

Steve, the Truly Excellent

Val	Char	Cost
12	STR	2
12	DEX	6
10	CON	
9	BODY	-2
10	INT	
8	EGO	-4
8	PRE	-2
10	COM	
2	PD	
2	ED	
3	SPD	8
4	REC	
24	END	
23	STUN	
6"	RUN	
2"	SWIM	

Cost	Skills	Roll
2	Combat Levels: +1 with Sword	
1	FAM w/ Small Unit Tactics	8-
2	KS: Dragon City Guard	11-
2	KS: AD&D rules	11-
2	KS: Electric Guitar	11-
3	Riding (Horse)	12-
1	Transport FAM/ automobile	8-
1	Weapon FAM/ Common Melee Weapons	
Perks		
1	Contact: Merkal, the captain of the guard, assists on 8-	
2	Local Police Powers	
Description		
15	Psychological Limitation: Afraid of the dark. Common situation, strong commitment.	
10	Distinctive Features: Most bodacious way of talking, easily concealable, noticed.	

Base Points	0	8	Chars.
Disadv.	25	0	Powers
Bonus	0	17	Skills, etc.
Total	25	25	Total

Physical Characteristics: 5' 11" tall, 130 pounds, with messy light brown hair, poor excuse for a beard, blue eyes and a poor complexion.

Background/Personality: Steve was born in North America in the sixties, and grew up in the seventies and eighties. In high school, when his friends were discovering girls, he discovered two

things: the most awesome tunes of the electric guitar and Advanced Dungeons and Dragons. Steve spent all of his well-earned allowance on role-playing games and eventually joined the Society for Creative Anachronism. It was one fateful Friday in 1987, while driving to an SCA event that he managed to take a wrong turn and got himself lost. Eventually, he found himself on a dirt road heading toward Dragon City, where he tried to fit in. On Monday, however, he realised that he wasn't at the SCA event (nobody was packing up to leave, yet, you see). Steve managed to get a job with the City Guard (he had his own sword and armour; to date, his only significant qualification), and has been working ever since as a gate official.

Identifying Quotation: "Welcome, travellers, to the most bodacious Dragon City. That will be one half gold, please."

Special Abilities/Tactics: Because he comes from the 20th Century, Steve is able to recognize modern weapons; this is one of the reasons he works at the front gate, where such weapons are confiscated. Steve is actually fairly proficient with a sword, but he lacks any real combat training. If ever attacked, he is most likely to shout for assistance. This should not, however, be confused with cowardism. Steve is not a coward; he (correctly) realises that he's not much competition for anything.

Appearance: Steve looks a lot like Shaggy from the Scooby-Doo cartoon. He wears a chain mail shirt made out of 20th Century metals over a black Grateful Dead T-shirt and blue jeans. Since his arrival, he has bought leather boots, gloves and a large helm (a bit too large, actually). He's been trying to grow a beard, but it hasn't been very successful.

Max Merlin, Magician for Hire

Val	Char	Cost
10	STR	
13	DEX	9
13	CON	6
10	BODY	
18	INT	8
15	EGO	10
15	PRE	5
10	COM	
2	PD	
3	ED	
3	SPD	7
5	REC	
30	END	2
22	STUN	
6"	RUN	
2"	SWIM	

Powers		END
4	Detect Magic Sense, Ranged, OAF lighted match or torch (-1), Incantations (-1/4), doesn't work in rain or under water (-1/4)	0
9	Fire Bolt - 2d6 RKA (energy), OAF lighted match or torch (-1), Incantations (-1/4), Gestures (-1/4), 2x END (-1/2), doesn't work in rain or under water (-1/4)	6
10	Skin of Flame, 1d6 HKA (energy) damage shield (+1/2), OAF lighted match or torch (-1), 2x END (-1/2), Incantations (-1/4), Gestures (-1/4), doesn't work in rain or under water (-1/4)	4
8	Smoking Fire, 2" radius Darkness against normal vision, OAF lighted match or torch (-1), Incantations (-1/4), 2x END (-1/2), doesn't work in rain or under water (-1/4)	4

Skills		Roll
3	Inventor	13-
2	KS: Fire College Magic	11-
2	KS: Wizards of the Hole	11-
3	Persuasion	12-
3	Sleight of hand	12-
3	Streetwise	12-
1	Weapon FAM: Staff	

Disadvantages	
10	Psychological Limitation: Doesn't always tell the truth, Common situation, moderate commitment.

Base Points	75	47	Chars.
Disadv.	10	21	Powers
Bonus	0	17	Skills, etc.
Total	85	85	Total

Physical Characteristics: 5' 9" tall, 150 pounds, caucasian, white hair, blue eyes.

Background/Personality: Max Merlin was born in the Hole. His father was a con-man and his mother was a tavern wench. From a very early age, Max had ambitions about being a great wizard, and to this end, he studied under the greatest wizard he could find. Unfortunately, the best person about was an old drunk who never remembered Max's name. Max learned only the basics of Fire Wizardry, and from that, he's developed his own small collection of spells. He's taken up permanent residence in Dragon City, although he seldom dresses the part. He spends a great deal of time trying to advertise his amazing abilities so that he can either make a lot of money, or fall in with a better class of wizard to enhance his abilities.

Identifying Quotation: "I am the amazing Max Merlin, Magician for hire. Be mesmerized by my miracles, and marvel at my mastery of the mystic arts. Reasonable prices and group rates are available."

Special Abilities/Tactics: Max's magic focuses on the control of Fire. Although his spells are ideal for combat, he tends to use them for show, rather than real combat. He figures that if a presence attack can do the job, then he doesn't have to worry about ruining his suit. He is largely self-taught, and is constantly looking to enhance his base of spells, but hey, spell research costs time and money, and he has to pay the rent somehow. In a shoot-out, he'll probably try to leave — not out of cowardice, but because he knows that he hasn't very much power.

Appearance: Max is an older man, with short white hair. He tends to wear a blue suit, a grey overcoat, a fedora covered with stars and mystic runes, and dress shoes with spats. He carries a gnarled cane with a crystal ball on top, for show.

The Roman

Val	Char	Cost
10	STR	
10	DEX	
10	CON	
10	BODY	
25	INT	15
20	EGO	20
30	PRE	20
10	COM	
2	PD	
2	ED	
2	SPD	
4	REC	
20	END	
20	STUN	
6"	RUN	
2"	SWIM	

Skills		Roll
3	Bribery	13-
3	Bureaucratics	13-
5	Concealment	15-
1	FAM w/ Streetwise	8-
7	Forgery	13-
3	Gambling	11-
3	High Society	13-
2	KS: The Dons	11-
2	KS: Roman Culture / History	11-
2	KS: The Bronx	11-
3	Persuasion	13-
3	Seduction	13-
1	Weapon FAM/ Pistol	
Perks		
1	Favour from Don Carnovale	
1	Favour from "Trigger" Torllini	
10	Money: Wealthy	
Disadvantages		
10	Age 60+	
15	Psychological Limitation: Fascinated with Roman culture and art, uncommon, total commitment	
15	Physical Limitation: Walks with a limp (Slightly impairing, all the time)	

Base Points	50		55	Chars.
Disadv.	40			Powers
NPC Bonus	25		50	Skills, etc.
Total	105	=	105	Total

Physical Characteristics: 5' 6" tall, 120 lbs, caucasian/olive skin, white, receding hair, brown eyes, large hawkish nose.

Background/Personality: The Roman does not discuss his background much, although it has been suggested that he comes from a time in the Roman era given his fascination with Roman culture, art and society. What is known is that he managed to work his way up from a street urchin as a child to one of the great Mafioso Dons. His specialty was forging letters, wills, and occasionally, the corporate scrip used in the North Quarter. He lives in a very large house in the "Devil's Mansions" district of the Bronx. The house is decorated with white marble columns, burning braziers, busts of Roman emperors, and tapestries of mythological scenes. He is relatively inactive in district affairs, as he seems content to live in the luxury that he's built for himself, admiring his artwork and engaging in orgies.

Identifying Quotation: "Caveat emptor, my friend, caveat emptor."

Special Abilities/Tactics: The Roman is a man of subtlety. He is a plotter and a planner, and always has some scheme going on. He managed to get in to his position by deceiving two rival Dons about each's activities, using forged notes and letters. He appears uninterested in everything these days, but in truth, he has a large network of spies and informants that keep him up to date on everything.

Appearance: The Roman is a small, unremarkable man in his late 70s. He has an unimpressive appearance, with his very short white hair, beedy eyes and largish nose. He tends to wear white togas with purple trim, and occasionally a laurel wreath around his head.