated knives. He is a powerfully built man and likes jumping and flipping over things. He has trouble sitting still. He wears a wedding ring on his left hand's third finger, in the position of a mourner's ring.

**Personality:** He likes to be seen as altruistic. Particularly to the families and friends of his victims. He thinks it makes his kill all the sweeter that his victim's family feels gratitude to him. He likes framing people who are totally innocent so he can laugh at the suffering and misery that is created. For such a blue collar man, he possesses a wicked cunning and is far smarter than he lets on. He is also dangerously competitive.

**History:** He inherited his father's bakery and inherited a rivalry with a local butcher. It really irked him. He grew angrier as he failed to annihilate the butcher's business. His wife wanted him to step back and be more peaceful, so he lashed out at her. When she threatened to leave and tell the police after he hit her, he panicked and killed her. He was horrified, but he took this opportunity to frame the butcher for his wife's demise. After seeing the innocent man executed. He reflected on how satisfying this was and made it a habit.

**Goals:** No real long term goals

**Allies:** He is a philanthropist and beloved by the community, his dead wife's family, and the families of many other victims

**Enemies:** He has sent many to prison or their deaths

**Occupation:** Baker/Philanthropist/Serial Killer

**Use in Campaign:** Difficult to Get Enemy, Powerful Enemy, Unexpected Enemy, Betrayal NPC

Day 319

**Name:** Bryan Ambers

**System Base:** Any/Horror

**Physical Description:** He is muscular and gifted with a truly annoying voice. He wears a green janitorial suit and pushes around a classic yellow mop bucket. Searching his bags would yield several empty syringes.

**Personality:** Aside from being unbearably annoying. If he finds out someone had a date or a relationship he will demand "the deets bro." He dislikes people mocking his intelligence, and will often mutter how he is smarter than people think and "Smart enough to get you." His preferred killer is poison which he manufactures himself.

**History:** He excelled in biology, chemistry, and math in high school, but botched his college admission essays so badly he was not admitted to any universities. He became a janitor and moved all around the city working multiple jobs. People talked down to him and it began to grate on him. He manufactured a poison which he inserted at the bottom of soap dispensers to be absorbed through the skin, kill, and then be used up by the time an autopsy could be conducted.

**Goals:** Have his intellect respected, complete community college degree

**Allies:** He holds several jobs and his employers are disposed to him

**Enemies:** He views friendly insults and passing insults as cause to warrant death

**Occupation:** Janitor

**Use in Campaign:** Annoying NPC, Unexpected Enemy, Intelligent Enemy, Hireling, Henchman

Day 325

**Name:** Devon Margulis

**System Base:** Any/Horror

**Physical Description:** Wearing a smiling porcelain mask, hood, and a long sleeved grey and red outfit complete with gloves no flesh is visible at all. He reeks of cologne and body spray. He steps practically cause excess baby powder to flow out of his feet. Beneath all his layers one can find a rotting animated corpse hungry for flesh. His voice is clearly artificial, in that is he is changing his voice, and seems intended to sound suave and mysterious.

**Personality:** He is fully aware of his condition and that people will see him as a monster. He strives to control his hunger till he can safely feast. He relies on loneliness and people inviting him to them to avoid leaving a trail that can be traced to him as he knows people will try and destroy him. He frequents Craigslist and the classified section to find lonely people seeking discreet hookups. Further he destroys anyone he animates to avoid having a population to compete with and create more hunters.

**History:** He has no memory of his life before he rose from the dead, but remembers what people do. He shambled to a nearby home and his hunger possessed him. He ate all inside and he cremated the mindless corpses when he came to. Stealing his current garb he cloaked himself with perfumes to hide the scent of his rotting flesh. He took the name of the person

funeral that was going on, when he burst in to eat everyone, was for. He subsists by feasting on the lonely and has become capable of controlling his lust for flesh if he has fed relatively recently. He has some finances which he takes from his victims.

**Goals:** To sate his hunger and avoid destruction.

**Allies:** None

**Enemies:** He reported in the news as the Craigslist Killer, also he is a zombie

**Occupation:** Zombie

**Use in Campaign:** Enemy, Unsuspected Murderer, Unexpected Ally (he kills zombies), Moral Quandary NPC

Day 331

**Name:** Nathan Watson

**System Base:** Any/Horror

**Physical Description:** This overweight man is almost perpetually shoving food into his face. Usually a roasted or fried meat of some kind. He sweats and his pockets are overflowing with all sorts of cooking and butcher appliance advertisements. He likes to make animal sounds particularly turkey calls while eating.

**Personality:** He rebelled against his parents. He loves turkey and all sorts of animals, but not as food. He views people as cruel for eating them. So he gives people a taste of their own medicine. He kidnaps people's children and mails them sausage as condolence. Of course, it is not beef, pork, or any traditional meat filling them. He works at a homeless shelter he runs so none of the child goes to waste.

**History:** He was never quite right as a child. He was raised in a household that loved thanksgiving and every year his grandfather would slaughter a turkey and bring it over from his turkey farm. For some reason this scared him and set him on his path. He learned the butchering and prepping of meats from his old fashioned grandparents and started his own soup kitchen with vegetables from their farm. He then put into motion his sick scheme.

**Goals:** He is mentally ill, he believes he is doing justice

**Allies:** He is a pillar of the community for running his soup kitchen

**Enemies:** None

**Occupation:** He lives off of donations

**Use in Campaign:** Benefactor, Disturbing NPC, Enemy, Mentally Unwell NPC

Day 337

**Name:** Chanon Nyguen

**System Base:** Any/Horror

**Physical Description:** A Tunisian male in his late thirties with clearly dyed black hair and boxy glasses, he does not look the part of the area's largest torture broker. His car is filled with all sorts of implements and paperwork keeping track of appointments

**Personality:** Her is personal and businesslike. He prefers making house calls as he is less likely to have to deal with evidence. He hums to himself and always stipulates that he is allowed to torture the victim for a set amount of time even if they crack early.

**History:** He had an eye for gaps in the market. Unfortunately he was in the wrong crowd from his youth. He sought to obsolete the mob interrogator , so he became a "torture contractor" he made himself an expert and offered his services. He is reliable and punctual, and always professional. He may enjoy his work, but he never lets it show.

**Goals:** Expand his business

**Allies:** The mob, though he unnerves them a bit

**Enemies:** He is a torturer. He makes plenty

**Occupation:** Carpet Cleaner by Day/Torturer

**Use in Campaign:** Interrogator NPC, Unassuming Enemy, Unexpected Enemy

Day 343

**Name:** Jenna Mcvee

**System Base:** Any/Horror

**Physical Description:** Her skin is covered with well applied make up. Her hair is expertly dyed. Her outfit is on point, fashionable, and well put together. Further she, has a crowd of people following along cheering her praises when she is not out meeting people.

**Personality:** She likes to build up the image around her, she has successfully become famous for being famous. She as she has aged has grown more embittered towards upstarts and even her fanbase. She makes a point to ruin other celebrities, as she has a crew she uses to spread rumors, scandals, steal nudes, take nudes, and heckle any she sees as a threat. She then picks up all the dropped contracts they had when companies no longer want them. If her smear campaign does not work, she will have her crew engage in racketeering or flat out murder. Fans who speak against her as not caring about them anymore find themselves in a similar boat.

**History:** She was a model and an actress from a young age, like her mother and her cousins before her. She worked her way up the ladder by building a good public image, meeting with fans, engaged in few highly publicized relationships with them. She starred in a few B films. As she aged she has become less popular, and now she desperately wants to extend her fifteen minutes a little longer.

**Goals:** Twenty, Thirty minutes of fame

**Allies:** A still devoted, but dwindling fanbase, her crew

**Enemies:** Young women aspiring to be actresses or models are her primary targets

**Occupation:** Model/Actress

**Use in Campaign:** Enemy, Chessmaster NPC, Vain NPC, Rival

Day 348

**Name:** Joseph Grooms

**System Base:** Any/Horror

**Physical Description:** He drives around in a beat up green Volkswagen van with peace signs and dated bumper stickers dating back to the Vietnam War. He constantly has dated electronic music playing (something like [this](#)) He wears a beat up Mickey Mouse hat and his van is filled with Disney paraphernalia. He frequently can be seen distributing Disney stuff to children. He hands out ice cream in the summer and candy in the fall, spring, and winter.

**Personality:** He was a master troll before the internet. He loves doing things that cause the police, other adults, or the government investigate him. His internet search history is filled with watchwords. He has no malignant intent, he just likes messing with authorities. He also likes seeing people smile and if adults ask they can have ice cream, and candy, and stickers as well.

**History:** He was a colossal disappointment to his father who owned a successful shoelace company which he sold to Nike to retire. He has been doing this since the late 60's. He is independently wealthy and enjoys himself.

**Goals:** Happiness man

**Allies:** Beloved by children

**Enemies:** Annoying and suspicious to everyone else

**Occupation:** None

**Use in Campaign:** Red Herring NPC, Comic Relief

Day 354

**Name:** Gregor Anderson

**System Base:** Any/Horror

**Physical Description:** Whatever the formal attire of the day is generally constitutes his wardrobe. Though he has a preference for a loosefitting red robe. His eyes are sunken and his hair greyed. His face is covered with wrinkles. When angry it seems that all of his teeth have been sharpened to a point. He hates bright light and seems uncomfortable in it.

**Personality:** He prefers to make deals than start violence. No object is too great and no price too grave for him. All he craves in return is blood; though, he will not say no to power and influence. Further he likes to give his enemies the illusion of chance, freedom, and even agency when in reality he likes to plan his moves dozens in advance. He can lose his temper. When he does he becomes horrifying as his unnatural strength and status as one of the oldest vampires becomes apparent. He considers himself the first cousin of the devil and takes perverse pride in the fall from grace he can inflict.

**History:** He was born into a still independent Gaul. His village was conquered by a Roman legion and starving and freezing to death he met his new maker. He is unsure whether he merely met another vampire or the greatest of all evils that night. All he knows is that was the beginning of his rise to power as he took his promise to corrupt to heart. He worked his way to Rome, feeding carefully and learning near flawless Latin. He worked for over a century making the people decadent, complacent, and corrupt. Eventually the Empire fell and he had his revenge. He so enjoyed the rise and fall of nations at this point that he made it his unlife's mission. Numerous wars and governments have started and ended because of his influence. He made his way to the new world and has bundles of corrupt officials in his pocket as his

vampire powers of hypnotism are useful for any election. He loathes the uncorrupted crusaders against government failings, but is willing to let political wheels turn as he knows it is only a matter of time till he replaces them.

**Goals:** He is enamored with the fall from grace

**Allies:** He controls powerful elected officials through, fear, aid, and blackmail

**Enemies:** The incorruptible, many senators want him gone and plan to rely on an incumbent edge.

**Occupation:** Over the centuries he has accumulated almost incalculable wealth

**Use in Campaign:** BBEG, Chessmaster NPC, Faustian Pact NPC, Unexpected Aid, Non-violent enemy, Powerful Enemy

Day 360

**Name:** Wilhelm Strausser

**System Base:** Any/Horror

**Physical Description:** A tall hawkish man his most noticed feature is his police uniform. He carries a sketch book and a pencil and the sketch book is full of drawings of missing children.

**Personality:** Aside from having a very convincing act where he claims to want to give children back by sketching them at various stages of life he is sick. He psychologically profiles parents for ones who will never give up before kidnapping young children. He then sketches them and gives the sketches as gifts as he poses the children at various stages and he pretties them up.

**History:** A former psychologist his illegal conditioning of patients got him kicked out. His art skills allowed him to find a new job and helped him begin his new experiment. He started 25 years ago and has 7 victims ranging from now 28 to 6.

**Goals:** He is happy where he and his little dolls are now

**Allies:** He has conditioned and brainwashed 6 of the children. The oldest lives through a life of horror.

**Enemies:** None at present

**Occupation:** Sketch Artist

**Use in Campaign:** Enemy, Sick NPC, Disturbing NPC

# Modern

Day 5

**Name:** Racheal Perez

**System Base:** Modern

**Physical Appearance:** A plain woman in her late 20s Rachael has the appearance of your typical rocker, slugging around an amp and a guitar to complement her ripped jeans and leather jacket. She has black hair and is of average height and slightly above average weight, but she carries it rather well.

**Personality:** Rachael hangs on like a leech to those who appreciate her. It was this clingy personality that held back her music career. She seeks to pay back kindness whenever she gets the chance. Whether it be in the form of unwanted serenades or the latest gossip she always seeks to do solids for her friends. Her dream is still to make it big and will aggressively jump on any musical gigs or connections she might be presented with.

**History:** She was part of a garage band throughout highschool and college and while her bandmates moved on with life; she never gave up the dream. Her image and her clinginess prevented her from ever getting bigger than performing in local bars and clubs. In the modern era she busks and performs as best she can and lives in a low rent apartment and off of a diet of spam and ramen.

**Goals:** A big break in music would be ideal. She also would like to payback everyone who ever gave back to the community that still supports her musical lifestyle.

**Allies:** Harold the local flower seller outside the train station is on friendly terms with her. In addition many commuters enjoy her presence outside the subway. Her most influential group of contacts of course are bar and club owners throughout town who don't mind doing a favor for her once and a while and cutting her in on the latest rumors.

**Enemies:** She lacks any significant enemies. She has lived a moderately uneventful, albeit unsuccessful life.

**Occupation:** Musician

**Use in Campaign:** Potential Contact, Flavor NPC, Expository NPC

Day 10

**Name:** James "Jimmy" Adams

**System Base:** Modern (1920's era)

**Description:** Jimmy is always well dressed and groomed. He has styled his blonde hair well parting it to the left and he has gleaming smiling blue eyes. His face is almost always a perpetual smile.

**Personality:** A happy member of the nouveau riche he hosts many society events and is a frequent host of fabulous parties and gatherings. He is a forceful man, who usually gets what he wants. He, though you would never know it, has a terrible temper. Beneath his cool happy

exterior is the mentality of a thug and if too frequently or too harshly denied he will lose his temper. He is very lonely; he hosts parties, but has no true friends or loved ones.

**History:** A man who started from nothing he was rebuked at every turn in almost everything he did. His girlfriend left him for another man, whom he beat to an almost bloody pulp. He did not win her back but he came to a realization. To get what you want from life, you must take it. He began working with bootleggers and crooks. He worked his way up the criminal syndicate, and when he had enough money, he began taking advantage of the bull market of the 20's. He maintains his crime connections and is often a face man for them.

**Goals:** He wants nothing more than his loneliness to end. He does not know how to do that though, and will continue his underhanded dealings.

**Allies:** Organized Crime, Fellow members of the nouveau riche

**Enemies:** Rival criminal organizations, if caught the government, those whom he has wronged

**Campaign Use:** Enemy, Ally, Sympathy NPC, Tone NPC, Potential Contact, Flavor NPC

Day 15

**Name:** Ernest David

**System Base:** Modern

**Physical Description:** Clad in blocky glasses, a white oxford shirt with black vest and bow tie, Ernest always looks professional; except on Sunday when he dresses up for church. He has a small liver spot near the few remaining wisps of his hair and his hands shake a little as he goes about.

**Personality:** Kindly and fond of trains Ernest will spend hours talking about various engines and railway cars. He will describe routes and how the line was built and then show off his models. He will often invite strangers home for dinner and talk their ears off. He cares deeply for his wife Catherine and does his best to make sure his guests look good for her.

**History:** Born in 1927, Ernest saw the end of the Second World War and was injured in the hip during the Battle of Okinawa. While recovering he met Catherine, his future wife. The two were married and he opened up the Junction. The Junction is his small movie house since converted to a drug store since he was driven out of business by a chain of movie theaters, though he still does drive ins against the buildings back wall. He kept his childhood fascination with trains and made the lobby to his theatre home to a giant model set.

**Goal:** To sell his drug store or have his son take up the old family business (unlikely) and drive a train for any rail company.

**Allies:** Catherine, his son and two daughters

**Enemies:** None

**Occupation:** Druggist/Former Movie Theater Owner/ Former Soldier

**Use in Campaign:** Expository NPC, Expert NPC, Questgiver, Hospitable NPC, Unexpected Cavalry

## Day 20

**Name:** Margaret Feeny

**System Base:** Modern

**Physical Description:** Plump, blonde, and blind, she is the last person you would expect to spend her days fishing. Her outfit is almost always an orange life vest, a worn plaid shirt, jeans, a Marlins cap and sunglasses all coated lightly with German Shepard hair.

**Personality:** She is quiet and reserved most of the time, but warms up to people very quickly. Around friends she is liable to tell dirty jokes and enjoy herself. She is terrible with names forgetting people's names several times before they finally stick; this causes her no end of embarrassment.

**History:** Born blind, she spent most of her time with her parents in their Florida home, as there was a wharf not far she often wandered off to fish and has gained a great deal of skill. Her sensitive hands enable her to know when the fish are nibbling before her non-blind peers might. She has turned this into her career becoming a professional fisherwoman. Her family is massively indebted which has caused her to have no small hatred of banks. While it hasn't happened yet, she is having harder and harder times making ends meet. She is growing increasingly desperate who knows what she might do next.

**Goals:** Pay off a rather large sum sitting on the family's house.

**Allies:** She has friends within the fishing community

**Enemies:** Several large banks have large sums of money owed to them.

**Occupation:** Professional Fisherwoman

**Use-In-Campaign:** Pity Enemy, Sympathetic NPC, Ally, Contact, Flavor NPC

## Day 25

**Name:** Dexter "Boss" Monroe

**System Base:** Modern

**Physical Description:** Dark, curly haired, and lean, Dexter is a relatively plain man. He often wears collared shirts and khakis and is perpetually dressed business casual.

**Personality:** Eccentric and domineering in conversation, Dexter will drive conversation. He is often prim and proper but will on occasion tell either really disgusting or offensive jokes, which seem out of character. His big passion of course is science and will often pause his current activity to analyze something he does not fully understand.

**History:** An aerodynamics engineer, he worked closely with NASA's manned space program. When it got canned so did his job. Fortune smiled upon him though, and he managed to win the lottery. Now independently wealthy and living on the dividends of some investments. He has begun work on his own manned space program.

**Goals:** Match NASA's space achievements and then surpass them.

**Allies:** When he lost his job he managed to pull several rocket scientists and engineers with him.

**Enemies:** The government does not like all the bad mouthing he does of them in regards to their space funding.

**Occupation:** Rocket Scientist

**Use-In-Campaign:** Plot Hook NPC, Bankroll NPC, Questgiver, Rescue NPC

Day 30

**Name:** David "Davey" Calvin

**System Base:** Modern

**Physical Description:** Anorexic and short Davey clocks in at a mere 100 pounds. He wears tight fitting clothing which further accentuates his slight frame. His hair is professional and tight usually in a buzz cut.

**Personality:** A true patriot Davey would do anything for his country. He is fiercely protective of his fellow citizens and foreign allies. His enemies and those he perceives of his country, receive no such niceties.

**History:** Trained by his father for as long as he can remember he had it drilled in his head that it was his duty to serve his country. As such he was always willing to go the extra mile. When the opportunity to become a master infiltrator he took full advantage of it. Starving himself till he became a contortionist of great skill.

**Goals:** To make the world a safer place for his country.

**Allies:** The Government

**Enemies:** The Enemies of my government

**Occupation:** Spy

**Use In Campaign:** Barrier NPC, Enemy, Ally

Day 35

**Name:** Sheila Tofou

**System Base:** Modern

**Physical Description:** Wearing almost exclusively yellow, this Kenyan woman is renowned for her bright dresses and hats. She is of a modest build and height, but she carries herself well looking more imposing than she is.

**Personality:** Sheila is a sociable creature first and foremost. She loves to listen to people at length before talking their ear off. She can carry on conversation for hours and will do so. She cannot resist a sob story and will often dote over anyone who has one.

**History:** When she was but seven her parents immigrated to the United Kingdom, she spent the remainder of her childhood in Manchester. She decided to study abroad for college and studied at Rice University in the United States. She found her gift in psychology and is a psychiatrist for several celebrities. This has given her an inside track on the juiciest gossip and a steady paycheck. Her gossip is strictly confidential and no tabloids have gotten her secrets... yet. Due to her clientele she often flies to meet with them and as such is a bit of a globetrotter.

**Allies:** Celebrities she works for

**Enemies:** Tabloids would kill for her personal notes and knowledge

**Occupation:** Psychiatrist

**Use-In-Campaign:** Rescue NPC, Contact

Day 41

**Name:** Brendan Stennaman

**System Base:** Modern

**Physical Description:** In his early thirties, the black haired grey eyed man wears a wedding ring on his right hand, like a widower. He is of an average build and height. His attire is typically business casual but will not infrequently dress to the nines.

**Personality:** A grumpy guy he will invite people to lunch so he can critique them. He seems to hate everything and everyone, yet somehow maintains a large network of friends. People seem to love how grumpy he is.

**History:** He married young, but lost his wife to gang violence. He has blamed this random violence on just about everything. He has drifted from career to career and currently works driving a deli truck. At night however he takes to the streets busting up whomever he finds responsible for his wife's death; including, but not limited to, gangsters, drug dealers, cops, and politicians. He lets out his grief and anger at night and has gotten very good at fighting because of it. He has managed to lose more driving positions due to the damage he inflicts on company vehicles.

**Goals:** To make everyone pay

**Allies:** The guy has tons of friends and manages to land jobs

**Enemies:** Cops and Criminals

**Occupation:** Deli Truck Driver

**Use-In-Campaign:** Sympathetic Enemy, Pity NPC

Day 47

**Name:** Caedmon Moncrief

**System Base:** Modern

**Physical Description:** His left hand is far more bruised and cut up than his right. As a rule he has a number of minor injuries on the left side of his body. He is dirty from head to toe and his hair has grown mangled and unruly. He smiles a lot and his teeth are in remarkably good condition. He wears many layers of old clothing at all times.

**Personality:** A deeply religious man he believes everything happens for a reason. He loves his children and doesn't want them to worry about him. His other great gift is poetry and he loves to share that with anyone who will listen.

**History:** He made his living as a Literature teacher for most of his life. His daughters have gone to nursing school, and are taking on debt and working through school. When his wife passed he lost his only source of income but claims to his daughters to still be retired. In actuality he is homeless but does not want to trouble them about it. He sits in the allies by a church most of the time. He gets to see a lot of what goes on in the ally ways for good or ill.

**Allies:** His daughters love him and he is a familiar face to his pastor

**Enemies:** He doesn't have any

**Occupation:** Unemployed

**Use In Campaign:** Contact, Plot Hook NPC, Sympathy NPC

Day 53

**Name:** Lester Quinten

**System Base:** Modern

**Physical Description:** Relatively shorter and heavier built than your average man Lester is not imposing. He carries the faint aroma of alcohol almost constantly and his eyes are somewhat frequently bloodshot.

**Personality:** A rambunctious noisy drunk he knows how to make people feel guilty. He will use this talent to the max and proceed to almost always guilt people into doing what he wants.

**History:** In college he was a noisy drunken frat brother. After college he kept up the same habits. He knows how to angle things so he ends up paying for next to nothing. He is particularly adept at getting rides and getting to stay at other's homes.

**Goals:** To get drunk and have a good time.

**Allies:** He has many friends who ask themselves why?

**Enemies:** Former friends

**Occupation:** Pharmacist

**Use In Campaign:** Annoyance, Barrier NPC

Day 59

**Name:** Tyrone Harris

**System Base:** Modern

**Physical Description:** Tyrone is a physically imposing African American man. He stands 7'1 and weighs just under 300 pounds. He dresses however is fashionable. Most of the time... on Sundays he wears a fake orangeish red beard and wig along with an entirely green suit with yellow socks and a vest and buckled shoes.

**Personality:** This man loves to sing and to teach people to sing more than just about anything. He took on his love of music from his first instructor, an elderly Irish man. He enjoys performing both song and dance.

**History:** A boy with a great deal of musical talent his parents made sure he got the chance to thrive. He has had some formal dance and vocal training. Mostly under Mr. O'Leary, an elderly Irish man. Having achieved minor status performing he is capable of performing at night clubs to support his life style, which leaves his days pleasantly free. On Sunday he visits Shady Grove Retirement home and takes Mr. O'Leary and pushes his wheelchair down the street to the Catholic Church where he attended mass for the past 60 years. Following that he dresses up and performs Irish jig and song for the old folks bringing a smile to their faces. During the week he volunteers at community centers and works as a substitute music teacher.

**Goals:** He really has grown to love making people happy. It is his vocation.

**Allies:** He is an important pillar of the community and is welcome at the YMCA, Shady Grove Retirement, and many local schools

**Enemies:** You'd have to be a real jerk to hate this guy.

**Occupation:** Music Instructor, Musician, Substitute Teacher

**Use in Campaign:** Flavor NPC, All Around Nice Guy, Contact

Day 65

**Name:** Joshua Kilchik

**System Base:** Modern

**Physical Description:** A black haired man in his late 20s he prefers to wear flannel and sport a scraggly beard. His eyes are a pleasant blue.

**Personality:** He is inclined to make off color jokes and interpret anything that could be construed as innuendo as innuendo. His maturity it seems has never advanced since the sixth grade. Because his work encourages such banality he has grown used to it.

**History:** A high school dropout his off color sense of humor earned him a job writing for some comedians at ... less than respectable locations. Places where sex jokes are expected and the champagne has its own room. He knows everyone who comes and goes and while he may be immature and uneducated he has mastered blackmail. Anyone who shows up at such a location can bet their face will be remembered and he will see if he can't extort them a bit.

**Goals:** Write for a higher grade of sleaze

**Allies:** As long as he keeps the material coming he has a job

**Enemies:** He has blackmailed powerful people, but the scandal would be too great to let out.

**Occupation:** Writer

**Use in Campaign:** Informant, Enemy, Non-violent encounter, Contact, Target NPC

Day 71

**Name:** Jaques L'Toile

**System Base:** Modern

**Physical Description:** He generally wears a diving suit, and full breathing apparatus as he prefers hands on research. When on land, he wears a black suit with a red tie. He is balding on top and his white grey hair gives him a dignified look. He has a full beard and wears round spectacles.

**Personality:** He is passionate about sharks, and is a world renowned conservationist and marine biologist. He loathes the hunting of sharks, but is fine with other predation and hunting. He has documented several relatively unknown species habits and pushes for more aquariums to hold sharks for their own safety.

**History:** He was raised by his single father near Calais and spent a great deal of time on his father's boat in the English Channel. He developed a passion for the ocean. He was always fascinated by sharks and devoted his life and studies to these creatures. He has helped breed sharks in aquariums and has narrated several documentaries about the creatures.

**Goals:** The protection of sharks

**Allies:** Wildlife conservationists

**Enemies:** Shark fishers, those who dislike his views on captivity

**Occupation:** Marine Biologist

**Use in Campaign:** Target NPC, Expert NPC

Day 77

**Name:** Gloria Thorton

**System Base:** Modern

**Physical Description:** Her blonde hair is drawn into a tight pony tail with a butterfly scrunchie. Her blue eyes dart from person to person. She wears a blueish purple track jacket, breakaway pants, along with black compression shorts and a training tee and sports bra beneath them. She carries around (concealed within an exercise bag of course) a three part chain staff in the same blueish purple color, an compressible bo staff, and a medium caliber handgun.

**Personality:** She has two modes she varies between. On the job she is cold steely and emotionless. Off the job she is a party animal. She works hard and she plays hard. She never lets her partying impact her work though, and will not hesitate to use lethal force on problems if it becomes necessary.

**History:** At age sixteen both her parents were killed in a car crash. Her uncle took her in and had her trained in basic self defense, as a man of his standing of course had enemies, on both sides of the law. She excelled. She had a real knack for spotting ambushes and close combat. She began training and training hard to be a bodyguard. Now she is hired by VIPs and crime bosses alike. Everyone knows she is reliable and the best and as such gets paid very well.

**Goals:** Her ulterior motives have gone unnoticed. Her uncle and she have colluded to lure other mob bosses into thinking her a double agent; in actuality, she reports everything back to her uncle.

**Allies:** Uncle Kenneth

**Enemies:** If she is found out...

**Occupation:** Bodyguard

**Use In Campaign:** Enemy, Gimmick NPC, Ally, Henchman, Hireling, Traitorous NPC, Contact

Day 83

**Name:** Jeremy Zigiranyirazo

**System Base:** Modern

**Physical Description:** He is an average looking Rwandan male in his early 30's. He, when not working, likes to wear jeans and Nikes as well as wife beater tees and gold chains. He wears his hair in dreadlocks and wears some Raybans Sunglasses. When working he ditches the shades and wears a suit.

**Personality:** He is enamored with his job. He loves it. He likes the challenge and he likes helping those less fortunate than him. He does suffer from mild PTSD, and the sight of Machetes may trigger it at times. For the most part psychiatry has helped him cope.

**History:** In his youth he was a pool boy, and wanted to be a champion boxer when he grew up. He was working during the period of Rwandan genocide in 1991. As one of the Tutsi he lived in fear of joining the others in being slaughtered. He saw the brutality and swore off his boxing aspirations, he took his younger sister on his back after seeing his parents die and fled the country. He made his way to the neighboring Congo and with his savings bought passage to the United States for him and his sister. He continued using his hotel skills to earn income. He realized however that all sorts of violence brought people money and he wanted to make them pay. So putting together a nonlethal ordinance of sleeping darts and gas grenades he set to robbing all who earned their money through violence.

**Goals:** To help victims of the 91' genocide in Rwanda and punish those who earn money through violence

**Allies:** His younger sister

**Enemies:** Those whom he robs

**Occupation:** Concierge

**Use in Campaign:** Tragic NPC, Complication, Troublesome Ally, Moral NPC, Tragic NPC

Day 89

**Name:** Gregory Durkin

**System Base:** Modern

**Physical Description:** He sports a flattop hair cut and wears white polos and navy pants. He is excellent shape and his clothes are always perfectly laundered.

**Personality:** He barks his statements quickly and with little fuss. He prefers small words and is at his heart utilitarian. As long as the job gets done he does not care how it got done.

**History:** He graduated from the Naval Academy and went to see the world at the rank of Ensign he advanced relatively quickly due to his good work ethic, understanding of the chain of command, and natural leadership ability. However it was revealed that sailors under his command tortured prisoners for information under his orders to interrogate them. He knew of it and as such was dishonorably discharged but by some miracle avoided criminal charges.

**Goals:** He wants nothing more than to rejoin the navy

**Allies:** Those under his command, though now separated, have a fierce loyalty to him

**Enemies:** The government wants nothing more to do with him and he is responsible for some torture

**Occupation:** Currently a personal trainer

**Use in Campaign:** Flavor NPC, Aesop NPC, Target NPC, Questgiver

Day 95

**Name:** Lauren Said

**System Base:** Modern

**Physical Description:** This Egyptian woman dresses in "Mom" jeans and collared shirts she wears the proper scarf over her head. She has her first name monogrammed into her shirt's left breast side. Her clothes are grease stained in places. Her black eyes are slightly larger than normal.

**Personality:** She likes to be helpful to her customers. She likes to prescribe proper preventive maintenance to her customers. She takes great joy in being the least expensive and one of the better mechanics in town.

**History:** Her parents moved while she was still in utero so she is the first generation to be born here. She helped her father out around his garage and became quite the grease monkey. She inherited the garage which she has now maintained for 7 years.

**Goals:** Expand the garage, she wants to franchise based on her garage's popularity.

**Allies:** She has some clientele who make a point to go to her garage.

**Enemies:** Jiffy Lube and other chain garages

**Occupation:** Mechanic

**Use in Campaign:** Mechanic, Expert NPC, Side Plot Events

Day 101

**Name:** Allison Chance

**System Base:** Modern

**Physical Description:** She keeps her red hair in a twenties style flapper bob. She wears long strands of pearls and short colorful dresses accompanied by the proper period stockings and shoes, with gloves of varying lengths. She very much seems like a woman out of time.

**Personality:** She runs her personal life as if detached from it. She organizes appointments and outings based on perceived benefits she will get from it. She is a ruthless business woman, a trait she acquired from her father. She owns a chain of successful theme restaurants all around the theme of the speakeasy. She is also a fan of hiding in plain sight and can blend in a crowd despite her flamboyant outfits.

**History:** Born to a diner owner and his wife, her father struggled to pay his bills. He was being driven out of business by several neighboring restaurants. The father sought out extralegal help and other restaurants began closing their doors. She saw this and took pride in her father's willingness to do anything to win. She took over the restaurant when her father retired and added a theme because that was currently what was popular. She expanded into the now closed restaurants and began working a franchise. She let the "help" run their "goods" in plain sight, somehow eluding every police inspection.

**Goals:** Expand or die sugar

**Allies:** The "Help"

**Enemies:** Other restaurants, the police

**Occupation:** Restaurateur

**Use in Campaign:** Barrier NPC, Contact, Henchman, Informant, Themed NPC

Day 107

**Name:** David Evans

**System Base:** Modern

**Physical Description:** This brown haired Irishman sports a scruffy beard and a pair of ripped jeans combed with whatever shirt is available at the moment. He wears a ski cap to hide his balding. He likes to wear sunglasses due to his sensitive eyes.

**Personality:** He is a very philanthropic guy; he spends his free time working at various soup kitchens. He does not regard money as being a problem because it has never been a problem for him. He lives in a bit of an ivory tower believing all problems are one quick intervention away from being solved.

**History:** He is the product a well kept family trust fund and as such has never really known need. He went to Catholic school and was inspired by the Xaverian brothers in charitable deeds. He spends his time doing works of charity.

**Goals:** Eradicate homelessness, drug addiction, poverty, war, starvation, illiteracy, sexism, racism,....

**Allies:** Charity breeds friends

**Enemies:** He is fairly preachy but no real enemies

**Occupation:** Member of the Idle Rich

**Use in Campaign:** Financier, Annoying NPC, Helpful NPC

Day 113

**Name:** Selena Horner

**System Base:** Modern

**Physical Description:** Her eyes are routinely bloodshot. She suffers from terrible terrible insomnia. Her clothes are always well pressed and immaculate. Her black hair is kept up in a ponytail inside a baseball cap.

**Personality:** Aside from being a little slow due to sleep deprivation she is generally quite perceptive. She notices little details and can draw good conclusions from them. She has no love for corruption and racketeering and views those as crimes of the highest magnitude.

**History:** She was born with several neurological imbalances, which makes sleep so difficult for her. It is also hypothesized its what makes her so good at details. She has worked as a City Detective like her father before her.

**Goals:** Keep crime off the streets, get a good night's sleep

**Allies:** Police Department

**Enemies:** Criminals

**Occupation:** Detective

**Use in Campaign:** Contact, Plot Hook NPC, Hint NPC

Day 119

**Name:** Detective Maria Woodhouse

**System Base:** Modern

**Physical Description:** This tall, slender woman is typically in her police uniform. Her black hair, when down, is lengthy. Her eyes show the wear and tear of being a working single mother to two girls.

**Personality:** While she is on the job, she is grim and serious. She understands how dangerous the world is and the need to protect people from criminals. She is soft on vigilantes for this reason. She loves being with her daughters and actually smiles when they are around. She would do anything for them. She dislikes her ex-husband a great deal.

**History:** While studying criminology, she fell in love with a young Richard Accord. Their marriage yielded one daughter. Due to his obsession with weird science they were divorced and Maria won custody of their daughter. She worked as detective, and she latter while working on a murder case adopted a second daughter, the only survivor who mercilessly saw nothing.

**Goals:** Keep streets safe and raise her daughters well

**Allies:** The Police Department, Christina Woodhouse, her eldest, and Tanya Woodhouse her youngest, vigilantes

**Enemies:** Criminals, Dr. Richard Accord

**Occupation:** Police Detective

**Use in Campaign:** Expert NPC, Rescue NPC, Ally, Contact

**Name:** Eduardo Estevan

**System Base:** Modern

**Physical Description:** This Spanish man dresses well wearing yellow shirts, khakis, and blazers most of the time. He has a penchant for wearing a ring with an oversized jet on his left hand. His hair is greying and his face has many wrinkles.

**Personality:** He has always had a great fascination with Native American culture as well as Pakistani, Siamese, and Indian cultures. He has a taste for the finer things and spends a great deal of money on luxuries, some more exotic than others.

**History:** He was born in Spain, but his parents moved at a very young age to Mexico. A few years later when Mexico was not economically sound they moved to the United States. He achieved small success as an actor and mainly works in luxury car and wine advertisements.

**Goals:** Nothing but the best is good enough for him, obtaining odd cultural artifacts and speaking with experts on those cultures he is fascinated with

**Allies:** Chevrolet has hired him for their new line of luxury cars featuring rich Corinthian leather

**Enemies:** Other than a few nutjobs none.

**Occupation:** Actor/Spokesperson

**Use in Campaign:** Bankroll NPC, Fluff NPC, Questgiver

Day 136

**Name:** Sampson Perceval Burke

**System Base:** Modern

**Physical Description:** With a small bristly mustache, wavy blonde hair, large thick round spectacles, and a brown suit, Perceval does not cut a very imposing figure. He walks with a slouch but will stand straight to his scrawny full 5'0 when asserting himself.

**Personality:** He has a very dry and sarcastic sense of humor. He is not one for noise or eating so much, which is in direct contrast with his big mouthed big gutted partner. His partner is his best friend in the world. The two are very close despite being more or less each other's opposites. Despite his reserved and soft-spoken manner, he is extremely passionate and proud of his job, and he prides himself in being thorough and never missing a detail.

**History:** Like his father and his brothers before him after highschool Sampson went straight into the police academy. Unlike his family, who was content to police a sleepy Maine town, Sampson wanted to work in the city. He and Maximilian Waters have been working the Brooklyn beat for the past few years. The two of them have been pretty successful, the analytic Sampson is a good pairing with the intuitive and impulsive Max. The two of them have made many enemies but not giving into police corruption and outing many instances of it.

**Goals:** To clean up the police force and the streets

**Allies:** Maximilian Waters, the Police Force of Cornish, Maine

**Enemies:** Criminals, the corrupt Police Chief, corrupt officers

**Occupation:** Police Officer

**Use in Campaign:** Ally, Contact, Expert NPC, Target NPC, Rescue NPC

Day 142

**Name:** Christof Klein

**System Base:** Modern

**Physical Description:** This petite short man is perpetually holding a chocolate bar of some kind. His otherwise professional attire is often marred by melted chocolate. He wears crescent spectacles with a black brim. His black hair is knotted and matted.

**Personality:** He does not care much for physical appearances. Nor does he care much for other people. He does however care about what he wants and getting it. He moves from fascination to fascination almost instantaneously. If something can keep his interest for a month it is impressive.

**History:** He was born into a rich family. He has chosen to use the vast inheritance that was left to him frivolously. He has bought buildings, airplanes, cars, and homes on whims. He is a major sponsor to three battlefield restoration societies because he felt like it.

**Goals:** None

**Allies:** A net worth of 2.1 Billion Dollars

**Enemies:** None

**Occupation:** Layabout

**Use in Campaign:** Bankroll NPC, Annoying Employer NPC, Questgiver, Target NPC, Rescue NPC

Day 148

**Name:** Elma Zhou

**System Base:** Modern

**Physical Description:** A scrawny 90 pound woman, she very clearly needs to put on some weight. She still maintains a decent amount of muscle. Her black hair is lengthy and is close to two feet long. Her nails are also lengthy. Her clothing is held on in multiple layers but all of it is in poor condition. Hidden beneath it is a police badge and a still loaded standard issue police sidearm.

**Personality:** She is still tough on crime. She also has become optimistic that eventually someone will come for her. She is convinced her cover will eventually end, even if she has already blown it.

**History:** She was a police officer who part of a deep cover operation pretended to be homeless. However those who knew of the operation were killed on their way to end it due to a mole in the police force. She has spent the last three years waiting for pickup. She has called by records of her seem to have been lost. So she has continued waiting on the streets.

**Goals:** To be picked up by the police and go back to normal.

**Allies:** The police do not know she exists and her family has given her up for dead

**Enemies:** The gang responsible laughs and thwarts all information gathering pertaining to her. They take perverse joy in her suffering

**Occupation:** Police Officer/Homeless

**Use in Campaign:** Rescue NPC, Questgiver, Plot hook NPC

Day 154

**Name:** Reuben "Danger" Ruiz

**System Base:** Modern

**Physical Description:** Sporting a brown mohawk and bushy mustache this main hair draws a lot of attention. He dresses in a sleeveless leather jacket and jeans and very much looks the part of a stereotypical motorcyclist. He has relatively dark skin and brown eyes and is very physically imposing due to his abundance of muscles.

**Personality:** He has one mission in life: to save Santa Claus from the Evil Aliens who want to ruin Christmas. Otherwise those orphans will be sad. He is a walking bad action movie cliché. He suspects everyone who tries to stop him is an alien conspirator.

**History:** He was a C list movie star who did all his own stunts, and was a method actor. He injured himself in forming "A Harley Davidson Holiday." He is of the belief that his real name is Reuben Ruiz, which is factual, but he also believes he is "Danger" the biker and has to save Christmas. The studio has sent several people to retrieve him as has the police department but Ruiz has eluded/assaulted them on the grounds that they were conspiring to ruin Christmas. He is currently motorcycling Northwards.

**Goals:** To save Christmas

**Allies:** He thinks he has orphans and Santa Claus, in actuality the studio wants to help him, though he is giving them some great footage.

**Enemies:** He thinks he has aliens and their collaborators as enemies, when he has none.

**Occupation:** Professional Badass/Movie Star

**Use in Campaign:** Comic Relief, Gag NPC, Rescue NPC, Affable Enemy

Day 160

**Name:** Fleur Charbonneau

**System Base:** Modern

**Physical Description:** A tall beautiful woman she has a penchant for wearing pink dresses with a leg split on her left side. She tends to wear flats so she does not become even taller than she already is. She is a platinum blonde who has grown it long, but prefers to wear it in a bun. Her usual dress is odd in that it has many hidden pockets in which she has placed several useful things for her line of work, such as lockpicks, a taser, pliers, and wire cutters. Her purse, when she carries one, is filled with similar goodies. If one were to peek beneath her dress' split one would find a pistol holstered on her upper leg.

**Personality:** She is a magnificent actress, again a necessity in her field of work. Still she actually is quite confident and sometimes arrogant. She knows everyone thinks she is the best, and she thinks so as well. She likes to play people against one another often overcoming superior opposition by causing dissension among their ranks.

**History:** She began training for what she felt was her life's goal the moment she first saw the James Bond Film *Tomorrow Never Dies* she was inspired by the female Chinese secret agent, Wei Lin, so she abandoned her Olympic gymnastics training for her second Olympics and began going to the range and working on her poker face. She began serving with the DGSE (the French equivalent of the CIA or MI6) shortly after her college graduation. She has since proven herself a capable superspy, leaving a combination of broken bones, hearts, and codes in her wake.

**Goals:** To continue being a spy

**Allies:** The DGSE

**Enemies:** She has thwarted revolutionaries and terrorists who know of her name by reputation only.

**Occupation:** Spy

**Use in Campaign:** Spy, Ally, Contact, Enemy, Neutral NPC, Femme Fatale

Day 166

**Name:** Alba Jupangati

**System Base:** Modern

**Physical Description:** This Aboriginal woman wears pant suit, typically with brown American cowboy boots. She carries a large briefcase with a combination lock.

**Personality:** She is an assertive force. She knows what she wants and how to negotiate. She also is well aware of the dangers of the world and is more than prepared to protect herself. She also is willing to use blackmail to further her position.

**History:** She has always groomed herself for success, and she has an excellent pedigree for business. She while conducting a business deal early on was sexually assaulted by a member of the company she was dealing with. After leveraging not pressing charges into a massively successful deal for her clients she began taking self defense courses and is one of the best practitioners of Taekwondo in the world.

**Goals:** Business

**Allies:** She comes highly recommended and has a history of companies she has done good work for.

**Enemies:** The employee who assaulted her has spiraled downwards since he was fired, he has become quite embittered

**Occupation:** Businesswoman

**Use in Campaign:** Mentor NPC, Rival, Contact, Rescue NPC, Expert NPC

Day 172

**Name:** Robin Belanger

**System Base:** Modern

**Physical Description:** This elderly woman is in good shape for her early eighties. She wears sweaters and complains that it is cold for most of the year. She wears her moderate length grey hair down. She wears a simple gold wedding ring on her hand. She does not carry a purse but instead carries a worn UK Army Satchel.

**Personality:** She is not a morning person but gets up before dawn every morning out of memory of her husband. She feels guilty about not doing that while he was alive. She also has sworn to keep her husband's secret with her.

**History:** Her young husband went off to fight in the Suez crisis. While he did this she completed law school. He liked to get up and watch the sunrise, but she preferred sleeping to a reasonable hour. Her husband was privy to a hidden stash stored away in Egypt and over the years a number of unscrupulous people no doubt seeking to get into that treasure trove have made attempts on her life. Despite gun restrictions in the United Kingdom she has illegally held on to her side arm. She kept the directions hidden away in that old military satchel she uses as a purse.

**Goals:** To find a way to deal with the treasure so it causes no problems for her children and grandchildren

**Allies:** She has four children and many grandchildren and two great grandchildren

**Enemies:** There are dozens of people who know about the existence of the loot and all of them are willing to do anything to get it

**Occupation:** Retired Attorney

**Use in Campaign:** Plot hook NPC, Questgiver, Rescue NPC, Ally, MacGuffin NPC

Day 178

**Name:** Jessica Rheingold

**System Base:** Modern

**Physical Description:** This brown haired Polish woman is well put together. She wears a pantsuit and has a stern expression. Her face is wrinkled but her hair has retained almost all of its color. She has a viselike handshake and almost never smiles.

**Personality:** She is cold and unfeeling to the average viewer, but listening to her for almost a minute and one can tell she is simmering with rage at all times. She is harsh and unforgiving. She will verbally chastise failures. She is not afraid to wade into the fray herself should the situation call for it.

**History:** Born in Krakow, she quickly turned to basic street crime. She was an adept pickpocket. She has paid her dues and worked her way slowly up the ladder of organized crime. She has shown grim determination and rules with an iron fist.

**Goals:** Consolidation of all organized crime in Poland

**Allies:** She runs a criminal empire.

**Enemies:** She runs a criminal empire.

**Occupation:** Mob Boss

**Use in Campaign:** Enemy, Rival, BBEG, BA Old Lady

Day 184

**Name:** June Harriman

**System Base:** Modern

**Physical Description:** This woman in her late twenties dresses like a commercial pilot complete with the fancy uniform. She does not however match any corporate uniform design. Upon closer inspection her uniform is not perfect as there are several minor frays and the odd grease stain on her pants.

**Personality:** She is ambitious. She also is not one to accept help. She believes she can pull herself up by her bootstraps and become a grand success. She has no objection to carrying freight or passengers and is available for long term hire.

**History:** As a young girl she looked up to her grandfather who was a pilot. He would take her and her brothers up in his old PBY-Catalina and show them how the plane worked. All her brothers joined the airforce like their father, their grandfather, and their great grandfather before them. She got a commercial pilot's license. When her grandfather passed away he left her the PBY Catalina. Her father was disappointed he did not get it, but he was overjoyed to see his daughter begin running it as her own business.

**Goals:** Expansion into a private carrier. As it stands she is the only employee

**Allies:** Her father and brothers will help out in a pinch

**Enemies:** None

**Occupation:** Pilot

**Use in Campaign:** Ally, Hireling, Courier, Contact

Day 190

**Name:** Glenn Laws

**System Base:** Modern

**Physical Description:** He is an overweight white male in his early twenties. He wears a security guard shirt and badge with his black pants and wears his badge plainly on his shirt. He is perpetually sweating, has a strained look on his face, and has a faint odor.

**Personality:** He cannot stand to breach company policy. He will follow the rules even at great detriment to himself. This means not leaving his nightshift post unless someone comes to give him a break.

**History:** There is not a lot to tell. He had trouble getting employment so he has held onto every job he has ever had. He refuses to deviate from policy to avoid being fired. This has meant staying for almost ten hours with no bathroom break on his night shifts.

**Goals:** He is not one for aspiration

**Allies:** No notable ones

**Enemies:** No notable ones

**Occupation:** Security Guard

**Use in Campaign:** Barrier NPC, Comic Relief

Day 196

**Name:** Gene Hageland

**System Base:** Modern

**Physical Description:** He has effeminate hair and a nose piercing. He is a scrawny man and does not look like much of a physical threat. Still his eyes can convey rather quickly just how unstable this individual is.

**Personality:** He identifies as a woman, and anyone who refers to him as anything male is likely in trouble. Dude, man, sir, guy, it does not matter, all of them send him to run up and demand an apology usually accompanied by the threat of violence. He has gotten used to this and upon starting and losing fights he then fabricates a lawsuit blaming the other person for being oppressive. He also bizarrely hates his parents, who refuse to call him a girl.

**History:** He was a spoiled brat throughout his childhood, and decided the ultimate way to stick it to his parents was to get a nose piercing. They were disappointed but they still loved him. He got a full back tattoo, they were disappointed, but they still loved him, he started doing drugs, they were disappointed, but they still loved him. He felt oppressed by them and has been moving through food service jobs. He uses fear of lawsuit to get hired and then lives off of the lawsuits he files against customers. Even though his parents would still take him back at twenty six and still love him, he prefers what he does currently.

**Goals:** To stick it to his parents

**Allies:** His lawyer has gotten pretty good at their standard case, the two have a pretty good racket going on, his parents, despite all his abuse, and acting in a manner they disagree with, still love him

**Enemies:** He has filed fraudulent lawsuits and assaulted many people, none of his former bosses like him

**Occupation:** Food Service Industry Worker

**Use in Campaign:** Random Encounter, Enemy

Day 202

**Name:** Jeremy Idol

**System Base:** Modern

**Physical Description:** His hair is a bit of a natural pompadour, and he has a long face. He is clean shaven; he has a stunningly white smile, and he wears an older style green mechanic's uniform. He carries wrenches, but oddly enough he wears tap shoes, not normal work shoes.

**Personality:** He is sad he never made it big, but he is very happy with his life currently. He likes to deal with people who failed to make it big on Broadway. He is very grateful for his wife. He loves to be involved in the community. He also has a love for musicals and music videos.

**History:** He was an aspiring actor in his youth. He kept trying to make it on Broadway, while he tried to support himself as a mechanic. His boss always enjoyed him performing and the other mechanics slowly took it up with him. Still he never made it, but he continued to dream. He kept working as a mechanic even after he married his wealthy long term girlfriend. When his boss died he found he had been left the gas station. He recruited a mess of out of work actors and created the first Song & Go Traffic. They do musical numbers from shows or reenactments of music videos.

**Goals:** He still dreams of the stage

**Allies:** He now runs three Song & Go's

**Enemies:** None

**Occupation:** Gas Station Owner

**Use in Campaign:** Novelty NPC, Fluff NPC, Flavor NPC

Day 208

**Name:** Christopher Livingston

**System Base:** Modern

**Physical Description:** This white male twenty something has jerk written all over him. He wears a toque regardless of weather. He has slight blonde stubble. He prefers to wear a hoodie and baggy pants with his Nikes.

**Personality:** His personality matches his appearance. He likes to steal for fun. Not money, but various other things to make life inconvenient. He enjoys other people suffering even in little ways.

**History:** His mother was an heiress to a massive mayonnaise company. As a result his doting mother made sure he did not have a care in the world. He attended private school. He took parkour lessons. He really is quite gifted and athletic. He is a masterful burglar if he wanted to live a life of crime he probably could. He did what he wanted. He has always been able to fall back on his mother's money. His father loathes how permissive his mother is and how spoiled his son is. The son goes around stealing people's car keys, left shoes, socks, wallets, he unplugs their refrigerators, and orders pornos on pay per view. He serves as a minor to major inconvenience to an unsuspecting populace and he often gets away without a trace.

**Goals:** He really has none, he just goes around being a jerk

**Allies:** Mommy

**Enemies:** Daddy, the police, some people react poorly to having their TVs stream pornography to the entire household and then get billed for it

**Occupation:** Layabout

**Use in Campaign:** Enemy, Rival, Annoying NPC, Expert NPC, Mentor NPC

Day 214

**Name:** Samuel Jones Jr.

**System Base:** Modern

**Physical Description:** This African American male is slimly built and has a smooth baby face. He has a very angular face. He prefers to wear hoodies and shirts with something showing he is from Arizona on them.

**Personality:** A firm believer and supporter of the state of Arizona, he believes it should be its own nation apart from the United States. He does not believe in violence to achieve his ends, sabotage and theft however are fair game.

**History:** Born in Phoenix his father was the junior governor for much of his early life. He spent his time viewing the wonders of government. His father often had to deal with border crime from Mexico and laws pertaining to it. Due to that he developed his theory that Arizona can handle itself. He has not come up with a plan for revolution yet, but has a lot of financial power and still some political influence within the state.

**Goals:** A free and independent state of Arizona

**Allies:** He has yet to find any like minded people

**Enemies:** The US Federal Government

**Occupation:** Political Activist

**Use in Campaign:** Affable Enemy, Bankroll NPC, Questgiver, Plothead NPC, Rival, Gag Character, Comic Relief

Day 220

**Name:** Brian Grunwald

**System Base:** Modern

**Physical Description:** Sporting spikey hair and six pack abs, he has a lot of physical appeal. He is well known for a youtube video where he bakes cookies while wearing a towel. He wears a suit in dire need of dry cleaning which has clearly been worn for sometime.

**Personality:** He is a timid and obliging guy. He is naturally very shy and has a difficult time meeting people. He embarrasses easily and is nervous about people seeing his body. He has embraced solitude as he will walk alone at night, as it is the only time he can be left alone in this busy city. He sprints away from any people he thinks have seen him.

**History:** He was always very shy, and his last ex-girlfriend complained he never sent her anything sexy. So the modestly famous video was made and given to her alone. As time progressed he realized the relationship would not work so he broke it off. The ex feeling particularly spiteful published the video and went viral locally. He lost his job as a banker,

because they did not like the image he now had. He has been desperate to find another job but mostly wanders the streets alone now that he cannot make rent. Most of his stuff is in storage.

**Goals:** Find another job where he can live down this video of him

**Allies:** He has credentials but that is it

**Enemies:** His ex girlfriend spitted him by posting the video of him talking dirty while baking cookies in a towel

**Occupation:** Former Banker

**Use in Campaign:** Red Herring NPC (he sees the PCs at night and sprints away), Sympathy NPC, Flavor NPC, Expert NPC

Day 226

**Name:** Diane McNichol

**System Base:** Modern

**Physical Description:** She has long straight hair which she wears free. Beyond that she wears a tuxedo, complete with white gloves and a top hat. Her bowtie and cummerbund are both red and give her a performing look. she is typically accompanied by lizards, turtles, alligators, or other trained reptiles all dressed in reptilian tuxes sometime with a top hat, but they often fall off.

**Personality:** She is convinced with the proper training she can get her reptiles to do anything. She is not without shortcomings, but the alligators do not bite at people without her sayso. She has her own dream of running and performing at a casino on the Vegas strip and as such is looking for a big payout. She is bubbly and happy most of the time, and is prone to doing cartwheels, backflips, and other motions of joy. She wants nothing more than to impress her father with her success someday.

**History:** She was born in Central Florida to a father with a severe gambling problem. She spent a lot of time wandering the everglades and making friends with the reptiles nearby. She found a clutch of gator eggs and snuck them home. She stole some necessary incubation funds from her father's gambling money and hoped he would not notice. He did and he smacked her and left her bruised. After he told her he did not love her anymore she gathered up her reptilian friends and ran away from the trailer park where they lived. She spent years training her animals and now has enough funds to afford a circus truck so she can bus them around raising money with performances to eventually purchase Vegas real estate.

**Goals:** Opening of a casino with trained animals (also to get lizards to be able to do a wide variety of tricks)

**Allies:** An eighteen wheeler full of Komodo Dragons, Alligators, Monitor Lizards, Iguanas, Chameleons, Turtles, and other reptiles

**Enemies:** Her father feels remorse, but has given up and spiraled further into booze and gambling at the same old trailer park

**Occupation:** Reptile Trainer & Performer

**Use in Campaign:** Side Event, Flavor NPC

Day 232

**Name:** Garb Newage

**System Base:** Modern

**Physical Description:** An underweight guy he like many of the modern age believes himself overweight. He is constantly exercising and is almost never seen eating. He as a result has low blood sugar and is prone to fainting.

**Personality:** He will shame any fat people and will fawn over people who are in shape. He will try and goad other people to diet with him so he cannot be fat and they can slim down too. Anorexia is a real problem for him and it has been ruining his health. He does not see it as such either. He dismisses concern about his skinniness and has been alienating his coworkers.

**History:** He has a family history of heart disease, diabetes, and high blood pressure. He also was teased due to his chunky childhood weight. It scarred him when his mother went into diabetic shock and his father died of a heart attack while he was in high school. So he began exercise and dieting. When he finished college and entered the work force he was in shape and handsome, but he has continued to push his body and has an unhealthy image. His students have become worried for him as has the school administrators.

**Goals:** Slim down

**Allies:** Many people are concerned for him

**Enemies:** Food

**Occupation:** Math Teacher

**Use in Campaign:** Allegory NPC, Flavor NPC, Filler NPC

Day 228

**Name:** Brian Ore

**System Base:** Modern

**Physical Description:** He is a pudgy man with globs of printer ink all over his sleeves, pants, and hands. He is usually seen holding a sketch pad and dozens of various pencils and artists tools. He has the faint smell of lavender and mountain laurel about him.

**Personality:** Prone to spouting random facts about Connecticut and extreme fanboyism he would be universally loathed if not for his exceptional skill and talent. He also tends to find out about things he should not. Classified secrets are something he seems to abound with and share.

**History:** As a child he loved Star Trek the Next Generation. He obsessed over it; his parents caved and took him to a con where he discovered Babylon 5. He moved to that. He has moved from thing to thing since then and has made his money selling high quality commissioned hand drawn animations.

**Goals:** OMG SQUEE

**Allies:** 12,458 Tumblr Followers, and a similar number of deviantart

**Enemies:** Celebrities hate him

**Use in Campaign:** Fanboy to the PCs, Noncombat Enemy, Nonenemy enemy (discovers PCs secrets starts blabbing because the PCs are cool)

Day 244

**Name:** Bill Baconstrips

**System Base:** Modern

**Physical Description:** He really lives up to his name. He is overweight, sweaty, and looks to be on the verge of cardiac arrest. He rides around in a motorized shopping cart. He wears a suit which looks like it was tailored to him fifty pounds ago.

**Personality:** So fanatically devoted to the company he built from scratch he legally changed his last name from Howard to Baconstrips to match his product. He loves charity work and likes to donate to the Make A Wish foundation. He is a believer in second chances and will employ people with criminal records. He also refuses to be bullied be it in business or about his weight and is not afraid to stand up for himself.

**History:** The younger of two brothers born on a hog ranch he stayed at home while his brother went off to college. His brother got in a drunken brawl and put another man into a coma. While his brother rotted in jail, Bill worked on the family business and began to expand it; he achieved great success due to good financial savvy.

**Goals:** Work release programs for convicts

**Allies:** A successful series of hog ranches and bacon distributors.

**Enemies:** None

**Occupation:** CEO and Owner

**Use in Campaign:** Shelter for Enemies, Barrier NPC, Bankroll NPC

Day 250

**Name:** Deyamira Carr

**System Base:** Modern

**Physical Description:** This African-American woman wears a skirt suit combo. Her black hair is straight, but has bright brown highlights. She carries a briefcase, but has an obviously bulging wallet and phone combo in her left jacket pocket.

**Personality:** She is an ambulance chaser, and the PC's happen to cause some damage. She is out to hold them accountable for her own gain and that of her client.

**History:** There is not much of an interesting history to her; she is a fairly standard lawyer.

**Goals:** Wealth

**Allies:** Her clients

**Enemies:** Accident Causers

**Occupation:** Lawyer

**Use in Campaign:** Enemy, Non-combat encounter

Day 256

**Name:** Chris Deary

**System Base:** Modern

**Physical Description:** While not grossly out of shape, his body has not aged as well as it could have. He wears a blue button down shirt and a purple tie with black slacks and cowboy boots. He also typically wears aviator shades and sports a buzz cut.

**Personality:** He pines for the glory days of fieldwork, and he loathes his modern position as a desk agent. He still likes to practice and goes to the range, and he can be spotted running around and busting through doors in his free time.

**History:** He joined the CIA not long after he completed his education. He was a fairly typical field operative, but after failing a physical test after breaking an ankle, he was transferred to sort intelligence and acquire it digitally. He hates his new job, but he lost a lot of tone and muscle while recovering. Too many years later he still pines for the old days.

**Goals:** Return to field assignment

**Allies:** The CIA

**Enemies:** None

**Occupation:** CIA Agent

**Use in Campaign:** Comic Relief, Gag NPC, Overly Helpful NPC, Desperate NPC, Contact

Day 262

**Name:** Bartholomew Roberts aka Crash & Burn

**System Base:** Modern

**Physical Description:** Overweight and wearing clothes a size too small he is not pleasant to look at. He hasn't shaved for a while and has sizable stubble. He carries a laptop with him and seems to have never heard of an ipod as it his headphones are constantly plugged into it.

**Personality:** He believes copyright law is criminal, in reality it is an excuse for him to torrent everything. He does however seed his torrents. He has been inspired by Snowden and Assange and tries to hack government databases, with moderate successes.

**History:** Not a direct descendant, but of the same stock of the original Bartholomew Roberts his parents discussed often the values of tenacity and egalitarianism. His favorite childhood movie was *Hackers*. They might have had slightly rose tinted glasses towards the pirate; their son however dwelt on his disregard for law and property. He dreamt of becoming a pirate in his youth, but upon discovering the difficulty of piracy in the modern era he turned to the other variety. He dedicated himself to it and is a fine hacker in addition.

**Goals:** Eh...

**Allies:** He only has friends via the internet

**Enemies:** He hosts a lot of illegal downloads

**Occupation:** Computer Security Consultant

**Use in Campaign:** Hireling, Helpful NPC, Expert NPC, Contact, Ally

Day 268

**Name:** Oliver Winchester

**System Base:** Modern

**Physical Description:** Wearing a red suit jacket and tie with a blue collared shirt he seems remarkably old fashioned. His hair is gelled and he carries an old school red fender guitar with him. He seems to only sing all responses while happily strumming away. He has a roadie who carries around an amp on his back and a small generator for it.

**Personality:** He really likes the sound of his own voice. He dreams of starting a band. He is slightly abusive to his roadie and makes him work long hours for no pay. The roadie still follows for some reason. He has not even bothered to learn the roadie's name. He also has a pretty big disregard for law.

**History:** Heavily influenced by the movie *That Thing You Do* he styled himself after the Wonders. He recruited the first person to compliment his playing as his roadie and the two have been touring. He seeks like minded people so he needs a government database to try and find other bandmates and is determined to break in. Of course he promises to pay well, but fully intends to double cross once he has the info.

**Goals:** Recruit a band

**Allies:** His fanatical roadie

**Enemies:** None yet

**Occupation:** Musician

**Use in Campaign:** Plot Hook NPC, Betrayal NPC, Flavor NPC, Enemy

Day 273

**Name:** Irvania Lopez-Toledo

**System Base:** Modern

**Physical Description:** She typically wears compression shorts, tank tops, and other running attire. Her hair is cut short and she often sports shades. She typically is sweaty due to her constant exercising, as such she is very toned and athletic. Her voice is high and creaky, and she is prone to bursts of high volume.

**Personality:** She is a highly competitive person, but she also has a sizable ego. She is the first to sing her own praises, and while she may be selfish and arrogant she is willing to stick up for her friends. She is willing to grudgingly admit her flaws, but prefers to focus on how awesome she is.

**History:** The sixth of ten children, she had to jockey for position in her family. She threw herself into athletics to make herself noticed and made that her goal in life. She still sat in the middle while her older siblings who went on to become a lawyer, a teacher, a doctor, a dentist, and an ad agent respectively received more accolades. So she kept at her athletics.

**Goals:** Acknowledgement of her awesome

**Allies:** Gold's Gym

**Enemies:** None

**Occupation:** Personal Trainer

**Use in Campaign:** Ally, Contact, Rival, Expert NPC, Mentor NPC, Flavor NPC

Day 279

**Name:** John Drymar

**System Base:** Modern

**Physical Description:** Wearing a plaid jacket and tie, he completes the stereotypical newsman look. He sports a curly brown beard and moderately long hair for a man. He generally carries a warm smile and possesses a wide range of vocal talents.

**Personality:** He knows how to market himself. He is not afraid to tell near lies to get by. He also has a pretty good sense of humor which he uses in conjunction with his various voices.

**History:** As an out of work communications major following his college graduation, he was desperate to find a job, so he promised a radio station a successful news program on the cheap. He created a host of characters to give voices and personalities including his co-anchor Rebecca Teeny, political correspondent Dean Washington, stoner weather man Aaron Mitchel, sport's analyst Ash Coons. The Drymar-Teeny report was very successful, he expanded his cast of characters and is one of the most popular news radio programs. The problem is people want to meet the other cast members at events, and Drymar can only be disguised as one at a time.

**Goals:** Find a way out of the increasingly worrisome situation where his lies are found out

**Allies:** The "cast" of the Drymar-Teeny report, WMAX Radio

**Enemies:** None, but he has been lying to everyone about the existence of almost a dozen people

**Occupation:** Radio producer, manager, news anchor, weather man, sports analyst, traffic reporter, etc.

**Use in Campaign:** Background NPC, Flavor NPC, Rescue NPC, Contact

Day 285

**Name:** Jason Aniebonam

**System Base:** Modern

**Physical Description:** A muscular black man with a tall flattop haircut, he is a physically dominating presence. He stands nearly seven feet tall and weighs just over 220 pounds. He wears grey suits; though occasionally wears a navy one when he wishes to mix things up.

**Personality:** He is a huge movie buff, and loves to quote them whenever possible. If he cannot he will go for a paraphrase. He likes to vaguely intimidate people with his frame and presence, but likes to corner people into working out deals with him. He loves his job and his clients and has a lot of dedicated space in his home to their work.

**History:** Since he was small he always loved film. He dreamed of being an actor, so he worked very hard at being attractive, but he possessed almost no gift for acting. He did however possess a good ear for a deal. He knew how to get other people into the business. He has since become a very good agent for many celebrities in film.

**Goals:** Make it on the Silver Screen himself, but he currently lives vicariously through his clients

**Allies:** Actors, Actresses, Directors

**Enemies:** Tabloids

**Occupation:** Agent

**Use in Campaign:** Hireling, Expert NPC, Contact, Non-violent Enemy, Barrier NPC

Day 296

**Name:** Joseph Pearson

**System Base:** Modern

**Physical Description:** His suit looks like he is in the midst of undressing. His cuffs are unbuttoned his tie is undone and half of the chest buttons are open. He looks perpetually flush and mildly panicked. His hands are often zip-tied to his each other.

**Personality:** He has exceptionally poor impulse control. He legitimately hits himself with a taser when he is around attractive women. Further he is terrified of his darker side. He regrets many of the things he does instantly and is almost always on the verge of tears if not bawling. His focus is on separating himself from people so he does no more harm.

**History:** From a young age he was diagnosed with impulse control disorder. This was limited to violent outbursts and petty thefts until he hit puberty. Then sexual acts jumped into his range of outbursts. He ran away from home after a small Oedipal thought crossed his mind. He kept fleeing as his hormones and impulses rule him. He managed to satiate his urges with prostitutes for a while, but by indulging his impulses his darker nature was nurtured. He is now terrified he might rape or kill someone.

**Goals:** To not hurt anyone

**Allies:** His family may not understand why he left, but they miss him

**Enemies:** None, yet

**Occupation:** He steals mainly

**Use in Campaign:** Rescue NPC, Unstable NPC

Day 302

**Name:** Jennifer Hamilton

**System Base:** Modern

**Physical Description:** She wears a leather jacket with a knotted shirt and bare midriff beneath it. Her acid washed jeans are a little long and are rolled up above her cowboy boots. She wears a Canadian flag bandana on her head and typically has sunglasses on.

**Personality:** She is absolutely sick of the motorcycle being viewed as an American icon. She hates American motorcyclists. She takes pleasure in overpowering them and then wrecking their bikes or maybe wrecking them while they are on them. She does not hate the other Americans, just American motorcyclists.

**History:** She was raised watching old movies from the 1950's and 60's which always showed the motorcycle as an aspect of an American hero. She was raised by a jingoistic couple who

were huge advocates of Canadian superiority. In highschool she met her first bikers, whose bad attitude and American flag bandanas sealed the deal. She now hated them. She let this hate fester she saved up money to purchase her motorcycle and decided to go teach Americans a lesson. She shoots out bike tires, clotheslines fellow bikers with a pool cue, or just stabs them to death.

**Goals:** An end to American motorcyclists

**Allies:** She has jingoistic parents who tacitly approve of her actions

**Enemies:** The US Highway Patrol, American Motorcyclists

**Occupation:** Currently Unemployed

**Use in Campaign:** Enemy, Rival, Unhinged NPC

Day 308

**Name:** Monica Viemont

**System Base:** Modern

**Physical Description:** She has her red hair shorter than even a Pixie cut, giving her a boyish look. She tends to wear beat up jeans, a plain white tee, combat boots, and a black bomber jacket. She likes to shoot first and ask questions later which makes her a somewhat lousy detective. She has two fleur de lis tattoos, one of which is visible and behind her ear. She is very fit and can often be seen at kickboxing lessons. Her ears are pierced in multiple spots and she wears several stud earrings on each.

**Personality:** Aside from starting conversations with her .45 she has a tendency to rely on her instincts which are usually good. She plays out hunches and intuits things very easily. She is a bit of a hothead and easily falls into and out of fits of passion. This can be both anger and sexually driven passion, but she generally will swing the opposite direction not long after. She is also easily a victim of flattery and has been known to fish for compliments.

**History:** She ran away from home at age thirteen, which was as, she will attest, the worst mistake of her life. Penniless on the streets of St. John, New Brunswick, a pimp named Gustave took her in. Her got her tattooed behind her ear and above her vagina as a way of marking her as his. She lived this horrid life of a prostitute for eight years till she managed to get a hold of a thug's gun and clothes and ran away. She has since dedicated herself to hunting down pimps and human traffickers. She wears the thug's clothes as a way of reminding herself of her mission. The police do not like her, she tends to cause problems, ruin stings, and try and kill criminals.

**Goals:** She wants to hunt down Gustave, subject him to every horrible thing she can and then end him

**Allies:** She has freed dozens of women and girls from his clutches, she has a network of grateful rescuees who all want a shot at Gustave

**Enemies:** Gustave, The Police

**Occupation:** She lives off of what she can steal from Gustave's men and her detective fees

**Use in Campaign:** Plot Hook NPC, Ally, Unreliable Ally, Unexpected Cavalry, Flavor NPC, Contact

Day 314

**Name:** Moonchild Brown

**System Base:** Modern

**Physical Description:** This mildly overweight man wears a grey suit and a red tie. He keeps his mostly grey brown hair cut short and has very thin eyebrows. He carries legal briefs, and when he thinks no one is looking his stern expression gives way to one of sadness.

**Personality:** He is straitlaced and firm in his dealings. He is renowned for his honesty and sobriety. He is a firm believer in the rule of law. He wishes to reconcile with his parents before they pass, but is unwilling to embrace their lifestyle to facilitate their reconciliation. He is not a fan of his name, but will not change it to avoid angering his parents.

**History:** His parents were very much what the stereotypical hippies could be seen as. They met at a love in and were frequent users of recreational drugs. In high-school he resented how unhelpful his parents were and decided to work hard on his own. He earned a scholarship to his state university and from there to law school. He had a falling out with his parents where he yelled at them as do nothings and they claimed he had become everything they hate. He has earned money and started his own family, but desires reconciliation with his parents who refuse to even see him.

**Goals:** Have his parents love him again

**Allies:** He is a partner at a major law firm and has a loving family

**Enemies:** His parents

**Occupation:** Lawyer

**Use in Campaign:** Contact, Expert NPC, Hireling, Henchman, Flavor NPC

Day 320

**Name:** Jonathan "Johnny" Masters

**System Base:** Modern

**Physical Description:** His suits are slightly too large for him and in need of a good starching and press. His ties are whimsical and he can often be seen eating juice boxes and other childish snacks. He likes to stomp in puddles and generally behaves like a large child with a lot of money. He is a young man, his blonde hair is cut short and he tends to smile. He is in excellent shape probably because of all his gallivanting around. His assistant is usually sprinting after him to take down notes and reminds him to get off the monkey bars.

**Personality:** He very much gives off the image of being childish, he does not care what people think. He would rather spend the morning watching TV than working on business proposals. He however is smarter than he lets on. His favorite quote when he outsmarts someone and outmaneuvers them is "I may be immature, but I am not unintelligent." He is very shrewd and can usually sense deception. He plays to people's egos to lead them on.

**History:** He was always the runt of the family. His older sister overshadowed him and he was fine with that. He was overly protective of her and sometimes butts heads with her husband but all in all they have a good relationship. His sister decided that since he was twenty five he needed to get moving and left him in charge of a small section of her wallet and purse

company. He ramped up profits and proved a natural business man. She entrusted him with more responsibility and has moved on to her next venture after naming him CEO.

**Goals:** He has really taken to business and aims to expand even further

**Allies:** His older Sister Peggy and her husband Arnold, Julie, his assistant

**Enemies:** A lot of people think they can con him

**Occupation:** CEO

**Use in Campaign:** Red Herring NPC, Deceitful NPC, Bankroll NPC, Expert NPC

Day 326

**Name:** Sarah Erikson

**System Base:** Modern

**Physical Description:** With a perpetually unimpressed expression, boredom seems to be her most occurring emotion. She tends to wear a light jacket and jeans regardless of the season. Though she is very physically attractive she always seems to be hiding beneath a large hat and her long sleeves.

**Personality:** She is sick of her fame and fortune. She also is sick of her past. She regrets the decisions of her late teens and early twenties and is trying her best to have them go unnoticed. Further whenever she is established she will do anything to avoid being relocated and having to try and start life anew. Including paying or yielding to blackmail.

**History:** She was always a pretty person. Her parents entered her in child pageants. As a teen she entered higher level ones till she was offered a swimsuit modeling job. This worked well until her eighteenth birthday when she was offered to her what seemed an unbelievable amount of money to appear in pornographic material. Of course once these softcore images appeared she was forced out of the modeling business as family friendly companies did not want to be associated with her. She was forced into gradually more perverse pornographic roles. She eventually quit after a few years, but has been unable to shake the curse of her name and the results of a quick Google search. Recently some drug runners discovered this history and her aversion to it and are forcing her to act as a stopover house in their drug trade.

**Goals:** Try and adjust to a normal life

**Allies:** None

**Enemies:** Drug Runners

**Occupation:** Receptionist at a Hotel

**Use in Campaign:** Rescue NPC, Contact, Flavor NPC

Day 332

**Name:** Marc Corbett & Brendan Mesina

**System Base:** Modern

**Physical Description:** This tiny sweater clad, bespectacled man is always accompanied by his bald massive lumberjack friend. They are perpetually blasting the same song over and

over again over their semi's radio. He typically drives, and the two of them often sing along with whatever this month's song of choice is.

**Personality:** As the song that started it all said "We like to party" so too do Marc and Brendan. They have a good time together. They pick up hitchhikers and force them to sing along with them. They have a fondness for Six Flags. Their bromance is pretty strong, though the two of them can grow irritating very quickly as they never seem to tire of their song.

**History:** The two of them met at a truck stop in Montana, when a six flags commercial came on, both of them caught the other dancing along to it. After a brief tussle to save face, Brendan accidentally broke Marc's glasses. To make sure his cargo got delivered on time he drove Marc and his truck to their destination. The radio the whole time played nothing but that same Six Flags' commercial, so when they reached Texas the two went to Six Flags. They forgave each other and have been trucking around the nation ever since.

**Goals:** None

**Allies:** Each other

**Enemies:** None

**Occupations:** Truckers

**Use in Campaign:** Unexpected Cavalry (they will pick up hitch hikers), Annoying NPC's, Recurring Gag NPCs

Day 338

**Name:** Walter Graves

**System Base:** Modern

**Physical Description:** He wears a black sweatshirt and heavy jeans. On his belt he carries a billy club and wears a black security cap. He wears earmuffs often, even indoors. As a result he often asks for things to be repeated.

**Personality:** He is very self conscious of his ears. Further he is unwilling to be bribed or reasoned with. If someone is not on the list they are not getting through. He will not listen to reason and unless his bosses tell him to let someone in they will not be let in. If you make fun of his ears he is liable to be enraged and might turn to physical violence if people persist in it.

**History:** He was born with a deformed ear. His hearing is fine, as a result of people asking about it he got in a lot of fights in school. He after school leveraged that fighting into a medium weight boxing career. As a result he has a cauliflower ear on the other side of his squished deformed ear. He now works as a bouncer and takes his job very seriously.

**Goals:** He is saving for cosmetic surgery

**Allies:** He is a good employee, and a moderately successful boxer.

**Enemies:** Many people see him as unreasonable

**Occupation:** Bouncer

**Use in Campaign:**Barrier NPC, Flavor NPC, Contact

Day 349

**Name:** George Konietzko

**System Base:** Modern

**Physical Description:** He is a bald man with boxy glasses. He wears a loose fitting bathrobe with a bed sheet wrapped around the top. He has sweats beneath the robe. He sports a thin mustache. His eyes are bloodshot and his voice hoarse. He clearly has not slept in some time.

**Personality:** He possesses a strong case of Oneirophobia that is the fear of dreams. He is haunted by his dreams which he always finds terrifying, though he can never remember them. He is horrified of sleeping and is a prolific sleepwalker and is nigh unwakeable from his nighttime escapades.

**History:** At age six both of his parents passed peacefully in their sleep. He became terrified of sleeping. He was afraid he might die at any moment if he was not awake. As such he has not slept. He has wandered away from the nicer parts of town as well intentioned people try and get him to sleep. He has been a witness to many crimes as he is awake at odd hours and vividly remembers details.

**Goals:** Never sleep again

**Allies:** He has been a reliable witness

**Enemies:** None

**Occupation:** None

**Use in Campaign:** Witness, Rescue NPC, Oddity, Mentally unstable NPC

Day 355

**Name:** Alberto Perez

**System Base:** Modern

**Physical Description:** This fat, bloodshot eyed, Hispanic man will show up uninvited often saying "I brought brisket" He does bring brisket and beer and tends to be sitting on people's couches watching sports. He tends to have a hoarse somewhat tipsy sounding voice. He favors his right leg heavily.

**Personality:** He has no friends and he is estranged from his family. He has been estranged from his passion in life and so seeks to make friends the only way he knows how by offering stuff. Of course he tends to be rude. He grows sentimental over anyone who does not kick him out often proclaiming them to be his only true friends and then begins blubbering about his career and family life.

**History:** He ran away from home to be an acrobat at a young age. He was one of the best. His family estranged him and he lost contact. He loved the circus, but he was smart enough to heavily insure himself. He did get severely injured and as the circus left he was alone. He has been going door to door trying to make friends but has mostly ended up getting fat and drunk.

**Goals:** Make some friends, though could be persuaded to train to try and be a trapeze artist again or teach acrobatics, or to try and reconnect with his family

**Allies:** None

**Enemies:** None

**Occupation:** He lives off of insurance money for now

**Use in Campaign:** Bankroll NPC, Annoying NPC, Mentor, Contact

Day 361

**Name:** Marcus Rehnberg

**System Base:** Modern

**Physical Description:** His hair is grey and gone on top and he often wears a Mets shirt and jeans when walking around. He is a casual guy away from work.

**Personality:** He is a huge war gamer and a grand friend. He loves his children, wife, and pets. He has a strong sense of justice. He is stern but fair in the courtroom and is respected for his good judgement. He likes to wander the city giving advice and sharing hot dogs and Mets games with strangers.

**History:** He has worked his way from nothing through law school to his current position as a federal judge. He continues his advice giving despite the dangers it might pose.

**Goals:** He is pretty happy with life

**Allies:** His wife, 4 kids ranging from early 20s to 5, dog, and cat

**Enemies:** None

**Occupation:** Judge

**Use in Campaign:** Flavor NPC, Voice of GM, Random Encounter

# Western

Day 37

**Name:** Dexter O'Leary

**System Base:** Western

**Physical Description:** Bright red hair and a scraggly beard, this green eyed Irishman is not easily forgotten. He likes to wear ponchos typically of a light brown in addition he has been taken with the new fangled blue jeans and wears them.

**Personality:** Paranoid that he will be swindled he insists on shaking on almost every little statement. He insists that both parties spit on their hands before hand. He does not trust anyone and sleeps with one eye open.

**History:** Traveling Westward he struck the greatest gold vein in over three decades. He rushed to the bank to lay claim. The teller there demanded to be shown the site. He recorded all the data and had O'Leary sign. O'Leary illiterate at the time signed away. After discovery that one Thomas Baxter had discovered a gold vein he became embittered and went about from site to site prospecting and protecting his claims with firearms. He has since learned to read and will check all terms and conditions.

**Goals:** To take vengeance on Baxter and strike it rich. Concurrently if possible

**Allies:** Smith & Wesson

**Enemies:** Thomas Baxter, no good gold stealing varmints

**Use-In-Campaign:** Ranting old coot, Enemy, Ally, Pity NPC, Flavor NPC, Questgiver

Day 43

**Name:** Lisa Heeny

**System Base:** Western

**Physical Description:** Wearing fancy dresses and wearing her blonde hair up this fair skinned woman is the last one you would expect to be living out in the harsh New Mexico desert.

**Personality:** Deceptive and manipulative this Boston gal figured out how to best use her beguiling charms to convince men to do what she wants. She often uses this and her feminine charms to get men to drop their guard.

**History:** Born in Boston her family was never financially stable. So she took every job she could get her hands on, but the opportunities for women in Boston were limited. So she went West and found similar limitations. She turned to crime and rapidly learned how to distract a man with a well placed wink. As of late she has set up a hidden machine gun nest where she ambushes men she hires to commit robberies. Killing them all and taking their ill gotten gains.

**Goals:** To strike it rich and keep sending money back home.

**Allies:** "Ms.Heeny, shucks I'd do anything for her." Most men she hangs with

**Enemies:** She is a criminal mastermind but has eluded suspicion for now.

**Occupation:** Stage Dancer

**Use In Campaign:** Enemy, Sympathetic Enemy, BBEG

Day 49

**Name:** Alexander Moore

**System Base:** Western

**Physical Description:** A pot bellied man with a patchy brown beard and wild brown hair he tends to wear a heavy leather apron. Coupled with his rolled up shirtsleeves this gives him a very relaxed look. His demeanor is cool and inviting.

**Personality:** Quiet and reserved he prefers to listen than to talk. He will nod occasionally and communicate nonverbally. His philosophy is that everyone needs a friend and as such shows hospitality towards all.

**History:** One of the first settlers in town he built and maintains the saloon. He has heard secrets from prospectors, plunderers, law men, Indian chiefs, barbers, and all assortment of people but has kept them in confidence. His saloon is seen as a place of peace and neutrality and outlaws will often meet with the sheriff to discuss terms.

**Allies:** Everyone

**Enemies:** No one

**Occupation:** Bartender

**Use in Campaign:** Flavor NPC, Barrier NPC

Day 55

**Name:** George Burrows

**System Base:** Western

**Physical Description:** He tends to wear a brown poncho over his likewise colored trousers and shirt. His black hair is well kept and his bushy mustache is tapered upwards at the ends.

**Personality:** The man has a huge range of feeling. He will range from being happy and joking with the occasional self put down to crying stating how he will be a better person from this day on. Around other people he will do his best to conceal his emotions and appear jolly. He will however break into tears of joy when listening to most religious hymns involving forgiveness.

**History:** Though he doesn't look it, he was the sole survivor of a daring gold train heist. He got away with the loot but was so wracked by the guilt of having killed the guards he buried it all in a cave and has fallen to alcoholism. He believes he is going to hell and that God cannot forgive his actions. He hides this and plays the jovial part because he knows if his actions come to light it's the noose for him.

**Goals:** To live out the rest of his miserable life.

**Allies:** All dead in the train robbery

**Enemies:** The statute of limitations on the gold expires within a year. If people found out where it was they would do anything to get it out of him. The railroad, the mining company, and the government would all also be after him.

**Use in Campaign:** MacGuffin, Flavor NPC, Reveal NPC

Day 61

**Name:** Enapay Little Iron

**System Base:** Western

**Physical Description:** He dresses like a well dressed banker does despite his being from the Souix nation, specifically a speaker of the Lakota dialect.

**Personality:** He dislikes all the random violence that takes place in the West. He dislikes the wars waged against the Indians and the counterattacking. He is a total pacifist, and has converted to become a Quaker. He is skeptical of what others tell him and is slow to trust.

**History:** One of the braves present at Little Big Horn the one sided battle left a bad taste in his mouth. He swore off war and ventured South. Upon reaching Kansas he found a small town and began his work. He slowly parlayed his labor to move up and his financial savvy and acumen earned him a position at the bank where he currently works.

**Goals:** To save enough money and move to the more peaceful California or the East Coast

**Allies:** He is a good bank employee

**Enemies:** He did desert his fellow braves, and most white people would have it out for an Indian who participated in Little Big Horn.

**Occupation:** Banker

**Use in Campaign:** Targeted NPC, Critical Information NPC, Reveal NPC, Flavor NPC

Day 67

**Name:** Chen Il-Song

**System Base:** Western

**Physical Description:** This shorter than average Korean man wears thick black rimmed glasses. He tends to dress in overalls and a light shirt and is generally sweat stained. He carries a heavy hammer with him used for driving rail spikes.

**Personality:** He hates a lot of corporations. He is one of the railway workers union leaders and as such is very passionate about the treatment of workers. To his fellows he is seen as friendly and intelligent, but is angry and unforgiving to the so called fat cats and any who do and have associated with them.

**History:** The son of Korean immigrants he idolized his father. His father worked until he suffered an accident while they were dynamiting through a hill for some new tracks. He had to support his now crippled father and took his father's old job. Liked by his fellows he quickly became their spokesperson as he mediated between the Irish, Chinese, and Korean laborers and had them, for the most part, look beyond their differences. His constant irking of the California Pacific Railroad has made him enemies though.

**Goals:** An improvement in the working conditions and pay of railroad employees.

**Allies:** The Irish, Chinese, and Korean laborers look up to him and chose him as their leader.

**Enemies:** The railroad hates him and his rabblousing.

**Occupation:** Laborer

**Use in Campaign:** Sympathy NPC, Target NPC, Victim NPC, Catalyst

## Day 73

**Name:** Montgomery C. Prescott

**System Base:** Western

**Physical Description:** A plump older Scottish man, he wears coal stained overalls and an engineer's cap most of the time. His grey hair is still thick though his mustache has a peppered look as the color has not fully left it. His black eyes have a joyful gleam in them most of the time.

**Personality:** A joyful engineer his one and only love is the steam engine. He reads every manual on the machine that comes out and takes good care of his engine. He is grateful to the Union Pacific Railroad for employment. He is fiercely proud of his Scottish heritage and generally keeps Scotch in the engineer's compartment "In Case of Injuns" and a Claymore "In Case of Injuns." His alcohol consumption threatens to become a problem.

**History:** Born in 1856 in Scotland his parents immigrated to the United States in 1859, right before the Civil War. His father went to fight and he and his mother would watch the trains in hopes of his return. His father did return after the Battle of Appomattox Courthouse, but the early years observation of trains had made its mark. He worked hard at the station and eventually was noticed by the railway and put to work. He runs a Northern Route through the Sioux Nation and has grown used to the risks involved.

**Goals:** He is content as is. Though a lass would be lovely

**Allies:** Union Pacific Railroad

**Enemies:** Sioux Nation

**Occupation:** Engineer

**Use in Campaign:** Ranting Old Coot, Flavor NPC, Pity NPC, Conflict NPC, Plot Hook NPC, Transportation

## Day 79

**Name:** Ennui L'Fondant

**System Base:** Westerns

**Physical Description:** He is a scrawny tiny man. He is both baby faced and has a very tight haircut. He wears a simple burlap shirt and baggy pants. He conceals his sawed off shotgun with his veritable burlap sack of a shirt. His grey eyes dart around the room hyper actively observing anyone and anything.

**Personality:** He is highly sensitive about his name. He loathes it, but will not take any guff about it from anyone. He is stubborn though. He always likes to keep a trick up his sleeve. He likes to fight dirty and will kick and punch below the belt if he feels he even has a chance of losing.

**History:** His father was a huge Francophile. He changed the family last name and made as French sounding a name as he could for his son. His son resented his father's interests and the constant badgering of his son to be more Napoleon like. He ran away from home and has been making his living as a courier for the past dozen or so years.

**Goals:** He wants to be his own man, who is nothing like Napoleon or his father

**Allies:** He has several suitable references

**Enemies:** His father wants to meet with him again and resume his teaching of French culture

**Occupation:** Courier

**Use in Campaign:** Henchman, Hireling, Sympathetic NPC, Contact, Expert NPC, Rival

Day 85

**Name:** Dr. Malcolm "Old Bones" Bones

**System Base:** Western

**Physical Description:** He sports a gray chinstrap beard and a beat up hat. His head is completely bald on top. He wears suspenders and brown workpants. His shirt is typically blue. He wears a heavy brown leather apron most of the time. He wears round tiny glasses practically rammed into his face.

**Personality:** He is irascible and easily irritated. Leading youngsters to "Rattle Old Bones." He is susceptible to being scared and is in actuality easily frightened. He likes to tell stories. He has co-opted the name Old Bones and uses it to transition into stories, typically involving some medical drama, about his "Old Bones." He keeps an anatomy skeleton on hand in case he needs to prove his "Old Bones" exist.

**History:** Born in New York in 1840, he completed his medical training abroad so as to avoid the American Civil War. He returned after the war having achieved medical proficiency. He was a general practitioner in New York for years, until he, through no fault of his own lost a patient, who had a very powerful family. Rather than risk reprisal he made his way West and goes from town to town till he finds a spot where he can set up a sustainable practice.

**Goals:** To find somewhere to settle down

**Allies:** A Doctor leaves behind many grateful patients

**Enemies:** The Decatur family from New York viewed his fleeing as responsibility for their son's death. They want him found.

**Occupation:** Doctor

**Use In Campaign:** Doctor, Expert NPC, Target NPC, Flavor NPC, Ranting Old Coot

Day 91

**Name:** Gary Callan

**System Base:** Westerns

**Physical Description:** He is a short man standing only 5'0. He is scrawny and has patchy brown stubble. He wears a large hat to cast shadows over his otherwise horrid face and wears ponchos to better hide his hunchback.

**Personality:** He resents people who mock his appearance or his height, so he has learned to be the meanest son of a gun this side of the Mississippi. He has a hair trigger and will fly into rage over the tiniest perceived slights.

**History:** His history is one of violence. He was disowned by both parents and raised among the slaves his parents kept. When the American Civil War came and ruined his parents he was left adrift. He was a hard man then and has only learned to fight more as time goes on.

He has made his living as a sometimes bandit, sometimes bounty hunter, sometimes hired gun, but always there is violence.

**Goals:** To prove his worth to the world

**Allies:** He has a small network of contacts

**Enemies:** He makes them by the dozen

**Occupation:** Soldier of Fortune/Bounty Hunter/Bandit

**Use in Campaign:** Enemy, Henchman, Hireling, Flavor NPC, Annoyance

Day 97

**Name:** Aaron Coulson

**System Base:** Western

**Physical Description:** He wears brown trousers with red and white striped suspenders. He wears various colorful collared shirts. His grey unseeing eyes are often blamed for his poor fashion sense. His black hair is heavily combed to the right.

**Personality:** He takes his job very seriously, in part because he fears he cannot get a new one. He is cautious and jumpy. He reacts to every sound and lacks any concept of subtlety.

**History:** He was born blind and as such lacked many opportunities for work. When money was particularly tight he was walking through the railroad yards when he overheard the owner discussing with some criminals, some sabotage of the other yard. He made his way to the other yard and parlayed his knowledge into a job as a payroll man. He guards the vault combo very seriously as well as the key needed to open it.

**Goals:** He is very happy with his job

**Allies:** The Second Railroad is pleased with him

**Enemies:** The Tip off luckily remained anonymous

**Occupation:** Payroll Officer

**Use in Campaign:** Barrier NPC, Flavor NPC

Day 103

**Name:** Jeremy Serge

**System Base:** Westerns

**Physical Description:** His hair is cut tight and close to his head. He wears no hat. His shirt and pants are bristling with pockets which each overflow with maps, compasses, and other navigational equipment. In the large bag he carries with him, he keeps two trade bars of silver and a sawed-off shotgun.

**Personality:** He either has no geographical sense or he is a compulsive liar. When asked where he was born he will say New Jersey. When asked what city he will respond Plymouth, right next to Plymouth Rock. He is obsessed with finding treasure. He claims the silver bars he carries with him are part of a larger cache.

**History:** He was part of a huge silver rush in Nevada, which was taken over by a mining company. The company confiscated a lot of silver, but the shipment back East was lost. He is searching for what he claims is his rightful silver.

**Goals:** To hunt down that silver  
**Allies:** None  
**Enemies:** None  
**Occupation:** Treasure Hunter  
**Use in Campaign:** Plot Hook, Comic Relief

Day 109

**Name:** Jeremiah Wing

**System Base:** Western

**Physical Description:** This African American male sports tan clothing, slightly heavier than average wear. He is tall, broad shouldered and powerfully built. He is nicked with whip scars all over his back. He carries a sawed off shotgun which he hides beneath his coat.

**Personality:** He trusts no one. His mind is bent on revenge for both slavery and the death of his twin. He is not readily capable for forgiveness and his ire never leaves him.

**History:** He was born in 1851; he experienced the last years of slavery in the American South and was freed during General Sherman's March to the Sea. He enlisted in the Union Army. Following the end of the war and the formation of organization such as the Klu Klux Klan he began a two person crusade against most of the White South. His brother was his partner in this. When his brother died a supposed ally told him the Klan had gotten him. Only later did he discover this ally was covering his own crimes. He now trusts no one and lives for revenge.

**Goals:** Revenge

**Allies:** None Anymore

**Enemies:** The Klu Klux Klan, White Supremacist Organizations, Most Police Departments, Derrick White, the supposed ally but actual murderer, in his mind almost everyone

**Occupation:** Vigilante

**Use in Campaign:** Extremist NPC, Enemy

Day 115

**Name:** Donald Drover

**System Base:** Western

**Physical Description:** He right thumb is blackened and bruised, but otherwise he appears quite healthy. He wears a brown vest and prefers red and blue shirts. His boots appear to have been at one point steel toed but are quite worn down. His hair is cut close to his head and he sports no facial hair. His eyes are grey and beady.

**Personality:** He lacks moral complications. He does what he is told to by employers but not much else. He spends his money on whatever he fancies at the time, leading to a large collection of exotic animals. He also is rude, he likes to deride his opponents skill and shout insults at their dead bodies.

**History:** The son of a Canadian furrier, who enjoyed hunting, Donald was taken on many hunting expeditions. He perfected his riding and shooting skills. In the lawless West he lets coin decide his allegiance. Sometimes he protects townsfolk and removes trouble makers;

sometimes he helps them by removing the sheriff. He bought a repeating rifle and has really upped his game usually able to take down superior numbers on his own due to his understanding of decoy and ambush.

**Goals:** Retire the richest man in the West and retire back to Canada

**Allies:** He is the savior of many towns and the edge of many bandits

**Enemies:** He has robbed many towns and thwarted many bandits

**Occupation:** Hired Gun

**Use in Campaign:** Henchman, Hireling, Enemy, Ally, Rival, Contact

Day 121

**Name:** Jonathan Jenkins

**System Base:** Western

**Physical Description:** This man wears a red shirt with thin yellow vertical stripes. He wears black pants and sports empty holsters on his belt. His Stetson is riddled with bullet holes.

**Personality:** He does not believe in violence as a means to an end and as such carries no firearms. He is a dedicated Federal Marshal but believes his superiors are too gung-ho. He does not care about the trouble his non-violence gets him into.

**History:** His family was turned out during General Sherman's March to the Sea. He and his family wandered North to less war torn lands. He saw the violence of the Civil War and the aftermath so he converted to Quakerism and dedicated himself to non-violence. He perfected his skills with the lasso so that he might defeat enemies non-violently. He became a federal marshal to uphold justice.

**Goals:** To uphold justice and peace

**Allies:** He has very few

**Enemies:** Everyone he has apprehended is still alive, so he has many

**Occupation:** Marshal

**Use in Campaign:**Barrier NPC, Difficult Ally, Contact, Flavor NPC

Day 126

**Name:** Jerry Tao

**System Base:** Western

**Physical Description:** This man is unhealthily muscled almost every single one of his veins is visible when he is not flexing. He is really quite intimidating and has a lot of physical presence. His shirts and pants tend to be short and undersized for him due to the difficulty of finding a good tailor. His hair is blonde and very short. His ears are comically large.

**Personality:** He really is quite gentle and does not know the full extent of his strength. He works very hard to maintain that gentleness. He works laying track through the Mojave desert. He loves teas. He is very sensitive about his ears. To blow off anger he lifts weights and to control his otherwise explosive temper he works out a lot.

**History:** He moved out West to avoid the crime he committed. He lost his temper when someone made fun of his ears one time too many and he beat him to death. He wasted no

time and got on a train out West that night. He has gone from town to town working on the railroad never settling down anywhere. Unfortunately for him he has fallen for a mousey little schoolteacher and she likes him back. He hasn't told her the truth, but wants to settle down with her.

**Goals:** To settle down with Tabitha O'Hara

**Allies:** Tabitha O'Hara

**Enemies:** He has crossed state lines while wanted for murder, federal marshals are looking for him.

**Occupation:** Bricklayer, Spike Driver

**Use in Campaign:** Sympathetic NPC, Target NPC, Moral Conflict NPC

Day 132

**Name:** Maria Sandoval

**System Base:** Western

**Physical Description:** This fair skinned Spanish woman, shows little sign of her aristocratic breeding. She carries herself in a manner uncommon for a woman of the mid-late 19th century. She wears a white collared shirt and red skirt. She accessorizes with a yellow scarf around the waist and a bandolier of bullets diagonally across her shirt. She wears a broad brown hat to cover her moderate length black hair.

**Personality:** She hates Texans and the United States. She views them as having robbed Mexico of its proper glory. She uses her feminine nature as a weapon; she likes to lead opponents to think her in distress before she blasts them with her pistol.

**History:** She was born 9 months after her father was called into army service. Because her father participated in the massacre at Goliad, Texans burned their ranch to the ground and forced them out. After Texas won their independence she was preparing to flee to Mexico, but the outbreak of the Mexican American War prevented her and her mother from journeying South to reunite with her father. She as a result was raised in Texas and was raised alongside her two brothers harboring resentment towards Texans and by extension Americans. She has taken up work as a courier and fed both sides of the Civil War False information with the goal of increasing casualties. She has continued her armed courier career.

**Goals:** Revenge, Reuniting with her father

**Allies:** Her two brothers, her mother and father

**Enemies:** Her false intelligence ploy went unpunished during the war, but if people were to compare notes anger against her would be enormous

**Occupation:** Courier

**Use in Campaign:** Courier, Enemy, Unreliable Ally, Henchman, Hireling, Understandable Enemy

Day 138

**Name:** Abigail Hardy

**System Base:** Western

**Physical Description:** She prefers to wear the grand gowns of high society. She carries her fan with her everywhere and carries herself as the perfect lady. She wears her black hair up in a very large beehive style do.

**Personality:** She considers herself the perfect lady. She makes a point to always show proper etiquette and frequently critiques the etiquette of others. She is underhanded and not above using her wealth and beauty to get others to do her bidding.

**History:** She comes from a rich Northern Virginian family. Her father has invested heavily in several railways and she is to make sure they succeed. This means she has set out to sabotage the competition. She leaves a trail of broken hearts and full pockets wherever she goes.

**Goals:** To sabotage competing railroads

**Allies:** Money and Sex Appeal will give her all the allies she needs

**Enemies:** Competing railroads and spurned lovers

**Occupation:** Dilettante

**Use in Campaign:** Femme Fatale, Enemy, Chessmaster NPC, Fickle Ally, Questgiver, Bankroll NPC

Day 144

**Name:** Skip Blum

**System Base:** Western

**Physical Description:** He wears a suit in poor condition. It has not been laundered in sometime and has been worn in activities one would not normally wear a suit during. His hair is matted, messy, and big. His angry brown eyes like to dwell on things.

**Personality:** He has a good heart but also a terrible temper. He will forgive often but not before yelling and berating someone for whatever they have done wrong. He claims to be an unscrupulous mercenary but at the end of the day he will do what he thinks is right.

**History:** He got into the bounty hunting business at a young age. He originally wanted money to find his father but He has been betrayed by unscrupulous partners dozens of times, usually when he decides to take a case for free for the benefit of people. Further he has passed on several rewards to people in need. He makes a point to leave places better than he found them.

**Goals:** To reunite with his absent father.

**Allies:** Tons of towns owe him a debt they can never repay.

**Enemies:** Several ex partners dislike his obsession with doing the right thing.

**Occupation:** Bounty Hunter

**Use in Campaign:** Unexpectedly Soft NPC, Reveal NPC, Unexpected Ally

Day 150

**Name:** Benjamin Rothfield

**System Base:** Western

**Physical Description:** This elderly Jewish man sports a long grey beard with a few black streaks remaining, and similarly colored long hair. He wears a broad black hat and black clothes. He is portly but not overly obese.

**Personality:** He is a very Orthodox Rabbi. He has a few weaknesses including a great love of fine steak. As he has aged he has sought to do reparations for his actions as a youth. He is also making sure that his compatriots who never received punishment for their crimes are brought to Earthly justice. He has no desire to reveal anything about their crimes, except to the law.

**History:** In his youth he was part of a gang of Cattle Rustlers. They were very successful. He married a saloon girl, Betty, and they had one child his son, Benjamin Jr.. His wife begged him to end his criminal ways, but he was lured in with the promise of one more big job. A train carrying gold from California to the East Coast was to pass right by them. He was to uncouple the car and he did, but he got caught. He did not rat out his comrades and served his time in prison during which time his rabbi visited him, and slowly made him a more and more faithful Jew. When he got out he decided to become a Rabbi. He could not find his wife or son. After becoming a rabbi he struck out West to seek redemption.

**Goals:** To find the gold where they were supposed to stash it for the statute of limitations, find his wife and son and apologize and be a father and husband, and make reparations to all the ranchers he hurt.

**Allies:** None

**Enemies:** His old gang does not want to be sold out, ranchers know him by bad reputation

**Occupation:** Rabbi

**Use in Campaign:** Rescue NPC, Target NPC, Plot Hook NPC, Critical Information NPC

Day 156

**Name:** Jasper Fidget

**System Base:** Western

**Physical Description:** He is hobbled and walks on a cane. He often leans in his stick though is capable of great feats of physical activity in short bursts. He is often coughing blood out of his mouth as his tuberculosis is very severe. He wears a heavy black coat with matching flatbrimmed hat and tends to wear white shirts and black pants beneath it. He sports a clean brown mustache and haircut and his brown eyes are often half shut.

**Personality:** He has embraced the idea that he is dead anyway and so is ready to try anything. He squanders what money he has on alcohol and loose women. He is obsessed with idea of going down in a fantastic manner like the defenders of the Alamo. So he has been helping vigilantes in hunting criminals, though with enough persuasion going down in some legendary crime could appeal to him.

**History:** He was not a sickly child, rather after his thirtieth birthday the tuberculosis began to plague him. He has since then been going about squandering his money from his days as a land speculator and fighting criminals.

**Goals:** To be remembered for something glorious

**Allies:** He has helped several towns

**Enemies:** No one is after a tuberculosis stricken former speculator

**Occupation:** Speculator/Layabout

**Use in Campaign:** Ally, Affable Enemy, PC Influenced NPC, Flavor NPC

Day 162

**Name:** Jian Bai

**System Base:** Western

**Physical Description:** This lean Chinese man wears a heavy coat, and he is rarely seen without at least a half dozen of his men. He has a two if spades tattooed on his left hand on the two of clubs on his right. His wounds have trouble clotting and as such will bleed copiously if skin is pierced.

**Personality:** Aside from his hatred of Japan, he is a firm believer in crime paying. He uses violence as a means to an end and cannot comprehend that people would ever try and act differently. He sees betrayal where there is none and prefers to rule through fear and intimidation.

**History:** He was among the last Chinese immigrants to the West Coast before the government closed off Chinese immigration in favor of Japanese immigration. Before that he and the core of his gang were criminals in China. They were notorious enough that they had to take their money and run. Using their money and intimidation they recruited new criminals and have made the Wild Deuces into a feared outlaw group. All of them specialize in using two weapons at once, guns, knives, tomahawks, etc.. They number just over two hundred and thirty criminals at present.

**Goals:** To lead the Wild Deuces in a purge of the Japanese and a coup in San Francisco

**Allies:** All Two hundred and thirty Wild Deuces, a larger network of contacts, smugglers, and fences

**Enemies:** Law men, the US Government, some in the Deuces want to replace him as leader

**Occupation:** Outlaw/Militant

**Use in Campaign:** Enemy, BBEG

Day 168

**Name:** Michael Netter

**System Base:** Western

**Physical Description:** This spikey black haired man is missing three fingers on his left hand. He wears a heavy black coat and a broad flat brimmed hat. He clutches quite frequently a beat up heavy metal bound book. His eyes are generally bloodshot.

**Personality:** He is a philosophical individual; he believes that people are their own gods and their own limits. He has a disdain of organized religion as he believes it blinds people to the truth. He does however believe life is ultimately pointless and in the end it is about the choices we make.

**History:** He was accompanying a reverend out west when the pair was ambushed by bandits. During the fight his pistol exploded blowing off three of his fingers. He right then and there

broke out swearing which the reverend chided him over. He lost his temper and stormed off abandoning the reverend to his fate. He afterwards became an atheist and militant in the idea that he must evangelize atheism.

**Goals:** Evangelization

**Allies:** None

**Enemies:** As an atheist in this time period he gets run out of towns

**Occupation:** Philosopher

**Use in Campaign:** Target NPC, Rescue NPC

Day 174

**Name:** Kevin Westerfalls

**System Base:** Western

**Physical Description:** A pleasantly chubby man of average height, Kevin has short wavy blonde hair. He wears blue jeans with a bright red button down shirt, typically with a brown leather vest. He carries no gun but rather has a notably empty hip holster and a prominent Bowie knife. Hidden within his vest are three knives perfectly balanced for throwing.

**Personality:** He is a kindly man, but he is not one you wish to anger. The moment he starts getting angry he becomes savage. He speaks atrocities and makes threats that would make a strong man's stomach ache. He possesses a flair for the dramatic and can inspire the weakest man to take up arms.

**History:** When he was in his youth his father died and his uncle by force swooped all the land that would have been his. He swore revenge on his Uncle, but he has been making his living as a prospector while he bides his time. He has led groups of men against bandits and outlaws several times.

**Goals:** Revenge and Reclaiming of Land that is rightfully his

**Allies:** He has a small posse that accompanies him

**Enemies:** His Uncle is one of the richest and most powerful men in Kansas City

**Occupation:** Prospector

**Use in Campaign:** Two Sided Issue, Enemy, Ally, Plot Hook NPC, Target NPC

Day 180

**Name:** Sir Jack Cleary

**System Base:** Western

**Physical Description:** He dresses well and is typically accompanied by his petite little wife. He prefers a top hat and a cane sword to the Webley he carries around. He also inside his vest pocket carries a black bandit mask. He always seems stressed whenever a check or a bill comes, but will always foot it and he will try and keep a smile on his face for his wife.

**Personality:** He does not like crime. In fact he hates every crime he commits. He is however devoted to his wife. They have a very loving relationship, but he was living above his means to impress her and will continue being a gentleman bandit to help maintain the image he is of higher class than he is.

**History:** He met Lady Whitmore at a social gathering he mistakenly received an invitation to. He was instantly smitten and being quite charming managed to receive an invitation to call upon her. He began living beyond his means, to continue courting her. So he became something of a gentleman burglar. He practiced frequently on safes, scaling walls, and shooting guns out of his opponents' hands. Their marriage allowed him to relax a bit as the sizable dowry covered their lifestyle for a while. Still desperate to maintain it, he once more turned to crime. Many years out of practice he shot the chest instead of the gun. He fled leaving the guard bleeding. Fortunately the guard stabilized, but he decided after that robbery that a vacation to the states may be in order. He has been committing various crimes here also to maintain the couple's lifestyle.

**Goals:** To find a way to maintain the lifestyle without crime

**Allies:** The Whitmore Family

**Enemies:** He is a legendary catburglar

**Occupation:** Landlord

**Use in Campaign:** Target NPC, Affable Enemy, Nonthreatening Enemy

Day 186

**Name:** Andrea Katsulas

**System Base:** Western

**Physical Description:** The Grecian woman wears her black hair unusually short. She almost perpetually is on board her covered wagon, which is filled with phonographs and various records. She carries a sawn off rifle under her coat. She wears a bonnet to cover her short hair and spectacles when reading.

**Personality:** She is living out her parents' dreams. They both knew that if they could get their little girl to America they could make a good living. She keeps up with new technology, and she knows she knows how to handle herself.

**History:** She saw the merit of the phonograph early on. She purchased dozens of records and machines and struck out West to make her fortune. She has had moderate success. At one point some highwaymen thought to rob her. She whirled her coat aside and blasted one right between the eyes. The others fled, but they have been seeking her since.

**Goals:** Sell all her phonographs to raise enough capital for a physical store.

**Allies:** None

**Enemies:** One group of highwaymen out for blood

**Occupation:** Phonograph Saleswoman

**Use in Campaign:** Flavor NPC, Salesperson, Rescue NPC

Day 192

**Name:** Emil Trotovosky

**System Base:** Western

**Physical Description:** This Russian man is dressed to the nines. He wears the finest suits all the time, he brandishes no gun belt but carries a pair of derringers. He sports a well trimmed

beard and his hair is of above average length. That said grey has begun to streak through it. His two hundred and fifty pound frame is very muscular and his height makes him intimidating.

**Personality:** As he has gotten older he has decided to complete his world tour as it were. That includes the American West. He being a world traveler has a pretty good appreciation and understanding of other cultures. Still he has become fascinated with the gunslinger, and he is determined to learn. He also would gravitate towards the masked vigilante first, but the outlaw is not far behind.

**History:** An eccentric second son of a Russian noble, he has gallivanted around Europe and Asia squandering his father's wealth. His father's health has been failing fast and since his relationship with his brother has always been strained. He is out to spend what he can while he still can. He witnessed a gun fight outside of Dallas and has become enamored with the idea of becoming a gunfighter since. (or for ease of GM use saw the PC's in a gunfight)

**Goals:** See the world while he can, claim some inheritance, and become a gunfighter

**Allies:** Wealth

**Enemies:** His brother is not an enemy per say, but they are not seeking each other out

**Occupation:** Idle Rich

**Use in Campaign:** Bankroll NPC, Annoying Hanger On, Ally, Potential Enemy

Day 198

**Name:** Regina Fumble

**System Base:** Western

**Physical Description:** This seven year old has a lovely smile and has managed to lose both her front teeth at the same time. She likes to wear a plaid jumper with a collared shirt. She has relatively short brown hair and smiling brown eyes.

**Personality:** She is quiet and pensive initially, but will quickly warm up with people. She has a good grasp of formal language, but will quickly offer "huggies" to people she becomes friends with. She is very intelligent and can write and read more successfully than her General Store owning father. She listens to a lot, but tells very little. She does not have a great understanding of the world, but is still a very mature seven year old.

**History:** The youngest of storeowner Henry Fumble's four daughters, she always got a little more pampered than her older sisters. Her sisters passed on what knowledge they could to their much younger sister. The next closest sister is twelve years her senior and all of her sisters have married and moved on. After the death of her mother, she was even more doted upon by her father. Still outlaws have begun shaking down the town and have decided to slowly poison the mayor. They have threatened to kill the little girl if Mr. Fumble does not slowly slip poison into the mayor's food.

**Goals:** She would like a pony

**Allies:** Her father, her three sisters and their husbands, she is a bit of a teacher's pet

**Enemies:** A group of amoral bandits

**Occupation:** Seven year old

**Use in Campaign:** Rescue NPC, Plot Point NPC

Day 204

**Name:** Sarah Crocker

**System Base:** Western

**Physical Description:** Wearing a bulky overcoat, glasses, and a broad cowboy hat resting over her brow, she appears male to the casual observer. She wears a sheriff's badge over her coat. She has an unnaturally deep voice due to her decision to sound male. She carries a heavy rifle and extra cartridges in her spacious pockets.

**Personality:** She loves her town too much to let them know how close to ruin they actually are. She fears being discovered. She loved her husband and has been impersonating him for months on end.

**History:** Her husband, Terrance Crocker, received a telegraph telling them he has received a posting outwest as a lawman. They kept to themselves in the town for the most part. Her husband did his job well, but some day along came some bandits. Her husband, the sheriff, fought off the bandits, but bleed out from his wounds. The bandits were still around and learning the sheriff was still around decided to skedaddle. She assumed his mantle, and because the town did not know it was her they assumed she was their sheriff. She has served as their sheriff for a year and a half now.

**Goals:** Continue protecting the town and find a way out of this situation

**Allies:** The townsfolk

**Enemies:** Bandits, people do not like being lied to

**Occupation:** Sheriff

**Use in Campaign:** Ally, Contact, Flavor NPC, Rescue NPC, Reveal NPC

Day 210

**Name:** Edward Montgomery

**System Base:** Western

**Physical Description:** An African American male of above average height and fitness, Montgomery is a fairly handsome man. He has a pleasant rounded baby face. He wears a duster in decent condition and a beat up bowler cap. He carries an acoustic guitar and a big iron on his hip.

**Personality:** He loves the freedom that is available to him. He is fond of hitching rides on trains and knows how to hobo around. He sings his sorrows away and likes making his living as a traveling folksong artist. He is naturally distrusting as he has been scammed of payment or had it halved before and will often demand it up front.

**History:** He is one generation removed from slavery. He was one of the first free children born, but his mother and father were separated. When he was fifteen his mother passed on, so he struck out with a guitar to make his way in the world. With what little money he had stolen from him, he quickly learned how dangerous it was in the world. He chased after his robbers and robbed them in the night. It is here he picked up his revolver. He has begun making his way through the West in search of his father who was rumored to have gone to Nevada when a silver rush happened.

**Goals:** To reunite with his pa. Not get lynched, robbed, killed, or scammed

**Allies:** None

**Enemies:** He hobo's around, the bandits he robbed, and he has all the danger of being a Black man in the 1880's.

**Occupation:** Singer/Guitarist

**Use in Campaign:** Recurring NPC, Flavor NPC, Friendly NPC

Day 216

**Name:** Rev. Willis Quincy Audrey

**System Base:** Western

**Physical Description:** Entering his early sixties he still is well built and has much of the color left in his hair. Dressed in a heavy coat over his collar and traditional reverend's attire, one would suspect him to be quite hot all the time. He never seems to sweat, though he does drink a lot of water. Hidden away on the interior of his brown coat is a Colt Navy revolver. He carries a pocket bible and several rolls of player piano music in his other pockets. He never removes his coat so he has these possessions and his many canteens with him at all times.

**Personality:** He believes most reverends and Christians are not permissive enough. He also is a little bit of a trickster and likes his wit. He often challenges people to a piano contest, knowing most bars use player pianos, he quickly swaps the loaded song for one of his to humiliate his opponent and win. He also is against killing people and so has perfected his aim over the years. He does not shy from a fight however and his surprising spryness and fisticuff skill leaves many opponents in the dirt opposite the reverend. He attributes his fine health to drinking, dancing, and the Lord.

**History:** He picked up his gun skills when he served in Jeb Stuart's cavalry during the United States Civil War. Upon realizing how short life was he decided to form his own sect of Christianity. He has been beaten up by Irish Catholics, Southern Baptists, Protestant New Englanders, and on one occasion a particularly upset rabbi. His radical, hedonistic views have led to many towns calling him indecent and being driven off. He got attacked by the Klu Klux Klan as his hedonistic religion offended them as well. Basically driven out of all official US states from the South to the North to the Midwest he has been driven further into the West seeking a place to accept his teachings and be his flock.

**Goals:** Find a flock

**Allies:** He makes his living winning music contests, bar bets, poker games, and shooting challenges. He lacks long term allies though the more freeform desperados and cowboys like his style

**Enemies:** The decent folk of most towns want nothing to with him and want him driven off, the KKK, that one Rabbi in Cleveland

**Occupation:** Preacher

**Use in Campaign:** Reveal NPC (don't let coat reveal collar till after he has done a very atypical activity for a reverend), Ally, Contact, Decision NPC, Target NPC, Rescue NPC

Day 222

**Name:** Nicholas Vossenburg

**System Base:** Western

**Physical Description:** Clad in a leather vest and chaps he looks more like a cowboy than a ferryman. He has a bristly gray beard and a wide brimmed hat. He carries a large oar with him and has a haversack full of lures and other fishing supplies.

**Personality:** Prone to making up nonsense stories he enjoys the absurd. He likes to chat with people as he ferries them across the river. He lacks proper boundaries and will start conversations that make people uncomfortable and will try and pry into their lives. He will try and offer advice welcome or not as he moves people across the water. Privately he worries about dying alone.

**History:** Born to a ferryman and his wife he took after his father. He has been taking people across the water since he was strong enough to move the ferry. He has grown more inquisitive as he becomes less enamored with his lonely life since all of his children went off to different walks of life. So he tries to make friends with his passengers.

**Goals:** To make some friends

**Allies:** None

**Enemies:** None

**Occupation:** Ferryman

**Use in Campaign:** Hireling, Henchman, Annoying NPC, Flavor NPC, Inquisitive NPC

Day 228

**Name:** Barney Barnes

**System Base:** Western

**Physical Description:** Clad in a fine black suit it would look better if it was tailored to him. He is 6'5 and lean. He has a wide face and oddly large hands. One of his eyes is partially blind. His face is commonly solemn.

**Personality:** He wishes to not speak of his passions and drives. He does not care if he is endeared to people, but he is quiet and helpful. He prefers to speak in short platitudes and other sayings; he does not like to deliver original thoughts. He has been shaped by the Civil War and his thoughts are firmly entrenched in racism. He will show it if he encounters a free black man.

**History:** At the age of twelve he was too young to enlist during the outset of the Civil War. His father was killed at Shiloh and his family's plantation would be burned to the ground during General Sherman's march to the Sea. This embittered him. He finally was able to enlist, but by then the war had ended. He has been a general storekeep in sixteen states and a failure in each of them. He keeps defaulting on debts and skipping to the next state to try again.

**Goals:** He would settle for some small success where he would be free from evidence the South lost the Civil War

**Allies:** None

**Enemies:** Debt collection agencies, African Americans, Union sympathizers

**Occupation:** Storekeep

**Use in Campaign:** Storekeep, Flavor NPC

Day 234

**Name:** Roberta Tejada

**System Base:** Western

**Physical Description:** She has curly brown hair and a pale complexion. She has oddly tiny eyes, a tiny nose, and a tiny mouth giving her face a lot more empty space than normal. She typically has a basket full of baby bunnies with her.

**Personality:** While she loves her family and her husband she cannot bear to not be in control of things. She is not happy with her husband's decision to move the family out West and wants to move back East. She also loves rabbits and raises and breeds dozens of them. She hopes to sell some prize winners to raise funds and force her husband's hand.

**History:** The product of a marriage of convenience it got her father out of debt. She did not love her husband despite their family's wealth. She has grown to appreciate him more and even love him, but she has never been in control of her life. Her husband has moved them from dozens of ranches and other pieces of land he has speculated on. She has captured several species of rabbit during her travels and continues to acquire more. Maybe if her husband started facing failure he would listen to her

**Goals:** Sell some rabbits and purchase a family home back East, Sabotage her husband just enough that he moves East

**Allies:** Mr. Tejada owner of a lot of land and speculator

**Enemies:** None

**Occupation:** Rabbit Breeder

**Use in Campaign:** Curio Seller, Flavor NPC, Questgiver, Unexpected Enemy

Day 240

**Name:** Gretta Allein

**System Base:** Western

**Physical Description:** Wearing a puffy flower patterned dress and a matching bonnet, one wonders how she ended up in Tombstone Arizona. She carries a matching sun umbrella and does not speak a word of English. All she can speak is German.

**Personality:** She is a follower by nature, but she is not very good at seizing the initiative. She tends to be quiet and reserved as she cannot contribute to most conversations. She is bewildered most of the time, but she feels betrayed by her family.

**History:** Her husband and her brother decided to take their entire family to the United States; however, immigration blocked all the family members except her. Her husband promised they would return shortly, but three years later her money was out and her husband had not arrived. She tried to find work at a train station and accidentally boarded a freight train for Flagstaff. She has been wandering near the railyard for a few weeks now; she has been scrounging food from the refuse near the station.

**Goals:** To find gainful employment and meet up with her family  
**Allies:** Her family is still trying to get through Ellis Island  
**Enemies:** The station manager wants her gone  
**Use in Campaign:** Rescue NPC, Noncombat Encounter, Flavor NPC

Day 246

**Name:** James Jacobs  
**System Base:** Western  
**Physical Description:** A friendly man with a high pitched voice he is surprisingly muscled. His voice is typically giggling to himself. He carries a club and a revolver in poor condition.  
**Personality:** He is not so much a man in his early twenties so much as a very large, mature child. He laughs at inane things and likes to make funny voices and jokes. Still he believes people are inherently good and will often forgive minor transgressions with little to no jail time. He loves all animals also and has several cats, dogs, and tortoises on his family ranch.  
**History:** He was elected sheriff because he decided it would be a good thing to do and people like him so much. His happy endearing self and the guilt he inspires is enough to deal with minor crime, but he has yet to be tested by more serious criminals.  
**Goals:** Protection of the town and all its inhabitants  
**Allies:** The town, six dogs, four cats, three tortoises, and his ranch hands  
**Enemies:** None  
**Occupation:** Sheriff / Rancher  
**Use in Campaign:** Untested Ally, Unreliable Ally, Comic Relief, Gag NPC

Day 252

**Name:** Alistair Galac  
**System Base:** Western  
**Physical Description:** Short and stout he might be mistaken for a jolly person if it were not for his perpetual scowl. He carries a merchants scale and a wide array of pesos, dollars, gold coins, and other foreign currencies.  
**Personality:** He is not one for an honest living. In fact he thrives on blackmailing and organizing banditos. He loves doing illegal things, and will often engage in a little too much hands-on work for someone of his status. He does however fear Mexico will try and reclaim its US territory so he speaks fluent Spanish and carries Pesos just in case.  
**History:** Born to a tinkerer he always thought his father boring and his mother annoying. He left as soon as he could with no skills, no money, and no plan. He began smuggling guns into a town which had forbid them. When the bandits he worked for knocked over the bank he got a cut of the profits. He then began planning their next heist for them. They reached out and he now controls the actions of almost every outlaw in New Mexico.  
**Goals:** Expansion into California, Nevada, and Arizona  
**Allies:** The Criminals of New Mexico and some in Arizona  
**Enemies:** Law enforcement

**Occupation:** Crime Boss

**Use in Campaign:** Villain, Enemy, Flavor NPC

Day 258

**Name:** Dale Desurta

**System Base:** Western

**Physical Description:** He sports a handlebar mustache and a sheriff's badge. Several sheriff's badges actually. He carries a coachgun in his hands and a six shooter by his side.

**Personality:** A lover of anarchy and freedom; he resents law coming to the previously lawless Western towns. He likes to solve his problems with buckshot and good aim.

**History:** He was a minor crook back East. Unable to make it in the cities he decided to flee lawmen. A zealous federal marshal caught up to him and Dale killed him in a gunfight. After this first killing Dale became more brazen. He began to use violence to solve his problems and grew to hate lawmen more and more. Until finally he began killing them on principle.

**Goals:** Lawlessness in the West

**Allies:** None

**Enemies:** Lawmen

**Occupation:** None

**Use in Campaign:** Enemy, Extremist NPC, Unexpected Aid

Day 264

**Name:** Richard Lawson

**System Base:** Western

**Physical Description:** With a bushy beard and a short squat frame, he likes to literally lean on people. He has an apron on almost perpetually and a dishrag on his belt. He carries no firearm but generally has a mean looking sonuvagun with a sawed off shotgun hanging around him.

**Personality:** He loves being hospitable and having a reputation for good service and honesty. He also prides himself on the safety of his hotel. He likes being honest and square in his dealings so people come back. He has a keen eye for business and is very good at closing a deal. He also likes luxuries so he sees to it his customers are well provided for.

**History:** He inherited a small amount of money from his parents. He immediately spent it buying land where the Missouri and Platte rivers met. He surveyed the area and found area that suited his needs. After clearing several layers with dynamite he built the first hotel that grew downward. With natural hot springs he had access to as a major attraction the town grew up around his hotel and the trade from two rivers meeting. He has a safe room which he holds pride in has never been robbed. He hired the meanest looking gunslinger he could to protect it.

**Goals:** Provide quality service to each and every customer

**Allies:** His nasty looking gunslinger and hospitable staff

**Enemies:** None

**Occupation:** Innkeeper

**Use in Campaign:** Innkeeper, Flavor NPC, Barrier NPC

Day 275

**Name:** Max Smolev

**System Base:** Western

**Physical Description:** He is an ugly mean looking sonuvagun. With a sawed off shotgun on each hip under his duster he certainly seems armed for a fight. He sports a scraggly beard and a scowl, but his voice is angelic. He carries an acoustic guitar which he picks away on.

**Personality:** He takes great shame in his appearance. He hides whenever possible. In various saloons he will play from a second floor or from behind a curtain to earn his keep. He is afraid of how ugly he is and wants to avoid any fights because of it.

**History:** He was every bit as ugly at birth as he is now. He moved from place to place only being happy singing in Church; still he wanted to find love so he went West. He has experienced disappointment after disappointment as more and more people are repulsed by his appearance.

**Goals:** Love and Acceptance

**Allies:** His voice and two shotguns

**Enemies:** None

**Occupation:** Singer

**Use in Campaign:** Sympathy NPC, Flavor NPC

Day 281

**Name:** Michael Topaz

**System Base:** Western

**Physical Description:** He wears a black duster and a matching hat with a 10 of Clubs on the brim. He carries a heavy duty five shot revolver. His expression is one of a man worn out and perpetually exhausted.

**Personality:** He does not care for formal law or trials. He is not one for mercy, forgiveness, or second chances. He likes to shoot at known guilty parties, but even more than shooting likes beating criminals to death with his bare hands. He is surprisingly savage in combat and though he protects people he also terrifies them.

**History:** Never one for rules he loved the more lawless West where he could met out justice his way. As the law and civilization keep establishing themselves; he kept fleeing it. He has been beating criminals to death; many towns ran him out because of his violent nature.

**Goals:** Do things his way

**Allies:** None

**Enemies:** People become afraid of him quickly

**Occupation:** Sheriff

**Use in Campaign:** Unreliable Ally, Overly Violent Ally, Contact, Rival, Well Intentioned Extremist

Day 287

**Name:** Caleb McLaurie

**System Base:** Western

**Physical Description:** His hair is long black and greasy. His clothes have a layer of light brown dirt on them, which he typically shares. Aside from his lack of bathing, he carries around a beat up Henry Rifle and a harmonica. His coat is overflowing with scribbled scraps of paper with sheet music on them and dozens of half empty pens. He has an elderly dog with him; it is an elderly mutt which is near blind and overfed.

**Personality:** He laments the lives he takes and makes sure to get people's names before they bleed out. He will bombard his victims with questions and if they have an odd name ask for help with some rhymes. He has a disdain for loan sharks, repossession men, and bankers. He feels few qualms about robbing them, but is prone to asking questions for his compositions.

**History:** The son of a Nebraska farming family, the entire community was built on bank loans; however, a few years of bad harvests led to the community being unable to pay up. The bank threw everyone out at gunpoint. Less than a week later they had trains bring in new farmers. His family lacked a means of survival. His father became desperate and so pawned everything they had. Including his son's beloved harmonica and even more his pet dog. The father planned to rob a bank, but was killed in the shootout that followed. His mother unable to support her son put him in an orphanage while she sought employment. After a year of waiting he received the news his mother died in a steel mill accident. Outraged the then teenaged boy stole money from the orphanage and purchased a rifle. He went to the pawn shop and ransacked it for his harmonica, and not long after he hunted down his now loose dog and the pair were reunited. Unable to stay in the city, he and his dog made their way West forced to subsist off the occasional bank robbery.

**Goals:** Revenge on Banks and Andrew Carnegie

**Allies:** Rover

**Enemies:** He has robbed several banks and the orphanage and a pawn shop

**Occupation:** Bank robber

**Use in Campaign:** Target NPC, Understandable Enemy, Overly Friendly Enemy, Flavor NPC

Day 292

**Name:** Mitchel Martin

**System Base:** Western

**Physical Description:** His bald head glints in the sun. His lack of hair on his head is offset by a full black goatee. He tends to wear cow print clothing and carries no revolvers, rifles, or shotguns. He is very muscular and his arms are very impressive.

**Personality:** He would prefer to wrestle his opponent to the ground than shoot them. He likes getting into bar fights and smashing things. He takes pride in his ability to out wrestle a bull. He tends to make friends with doctors because he will need their help for when he is inevitably injured.

**History:** He does not have much in the way of history he comes from mixed Mexican-Irish lineage. He has always had something to prove and being the biggest and the strongest was an easy way to do it. He wrestles down cattle and makes a fortune in bar bets.

**Goals:** He is trying to raise enough money to buy his own herd and ranch

**Allies:** None

**Enemies:** None

**Occupation:** Cowboy

**Use in Campaign:** Rival, Bar fight NPC, Hireling, Flavor NPC

Day 298

**Name:** William Moore

**System Base:** Western

**Physical Description:** His ribs jut out and he looks emaciated and starved. Malnourishment has caused his hair to begin falling out and he looks pained.

**Personality:** He is a greedy son of a gun, and he while starving does not believe other people would share food with him. He is desperate enough to kill for food and profit. He has little long term gratitude and loyalty and will often turn on those he works with or even those who help him. He also gives himself his own theme music when on a stealing spree despite the fact it makes him less stealthy.

**History:** He has made a good living stealing and betraying, of course when he was caught by some compatriots it did not go well. They tied him up and abandoned him in the Mojave Desert. His limited survival knowledge has kept him alive albeit barely. He has held onto his two derringers and will use them to get what he needs.

**Goals:** He wants it all, but first he needs to escape the desert.

**Allies:** None

**Enemies:** His cohorts marooned him and have presumed him dead

**Occupation:** Thief

**Use in Campaign:** Betrayal NPC, Enemy, Unreliable Ally, Kleptomaniac NPC, Rescue NPC

Day 304

**Name:** Dean Cardiff

**System Base:** Western

**Physical Description:** He often parades about in a bloodstained white shirt and brown pants. His hat is riddled with bullet holes as are his clothes. He carries a pair of Colt peacemakers both on his left side, one shouldered under his arm and the other on his hip.

**Personality:** He increasingly thinks himself invincible. He often will let his opponents shoot first and then mercilessly open fire on them. He is prone to challenging people to duels. He also will charge people exorbitant fees for his services or protection depending on his mood. He is a thug with an impressive ego and reputation to back up his attitude.

**History:** He has been in twenty seven gunfights in which he shot second. He has a remarkable talent for not dying. He shrugs off bullets as if they were nothing. He has used his

gift to intimidate and have his way. He has decided no woman is safe, no money unobtainable, and no man unkillable to his talents. He has the many sheriffs' and marshals' badges to back up his threats.

**Goals:** Women and Wealth

**Allies:** A surprising tolerance for lead

**Enemies:** He has easily over 100 people putting in for a 3000 dollar bounty

**Occupation:** Thug

**Use in Campaign:** Flavor NPC, Despicable NPC, Enemy

Day 310

**Name:** Mark Korenburg

**System Base:** Western

**Physical Description:** He wears a light grey duster, shirt, and pants and is loaded to the teeth with dynamite. His teeth are yellowed and his hat has obvious singe marks. His hair is mostly grayed and he has a rather deranged look in his eyes.

**Personality:** Explosives are his passion, he says they let him feel the power of God. He stares at explosions and fires as things of beauty. He also likes to plant things in ash and destruction. He finds the greatest joy in rebirth after destruction. As far as pyromaniacs go he is quite benign.

**History:** He was first introduced to dynamite while working on the railroad. It fascinated him. He when he made it to California observed the new growth after wild fires. These two events would shape his philosophy. When the Civil War broke out he thought the nation could only emerge stronger and better from the conflict. He has since made his work as a demolition man destroying run down things so that the new might take their place.

**Goals:** Keep playing God

**Allies:** None

**Enemies:** He is an old man with a large stash of dynamite this makes him a prime robbery target

**Occupation:** Demolition Man

**Use in Campaign:** Expert NPC, Against Stereotype NPC (as a nondestructive pyromaniac), Hireling

Day 316

**Name:** Ankti

**System Base:** Western

**Physical Description:** She takes precautions to avoid being seen up close, where it would become obvious she is a native American woman in a costume. From a distance she has a menacing white skull for a head, and crimson bird wings for arms. While she does wear a skull for a helmet and wear the bird feathers, she is a normal human. She speaks with a booming voice that sounds very masculine and punctuates her sentences with explosions she triggers with a detonator and hidden barrels of gunpowder.

**Personality:** She is afraid of US expansionism and so tries to drive all settlers away from her secluded Hopi village. She is not one for physical violence and speaks out against as she has seen that Native Americans are no match for the power of the United States.

**History:** She was raised by her father who had concluded Washington was so successful because of superior education. He petitioned the state of Arizona to build a school on the reservation. The school taught students to disregard their Indian heritage and gave them Anglicized names. The majority of parents decided to not enroll their children. When the state forced attendance with troops, she saw first hand the futility of physical resistance. She took off with her older brother serving as extra labor on the railroad, where he learned how to work demolitions, which he in turn passed on to her. Her brother however died in a tunnel collapse. She made her way back home, but found a village off the reservation hidden away in a valley where they resisted white influence. Using her knowledge she spread rumors about a thunder god who guards the valley. She rigged explosives all over so she could frighten away any who approach the village.

**Goals:** Keep the village out of white hands and influence

**Allies:** She has been welcomed to the village and her protection is appreciated

**Enemies:** None, but the village is on some prime river real estate

**Occupation:** Protector

**Use in Campaign:** Barrier NPC, Non-violent Enemy, Non-Violent Encounter

Day 322

**Name:** Johan Voss

**System Base:** Western

**Physical Description:** He is a man with a short stubble and a bald head. His appearance varies and in the summer months he is liable to have a very mild bit of flab, but in the Winter he is fit. He carries a sawed-off shotgun beneath his duster and prefers a hood to a hat. He speaks with a Boston accent, but likes to make mocking voices of the people he fights. More obviously he carries a bow and arrow and a tomahawk which are his preferred weapons.

**Personality:** He likes to make up stories about the people he is fighting. He also likes to tell stories. He may have started this to gain an advantage while gunfighting, now he tells stories because he enjoys it. He is not a fan of hot weather, but loves the cold. He is very charitable, but not very likely to care where his money comes from. As a hired gun, he likes to show off with his bow rather than use a gun.

**History:** Born to poor German immigrants in Boston, he and his brothers moved West to work on the railroad and send money home. They all split up. As Johan worked in New Mexico a fight erupted between Natives and the Railroad. He surrendered and lived with the Natives for a while. Armed with his newfound bow and tomahawk skills he began to work as a hired gun. He works as a coach guard, but also as a getaway man for bandits. He likes to pin people's holsters with arrows preventing them from drawing.

**Goals:** Send money home to reunite with his family.

**Allies:** None

**Enemies:** None, he has been too minor a criminal to develop a reputation

**Occupation:** Hired gun

**Use in Campaign:** Memorable Enemy, Rival, Henchman, Hireling, Flavor NPC

Day 328

**Name:** Tulio Jurado

**System Base:** Western

**Physical Description:** This middle aged fair skinned Spaniard is well dressed and perpetually accompanied by his two Mexican bodyguards. He oddly enough carries a jewel encrusted rapier on his right hip, indicating he is left handed, but he also has a pistol on his left hip leaving his dexterity unknown by glancing at his belt.

**Personality:** He likes owning land and controlling people. He will often buy up land as soon as its available and zone it as he sees fit. He is tyrannical and cruel in his business practices as he monopolizes and exploits all the markets he can. He has mild paranoia which is why his bodyguards are always with him and why the three of them are always armed.

**History:** He and his father were master thieves in Spain; however, after a big job he doublecrossed his father and jumped the Atlantic. He acquired the toughest help he could when he arrived in Mexico and has since engaged in expanding his fortune across the West. He likes to give off the image of an aristocrat, which is why he uses his sword. Given how little training others have, he bests them despite his average proficiency.

**Goals:** To expand his affluence

**Allies:** Miguel and Roberto, his bodyguards

**Enemies:** His father was left in prison to rot almost twenty years ago

**Occupation:** Speculator & Landowner

**Use in Campaign:** Bankroll NPC, Unscrupulous NPC, Within the Law NPC

Day 334

**Name:** Elijah Llyods

**System Base:** Western

**Physical Description:** Clad in black and a crumpled high silk hat he looks the part of an undertaker. His hair is all grey and his face wrinkled. His revolver is rusted and useless, in addition to lacking ammunition. He carries a hatchet in one hand and a rusty red lantern in the other. He carries a big bundle of wood across his back.

**Personality:** He drives everyone he can out of the woods. He believes them to be haunted. He scares everyone off by warning them of the beasts, Indian ghost, and then a truly legendary monster that lurks within. He stays in the woods in desperate search of his comrades.

**History:** He was a legendary outlaw with a mighty gang, but he was very superstitious. His gang thought of the perfect opportunity. After a big steal and hiding in the woods they drugged him to take the haul. A coyote showed up which to him was a true monster while his gang fled. He now feels he is in a wood of lost souls.

**Goals:** To find his gang members and leave. He no longer cares about the money.

**Allies:** He left a wife and son who long ago put out a reward for information regarding his demise or whereabouts

**Enemies:** His gang cut him out from any loot whatsoever and has basically left him delusional in the woods for decades.

**Occupation:** Woodsman

**Use in Campaign:** Warning NPC, Madman, Red Herring NPC, Rescue NPC

Day 340

**Name:** Jay Mummy

**System Base:** Western

**Physical Description:** This man has the faint remains of brown hair about the sides of his head. His eyes are blue. His skin is remarkably wrinkle free for a man of his age. He wears a grey Chinese tunic, pants, and shoes. He is muscular and carries no firearm. He speaks with a British accent.

**Personality:** He likes to talk people down. He keeps his voice very even, but can be very intimidating. If blackmail will keep the peace he will use blackmail. If it requires force he will typically appoint a few deputies. He prefers to sit and drink than do his job, but he never shirks his duty.

**History:** He was a soldier in the Second Opium War. In it he pillaged a great deal of his current wardrobe and family fortune. He however was bothered by his actions in the war. He left most of his money with his sister and brother in law and went to the states. Making his way West he eventually became a sheriff. He continues to wear the Chinese garb as a way of reminding himself what he is capable of.

**Goals:** He wants to atone and be forgiven but has no idea how

**Allies:** The town he is sheriff of

**Enemies:** None

**Occupation:** Sheriff

**Use in Campaign:** Ally, Contact, Plot Hook NPC, Flavor NPC

Day 345

**Name:** Christopher Avellino

**System Base:** Western

**Physical Description:** This greasy haired man with a patchy stubble and a beat up leather coat is not too attention grabbing. His voice is sore and scratchy sounding. As such he is constantly drinking. Behind his jacket he carries a worn repeater rifle. He also carries a patched up suitcase which contains a few puppets.

**Personality:** He is quiet and not one for talk. He likes to stir up trouble between people and frame others for it. He facilitates conflict and is not afraid of arousing suspicion with a few rifle shots from a hidden perch. He likes to clean up any survivors and take the spoils from his battles.

**History:**As a child and young adult he worked the vaudeville circuit as a ventriloquist and mimic. He was very talented, but he did not make a lot of money compared to musicians. So he struck out West having heard tales of how lawless it was. Buying a second hand rifle he had a plan to be a mercenary after starting fights, but after using his ventriloquism he discovered it was far easier to let the two parties duke it out. That said he got very good with a rifle to make several close calls turn into full blown feuds.

**Goals:** Retire rich

**Allies:** None

**Enemies:** He doesn't seem to start trouble

**Occupation:** Trouble Maker

**Use in Campaign:** Enemy, Framing NPC, Seemingly Innocent NPC, Rival

Day 351

**Name:** Reverend Rodney Joel

**System Base:** Western

**Physical Description:** He is a pudgy grey haired minister with wavy locks. He is often seen sitting in the saloon tinkering with its player piano, and then playing it himself. He has an exasperated look and tends to get lost in even a small crowd.

**Personality:** He does not seem the minister type as he is an absolute pushover. He does not show a whole lot of conviction in almost anything. That said, he seems to suddenly grow a backbone when sexuality is brought up. He will spend hours praying for and working with prostitutes and burlesque girls. He will give scolding looks to men he knows frequent those places.

**History:** In his youth he was a pimp. He ran a very successful brothel in a boom town in Nevada. When the silver dried up so did his clientele. Unable to pay his debts he was beaten and left in the streets for dead. A baptist minister found him and nursed him back to health, the whole time lecturing him about the amorality of what he had done. It had a profound effect on him and he decided to bring God to the West. He is not very good at converting people, and he gets more people in Church for his somewhat upbeat and ragtime-esque organ playing than anything else.

**Goals:** Bring some morality to the West

**Allies:** He also doubles as a piano tuner and repair man, so people need him

**Enemies:** None

**Occupation:** Minister/Piano Tuner

**Use in Campaign:** Contact, Expert NPC, Flavor NPC

Day 357

**Name:** Nicholas Trosclair

**System Base:** Western

**Physical Description:** He is jolly and plump, a ripe merry man. He clearly has been drinking, probably sherry. He rides around in a skiff pulled by alligators whom he whips and shouts at.

He is dressed in soot covered coonskin. and has a sack of presents on one shoulder and a Henry Rifle on the other.

**Personality:** He is jolly. If prone to fits of temper. He likes working with his hands. He likes giving gifts and tends to hand out fruit to adults and toys to the children. That said he will put a stop to any armed violence by out-shooting any man alive. He also will sick his alligators on particularly villainous varmints.

**History:** He was raised being read a Visit from St. Nicholas every Christmas. He took the idea to heart and did the best he could moving out of the Louisiana swamplands. He took it upon himself to be a real present delivering St. Nick.

**Goals:** Deliver presents, he is not particular when though Christmas is best

**Allies:** 8 Alligators, Gaston, Pierre Jr., Pierre, Napoleon, Lafayette, Suzette, Louis, and Renee, and one crocodile he saves for particularly bad belligerents named Rudolph, as well as grateful settlers

**Enemies:** Those with no good will towards man

**Occupation:** None/ Philanthropist

**Use in Campaign:** Loot Source, Ally, Seasonal Encounter

Day 363

**Name:** Tyler Taylor

**System Base:** Western

**Physical Description:** A quiet unassuming person, he plays up his age. He looks well beyond eighty and appears decrepit as he walks slowly. He is quite fit for his age, but he chooses to hide that. Hidden beneath his ill fitting clothes is an array of maps, liquors, and derringers.

**Personality:** He is never one to be taken by surprise. He has let his life experiences fester. He holds grudges and is an expert in long term revenge planning. He is also extremely racist and violent as he is a founding member of the local Klu Klux Klan chapter. He seeks the return of the Confederate states and the destruction of the Union.

**History:** As a young officer he was taken hostage by John Brown during his Harper's Ferry Raid. He then fought throughout the Civil War as a Lieutenant for the Confederacy. He was influenced by Colonel Nathan Bedford Forrest, the first Grand Wizard of the Klan. When Forest started to distance himself from the clan and the confederacy, he felt betrayed. He moved West with a few loyal soldiers to plan and start anew. His stolen wealth puts him on par with many financiers as he builds his army.

**Goals:** Genocide, the eradication of the Union, and the rebirth of the Confederacy

**Allies:** A loyal group of fanatics

**Enemies:** Blacks, The Union, Peaceful Former Confederates

**Occupation:** Speculator

**Use in Campaign:** BBEG, Really Evil Enemy

Thanks for reading. I hope you enjoyed all these characters. If you wish to contact me I can be reached at [uTwogunkid@gmail.com](mailto:uTwogunkid@gmail.com)

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