

# **Calling All Characters:**

## **A Character Compilation**

Or some pre-generated characters  
and some such for your  
Role Playing Games

Compiled by CW Kelson III (Tad)

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## **Intent**

The intent of this is to provide a service to those that run Role-Playing Games. In here are characters from different systems, for different settings and levels of experience.

It is organized by genre, then alphabetical by the character's name. The Table of Contents will also aid in finding someone for a particular system.

When a submission could fit into multiple categories, I have chosen which one to place it in. Generally speaking I went with the one that seemed more rational to my way of thinking. So your thoughts might vary.

This is not the prettiest document you will find out there. It is bare bones, just above a stat block in entry and details. The bare bones are here. Go ahead and flesh it out for your gaming.

As more characters and information is added, the Table of Contents will fill out and it will be re-leased to be shared with all that wish to have a copy.

Feel free to comment the intent is that this is re-released as new content is added to it.

With Thanks,

Tad Kelson  
Compiler

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Please do not use any of the submitted characters in your professional publications without first consulting with the original creator or submitter.

## **Credits:**

All characters remain property of their submitters

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All d20 Modern, 3.0/3.5 Edition, and OGL Characters are designated Open Content, save where rights are held from previous publications (if it should occur)

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## **List of Submitters**

In alphabetical order

**Aaron Tuftee**

**Ben Redmond**

**Linden Dunham**

**Tad Kelson**

## Fantasy

### *Ranku*

Male Human Druid 2 / Rogue 1

Neutral Good

Representing NPC

Strength	7	(-2)
Dexterity	13	(+1)
Constitution	12	(+1)
Intelligence	8	(-1)
Wisdom	13	(+1)
Charisma	13	(+1)

Size: Medium

Height: 5' 8"

Weight: 150 lb

Eyes: Green

Hair: Light Brown

Skin: Tan

Total Hit Points: 20

Speed: 30 feet

Armor Class: 11 = 10 + 1 [dexterity]

Touch AC: 11

Flat-footed: 10

Initiative modifier:	+ 1	= + 1 [dexterity]
Fortitude save:	+ 4	= 3 [base] + 1 [constitution]
Reflex save:	+ 3	= 2 [base] + 1 [dexterity]
Will save:	+ 4	= 3 [base] + 1 [wisdom]
Attack (handheld):	-1	= 1 [base] -2 [strength]
Attack (missile):	+ 2	= 1 [base] + 1 [dexterity]
Grapple check:	-1	= 1 [base] -2 [strength]

Light load:

Medium load:

Heavy load:

Lift over head:

Lift off ground:

Push or drag:

23 lb. or less

24-46 lb.

47-70 lb.

70 lb.

140 lb.

350 lb.

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Languages: Common Druidic

Gauntlet [1d3, crit x2, 1 lb, light, bludgeoning]

Punching Dagger [1d4, crit x3, 1 lb., light, piercing or slashing]

Spiked Gauntlet [1d4, crit x2, 1 lb, light, piercing]

Dart [1d4, crit x2, range inc. 20 ft., 1/2 lb, piercing]

Javelin [1d6, crit x2, range inc 30 ft., 2 lb, piercing]

Feats:

Animal Affinity

Quick Draw

Self-Sufficient

<i>Skill Name</i>	<i>Key</i>	<i>Skill</i>	<i>Ability</i>	<i>Ranks</i>	<i>Misc.</i>
	<i>Ability</i>	<i>Modifier</i>	<i>Modifier</i>		<i>Modifier</i>
Appraise	Int	2 =	-1	3	
Balance	Dex*	5 =	1	4	
Bluff	Cha	4 =	1	3	
Climb	Str*	-1 =	-2	1	
Concentration	Con	3 =	1	2	
Craft_1	Int	-1 =	-1		
Craft_2	Int	-1 =	-1		
Craft_3	Int	-1 =	-1		
Decipher Script	Int	3 =	-1	4	
Diplomacy	Cha	4 =	1	3	
Disguise	Cha	6 =	1	5	
Escape Artist	Dex*	1 =	1		
Forgery	Int	-1 =	-1		
Gather Information	Cha	5 =	1	4	
Handle Animal	Cha	4 =	1	1 + 2 [animal affinity]	
Heal	Wis	6 =	1	3 + 2 [self-sufficient]	
Hide	Dex*	7 =	1	6	
Intimidate	Cha	1 =	1		
Jump	Str*	-2 =	-2		
Knowledge (local)	Int	0 =	-1	1	
Knowledge (nature)	Int	1 =	-1		[cannot use untrained] + 2 [druid]
Listen	Wis	1 =	1		
Move Silently	Dex*	1 =	1		
Perform_1	Cha	1 =	1		

## Calling All Characters: A Character Compilation

Perform_2	Cha	1 =	1		
Perform_3	Cha	1 =	1		
Perform_4	Cha	1 =	1		
Perform_5	Cha	1 =	1		
Ride	Dex	3 =	1		+ 2 [animal affinity]
Search	Int	-1 =	-1		
Sense Motive	Wis	1 =	1		
Spot	Wis	1 =	1		
Survival	Wis	5 =	1		+ 2 [druid] + 2 [self-sufficient]
Swim	Str**	-2 =	-2		
Use Rope	Dex	1 =	1		

Zero-level Druid spells: 4 per day

First-level Druid spells: 3 (2 + 1) per day

Human

- \* Extra feat at first level (already included)
- \* Four extra skill points at first level (already included)
- \* One extra skill point at each additional level (already included)

Druid

- \* Spontaneous Casting (summon nature's ally)
- \* Animal Companion
- \* + 2 on Knowledge (nature) and Survival (already included)
- \* Wild Empathy
- \* Woodland Stride (level 2)

Rogue

- \* Sneak Attack +1d6
- \* Trapfinding

/Class/ /HP rolled/

Level 1: Rogue 6

Level 2: Druid 6

Level 3: Druid 5

Ranku's Equipment:

23 lb Weapons / Armor / Shield (from above)	
Backpack	Bedroll
Bell	Bucket
Candle	Fishing net
Flint and steel	Holly and mistletoe
Spell component pouch	Thieves' tools

More about Ranku:

To be decided

### The Fine Line

Name: Ranku  
 Submitted By: Tad Kelson  
 Previously Encountered: Never, first arrival  
 System in Use: 3.5 D&D Made at <http://www.pathguy.com/cg35lite.htm>

**Name TBD Savage Worlds**

System Savage Worlds Explorer Edition

Genre: Fantasy  
Race: Human  
Traits: Die  
Agility d6  
Smarts d4  
Spirit d8  
Strength d6  
Vigor d6

Derived Stats

Pace 6"  
Parry 5  
Charisma 0  
Toughness (-1) 4

Skills:	Die	Points
Guts (Spirit)	d8	3
Lockpicking (Agility)	d6	2
Notice (Smarts)	d6	2

**The Fine Line**

Name: To be determined  
Submitted By: Tad Kelson  
Previously Encountered: Never, first arrival  
System in Use: Savage Worlds, Explorer Edition

### **Menthoni Rogue/Expert, 5<sup>th</sup>**

Female, Human, Rogue/Expert, 5<sup>th</sup> level Experience, 17 years old

She was born in another land as shown in her dark complexion, straight black hair, and very slender bone structure. Orphaned very young she was put to work in a bellows factory assisting from toddler age to either walk the treadmill to move water or to pump the bellows via pulleys with the other orphans in a factory industrial setting. At the age of 12 she was run over by a loose wagon full of unfinished iron ingots which shattered her legs and pelvis. These wounds healed poorly and so she walks with an odd rolling gait due to the poorly set bones. She can not stand for excessive periods of time so once she was able to move she was re-assigned to the clerks' area to learn her ciphers and to assist in tending the books.

She has worked in that area of her guild for about 2 coins a week for the last 4 years.

On her off time she realized, being a wise woman, that she would not make it as a clerk as the years would go on so she took up the learning of the rogue's trade, called The Silent Path, here in Forged Chasms.

No one suspects her as a thief due to her physical handicaps. She has a ready-made excuse for why she bumps into people due to her injuries. She does not involve herself in break and entries or second story work due to her legs. Instead she does light pickpocket work, some forgery (being a skilled and natural linguist) and also in advising and doing fixer work while concealing her identity.

#### Description

Small young female, attractive, short dark hair and turning very pale with the time spent in doors, never gets into the sun if she can help it, short and slight in build, 4 foot 10 inches tall, maybe 90 some pounds in weight, pretty face. Inspiration for her looks comes from the *Vampi* Comic book. She was run over as a young child and so her hips and legs were broken and never totally healed correctly. She walks with a sway and slightly still, 10 years later, drags her right foot. Despite this her body strength is considerable for a girl her size and age.

#### Stat Block:

Menthoni: Human Female: Class: ROG 4, Expert 1, CR:2, Size: M (4 ' 10"), HD 4d6 + 1d6, HP:26, Spd: 4, AC :9 ,Attack : Short Sword Pistol, Damage: 1d6 (Sword), 1d10 (Pistol), SV: Fort ,Ref ,Will, AL:CG, Str 7 (-2), Dex 16/8 (+3/-1), Con 10 (+0), Int 14 (+2), Wis 12 (+1), Cha 15/8 (+2/-1)  
+3 Attack Bonus; +1 Fort; +7 Ref (Upper body)/+3 for Movement ones; +4 Will

#### Languages Spoken:

Common (Called Trade Tongue here)

#### Skills & Feats:

Feats: Exotic Weapon Prof. (Pistol), Point Blank Shot, Precise Shot

Proficiencies: Simple weapons and armor, light armor, Rogue weapons, Pistols.

Skills: Appraise 8, Craft (papermaking) 4, Decipher Script 8, Language (Trade Talk) 4, Disable Device 8, Forgery 8, Gather Information 8, Hide 8, Listen 8, Open Lock 8, Pick Pocket 8, Profession (Clerk/Scribe) 4, Spot 8, Knowledge (Craft/Maintain Pistols) 4, Alchemy 3, Heal 3

Carried Equipment: Short sword (Masterwork), Large Pistol(Masterwork), with 5 spare rounds (Hand-loaded and ready to drop into the breech), Leather clothing, writing papers and quills, small lantern, small clockwork pet (No game effects windup toy like device with preset 'actions'), small lockpick set concealed in false boot sole bottom, small clear quartz crystal as a keepsake, soft leather gloves, serape like cloak and other clothing accessories. Silver charm in the shape of a forge dedicated to Mother Fire, has forge ash mixed into it on a silver necklace.

Saved Equipment: Sling and Cold Iron bullets (hand cast), small apartment with furnishings, souvenirs from friends and relatives, a tome of some kind she cannot read (GM decide pertinent to what direction you want this NPC to take), long sword (Masterwork), various weapon cleaning supplies, windup desk grandfather like clock, work bench with metal working and clock working tools for her wind up toys she makes for herself and friends as gifts.

Notes: The statistics following the slash refer to her physical disability. For her Dexterity she has a 16 regarding lockpicking, things to deal with eye-hand coordination, the second number would refer to AC and REF saves. The Charisma first stat refers to her physical looks and how she presents herself while the second reflects the walk and damage to her body which others might reflect poorly towards.

The vast smokestacks and furnaces that line the city like thousands of lovers locked in heated embraces. The soot darkens all that live within the caverns, walls, rooms and open spaces located all about The Forged Chasm. The shops are open or shuttered, time of the day depending. Carts

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trundle the narrow cobbled streets, avoiding the prone sleepers in the gutters while delivering goods all across the cit.

Surrounding the island lies the Black Ocean, which stretches far into the horizons, untouched by the works of those that live on the myriad worlds of creation.

Menthoni limps her way along the Cloth Merchants Way. Her tiny dwelling, at ground level at least, located deep in another guilds holdings. Which keeps her safe from the predations of those within her own guild as well as being ignored by those who live around her and disdain her for being a clerk vice a weaver or seamstress. Her near lame right leg pulling her slower with each heavy tread. The weight of her parchments and writing aids in the satchel the same weary reminder of the day ahead copying in the tallies of the various factors and factions her office handles.

As the thin crowds thicken the closer to daybreak she arrives at the clerical shop. Already several others are in there, quills scratching out figures and transcribing the marks from the factors and auditors from the counts of the night before. So begins another day in the life of a young lady in the city of Forged Chasms.

### **The Fine Line**

Name: Menthoni  
Submitted By: Tad Kelson  
Previously Encountered: Never, first arrival  
System in Use: 3.0 Edition D&D

## **Science Fiction**

### **The Fine Line**

Name:

Submitted By:

Previously Encountered:

System in Use:

## Modern

### *Josh Sullivan (Charismatic Ordinary 3):*

CR 3;

Medium-size humanoid;

HD 3d6+3;

HP 14;

Mas 13;

Init +2;

Spd 30 ft;

Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class);

BAB +1; Grap +3; Atk +3 melee (1d6+2, weapon), or +3 ranged (1d6+0, weapon);

FS 5 ft by 5 ft;

Reach 5 ft;

SQ ; AL Lakeland;

SV Fort +3, Ref +4, Will +1; AP 1;

Rep +2;

Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Occupation: ()

Skills: Bluff +2, Craft (writing) +3, Diplomacy +3, Disguise +2, Escape Artist +4, Gather Information +2, Handle Animal +3, Intimidate +3, Knowledge (Art) +2, Knowledge (Behavioral Sciences) +4, Knowledge (Business) +2, Knowledge (Civics) +2, Knowledge (Current Events) +3, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +2, Knowledge (Theology and Philosophy) +2, Perform +5, Profession +6, Read/Write Language +5 (English), Sleight of Hand +4, Speak Language +3 (English)

Feats: Nimble, Simple Weapons Proficiency

Talents (Charismatic Ordinary):

Possessions: , weapon, weapon; Wealth +5

### **The Fine Line**

Name: Josh Sullivan

Submitted By: Tad Kelson

Previously Encountered: Never, first encounter

System in Use: d20 Modern

***Michael Jones (Fast Ordinary 1/Charismatic Ordinary 1/Dedicated Ordinary 1):***

CR 3;

Medium-size humanoid;

HD 1d8+1 plus 1d6+1 plus 1d6+1;

HP 16;

Mas 12;

Init -1;

Spd 30 ft;

Defense 13, touch 13, flatfooted 14 (+0 size, -1 Dex, +4 class);

BAB +0; Grap +1; Atk +1 melee (1d6+1, Knife), or -1 ranged (1d6+0, Pistol);

FS 5 ft by 5 ft;

Reach 5 ft;

SQ ; AL Lakeland;

SV Fort +5, Ref +1, Will +1; AP 1;

Rep +3;

Str 13, Dex 9, Con 12, Int 13, Wis 10, Cha 10.

Occupation: Athlete (Balance, Climb, Drive)

Skills: Balance +3, Climb +4, Craft (mechanical) +2, Craft (writing) +2, Diplomacy +1, Escape Artist +0, Handle Animal +1, Hide +1, Jump +3, Knowledge (Arcane Lore) +2, Knowledge (Art) +2, Knowledge (Civics) +2, Knowledge (Current Events) +3, Knowledge (Streetwise) +3, Move Silently +3, Pilot +1, Read/Write Language +2 (English), Ride +1, Sleight of Hand +2, Speak Language +3 (English), Tumble +2

Feats: Acrobatic, Archaic Weapons Proficiency, Great Fortitude, Simple Weapons Proficiency, Stealthy

Talents (Fast Ordinary):

Talents (Charismatic Ordinary):

Talents (Dedicated Ordinary):

Possessions: Leather Jacket, Knife, Pistol; Wealth +6

**The Fine Line**

Name: Michael Jones  
Submitted By: Tad Kelson  
Previously Encountered: Never, first encounter  
System in Use: d20 Modern

***Pete Mullen (Strong Ordinary 3):***

CR 3;

Medium-size humanoid;

HD 3d8+3;

HP 17;

Mas 13;

Init +2;

Spd 30 ft;

Defense 14, touch 14, flatfooted 12 (+0 size, +2 Dex, +2 class);

BAB +3; Grap +5; Atk +5 melee (1d6+2, weapon), or +5 ranged (1d6+0, weapon);

FS 5 ft by 5 ft;

Reach 5 ft;

SQ ; AL Lakeland;

SV Fort +3, Ref +3, Will +1; AP 1; Rep +0;

Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 8.

Occupation: Rural (Balance, Drive)

Skills: Balance +4, Climb +3, Drive +4, Handle Animal +3, Jump +3, Knowledge (Popular Culture) +3,

Knowledge (Tactics) +2, Profession +2, Read/Write Language +3 (English, Spanish), Repair +5, Speak

Language +1 (English, Spanish), Swim +3

Feats: Brawl, Extra Turning, Simple Weapons Proficiency

Talents (Strong Ordinary):

Possessions: weapon, weapon; Wealth +6

**The Fine Line**

Name: Pete Mullen

Submitted By: Tad Kelson

Previously Encountered: Never, First Encounter

System in Use: d20 Modern

**Walter Mills (*Charismatic Ordinary 3*):**

CR 3;

Medium-size humanoid;

HD 3d6+3;

HP 14;

Mas 13;

Init +2;

Spd 30 ft;

Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class);

BAB +1; Grap +3; Atk +3 melee (1d6+2, weapon), or +3 ranged (1d6+0, weapon);

FS 5 ft by 5 ft;

Reach 5 ft;

SQ ; AL Lakeland;

SV Fort +3, Ref +4, Will +1; AP 1; Rep +-1;

Str 15, Dex 14, Con 13, Int 12, Wis 10, Cha 15.

Occupation: ()

Skills: Bluff +8, Craft (visual art) +2, Craft (writing) +2, Diplomacy +5, Disguise +4, Gather Information +4, Handle Animal +3, Intimidate +3, Knowledge (Arcane Lore) +3, Knowledge (Art) +2, Knowledge (Behavioral Sciences) +3, Knowledge (Business) +7, Knowledge (Civics) +6, Knowledge (Current Events) +5, Knowledge (Popular Culture) +4, Knowledge (Streetwise) +3, Perform +8, Read/Write Language +3 (English), Speak Language +3 (English)

Feats: Low Profile, Simple Weapons Proficiency

Talents (Charismatic Ordinary):

Possessions: , weapon, weapon; Wealth +5

**The Fine Line**

Name:	Walter Mills
Submitted By:	Tad Kelson
Previously Encountered:	Never, First Encounter
System in Use:	d20 Modern

## Espionage

Black Star Rising setting.

All three are members of a Black Star (counter terrorist) cell. They are also all 60 point characters, so are fairly competent.

### ***Max Kalahan - Ex-cop, surveillance expert***

Traits: Grizzled (Physical, Fate), Relentless (Physical, Mental), Dogged (Mental, Social), Sharp (Physical, Mental).

Backgrounds (specialisations): Computers 1 (Investigate), Industry 1 (Knowledge), Politics 1, Police 3 (Action, Investigate, Notice), Undercover 3 (Action), Underworld 3 (Investigate, Knowledge, Notice)

Essence: Physical 1, Mental 1

### ***Paul van Gaal - disenchanted superterranean activist***

Traits: Resolute (physical, mental), Passionate (social), Insightful (mental), Shadowy Past (physical, social, fate), Idealist (fate)

Backgrounds (specialisations): Computers 2 (investigate), Industry 3 (acquire, knowledge), Military 1 (action), Police 1 (investigate), Underground 3 (action, notice, narrative), Spacefaring 1, Politics 1 (action, notice)

Essence: (none)

### ***Sanjay Kahn - Ex SAS officer***

Traits: Wiry (physical), Cool (physical, mental, social), Professional (physical, mental, fate), Alert (mental)

Backgrounds (specialisations): Military 3 (acquire, action, notice), Academia 2 (knowledge), Police 1, Politics 1, Spacefaring 3 (action), Undercover 2 (notice)

Essence: Physical 3, Mental 3, Social 1, Fate 1.

### **The Fine Line**

Name: 3 Different Characters  
Submitted By: Ben Redmond (Thanks Ben)  
Previously Encountered: Published on his company site <http://malladinsgate.lefora.com/forum/>  
System in Use: Gateway RPG

## Horror

### **Mark Devlin**

**Occupation:** SOCO, West Mercia Constabulary

**Birthplace:** Birmingham, UK

**Mental Disorders:** None

**Sex:** M **Age:** 31

STR: 8	DEX: 15	INT: 15	Idea: 75
CON: 10	APP: 11	POW: 13	Luck: 65
SIZ: 13	SAN: 65	EDU: 16	Know: 80

Damage Bonus: none

**Skills:** Biology 30%, Chemistry 40%, Credit Rating 20%, Drive Auto 50%, Electrical Repair 20%, Hide 30%, Law 20%, Library Use 50%, Listen 40%, Locksmith 20%, Mechanical Repair 30%, Medicine 20%, Natural History 20%, Persuade 50%, Pharmacy 20%, Photography 50%, Physics 20%, Psychology 20%, Sneak 20%, Spot Hidden 50%, Track 30%

**Notes:** Devlin is tall and studious looking with short, prematurely greying hair. He usually wears wire rimmed glasses.

Devlin spent a bookish youth hooked on hard boiled detective novels and superhero comics. He dreamed of becoming crime fighter of some kind when he grew up. After leaving school Devlin tried to join the police but failed the medical. Disappointed, he applied to university, was accepted and successfully studied for a chemistry degree. After leaving university he replied to a job advertisement for scenes of crime officers and was taken on by West Mercia Constabulary. Devlin thought the job would allow him to use his scientific training while pursuing something like his old childhood dreams. It wasn't Spiderman or Phillip Marlowe but it would do. Ten years and several hundred crime scenes later Devlin has become somewhat jaded. He still believes his job is important but he is often disgusted by what he sees in his work and the things people do to each other.

Devlin has a restless, excitable manner. He talks very quickly often using an idiosyncratic slang primarily derived from American pop culture, but with a few neologisms of his own. Most of the words he uses are disparaging in some way. Some examples are listed below:

Butt Town: Redgrove, or more specifically, the town centre.

Happy Hill: Chapel Hill

Kevs/Garys: Typical patrons (male) of the Crown and Sceptre

Sharons/Traceys: Typical patrons (female) of the Crown and Sceptre

Devlin's studied misanthropy and cynicism can be irritating but he is fundamentally a decent person with a strong sense of right and wrong. He is disturbed by the Black Widow killing which is unlike anything he's seen before. He has a gut feeling that this case can't be solved by normal police work which is why he's contacted the investigators. He will give them whatever assistance he can.

### **The Fine Line**

Name:	Mark Devlin
Submitted By:	Linden Dunham
Previously Encountered:	His adventure Town and Country, kindly donated
System in Use:	Call of Cthulhu

## **Dave Pitt**

**Occupation:** Criminal

**Birthplace:** Redgrove, UK

**Mental Disorders:** None

**Sex:** M **Age:** 27

STR: 11	DEX: 13	INT: 11	Idea: 55
CON: 12	APP: 10	POW: 10	Luck: 50
SIZ: 13	SAN: 50	EDU: 12	Know: 60

Damage Bonus: none

**Skills:** Bargain 30%, Conceal 40%, Dodge 30%, Drive Auto 70%, Electrical Repair 30%, Fast Talk 40%, Law 10%, Listen 30%, Locksmith 40%, Mechanical Repair 30%, Persuade 20%, Pharmacy 10%, Sneak 40%, Spot Hidden 60%

Fist/Punch 60%, Head Butt 30%, Kick 30%, Grapple 40%, Small Knife 40%

**Notes:** Pitt is the archetypal urban scrote; short and skinny with a shaved head and an extensive repertoire of facial tics (the latter probably drug induced). His speech is liberally sprinkled with expletives and moronic expressions like "safe", "sound", "monster" and "innit?"

Pitt is a career criminal, albeit not a very successful one having been imprisoned several times for theft (mostly cars) and drug offences. The nearest Pitt has come to regular employment is driving for his old school pal Wayne Clark. Pitt heard of Clark's murder on the local TV news and is frightened he might be next. When questioned about the murder Pitt will tell the truth as far as he can although his knowledge is limited.

Investigators who try to develop Pitt as a criminal contact, perhaps with the intention of utilising his driving skills, soon find him to be unreliable (missed meetings, often drunk and/or high, always in trouble with the police and so on).

## **The Fine Line**

Name:	Dave Pitt
Submitted By:	Linden Dunham
Previously Encountered:	His adventure Town and Country, kindly donated
System in Use:	Call of Cthulhu

## ***Karen Baker***

**Occupation:** Student

**Birthplace:** Redgrove, UK

**Mental Disorders:** None

**Sex:** F **Age:** 20

STR: 9	DEX: 15	INT: 14	Idea: 70
CON: 13	APP: 14	POW: 14	Luck: 70
SIZ: 11	SAN: 70	EDU: 12	Know: 60

Damage Bonus: none

**Skills:** Art: Drawing 60%, Art: Painting 70%, Computer Use 50%, Credit Rating 30%, Drive Auto 50%, Fast Talk 30%, History 30%, Library Use 60%, Persuade 30%, Photography 40%, Psychology 20%, Spot Hidden 50%

**Notes:** Karen has dark red hair and striking green eyes. Her adopted look is pitched midway between 1980s Goth and pre-raphaelite heroine: She wears her hair long and is usually dressed in Goth regulation black but doesn't favour excessive amounts of eyeliner and mascara.

Karen excelled at art while at school and is currently continuing her studies at the local technology college. She intends to pursue a career in graphic design once she leaves college. Karen is quite hard headed and doesn't conform to the dreamy or sensitive artistic stereotypes. She doesn't suffer fools gladly and has little regard for Richard Knowles. She tolerates him for Joanne's sake but nothing would please her more than if her friend stopped seeing him.

Karen and Joanne Harding became friends at high school. They were the only two Goths in their year group and were dubbed "The Brides of Dracula" by their classmates. Neither girl fitted in particularly well with their peers. To some extent their friendship is one forged in adversity and is thus quite close.

Karen is determined to find out what happened to Joanne. She will harass the investigators relentlessly, trying to find how much progress they've made and suggesting courses of action she thinks they should follow. Smart investigators will enlist her help. Karen's local knowledge and research skills will be useful if the investigators are lacking in those areas.

### **The Fine Line**

Name:	Karen Baker
Submitted By:	Linden Dunham
Previously Encountered:	His adventure Town and Country, kindly donated
System in Use:	Call of Cthulhu

## **Gavin Cole**

**Occupation:** Unemployed

**Birthplace:** Croydon, UK

**Mental Disorders:** Mild Paranoia (Indefinite)

**Sex:** M **Age:** 39

**STR:** 13

**DEX:** 10

**INT:** 14

**Idea:** 70

**CON:** 11

**APP:** 11

**POW:** 12

**Luck:** 60

**SIZ:** 16

**SAN:** 55

**EDU:** 13

**Know:** 65

**Damage Bonus:** +1D4

**Skills:** Astronomy 20%, Computer Use 70%, Conceal 30%, Cthulhu Mythos 3%, Electrical Repair 30%, Electronics 20%, Fast Talk 30%, History 30%, Library Use 50%, Natural History 20%, Mechanical Repair 40%, Occult 50% Operate Hvy. Machine (HGV) 50%, Persuade 40%, Photography 20%

**Notes:** Bearded, overweight with a pear shaped paunch, usually dressed in army fatigues.

Cole was formerly a lorry driver. He retired after injuring his back in an accident ten years ago while driving at night on the A38 in Gloucestershire. Cole told the police that his lorry jackknifed and turned over when he swerved to avoid a bright light which suddenly appeared in front of him. The authorities didn't believe Cole's claim that the accident was caused by a UFO and he was prosecuted for careless driving.

The accident left Cole with an obsession about UFOs and a paranoid distrust of authority. Unable to work because of his injury Cole has spent the previous decade living on invalidity benefit. He has used this period of enforced leisure to conduct extensive research into the UFO phenomenon. He now believes that his prosecution was part of a much larger cover up to keep the existence of aliens secret from the public at large. Cole is dedicated to exposing that conspiracy. He set up RSVP as a means to contact and organise like minded individuals. The group provides him with more resources than he would have on his own but he has had to accommodate members whose interests lie outside UFOlogy. Cole accepts that diversions into ghost hunting and big cat spotting are a necessary price for keeping the group up to strength.

Investigators talking to Cole for any length of time will find him a pedantic bore but, paradoxically, he can be a compelling speaker in front of a crowd, especially when talking about UFOs and related conspiracies. Cole doesn't really say anything new but he says it with genuine conviction.

### **The Fine Line**

**Name:** Gavin Cole  
**Submitted By:** Linden Dunham  
**Previously Encountered:** His adventure Town and Country, kindly donated  
**System in Use:** Call of Cthulhu

## **Barry Stone**

**Occupation:** Police Officer – Detective Inspector, Gloucestershire Constabulary

**Birthplace:** Brichester, UK

**Mental Disorders:** None

**Sex:** M **Age:** 42

STR: 13	DEX: 12	INT: 15	Idea: 75
CON: 16	APP: 12	POW: 12	Luck: 60
SIZ: 15	SAN: 53	EDU: 15	Know: 75

Damage Bonus: +1D4

**Skills:** Bargain 50%, Climb 50%, Computer Use 30%, Conceal 30%, Credit Rating 30%, Cthulhu Mythos 5%, Dodge 40%, Drive Auto 60%, Fast Talk 60%, First Aid 40%, Law 50%, Occult 30%, Persuade 60%, Psychology 30%, Spot Hidden 60%

Fist/Punch 60%, Head Butt 19%, Grapple 50%, Baton 60%

**Notes:** The inspector is a stocky man with a craggy face and an iron grey crew cut, the living embodiment of the strictly no nonsense copper.

Stone is a Brichester native, and has been a policeman in the town long enough to see some pretty strange things. He has long accepted the existence of the paranormal. He has picked up some mythos knowledge along the way, mostly of a local nature, and not enough to see the "big picture". He tends to think in terms of orthodox supernatural phenomena: Vampires, werewolves, ghosts and the like. Like Martin Appleby he believes the events at Northchester are connected to extraterrestrial activity. If the investigators seem receptive he will share this theory with them. Although correct in outline Stone's theory is wrong in the all major details, being a classic alien abduction scenario with flying saucers, medical experiments and little grey men. Still, his willingness to consider the supernatural make Stone a useful potential ally for the investigators. They may come into conflict with him later though: Stone is an honest cop who believes in the rule of law. He will be reluctant to allow vigilante action against the Stinchcombes and the Mi-go. He will favour reporting the situation at Hill Farm to the proper authorities so that it can be dealt with legally.

### **The Fine Line**

Name:	Barry Stone
Submitted By:	Linden Dunham
Previously Encountered:	His adventure Town and Country, kindly donated
System in Use:	Call of Cthulhu

## ***Richard Knowles***

**Occupation:** Musician/Unemployed

**Birthplace:** Redgrove, UK

**Mental Disorders:** Extreme Paranoia (Indefinite)

**Sex:** M

**Age:** 20

STR: 10

DEX: 14

INT: 11

Idea: 55

CON: 11

APP: 14

POW: 11

Luck: 55

SIZ: 13

SAN: 48

EDU: 13

Know: 65

Damage Bonus: none

**Skills:** Art: Play Guitar 80%, Art: Play Keyboard 60%, Computer Use 20%, Credit Rating 20%, Dodge 50%, Drive Auto 40%, Electrical Repair 20%, Electronics 20%, Fast Talk 30%, Listen 50%, Occult 30%, Other Language: German 20%, Persuade 30%, Psychology 30%

**Notes:** Richard is a tall good looking male Goth with spiky blonde hair. He has a supercilious, slightly arrogant manner which usually puts people's backs up within minutes of meeting him. When (or if) the investigators encounter him he will be a blubbering paranoid wreck so they probably won't see the that side of his personality.

Richard met Joanne Harding when they were both in Dark Sun, a local Redgrove band. Richard was the guitarist, Joanne the singer. The band split up a few months ago, mainly over the issue of whether was professional for the guitarist to be going out with the singer. Since then Richard's musical ambitions have been on hold, allowing him to pursue his other great passion, the supernatural. Richard is a longstanding member of RSVP and has participated in several of their nocturnal ghost hunts at cemeteries, stately homes and castles. He isn't hugely interested in UFOs but agreed to look into the Northchester-Devil's Steps sightings as a favour to Cole. He respects the older man's knowledge and experience and sees him as a guru figure.

## **The Fine Line**

Name: Richard Knowles

Submitted By: Linden Dunham

Previously Encountered: His adventure Town and Country, kindly donated

System in Use: Call of Cthulhu

## **Colin Stinchcombe**

**Occupation:** Farmer

**Birthplace:** Gloucester, UK

**Mental Disorders:** Criminal Psychosis, Fetish: Sadism

**Sex:** M

**Age:** 37

STR: 14

DEX: 13

INT: 12

Idea: 60

CON: 14

APP: 11

POW: 12

Luck: 60

SIZ: 14

SAN: 60

EDU: 12

Know: 60

Damage Bonus: +1D4

**Skills:** Computer Use 30%, Cthulhu Mythos 7%, Drive Auto 60%,  
Electrical Repair 30%, Hide 40%, Mechanical Repair 40%, Natural History 30%,  
Operate Hvy. Machine (Tractor) 60%, Rifle 50%, Shotgun 60%, Sneak 30%,  
Spot Hidden 35%, Track 30%

Fist/Punch 70%, Head Butt 20%, Kick 40%, Grapple 50%

**Notes:** A brawny man with a red face and straw coloured hair worn in a mullet. He is usually dressed in dirty jeans, anorak and German paratrooper boots.

Colin Stinchcombe is a coarse and brutal individual, completely self centred, interested only in his own gratification. He cares little for other living things, human or animal. This includes his brother Craig whom he regards as a sometimes useful idiot. Colin's sadistic streak combined with his warped sexual preferences would make him an ideal cultist of Y'golonac, if the Mi-go hadn't got to him first. Facing financial ruin after his conviction for animal cruelty, Colin didn't take much persuading to allow the Mi-go to use his farm in exchange for sizeable monthly cash payments.

Although afraid of the Mi-go Stinchcombe is fascinated by what they can do and was particularly taken with the Black Widow. The Mi-go haven't told him what the Black Widow is for but Colin knows he wants one for himself, equating it with having a living version of an inflatable sex doll. The Mi-go have promised him a Black Widow of his own once they've finished their work at the farm. If they keep this promise it will only be because it might be a convenient way of getting rid of Colin once he's outlived his usefulness.

If Colin finds out the truth about what the Mi-go are planning he will turn against them. This sudden about face won't be out of guilt or remorse but rather because, like most psychopaths, he has a well developed sense of self preservation.

### **The Fine Line**

Name: Colin Stinchcombe

Submitted By: Linden Dunham

Previously Encountered: His adventure Town and Country, kindly donated

System in Use: Call of Cthulhu

## ***Craig Stinchcombe***

**Occupation:** Farmer

**Birthplace:** Gloucester, UK

**Mental Disorders:** None

**Sex:** M

**Age:** 33

STR: 17

DEX: 12

INT: 8

Idea: 40

CON: 16

APP: 10

POW: 10

Luck: 50

SIZ: 17

SAN: 45

EDU: 10

Know: 50

Damage Bonus: +1D6

**Skills:** Art: Model Making 50%, Cthulhu Mythos 2%, Dodge 26%, Drive Auto 40%, Electrical Repair 20%, Hide 40%, Mechanical Repair 30%, Natural History 30%, Operate Hvy. Machine (Tractor) 50%, Rifle 40%, Shotgun 50%, Sneak 30%, Spot Hidden 35%, Track 30%

Fist/Punch 60%, Head Butt 20%, Kick 30%, Grapple 60%

**Notes:** Craig resembles his older brother but is much more powerfully built. He suffers from learning difficulties, or to use an unkind local expression, "he's a bit behind the door." He has a mental age of about twelve. Despite his handicaps Craig knows the Mi-go are bad news and would very much like to be shot of them. So far his brother has managed to keep him in line with a mixture of bullying and cajoling.

If the investigators can get Craig alone for any length of time he can be persuaded to reveal what he knows about the Mi-go. This isn't very much: "they're making special ladies and they're going to give one to Colin to be his wife". Still, it should confirm to the investigators that Hill Farm is the epicentre of the strange activity around Northchester. Craig will ask for the investigators' help in getting rid of the "ant people" as he calls the Mi-go. They are making his brother do bad things and he makes Craig help him. If the investigators befriend Craig there is a chance that they can infiltrate Hill Farm and disarm Colin with the minimum of bloodshed. Removing the Stinchcombes peaceably should give the investigators a better chance of taking the Mi-go unawares.

## **The Fine Line**

Name: Craig Stinchcombe

Submitted By: Linden Dunham

Previously Encountered: His adventure Town and Country, kindly donated

System in Use: Call of Cthulhu

## **Joanne Harding**

**Occupation:** Shop Assistant

**Birthplace:** Redgrove, UK

**Mental Disorders:** Stupefaction (Indefinite)

**Sex:** F

**Age:** 20

STR: 10

DEX: 12

INT: 13

Idea: 65

CON: 12

APP: 15

POW: 12

Luck: 60

SIZ: 11

SAN: 53

EDU: 12

Know: 60

Damage Bonus: none

**Skills:** Accounting 40%, Art: Singing 40%, Bargain 50%, Computer Use 30% , Credit Rating 30%, Cthulhu Mythos 7%, Drive Auto 40%, Fast Talk 40%, Law 10%, Listen 30%, Other Language: French 20%, Persuade 30%, Psychology 10%

**Notes:** Joanne is slim and dark haired. She is an attractive young woman with a pleasant personality but is perhaps a little too trusting and is easily put upon. This quite often leads her to do things she doesn't want to do because she is reluctant to offend anyone. Accompanying Richard Knowles to RSVP meetings and on field trips is a case in point. As her friend Karen Baker puts it "She needs to stick up for herself."

If rescued by the investigators Joanne will be subject to Stupefaction and will have to be helped out of the Mi-go lair.

### **The Fine Line**

Name: Joanne Harding

Submitted By: Linden Dunham

Previously Encountered: His adventure Town and Country, kindly donated

System in Use: Call of Cthulhu

## ***Hurricane V***

Hurricane V, not his real name of course, but the one he is most commonly known by; was a professional soldier; of the Infantryman type. Growing tired of the military life he got out and went into the Private Detective business. as life would have it he has no patience for the line of work. So eventually he drifted back into the pseudo-military fields, bodyguard work, etc. Eventually he realized that there are forces at work in his world, a place similar to our Earth with a few differences, at odds to Humankind's survival. So he became a Monster Hunter for lack of a better word.

He comes from the suburb of Darkvale. It sits on the river side of a large decaying city. Slightly overrun by gangers and other undesireables, he had returned to Darkvale after being gone for over a decade. The occasion of his return was the death of his wife in circumstances he will, or can not discuss. But homesickness brought him back.

Back there the evidence of the unseen forces was apparent. The deterioration of the city, gang slaying everywhere, and the psychic dread shroud hanging over the city, has spurred him back to his fight. The forces he faces are unseen. He can only work against the agents of Entropy, as he calls them, trying to stem off the end he fears is soon.

He is a Male, 5' 8" tall, 190 pounds, shoulder length Dark Brown hair, thick bushy mustache, and a sallow complexion. He is of average build, in much better shape then his appearance belies. He is around 36 years old.

He always wears long sleeved, thin collared shirts generally in Dark Plaid patterns. Black trousers adorn his legs with squarish cut black shoes for in the city. He has a square cut coat with a large collar he turns up if he has the coat on. Think os a cross between a Navy Peacoat and a western Longcoat for length. Keeps a black Knit stocking cap and leather gloves in the Coat pockets.

On his left hand is a wedding band, wrapped with twine to help keep it on his pinkie finger. It is a plain gold band, 3mm in width. Today Mall value would be about 130 \$ or so.

On his right hand is a Ladies plain gold band with an inset Square cut Amethyst. It is also on his pinkie finger.

Always has a few fighting knives on him.

Carries a large caliber pistol, handloads his rounds because he often has too. Will use a rifle or a Submachine gun if necessary, prefers not to. Has a pair of Violet Wrap around Shades with a long rubber strap to hang them by. Has a Dark green Satchel which is always on his person, he keeps several personal effects in there. The personal effects are a Silver Flute, several paperbacks, couple of Comic Books, numerous pens, small notepads, a baggie with a lock of hair, empty glasses case, a piece of string tied in a noose, and a sheet of cardboard stiffening the satchel.

Some quirks about him.

Always refers to his deceased wife in the present tense.

Hates bugs of any kind. Cannot bring himself to touch one.

Will not surrender his satchel, put it down when others are around, etc.

" 'Cause living with me is like living with a hurricane, always a storm going on."

" V? 'Cause my wife loves violets"

## **The Fine Line**

Name: Hurricane 'V'  
Submitted By: Tad Kelson  
Previously Encountered: Used as ideas for characters  
System in Use: None, Freeform

## **Virgilin**

He is a small male, slight in build, with knowing eyes. His hair is a dirty blond, often very dirty. Pale blue eyes and a fair complexion gives him a washed out look all the time. About 5' 6" tall, maybe 140 pounds in weight. Long slender fingers are quick with a deck of cards or at game of Darts.

He has lived his entire life in the suburb of Darkvale. His parents are still alive, mother only barely, and both of his sisters. They eke a meager living with his father employed about 15 miles away at the local Electrical station as a janitor. His mother's health is poor, due to disease and a hard life. Both of his sisters are older, 1 is widowed and the other will not marry. The widowed sister's husband was gunned down in a street gang fight. The luck of the innocent bystander.

Virgilin has watched the neighborhood go down the drain. He barely finished High School before they closed it due to a lack of funds and attendance. Still he is quick and bright on his feet.

He has always been good with his hands. Seems he has an instinctive ability to repair anything, or do almost anything. He can intuitively repair items, machines, vehicles, electronics, anything. Just put something broken into his hands and he will open it up, and knowing nothing about it be able to repair it. The more complex the item the longer it will take. But so far he has not found something he could not repair.

This is how he has kept the neighborhood running as long as it has. With the ability to repair stuff as it breaks, as long as he can find suitable parts, the Darkvale has been going longer then the areas surrounding it.

I have not come up with a suitable way to simulate this sort of ability. I will probably use multiple Cramming along with lots of skills at 8-, with Jack of all trades to help with points, with a +4 General Skill level usable with knowledge skills for repairing purposes. What is you r reaction to this.

He is skilled at hiding, a good general education, and a talent with small animal. He has befriended several small animals for friends. He is small, and a little bit people shy, but not effeminate. Having grown up in a small community he is a bit cautious of the unknown person.

He can hold a knife well enough so that he will not cut himself, and has a fair knowledge of Streetfighting techniques. He has a natural faculty for athletics, just has never been in a position to exploit it. He is 20 years old, and could pass for 15 or 16 due to his size.

## **The Fine Line**

Name: Virgilin  
Submitted By: Tad Kelson  
Previously Encountered: Used as ideas for characters  
System in Use: None, Freeform

## ***SLA Industries***

### ***Flicka***

Ebon Male          Investigative Package

**Strength**          **9**  
**Dexterity**        **9**  
**Diagnose**         **9**  
**Concentration**   **10**  
**Charisma**         **7**  
**Physique**         **9**  
**Knowledge**       **10**  
**Flux**                **10**  
**Cool**                **9**

#### **Advantages**

Figure Good        4  
Cool  
Minor Enemy       -3  
Sterile               -10  
Phobia (Cats)     -1  
Housing Bad       -1

#### **Ebb Skills**

Formulae           1  
Blast                 2  
Communication    2  
Enhancement      1  
Heal                  1  
Folding              3  
Protect               2

#### **Stuff**

Headset Communicator  
Klippo Lighter  
Pen  
FEN 603 with 2 clips  
BPN Case  
SCL Card  
Badge  
Finance Card  
Wep Maint Kit  
Deathsuit

#### **Skills**                **Rank**

Literacy            2  
Detect               5  
Rival Company    2  
SLA Info            3  
Communicate       4  
Persuasion         1  
Unarmed Cbt      3  
Blade 1-H          4  
Blade 2-H          2  
Dance                4  
Polearm             9  
Computer Use     3  
Martial Arts       1  
Sneaking            4  
Pistol                5  
Running             2  
Throw                3  
Seduction           4  
Interview           6  
Wep Maint          4  
Streetwise         2  
Forensics           2  
Pathology           1  
Lillian               2  
Theatre             2

Flick Scythe  
MAC Knife  
Laser Sharpener  
Oyster Laptop Computer  
Flintlock  
1 Dose Pineal Stim  
Air Syringe

2 c left

### **The Fine Line**

Name:                        Flicka  
Submitted By:              Tad Kelson  
Previously Encountered:   First attempt to make a PC in Sla Industries  
System in Use:             SLA Industries First Edition

## Cyberpunk

### ***Darlean of B'Ville***

**Description:**

5' tall 115 pd very short blond hair pale blue washed out eyes Her figure is 33B/30/34 She is attractive in a pale way

No scars she has had them all removed

She cannot stand to be ugly. Anything which would detract from the appearance is to be avoided.

She views the world in terms of three (3) sexes, Facer, Male, and Female everyone falls into these categories.

Facers are sexually attractive to her, also males of sufficient Charisma will attract her attention. A force of will or personality to fill her emptiness is more important than the relationship itself.

She is a loner by nature. Would rather be a Lonely Lill than a Dancing Jill. She believes that when she is Facing she is someone else. So any pain that occurs is not her own pain. She Faces only females. The Commonwealth equivalents to Linda Hamilton, Sigourney Weaver, Sherilyn Fenn, etc.

She forces herself to associate with other people to gain in prestige and "Face".

Loves Mirrors and Striking different Poses or Posing in front of Mirrors.

She is a clean freak when it comes to Personal hygiene. But in her household effects it is clutter city. The better to lose herself in she believes. She is currently dwelling in the basement of some deserted building surrounded by scavenged mirrors and mounds of clothing.

Whatever form of birth control is most effective here she will utilize. She does not want anything to disrupt her life that much.

**Friends:**

She has no real friends, just lots of acquaintances

Any Facer could be considered a friend.

Any past lover could be a friend.

**Enemies:**

No real enemies other than mindless discriminatory types.

Hates Police in any form. They intimidate her with their sense of self and of purpose.

### **The Fine Line**

Name:	Darlean of B'Ville
Submitted By:	Tad Kelson
Previously Encountered:	Was going to be used as a PC in a SF Game or NPC in CP Game
System in Use:	None here, the first intent was a Cyberpunk system



## Calling All Characters: A Character Compilation

Engineer (mechanical)	1	+0	1
Cross-Class Skills	Rank (max 2)	Ability Mod	Cost
Navigate	2	0	4
BAB +0	DEF +2 (Dex Bonus)		
Fort +0	Ref +1	Will +0	Def +1

### Appearance and a Bit of Background:

Her natural charisma is more personality than looks. A little light on the top half, a touch heavy on the bottom half with a cute face, kind of a button sort of nose and dainty chin. She is the oldest of four children, but no longer a child herself. Her parents are good hard working middle class citizens, her father is a dockworker while her mother did odd jobs cleaning as well as tending to their household. From an early age Bethie had to help out about the house, and slowly developed a love of movement, a love of riding or driving a steam car as fast as it would go. This interest developed into a love of the steam car, as well as a start to learning about how to work and repair them.

She has done some freelance work as a mechanic to make some money, mostly working on the vehicles of the local cab drivers, cabbies as they are known, giving good work for lower pay than a male might get, but gaining some exposure and skills as well. During the times working on the steam cars, she would take them out for a spin to make sure they were repaired, finding a flair for being behind the wheel that she cultivated into a skill that she is proud of, even if it is not that ladylike in her mothers opinion.

Well now her looks, short dark black hair, a few lighter shades in there from exposure to the sun without a hat while doing work or chores. She has strong hands, decent arms, and very strong legs from working the pedals of the cars. When she cares to take time to clean up she is a pretty girl, more pretty than attractive with a touch of will that many modern men still find intimidating. But she is a female and enjoys quiet, painting (usually whitewashing or repainting cars though), or crafts like knitting or croqueting. But she has no real talent for it, and does not do all that well, the same with her cooking, not something she is very good at.

### Things she has with her normally:

Typical dress out on the town, the streets are sensible ankle high laced boots, if shopping/recreation a skirt and blouse with short jacket and for work then it is trousers and a long sleeved blouse and the same jacket over it. She wears a pair of driving gloves (Per Upload Etherpunk stats Simple weapon prof) to protect her hands from the steering wheel. Otherwise she is not armed normally, trusting more to kindness than not. She does not have any scope tabs, has never been in the Scope at all. She does know how to use simple weapons but does not like violence, preferring to run or hide or simply avoid the confrontation.

Things that is at home / accessible

### The Fine Line

Name: Elizabeth (Bethie) Vargil  
Submitted By: Tad Kelson  
Previously Encountered: For use as Player Character originally  
System in Use: Etherscope

*Marcus Vargil*      **Etherscope Character**

**Name**                                **Marcus Vargil**      (Cousin to Bethie Vargil [Paternal side])  
**Tagline**                              The path of least resistance is the only one that makes sense  
**Class**                                   Scoundrel  
**Level**                                   1  
**Race**                                    Human  
**Social Template**                   Middle Class / Tradesman  
**Influences**                           Civic Class                    2  
    Church Cross-class        1  
    Industry                        2  
    Street                            2  
**Wealth**                                +8 (Initial)  
**Excellence Points**                3  
**Values**                                Virtue                            Vice  
    Tenacity                        Bravery  
**Alliances**                            Self / Monetary Gain

Stats	Score	Modifier
Strength	15	+2
Dexterity	15	+2
Constitution	15	+2
Intelligence	10	+0
Wisdom	9	-1
Charisma	11	+0

**Feats**  
Simple Weapons Proficiency  
Personal Firearms Proficiency  
Brawl

**Talents**  
Stealthy Attack Talent Tree      Sneak Attack

Skills    20 points	Rank (max 4)	Ability Mod	Cost
Class / Template Skills			
Knowledge (civics)(Template)	2	+ 0	1
Knowledge (industry)(Template)	2	+ 0	1
Resolve	1	+ 0	1
Bluff	4	+ 0	4
Knowledge (current events)	2	+ 0	2
Hide	2	+ 2	2
Move Silently	2	+ 2	2
Search	1	+ 0	1
Listen	1	-1	1
Scope Use Remote	1	+0	1

Cross-Class Skills	Rank (max 2)	Ability Mod	Cost
Navigate	2	0	4

BAB    +0                                DEF    +3. (Dex Bonus)  
Fort    +0      Ref      +1      Will    +0      Def      +1

Appearance and a Bit of Background:

## Calling All Characters: A Character Compilation

Things He has with her normally:

Pepperbox Revolver

Leather Jacket

Engineer Boots

Things that are at home / accessible

### **The Fine Line**

Name: Marcus Vargil

Submitted By: Tad Kelson

Previously Encountered: For use as NPC / DNPC originally

System in Use: Etherscope

## Superheroes

### **Ape-X**

Real Name: Professor X'simian

Origin:

Str: 21 +5

Dex: 15 +2

Con: 14 +2

Int: 2 -4 (20 +5)

Wis: 12 +1 (18 +4)

Cha: 7 -2 (16 +3)

Toughness: +5

Fortitude: +6

Reflexes: +6

Willpower: +2 (+5)

Attack: +2

Damage: +5 unarmed

Defense: +4

Initiative: +2

Skills:

Bluff 5 (+8), Climb 13 (+18), Computers 5 (+10), Concentration 5 (+9), Diplomacy 5 (+10), Gather Information 5 (+8), Handle Animal 10 (+13), Intimidate 5 (+10), Medicine 5 (+9), Notice 7 (+9), Search 5 (+10), Survival 10 (+12)

Feats:

Animal Empathy, Assessment, Eidetic Memory, Fearsome Presence, Improvised Tools, Jack-of-all-trades, Master Plan, Rage3, Track, Well-Informed

Powers:

Growth: 4 (Innate, Permanent)

Protection: 3

Super-senses: 2 (lowlight, scent)

Mind Shield: 8

Enhanced Abilities: 33 (Intelligence +18, Wisdom +6, Charisma +9)

Telepathy: 14 (Linked to Comprehend, Emotion control 14, Mental Blast 7, Boost 7, Total Fade, Ranged)

Comprehend: Languages: 1 (Linked to Telepathy)

Drawback:

He's a gorrilla!

Abilities -1 + Skills 22 (88 ranks) + Feats 12 + Powers 92 + Combat 18 + Saves 9 – Drawbacks 0 = 150 pp

### **The Fine Line**

Name: Ape - X

Submitted By: Aaron Tuftee

Previously Encountered: Posted on the Forums at <http://www.lakeland-rpg.com/>

System in Use: Mutants and Masterminds

## ***The Eagle (Lt. Liberty) supersoldier/living weapon***

Str: 15 +2 / 25 +7 (Boost)  
Dex: 15 +2 / 25 +7 (Boost)  
Con: 15 +2 / 25 +7 (Boost)  
Int: 18 +4  
Wis: 18 +4  
Cha: 18 +4

Toughness: +2 / +7 (Boost)  
Fortitude: +4  
Reflexes: +4  
Willpower: +6

Attack: +10  
Damage: +2 (unarmed) / +7 (Boost unarmed)  
Defense: +10  
Initiative: +6 / +11 (Boost)

### Skills:

Acrobatics 4 (+6 / +11 Boost), Climb 4 (+ 6 / +11 Boost), Intimidate 4 (+8), Knowledge (tactics) 12 (+16), Notice 8 (+12), Search 4 (+8), Sense Motive 4 (+8), Stealth 4 (+ 6 / +11 Boost), Swim 4 (+6 / +11 Boost)

### Feats:

Assessment, Benefit (security clearance), Diehard, Elusive Target, Evasion 2, Improved Block, Improved Initiative, Improved Trip, Inspire, Leadership, Master Plan, Power Attack, Uncanny Dodge (visual)

### Powers:

Boost 10 (all physical ability scores [Str, Dex, & Con]; Extras: Total Fade; Flaws: Personal; Alternate Power: Regeneration 30 +1 recovery bonus (1), Bruised/unconscious 1/round with no rest(3), Injured/Staggered 1/round with no rest (6), Disabled 1/round with no rest (8), ability damage 1/round(6), Resurrection (DC 10) 1/hour (4), Persistent, Regrowth)

### Drawback:

Abilities 39 + Skills 12 (48 ranks) + Feats 14 + Powers 31 + Combat 40 + Saves 14 – Drawbacks 0 = 150 PP

One of the easiest to play. Pop the boost and you have 10 rounds before you have to worry about being weaker. You may want to throw in an adrenaline drawback where they have to "recharge" the boost and remain "weaker" for a few rounds. The extra points could get more skills or feats. 2 to 4 based on your opinion.

All of the characters are tweaked templates. Ape-X was the Gorrilla out of the back of the book with added psychic abilities. Iron Clad is a battlesuit template. Night Owl will most likely be a Mystic template. I was thinking Illusionist, shapeshifting and mental images, or light and dark control. Boulder will be a powerhouse template, and Electro Lass (Lad) will be an energy controller template. All tweaked to fit the campaign.

## **The Fine Line**

Name: The Eagle, or Lt. Liberty (Depends)  
Submitted By: Aaron Tuftee  
Previously Encountered: Posted on the Forums at <http://www.lakeland-rpg.com/>  
System in Use: Mutants and Masterminds

## **Mixed Genre**

### **The Fine Line**

Name:

Submitted By:

Previously Encountered:

System in Use:

## **Post-Apocalyptic**

### **The Fine Line**

Name:

Submitted By:

Previously Encountered:

System in Use:

## **The Wild West**

### **The Fine Line**

Name:

Submitted By:

Previously Encountered:

System in Use:

## **Anime Inspired**

### **The Fine Line**

Name:

Submitted By:

Previously Encountered:

System in Use:

## **Templates and Sheets**

### ***Savage Worlds***

Savage Worlds Explorer Edition Template

## Other Things

### Giant Ginger Cookies

(These are my favorite cookies)

Chewy and delicious these cookies are giants in both size and snappy flavor. For a perfect gift, stack a few cookies, wrap in clear cellophane, and tie with a colorful ribbon.

Makes about 24 Cookies

Over 350 ° F

4 ½ cups all-purpose flour  
4 teaspoons ground ginger  
2 teaspoons baking soda  
1 ½ teaspoons ground cinnamon  
1 teaspoon ground cloves  
¼ teaspoon salt  
1 ½ cups shortening  
2 cups granulated sugar  
2 eggs  
½ cup molasses  
¾ cup coarse sugar or granulated sugar

1. Combine flour, ginger, baking soda, cinnamon, cloves, and salt; set aside. Beat shortening with an electric mixer on low to medium speed for 30 seconds. Add the 2 cups granulated sugar; beat until combined, scraping sides of bowl occasionally. Beat in eggs and molasses until combined. Beat in as much of the flour mixture as you can. Stir in any remaining flour mixture.
2. Shape dough into 2 – inch balls using a ¼ - cup measure or scoop. Roll balls in coarse sugar. Place balls 3 inches apart on an un-greased cookie sheet.
3. Bake in a 350 ° F oven for 12 to 14 minutes or until bottoms are light brown and tops are puffed. (Do no overbake or cookies will not be chewy.) Cool on cookie sheet for 2 minutes. Transfer cookies to a wire rack and let cool.

## Characters and Systems

### ***Systems Supported include:***

Savage Worlds, Explorer Edition	Pinnacle Games
d20 Modern	Wizards of the Coast
Call of Cthulhu	Chaosium
Gateway	Maladin's Gate Press
Hero System 5 <sup>th</sup> Edition	Hero Games
Etherscope	Goodman Games
SLA Industries First Edition	Nightfall Games
Mutants and Masterminds	Green Ronin Games

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