

Mugshots

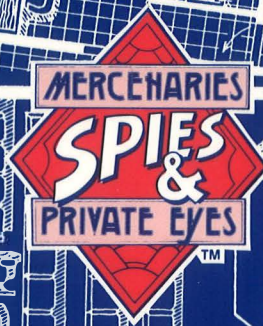
Number 2

TAKING CARE OF BUSINESS

Modern Era Solitaire Adventure
36 Fully Described Non-Player Characters
30 Building Maps & Play Aids



Written by Michael Stackpole & Deb Wykle



3304

Flying Buffalo

Mugshots

Number 2

TAKING CARE OF BUSINESS

Modern Era Solitaire Adventure
36 Fully Described Non-Player Characters
30 Gamemaster Maps & Play Aids

Usable with Mercenaries, Spies & Private Eyes

Written by
Michael Stackpole & Debora Wykle

Illustrations & Maps by
Cortina Bandolero
Steven S. Crompton
Ben Reid



Flying Buffalo Inc.

TAKING CARE OF BUSINESS

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PUBLISHING INFORMATION

This book is one in a series of contemporary role-playing supplements for use with Mercenaries, Spies & Private Eyes. Each book will detail characters, places and situations that you can use as a solitaire or gamemaster adventure.

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*This book is dedicated to the memory
of Cortina Bandolero.*

INTRODUCTION

Mugshots II is a collection of non-player characters (abbreviated "NPCs") for use with contemporary role playing games. In addition to the game statistics provided for each character, there are specific details and a general description to fully flesh out each character. A portrait, presented like a newspaper clipping, helps by providing a mental image. A paragraph describing probable scenario settings rounds out each character description. In addition, there are some 30 pages of detailed maps of some of the areas where these characters might be found and a short (7 pages) solitaire adventure where you, the player, might meet some of these characters.

The gamemaster should begin by playing the solo adventure, to get a feel for some of the characters. After that it should be easier to determine which characters will fit into your adventure. As in Mugshots I, we start with the solo, then the character portraits and descriptions, with the maps at the end.

The "Mugshots Curse" is still in operation. If you haven't purchased Mugshots I, and read the Publisher's Note, you should do so. The description of the "Curse" is almost as exciting as the adventure (well, not really, but it is real life). In it I described why Mugshots took almost 7 years to see the light of day, and why we put off the material that was actually going to be the original Mugshots to Mugshots II, including the artwork by the lady (Cortina Bandelero) who was murdered. The 32 or so pages of character portraits and descriptions was the original Mugshots project. In order to make this book at least 64 pages (it's a long story), we got "Bear" Peters to draw up a bunch of maps, and Deb Wykle to write a short solo adventure using these characters.

We had nearly finished the project (only a few days late) with a projected release date of Feb 28, and had only to write up this page and print out a few corrections, when our laser printer died. It was a \$3200 NEC Silentwriter 890, and although we had it for two years, we had only printed 3300 pages on it. But of course the "Curse" was too much for it. The repairman told me that the main CPU board was bad, and would cost \$1800 to replace! It turns out I can get a new printer of a different model for only \$1600, and it would have a 1-year guarantee, whereas the repair on the old one would only have a 90 day guarantee. So this page is being printed out on my brand-new NEC Silentwriter II Model 90. (Next time you see me at a convention, ask me if the folks at NEC ever gave me an adjustment for a printer that self-destructed after only 3300 pages! I have written them a letter - we shall see.)

The game stats for *Mercenaries, Spies and Private Eyes* are listed after the physical description of the character. The section of *Details* goes into the character's personality and behavior patterns. The chart at the bottom contains the game stats for *Espionage!* The nice people at Hero Games gave us permission 7 years ago to use the *Espionage!* statistics with Mugshots and I believe they published some MSPE statistics with one of their products too. At this point I don't think *Espionage!* is published as a separate game anymore, but the statistics are usable for any game in the Hero System.

(In case you don't happen to play MSPE.) Of course you can make your own alterations for whatever system you like to use.

Abbreviations for MSPE are:

ST = Strength; IQ = Intelligence; LK = Luck; DEX = Dexterity; CON = Constitution; CHR = Charisma; SPD = Speed; HtoH = Hand-to-Hand; MW Adds or Missile Adds = Missile Weapon Adds; SI = Special Interest; OS = Occupational Skill; BA or BS = Bachelor's degree (Arts or Sciences); MA or MS = Master's degree (Arts or Sciences); Ph.D = Doctorate.

Abbreviations for *Espionage!* are:

STR = Strength; DEX = Dexterity; CON = Constitution; INT = Intelligence; PRE = Presence; COM = Comeliness; PD = Physical Defense; ED = Energy Defense; SPD = Speed; REC = Recovery; END = Endurance; CV = Combat Value (OCV, DCV); CHA = Character; VAL = Value.

If you have questions, comments or suggestions, please write us. We welcome your feedback. If you need a reply, please enclose a self-addressed stamped envelope. If there are specific groups of characters you'd like to see in future *Mugshots* books, let us know.

- - Rick Loomis, Publisher

List of Characters

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Key to All Maps

This key is reasonably comprehensive for all the maps. However, because of the detail which is included in the maps, some variation exists. However, if you read the text associated with the map, any details or symbols not already understood should be clarified by the reading.

To prevent creating a map too crowded to be read, some small objects may not always be represented in maps, especially if the object is the sort which is quite common. Some maps specifically show telephones in certain places, for example, but this does not mean some other room which shows no telephone will not have one. The GM is urged to consider these things, and if a telephone, TV, fire extinguisher, or bedside lamp is a logical thing to be in a certain vicinity, let it be there whether it is marked on the map or not.

Basics

- plain wall
- reinforced wall
- single, plain door
- double doors
- sliding door
- secret door
- stairs
- ladder
- elevator
- sinks
- showers
- bathing tub
- toilet facilities
- dirt path
- water
- fireplace
- tree, plant or bush (potted if indoors)

Common Objects

- tables
- chairs
- sofa or divan
- bench
- stool
- single bed
- double bed (designs may vary)
- bunk bed
- shelves (# of lines is relative to # of shelves there)
- rug (designs may vary)

Containers

- counter
- filing cabinet
- cupboard or cabinet
- dresser
- closet (may also appear as small room with shelves)
- display case
- cask or barrel
- oil drum
- chest
- crate
- gunny sack

Wall Fixtures and Accessories

- curtains and tapestries
- window

- wall peg
- wall hook
- rack
- fire extinguisher

Machinery and General Equipment

- computer (mainframe)
- computer terminal
- computer hard disk
- electronics board
- heavy machinery
- miscellaneous equipment (compare text)
- telephone
- exercise equipment
- wide screen TV
- stereo equipment
- movie projector
- stove/oven
- refridgerator or freezer
- frying vats
- large kettles
- washing machine
- bins
- dresser
- files

TAKING CARE OF BUSINESS

Taking Care of Business

*a solo adventure
featuring personalities from
Mugshots 2*

by Debora Wykle

Suitable for any level MSPE character, this adventure places an emphasis on the peril inherent in seemingly "commonplace" encounters!

The "Cash Table" mentioned in several paragraphs is at the end of the adventure (right after paragraph 49).

Adventuring isn't all prestige and prosperity. Between adventures, there are long periods of "normalcy" when nothing much exciting happens. Which is why a hero is sometimes caught by surprise when an adventure rears its piquant head abruptly during an "ordinary" workday. [Start at #1]

#1 "Local Businessman Named In City Crime Spree"

Reading the headline on today's paper suddenly made sense of the deluge of phone messages from lawyers, reporters, and police investigators that have piled up on your desk. You'd always suspected that your boss wasn't always on the right side of the law, but he'd done you a favor or two in the past so you'd kept quiet. In fact, you are imagining ways he could beat the rap when he suddenly strides into your cramped work area.

Flustered and ruffled, he grabs his messages, rifling through them like a drowning man flailing for a life preserver.

"That blasted Drake," he growls, crumpling the fourth message from the reporter who had plastered his name all over the front page. "I'll sue him down to his socks! I don't care how much it costs. Get me the best lawyer in town!"

You do. You quote the fee. Your boss explodes.

"That's highway robbery! I don't have time to raise that kind of cash ... but you could help ..."

Willing to help, you listen as he tells you where to meet his next contact.

"I'll cut you in 50/50. Just treat it as a business deal and we'll be set."

Agreeing, you head out of the building to keep the rendezvous. As you step from the elevator into the lobby,

you recognize the reporter Jim Drake arguing with the company's security guards. If you stop to observe the confrontation, go to #8. If you go to your meeting, go to #11.

#2 . You notice a man across the room quickly head for the exit. You figure this to be Baker, coincidentally just the fellow you were looking for. You follow him into the street. Hurrying, you catch up and identify yourself.

"Boy, am I glad to see you!" he pants, ducking into an alley.

Before he can continue, the bald man from the bar interrupts.

"Hold it right there, Baker. Where's my money?"

Baker edges away, stuttering excuses. The bald man pulls a blackjack from his coat and advances on Baker. To join in the fight and help Baker, go to #22. To skip out while you have the chance, go to #12.

#3. The fighters whirl at the last moment and your punch lands squarely -- right on Baker's jaw! He's stunned, and slumps to the ground. The bald man studies you for a moment, seeming to look into your very thoughts. He relaxes, somehow deciding that you're no threat.

"Nice shot, buddy," he observes, stooping down to search Baker's pockets. He pulls out a thick envelope filled with cash and papers. Among them are VIP tickets to the City Grand Prix.

"Thanks for helping me out," he says, handing you the tickets. "Why don't you take these and my thanks. Believe me, you're better off without this jerk!"

You notice the bulge of a handgun under his sport coat and are encouraged to accept his offer.

You enjoy the first round of races, eventually returning to the office. You tell your boss that Baker never showed, but he's too wrapped up in his problems to suspect anything. Perhaps you'll get another chance to hit it big. For now, it's back to the watercooler.

[The End]

#4. The key is gone! You see the children who were playing around earlier laughing and pointing. They wave the key at you and dash off.

The kids out-distance you, ducking into alleys and cutting across streets, losing you in their familiar territory. Calming down, you reason to yourself that the only chance you have to recover the money is to stake out the lockers at the bus station and wait for the kids to come by. You hop a city bus and ride the route all the way back to the central depot.

Entering the station, you surprise the Asian-American youth as he is opening a locker and removing a wrapped parcel. It dawns on you that he gave you a bogus key, and

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has come to retake the real cash for himself.

"I suggest you stop playing games and hand that over," you bluff with confidence. Caught in the act, he complies and gives you the money. "If you want to live to grow out of that acne," you suggest as you leave, "I wouldn't try that scam again!"

Quite satisfied with yourself, you catch another bus back to your end of town and present your boss with the cash.

He keeps his word and hands over your cut. Roll 1d6 on the Cash Table. You even get a promotion. Who says crime doesn't pay?

[The End]

#5. Reeling from the blow, you fall back against the wall. Puchsky yanks a .45 automatic from his jacket and levels it at you. Baker makes a frantic grab for the gun. It discharges. The last thing you experience is a deafening impact.

The next morning, your murder is front page news.
[The End]

#6. You back away from the locker, a sinking feeling in your stomach. Your eyes dart around the station, expecting any moment to see advancing policemen.

"To make a long story short, you just stepped into a stakeout," the man tells you, flashing a detective's badge and his identification. "We were expecting someone else." Dan Maginot makes you open the locker, and he removes a wrapped parcel.

"As I suspected; all the cash from the stolen tickets! I suggest you cooperate with this investigation."

Will you? If so, go to **#23**. If not, go to **#33**.

#7. You stoop down to help her, noticing her model-perfect attire and make-up. A photographer approaches.

"Ms. Anderson, a picture please," he requests.

You step away. Being photographed in this situation would not be a wise move. The woman and the photographer move off, and you return to the pit entrance.

"Sorry," an event worker tells you. "Authorized personnel only." You reach for the pass on your shirt. It's gone!

Realizing you've fallen victim to a "bump and run" scenario, you dash back to the staging area in search of the female pickpocket. You catch a glimpse of her stepping under the grandstand. Hurrying over, you arrive in time to see her speak to another man who steps around an unguarded barrier and disappears. The woman hasn't noticed you yet. You can confront her at **#20**, or follow her accomplice to **#31**.

#8. "If the man is innocent, he'll want to give me a statement," Jim Drake protests, staying just far enough back

from the security guards to avoid being physically pushed out into the street. "Or doesn't your company want to clear its name?"

The guards stand their ground.

"Look buddy, hit the road or we'll hand you over to the real cops," one of them states with finality. Drake's shoulders slump and he turns to leave. As the guards return to their duties, the reporter ducks into an open office. To follow him, go to **#14**. You can alert the security guards at **#21**. Or, you can undertake your assignment at **#11**.

#9. "Look for yourself, Puchsky," Murphy insists. "You know I won't get involved in your ... business."

The bald man moves off to search the bar.

"I hope poor Ted's got the money this time," Murphy sighs, as he moves off to help other customers.

Recognizing the name "Baker" as your contact, you observe Puchsky as he approaches another man seated at a table. The fellow pushes his glasses back up to the bridge of his nose and clumsily gets to his feet as Puchsky begins to demand "his money." Baker makes several excuses, but the bald man presses his point. Eventually, Baker hands over a thick envelope which Puchsky examines, pockets, and leaves with. Baker is slamming down his drink, a noticeable shake to his hand, as you approach his table. You identify yourself and explain who sent you.

"We've got a problem," he says.

"I had to give him the cash meant for your operation," Baker admits. "There was just no stalling the guy."

You start to leave, but he grabs your arm.

"Wait! I've got an idea to get that money back!" Are you interested? If so, go to **#47**. If not, go to **#12**.

#10. "What's with those guys?" you ask Murphy, feigning surprise. "I thought I recognized the one who just took off, but I was wrong. When I caught up with him he was slugging it out with that guy back there!"

Murphy shakes his head. "Poor Ted. Always mixed up in trouble. As for that fellow in the alley, I don't feel too sorry for the likes of him. C'mon back in the bar and we'll get him taken care of. I know a cop who won't ask too many questions."

You have a few more drinks until you calm down. You hear the siren of an ambulance outside and Murphy speaks briefly to a policeman. You are relieved that no questions are asked of you! When you return to the office, you tell your boss exactly what happened.

"That had to have been John "Dog" Puchsky," your boss says, shaking his head. "You've made a bad enemy there. Thanks for the effort, but I think I'd better use someone else for this kind of business."

You're left with the unsettling feeling that there's a loan shark in your future ... [The End]

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#11. Following your boss's instructions, you travel the palm tree lined city streets until you come to the "Bit O' Erin" bar, a small downtown tavern popular with both white and blue collar workers. You pick out a bar stool and survey the crowd. Make a L1 CHR saving roll. If you succeed, go to **#17**. If not, go to **#27**.

#12. Taking a look both ways as you emerge from the alley, you casually stroll back to the office. Your boss isn't thrilled that the deal didn't come through, but appreciates your good sense in not becoming embroiled in Baker's misadventures.

"I'll keep you in mind if more work comes up," he decides. "In the meantime, how about bringing me some coffee"

[The End]

#13. You try and make a break for it, but the man slams you back against the lockers. Another plainclothes policeman and a uniformed officer appear on the scene and place you under arrest for selling stolen sports tickets. They read you your rights and haul you to the station. At a loss, you call your boss for help; funny how he doesn't seem to remember you at all [The End]

#14. You find Drake inside the company's public information office. The receptionist is being extremely helpful, providing him with all sorts of data about the corporation. She has just handed him an organizational chart.

"That's all I can really tell you, sir," she apologizes. "We can't give out any personal information on employees."

Drake flips through the papers thoughtfully.

"Then I'll just have to keep asking questions." He sees you in the doorway. "Perhaps you can help me out ..."

If you speak with the reporter, go to **#19**. To refuse to answer his questions, continue to **#25**.

#15. You wake up with a splitting headache. Gingerly, you get to your feet. Checking yourself over, you find that the fight isn't the only thing you've lost! Your wallet is gone!

Baker and Puchsky are nowhere to be found. Sheepishly, you give up on this "business" deal.

[The End]

#16. You hurry back across the street to where Baker waits for you at a hot dog cart. His eyes light up and he hugs the box protectively to his chest. He thrusts a thick envelope into your hand and bids you good-bye. You take the cash back to your boss, and true to his word he splits it with you. Roll on the Cash Table for your reward. It's been a very interesting, and profitable, day. [The End]

#17. The bartender places a napkin and a basket of chips in front of you.

"Come downtown for the race?" he asks, pointing over his shoulder at a poster for the City Grand Prix. "Won't be long until things get lively around here. They'll be closing down the streets any time now."

Glancing out the window you notice traffic cops arriving to re-route commuters. A banner hangs over a booth across the street that says "Staging Area." Suddenly you're aware of a presence behind you.

"Awright, Murphy. Where's Baker?" A bald man with a booming voice sucks on his cigar and blows a cloud of smoke over the bar. Make an L1 IQ saving roll. If you succeed, go to **#2**. If you fail, go to **#9**.

#18. You dash across the street toward a taxicab idling in front of a hotel. Jumping into the back seat, you give the driver hurried directions back to your office building. Reporting to your boss, you explain what in the world, went wrong. He, quite annoyed with your incompetence, sends you home for the day.

Tensely, you seclude yourself inside your home waiting for the ring of the phone or the knock on the door. Fortunately, neither comes. You're left wondering if Baker, Murphy, or the mysterious bald man will cross your path again. [The End]

#19. "There's solid evidence against some executives in this company," Drake tells you. "Links to theft, gambling, ticket scalping. I owe it to my readers to expose this type of crime. If you can tell me anything that will help break this story, I can make it worth your while." If you smell money in this offer, go to **#24**. If you don't want to do the public a service, go to **#30**.

#20. She turns calmly toward you with an innocent expression.

"I don't know what you're talking about," she maintains. "You must be mistaken."

You insist that she lifted your pass and demand it back. Becoming upset, she demands that you accompany her back to the staging area and speak with the race director.

"I won't be treated in this manner," she declares, raising her voice hysterically. This attracts the attention of several event workers, who come to see what's going on.

"Is there a problem, Ms. Anderson?" one bouncer inquires with a meaningful glare in your direction.

"Yes! There is! I gave my autograph but apparently that's not enough!"

You try and tell your side of the story, but no one listens. Several big guys hustle you back out to the street.

Frustrated, you go back through your pockets and find a grandstand ticket. Using it, you climb up several rows.

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Borrowing binoculars from the race fan next to you, you can see into the Renault pit. Lurking there is the fellow that Ms. Anderson was talking to - now wearing your pit pass! Tracking his every move, you see him grab a box and run just as the Renault entry car pulls in for service. This causes great consternation among the pit crew, who cannot pursue the thief and work on the car at the same time.

You know that you've been beaten at your own criminal game. Nothing left now but to tell Baker what happened. Go to #43.

#21. The guards have had enough of the persistent reporter. One calls the police while the other steps into the side office to detain him until they arrive. The officers remove Jim Drake from the building, with strict warnings about trespassing. It looks like the excitement is over, so you continue on your way.

You decide to walk the few blocks to the meeting place, passing by a mix of silver steel skyscrapers and older brick Victorian buildings. As you approach the fringe of the central town park, you see an Asian-American teenager amusing some younger kids with martial arts moves. He's wearing the Phoenix Cardinals t-shirt you'd been alerted to look for. Motioning to the youth, you catch his eye and he shoos off the kids.

"Tell the man I sold all the tickets," he says, "but I won't deliver it this time. Not with his face on the front page."

You protest that your boss needs the money right away, that he told you not to come back without it.

"No problem. You go pick it up. Just take a bus ride." He tosses you a key to a bus station locker and quickly walks away as a police patrol car rounds the corner. Make a L1 IQ savings roll. If you miss it, go to #28. If you make it, go to #35.

#22. You can try to take a swing at the bald man as he grapples with Baker. Make a L2 DEX saving roll. If you succeed, go to #32. If not, go to #3.

#23. Deciding that it's not a wise idea to lie to the cops, you tell them that you were just sent by your boss to pick up something. After you describe the Asian-American boy, Maginot nods.

"Chun outsmarted us again," he sighs. "Must've been on to the stakeout. You'll have to make a statement about your employer for the police report. I'll cut you a break and believe that you didn't know the whole operation."

You give the police your statement, and they pay your boss a visit. Tomorrow he's again on the front page!
[The End]

#24. Considering the charges involved and a crack reporter on the case, you decide to rat on your boss. You're sorry he got into big trouble, but it's not worth risking your hide. Drake scribbles down every bit of dirt you have to spill and thanks you profusely for your cooperation.

"I never pay for stories," he cautions. "That's not what honest journalism is about. But I have other ways of rewarding good contacts."

Fearing reprisals, you quit your job. The next day, as you are kicking yourself for turning into a snitch, you receive a phone call from the Chamber of Commerce. They invite you to their upcoming annual banquet to speak on corporate ethics. They offer a speaker's fee; roll 1d6 and consult the Cash Table. Many of the town's businesses are eager to hire such an honest worker. Soon you have a position far better than your old one, and crime is no longer in your job description.

[The End]

#25. "No comment, huh?" Drake responds grimly. "That's all I ever hear from you guys." He stalks out of the office with one long last look at you. You get the feeling Drake's the type of guy who never forgets a face ...

Your digital watch beeps the half hour and you realize that you're late for your appointment. Go to #11.

#26. You recall a recent article about the Renault car and its engine modification developed by Stephanie Conlan, a notable automotive designer. From this information you feel that the entry's got a good chance. Baker is thrilled that you're a gambler and, after a quick stop at your bank machine, he makes the arrangements for the bet with his bookie.

You and Baker wait out the race in the bar. Make a L2 saving roll on LK. If you make it, go to #44. If you miss, go to #36.

#27. The bartender is preoccupied with a loquacious patron at the end of the bar. The customer talks so loudly that you have no trouble listening in.

"I'm telling ya, Murphy, you should look into the racing business. Sure, there's always the gambling angle, but there's a lot more to it. Take this race today. You wouldn't believe how many of those car companies got more going than just their race cars. All you gotta do is offer one something the other one's got a lock on and pow! You're rich! I'm waiting for a guy right now who's gonna be my front man ..."

Wincing, you realize this blowhard is the fellow you've been sent to meet. Reluctantly, you slide off your stool and introduce yourself.

"Ted Baker, independent investor," he responds,

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heartily pumping your hand. "Let's get right to it; there's no time to lose."

In a theatrically secretive manner which is patently obvious to anyone who might be watching, Baker pulls a folded blueprint from his jacket. Lowering his voice to a whisper, he continues.

"Just across the street are the pits for the City Grand Prix. All you have to do is get in there and procure this one small item. I'll have the reward waiting for you."

He continues to explain that with the phony I.D., racing industry paraphernalia, and VIP tickets to today's City Grand Prix car race, it will be easy to "borrow" the experimental race car fuel module shown on the blueprint.

"You'll have to act fast," he continues. "The race begins in an hour."

Glancing at the blueprint, you wonder how you could possibly find the item. It looks like any miscellaneous piece of machinery. Flipping through the other stuff Baker gave you, you find a clip badge that says "Pit Pass: Renault." Attaching it to your shirt, you head over to the structure which fronts the City Grand Prix track.

Many people are gathered under the canopy. Dignitaries, celebrities, racers, and the media are making their way to the pits and grandstands. You blend in with the crowd and head toward the pits. Passing a number of cordoned-off passages emblazoned with the emblems of famous car companies, you reach the area designated for Renault. As you are about to enter, a woman collides with you, spilling the contents of her handbag at your feet.

"I'm so sorry," she apologizes, scrambling around for her belongings. "I guess I should look where I'm going, shouldn't I?"

Make a L2 IQ saving roll. If successful, go to #42. If you fail, go to #7.

#28. Panicking at the sight of the police car, you quickly pitch the locker key under a newspaper machine and step into a nearby store. From the store window you see the patrol car continue down the street -- you forgot the station was just around the corner! Feeling extremely foolish, you go back outside. Make a L1 saving roll on LK. If successful, go to #39. If you fail, go to #4.

#29. You open your eyes to see a paramedic bending over you. You give the most plausible explanation: that you've been mugged. The medic shakes his head sympathetically.

"This kind of thing always happens downtown," he consoles you while applying a cold compress to your swollen face. "You can't be too careful with so many criminals about ..."

You decline the ride to the hospital and make your way back to your workplace. One look at you tells your boss

what happened. Suddenly your desk job doesn't look so bad!
[The End]

#30. As you try and break off the conversation with Drake, your boss storms into the office.

"I thought I could trust you to do a job!" he fumes. "What are you telling this libelous hack!" You hurriedly back out of the office as your boss lays into Drake.

As you try to exit the building, the guards stop you. "Your boss wants to see you." They usher you into another room, and in a few minutes you find yourself unemployed.

The job market is pretty bad, and you spend a lot of time wishing you had never followed that reporter. At least you have the satisfaction of seeing your old boss indicted on the evening news a few weeks later. Too bad that won't pay your rent!

[The End]

#31. You wait a few seconds until the woman leaves, then duck under the ropes after the man. You are now in the back of the Renault pit. The mechanics have their eyes glued to the race, unaware that the man you followed is reaching for a metal box. He quietly takes it and slips back toward you and the rope barrier. You duck down behind a group of trash containers, following him after he passes your position. He heads for a public parking area, stopping by a stretch limousine. He taps on the back window. Your only chance is to wrest the box away from him before he gets into the car. You charge toward him, and grab the container. Make a L1 saving roll on ST. Go to #45 if you are successful, and #49 if you are not.

#32. You land a solid punch that snaps back the bald man's head. Ted Baker scrambles away as you become the loan shark's target. He swings at you with the blackjack. You do your best to dodge his blows. Make a L1 Saving Roll on DEX. If you succeed, go to #38. If not, Puchsky hits you for 10 points of damage. If you are conscious, go to #5. If not, go to #15.

#33. You huff and puff and refuse to say anything without a lawyer. Maginot's backup arrives, and you find yourself at the police station trying to explain why you were picking up the profits from stolen sport ticket scalping. The police are unsympathetic to your pleas of innocence. Eventually you make bail. See you in court!

[The End]

#34. The bus driver orders everyone to stay seated as he pulls to the curb.

SOLO ADVENTURE

"Cut the crap, Scott," the bus driver barks. "You won't be staging any scenes to publicize your stupid stories on my bus! Take your warped mind and your trash paper outta here!"

The disturbing man is ejected and the driver returns to his seat. "Rotten tabloid reporters ..." he grumbles. The bus gets back underway and eventually arrives at the station. Go to #40.

#35. Since you know that the police station is just down the street, you have no reason to be concerned about a passing patrol car. Tucking the key into your shirt pocket, you walk half a block to a bus stop.

Seated on the bench is a scruffy-looking man who reeks of alcohol. He's reading this week's issue of a tabloid newspaper and chuckling over its contents. You ignore him, but he talks to you anyway.

"Y'know, the spirit of an Indian warrior haunts these busses," he confides. "I've seen him myself, on this very route. They found a dead man in the back seat on Tuesday -- a tomahawk right through his head!"

You shake your head without comment as a city bus pulls up to the stop.

"It's true!" he insists with a wide grin. "It's right here in the papers!" Laughing to himself, he rattles the tabloid at you and boards the bus. You take care to sit as far as possible from this guy.

The bus proceeds along its route, picking up several passengers along the way. A few minutes into the ride, a commotion erupts in the back of the vehicle. Turning, you see the odd fellow from the bus bench screaming and waving his arms. "It's after me!" he cries frantically. "It's the spirit!"

You notice that the man has suddenly begun to bleed from what appears to be a cut at his throat. You can go to his aid at #46, or continue to watch the scene at #34.

#36. The Renault car looked strong -- until another entry spun out and caused it to collide with the wall! You're out \$300. Baker is dejected.

"Say pal, could you loan me a few bucks? I know this guy at the airport ..." he begins.

You ignore him. Returning to your office, you tell your boss the deal fell through. It hasn't been a lucky day for either of you!

[The End]

#37. The thief catches up with you and knocks you to the ground with a flying tackle. You must defend yourself in hand-to-hand combat. Your opponent has 3 combat adds and CON of 10. Fight until either you or he is unconscious. If you are victorious, go to #48. If he defeats you, you wake up at #29.

#38. Puchsky swings wildly and misses you. You're preparing for another attack when Baker crowns your enemy with a garbage can lid. Puchsky goes down and you and Baker race out of the alley.

As you come out of the alley, you see Mike Murphy, the bartender, approaching. Baker panics and runs off down the street. Murphy's eyebrows raise as he senses that something's afoot. You know he recognizes you from the bar. Can you talk your way out of this? Make a L1 CHR roll. Go to #10 if you make it. If not, go to #18.

#39. Casually, you retrieve the key and move from the corner to a nearby bus stop as the patrol car cruises on down the street. A city bus pulls up and you board along with several other men and women. Glancing above your seat, you peruse the various advertisements until the bus pulls into the main station. Disembarking, you continue to #40.

#40. There are several walls of lockers in the station. Checking the number on your key, you locate the matching compartment. As you turn the key in the lock, you feel a hand on your shoulder. Turning, you see a muscular black man wearing a shirt and tie.

"Before you open that," he warns you, "we need to talk." To do as he suggests, go to #6. To resist, go to #13.

#41. Baker's scheme doesn't sound like much of a sure thing. You refuse to help Baker stake his bet. Returning to work, you tell your boss that Baker couldn't come through, and you go about your daily duties.

Later, watching the nightly news, you are dismayed to hear that the Renault car won the City Grand Prix in record time. Perhaps you should allow a little more risk into your life! [The End]

#42. You're street-smart enough to know a pickpocket when you bump one! You grab the woman's hand as she reaches for your pit pass. Surprised to be caught, she tries to pull away, but you have a secure hold on her wrist. Looking past her, you see a man start toward you, obviously to come to her rescue. Releasing her, you duck back into the crowds streaming around the pit entrance, and pass the security checkpoint.

As the crowd thins out, you pause to take another look at the blueprint. It still looks alien to you, but there is a prominent code number repeated several times on the design. You memorize the digits and tuck the plans away. You reach the Renault area and are admitted after a race official scrutinizes your I.D. Most of the personnel in the pit have their eyes glued to the track. On a table supporting all kinds of mechanical parts are several metal boxes. One of

TAKING CARE OF BUSINESS

them has the special code number stencilled on it. Casually, you pick up the container. The security guard doesn't even check you as you leave. Go to #16.

#43. Strangely enough, he doesn't seem upset. "Don't take it too hard," he consoles you. "I've already got a new angle. I just met this girl who showed me the most remarkable maps. I'm gonna use the money to get in on her mining operation ..."

Baker suddenly clams up. "Sorry, but I don't want to talk too much about this deal. Loose lips sink ships, you know, and mine's about to come in."

Leaving Baker to his plans, you go back to the office to inform your boss that the deal fell through.

"I figured Baker was too flaky to come through," your boss admits. He thanks you for your effort and promises to reward you if he gets out of his present fix. For now, it's back to business as usual.

[The End]

#44. The Renault entry is the first past the checkered flag! You and Baker waste no time collecting your winnings. Roll on the Cash Table twice for your payoff.

"There you go," he grins. "That should cover what I owe your employer. Thanks for getting me off the hook!"

You take the cash back to the office. True to his word, your boss splits it with you. This has been your lucky day! [The End]

#45. Taken completely by surprise, the man is unable to hold on to the box. You immediately make a run for it. Unfortunately, he chases you. Make a L2 saving roll on SP. A successful roll means you are able to elude him; go to #16. A failed roll means you're caught! Go to #37.

#46. Scrambling back several rows, you reach the distressed man. As you bend over him, he winks at you.

"Play along, will ya?" He slips you a business card as he continues to spastically squirm in his seat.

"Get me outta here!" he screams and, as the bus pulls over to the curb, he launches himself out the door, staggering on down the street. You glance at the business card. It reads:

ROGER SCOTT
Reporter at Large
The stories no one else will tell

You flip it over, and find an additional message on the back of the card. "Good for one free consultation!"

You save the card in your wallet, and grab another seat as the bus continues on its way. You disembark at #40.

#47. "My bookie's giving long shot odds on the Renault entry in today's City Grand Prix. The car has some experimental engine that's scaring off the betting action. If we put in \$500, we can score ten grand!" Baker reaches under the table and fishes three hundred dollar bills out of his sock. "All I need from you a matching stake; I know this is a sure thing!"

Baker looks at you earnestly, and you have to wonder how unlucky a guy could be to be walking around on hundreds of dollars of spare cash ...

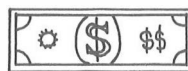
Make a L2 saving roll on INT. If you are successful, go to #26. If you fail, go to #41.

#48. You pull yourself together, grab the metal box, and leave your foe unconscious in the parking lot; after all, his cohorts are sure to come looking for him. Continue to #16.

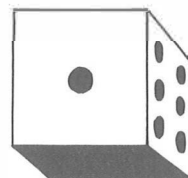
#49. He holds tightly to the case as you grapple with him. Alerted by the scuffle, the limousine driver gets out of the vehicle and comes to help. Then the woman who started all this steps out of the car and levels a gun at you. Wisely, you release your hold on the box.

"That's quite enough," she says, motioning for her men to let you go. "Give back the silly badge and let's get on with it."

Smirking, the fellow you followed courteously hands back the pit pass and gets into the car with the others. The limousine speeds off. There's nothing you can do now but return and tell Baker what happened. Go to #43.



CASH TABLE



1 -	\$1,000.00
2 -	\$3,000.00
3 -	\$5,000.00
4 -	\$7,500.00
5 -	\$10,000.00
6 -	\$15,000.00

GAMEMASTER SECTION



*The following character and map sections of this book
are meant for the gamemaster's eyes only.*



Susan Prevera

ST: 10 IQ: 16 LK: 16 CON: 15 DEX: 15 CHR: 20 SPD: 16
 HtoH Adds: 7 Missile Weapon Adds: 4 Level: 5

Physical description: 5'8", 125#, age 27, anglo female. A person with an extraordinary personal presence. Attractive. Streaky ash-blonde hair, mid-back length, worn up. Brown eyes.

Nationality: US citizen.

Languages: American *English* is native; Spanish, French.

Skills: Martial Arts: Tae Kwon Do 4; Lawyer 4; Research 4; Observation 3; Diplomacy 3; Elocution 3; Recreational Skill: Tennis 3; Clip Pistol 3; Photography 2; Pilot: Yacht 2; Recreational Skill: Chess 2; Combat Shooting 2; Seduction 2.

Education: BA: Pre-law preparatory for law school.

Arms: Walther PPK/8 .38 caliber 7-shot clip (3d6).

Details: Susan Prevera studied law and did very well. An idealistic person, she dreamed of doing well enough over time to eventually be able to pick and choose her cases – taking interesting cases, helping the poor, or counseling for those who seemed to be facing serious miscarriage of justice. Her dream came true unexpectedly when both her parents died in a hotel fire. The insurance payments made her independently wealthy and she took up the practice she desired.

Counselor Prevera is a lawyer in private practice. She may meet players if she contacts them in matters relating to a court case. Characters could be asked to do some private investigating, or they could be the people who originally brought the criminal to trial. If characters have special areas of knowledge, Prevera might call on them to testify in court. And of course, if a character gets into trouble, she might represent him if the circumstances warrant it or if the situation interests her.

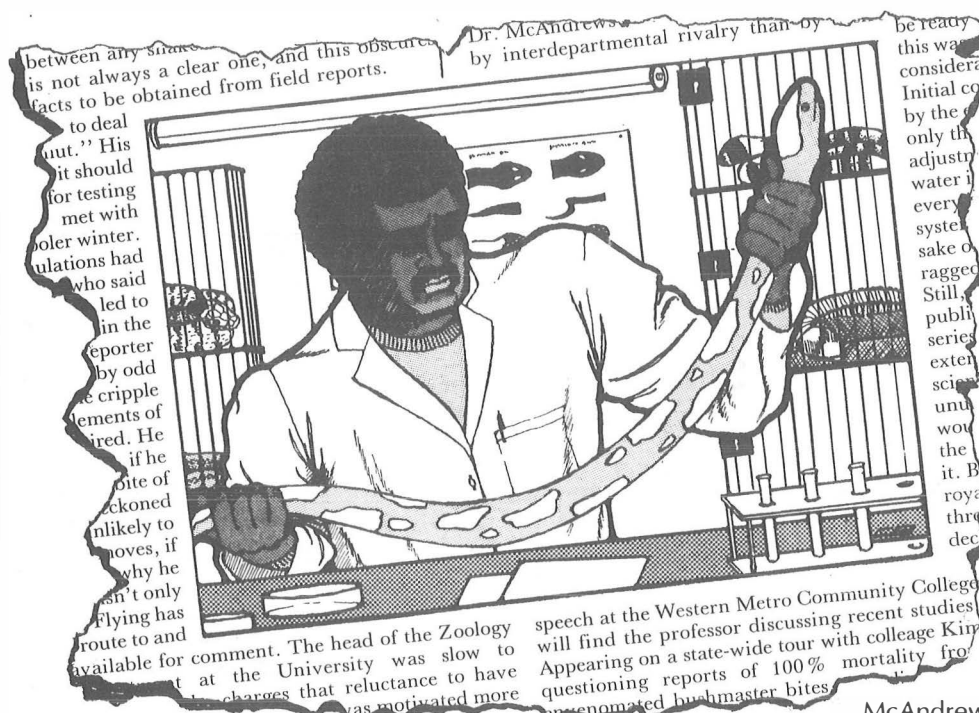


VAL	CHA	Cost	Cost	Skills	ROLL
10	STR	0	5	Lawyer, Professional Skill	14
15	DEX	15	3	Photographer, Professional Skill	12
15	CON	10	5	Research, Professional Skill	14
13	BODY	6	4	Knowledge of Tennis	13
16	INT	6	3	Knowledge of Chess	12
13	EGO	6	1	Familiar with Clip Pistol	
20	PRE	10	12	+4 with Clip Pistol	
20	COM	5	5	Deduction	13
6	PD	4	3	+1 Perception	
3	ED	0	3	Seduction	13
3	SPD	5	3	Persuasion	13
30	REC	0	3	Conversation	13
30	END	0	1	Large Boat	
28	STUN	0	5	Martial Arts: Punch, Kick, Block	

CHA Cost = 67 56 Skills + 67 CHA = 123 Total Cost

CV = 5 5 Must Follow State Bar "Code of Conduct"
 PHASES: 1 Monitored by State Bar
 4, 8, 12 67 Experience

73 Total Points



Robert McAndrews

Title: Dr. McAndrews

ST: 10 IQ: 17 LK: 12 CON: 16 DEX: 10 CHR: 11 SPD: 11
 HtoH Adds: 0 Missile Weapon Adds: 0 Level: 7

Physical description: 5'9", 135#, age 33, black male. Dark in both complexion and personality, he is a very somber, business-like man. Dark hair, dark brown eyes. He has an incredibly deep bass speaking voice.

Nationality: US citizen.

Languages: American *English*.

Skills: SI: Snakes 6; MD (Medical Doctor): General Practitioner 4; Poison 4; Research 4; Clip Pistol 4; Pilot: Helicopter 3; Pilot: Private Prop Plane 3; Photography 3; Environmental Survival: Jungle 3; Environmental Survival: Desert 3; Underwater 2.

Education: BS: Pre-med, preparatory to MD. MS: Herpetology (reptile studies); Ph.D: Poisonous Reptiles.

Arms: Browning 9mm 14-shot clip (3d6).

Details: Rob McAndrews' choice of career was determined when he was young. His grandfather was a snake handler in a carnival and young Rob watched his grandfather die before his eyes because there was no antivenom for the venom of the snake that bit him.

McAndrews took his studies with great seriousness, applying himself to becoming a physician. After completing his internship he returned to the university for extensive reptile studies. Since getting his second doctorate, he juggles the work of teaching at the university and doing research on snakes, poisons, and antivenoms for those toxins which do not have them yet. He travels, doing field studies of reptiles and looking into reports of unusual species of snakes and other reptiles.

Dr. McAndrews is considered an expert on poisonous snakes and therefore would be a logical consultant for characters involved in a case of strange poisonings or the like. He is also apt to be found in out-of-the-way locations doing field studies, and could cross paths with characters and villain personalities in such places.

VAL	CHA	Cost	Cost	Skills	ROLL
10	STR	0	5	Paramedic	14
10	DEX	0	1	Helicopter	
18	CON	16	1	Single Engine Plane	
13	BODY	6	7	Survival	13
18	INT	8	7	Knowledge of Snakes	16
14	EGO	8	5	Knowledge of Poison	14
13	PRE	3	2	Knowledge of Pre-med Training	11
12	COM	1	2	Knowledge of Reptile Studies	11
4	PD	2	2	Knowledge of Poisonous Reptiles	11
4	ED	0	5	MD, Professional Skill	14
3	SPD	10	4	Photography, Professional Skill	13
6	REC	0	5	Research, Professional Skill	14
36	END	0	3	Scuba, Professional Skill	12
27	STUN	0	2	Herpetology Science	11
			1	Familiar with Clip Pistol	
			6	+2 with Clip Pistol	

CHA Cost = 54 58 Skills + 54 CHA = 112 Total Cost

CV = 3

PHASES:

4, 8, 12

8 Obsessed with Poisonous Reptiles

54 Experience

Gerald Bosworth

ST: 11 IQ: 16 LK: 10 CON: 7 DEX: 8 CHR: 9 SPD: 17
HtoH Adds: -2 Missile Weapon Adds: 0 Level: 3

Physical description: 4'8", 120#, age 14, anglo male. Bushy blond hair, light eyes behind rather thick glasses in clear frames. Heavily freckled, still chubby-cheeked.

Nationality: US citizen.

Languages: American *English*.

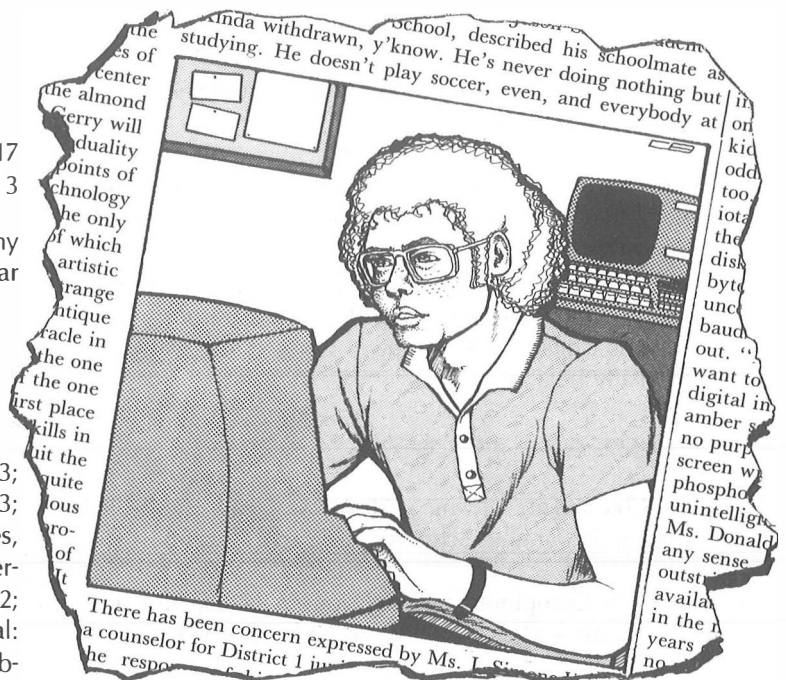
Skills: Computer 4; SI: Computer Security 3; Cryptology 3; Martial Arts: Aikido 3; Recreational Skill: Video Games 3; Recreational Skill: Chess 3; Recreational Skill: Mercenaries, Spies and Private Eyes 2; Electronics 2; Electronic Countermeasures 2; SI: Science Fiction 2; SI: Comic Books 2; Recreational Skill: Checkers 2; Environmental Survival: Suburban 2; Research 2; SI: Confidence Games 1; SI: Observation 1; SI: Theoretical Physics 1. No *Driving* skill.

Education: Presently a sophomore in high school.

Arms: Apple II, 48k, dual disk drives and a modem.

Details: Gerry is not one of the popular kids in school. His talents run to computers and mathematics, not to social skills. He is shy, a loner. Being physically small meant getting picked on, something that stopped after Gerry's grandfather bought him martial arts training. Gerry will open up to those he comes to trust, but they are few.

Gerry's parents are separated. Neither one wanted the responsibility of raising the boy and pursuing a career



simultaneously. Gerry lives with his retired grandparents. His greatest fear is that the old couple will be taken in by a conman, thus destroying his last home and refuge. Gerry uses a computer like a weapon, ruthlessly and sometimes illegally, accessing whatever information he needs to determine if any recent acquaintance of his grandparents is a proper citizen or a criminal with a confidence scam to run on the old couple.

Characters are most likely to encounter Gerry if they are working on a confidence game, either running the scam or searching for the criminals doing it. A scenario where con games are being run on the high school students could ally the characters with Gerry.

VAL	CHA Cost	Cost	Skills	ROLL
11	STR 1	5	Computer Programming	14
8	DEX +6	5	Electronics	12
8	CON +4	3	Bugging	13
8	BODY +4	3	Deduction	13
18	INT 8	4	Knowledge of Codes and Cyphers	13
13	EGO 6	4	Knowledge of Video Games	13
9	PRE +1	4	Knowledge of Computer Security	13
8	COM +1	3	Knowledge of Science Fiction	12
2	PD 0	3	Knowledge of Comic Books	12
2	ED 0	2	Knowledge of Con Games	11
3	SPD 12	2	Knowledge of Suburbia	11
4	REC 0	2	Knowledge of Mercenaries, Spies and Private Eyes	11
16	END 0	2	Knowledge of Checkers	12
18	STUN 0	2	Knowledge of Chess	13
		2	Theoretical Physics Science	11
		3	Research, Professional Skill	12
		5	Martial Arts: Aikido	
CHA Cost = 11		56	Skills + 11 CHA = 67 Total Cost	
CV = 3		3	Age 20-	
PHASES:		5	Physically, Mentally Immature	
4, 8, 12		6	Fear/Hatred of Conmen	
		3	Experience	

Ted "My Ship's Coming In" Baker

Real Name: Theodore Baker

ST: 13 IQ: 9 LK: 6 CON: 12 DEX: 12 CHR: 9 SPD: 10
HtoH Adds: -2 Missile Weapon Adds: -3 Level: 3

Physical description: 5'8", 190#, age 27, anglo male. Thick black-rimmed glasses, thinning blond hair. Carries most of his excess weight on his stomach. Doesn't look fit or even particularly healthy.

Languages: American *English*.

Skills: Chic 2; Fast Driving 1; SI: Amway Sales 1; SI: Chain Letters 1; SI: Pyramid Schemes 1; SI: Lost Treasures 1.

Education: Completed high school, disdaining university as unrealistic and unnecessary to financial success.

Special Note: Latent clairvoyant psychic skill. Very latent.

Details: Ted Baker always "has a ship coming in." He has schemes and plans that "can't possibly fail" to make him instantly wealthy if he can just act fast enough to get ahead of the businesses that are ponderously moving to take over lucrative possibilities he's just discovered. He actually believes in all his great plans - when coffee prices went up, he "had contacts" to get vast quantities cheaply imported; he was going to surprise everybody by getting

high quality South American emeralds from mines that previously produced only mediocre gemstones; after the fashion for silver and turquoise Indian jewelry passed, he was sure African iron and gold would be the next "primitive" style in great demand. Of course, Ted's problem is that he never has enough money to finance these sure-fire money-making schemes, but he's always willing and eager to offer his "friends" a chance to "get in on the ground floor." Baker is always attempting to borrow money, just 'til his ship comes in, of course.

Ted is actually sincere, which is unfortunate for him. His methods of acquiring money border on fraud, but then he's not usually very lucky in getting it in the first place. He's been in and out of trouble with various loan sharks, and at least once he was taken on as an unwitting front-man for a confidence scam.

As an NPC, Baker should have a talent for barging in at the wrong place and the wrong time. This could include instances where privacy would be preferred by the characters, and instances where his arrival is just what's needed to distract the villain long enough for the player character to get out of the tight spot he got himself into! Baker could require a bodyguard - he says its because of the potential success of his latest scam (the proceeds of which will go to pay for the bodyguards, of course) although it's actually the local loan shark out to get payment. In short, Baker is excellent comic relief and if used so, can provide an unexpected punch if one of his schemes actually did pay off (naw, it'd never happen. . .).

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	5	Culture	12
12	DEX	6	3	Combat Vehicle	11
13	CON	6	2	Amway Sales, Professional Skill	11
11	BODY	2	2	Knowledge of Chain Letter Schemes	11
9	INT	+1	2	Knowledge of Pyramid Money Schemes	11
9	EGO	+2	2	Knowledge of Lost Treasures	11
9	PRE	+1			
8	COM	+1			
4	PD	1			
4	ED	1			
3	SPD	8			
6	REC	0			
26	END	0			
25	STUN	0			
CHA Cost =		22	16	Skills + 22 CHA =	38 Total Cost
CV = 4					
PHASES:					
4, 8, 12			5	1d6 Unluck	
			5	Total Points	

Jim Drake

ST: 13 IQ: 12 LK: 9
 CON: 14 DEX: 7 CHR: 10 SPD: 13
 HtoH Adds: -1 Missile Adds: 0 Level: 4

Physical description: 5'9", 155#, age 34, anglo male. Slender and athletic, with short dark red hair and something of a button nose crossed with freckles. Usually has a very attentive, somewhat intense expression. Hazel eyes. A casual dresser.

Nationality: US citizen.

Languages: American *English*.

Skills: OS: Journalist 3; Research 3; Photography 2; Computer 2; Bureaucracy Master 2; Environmental Survival: Urban 2; SI: Miniature Cameras 1; Tracking/Tailing 1; SI: Local Underworld Syndicate 1; SI: Local Graft (Local Internal Politics) 1; Disguise 1.

Education: BA: Journalism.

Details: Jim is a staff reporter for the local evening newspaper, a job he's filled a number of years. He is known for having an uncompromising sense of justice and fairplay, a youthful dedication which he has fought to keep over the years. He still becomes furious at an offer of a bribe to kill a story or adjust it to make it palatable to

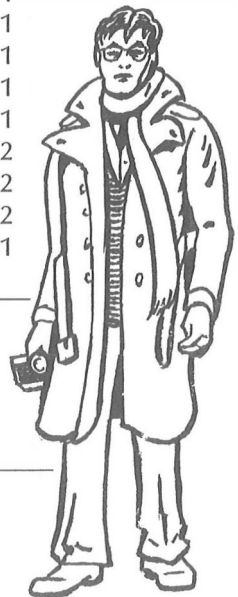


those "in power." He goes after facts like a terrier after rats, and lets go with equal reluctance. He checks facts in as many different directions as he can and is thorough. He remembers favors.

Jim Drake is the kind of NPC who can be threaded throughout a campaign, appearing in any number of adventures. If the characters treat him fairly, he could be cultivated as an accurate source of information on local events. His tenacity can get him in personal trouble which characters can be induced to get him out of, a situation likely to lead to some explosive adventuring.

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	4	Journalist, Professional Skill	13
8	DEX	+6	4	Research, Professional Skill	13
14	CON	8	3	Photography, Professional Skill	12
12	BODY	4	3	+1 with Journalism and Photography	
13	INT	3	2	Knowledge of Miniature Cameras	11
12	EGO	4	2	Knowledge of Local Syndicate	11
10	PRE	0	2	Knowledge of Local Government	11
10	COM	0	3	Stealth	11
3	PD	0	3	Shadowing	11
3	ED	0	3	Computer Programming	12
2	SPD	2	5	Bureaucratics	12
6	REC	0	5	Streetwise	12
28	END	0	3	Disguise	11
26	STUN	0			
CHA Cost =		18	42	Skills + 18 CHA =	60 Total Cost
CV =		3			
PHASES:			8	Uncompromising Sense of Fair Play	
		6, 12	2	Experience	

10 Total Points



Dr. Anton Vladimir Turegev

ST: 7 IQ: 16 LK: 6 CON: 10 DEX: 10 CHR: 16 SPD: 9
 HtoH Adds: -5 Missile Weapon Adds: -3 Level: 6

Physical description: 5'10", 150#, age 47, anglo male.
 Thinning blond hair, gray eyes, wears glasses.

Nationality: Soviet (USSR) citizen.

Languages: *Russian* is native; faultless German; fluent English, French.

Skills: OS: Chemist 7; Research 4; Observation 4; Elocution 4; Recreational Skill: Chess 4; SI: Human Rights 3; Bureaucracy Master 3; SI: Dissident Groups in the Eastern Bloc 3; Recreational Skill: Drinking 3; Computer 2.

Education: BS, MS, Ph.D: Chemistry.

Details: Dr. Turegev is a Nobel Prize-winning chemist, his speciality is organic explosives and energy sources. He is also known as a political dissident concerned about the Soviet Union's mistreatment of its own citizens. He believes he is being slowly poisoned by the Soviets and he would like to defect if it could be arranged around the associated problems.

Dr. Turegev fits into international game scenarios. He could be the "bait" for a super-agent or strike force team that the Soviets would like to get their hands on, or characters could be assigned to protect him surreptitiously, from either Soviet or CIA intervention.



Pro tio, en 1974, estos eldonita kelkaj kajeroj. Jam nun la verkemo de kelkaj sciencistoj estis revokita.
 C. Gacond

La unuaj tri sciencaj studoj elcerpigis

Unu el la kaŭzoj de la malrapida disvastiĝo de Esperanto en la fakaj kaj publikigis...

VAL	CHA	Cost	Cost	Skills	Roll
8	STR	+2	4	Knowledge of Human Rights	13
10	DEX	0	4	Knowledge of Drinking	13
10	CON	0	4	Knowledge of Dissident Groups	13
10	BODY	0	5	Knowledge of Research	14
20	INT	10	5	Chess, Professional Skill	14
13	EGO	6	4	Chemist, Professional Skill	13
16	PRE	6	8	Science: Chemistry	17
16	COM	3	7	Conversation	14
2	PD	0	5	Bureaucratics	13
2	ED	0	5	Deduction	14
2	SPD	0	3	Computer Programming	13
4	REC	0	0	Russian (native language)	
20	END	0	2	German (fluent)	
19	STUN	0	2	English (fluent)	
			2	French (fluent)	
CHA Cost =		21	60	Skills + 21 CHA =	81 Total Cost
CV =	3		3	Age 40+	
PHASES:			8	Monitored by KGB (11-)	
6, 12			8	Paranoid of KGB (Irrational, Common)	
			14	Hunted by CIA (11-)	

31 Total Points

Ellen Crescentmoon

ST: 10 IQ: 10 LK: 10
 CON: 9 DEX: 12 CHR: 14 SPD: 12
 HtoHAdds: 4 MissileAdds: 4 Level: 5

Physical description: 5'7", 125#, age 30, Amerindian female. Black hair worn long; a sharply sculpted face. She is attractive.

Nationality: US citizen.

Languages: Bilingual. American *English* and *Navaho* are both native tongues.

Skills: OS: Pickpocket 2; Environmental Survival: Desert 3; Seduction 3; Confidence 4; Archery 2; Horsemanship 2; SI: Conman "Yellow Kid Weil"; Knife Fighting 2; Revolver 2; OS: Extortion 1.



Arms: Carries a high standard 2-shot derringer (2d6); it uses .22 mag caliber rounds.

Details: Ellen Crescentmoon has practiced a number of con-games in her time, including the "badger" game with a number of accomplices. Raised on the Navaho reservation in northern Arizona, she's very familiar with the southwest deserts. This lends credence to her recently developed con-game, a "Lost Dutchman Mine" scam.

In this goldmine scam, she carefully chooses her mark by looking for a person willing to risk money on unusual investments. The typical operation begins with her literally bumping into her mark while carrying a packet of maps and documents which appear somewhat old (coffee stains are sufficient to fool a casual observer). The packet bursts open and she becomes defensive about the

contents, maneuvering the man into apologizing and often into buying her lunch. During lunch she hesitates to talk about the papers but then "breaks down," explaining that the documents lead to the Lost Dutchman Mine (or at least some lost gold mine, if the mark is too suspicious). The mineral rights are enough to make her extremely rich, but right now she hasn't even the cash to pursue the court case that would establish her family's claim to the land. Usually at this point the mark offers her monetary assistance, which she tearfully, gratefully accepts, promising great wealth in return. Once the mark is milked, she leaves town.

She hasn't been running the goldmine scam long enough for any official investigations to have begun. She was arrested once, when she was 24, for a badger game, but there was no conviction.

VAL	CHA	Cost	Cost	Skills	Roll
10	STR	0	2	English (fluent)	
12	DEX	6	0	Navaho (native tongue)	
10	CON	0	3	Pickpocket, Professional Skill	12
10	BODY	0	2	Extortionist, Professional Skill	11
10	INT	0	1	Knowledge of Desert Survival	8
10	EGO	0	7	Survival	13
15	PRE	5	5	Seduction	13
14	COM	2	7	Persuasion	14
2	PD	0	3	Familiar with Archery, Knife Fighting, Revolver	
2	ED	0	3	+1 with Bow	
3	SPD	8	3	+1 with Knife	
4	REC	0	3	+1 with Revolver	
20	END	0	3	Knowledge of Horsemanship	12
20	STUN	0	1	Horses	
			2	Knowledge of Yellow Kid Weil	11
CHA Cost = 21			45	Skills + 21 CHA = 66 Total Cost	
CV = 4			5	Hunted by police (8-)	
PHASES: 6,12			11	Experience	

16 Total Points

Gladys Stewart

ST: 11 IQ: 11 LK: 8 CON: 5 DEX: 10 CHR: 10 SPD: 8
HtoH Adds: -1 Missile Weapon Adds: -1 Level: 3

Physical description: 5'4", 120#, age 67, anglo female. Small, rather frail-looking old lady with piercingly bright blue eyes. Hair is mostly white with some peppering.

Nationality: Canadian citizen.

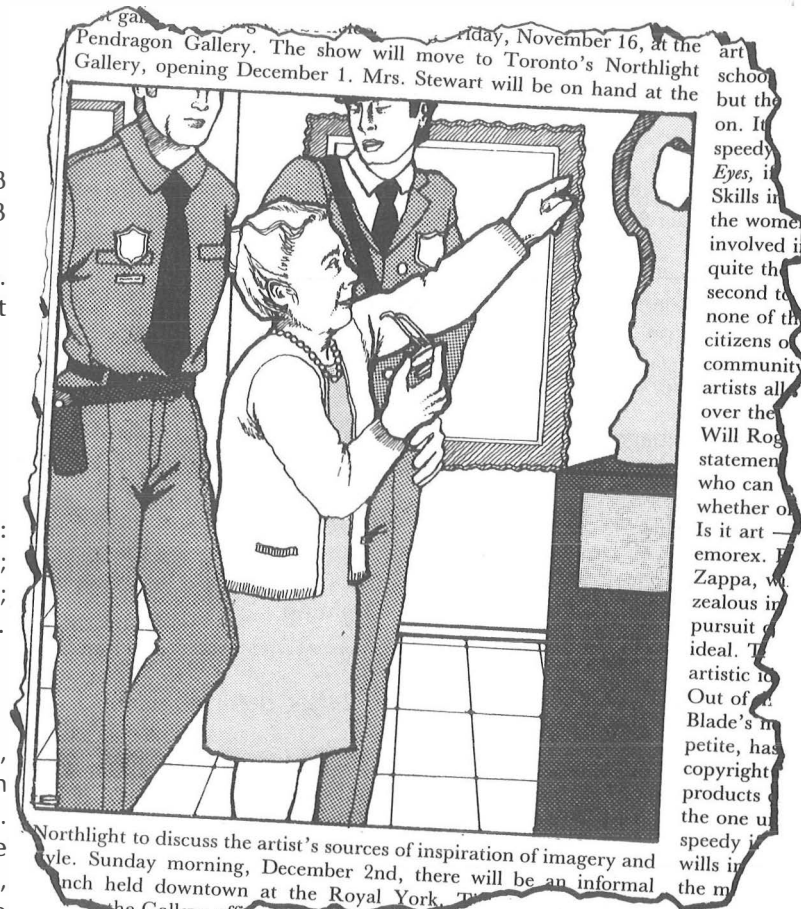
Languages: Canadian *English*.

Skills: SI: Antique Furniture 3; SI: Old Masters' Art 3; SI: Impressionist Art 3; OS: Art Appraiser 2; OS: Writer 2; Elocution 2; Research 1; Chic 1; Bureaucracy Master 1; Recreational Skill: Bridge 1; Recreational Skill: Ma-jong 1.

Education: BA: History.

Details: Gladys Stewart, "Mrs. Stewart" to most people, has always been interested in art and in artists. Her own artistic talent is meagre but she is well read in the subject. She did not realize how much she did know until, at the unveiling of a special piece at the local fine art museum, she spotted the piece as a clever forgery. She was able to prove it, and since then has assisted the police in breaking up several forgery rings. Her expertise has also been called upon to identify several "mystery" pieces of art for the museum and local galleries.

Mrs. Stewart has written two books on art and art history, and supplements her income by working as a consultant and guest lecturer about art for museums, galleries, and in the local schools. Informally, she is quite



Northlight to discuss the artist's sources of inspiration of imagery and style. Sunday morning, December 2nd, there will be an informal lunch held downtown at the Royal York, the Gallery off

willing to advise individuals on artwork over dinner at a very good restaurant, for example, or for the trouble of running errands for a day with her. She is shrewd enough not to be lightly taken advantage of.

Gladys is a widow and most of her family live out of town. She is physically cautious, knowing she is frail, but her line of work rarely gets her into the kind of trouble where that would be a factor.

art school but the on. It speedy Eyes, it Skills in the wome involved i quite th second to none of the citizens of community artists all over the Will Rog statement who can whether o Is it art emorex. Zappa, w zealous in pursuit of ideal. T artistic to Out of Blade's m petite, has copyright products the one u speedy i will in the m

VAL	CHA	Cost	Cost	Skills	Roll
10	STR	0	2	Knowledge of American History	11
10	DEX	0	4	Knowledge of Antique Furniture	13
5	CON	+10	4	Knowledge of Old Masters' Art	13
5	BODY	+10	4	Knowledge of Impressionist Art	13
10	INT	0	2	Knowledge of Bridge	11
10	EGO	0	2	Knowledge of Ma-jong	11
10	PRE	0	3	Art Appraiser, Professional Skill	12
10	COM	0	3	Writer, Professional Skill	12
2	PD	0	3	Research, Professional Skill	12
1	ED	0	3	Culture	11
2	SPD	0	3	Bureaucratics	11
3	REC	0			
10	END	0			
13	STUN	0			
CHA Cost		= -20	33	Skills - 20 CHA = 13 Total Cost	
CV = 3			5	Age 60+	
PHASES:			3	Distinctive Looks: Frail	
6, 12			5	Experience	

13 Total Points

Theodore Phillip Worthington

ST: 6 IQ: 11 LK: 7 CON: 11 DEX: 8 CHR: 7 SPD: 10
HtoH Adds: -6 Missile Weapon Adds: -2 Level: 2

Physical description: 5'2", 105#, age 26, anglo male. Close-set brown eyes, thinning curly reddish-brown hair, glasses with lenses to do justice to the bottom of pop bottles. Grating personality.

Nationality: US citizen.

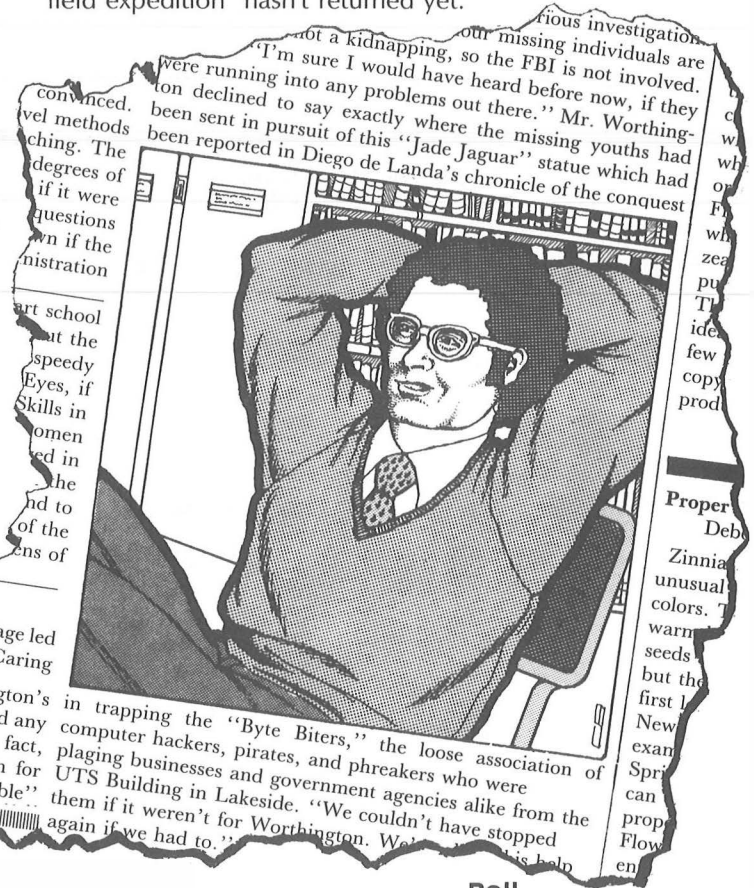
Languages: American *English*.

Skills: SI: Detective Novels 2; Research 1; SI: Underworld History 1; Chic 1; SI: Anthropology 1; SI: Creole Culture 1; SI: History of the Occult 1; SI: Computer Crime 1; Computer 1; SI: CIA 1.

Education: BA: Sociology; MA: Philosophy.

Details: Teddy looked like a wastrel while he was growing up, so his wealthy grandfather set up a trust fund he could access only so long as he was seriously pursuing an education. Teddy figures he'll never have to work again because every month he's in school and getting good grades, the money rolls in. He's switched fields of study so many times that the university administration has despaired of keeping up with him.

Teddy freely spends his considerable funds doing what he calls "field work" — hiring other students to investigate a mystery, an anthropological dig, a computer fraud scheme, or almost anything else while he sits back and "directs" the investigation. Teddy Worthington is a good way for a player character (especially a young one) to get bankrolled and directed into an adventure that might be slightly dangerous and could take place in either an exotic or an ordinary setting. Even more established characters could be "hired" by Teddy who's nervous that his last "field expedition" hasn't returned yet.



VAL	CHA	Cost	Cost	Skills	Roll
8	STR	+2	3	Knowledge of Detective Novels	12
8	DEX	+6	2	Knowledge of Underworld History	11
10	CON	0	2	Knowledge of Creole Culture	11
10	BODY	0	2	Knowledge of Occult History	11
13	INT	3	2	Knowledge of Computer Crime	11
10	EGO	0	2	Knowledge of CIA	11
8	PRE	+2	2	Science: Anthropology	11
10	COM	0	2	Science: Sociology	11
2	PD	0	2	Science: Philosophy	11
2	ED	0	2	Research, Professional Skill	11
2	SPD	2	3	Culture	11
4	REC	0	3	Computer Programming	12
20	END	0			
19	STUN	0			

CHA Cost = -5 27 Skills - 5 CHA = 22 Total Cost

CV = 3
PHASES:
6, 12

William Harrison Dodge

Title: Dr. Dodge

ST: 7 IQ: 15 LK: 8 CON: 15 DEX: 15 CHR: 8 SPD: 11
HtoH Adds: 0 Missile Weapon Adds: -1 Level: 5

Physical description: 5'6", 150#, age 61, anglo male. A balding, bespectacled man, a classic absent-minded professor. Has a moustache and goatee of the same peppery gray as his hair which is thinning only slightly.

Nationality: US citizen.

Languages: American *English* is native; also German, Japanese.

Skills: Research 4; Elocution 3; SI: Writing Grant Proposals 2; Diplomacy 2; Bureaucracy Master 2; Electronics 2.

Education: BS: Chemistry; MS: Metallic Alloys; Ph.D: High-Tension Alloys.

Special Note: Latent empathic psychic skill.

Details: Dr. Dodge is a brilliant chemist who has spent

much of his life teaching and the rest working in government research laboratories. He is presently engaged in work that should create alloys and synthetics which would negate the need for strategic metals. This line of research is under tight security: the information is valuable to the Western nations who have no strategic metals, and valuable to the Eastern nations who *do*.

Unfortunately, Dr. Dodge spends much more time thinking about his work than he does thinking about himself. When his wife died he became quite ill because he neglected little things like eating and sleeping, a problem aggravated by a dedication to his work intensified in an effort to escape his grief and fear. It is probable that Dodge's latent empathy would be a crushing emotional burden if he were open to it, and his absent-mindedness is an entirely subconscious but totally effective defense against the effect. His one daughter, Marion Thorpe Dodge, returned home to take care of him after his wife, her mother, died.

The intelligent but absent-minded professor is a stock character in spy and adventure scenarios. Dr. Dodge is a choice candidate for a kidnapping, requiring rescue from some remote prison before he is forced to divulge vital government secrets.

VAL	CHA	Cost	Cost	Skills	Roll
8	STR	+2	7	Conversation	13
15	DEX	15	5	Persuasion	12
10	CON	0	5	Bureaucratics	12
10	BODY	0	5	Electronics	12
15	INT	5	5	Research, Professional Skill	14
13	EGO	6	3	Knowledge of Grant Proposal Writing	12
8	PRE	+2	2	Science: Chemistry	11
10	COM	0	2	Metallic Alloys Science	11
2	PD	0	2	High Tension Metals Science	11
2	ED	0	2	German (fluent)	
3	SPD	5	4	Japanese (fluent)	
4	REC	0			
20	END	0			
20	STUN	1			
<hr/>					
CHA Cost =		28	42	Skills + 28 CHA =	70 Total Cost
<hr/>					
CV = 5			5	Age 60+	
PHASES:			5	Absent-minded	
4, 8, 12			8	Monitored by CIA (11-)	
			11	Hunted by KGB (8-)	
<hr/>					
			29	Total Points	



Marlon Thorpe Dodge

ST: 10 IQ: 15 LK: 4 CON: 8 DEX: 11 CHR: 14 SPD: 11
HtoH Adds: -5 Missile Weapon Adds: -5 Level: 2

Physical description: 5'7", 130#, age 30, anglo female. Long black hair always worn up. Stylish but rather severely tailored in manner of dress, plain in demeanor. Her choice of eyeglasses does not compliment her looks.

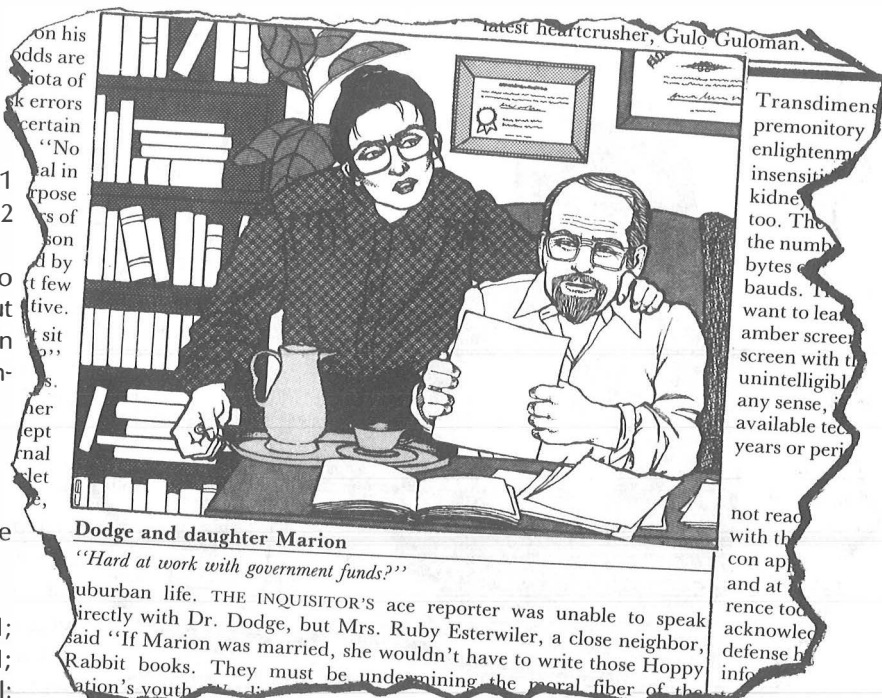
Nationality: US citizen.

Languages: American *English* is her native tongue. Also speaks German, Japanese.

Skills: Research 2; Photography 2; OS: Author 1; Chic 1; Horsemanship 1; Archery 1; Computer 1; Observation -1; Sl: Children's Literature 1; Sl: Folktales 1; Recreational Skill: Aerobic Dancing 1; Recreational Skill: Crocheting 1. *Cooking* skill has advanced to Level 3.

Education: BA: English; MA: Children's Literature.

Details: Marion Thorpe Dodge is a writer of children's books, the "Hoppy Rabbit" series being her most successful to date. She has had little good fortune in her personal life and what has gone well in her professional life is mostly due to keeping her nose to the grindstone. After her mother died, she returned home to care for her father, Dr. William Harrison Dodge. She cares deeply for her father and is very overprotective of him. She knows his work is classified and she worries about him.



Dodge and daughter Marion

"Hard at work with government funds?"

uburban life. THE INQUISITOR'S ace reporter was unable to speak directly with Dr. Dodge, but Mrs. Ruby Esterwiler, a close neighbor, said "If Marion was married, she wouldn't have to write those Hoppy Rabbit books. They must be undermining the moral fiber of the nation's youth."

Marion has chronically bad luck with men. At 30, after several disasterous and usually brief relationships, she is resigned to the possibility that she will never get married or settle down. She still hopes for a knight in shining armor to rescue her from a life of drudgery. She recognizes that her unrealistic expectations only contribute to her problems with men.

Marion is actually a very good person. She has been hurt but is not yet cynical or bitter, just wary. She would have to learn to get past her fear of being hurt, to realize that she cannot live only to care for her father, and to depend on herself for "rescue." If someone could help her find these things, he would also discover an intelligent creative individual who in no way deserves the restrictive lot in life she's living.

VAL	CHA	Cost	Cost	Skills	ROLL
10	STR	0	2	Author, Professional Skill	11
11	DEX	3	3	Photography, Professional Skill	12
8	CON	+4	3	Research, Professional Skill	12
8	BODY	+4	2	Knowledge of Horsemanship	11
15	INT	5	2	Knowledge of Children's Literature	11
13	EGO	6	2	Knowledge of Folktales	11
13	PRE	3	2	Knowledge of Aerobic Dance	11
14	COM	2	2	Knowledge of Crocheting	11
3	PD	1	3	Culture	12
3	ED	1	3	Computer Programming	12
3	SPD	9	4	Cooking	13
4	REC	0	1	Familiar with Archery	
16	END	0	3	+1 with Bow	
17	STUN	0			

CHA Cost = 22 32 Skills + 22 CHA = 54 Total Cost

CV = 4 10 2d6 Unluck
PHASES: 8 Fear of Emotional Entanglements
4, 8, 12

18 Total Points



Caroline Zameko

Title: Dr. Zameko

ST: 8 IQ: 14 LK: 10 CON: 10 DEX: 9 CHR: 13 SPD: 8
HtoH Adds: -1 Missile Weapon Adds: 0 Level: 4

Physical description: 5'4", 120#, age 28, oriental female.
Short black hair, almond-shaped brown eyes. Glasses.

Nationality: US citizen.

Languages: American *English* and *Japanese* both native.

Skills: MD (Medical Doctor): Psychiatry 3; SI: Criminal

Psychology 2; SI: Abnormal Psychology 2; Research 2; Photography 2; Sky Diving 2; Bureaucracy Master 2; Seduction 2; Recreational Skill: Go 2; Recreational Skill: Shogi 2; Pilot: Prop Plane 1; Chic 1; Elocution 1.

Education: BS: Pre-Med, preparatory for MD degree.

Details: Dr. Zameko is a third-generation Japanese-American. She is a very strong-willed, disciplined, dedicated woman devoting her life to the study of the criminal mind, working to understand why some people cannot function in normal society. She hopes to make it possible for these people to find an acceptable place in the world.

During her internship, Dr. Zameko created profiles of criminal suspects at large. Newly come to private practice, she is often called upon to determine if a criminal is judged sane enough to stand trial.

Caroline is an intense person. Where her interests overlap others, she can be very helpful. She would assist characters if their aim is to help the person being chased. She will refuse assistance to anyone whose intent is to kill or punish his quarry, regardless of the crimes committed. She will break off help to someone about whom she begins to have doubts. A character who shoots first and asks questions later will not get along with Dr. Zameko. She is not a foolish or shortsighted person; her conviction that criminals can be helped is based on her studies and practice. She is aware of the danger represented by a criminal at large. Her work is likely to draw trouble to her, and if characters have gotten to know her and her work, they should be ready and willing to go to her aid when the tables are turned.

VAL	CHA	Cost	Cost	Skills	Roll
8	STR	+2	3	Paramedic	12
9	DEX	+3	3	Culture	12
10	CON	0	3	Seduction	12
10	BODY	0	3	Bureaucratics	12
15	INT	5	3	Conversation	12
12	EGO	4	1	Single Engine Plane	
13	PRE	3	4	Japanese (fluent)	
14	COM	2	4	Science: Psychology	13
3	PD	1	2	Psychiatric Medicine, Professional Skill	11
2	ED	0	3	Knowledge of Criminal Psychology	12
2	SPD	1	3	Knowledge of Abnormal Psychology	12
4	REC	0	3	Knowledge of Sky Diving	12
20	END	0	3	Knowledge of Go	12
19	STUN	0	3	Knowledge of Shogi	12
			3	Research, Professional Skill	12
			3	Photography, Professional Skill	12

CHA Cost = 11 47 Skills + 11 CHA = 58 Total Cost

CV = 3

PHASES: 5 Code Against Killing (base)
6, 12 3 Experience

8 Total Points

Samantha Livingstone

ST: 11 IQ: 11 LK: 16
 CON: 10 DEX: 14 CHR: 8 SPD: 9
 HtoH Adds: 6 Missile Adds: 4 Level: 4

Physical description: 5'8", 145#, age 53, anglo female. White hair, blue eyes, has maintained a trim figure for her age. A cheerful countenance.

Nationality: US citizen.

Languages: American *English* is her native language.

Skills: Sl: Giving Parties 5; Diplomacy 4; Chic 4; Recreational Skill: Golf 3; Recreational Skill: Bridge 3; Horsemanship 2; Recreational Skill: Tennis 2; Recreational Skill: Bowling 2; Sl: Social Etiquette 2; Tactical (taking on a whole new shade of meaning!) 2.

Education: BA in what would now be called Home Economics – from a proper "ladies college" in the East.

Details: Mrs. Samantha Livingstone is the consummate hostess and helpful matron whom everyone would like to know. She is a wealthy widow, well connected in local society, and she very much enjoys the company of all sorts of people. She knows "everyone" and everything about them. Her tactical skill at arranging for people to meet each other is unparalleled – it is apt to happen



...asty tofu cakes, in a recipe flavored with almond paste and vinegar. Easy variations
 ...ational Dining Club was...
 ...presidential elections. Nominations were made at the meeting held October 5th, and

...shame Mr. Allard and Mr. Epinnagen were not available, nor the fabulous Count, but Ms. Bandolero was, with the first of her portraits in the Stormhove...

something like this: "Oh, Frank, I'm so glad you could make it. Come meet Jeanne, an artist I think you might like to have show in your gallery. Now I'll just leave you two to chat while I go see about..." and so on. She is quite tolerant of everything except poor manners or someone trying to take advantage of her.

Sam, as she's known to friends, is a perfect means to bring together characters and patron/employers to get an adventure started. If characters need an introduction to an individual they can meet no other way, one of Mrs. Livingstone's little affairs should do the trick. Of course, because of the mix of people, all sorts of interactions leading to adventures are possible and appropriate to arrange.

VAL	CHA	Cost	Cost	Skills	Roll
10	STR	0	6	Knowledge of Giving Successful Parties	15
14	DEX	12	4	Knowledge of Golf	13
10	CON	0	4	Knowledge of Bridge	13
10	BODY	0	3	Knowledge of Bowling	12
13	INT	3	3	Knowledge of Tennis	12
12	EGO	4	3	Knowledge of Horsemanship	12
15	PRE	5	3	Knowledge of Social Etiquette	12
8	COM	+1	1	Familiar with [City of Residence]	8
2	PD	0	1	Familiar with Social Register	8
2	ED	0	1	Horses	
3	SPD	6	7	Conversation	14
4	REC	0	7	Culture	14
20	END	0	3	Social Tactics, Professional Skill	12
20	STUN	0			

CHA Cost = 29 46 Skills + 29 CHA = 75 Total Cost

CV = 5 3 Loves Gossip
 PHASES: 3 Age 40+
 4, 8, 12 19 Experience

25 Total Points

Tamara Hanlon

ST: 11 IQ: 14 LK: 11 CON: 8 DEX: 14 CHR: 13 SPD: 11
 HtoH Adds: 2 Missile Weapon Adds: 0 Level: 2

Physical description: 5'7", 115#, age 23, anglo female. Long straight blonde hair, watery blue eyes. Rather bony frame, a certain vagueness to her attitude.

Nationality: Had dual Canadian and American citizenship until age 21; when had to chose, dithered until the last minute and chose US citizenship on the flip of a coin.

Languages: Canadian *English* is her native language.

Skills: Martial Arts: Kung Fu 3; Medic 2; Underwater 2; SI: Islamic Religion 2; Research 2; SI: Unification Church 1; Environmental Survival: Suburban 1; Acrobatics 1; SI: Transcendental Meditation 1; SI: Cult of Kali 1; SI: Buddhism.

Education: BA: Religious Philosophy; MA: Eastern Religious Systems.

Details: Tamara is a quiet, pretty young woman who is not at all sure what she wants to do with her life. She was born in Ontario and moved into the States when her mother remarried to a wealthy US businessman. She was raised in an upper-class home and has been drifting in and out of schools, religious cults, and unusual jobs since she left home at 18. The only repeating note in her jobs is a tendency to drift towards medical aid. She worked in a college ambulance corps and is a competent paramedic.

Tamara knows at least a little bit (often quite a lot) about almost every strange organization, religious or otherwise, which purports to offer understanding of the meaning of self, life and other mysteries. She will be willing to help characters investigating one or more of these cult groups, just to share in the "excitement" of discovery. Obviously her medical skills can be very valuable if an adventure takes a turn for the worse.



VAL	CHA	Cost	Cost	Skills	Roll
11	STR	1	3	Paramedic	12
14	DEX	12	2	Knowledge of Unification Church	11
8	CON	+4	2	Knowledge of Suburbia	11
8	BODY	+4	2	Knowledge of Scuba Diving	11
15	INT	5	3	Knowledge of Transcendental Meditation	12
12	EGO	4	2	Knowledge of Cult of Kali	11
13	PRE	3	2	Knowledge of Buddhism	11
14	COM	2	2	Knowledge of Islam	11
3	PD	1	3	Research, Professional Skill	12
3	ED	1	5	Acrobatics	12
3	SPD	6	11	Martial Arts: General	
4	REC	0			
16	END	0			
18	STUN	0			
CHA Cost =		27	37	Skills + 27 CHA =	64 Total Cost
CV = 5					
PHASES:			3	Gullible to Fad Cults	
4, 8, 12			11	Overconfidence	

14 Total Points

Andrew Masterson

ST: 4 IQ: 16 LK: 21 CON: 10 DEX: 12 CHR: 14 SPD: 13
 HtoH Adds: 4 Missile Weapon Adds: 9 Level: 3

Physical description: 4'0", 80#, age 23, anglo male. A dwarf, with the condition affecting long bone development. Black hair on a high forehead, widow's peak. Light blue eyes.

Nationality: US citizen.

Languages: American *English* is his native tongue.

Skills: Clip Pistol 2; Knife Throwing 2; Horsemanship 2; Tracking/Tailing 2; Environmental Survival: Jungle 3; Bureaucracy Master 2; Underwater 1; Leadership 1; Bola 1; OS: Writer 1.

Education: BA: Zoology.

Arms: Browning 9mm 14-shot clip pistol (3d6).

Details: Because of his physical difficulties, Andy's growing-up years were a nightmare created by the casual cruelty of others his age. He became very studious and introverted, and developed an uncommon affinity for animals. He studied diligently, graduating early from both high school and college, making quite an impression on his instructors. Although young, he has received financing to travel and search for new species, to conduct behavior studies, and in general to be considered one of the most dedicated young naturalists in the profession. He writes for travel and science journals, and is able to convey his sincerity and interest in such a way as to make even obscure subjects fascinating.



Andrew takes an extreme dislike to anyone mistreating animals. A story told about him is that he insulted the French President's wife for dressing her toy poodle in a sweater and beret. On a more serious note, he is active in wildlife and environmental preservation organizations.

Andrew prefers to spend his time in the field but can be totally courteous in public; his reputation provides a self-confidence stolen in his youth. He is becoming something of a public figure, being awarded honorary degrees for work done and appearing on TV specials. Under the right circumstances, he will assist player characters, especially if the mission involves animals or wildlife preservation. He would be the ideal man to have along on a "Sasquatch Murder Spree" mystery case!

VAL	CHA	Cost	Cost	Skills	ROI
5	STR	+5	15	3d6 Luck	
12	DEX	6	3	Familiar with Clip Pistol, Throwing Knife, Bola	3
10	CON	0	6	+2 with Clip Pistol	
10	BODY	0	3	+1 with Throwing Knife	
18	INT	8	3	+1 with Bola	
10	EGO	0	3	Knowledge of Jungle Survival	12
18	PRE	8	3	Horsemanship	12
10	COM	0	2	Scuba, Professional Skill	11
2	PD	1	2	Writer, Professional Skill	11
2	ED	0	5	Stealth	12
3	SPD	8	5	Shadowing	12
3	REC	0	1	Horses	
20	END	0	2	Science: Zoology	11
18	STUN	0	3	Bureaucratics	13
			3	Survival	11
CHA Cost =		31	59	Skills + 31 CHA =	90 Total Cost
CV = 4			5	Distinctive Looks: Dwarf	
PHASES:			11	Physical Limitations: Dwarfism	
4, 8, 12			24	Experience	

40 Total Points

Roger Scott

ST: 10 IQ: 10 LK: 10 CON: 11 DEX: 14 CHR: 6 SPD: 8
 HtoH Adds: 2 Missile Weapon Adds: 0 Level: 2

Physical description: 5'8", 170#, age 30, anglo male. Scott has a bulbous nose, ruddy skin with broken veins in his face, and thinning gray hair. His eyes are nondescript but light-colored. He looks and smells like he has been drinking cheap booze at most hours of the day and night; he is in fact an alcoholic.

Nationality: US citizen.

Languages: American *English* is his native tongue.

Skills: OS: Sensational (Yellow) Journalism 2; SI: Gossip on Celebrities 2; Chic 1; Motorcycle 1; Tracking/Tailing 1; Lockpicking 1; Safecracking 1; SI: Libel/Slander Laws 1; Revolver 1.

Education: BA: English.

Arms: Colt Detective .38 Special, 6-shot revolver (3d6).

Details: Roger Scott is a staff writer for a scandal sheet, a sensational tabloid newspaper with a wide distribution. The facts he does not know he makes up; conclusions he doesn't know, he infers or implies. In actual fact, he does poke around enough to know quite a lot about anyone at all newsworthy – this is the knowledge he twists into sensationalized scandalous exclusives for his employers' newspaper.

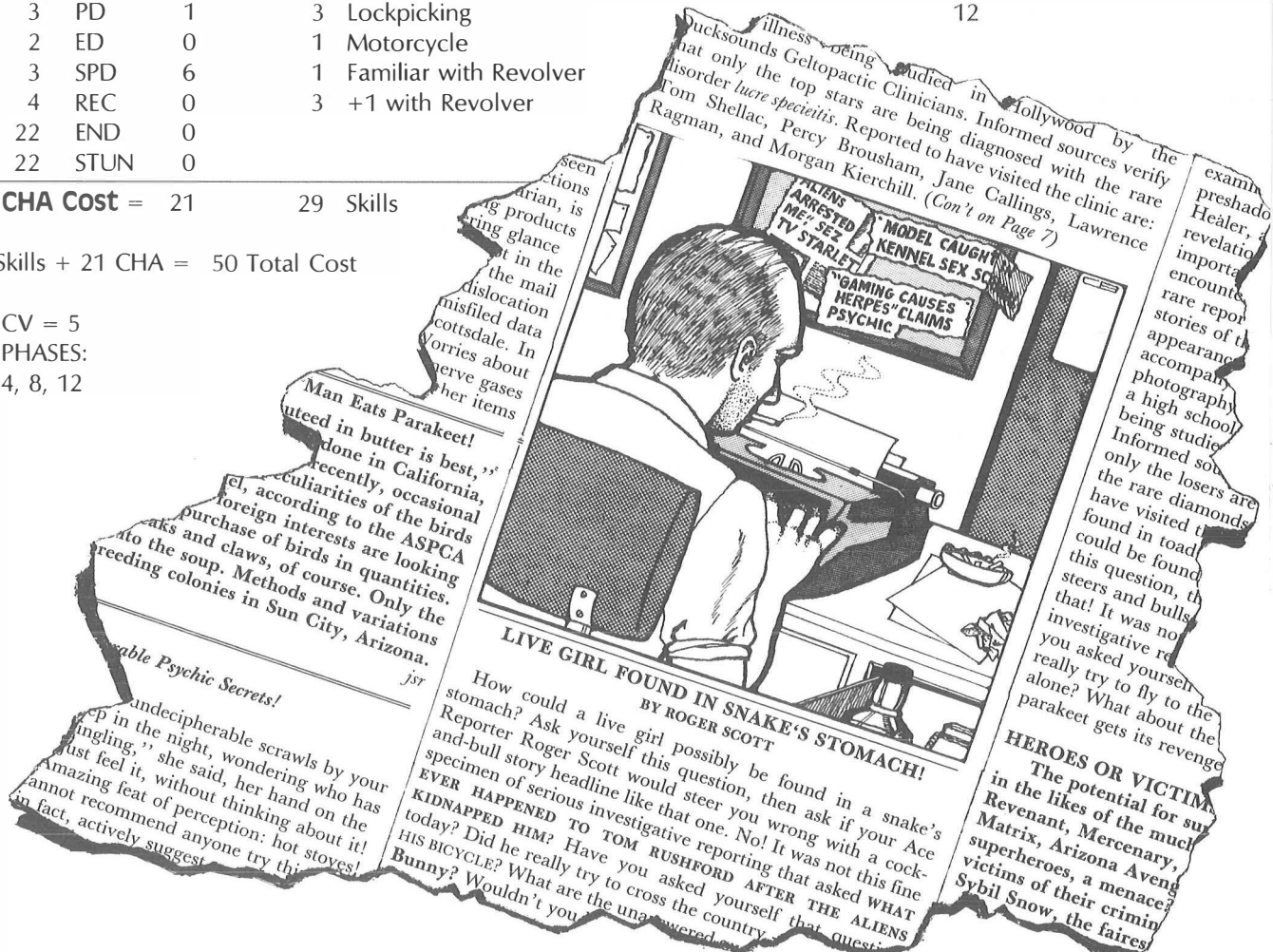
He does not use his information to extort money from his potential victims but he has occasionally been "bought off" by his targets who have supplied something suitably juicy on someone else. He is a well of information if plied with alcohol, but there is a generous mix of supposition, implication, twisted assumptions, and outright invention in with the available facts. Finally, woe be to the player characters who draw his professional interest!

VAL	CHA	Cost	Cost	Skills	ROLL
10	STR	0	2	Knowledge of Libel/Slander Laws	11
14	DEX	12	3	Knowledge of Gossip about Celebrities	12
11	CON	2	3	Knowledge of Yellow Journalism	12
11	BODY	2	2	Knowledge of English Writing Skills	11
10	INT	0	2	Knowledge of Safecracking	11
10	EGO	0	3	Culture	11
10	PRE	0	3	Stealth	12
6	COM	+2	3	Shadowing	12
3	PD	1	3	Lockpicking	12
2	ED	0	1	Motorcycle	12
3	SPD	6	1	Familiar with Revolver	12
4	REC	0	3	+1 with Revolver	12
22	END	0			
22	STUN	0			

CHA Cost = 21 29 Skills

29 Skills + 21 CHA = 50 Total Cost

CV = 5
 PHASES:
 4, 8, 12



Isolde Anderson

ST: 14 IQ: 12 LK: 11
 CON: 13 DEX: 12 CHR: 20 SPD: 15
 HtoH Adds: 2 Missile Adds: 0 Level: 3

Physical description: 5'9", 120#, age 20, Eurasian female. A genuinely stunning woman with a very exotic appearance. Her nearly black hair is usually worn long, her skin is a lambent golden hue, her eyes are startlingly blue.

Nationality: British citizen.

Languages: British *English* is her native tongue, spoken with an educated accent. Also fluent in Cantonese Chinese.

Skills: Secret ID: Agent for MI-6; Martial Arts: Karate 3; OS: Fashion Model 3; Seduction 3; Acting/Mimic 2; Clip Pistol 2; Electronic Countermeasures 2; Electronics 2; Photography 1; Disguise 1.

Education: BA: Theatre.

Details: This gorgeous woman owes her exotic looks to mixed blood in her background. Her father is James Anderson, a Colonel in MI-6 service and she grew up with the spy business. Her regular work is as a high-demand fashion model where most of her assignments are on the Continent. She serves as a confidential courier and occasional spy for MI-6 with her travels providing an

CINEMA

«LA CORDE», d'Alfred



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Isolde Anderson is quite personable in her pictures and poses, having the model's necessary talent to project a personal interest in the viewer through a camera's lens. However, she cultivates a "woman of mystery" image of her personal life in order to have a personal life.

Isolde is an NPC likely to be encountered in mystery or international intrigue scenarios. Her roles as a spy, a courier, and as a high-demand fashion model could bring her to any location. While loathe to play a "damsel in distress," she is pragmatic enough to do whatever is required to be successful in all her undertakings.

VAL	CHA	Cost	Cost	Skills	Roll
15	STR	5	4	Cantonese Chinese (fluent)	
12	DEX	6	2	Knowledge of Theatre	11
13	CON	6	2	Knowledge of MI-6	11
12	BODY	4	1	Knowledge of European Espionage Scene	8
13	INT	3	4	Fashion Model, Professional Skill	13
11	EGO	2	2	Photography, Professional Skill	11
15	PRE	5	5	Mimicry	12
20	COM	5	3	Disguise	12
4	PD	1	5	Seduction	13
3	ED	0	3	Bugging	12
3	SPD	8	5	Electronics	12
6	REC	0	1	Familiar with Clip Pistol	
26	END	0	6	+2 Clip Pistol	
27	STUN	0	7	Martial Arts: Karate	
CHA Cost =		45	50	Skills + 45 CHA =	95 Total Cost
CV = 4			14	Hunted by KGB (11-)	
PHASES:			5	Monitored by MI-6 (8-)	
4, 8, 12			26	Experience	
45 Total Points					

Erin Foster

ST: 4 IQ: 12 LK: 9 CON: 9 DEX: 7 CHR: 9 SPD: 13
 HtoH Adds: -7 Missile Weapon Adds: 0 Level: 3

Physical description: 5'6", 110#, anglo female. Confined to wheelchair due to spinal injury. Ash blonde hair, gray eyes, delicate in appearance. Extremely serious.

Nationality: US citizen.

Languages: American *English*.

Skills: Computer 3; Bureaucracy Master 3; SI: Mob Activities 2; SI: Rehabilitation for Spinal Injuries 2; Research 2; Electronics 2; Electronic Countermeasures 2; Photography 2; Recreational Skill: Bridge 2; Observation 1; Recreational Skill: Chess 1.

Education: BA: History; MA: Criminal History.

Details: Erin Foster was a police dispatcher. She was with

her fiancé in the same restaurant hit by DeCinnicio's bomb that destroyed the face and career of Roger Cole. Her husband-to-be was killed in the blast and she was paralyzed from the mid-back down, relegating her to a wheelchair probably for the rest of her life. She was able to keep her job as a dispatcher with the city's police force, and she expanded into work as a computer operator for the force as well.

She was approached by Roger Cole for assistance and aid in his quest for revenge against DeCinnicio and his mob. As a fellow victim, she readily agreed. No one has questioned her accessing files on Crazy Al and his people, under the circumstances, nor did anyone notice when she arranged for Roger Cole/Clint Simba to be declared "dead" to the FBI crime computer, which wiped his fingerprints from the records.

If adventurers become involved fighting Crazy Al, and they encounter Erin, she will drop hints and clues, and offer cogent suggestions. Even if characters get to know her well, she will be unlikely to reveal any connection between Cole and herself. Her primary motive will be to add to DeCinnicio's problems in every possible way.

VAL	CHA	Cost	Cost	Skills	Roll
5	STR	+5	2	Knowledge of History	11
7	DEX	+9	2	Knowledge of Criminal History	11
9	CON	+2	3	Knowledge of Mob Activities	12
9	BODY	+2	3	Rehabilitation for Spinal Injuries	12
15	INT	5	2	Knowledge of Chess	11
11	EGO	2	3	Knowledge of Bridge	12
10	PRE	0	2	Knowledge of Police Force	11
10	COM	0	3	Photography, Professional Skill	12
1	PD	0	3	Research, Professional Skill	12
2	ED	0	3	Police Dispatcher, Professional Skill	12
2	SPD	3	3	Bugging	12
3	REC	0	5	Electronics	12
18	END	0	7	Bureaucratics	13
17	STUN	0	3	Deduction	11
			3	+1 Perception	11
			5	Computer Programming	13
CHA Cost = -8			52	Skills - 8 CHA = 44 Total Cost	
CV = 2			13	Physical Limitation: Paralysis from Mid-back	
PHASES:			3	Monitored by Police (8-)	
6, 12			10	Distinctive Looks: Wheelchair Person	
			6	Hatred of Crazy Al DeCinnicio	
			12	Experience	

44 Total Points

Roger Cole

Real Identity: Clint Simba

ST: 11 IQ: 17 LK: 16
 CON: 11 DEX: 14 CHR: 4 SPD: 17
 HtoH Adds: 5 MW Adds: 4 Level: 5

Physical description: 5'8", 140#, age 33, black male. Habitually wears a dark outfit and black mask. His face is hideously scarred; when he appears "out of uniform," he is well disguised.

Nationality: US citizen.

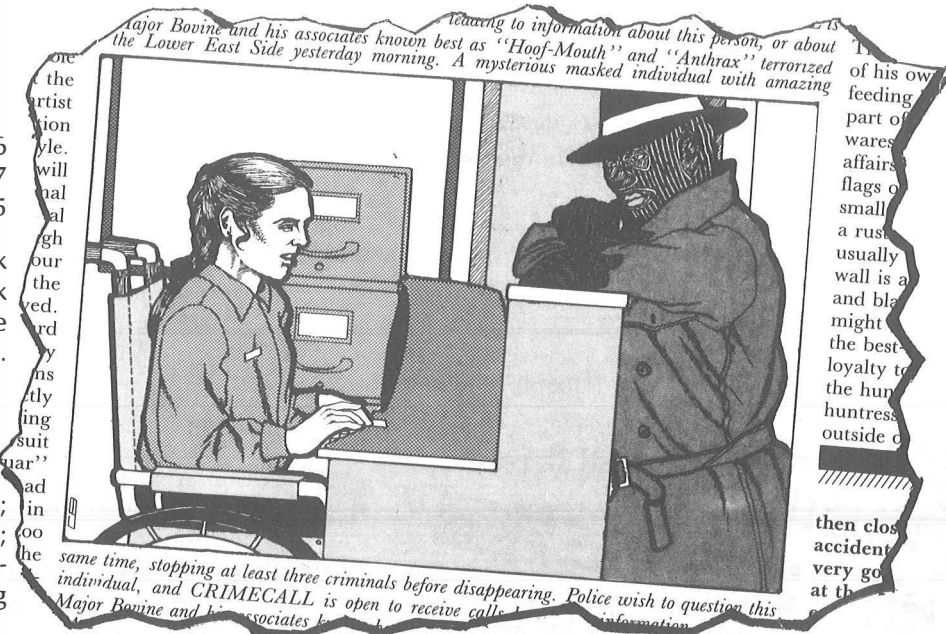
Languages: American *English*.

Skills: Secret ID: Clint Simba; Acting/Mimic 5; Martial Arts: Karate 5; Disguise 4; Poison 3; Gunsmithing 3; Combat Shooting 3; Acrobatics 3; Ambush 3; Clip Pistol 3; Knife Throwing 3; Quick Draw 2; SMG 2; Knife Fighting 2.

Education: Graduate: NY School of Performing Arts.

Arms/Armor: .44 automag pistol with 8-shot clip (8d6); throwing knife (2 - 1); Mark II vest (2 + 3).

Details: Roger Cole is the real name of Clint Simba, one of the hottest black movie stars of the 80's. Grievous disaster struck when his face was blown away in a restaurant bombing engineered by "Crazy Al" DeCincio's mob. Cole's career was destroyed, for plastic surgery could not repair his face. Cole teamed up with another blast victim, Erin Foster, and together they work to destroy the organization which destroyed them.



Roger Cole has become a virtual living comic-book or pulp hero. He has forsaken some of the flash-and-dash of a fictional hero, and concentrates on breaking up Crazy Al's operations. He has killed Al's minions, disrupted carefully-planned jobs, and cost the mobster thousands. He has left no clues to his true identity and although assassin Peewee Valchi was sent after him, he could not track him.

According to movie magazines and industry gossip, the actor Clint Simba is either in Mecca or on retreat, recluse in Andorra. Due to computer tampering by Erin Foster, the FBI records show he is deceased. Roger's existence is known only by his agent who sends him substantial checks for residuals on his TV series and movies.

VAL	CHA	Cost	Cost	Skills	ROLL
13	STR	3	5	Disguise	14
16	DEX	18	11	Mimicry	15
15	CON	10	7	Gunsmith	13
11	BODY	2	7	Acrobatics	13
18	INT	8	5	Stealth	13
13	EGO	6	4	Knowledge of Poisons	13
20	PRE	10	3	Familiar with all Firearms	
2	COM	+4	1	Familiar with Knife Fighting	
7	PD	4	15	+3 with all Firearms	
3	ED	0	3	+1 Clip Pistol	
4	SPD	14	3	+1 SMG	
6	REC	0	10	+2 Knife Fighting	
30	END	0	3	+1 Thrown Knife	
30	STUN	4	14	Martial Arts: Karate +1/2 Damage Modifier	
			4	Acting, Professional Skill	
CHA Cost =		75	95	Skills + 75 CHA = 170 Total Cost	
CV = 5			6	Driven to Revenge against Mob	
PHASES:			8	Hunted by Mob (14-)	
3, 6, 9, 12			10	Distinctive Looks: Ruined Face	
			8	Secret ID: Clint Simba	
			8	Dependent NPC: Erin Foster (14-)	
			80	Experience	



120 Total Points

David Chun

ST: 12 IQ: 12 LK: 11 CON: 14 DEX: 8 CHR: 7 SPD: 17
 HtoH Adds: -1 Missile Weapon Adds: 0 Level: 3

Physical description: 5'4", 135#, age 17, oriental male.
 Black hair, dark eyes. Suffers from very bad acne.

Nationality: US citizen.

Languages: American *English* and Cantonese *Chinese*
 both native.

Skills: Martial Arts: Karate 5; Martial Arts: Nunchaku 3;
 Observation 3; Research 2; Environmental Survival: Urban
 (Chinatown) 2; Ambush/Silent Movement 2; Oriental
 Fencing 2; SI: Bruce Lee 2; OS: Delivery/Courier 2;
 Recreational Skill: Go 2; Motorcycle 1; Recreational Skill:
 Ma-jong 1; Shuriken 1.

Education: Presently a senior in high school.

Arms: Nunchaku (3d6) *illegal*; shuriken (1d6), carries 4.

Details: David is very much a loner. He has grown up in Chinatown and knows quite a bit about the street gangs and the underworld Tongs, without having belonged to either. He is considered too self-directed and self-interested to take orders from a group leader. Still, he likes to be "involved" because it makes him feel important; he'll help outsiders for that very reason.

David would like to think of himself in terms of a media hero like Bruce Lee. He has a fair amount of martial arts training and is developing for himself skills that enable him to move about unseen and unnoticed while observing everything that goes on around him.

David does carry his nunchaku with him at all times, and he is quite good with them. He is even better with his bare hands, as a street gang member discovered when he took his "toy" away. David is not a poor student, but he is uninterested in academics and attends school rather irregularly. He is unsure where his skills will lead him once he's out of school.



VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	5	Stealth	12
11	DEX	3	7	Deduction	13
14	CON	8	5	Streetwise	12
12	BODY	4	5	City Knowledge of Chinatown	12
12	INT	2	1	Motorcycle	
11	EGO	2	3	Research, Professional Skill	12
10	PRE	0	3	Courier/Delivery, Professional Skill	12
6	COM	+2	3	Knowledge of Go	12
6	PD	3	2	Knowledge of Ma-jong	11
3	ED	0	3	Knowledge of Bruce Lee	12
3	SPD	9	1	Familiar with Nunchaku	
6	REC	0	3	+1 with Nunchaku	
28	END	0	7	Martial Arts: Karate	
26	STUN	0	3	+1 Perception	

CHA Cost = 32 51 Skills + 32 CHA = 83 Total Cost

CV = 4 8 Overconfidence (base)
 PHASES: 11 Loner (irrational, common)
 4, 8, 12 6 Distinctive Looks: Acne
 8 Experience

33 Total Points



John "Dog" Puchsky

Real Name: Pavel Puchsky

ST: 11 IQ: 10 LK: 16 CON: 9 DEX: 11 CHR: 9 SPD: 5
HtoH Adds: 0 Missile Weapon Adds: 6 Level: 4

Physical description: 5'6", 220#, age 41, anglo male. Completely bald, in terrible physical condition. He constantly smokes cheap, particularly foul cigars.

Nationality: US citizen (first generation -- parents from eastern Europe).

Languages: American *English* is native tongue; Polish.

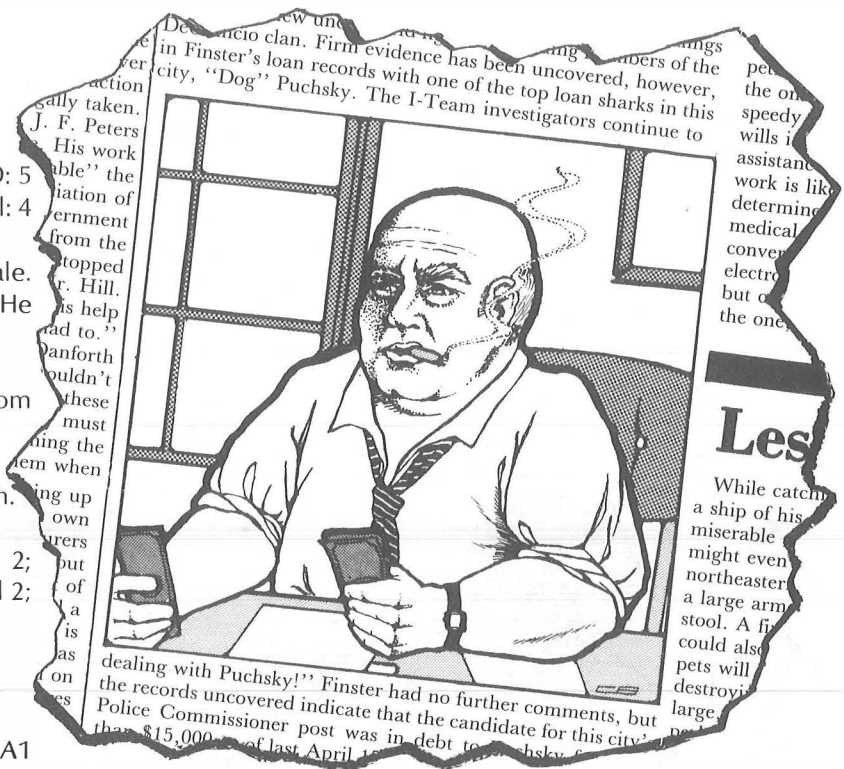
Skills: OS: Accounting 3; Brawling 3; Leadership 2; Environmental Survival: Urban 2; Gambling 2; Clip Pistol 2; SMG 2.

Special Note: Latent precognitive psychic skill

Arms: 1928A Thompson SMG (4 + 3), 30 rounds; 1911-A1 .45 automatic (4 + 1), 7 round clip.

Details: Puchsky is a man blessed with prophetic dreams, a talent he's turned to his financial benefit. By chosing patrons carefully, he's worked up a thriving loanshark business. His visions of the future have allowed him to walk the fine razor's edge in the game of survival.

As a loanshark, Pavel is reasonably successful. He has



shown compassion on a number of occasions, granting extensions when the situation seems to warrant it. This has been enough to woo away clients from competitors who are more stern and more violent. Pavel has proved ruthless, however, when deliberately crossed.

Pavel often has useful information, and he's willing to buy and sell it. He's always ready to loan money to an individual at his high rate of interest.

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	4	Accounting, Professional Skill	13
11	DEX	3	5	Gambling	12
10	CON	0	3	Streetwise	12
10	BODY	0	13	Martial Arts: General	
10	INT	0	1	Familiarity with Clip Pistol	
10	EGO	0	1	Familiarity of SMG	
13	PRE	3	3	+1 with SMG	
10	COM	0	3	+1 with Clip Pistol	
3	PD	0	9	Deduction	14
2	ED	0	2	Polish (fluent)	
2	SPD	+1			
5	REC	0			
20	END	0			
22	STUN	0			

CHA Cost = 8 44 Skills + 8 CHA = 52 Total Cost

CV = 4

PHASES:

6, 12

2 Experience

2 Total Points

Stephanie Conlan

ST: 17 IQ: 15 LK: 11 CON: 10 DEX: 13 CHR: 13 SPD: 12
HtoH Adds: 6 Missile Weapon Adds: 0 Level: 2

Physical description: 5'8", 135#, age 23, black (Jamaican) female. Thick black hair falls past her shoulders giving it an appearance like a lion's mane. Handsome features, very straightfoward appearance. Not strictly beautiful but nevertheless attractive.

Nationality: British citizen, born in Jamaica.

Languages: British *English* is native, French.

Skills: Secret ID: CIA Agent; OS: Auto Mechanic 3; Martial Arts: Karate 3; Underwater 2; Seduction 2; SI: Grand Prix Racing 2; Pilot: Helicopter 1; Electronics 1; Research 1; Environmental Survival: Jungle 1; Fast Driving 1; Motorcycle 1.

Education: BA: Engineering.

Details: Stephanie was born and raised in Jamaica, only daughter after 7 sons. She grew up very much a tomboy, developing a keen interest in and understanding of automobiles. As she grew older, she blossomed into quite an attractive young woman but her mechanical talents and interest did not slacken. Recently she surprised those who thought her interest to be just a casual hobby by selling to Renault a car engine modification for their Grand Prix racing cars.

The CIA recruited her in college, and she has done a some work as an agent.

Stephanie Conlan has two primary roles possible as an NPC. She can be an auto mechanic of considerable talent and discretion, able to supply well-heeled characters with an exceptional vehicle. She can also be a CIA spy/agent, with a clear understanding of automotive engineering, construction, and manufacture – and the technical advances associated with such.



VAL	CHA	Cost	Cost	Skills	Roll
18	STR	8	3	Familiar with all Firearms	
13	DEX	9	2	French (fluent)	
10	CON	0	3	Engineering	12
10	BODY	0	3	CIA Knowledge	12
15	INT	5	2	World Politics	11
13	EGO	6	1	Familiar with Bureaucracy	8
13	PRE	3	1	Familiar with Invention	8
14	COM	2	3	Vehicles: Helicopter, Motorcycle, Off-Road	
6	PD	2	2	Research, Professional Skill	11
3	ED	1	3	Scuba, Professional Skill	12
3	SPD	7	3	Grand Prix Race Car Driver Knowledge	12
6	REC	0	2	Knowledge of Jungles	11
20	END	0	3	Survival	11
24	STUN	0	7	Mechanics	13
			3	Electronics	11
			3	Combat Vehicle	12
			3	Seduction	12

CHA Cost = 43 47 Skills + 43 CHA = 90 Total Cost

CV = 4
PHASES:
4, 8, 12

1 Characteristic Minimums
5 Monitored by CIA (8-)
4 Subject to Orders
2 Package Bonus
14 Hunted by KGB (11-)
14 Experience

40 Total Points



Street Wizard

Real Name: John Boston

ST: 13 IQ: 17 LK: 8 CON: 16 DEX: 14 CHR: 16 SPD: 9
HtoH Adds: 2 Missile Weapon Adds: -1 Level: 5

Physical description: 5'8", 135#, age 28, anglo male. Always scruffy, dirty, brown hair and beard unkempt. Usually has a vague, "spacy" look. Never appears to have more than the clothes on his back, and they've been there a while.

Nationality: US citizen.

Languages: American *English*, Spanish, Japanese.

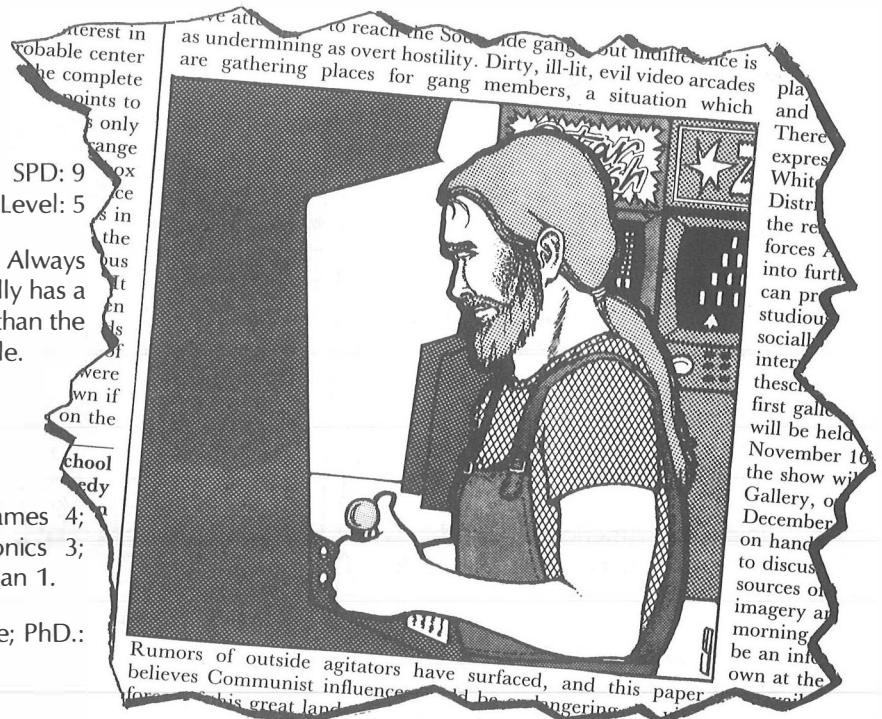
Skills: Computer 4; Recreational Skill: Video Games 4; Recreational Skill: Chess 3; Research 3; Electronics 3; Cryptology 3; Helicopter Pilot 2; Env. Survival: Urban 1.

Education: BS: Mathematics; MS: Computer Science; PhD.: Artificial Intelligence.

Special Note: Latent precognitive psychic skill.

Details: The street-person known as "Street Wizard" was born John Davis Boston. He is, or was, a numbers wiz-kid who sailed through his education and was snapped up by a government-backed computer firm. Bad luck and hard times in his personal life added to the strain of a high-pressure job; John had a breakdown. He walked out of his office and his brain "escaped" reality by closing down — amnesia. He disappeared into the streets where he has lived the last two years.

The other street-people found him a master of video games. He figures betting odds and more complicated math problems in his head. He'll juggle numbers for amusement when companions speak numbers in front of him, and he sometimes talks to himself in strings of numbers. On two occasions these oracle-like pronouncements led to winners



in the local "numbers" game so the street-folk protect him. The fact that he seems a harmless, kindly, soft-spoken washout just encourages such protective inclinations.

Unfortunately, the job John Boston walked out from was a US security job in artificial intelligence: locked away in his out-to-lunch brain are details the government wants back. The search by US forces alerted USSR interests. Neither group has the slightest idea what became of him.

In game use, Street Wizard should be introduced to players through adventures where his street talents play a part. Only after characters get to know the street persona should they be turned loose to find out who he is. If they get close, they'll have to decide if they should "wake him" or let him continue. The presence of US and USSR forces should increase the players' problems.

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	5	Computer Programming	14
14	DEX	12	7	Electronics	13
18	CON	16	3	Streetwise	12
14	BODY	8	4	Knowledge of Codes and Cyphers	13
18	INT	8	2	Science: Mathematics	11
13	EGO	6	2	Computer Science	11
15	PRE	5	2	Science: Artificial Intelligence	11
16	COM	3	4	Research, Professional Skill	13
4	PD	1	1	Helicopter Pilot	
4	ED	0	5	Knowledge of Video Games	14
3	SPD	6	4	Knowledge of Chess	13
7	REC	0	5	Deduction	14
36	END	0	2	Spanish (fluent)	
30	STUN	0	4	Japanese (fluent)	
CHA Cost =		68	50	Skills + 68 CHA = 118 Total Cost	
CV = 5			14	Hunted by US government (11-)	
PHASES:			4	Hunted by KGB (8-)	
4, 8, 12			6	Monitored by Street People (14-)	
			13	Amnesia (total commitment)	
			6	Distinctive Looks: Unkempt, Spacy	
			15	Unluck (3d6)	
			10	Experience	

68 Total Points

Elizabeth Manchester

Title: Dr. Manchester, rarely used.

ST: 9 IQ: 14 LK: 11
CON: 10 DEX: 11 CHR: 12 SPD: 14
HtoH Adds: 0 MW Adds: 0 Level: 2

Physical description: 5'8", 120#, age 25, anglo female. Somewhat leggy, attractive but with a decidedly cool attitude. Long blond hair, worn up stylishly. Deep blue eyes.

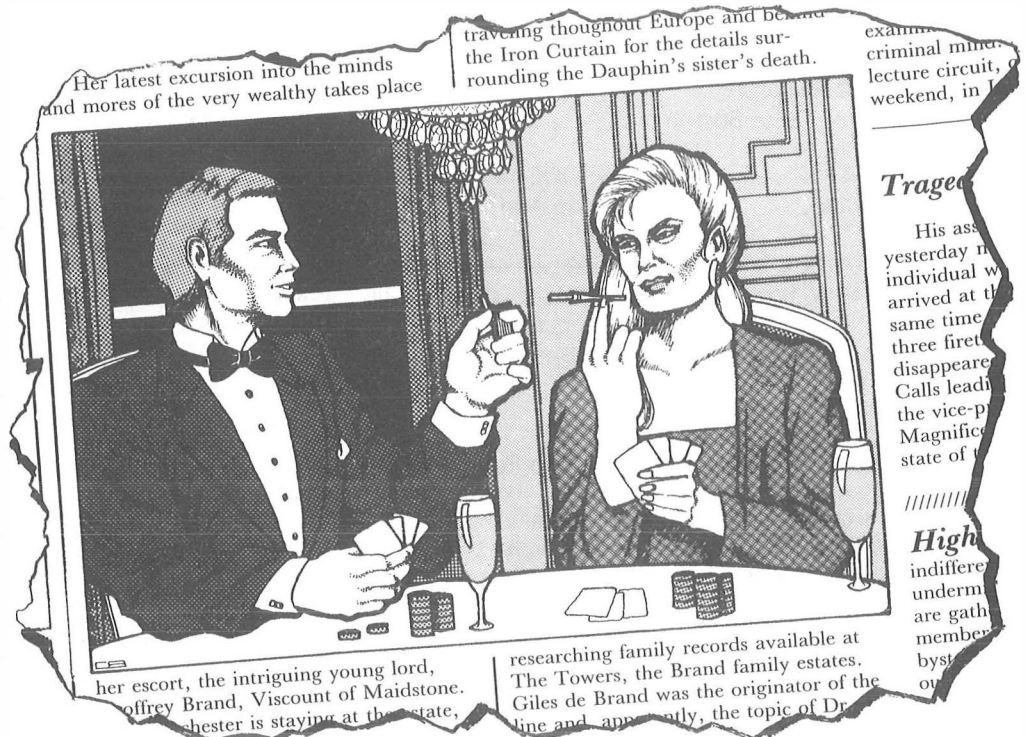
Nationality: US citizen.

Languages: American *English* is her native tongue; she also speaks French and Spanish.

Skills: OS: Author 2; Gambling 2; Research 1; Photography 1; Chic 1; Sl: Colonial History 1; Sl: Occult 1; Rec: Skill: Deep-Sea Fishing 1; Rec. Skill: Backgammon 1.

Education: BA: English; MA: English Literature; Ph.D: Modern Popular Literature.

Details: Libby Manchester has a critical eye for the kind of modern life portrayed in mainstream popular fiction. She has sold two novels, *Lady of the Moors* and *Highland Ecstasy*. Both were moderately successful even though the first was written to fulfill requirements for her Ph.D thesis on modern popular literature. Presently she is doing



research for her next novel which is to involve the Jet Set and the international underworld. So far, no one has taken her inquiries too seriously.

Dr. Manchester is rather reserved but can relax if characters make the effort to get to know her. She would be a useful contact in the publishing world and into whatever area she is presently investigating. Given her current interest, she's likely to find trouble in which adventurers could be involved. On the other hand, she could herself pursue individuals whom she sees as leading a lifestyle worthy of literary exploitation!

VAL	CHA	Cost	Cost	Skills	Roll
9	STR	+1	2	French (fluent)	
11	DEX	3	2	Spanish (fluent)	
10	CON	0	3	Author, Professional Skill	12
10	BODY	0	2	Research, Professional Skill	11
15	INT	5	2	Photography, Professional Skill	11
12	EGO	4	2	Knowledge of Colonial History	11
13	PRE	3	2	Knowledge of Occult	11
12	COM	1	2	Knowledge of Deep-Sea Fishing	11
2	PD	0	2	Knowledge of Backgammon	11
2	ED	0	2	Knowledge of English Writing	11
3	SPD	9	2	Knowledge of English Literature	11
4	REC	0	2	Knowledge of Modern Popular Literature	11
20	END	0	5	Gambling	12
20	STUN	0	3	Culture	12
CHA Cost =		24	33	Skills + 24 CHA =	57 Total Cost
CV = 4					
PHASES:					
4, 8, 12		7 Experience			

7 Total Points

Geoffrey Brand

Title: Viscount of Maidstone

ST: 15 IQ: 16 LK: 13 CON: 15 DEX: 12 CHR: 15 SPD: 16
HtoH Adds: 4 Missile Weapon Adds: 1 Level: 7

Physical description: 6'0", 145#, age 31, anglo male. Aristocratic appearance matches his actual social rank. Well-defined facial bones give him the features of a male model, an effect spoiled (or enhanced, depending on one's attitude) by a scar several inches long on his left cheek. Strangely enough, it actually is a fencing scar. He has slightly wavy black hair, brown eyes.

Nationality: British citizen.

Languages: British *English*; French, Cantonese Chinese, Russian.

Skills: Martial Arts: Karate 7; Fencing/Kendo 4; Clip Pistol 4; Gambling 4; Chic 3; Poison 3; Fast Driving 3; Revolver 3; Disguise 3; Pilot: Helicopter 2; Quick Draw 2; Mountaineering 2. *Driving* skill has advanced to Level 3.

Education: BA: Psychology.

Arms: Swordcane (3d6); Beretta M92S 9mm 15-shot clip pistol (3d6).

Details: Brand was born in the UK on family estates still maintained at a noble level seemingly lost to the modern world. The finances to make this possible derived from a very old shipping firm controlled out of Hong Kong by the family. His father the Earl, Percival Brand, still runs the company with great success while training Geoffrey's younger brother to succeed him.

Geoffrey was raised in Hong Kong and thrived in the east. Sent back to attend university in London, he was approached by MI-6 for possible recruitment. He declined but counteroffered to be a freelance operative for the service. An arrangement was made on conditions that included being able to pick and choose what assignments to undertake. When not on assignment for MI-6, Brand travels freely, gambles without damaging the family fortunes, and in short, is the perfect gentleman adventurer. He expects his father to remain Earl for many years yet, and does not have many familial duties until the title devolves to him.

Brand is an NPC very likely to turn up in scenarios of international intrigue or high-society mysteries. He can be introduced to characters through society contacts or by being encountered in a high-class casino. His own occasional work could entail diplomatic or spy missions in Europe although domestic or American excursions would not be beyond him. Characters could find themselves working in concert with him, or in competition for the same prize.

VAL	CHA	Cost	Cost	Skills	Roll
15	STR	5	5	Culture	13
13	DEX	9	9	Gambling	14
15	CON	10	5	Disguise	13
13	BODY	6	4	Knowledge of Poison	13
18	INT	8	3	Knowledge of Mountaineering	12
13	EGO	6	2	Knowledge of Psychology	11
16	PRE	6	4	Knowledge of Automobiles	13
16	COM	3	4	Combat Vehicle	13
8	PD	5	22	Martial Arts: General + 1/2 damage	
3	ED	0	4	Cantonese Chinese (fluent)	
3	SPD	7	2	French (fluent)	
6	REC	0	3	Familiar with Revolver, Sword, Clip Pistol	
30	END	0	10	+2 with All Handguns	
29	STUN	0	12	+4 with Sword	
			1	Helicopter	
CHA Cost =		65	90	Skills + 65 CHA = 155 Total Cost	
CV = 4			11	Overconfidence	
PHASES:			1	Distinctive Looks: Facial Scar	
4, 8, 12			5	Monitored by MI-6 (8-)	
			11	Hunted by KGB (8-)	
			77	Experience	

105 Total Points

Marta Bannion

ST: 10 IQ: 13 LK: 11 CON: 8 DEX: 10 CHR: 16 SPD: 8
 HtoH Adds: 0 Missile Weapon Adds: 0 Level: 4

Physical description: 5'7", 115#, age 22, black female. Her dark hair is rather long, typically worn in cornrow braids ending in tassels. She is an alert, good-looking woman with brown eyes. Her actual skin tone is light brown.

Nationality: US citizen.

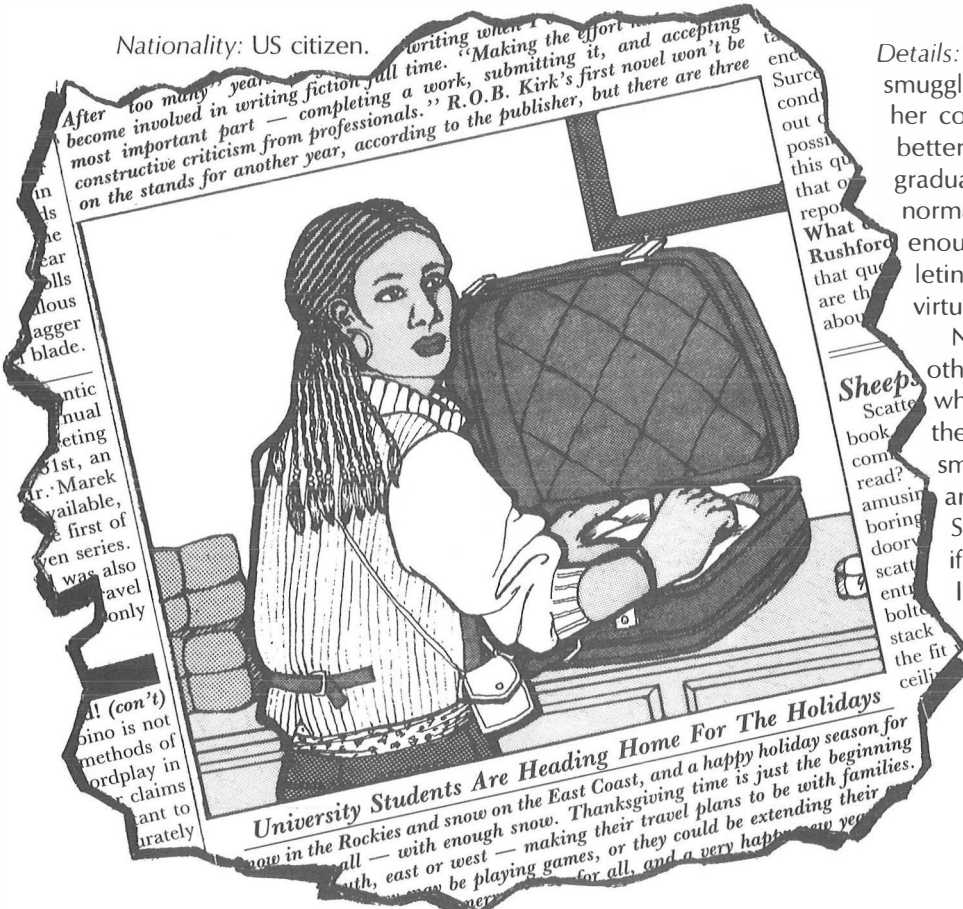
Languages: American *English* is her native tongue; she also speaks Spanish.

Skills: Secret ID: Smuggler; Disguise 3; Electronics 3; Clip Pistol 3; OS: Smuggling 2; Seduction 2; Tactical 2; Acting/Mimic 2; Electronic Countermeasures 2; Ambush/Silent Movement 2; Bureaucracy Master 1.

Education: BA: Agriculture.

Details: Marta is a very intelligent woman who smuggled a little grass into the states to help pay for her college education. She quickly found it paid better than the work she could expect after graduating, and while there was a risk factor that normal work did not entail, she was bright enough to stay out of serious trouble. After completing her college degree, she started smuggling virtually full time.

Normally she keeps to herself but if she sees other North Americans in trouble in a country where she has some pull, she will try to help them out. All in all, she's a rather unlikely smuggler (one reason she's successful at it), and she's capable of taking care of herself. She will permit others to help her, especially if it repays a debt owed to her, but she is unlikely to request assistance or help.



VAL	CHA	Cost	Cost	Skills	ROLL
10	STR	0	2	Knowledge of Agriculture	11
10	DEX	0	3	Knowledge of Tactics	12
10	CON	0	3	Smuggler, Professional Skill	12
10	BODY	0	5	Disguise	13
13	INT	3	7	Electronics	13
11	EGO	2	3	Seduction	12
15	PRE	5	3	Mimicry	12
16	COM	3	3	Bugging	12
2	PD	0	5	Stealth	12
2	ED	0	1	Familiar with Clip Pistol	
2	SPD	0	9	+3 with Clip Pistol	
4	REC	0	2	Spanish (fluent)	
20	END	0	3	Bureacratics	12
20	STUN	0			
CHA Cost =		13	49	Skills + 13 CHA =	62 Total Cost
CV = 3			5	Hunted by Police (8-)	
PHASES:			7	Experience	
6, 12					

Madame Zoroaster

Real Name: Esther Gumble

ST: 12 IQ: 12 LK: 10
 CON: 8 DEX: 13 CHR: 12 SPD: 12
 HtoH Adds: 1 Missile Adds: 0 Level: 3

Physical description: 5'4", 140 lbs., age 54, anglo female. Completely white hair, looks old.

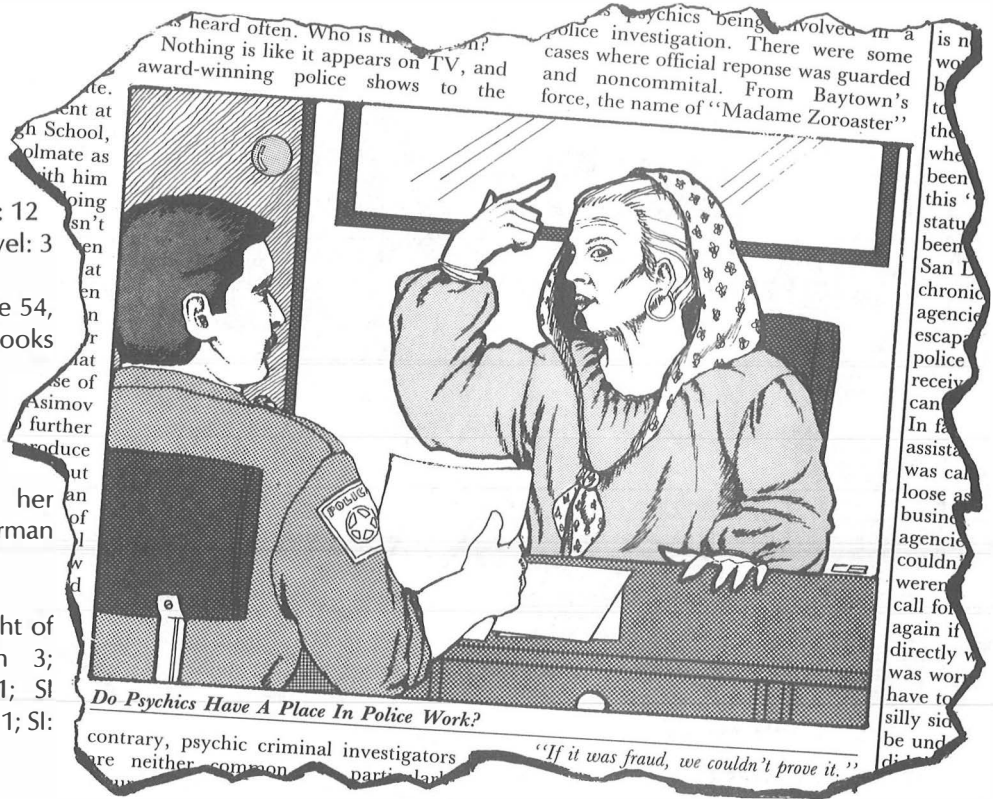
Nationality: US citizen.

Languages: American *English* is her native tongue but she fakes a German accent.

Skills: Secret ID (Esther Gumble); Sleight of Hand 3; Observation 2; Research 3; Elocution 2; Confidence 3; Chic 1; SI Occult Con Games 2; SI Demonology 1; SI Gossip about Clients 2; Disguise 1.

Details: Madame Zoroaster is a seer and psychic adviser who claims to be the child of Aleister Crowley and Mata Hari. She gained a good reputation as a psychic when a "prediction" she made led police to the arrest and conviction of a particularly vicious cop-killer. She had actually witnessed the act and recognized the killer, so she played it up for the best results she could arrange.

The police recognize that she bilks people with her con games, but they assume the marks (victims) should know better. They feel she does relatively little harm to her



victims and they remember the debt they owe her. Some officers actually believe she has psychic powers.

She would be best used to feed red herrings to the characters, or to give them information which can lead them into trouble. After she has "cried wolf" enough times, the GM should let her be correct about something she "predicts." This will cause the characters to continually rethink their ideas about her and force them to work with her occasionally, no matter how much they might distrust or dislike her.

VAL	CHA Cost	Cost	Skills	ROII
13	STR 2	5	Sleight of Hand	13
12	DEX 6	3	Deduction	12
8	CON 4	3	+1 Perception	3
8	BODY 4	3	Conversation	12
14	INT 4	3	Persuasion	12
11	EGO 2	3	Culture	12
15	PRE 5	3	Disguise	12
10	COM 0	4	Research, Professional Skill	13
3	PD 1	3	Knowledge of Occult Con Games	12
2	ED 0	2	Knowledge of Demonology	11
3	SPD 7	3	Knowledge of Gossip on Clients	12
4	REC 0			
16	END 0			
18	STUN 0			
CHA Cost = 19		35	Skills + 19 CHA = 54 Total Cost	
CV = 4		1	Distinctive Looks: old age	
PHASES:		3	40+ age	
4, 8, 12		0	Experience	

4 Total Points

considerable interest in Southwestern archeology. After two years, she changed the focus of study to primate behavior, completing her B.S. at Arizona State University and graduating with honors. Dani completed her studies of comparative primate behavior studying several *Alouatta* species in the Hata Sangreal region.

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About the Authors:

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Jennifer Valdez

ST: 17 IQ: 12 LK: 10 CON: 10 DEX: 9 CHR: 10 SPD: 10
HtoH Adds: 5 Missile Weapon Adds: 0 Level: 2

Physical description: 5'7", 130#, age 24, anglo female. Of old Spanish-American descent, she has a rather aquiline face, dark complexion, deep brown eyes. Her hair is very dark, wavy, worn at shoulder length.

Nationality: US citizen.

Languages: American *English* is native; Spanish was part of her upbringing but perfected in school.

Skills: Research 2; Underwater 2; Environmental Survival: Jungle 1; Computer 1; OS: Teacher (TA at university) 1; Bureaucracy Master 1; SI: Spanish Treasure Ships 1; SI: El Dorado Legends 1; Horsemanship 1; Lariat 1.

Education: BA: Archaeology; MA: New World Spanish Colonies.

Details: Jennifer Valdez was born and raised on her family's cattle ranch in New Mexico. There she learned some of her Spanish, horsemanship, and a fascination with prehistory of the Southwest and Mexico. The Valdez ranch was deeded to her family back when the land was Spanish territory and the ranch has remained in Valdez family hands ever since. It is a profitable concern — the family is

fairly wealthy and of some note.

Jennifer is a graduate student working on her Ph.D.; the subject involves architectural particulars in the culture of the Spanish Empire in the New World. Jokingly she says she's just in it to treasure-hunt for Aztec gold; in fact, her studies are likely to be of import whether they lead to gold or not.

Player characters are likely to encounter her in a university setting or out in the field pursuing her studies. She could find trouble, for herself and companions, by encountering an antiquities-smuggling or forgery ring. She might also draw the attention of unscrupulous individuals who could desire her yet-to-be-found golden treasure hoard for its base value.

VAL	CHA	Cost	Cost	Skills	Roll
17	STR	7	0	English (native language)	
10	DEX	0	2	Spanish (<i>totally</i> fluent)	
10	CON	0	2	Knowledge of Spanish Colonial Civilization	11
10	BODY	0	2	Knowledge of Spanish Treasure Ships	11
13	INT	3	2	Knowledge of Southwestern Archeology	11
11	EGO	2	2	Knowledge of El Dorado Legends	11
10	PRE	0	2	Horsemanship	11
10	COM	0	3	Scuba, Professional Skill	12
3	PD	0	3	Research, Professional Skill	12
2	ED	0	2	Teacher, Professional Skill	11
2	SPD	0	1	Familiar with Jungle Survival	8
5	REC	0	1	Familiar with Desert Survival	8
20	END	0	3	Survival	11
24	STUN	0	3	Computer Programming	12
			3	Bureaucratics	11
			1	Familiar with Lariat	
			3	+1 with Lariat	

CHA Cost = 12 35 Skills + 12 CHA = 47 Total Cost

CV = 3
PHASES:
6, 12



Dan Maginot

ST: 14 IQ: 12 LK: 12 CON: 20 DEX: 6 CHR: 15 SPD: 12
HtoH Adds: -1 Missile Weapon Adds: 0 Level: 3

Physical description: 6'5", 280#, age 27, black male. Maginot is a very large, impressive, good-looking man. Eyes very dark, hair worn very short.

Languages: American *English*.

Skills: Recreational Skill: US Football 7; Martial Arts: Aikido 3; Photography 2; Recreational Skill: Chess 2; Research 2; Environmental Survival: Urban 2; SI: Sports Crime 2; SI: Confidence Games 2; Disguise 1; Seduction 1; Tracking/Tailing 1; Motorcycle 1.

Education: BA: Criminology.

Details: Dan was very good as a college linebacker but his lack of agility proved his downfall – he was ruled out of going into pro football. In college he managed to track down and stop two gamblers who were putting pressure on a teammate of his. When it was over, Dan decided he liked the excitement and challenge of detective work. He changed his major and worked extra hard to graduate with a new degree in just two extra semesters.

Presently Dan works as a private investigator who specializes in sports-related cases. He carries no gun



mainly because he can't learn to shoot straight, but also because he believes his sheer size and fighting skill will see him through tough times.

In game use, Maginot would generally be willing to work with skilled adventurers involved in cases he might be interested in. An adventure could also revolve around a case where he calls in the characters to help him in a case where they have special skills or knowledge.

VAL	CHA	Cost	Cost	Skills	Roll
15	STR	5	1	Familiar with Criminology	8
8	DEX	+6	8	Knowledge of US Football	17
20	CON	20	3	Knowledge of Chess	12
15	BODY	10	3	Knowledge of Sports Crime	12
13	INT	3	3	Knowledge of Confidence Games	12
11	EGO	2	3	Research, Professional Skill	12
18	PRE	8	3	Photography, Professional Skill	12
14	COM	2	3	Disguise	13
8	PD	5	3	Seduction	13
4	ED	0	3	Streetwise	13
2	SPD	2	3	Stealth	11
7	REC	0	3	Shadowing	11
40	END	0	1	Motorcycle	
35	STUN	2	5	Martial Arts: Aikido	
CHA Cost =		53	45	Skills + 53 CHA = 98 Total Cost	
CV = 3			5	Distinctive Looks: Large, physically impressive	
PHASES:			6	Hunted by Local Mob (11-)	
6, 12			37	Experience	
			48	Total Points	



"Crazy Al" DeCinnchio

Real Name: Alexander DeCinnchio

Title: Capo DeCinnchio

ST: 12 IQ: 11 LK: 15 CON: 14 DEX: 12 CHR: 13 SPD: 12
HtoH Adds: 3 Missile Weapon Adds: 3 Level: 7

Physical description: 5'8", 150#, age 44, anglo male. Dark of hair and eye, with a hardened attitude that is readily apparent to all who meet him. Most noticeable are three scars disfiguring his face in the same places Al Capone was scarred.

Nationality: US citizen.

Languages: American *English* is native, Italian.

Skills: Leadership 5; Shotgun 5; Knife Fighting 4; Pugilism 4; Clip Pistol 4; Revolver 4; Confidence 4; Tactical 3; Quick Draw 3; Fast Driving 3; Seduction 2. Driving has advanced to Level 2.

Education: Al DeCinnchio only completed a high school formal education; everything else has been learned the hard way.

Arms: Smith & Wesson .44 magnum 6-shot revolver (7d6).

Details: Crazy Al fashions himself, his lifestyle, and his operation after that of his hero, Al Capone. He went so far as to hire a knife-man to scar his face to match Capone's, expecting to win the nickname "Scarface" – the nickname he got was "Crazy." In a pique, he had the knife-man killed soon after.

DeCinnchio has a hand in every illegal operation he can reach in the city. He is pragmatic about his business operations, slow to anger, but he will not take repeated offenses lightly. He is fanatically devoted to his wife Angela and listens to everything she has to say. He has, on occasion, had individuals killed who she "dreamed" were a threat.

If the player characters become involved in illegal acts, from either side of the fence, they will soon brush against Crazy Al's mob. If they run into Al's mob too often, Al will run his mob into them. DeCinnchio's run-of-the-mill thugs have names like "The Mouth" Andreotti and Tony "Pig" Pocinetti. Leg-breakers like these are his usual response to opposition. It is only when individuals become repeatedly troublesome or dangerous that DeCinnchio sets Peewee Valchi, his trusted lieutenant, on the track. DeCinnchio has no illusions about his business operations except for his desire to be another, better, Al Capone.

VAL	CHA	Cost	Cost	SKILLS	ROLL
13	STR	3	4	Knowledge of Tactics	13
14	DEX	12	3	Seduction	14
14	CON	8	3	Persuasion	14
12	BODY	4	5	Combat Vehicle	13
10	INT	0	5	Martial Arts: Boxing	
10	EGO	0	4	Fam. w/ Revolver, Shotgun, Clip Pistol, Knife Fighting	
23	PRE	16	15	+3 with all Firearms	
12	COM	1	3	+1 with Shotgun	
5	PD	2	3	+1 with Clip Pistol	
3	ED	0	10	+1 with Knife Fighting	
3	SPD	8	2	Italian (fluent)	
6	REC	0			
28	END	0			
26	STUN	0			

CHA Cost = 54 57 Skills + 54 CHA = 111 Total Cost

- CV = 5
- PHASES: 8 Hunted by police (11-)
- 4, 8, 12 9 Hunted by Roger Cole (14-)
- 6 Desire to be like Al Capone (irrational, common)
- 1 Distinctive Looks: scarred face
- 8 Dependent NPC, Angela Maria DeCinnchio (14-)
- 29 Experience

61 Total Points



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The candidate, Inspector Finster, has been linked to dealings with quite a few underworld figures, including members of the DeCincio clan. Evidence has been found...

Angela Maria DeCincio

ST: 12 IQ: 10 LK: 12 CON: 5 DEX: 12 CHR: 19 SPD: 10
HtoH Adds: 0 Missile Weapon Adds: 0 Level: 3

Physical description: 5'2", 105#, age 27, anglo female. The woman has dark shoulder-length hair and is delicately attractive. Her skin is always translucently pale, a result of her poor health.

some sort of unearthly power. Her latent telepathy crops up just often enough that she believes a lot of the nonsense she's been told. Her belief is strong enough that she has not asked Crazy Al to pursue and destroy some con artists who have ripped her off with various "psychic" scams.

She is faithful and devoted to Alexander, and shares his dreams. She seeks every possible way to please him. Her telepathy subtly implants her whims, thoughts, and desires in him at his weakest moments.

Nationality: US citizen.

Languages: American *English* is her native tongue.

Skills: Seduction 3; SI Indian Erotic Writings 3; Recreational Skill: Erotic Arts 3; Recreational Skill: Solitaire 2; Bullwhip 2; SI: Fortune Telling 1; SI: Demonology 1; Chic 1.

Special Note: Latent telepathic psychic skill.

Details: Angela was betrothed to Al DeCincio when she was quite young; they married when she came of age. She is physically weak, rarely in good health, but she makes up for it in sheer willpower. Because she is weak in body, she has spent much of her free time delving into the occult in an attempt to find a means to gain

VAL	CHA	Cost	Cost	Skills	ROI
8	STR	+2	4	Knowledge of Erotic Arts	13
12	DEX	4	3	Knowledge of Solitaire	12
5	CON	+10	2	Knowledge of Fortune Telling	11
5	BODY	+10	2	Knowledge of Demonology	11
10	INT	0	4	Knowledge of Indian Erotic Writings	13
15	EGO	10	5	Seduction	13
15	PRE	5	3	Culture	12
18	COM	4	1	Familiar with Bullwhip	
2	PD	0	3	+1 with Bullwhip	
1	ED	0			
3	SPD	8			
3	REC	0			
10	END	0			
12	STUN	0			

CHA Cost = - 9 27 Skills - 9 CHA = 18 Total Cost

CV = 4
PHASES:
4, 8, 12

Peewee Valchi

Real Name: Edwardo Valchi

ST: 12 IQ: 13 LK: 15 CON: 13 DEX: 16 CHR: 11 SPD: 14
HtoH Adds: 7 Missile Weapon Adds: 3 Level: 4

Physical description: 5'4", 120#, age 30, anglo male. This man is short in stature, athletic and wiry. Hair is thick, dark, styled to look casually ruffled. Dresses well but not with flash. He has a personal intensity that often makes even casual observers think of him as looking like a very dangerous individual.

Nationality: US citizen.

Languages: *Italian* is his native tongue; he is also fluent in English.

Skills: Environmental Survival: Urban 4; Pugilism 3; Seduction 3; Submachine gun 3; OS Pickpocket 2; Disguise 2; Tactical 2; Quick Draw 2; Safecracking 2; Lockpick 2; Ambush/Silent Movement 2; Revolver 2; Shotgun 2.

Arms: 1928 Thompson .45 caliber submachine gun (4 + 3); 30 shots. Astra .41 Magnum (6d6); 6 shots.

Details: Peewee is an enforcer and triggerman for the mob. When on a job, Peewee has a talent for remaining out of the way, unnoticed, until it is too late for his victim. He evidently kills without remorse or emotion. He is ruthless and extremely difficult to shake loose.

He has been arrested for several killings but has never been convicted of these or any other crimes. Witnesses against him vanish before they can appear in court.

Valchi arrived in the US as a child, and grew up associated with the mob. He worked his way up through the underworld, starting in a street gang, finally reaching a trusted position in "Crazy Al" DeCinccio's organization. Much of the trust exists because Peewee is a very self-controlled individual. He generally leads a disciplined but not entirely predictable life. He does not do any one thing for recreation but can handle himself well in most "leisure" activities. He is attracted to physically striking women and will pursue any "dame" he takes a liking to — and he doesn't take "no" for an answer with very good grace.

VAL	CHA	Cost	Cost	Skills	ROLL
13	STR	3	4	Martial Arts — Boxing (Base)	
20	DEX	30	3	Pickpocket, Professional Skill	12
13	CON	6	3	Safe-cracker, Professional Skill	12
12	BODY	4	3	Disguise	12
13	INT	3	7	Streetwise	14
12	EGO	4	3	Knowledge of Tactics	12
15	PRE	5	3	Lockpick	13
10	COM	0	3	Stealth	13
6	PD	3	3	Familiar with Shotgun, Revolver, SMG	
3	ED	0	10	+2 all Firearms	
3	SPD	0	3	+1 SMG	
6	REC	0	2	English (fluent)	
26	END	0			
26	STUN	0			
CHA Cost =		58	47	Skills + 58 CHA = 105 Total Cost	
CV =	7		8	Hunted by Police (11-)	
PHASES:	4, 8, 12		6	Loyal to Crazy Al	
			5	Distinctive Looks: Short	
			3	Kills without Remorse	
			33	Experience	

55 Total Points



Michael Murphy

ST: 16 IQ: 12 LK: 11 CON: 11 DEX: 12 CHR: 10 SPD: 10
HtoH Adds: 4 Missile Weapon Adds: 0 Level: 3

Physical description: 5'10", 145#, age 35, anglo male. Thick red-auburn hair, green eyes, a nose that obviously has been broken. An open attitude towards the world in general, a good conversationalist.

Nationality: Naturalized US citizen.

Languages: *English*, mixed accents.

Skills: Recreational Skill: Arm Wrestling 4; Elocution 3; OS: Bartender 2; SI: Baseball Trivia 2; Pugilism 2; Brawling 2; Horsemanship 2; Lariat 2; Observation 1; Recreational Skill: Darts 1.

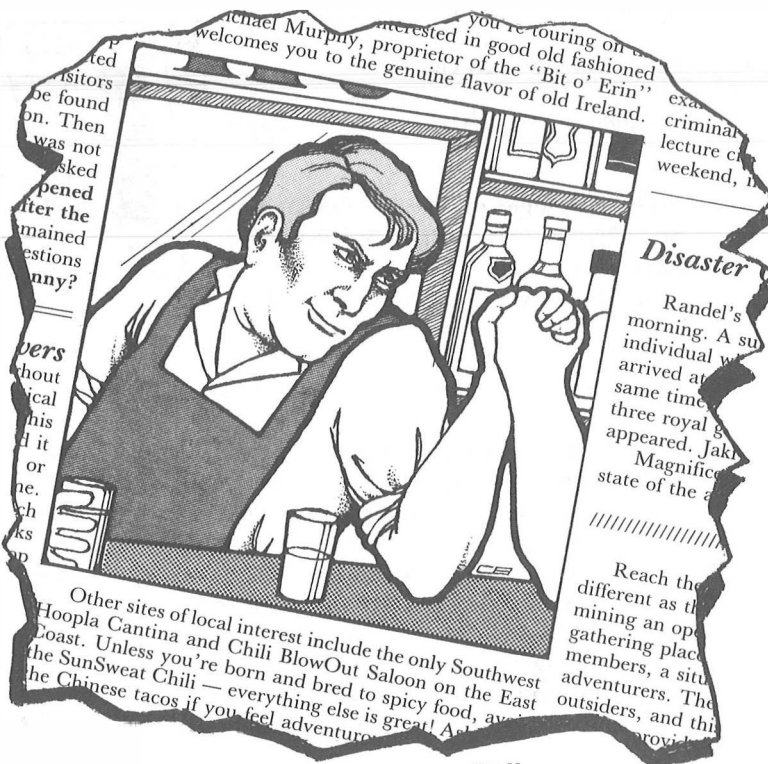
Special Note: Operational controlled precognitive skill.

Details: Born in Kilkenny in Ireland, his family moved to Australia when he was 10. He worked there as a ranch hand and eventually came to the United States where he spent time earning a little money boxing professionally. Knowing that profession was self-limiting in time, when he was offered a share of the "Bit o' Erin" bar, he took the opportunity.

Mike Murphy is a friendly man who knows quite a lot about what goes on in the city. He loves to arm-wrestle and does not often lose. He's a natural storyteller and quite entertaining. Regulars in the bar promulgate the rumor that he has second sight. In fact, he can induce precognitive visions by taking a shot of "poteen", a home-

brewed potato liquor that burns like lava. His visions have led him to win a few bets when he's been in need, but he is both cautious and reluctant to use the talent unless there is a very good reason.

As a friendly barkeep, Murphy should be a reasonable source of information and unusual happenings for the player characters to cultivate. He won't know underworld details but peculiar or strange occurrences are likely to come to his attention. If he comes to trust the player characters, Murphy could provide vital information if he can be convinced to try for a vision concerning the characters' present difficulties.



VAL	CHA	Cost	Cost	Skills	Roll
18	STR	8	5	Knowledge of Arm Wrestling	14
12	DEX	6	2	Knowledge of Darts	11
11	CON	2	3	Knowledge of Baseball Trivia	12
11	BODY	2	2	Horsemanship	11
13	INT	3	3	Bartender, Professional Skill	12
11	EGO	2	3	Deduction	11
13	PRE	3	3	+1 Perception	
10	COM	0	5	Conversation	13
5	PD	1	1	Familiar with Lariat	
2	ED	0	6	+2 with Lariat	
3	SPD	8	10	+2 with Hand-to-Hand Combat	
6	REC	0	6	Martial Arts: Boxing	
22	END	0			
26	STUN	0			

CHA Cost = 35 49 Skills + 35 CHA = 84 Total Cost

CV = 4

PHASES:

4, 8, 12

34 Experience

34 Total Points

Madeline D'Arnaud

Title: Dr. D'Arnaud

ST: 13 IQ: 13 LK: 23
 CON: 9 DEX: 12 CHR: 12 SPD: 11
 HtoH Adds: 12 Missile Adds: 11 Level: 5

Physical description: 5'6", 135#, age 45, anglo female. A handsome, aristocratic woman, mature and self-assured. Wears her hair simply styled; it is light brown. Steel-gray eyes, very direct. Chain-smoker of vile Turkish cigarettes.

Nationality: French citizen.

Languages: *French* is her native tongue; also English, Turkish.

Skills: SI: Origin of Man 5; Research 3; Seduction 3; Photography 3; Forensics 2; Environmental Survival: Desert 2; Bureaucracy Master 2; Fast Driving 2.

Education: BA: Anthropology; MA: Human Intellectual Development; Ph.D: The Evolution of Modern Thinking.

Details: Dr. D'Arnaud is a forceful, outspoken person with no tolerance for fuzzy, illogical thinking in herself or others. She has a considerable reputation, somewhat controversial, in her branch of anthropology/psychology. She is quick to point out the failings of her colleagues when they deserve it. Those who have been caught in fuzzy thinking or poorly executed studies gripe that she makes her own breakthroughs and her reputation through willpower and force of personality. She does her work well, though, pursuing studies with unquenchable vigor.



With equal vigor, she pursues those exceptional men who catch her eye, adding another facet to the academic backbiting that she combats with total self-assurance. She has made enemies on her way to the top ranks of her profession, but she is an exceptionally lucky person in all facets of her life.

While doing fieldwork in Turkey she picked up the habit of smoking Turkish cigarettes which are particularly vicious. This forceful Frenchwoman has many places in a campaign. The romantic link could make a character take an extremely personal interest in her welfare which could be threatened, for example, if she were about to expose a venerable rival's academic shortcomings.

VAL	CHA	Cost	Cost	Skills	Roll
13	STR	3	10	2d6 Luck	
12	DEX	6	3	Science of Anthropology	12
9	CON	+2	6	Knowledge of Origins of Man	15
9	BODY	+2	2	Knowledge of Human Development	11
13	INT	3	2	Knowledge of Evolution of Modern Man	11
11	EGO	2	2	Knowledge of Desert Survival	11
13	PRE	3	4	Research, Professional Skill	13
14	COM	2	4	Photography, Professional Skill	13
3	PD	0	5	Survival	12
2	ED	0	3	Criminology	12
3	SPD	8	5	Seduction	13
5	REC	0	3	Bureaucracy	12
18	END	0	5	Combat Vehicle	12
21	STUN	0	2	English (fluent)	
			4	Turkish (fluent)	
			0	French (native language)	
CHA Cost =		23	60	Skills + 23 CHA = 83 Total Cost	
CV = 4			10	Heavy Smoker, Total Commitment	
PHASES:			8	Monitored by the Sureté (11-)	
4, 8, 12			4	Age 40+	
			12	Experience	

33 Total Points

Edgar Roberts

Title: Colonel Roberts, Ret.

ST: 12 IQ: 12 LK: 13 CON: 13 DEX: 12 CHR: 11 SPD: 6
HtoH Adds: 0 Missile Weapon Adds: 1 Level: 4

Physical description: 5'6", 130#, age 48, anglo male. Small distinguished-looking man, rather scholarly. Black hair with a widow's peak, beginning to go gray at the sideburns. Walks with a limp, always uses a cane.

Nationality: British citizen.

Languages: British *English*, Russian.

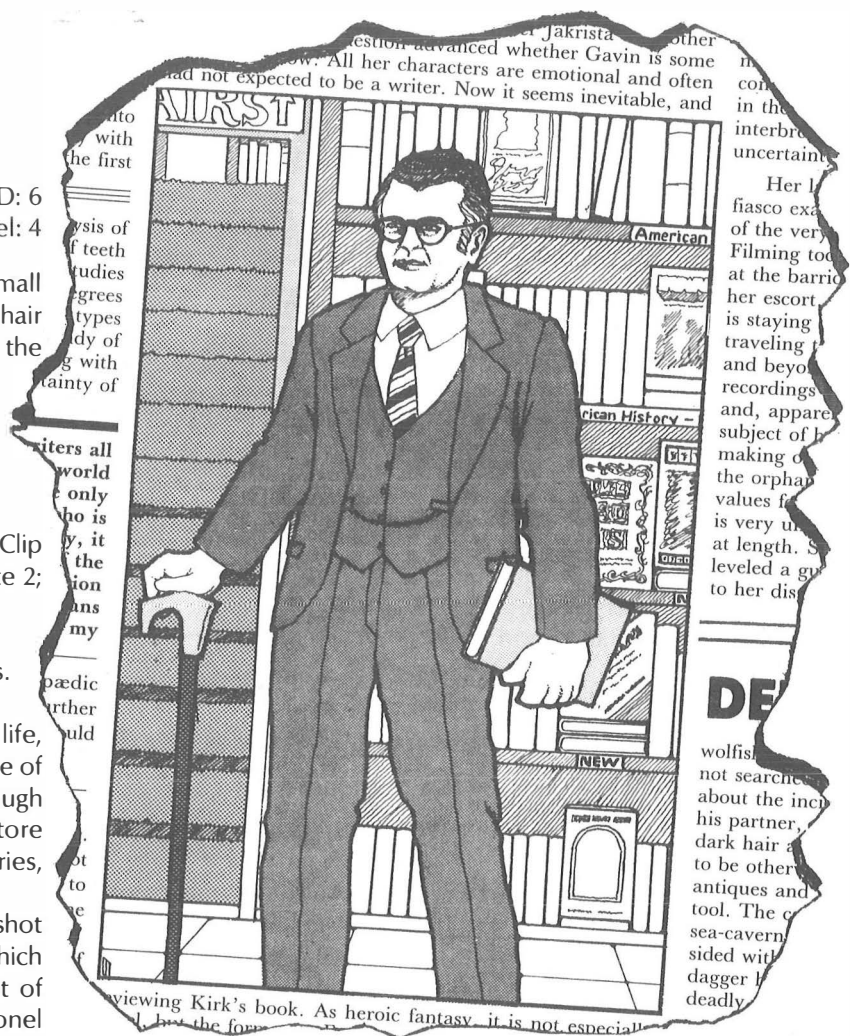
Skills: Martial Arts: Bo-jitsu 4; Disguise 3; Ambush 3; Clip Pistol 3; SI: Russian Internal Politics 3; SI: KGB 3; Garotte 2; Fast Driving 2; Chic 2; OS: Bookseller 1.

Education: BA: History; MA: Bolshevik Russian Politics.

Details: The Colonel was an agent for MI-6 most of his life, mostly working behind the Iron Curtain. His knowledge of the KGB is extensive and relatively up-to-date even though he has recently retired. He has opened a small bookstore where most of the stock is devoted to histories, mysteries, and intrigue-adventure books.

The Colonel walks with a limp, the result of a gunshot wound in his right leg. He carries a hefty cane with which he can capably defend himself in a pinch. The habit of thinking in those terms has not yet faded, and the Colonel is an alert, observant man without giving that appearance.

Colonel Roberts would be glad to help any adventurers legitimately after information on the KGB or actively opposing that service. He does have the contacts still in



MI-6 to ascertain characters' authenticity. Once the characters have established themselves with the Colonel, he could provide the impetus for adventures by putting characters in touch with special agents or contacts.

VAL	CHA	Cost	Cost	Skills	Roll
12	STR	2	5	Disguise	13
12	DEX	6	7	Stealth	13
13	CON	6	5	Combat Vehicle	12
12	BODY	4	3	Culture	12
13	INT	3	4	Russian (fluent)	
11	EGO	2	1	Familiar with Clip Pistol	
13	PRE	3	6	+2 with Clip Pistol	
10	COM	0	6	+2 with Garotte	
3	PD	1	2	Knowledge of World History	11
3	ED	0	2	Knowledge of Bolshevik Russian Politics	11
2	SPD	+2	4	Knowledge of Russian Internal Politics	13
5	REC	0	4	Knowledge of KGB	13
26	END	0	2	Book Selling, Professional Skill	11
25	STUN	0	12	Martial Arts: Bo-jitsu (requires cane; can do all martial maneuvers)	
CHA Cost =		25	63	Skills + 25 CHA =	88 Total Cost
CV = 4			3	Distinctive Looks: Limp	
PHASES:			5	Monitored by MI-6 (8-)	
6, 12			11	Hunted by KGB (8-)	
			19	Experience	

38 Total Points

Robert Danielson

ST: 16 IQ: 12 LK: 6
 CON: 9 DEX: 14 CHR: 10 SPD: 13
 HtoH Adds: 3 MW Adds: -3 Level: 3

Physical description: 5'11", 225#, age 33, anglo male. A bulky man, with the appearance of previously having been in better physical condition than he is presently. Large brown "cow" eyes, plain brown hair usually worn relatively short.

Nationality: US citizen.

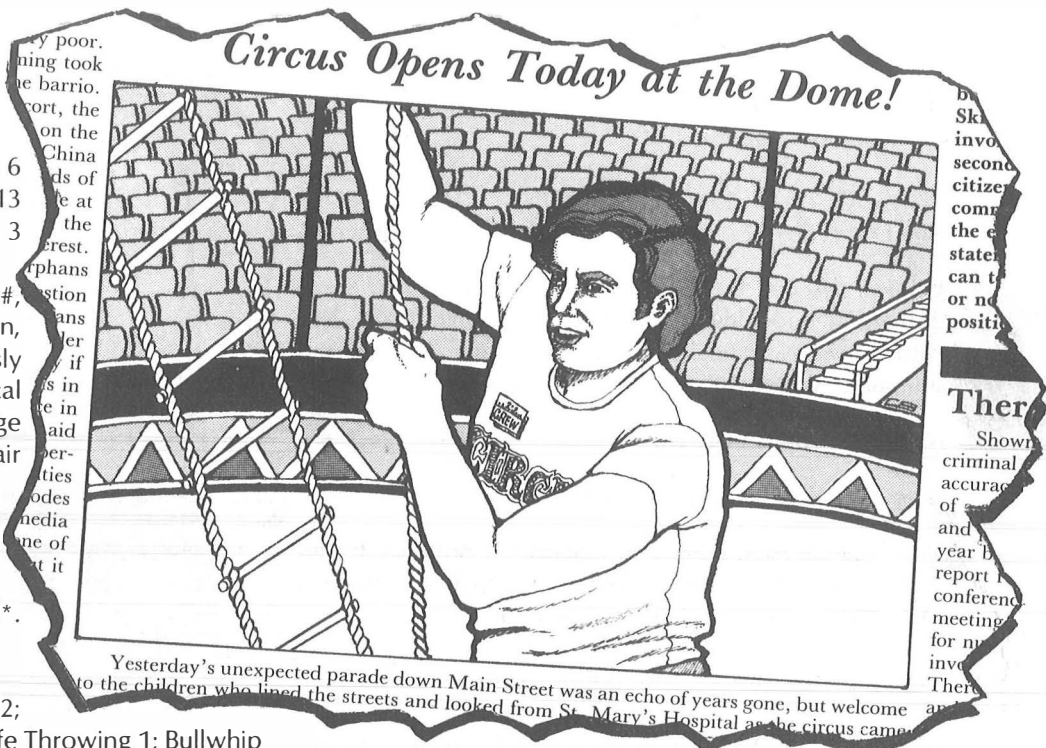
Languages: American *English*. Knows circus jargon.

Skills: Acrobatics 2; Horsemanship 2; Pugilism 2; SI: Circus History 2; Knife Throwing 1; Bullwhip 1; Acting/Mimic 1.

Education: BA: Theater; MA: Circus History.

Details: Bob Danielson ran away from home at an early age to join a circus. That he actually managed to do so has never ceased to amaze him, once he realized how rare such an occurrence was in the mid-Twentieth Century! He stayed with the circus for two years and returned to work in it each summer. He has filled in or helped out with virtually every circus act.

Bob has attended college, at first reluctantly, then with vigor. He is working on a book about circus history and his research is extensive (his Master's Degree was obtained



with only a fraction of the information available to him). As a historian, Bob has an enormous fund of information about the entire circus phenomenon, and a lot of "dirt" as well. Any city or town visited by the circus Bob works for has yielded up some semi-private information to his files.

In a campaign Bob could fill more than one pair of shoes. If a mystery was developed involving a circus, Danielson is a rich source of information and a potentially helpful insider. On the other side of the coin, he could be a true "ringleader" if the performers turn to crime to supplement the circus' meagre income. Imagine, for example, acrobats as second-story thieves, or the possibilities inherent in smuggling illegal goods of all sorts in the bottom of the lion's cage.

VAL	CHA	Cost	Cost	Skills	Roll
16	STR	6	4	Knowledge of Circus History	13
13	DEX	9	3	Knowledge of Horsemanship	12
10	CON	0	2	Knowledge of Theater	11
10	BODY	0	2	Familiar with Bullwhip, Throwing Knife	
13	INT	3	3	+1 with Bullwhip	
11	EGO	2	3	+1 with Thrown Knife	
10	PRE	0	3	Disguise	
10	COM	0	5	Acrobatics	11
4	PD	1	5	Martial Arts: Boxing	12
2	ED	0			
3	SPD	6			
5	REC	0			
20	END	0			
23	STUN	0			

CHA Cost = 27 30 Skills + 27 CHA = 57 Total Cost

CV = 4

PHASES:

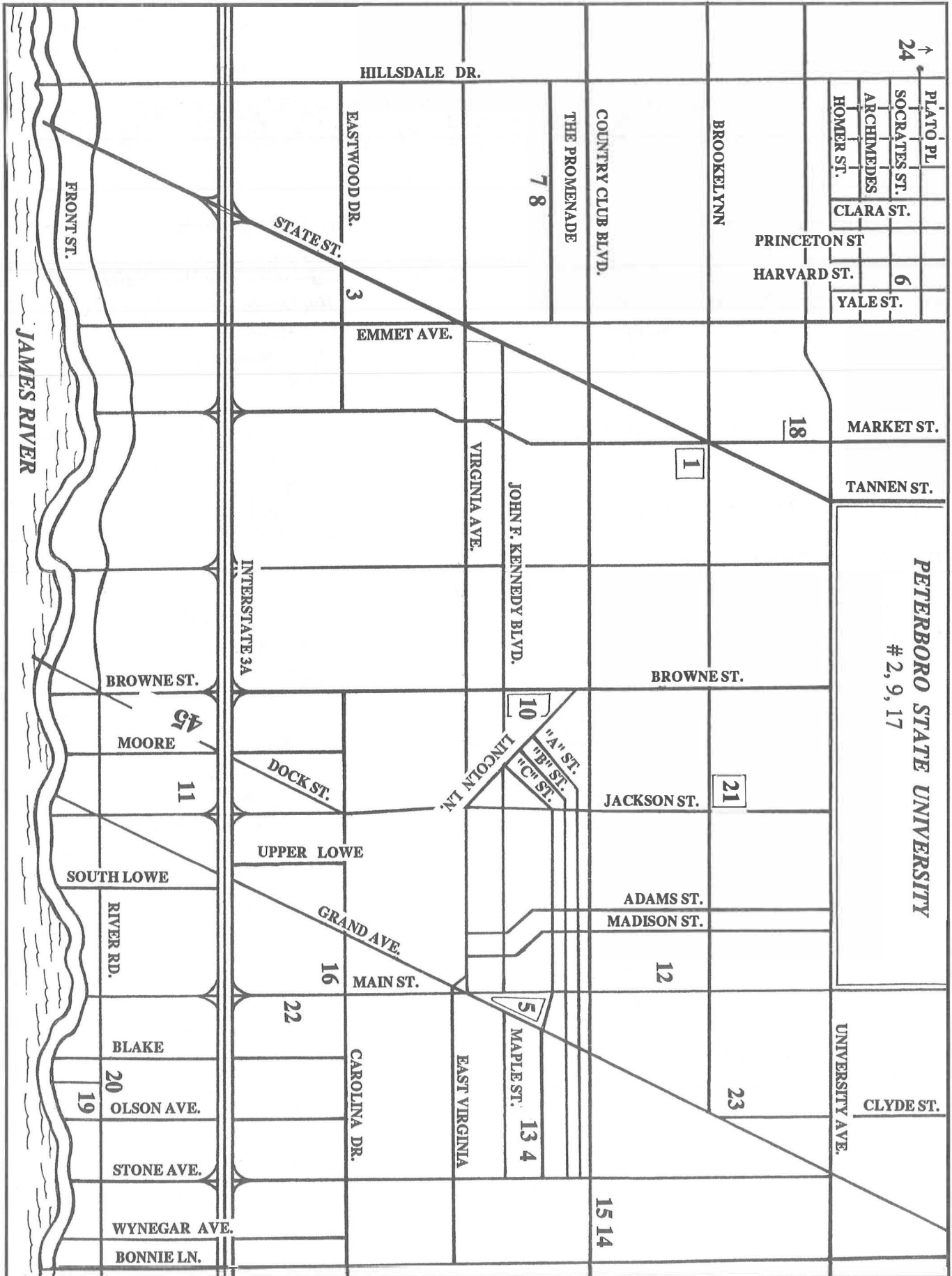
4, 8, 12

7 Experience

7 Total Points



PETERBORO CITY MAP



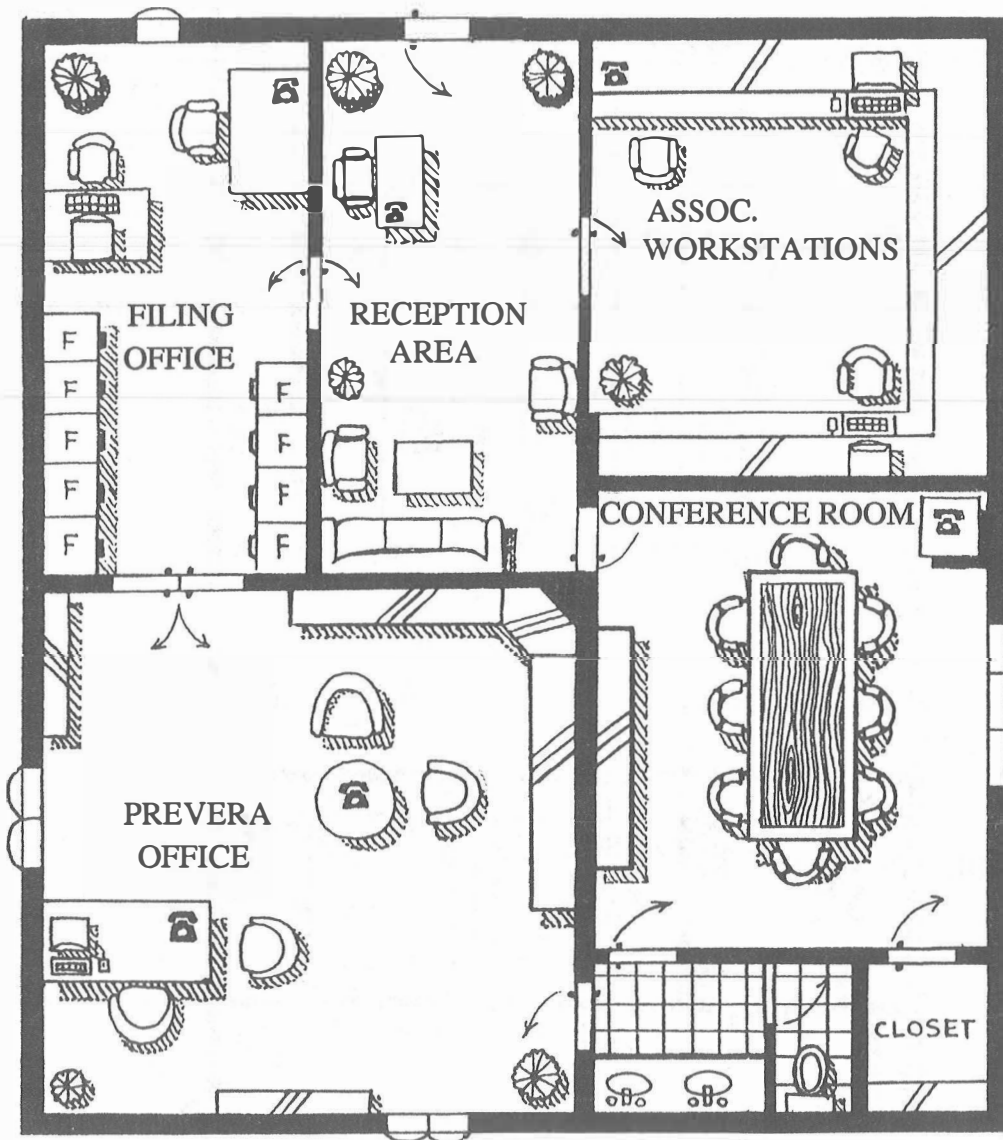
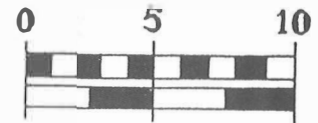
PETERBORO CITY MAP INDEX

Below is a complete listing of the homes, offices and places in Peterboro that have maps in Mugshots 2. Each map is meant to detail a place where at least one of the characters described in this book is most likely to be found. This index should make it easier to find and cross-index the characters, buildings and page number at which they can be found.

Map #	Location Name	Person	Map Pg. #
1).....	Six Points Professional Centre (Prevera & Associates)	<i>Susan Pervera</i>	11
2).....	Environs Zoology Labratory	<i>Robert McAndrews</i>	12
3).....	The Bosworth Home	<i>Gerald Bosworth</i>	13
4).....	Uptin Arms Hotel	<i>Ted Baker</i>	14
		<i>Edwardo "Pee Wee" Valchi</i>	42
5).....	The Clarion Bugle (Evening newspaper)	<i>Jim Drake</i>	15
6).....	University Heights Townhouses	<i>Dr. Anton Turegev</i>	16
		<i>Marta Bannion</i>	36
		<i>William & Marion Dodge</i>	20
		<i>Teddy Worthington</i>	19
7).....	The Peterboro Promenade Bridge Club	<i>Gladys Stewert</i>	18
8).....	The Corlina Gallery	<i>Samantha Livingstone</i>	23
		<i>Gladys Stewart</i>	18
9).....	University Medical Center (Offices)	<i>Dr. Caroline Zameko</i>	22
		<i>Tamara Hanlon</i>	24
10)...	Midtown Police Station	<i>Erin Foster</i>	28
11)...	Chinatown (Up. & low Lowe, to Browne: Carolina to the waterfront.)	<i>David Chun</i>	30
12)...	Bijou Revival Theatre	<i>Roger Cole/Clint Simba</i>	29
13)...	Puchsky Real Estate	<i>John Puchsky</i>	31
14)...	Conlan Racing & Engineering	<i>Stephanie Conlan</i>	32
15)...	The Wizards Den (Video & pinball games)	<i>Street Wizard (John Boston)</i>	33
16)...	Madam Zoroaster's Occultology Shop	<i>Madame Zoroaster</i>	37
17)...	Danforth Anthropology Wing (Campus Offices)	<i>Jennifer Valdez</i>	38
		<i>Madeline D'Arnaud</i>	44
18)...	Maginot Line Detective Agency (North Market Business Center)	<i>Dan Maginot</i>	39
19)...	Acme Warehouse (DeCinnio's Warehouse)	<i>Alexander DeCinnicio</i>	40
		<i>Edwardo "Pee Wee" Valchi</i>	42
20)...	Bit-O-Erin Pub	<i>Michael Murphy</i>	43
		<i>Theodore Baker</i>	14
		<i>Jim Drake</i>	15
21)...	SouthWest Hoopla Cantina & Chile Blowout Saloon	<i>Ellen Crescentmoon</i>	17
		<i>Roger Scott</i>	26
		<i>Dan Maginot</i>	39
		<i>Robert Danielson</i>	46
22)...	Lost Quill Bookstore	<i>Edgar Roberts</i>	45
23)...	City View Office & Condominium Tower	<i>Geoffrey Brand</i>	35
		<i>Isolde Aderson</i>	27
		<i>Al & Angela DeCinnicio</i>	40
24)...	The Various Mansions are north, up Hillsdale Dr.	<i>Andrew Masterson</i>	25
		<i>Samantha Livingston</i>	23
		<i>Geoffrey Brand</i>	35
		<i>Isolde Anderson</i>	27

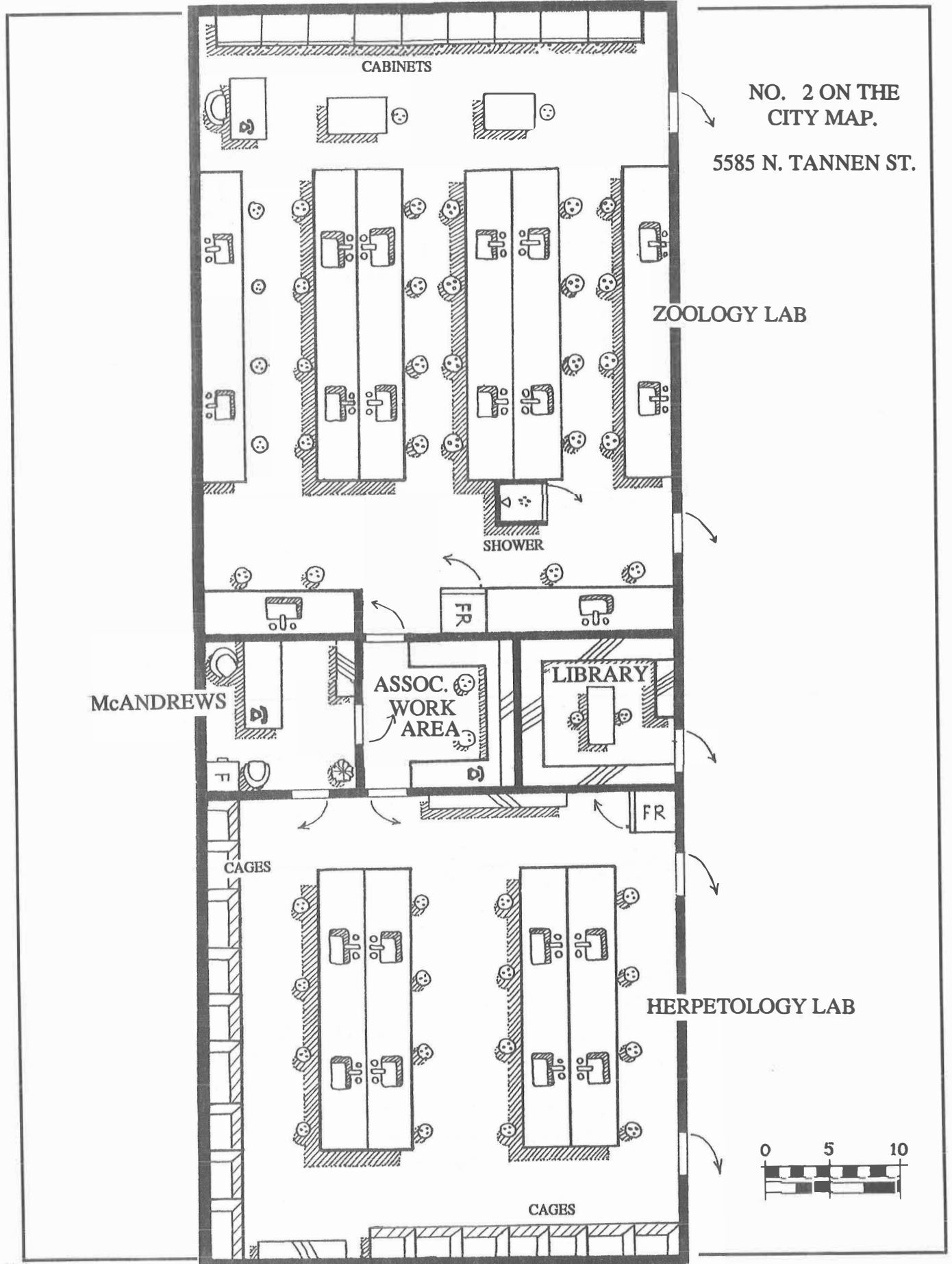
PREVERA & ASSOCIATES

NO. 1 ON CITY MAP.
3445 W. BROOKELYNN



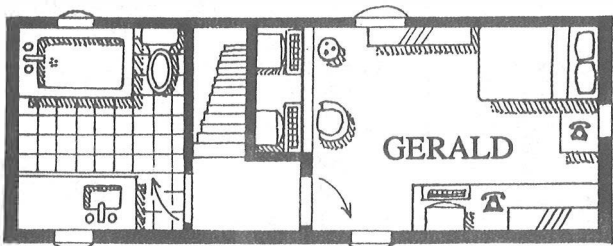
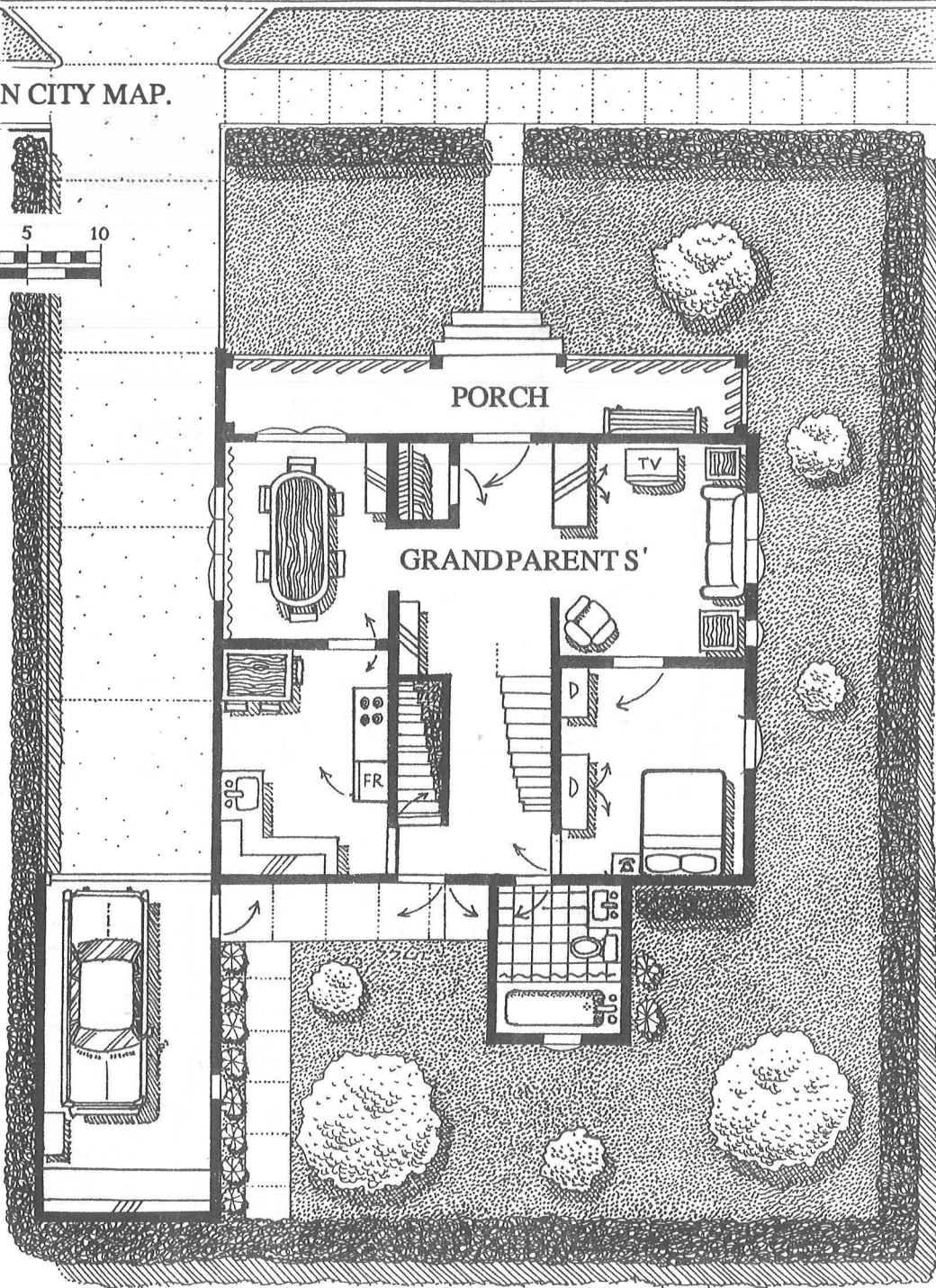
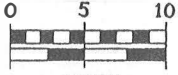
Prevera & Associates is a small but highly successful law firm in Petersboro. They handle quite a few notable personalities in town in matters ranging from incorporations and bankruptcies, to civil suits, wills, and defending clients in criminal court. Some of their clients include (but are not limited to) *Dan Maginot*, *Caroline Zameko*, *Andrew Masterson*, *Edgar Roberts*, and *Samantha Livingstone*. Clients are chosen by Susan Prevera during her first (and free) consultation with them. She has already had run-ins with "Al" DeCincio, and has little patience for the man.

Mc ANDREWS ENVIRONS LAB

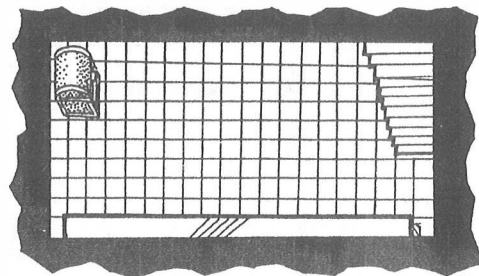


THE BOSWORTH HOME

NO. 3 ON CITY MAP.



2ND FLOOR



BASEMENT

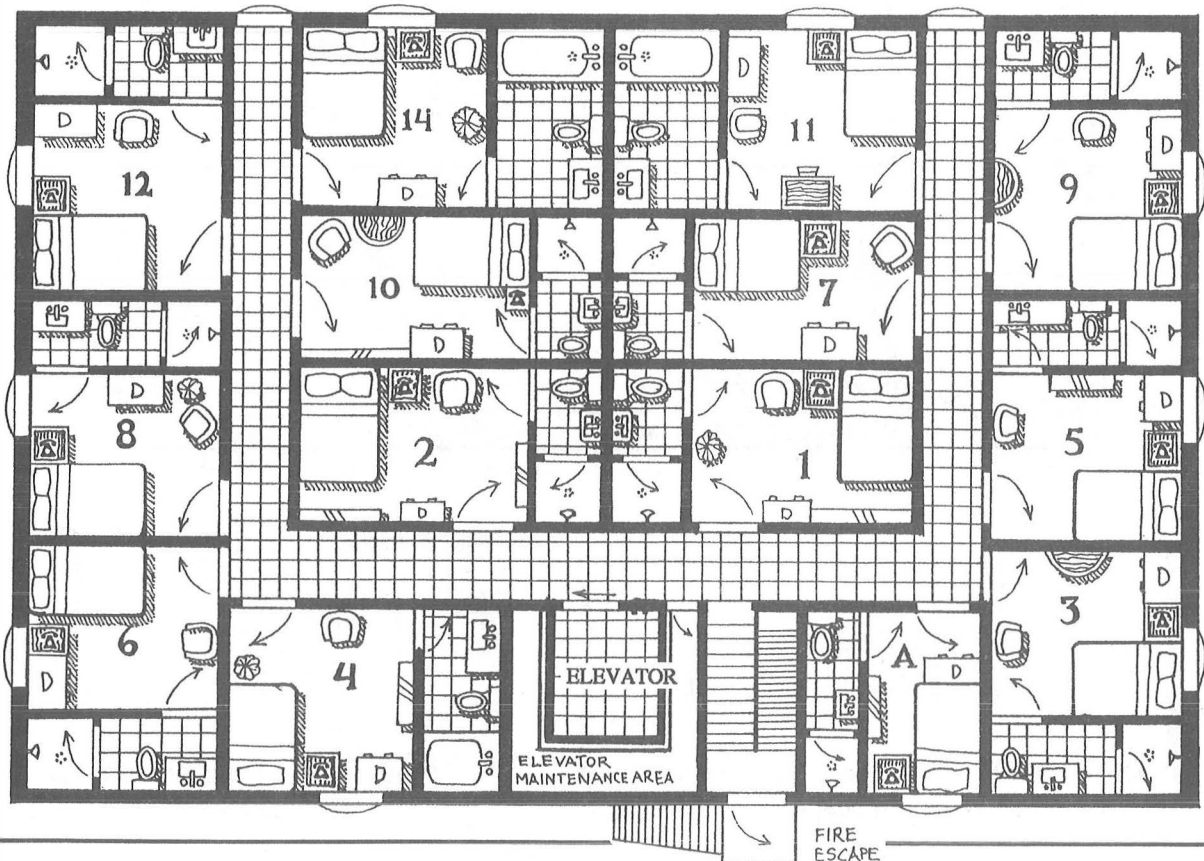
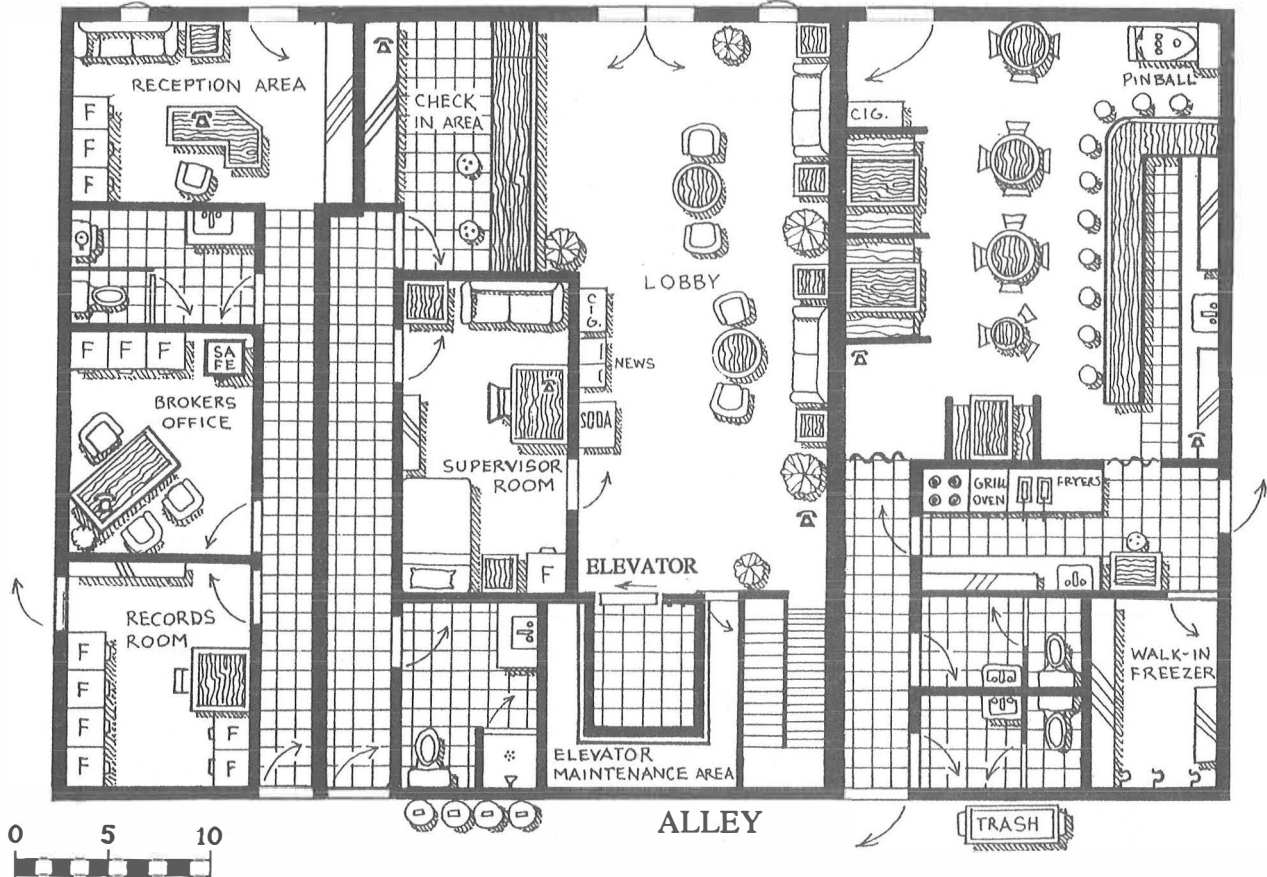
UPTIN ARMS HOTEL

NO. 4 ON THE CITY MAP.

142 E. "A" ST.

PUCHSKY REAL ESTATE

Y NOT BAR & GRILL

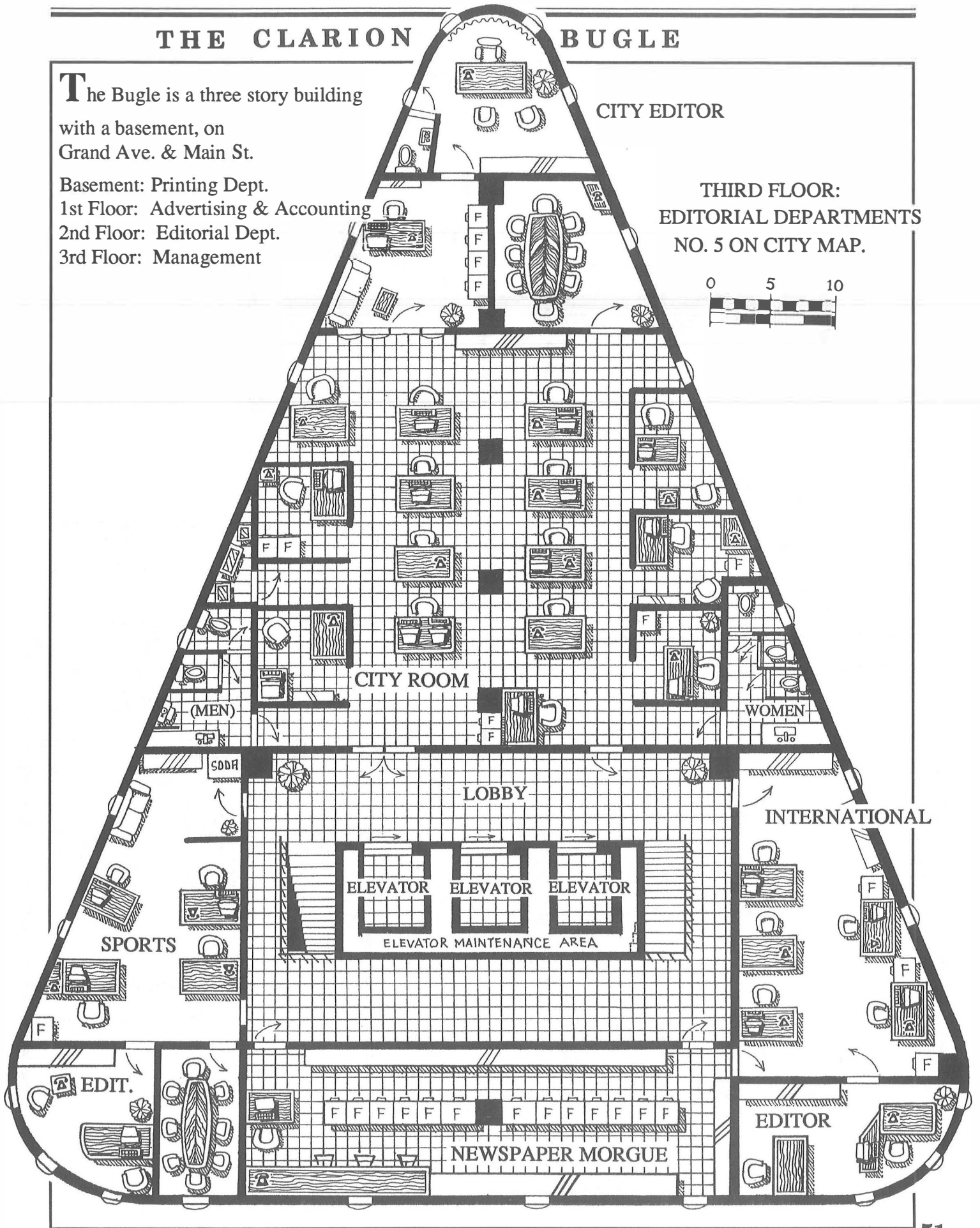
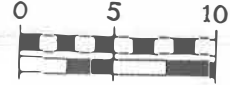


THE CLARION BUGLE

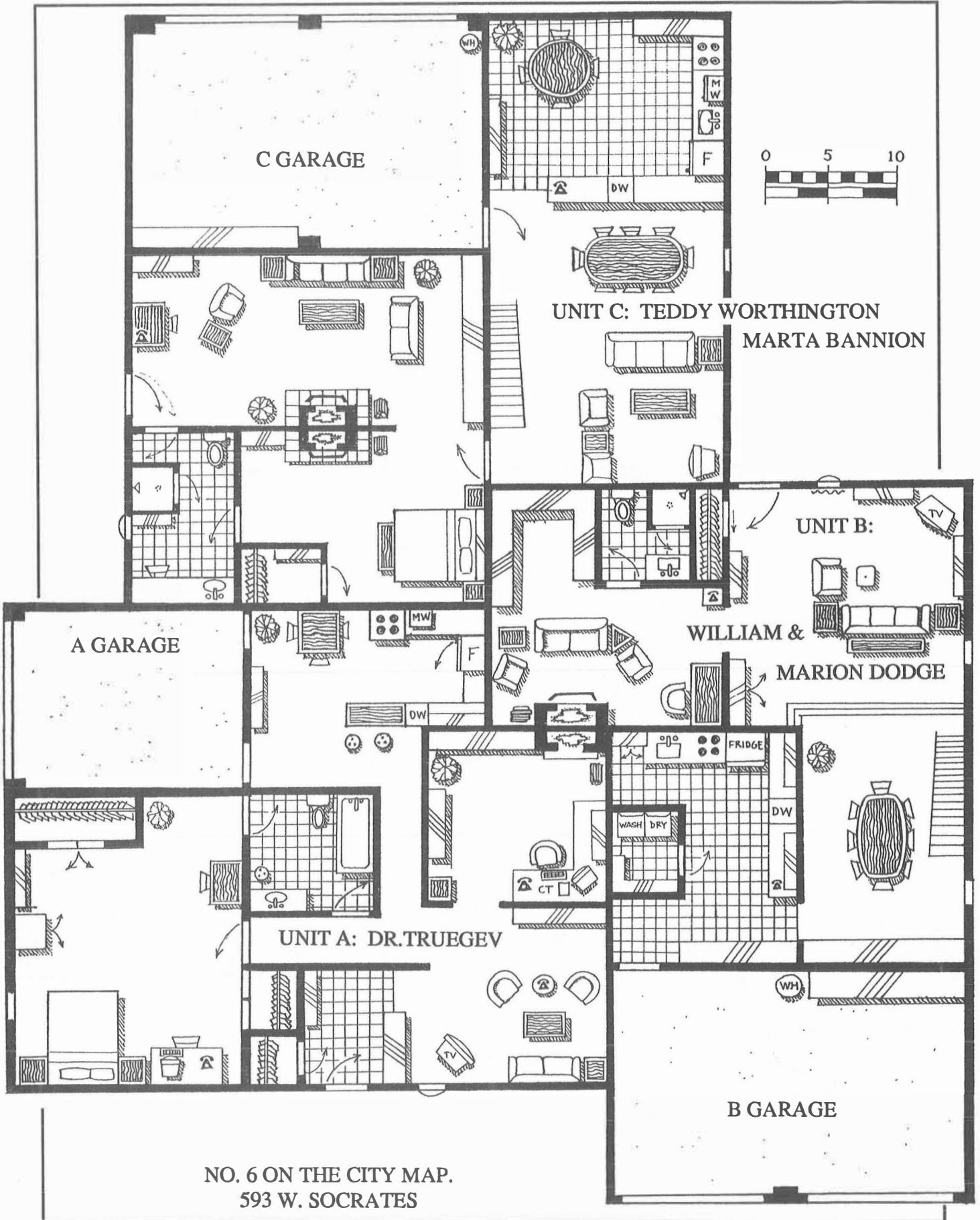
The Bugle is a three story building with a basement, on Grand Ave. & Main St.

Basement: Printing Dept.
 1st Floor: Advertising & Accounting
 2nd Floor: Editorial Dept.
 3rd Floor: Management

THIRD FLOOR:
 EDITORIAL DEPARTMENTS
 NO. 5 ON CITY MAP.



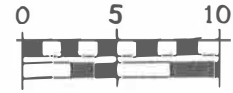
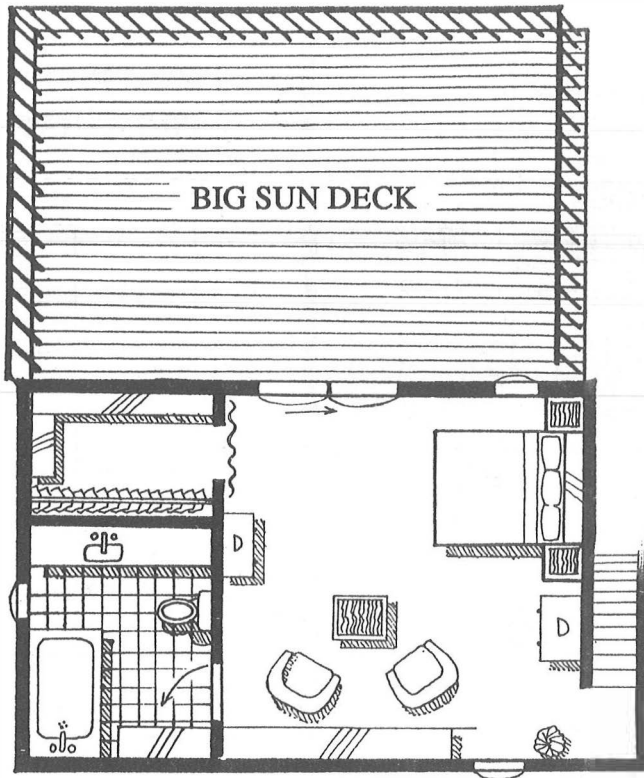
UNIVERSITY HEIGHTS TOWNHOUSES



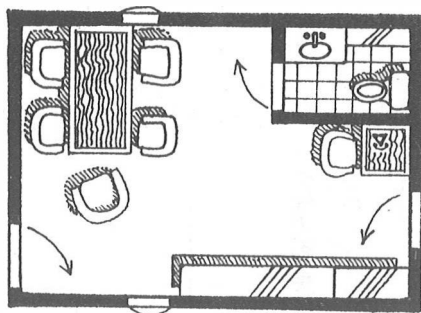
NO. 6 ON THE CITY MAP.
593 W. SOCRATES

UNIVERSITY HEIGHTS TOWNHOUSES

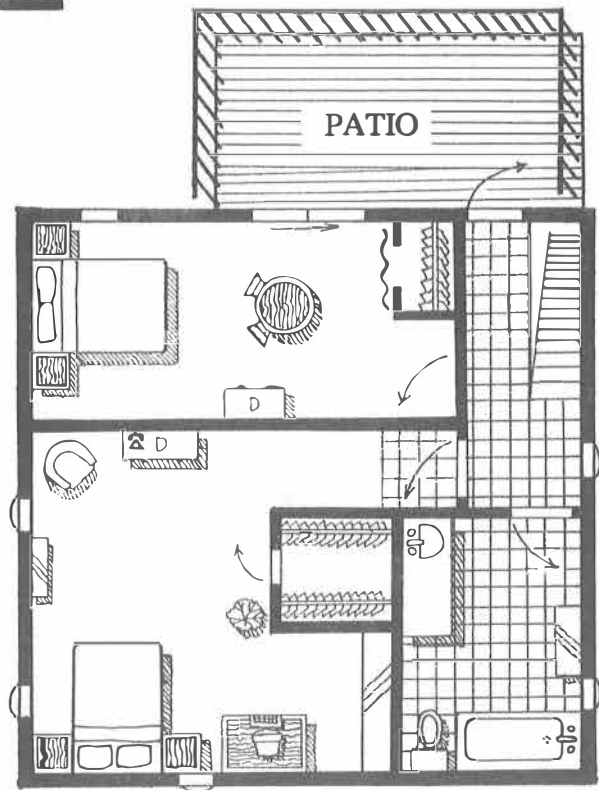
NO. 6 ON THE CITY MAP.
593 W. SOCRATES



UNIT C - 2ND FLOOR



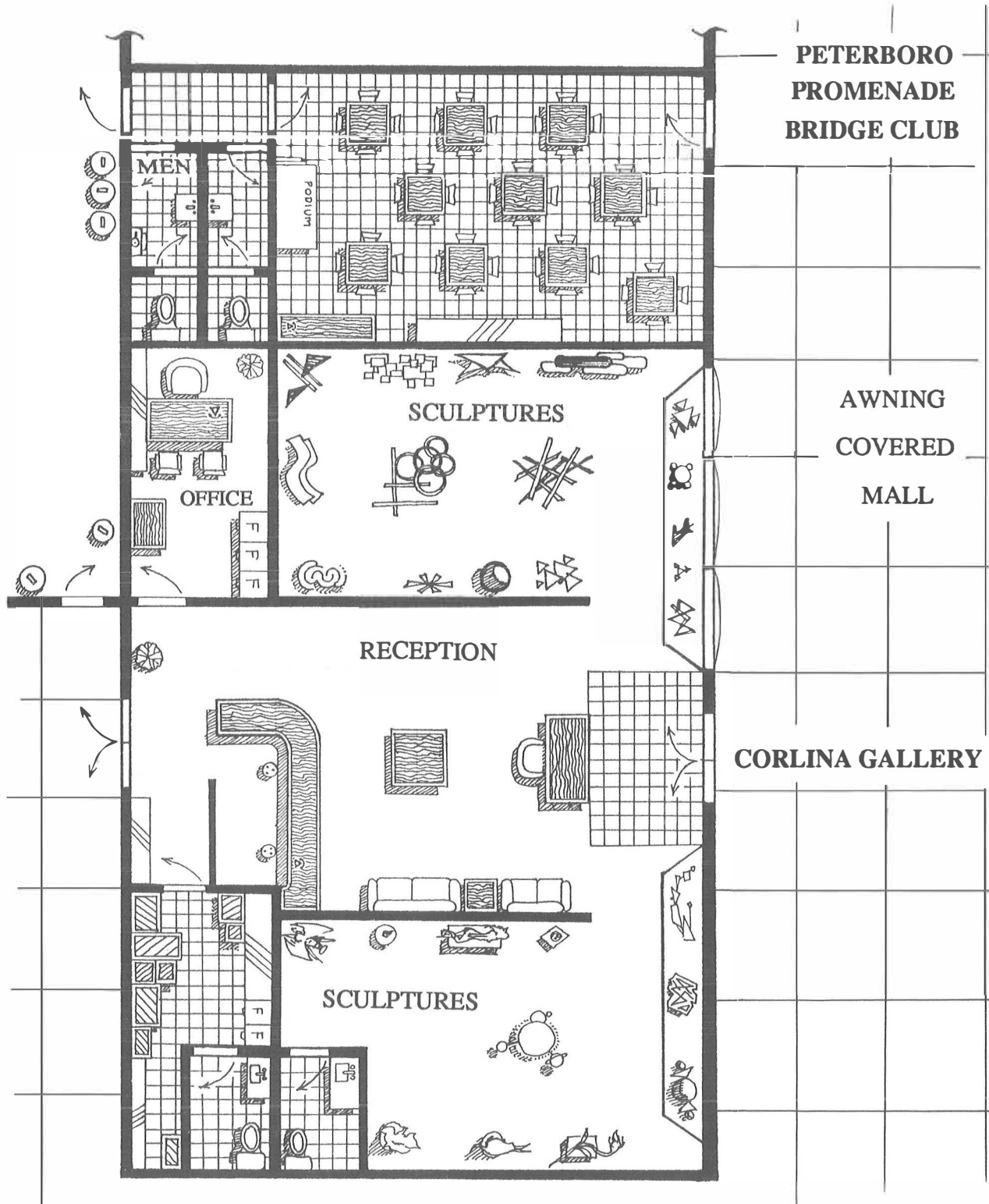
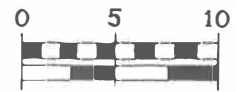
SITUATION ROOM C



UNIT B - 2ND FLOOR

THE CORLINA GALLERY & BRIDGE CLUB

NO. 7 & 8 ON THE CITY MAP.
#652 & 646, THE PROMENADE.



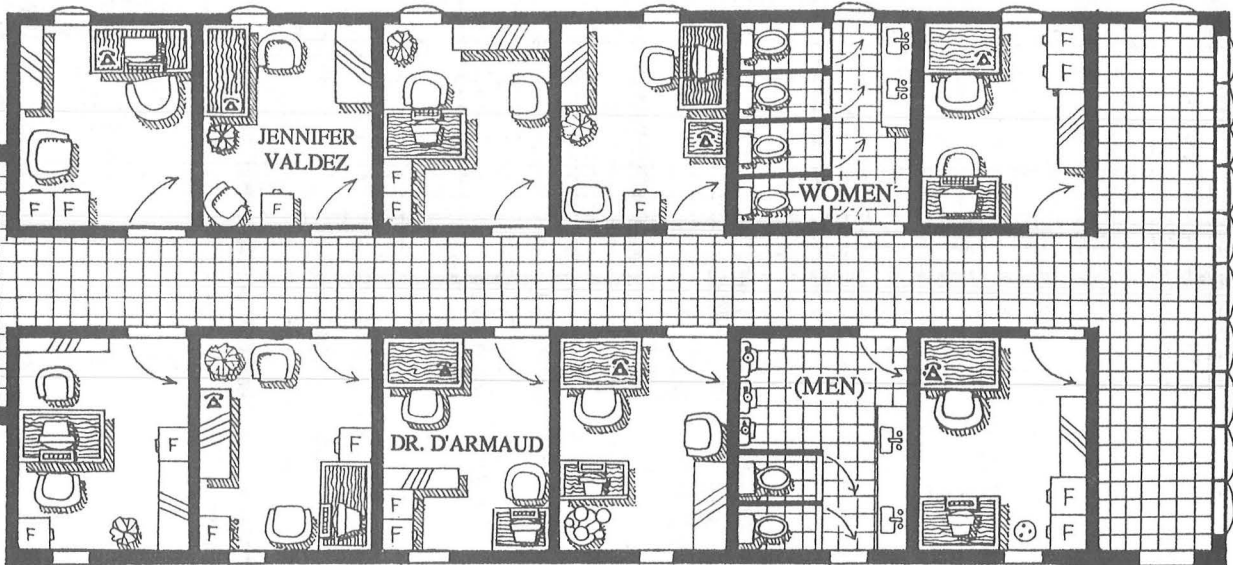
ANTHROPOLOGY/MEDICAL OFFICES

NO. 9 ON THE CITY MAP.
LOCATED INSIDE THE UNIVERSITY



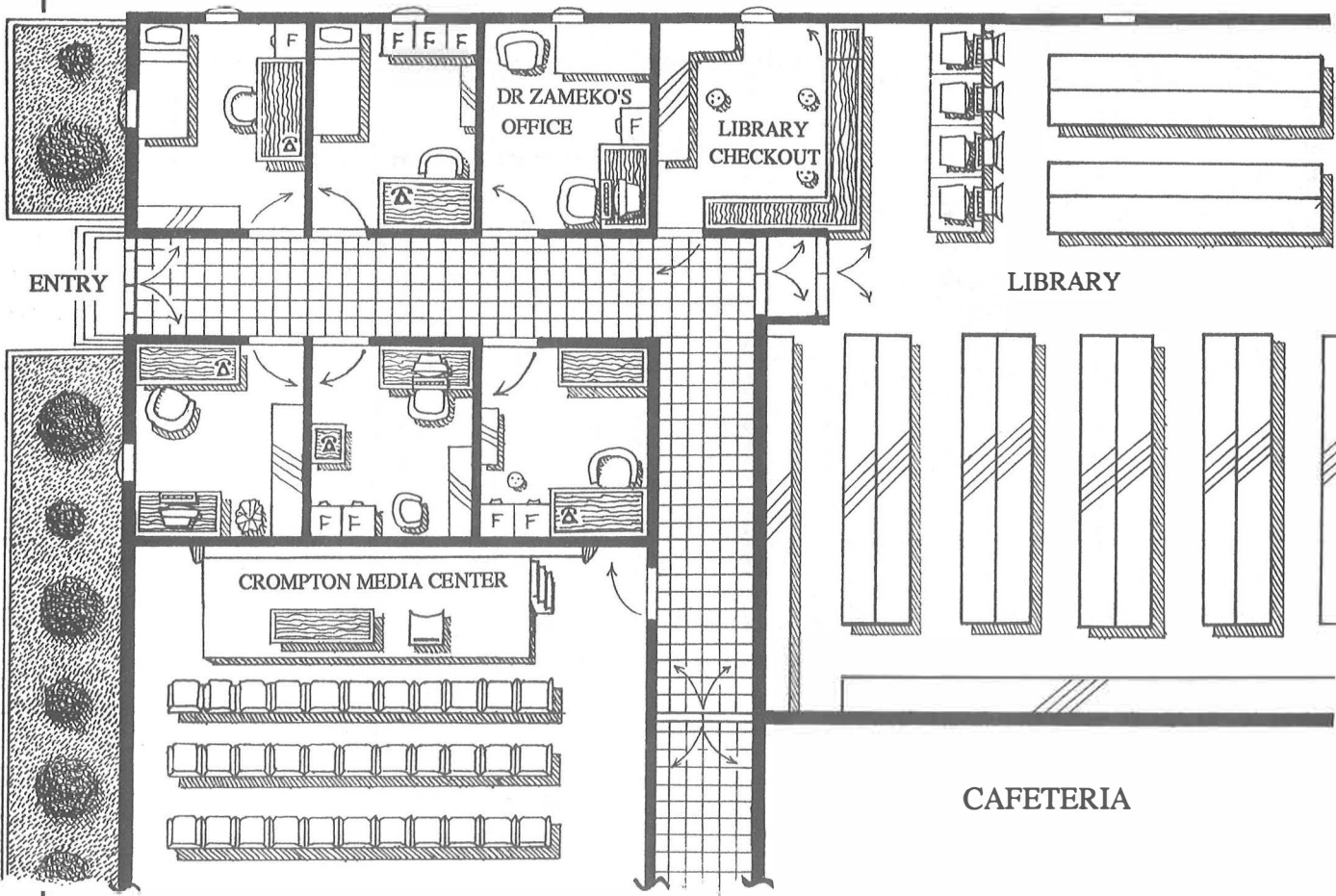
2ND FLOOR

THREE STORY BUILDING



DANFORTH HALL PSYCH/SOCIOLOGY/ANTHRO OFFICES

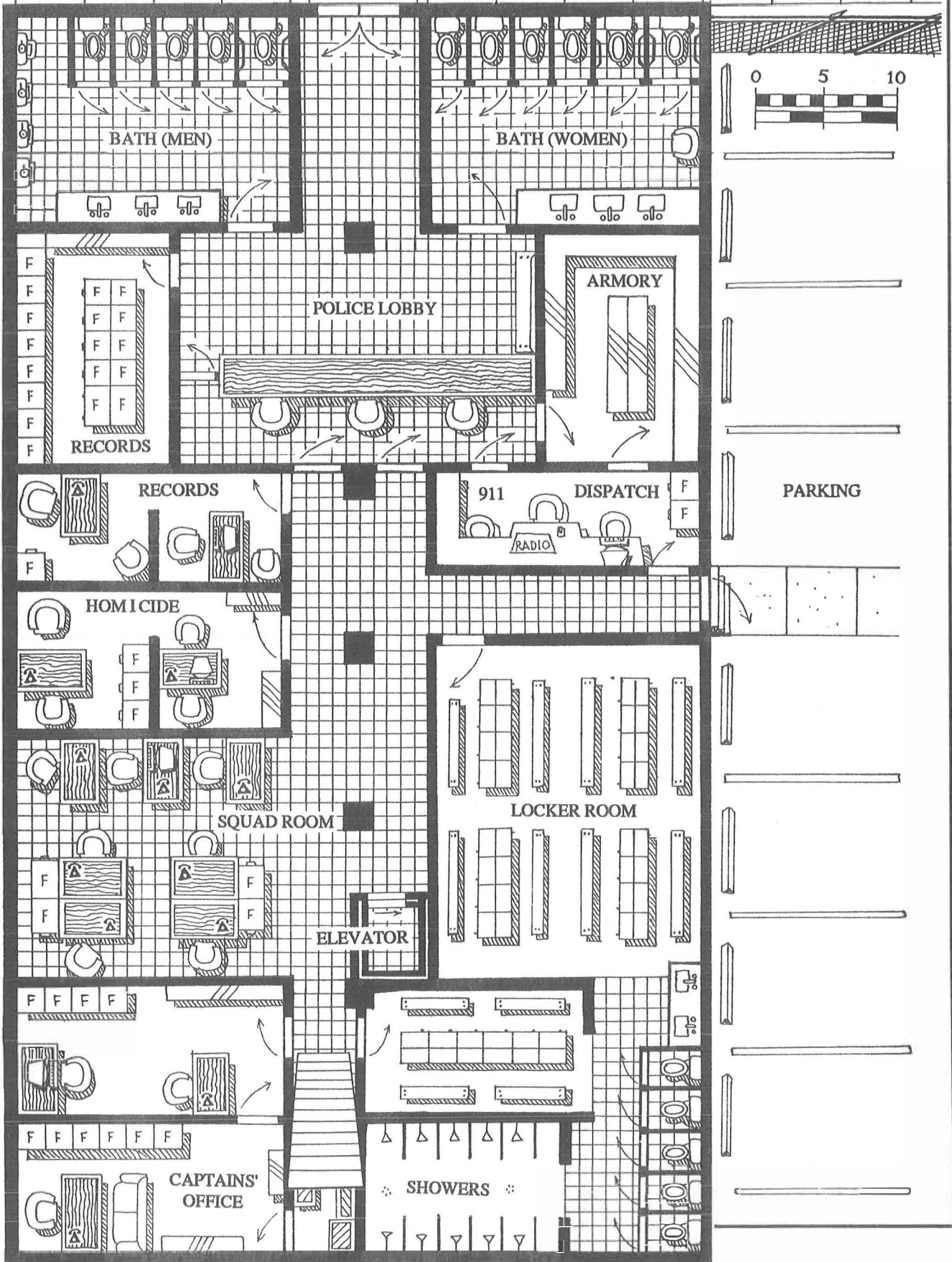
1ST FLOOR



MIDTOWN POLICE STATION

NO. 10 ON THE CITY MAP. 2015 N. BROWNE ST.

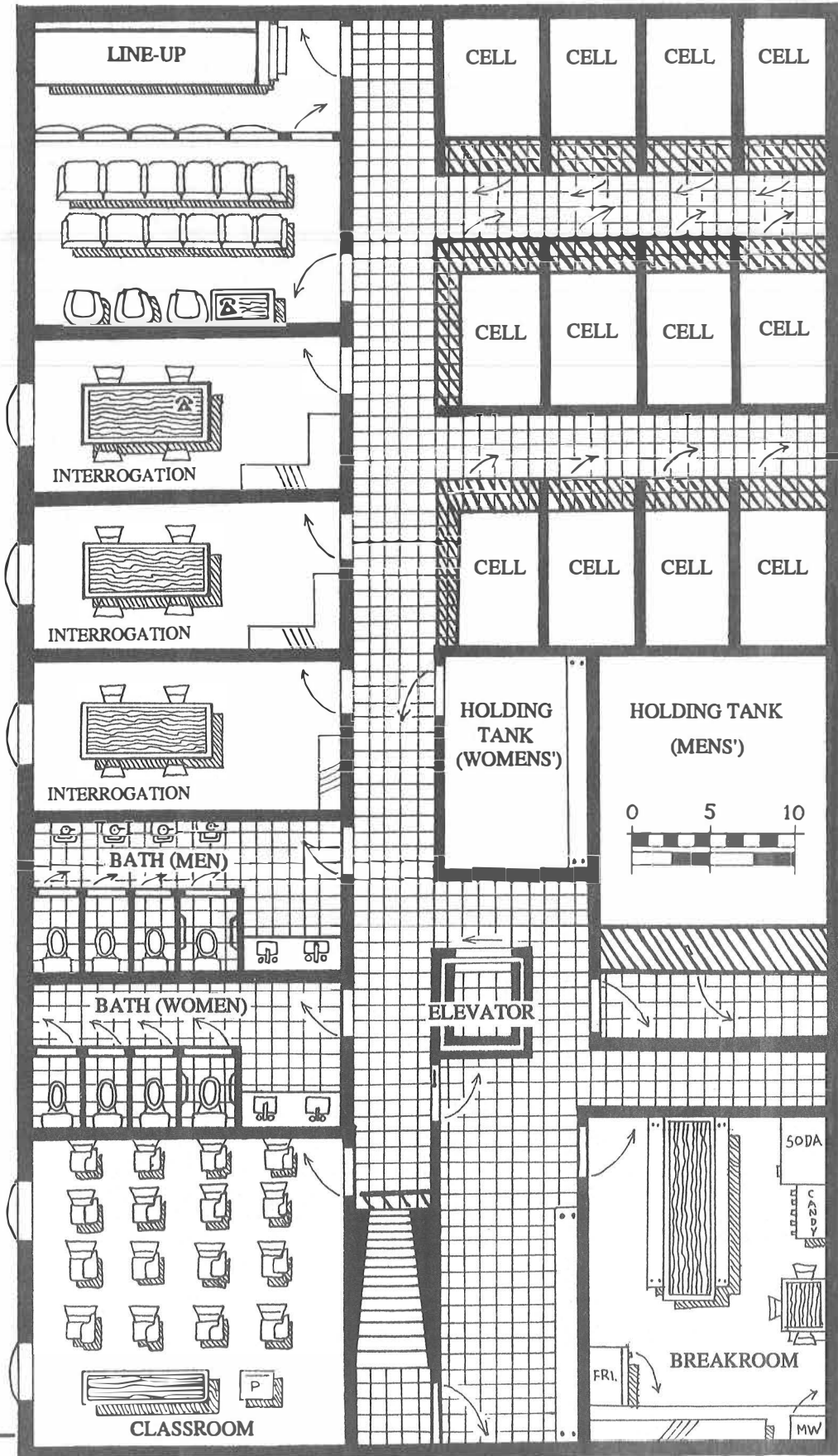
1ST FLOOR



MIDTOWN POLICE STATION

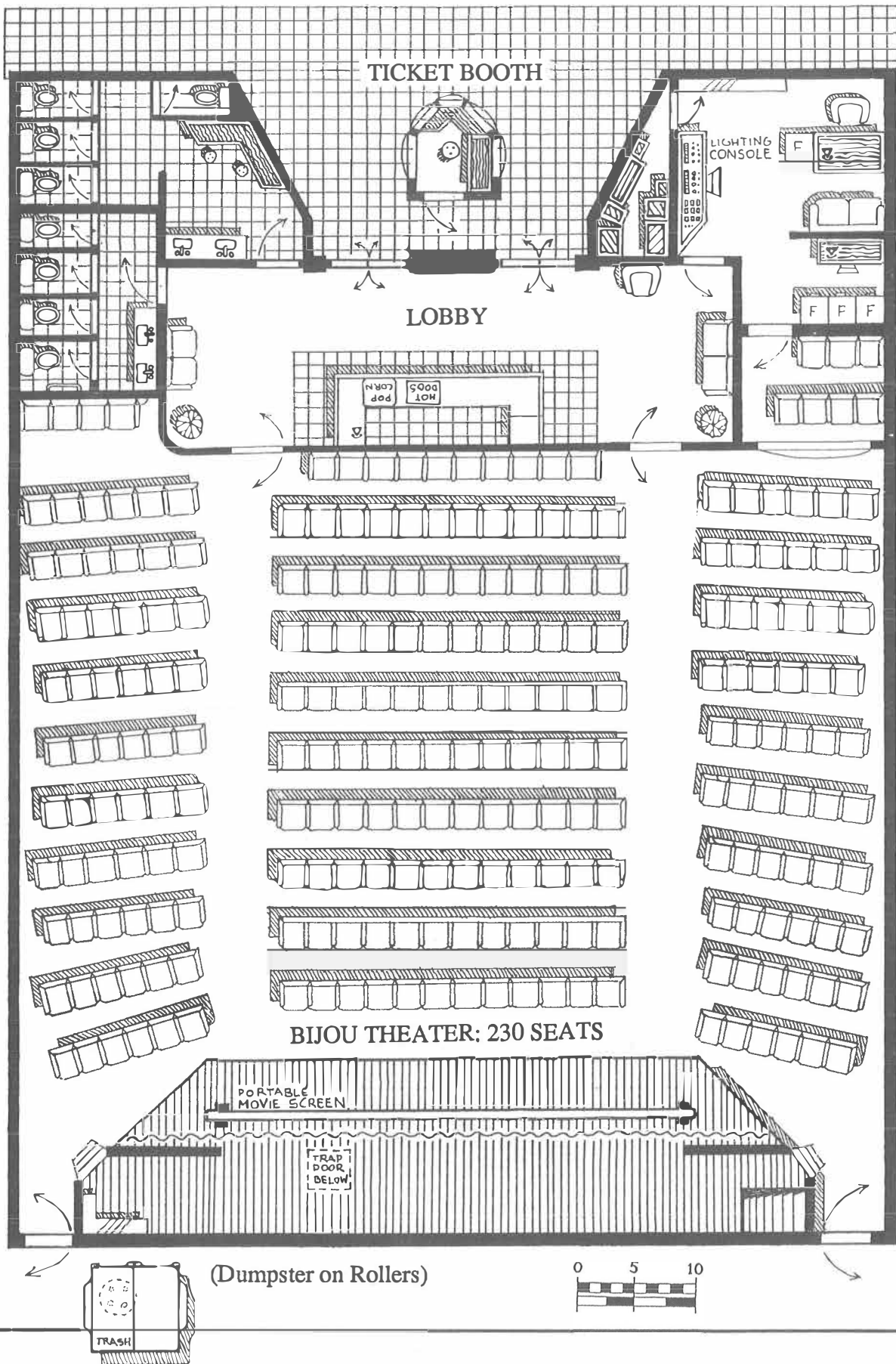
NO. 10 ON THE CITY MAP.
2015 N. BROWNE ST.

2ND FLOOR

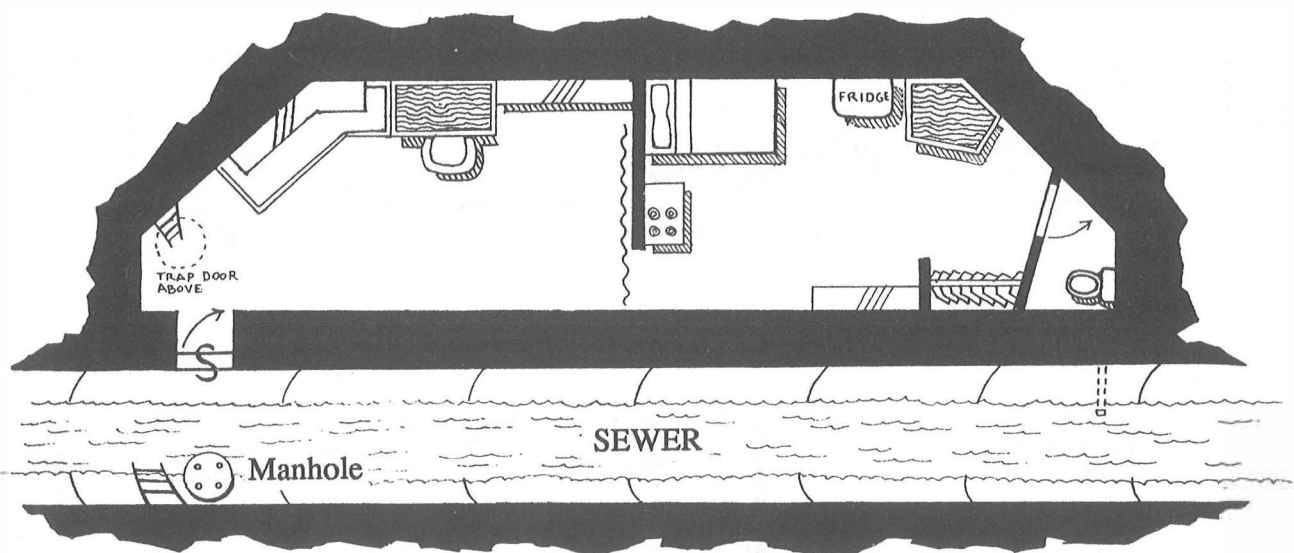
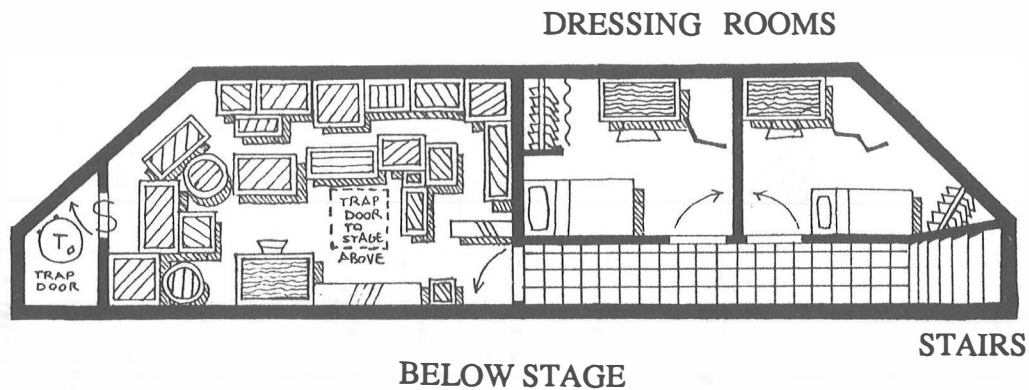


BIJOU REVIVAL THEATER

NO. 12 ON CITY MAP.



BIJOU REVIVAL THEATER

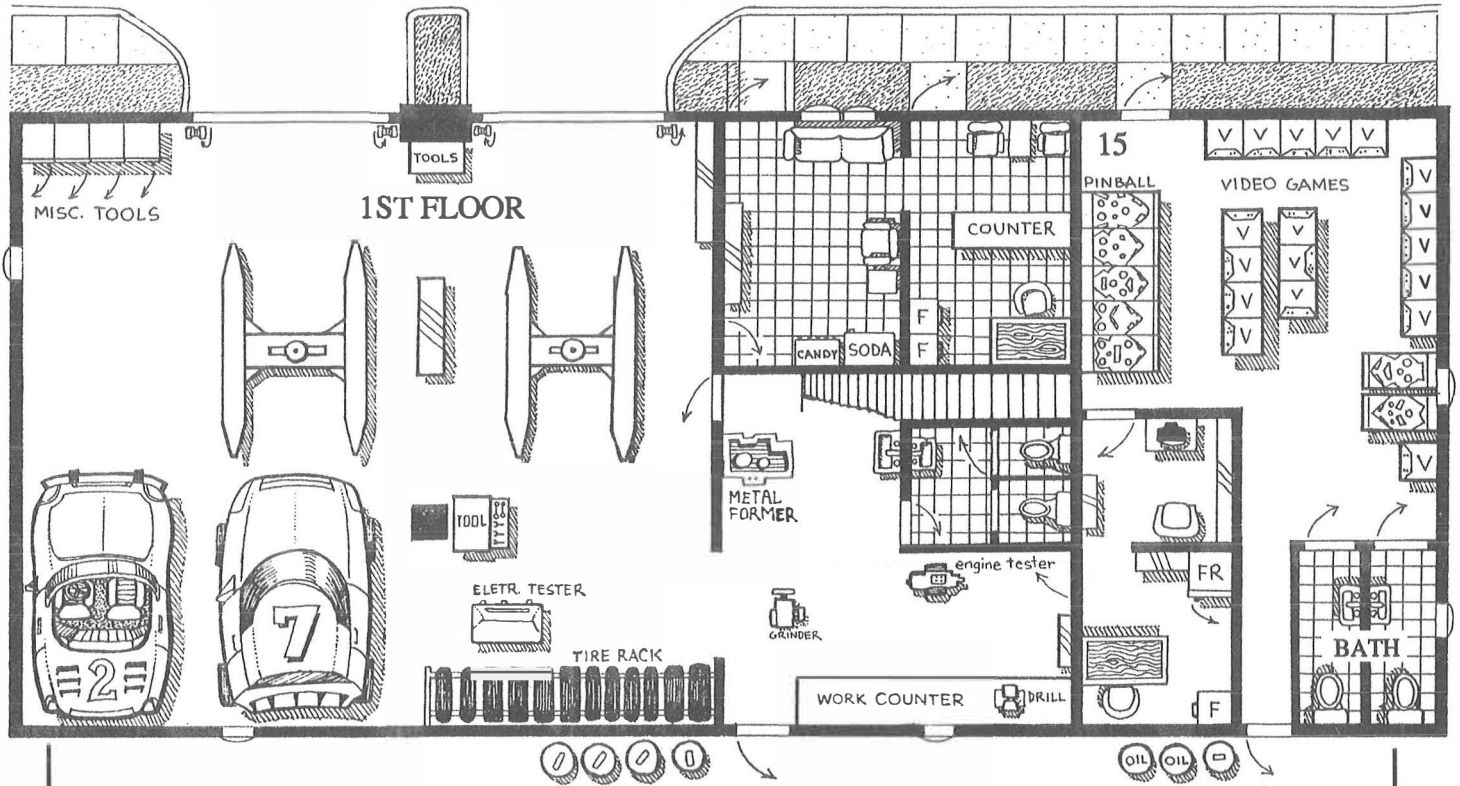


The Bijou Theater was built back in the 1930's and this secret hideout was used by the original owner as a place to hide members of the mob, who were wanted by the police. No one is aware of this hideout's existence, but some employees think that the theater is haunted, and that some phantom prowls the stage late at night.

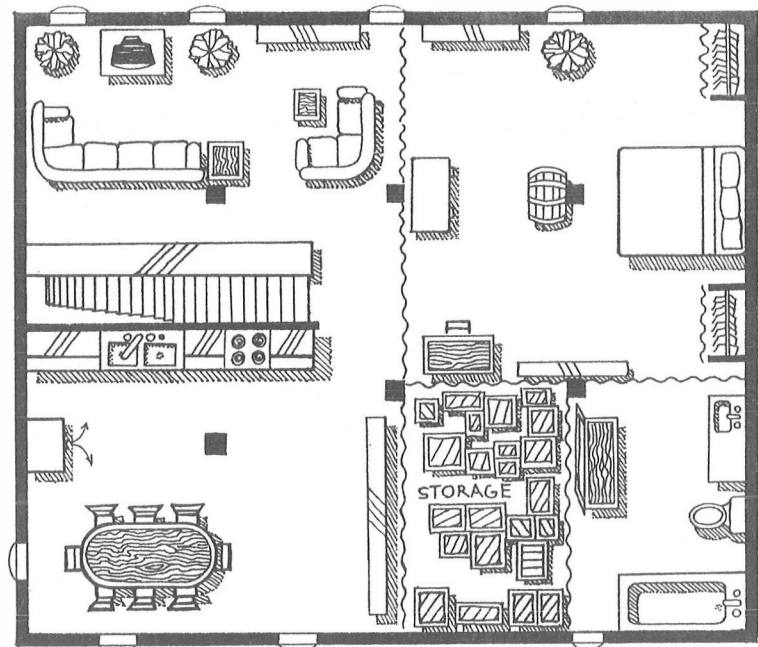
This is currently being used by Cole / Simba as a hideout. Players may find the hideout and use it as their own, or it may be used for for a villain of your own creation.

CONLAN RACING & THE WIZARD'S DEN

NO. 14 ON THE CITY MAP.
196 E. COUNTRY CLUB BLVD.



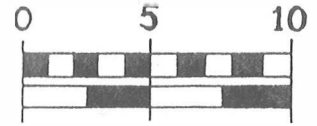
2ND FLOOR



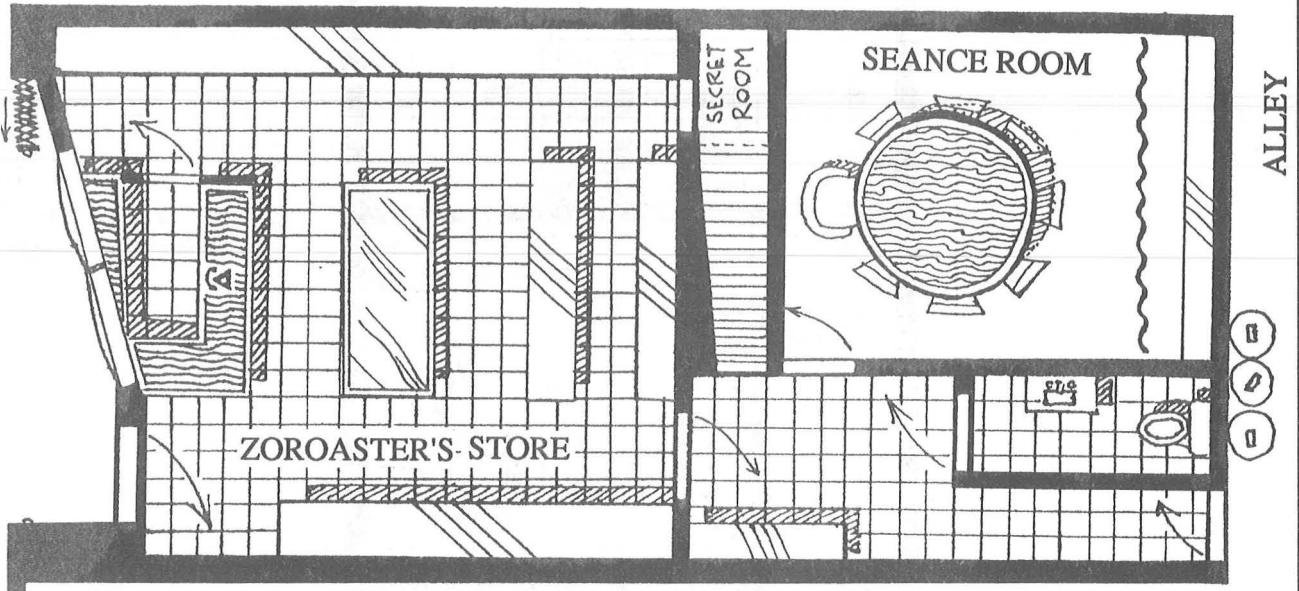
Located on the north side of Country Club Blvd. on the east side of town, Conlan Racing & Engineering is the best place in Peterboro for custom auto design and repairs. The Wizard's Den is a standard pinball/video game parlor, located next door to Conlan Racing.

MADAME ZOROASTER'S OCCULTOLOGY

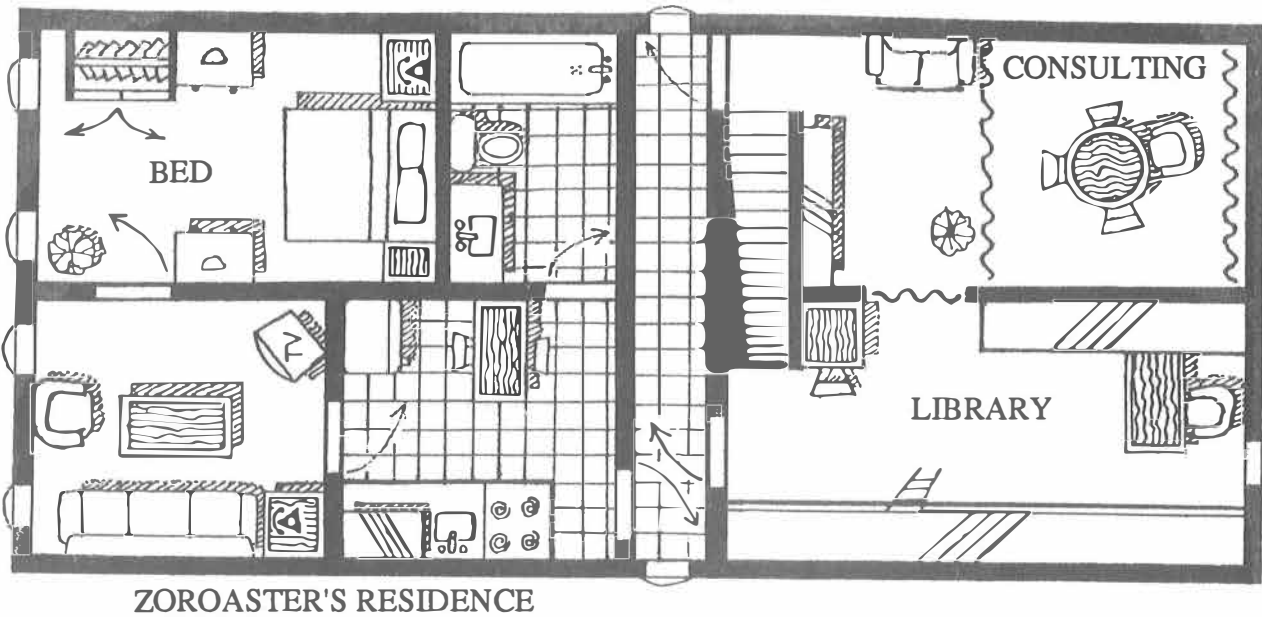
NO. 16 ON THE CITY MAP.
33 N. CAROLINA



1ST FLOOR

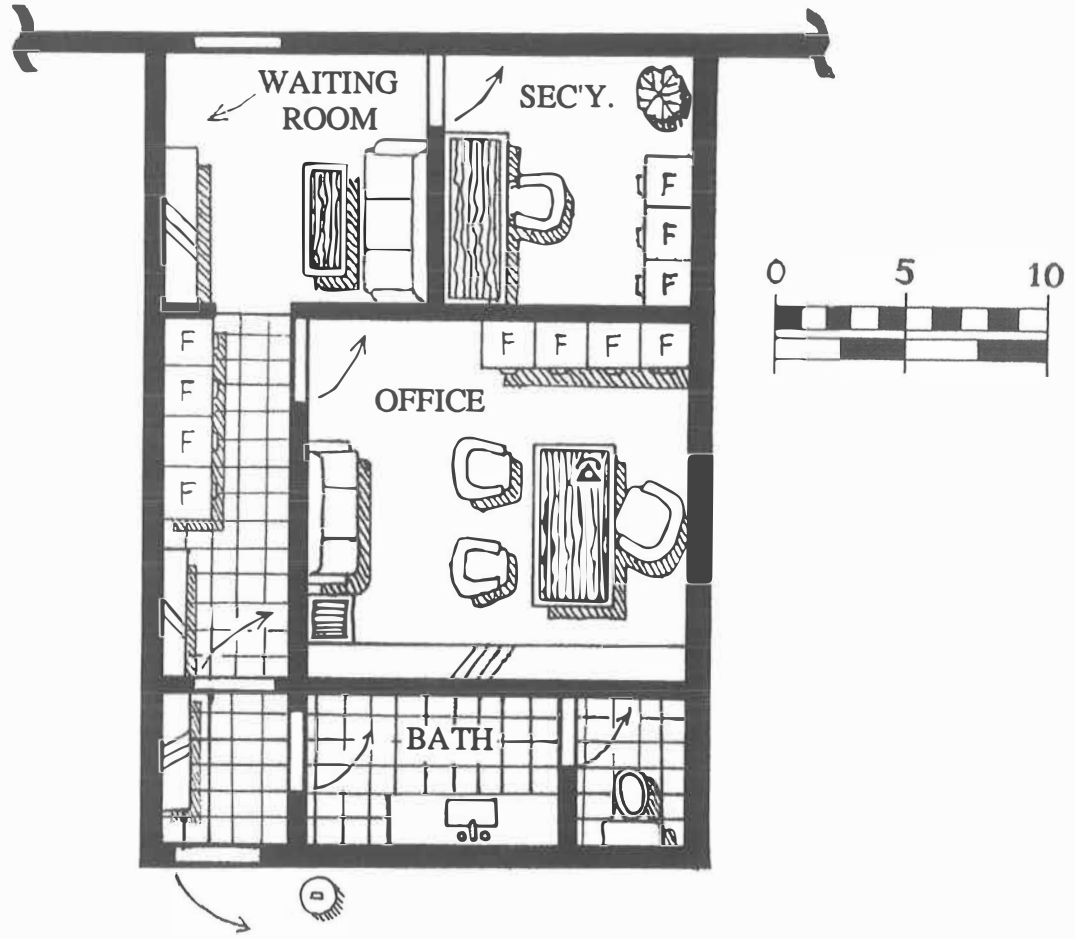


2ND FLOOR

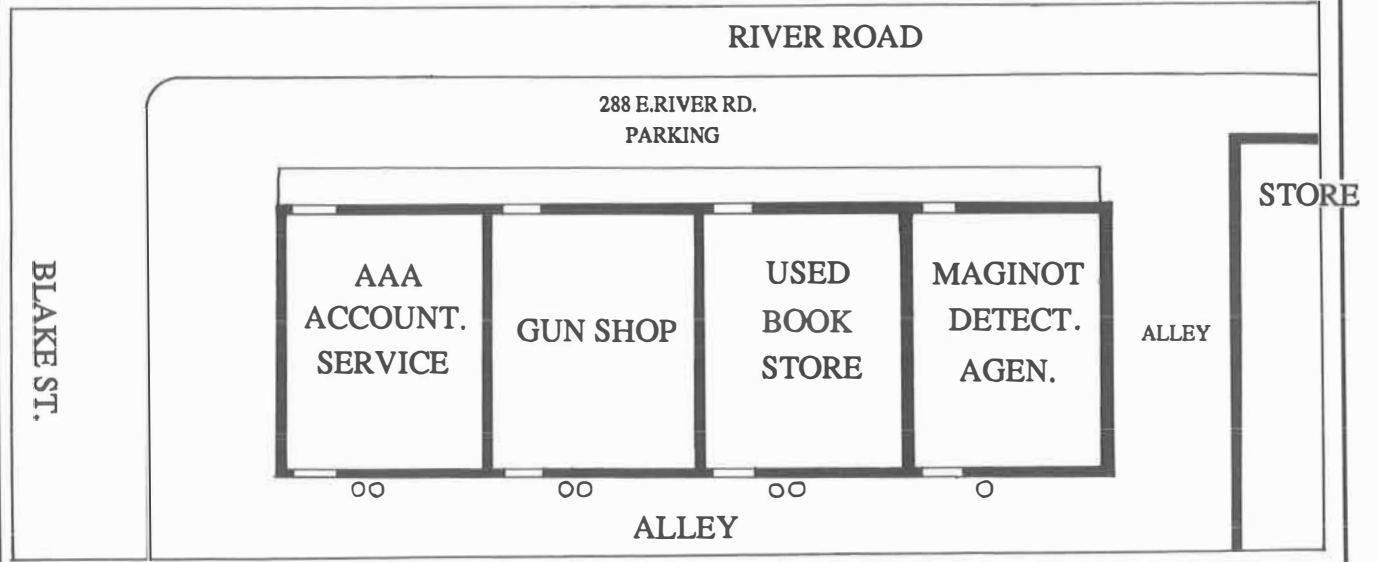


MAGINOT LINE DETECTIVE AGENCY

NO. 18 ON THE CITY MAP.
LOCATED IN THE NORTH MARKET BUSINESS CENTER. SUITE #4
288 E. RIVER RD.



NORTH MARKET BUSINESS CENTER



ACME WAREHOUSE

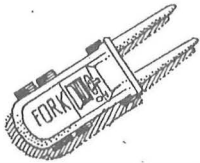
NO. 19 ON THE CITY MAP.

114 E. RIVER RD.

LARGE GARAGE DOOR

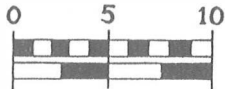
LARGE GARAGE DOOR

LOADING BAYS
FOR SEMI-TRUCKS

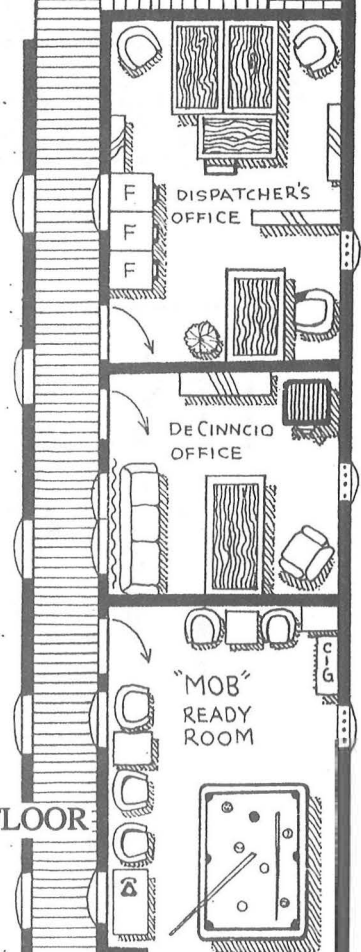


LOADING DOCK & WAREHOUSE AREA

OWNED BY ALEXANDER DE CINNCIO

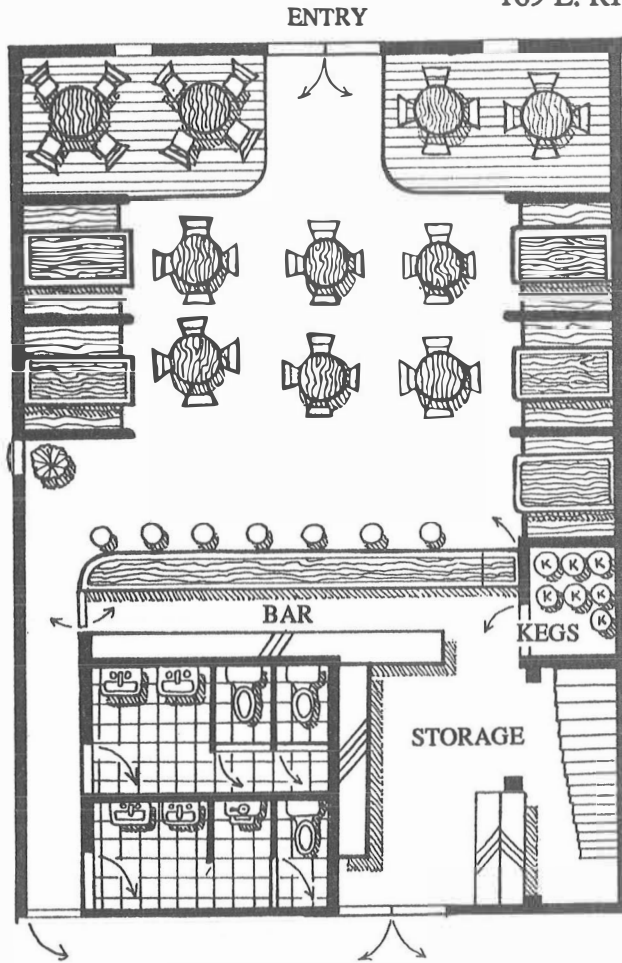


2ND FLOOR



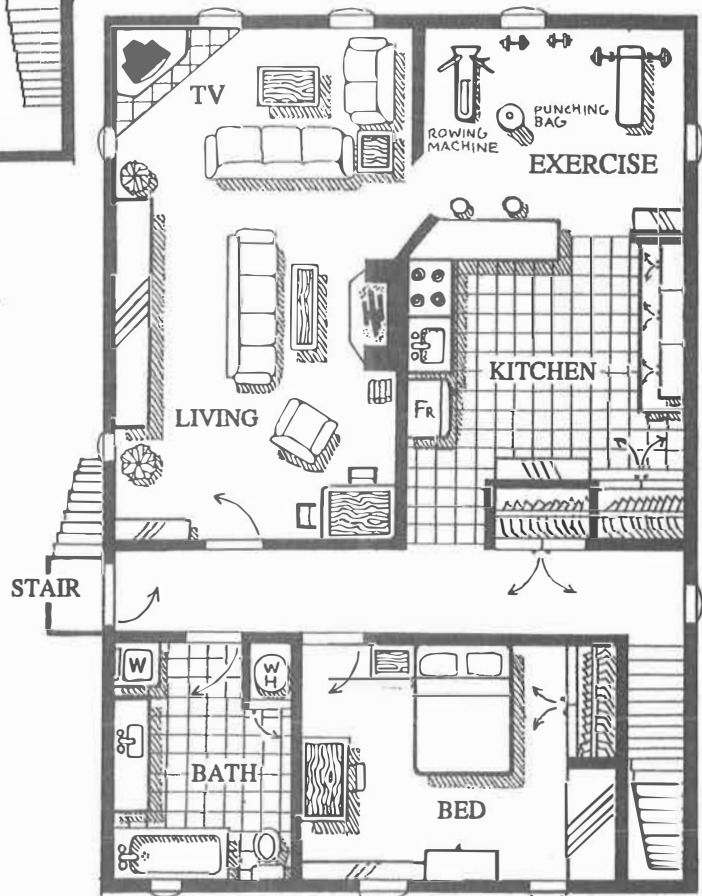
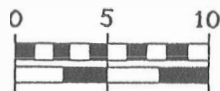
BIT-O-ERIN PUB

NO. 20 ON THE CITY MAP.
169 E. RIVER RD.



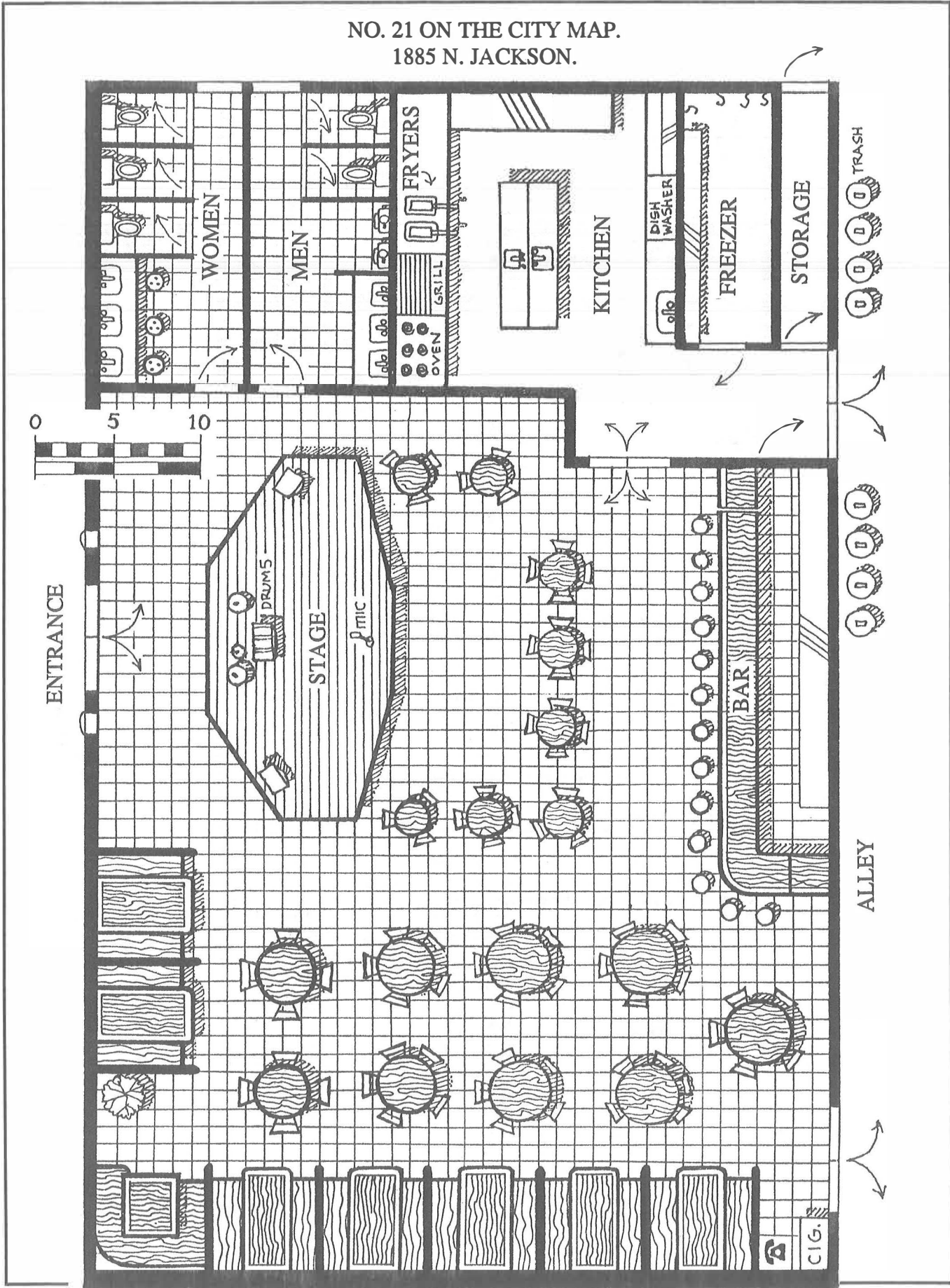
The Bit-O-Erin Pub has a great, friendly sort of atmosphere, and a rather regular clientele, most of whom are fairly close to the owner (Michael Murphy). Besides *Theodore Baker* and *Jim Drake*, who seem to "live" right in the bar, one can also find; *Dan Maginot* - who also goes to the SW Hoopla & Chile Saloon, *Dr. Dodge* - who comes in for a drink, once a month, Erin Foster - she likes to "hang out" with the guys, *Stephanie Conlan* - who comes in after a hard day, and "*Pee Wee*" Valchi - who stays pretty much to himself.

BIT O'
ERIN
PUB



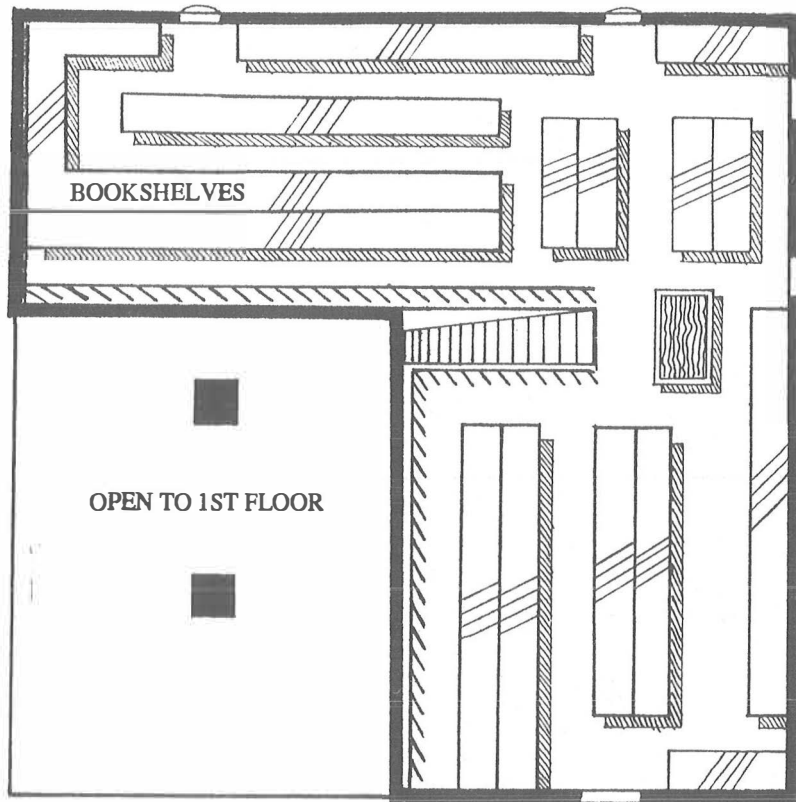
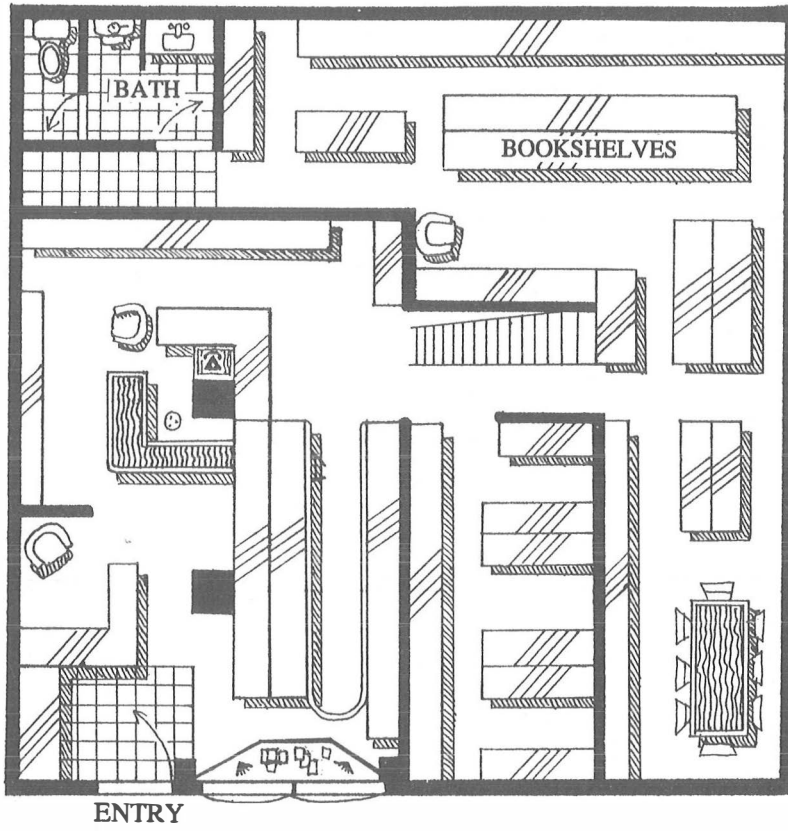
SOUTHWEST CANTINA & CHILE SALOON

NO. 21 ON THE CITY MAP.
1885 N. JACKSON.



LOST QUILL BOOKSTORE

NO. 22 ON THE CITY MAP.
1908 S. MAIN ST.



**PENTHOUSE
FLOORS:
13 - 20**

**CITY VIEW
OFFICE & CONDOMINIUM
TOWER**

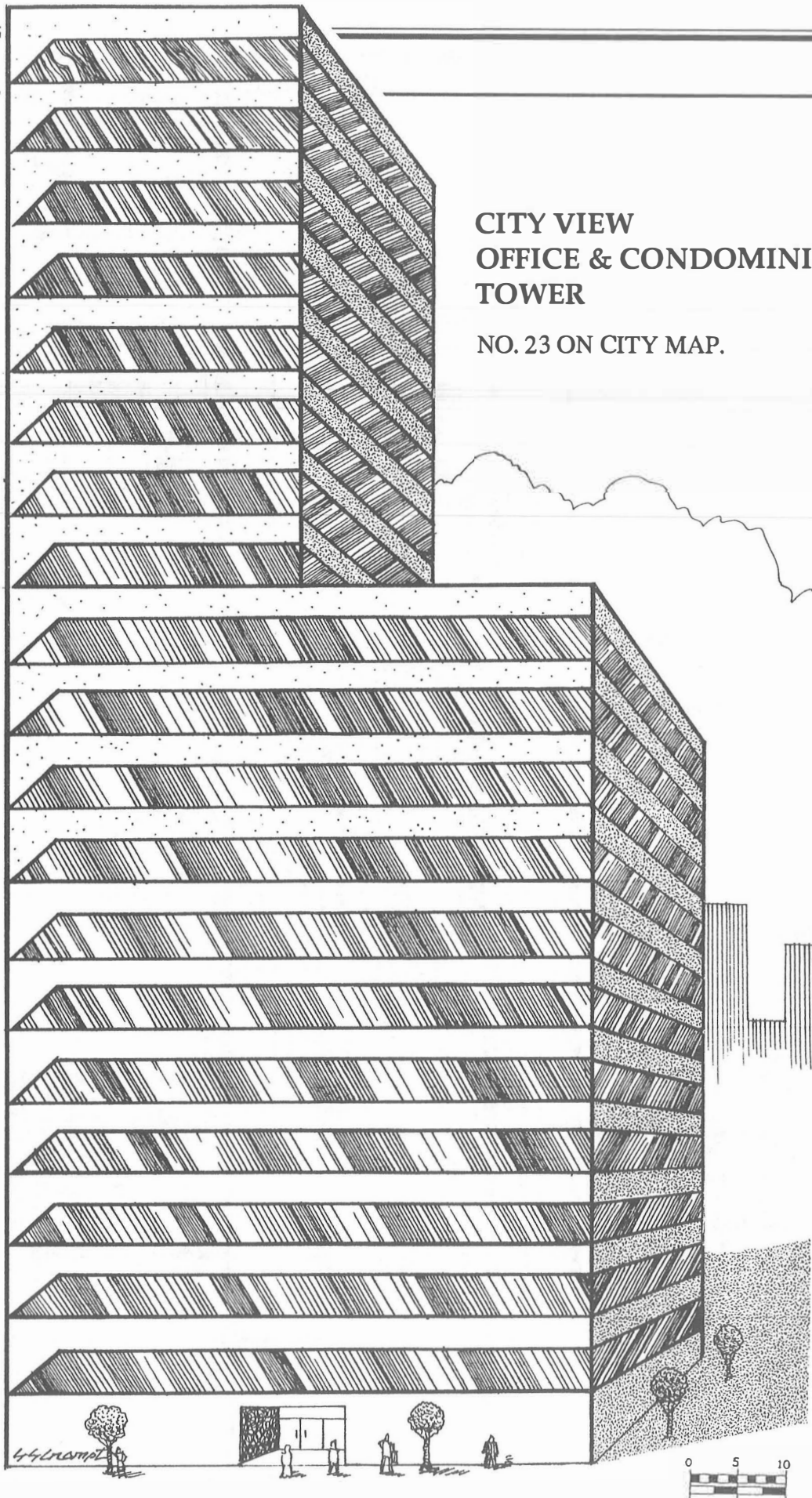
NO. 23 ON CITY MAP.

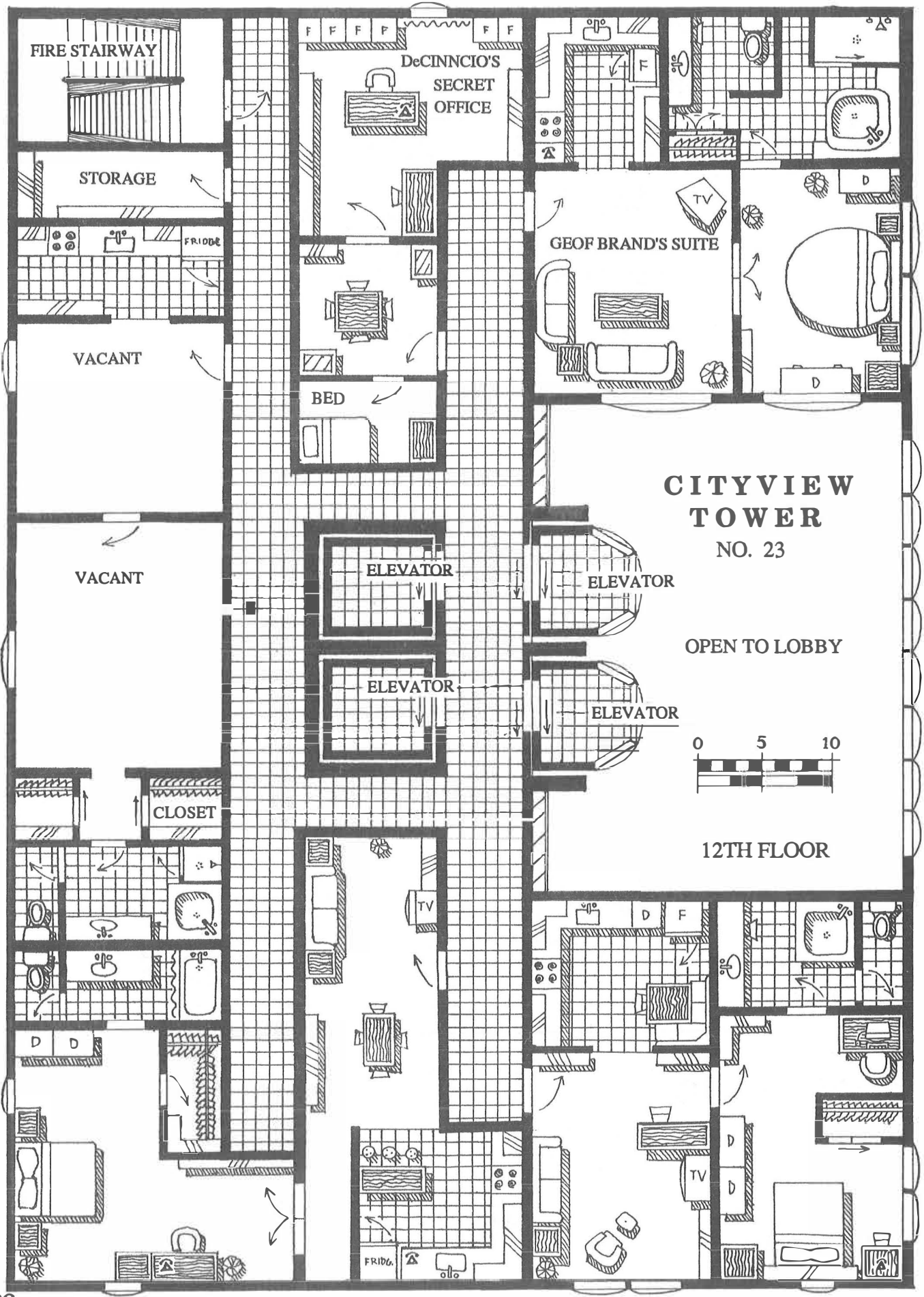
**SUITE FLOORS:
7 - 12**

**MEZZANINE
OFFICES: 4 - 6**

**CONVENTION
CENTER: 2 - 3**

**1ST FLOOR
SHOPS, NIGHT CLUB
FITNESS CLUB**





FIRE STAIRWAY

STORAGE

FRIDGE

VACANT

VACANT

CLOSET

BED

ELEVATOR

ELEVATOR

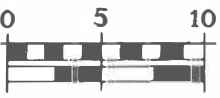
DeCINNICIO'S
SECRET
OFFICE

GEOF BRAND'S SUITE

CITYVIEW
TOWER

NO. 23

OPEN TO LOBBY



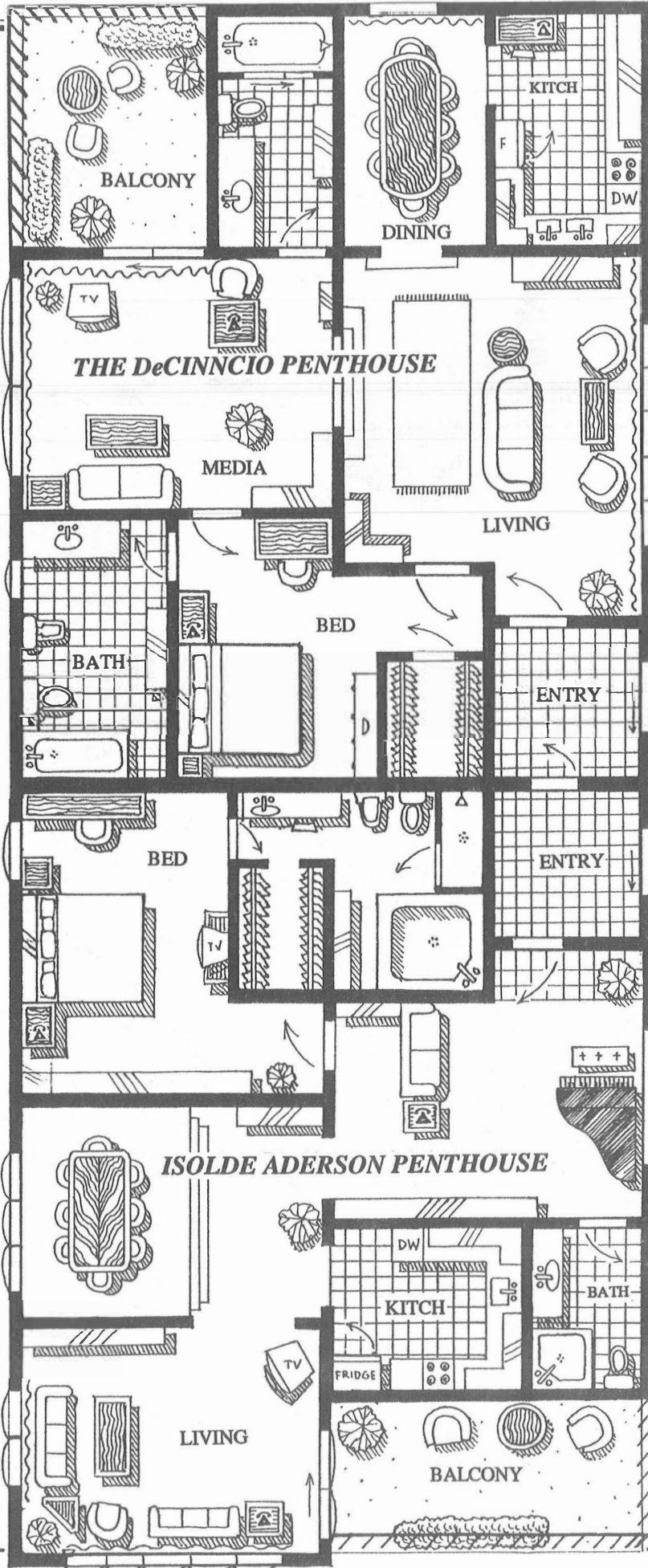
12TH FLOOR

CITYVIEW TOWER

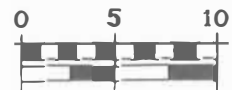
NO. 23 ON THE CITY MAP

333 E. BROOKELYN DR.

THE DeCINNCIO PENTHOUSE



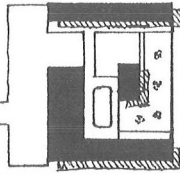
19TH FLOOR



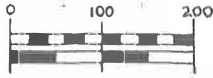
THE MASTERSON ESTATE

HILLSDALE DR.

NO. 24 (OFF THE CITY MAP).
13238 N. HILLSDALE DR.



RESEARCH
COMPOUND



NORTH

ESTATE GROUNDS

TUCKER'S HILL

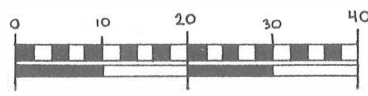
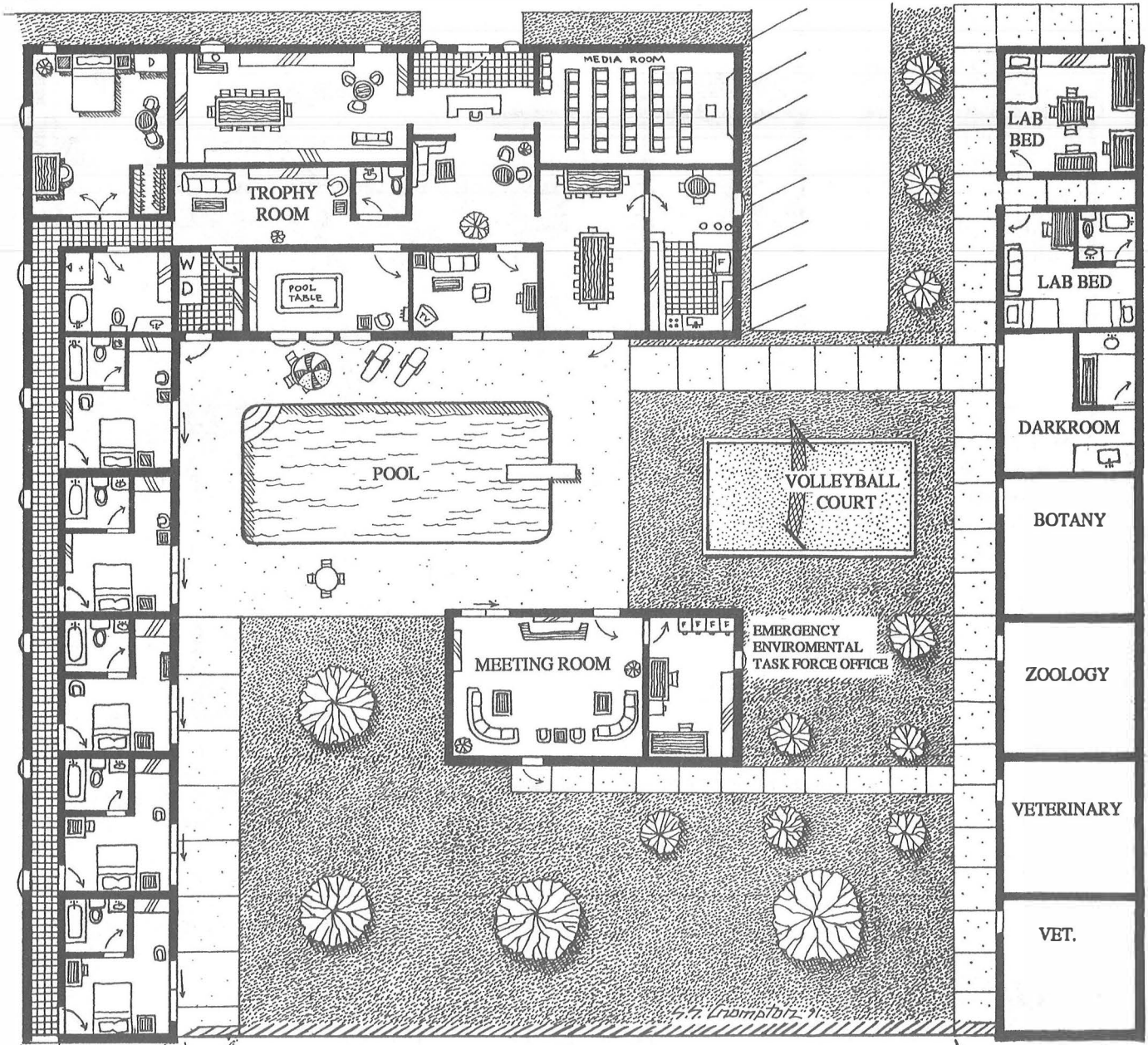
FELICITY CREEK

G. G. Loomis

THE MASTERSON ESTATE

NO. 24 (OFF THE CITY MAP). 13238 N. HILLSDALE DR.

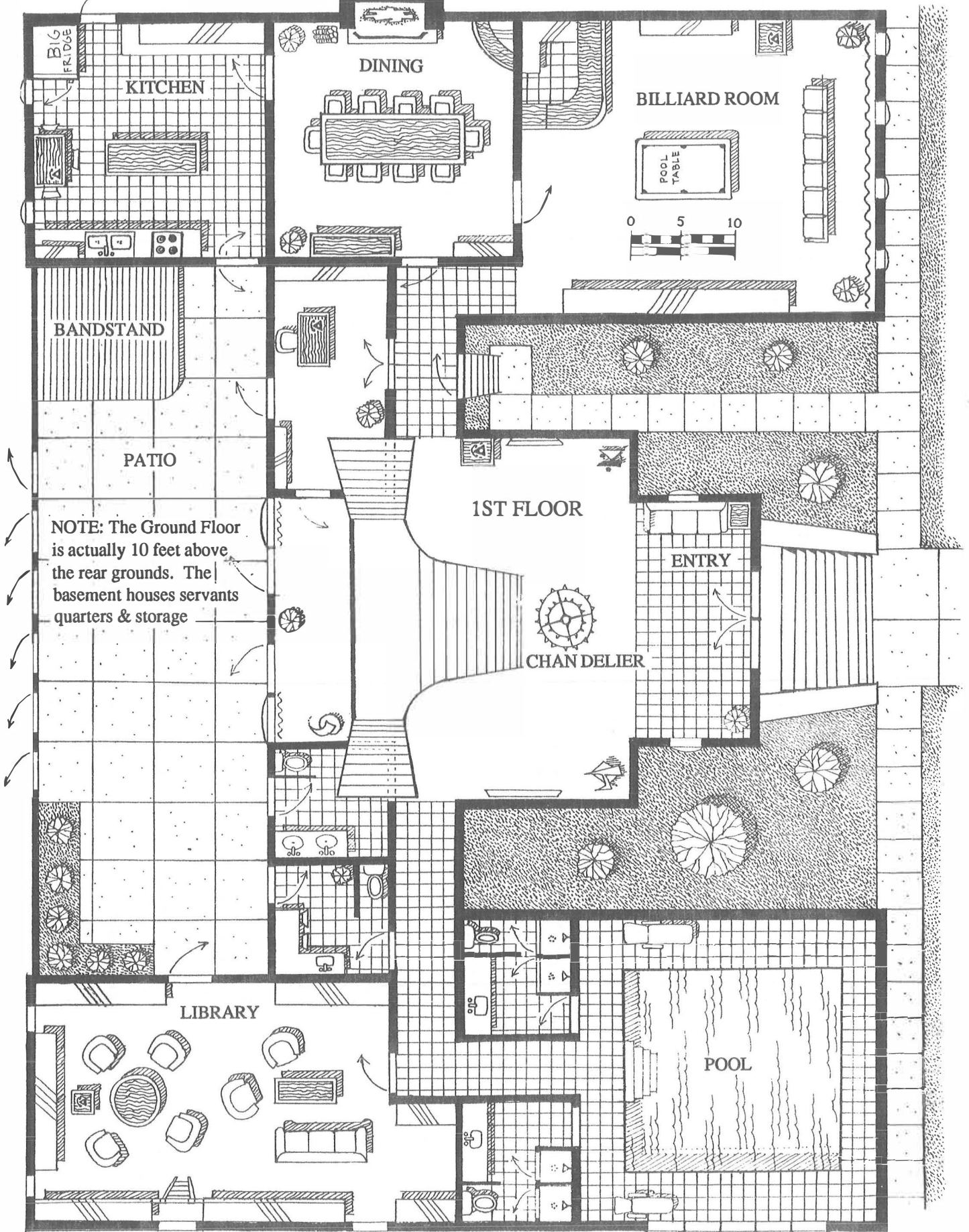
MASTERSON ANIMAL RESEARCH & LIVING QUARTERS



TO LAKE



THE LIVINGSTONE MANSION



NOTE: The Ground Floor is actually 10 feet above the rear grounds. The basement houses servants quarters & storage

0 5 10

BIG FRIDGE

KITCHEN

DINING

BILLIARD ROOM

POOL TABLE

BANDSTAND

PATIO

1ST FLOOR

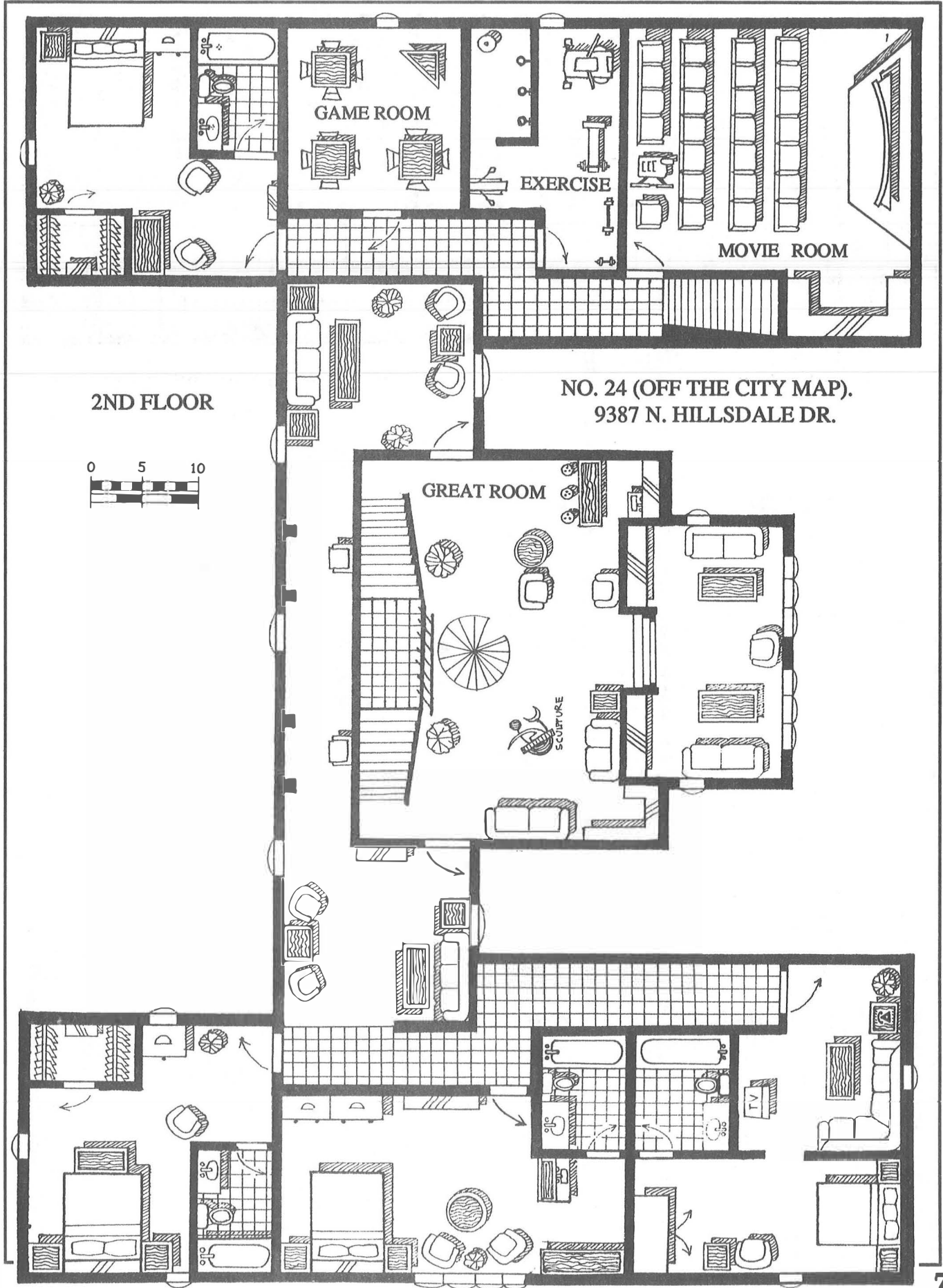
ENTRY

CHAN DELIER

LIBRARY

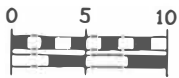
POOL

THE LIVINGSTONE MANSION

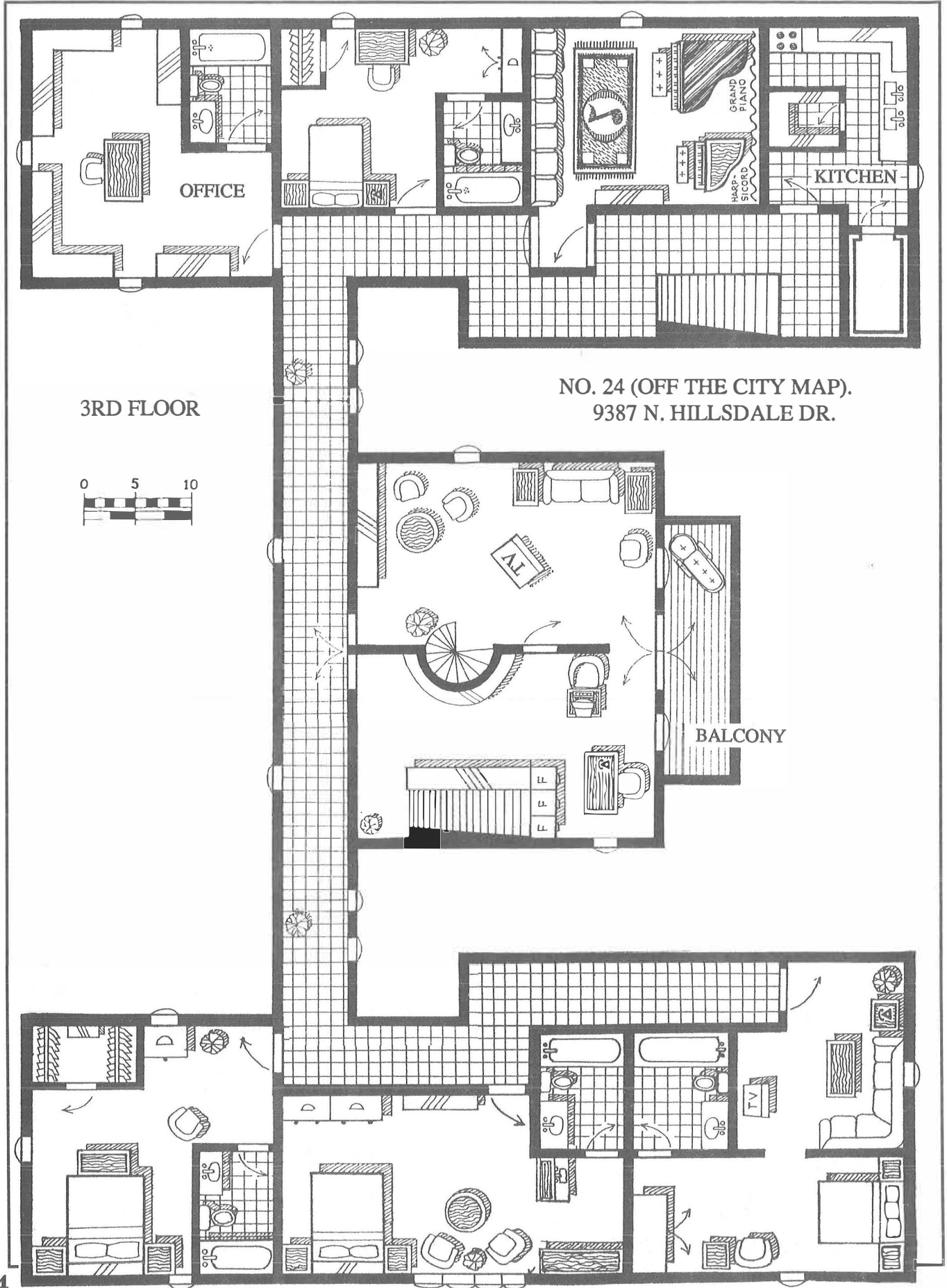


2ND FLOOR

NO. 24 (OFF THE CITY MAP).
9387 N. HILLSDALE DR.

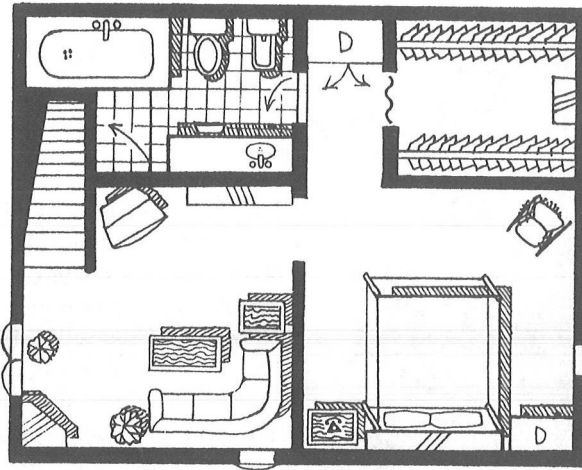


THE LIVINGSTONE MANSION



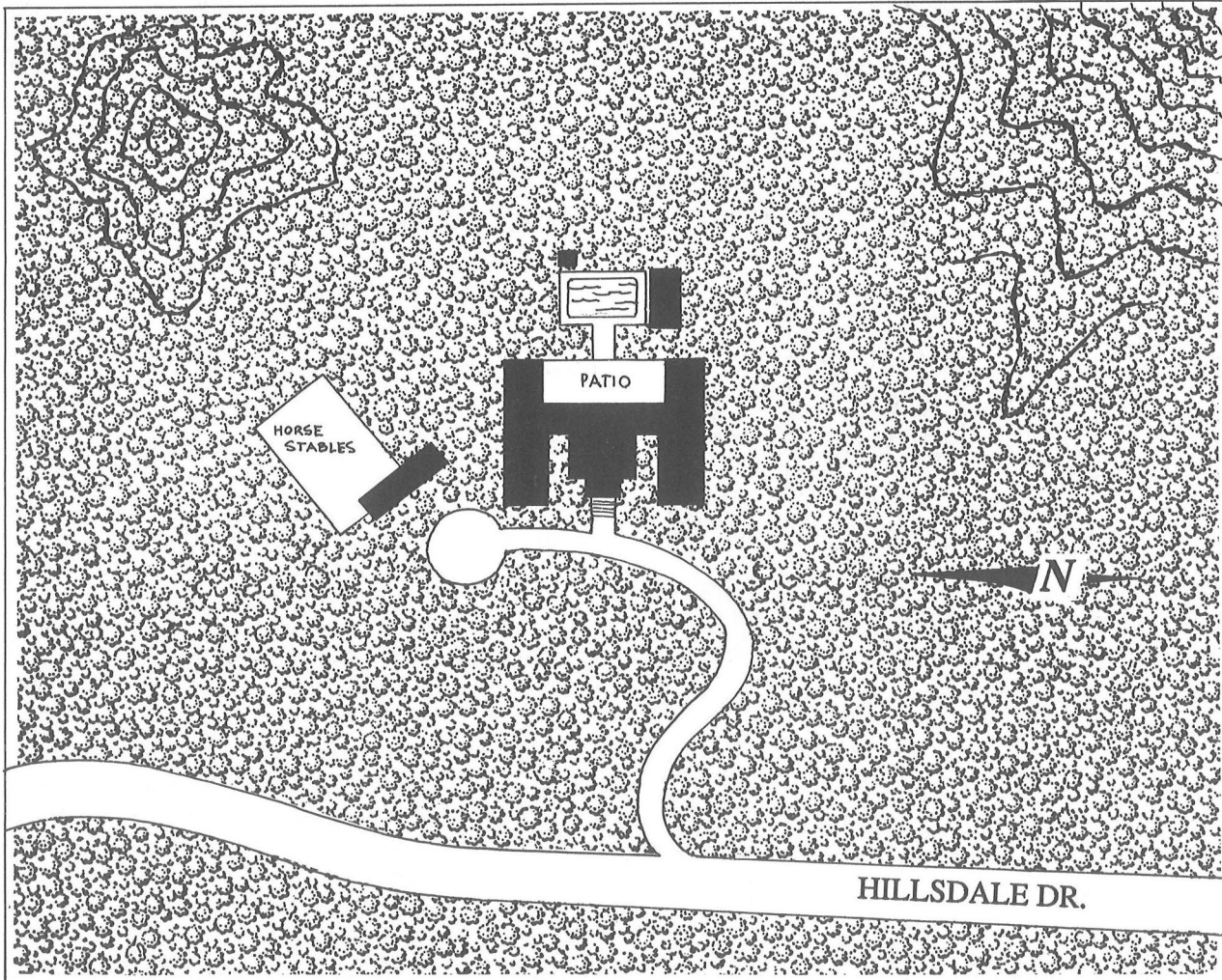
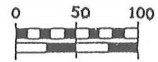
THE LIVINGSTONE MANSION

4TH FLOOR



NO. 24 (OFF THE CITY MAP).
9387 N. HILLSDALE DR.

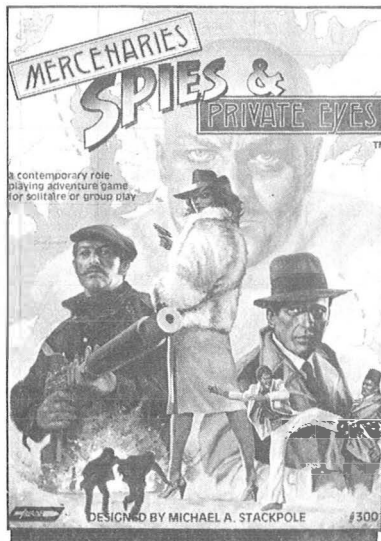
ESTATE GROUNDS



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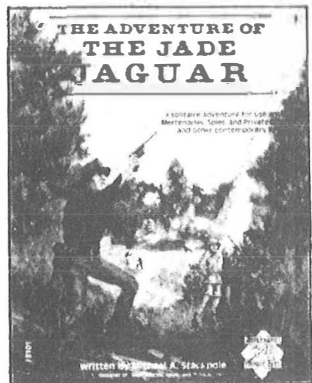
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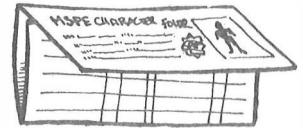


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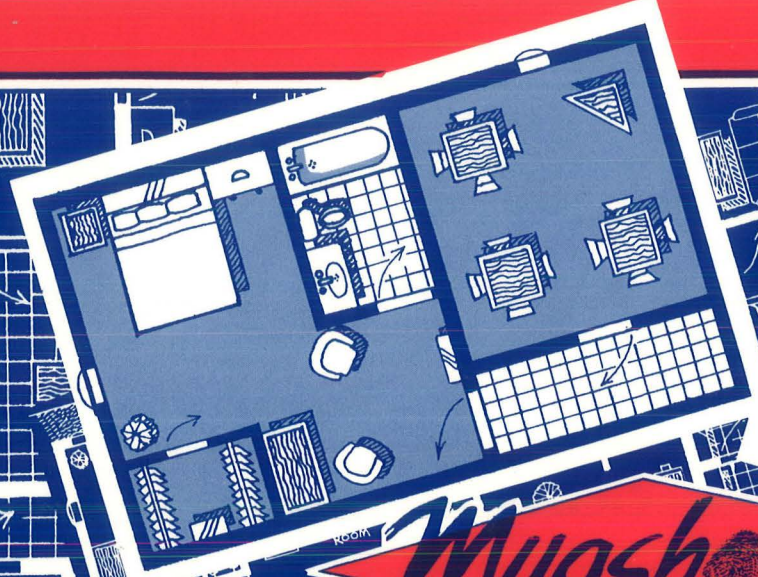
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Mugshots



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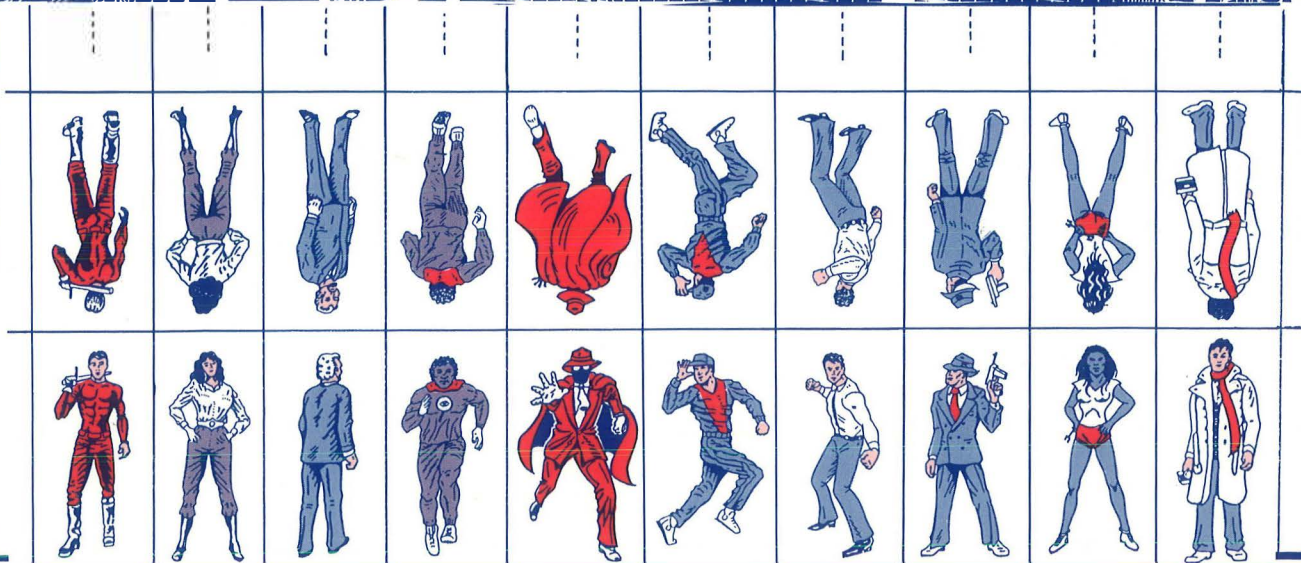
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