

# The swing



**Mechanists Character Templates**

**93 Games Studio**

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# Credits

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## Writers

Keith Taylor

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## Layout

Keith Taylor

## Special Thanks

Robin Taylor – My Lord and Master (Wife)  
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The following characters are provided to either use as beginning PC's or as ready made NPC's. Feel free to add to or remove from them, anything not appropriate to your game.

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93 Games Studio

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# Carlos Ward

## Attributes

Strength	D10
Dexterity	2D6
Wits	D12
Intelligence	D20
Perception	D20
Intuition	D8
Charisma	D6
Attitude	D20

## General Information

Age	24
Sex	Male
Weight	205 lbs
Height	5'11"
Hair Color	Black
Eye Color	Black
Ethnicity	African American
Nationality	American
Religion	Baptist
Archetype	Driven
Magickal Theory	Scientist
Affiliations	None
Occupation	Physicist



## Gifts

The Touch - S
Scientist - P
Experience - P

## Obstacles

Lack of Social Sense - P
Barred from Magick - P
Arrogant - S

## Tangibles

Contact
Debt
Vehicle (Motorcycle)

**Permanent** – Gifted (Science: Physics)

**Background:** Carlos' family immigrated to the US when he was 5, just before he entered Kindergarten. Growing up in Mexico was an unpleasant experience even for a 5 year old. But Kindergarten was like paradise to Carlos. He was able to play, color, and read; none of this was he able to do before. Since then, he has dedicated himself to school and all of the opportunities it can bring him.

But being a teenage minority in the middle of Iowa was not easy either, especially a mixed minority. But Carlos did his best to ignore it. Sometimes he was able to, sometimes he would hide, sometimes he would take it and a few times he would even get to dish it out. But through it all Carlos saw the big picture. He knew that one day he would leave that small town and go to college and then he would be a big man.

Early in High School, his favorite teacher, Mrs. Martin saw a spark in him when he took her introductory to Physics class. After that she became his mentor and was able to convince him to join the AP (Advanced Placement) program. He began to take AP Physics and Calculus and by the time he was a senior he had several colleges trying to recruit him just like they were recruiting football players. He chose the University of Phoenix because of its diversity and proximity to Los Alamos National Laboratory.

While at the University of Phoenix he met lots of influential people and was able to successfully apply to several summer positions at Los Alamos. It was during his last summer job that he was able to impress the head of the Theoretical Division, who soon afterwards offered him a full-time position working on their condensed matter physics projects.

## Skills

**Academics:** Economics 1  
**Academics:** Geography 3  
**Academics:** Government 2  
**Academics:** History 3  
**Academics:** Literature 2  
**Academics:** Philosophy 1  
**Administration** 1  
**Arts:** Drawing 2  
**Arts:** Painting 1  
**Bureaucracy** 1  
**Career:** Education 2  
**Computer Use:** UNIX 1  
**Computer Use:** Windows 2  
**Debate:** Classical 1  
**Drive:** Car 2  
**Drive:** Motorcycle 1  
**Endurance** 2  
**Engineering:** Electrical 1  
**Engineering:** Mechanical 1  
**First Aid** 1  
**Instruction** 1  
**Language:** German 3  
**Mechanic:** Motorcycle 3  
**Sciences:** Astronomy 1  
**Sciences:** Astrophysics 1  
**Sciences:** Biology 1  
**Sciences:** Chemistry 3  
**Sciences:** Math 5  
**Sciences:** Psychology 1  
**Sciences:** Physics 5  
**Scuba** 1  
**Technician:** Personal Computers 2

**WILL:** 0

**FEAR:** 1

## Lifestyle Paths:

High School Educator

## 1<sup>st</sup> Career:

College - BS

# Selma York

## Attributes

Strength	D12
Dexterity	D12
Wits	2D6
Intelligence	D10
Perception	D10
Intuition	2D6
Charisma	2D6
Attitude	2D6

## General Information

Age	22
Sex	Female
Weight	110 lbs
Height	5'6"
Hair Color	Blonde
Eye Color	Blue
Ethnicity	Caucasian
Nationality	American
Religion	Agnostic
Archetype	Avenger
Magickal Theory	Care Giver
Affiliations	None
Occupation	Paralegal



## Gifts

Brave – S	Self Sacrificing - P	Money
Self Sufficient – P	Refuses Help – S	Mentor
Tough (Psychological) – P	Lost Love (Louisa) - S	Enemy x2
		Contact
<b>Permanent – Good Listener</b>		

## Skills

**Academics:** Geography 1  
**Academics:** Government 2  
**Academics:** History 3  
**Academics:** Literature 2  
**Academics:** Philosophy 1  
**Academics:** Sociology 1  
**Acting** 1  
**Administration** 3  
**Arts:** Poetry 2  
**Athletics:** Volleyball 1  
**Bureaucracy** 3  
**Career:** Law 4  
**Computer Use:** Windows 2  
**Debate:** Trickery 2  
**Etiquette:** Court 2  
**Finance:** Payroll 1  
**Firearms:** Pistols 1  
**Language:** French 1  
**Language:** Latin 1  
**Leadership** 2  
**Negotiation** 1  
**Politics** 3  
**Sciences:** Astronomy 2  
**Sciences:** Biology 1  
**Sciences:** Math 2  
**Sciences:** Psychology 2

**WILL:** 0

**FEAR:** 2

## Lifestyle Paths:

Lawyer

## 1<sup>st</sup> Career:

College – AAS ->Paralegal

**Background:** As a little girl, Selma would mimic her mother and setup mock trials instead of tea parties. Her mother thought it was cute and that it would probably serve her well to get a head start in life, besides everyone wants their children to follow in their footsteps.

When Selma started High School, her great-aunt Louisa moved in with her family. At 82, Louisa needed a lot of assistance. Selma did everything she could to help her; bathing her, reading to her and most nights she was an adult-sitter. While she spent time with her, Louisa would tell her stories about the “old” days. Apparently, Louisa lived a very exciting life, traveling to Africa as a missionary, living in England during WWII as a nurse, then raised 4 kids practically by herself (her husband died just before the last one was born).

While Selma was away on her senior trip, Louisa past on. Selma was crushed, she never got a chance to say goodbye. On top of that, Louisa’s insurance coverage did not cover any of the funeral costs and her medical bills had become very expensive towards the end. Not wanted to see her parents sacrifice all they had worked for, Selma gave up her college fund to help pay for all of the costs. She felt that was the least she could; besides there were plenty of other ways to get where she wanted to go in life.

Selma had wanted to be a lawyer just like her mom ever since she could remember. She plotted out a course of action and set her mind to it. First, she would become a paralegal. Then work for a couple of years building up not only building up a college fund, but padding her resume as well. Then when she was ready, she would apply for Law School.

# Aileen Travis

## Attributes

Strength	D10
Dexterity	2D6
Wits	2D6
Intelligence	D12
Perception	2D8
Intuition	2D4
Charisma	2D8
Attitude	D12

## General Information

Age	22
Sex	Female
Weight	125 lbs
Height	5'8"
Hair Color	Red
Eye Color	Green
Ethnicity	Caucasian
Nationality	Canadian
Religion	Buddhist
Archetype	Nurturer
Magickal Theory	Daydreamer
Affiliations	None
Occupation	Zoo Worker



## Gifts

## Obstacles

## Tangibles

Confidence – P	One single fear (Romance) - S	Contact
Honest – P	Honest – S	Debt
Tough (Physical) – P	Weakness – S	Housing
	Allergy (Citrus) - P	
<b>Permanent – Brave</b>		

**Background:** As a child Aileen did everything the boys did. That's because there were no other girls where she lived. All of her cousins were boys, her neighbors were boys, and even her pats were all males.

She spent a lot of time on her grandfather's farm, before he past away. She did everything the "boys" did; feed the pigs, sow the fields, hunt, and milk the cows. After he died, the family sold the farm and most of them moved to the "big city". Luckily she was still fairly young and did not have to bad a time adjusting to the change. However, her heart was still on the farm.

During high school, Aileen got a job at a local pet store. There she was able to put the skills she learned from her farm days back into use. Luckily for her, that store had an arrangement with the local zoo. They would provide them emergency supplies and personnel when needed and in return the store would get any animals (from the petting zoo) that the zoo wanted to move on to domestic homes.

Aileen became good friends with the zoo workers and soon became a Friend of the Zoo, a person who volunteers both time and money for zoo causes. When it came time to decide what she was going to do with her life, the zoo seemed like the perfect fit. The zoo even had a mentoring program for young adults. If they agreed to work for the zoo for 5 years after college, then the zoo would pay their way to college. Aileen jumped at the chance to do what she loved.

Now finished with college, Aileen looks forward to coming to work everyday.

## Skills

**Academics:** Anthropology 2  
**Academics:** Geography 1  
**Academics:** History 1  
**Academics:** Literature 1  
**Academics:** Sociology 2  
**Animal Handling:** Mammal 2  
**Animal Handling:** Reptile 1  
**Archery:** Long Bow 1  
**Arts:** Drawing 2  
**Athletics:** Swimming 1  
**Career:** Restaurant 2  
**Combat Skills:** Dodge 1  
**Comm. Systems:** CB 1  
**Computer Use:** Macintosh 2  
**Computer Use:** Windows 1  
**Crafts:** Carving 1  
**Debate:** Classical 1  
**Drive:** Car 1  
**Drive:** Truck 1  
**Endurance** 2  
**Firearms:** Rifles 1  
**First Aid** 1  
**Instruction** 1  
**Language:** German 1  
**Ride:** Horse 2  
**Sciences:** Biology 3  
**Sciences:** Chemistry 3  
**Sciences:** Math 1  
**Sciences:** Psychology 1  
**Survival:** Woodland 1  
**Track:** Jungle 1  
**Track:** Mountain 1  
**Track:** Woodland 1

**WILL:** 0

**FEAR:** 3

## Lifestyle Paths:

Restaurant Chef

## 1<sup>st</sup> Career:

College - BS



# Denny Witt

## Attributes

Strength	D12
Dexterity	D12
Wits	D12
Intelligence	D12
Perception	D12
Intuition	D12
Charisma	D8
Attitude	2D4

## General Information

Age	24
Sex	Male
Weight	175 lbs
Height	5'9"
Hair Color	Black
Eye Color	Brown
Ethnicity	Caucasian
Nationality	English
Religion	Atheist
Archetype	Pioneer
Magickal Theory	Scientist
Affiliations	MUFON
Occupation	Grad Student



## Gifts

People's Pity – S  
Academic – S  
Does Well Alone – S

## Obstacles

Introvert - P  
Unattractive – P  
Low Self Esteem – P

## Tangibles

Contact x2  
Money x2  
Mentor

**Permanent** – Willpower

**Background:** Denny was a disappointment to his dad the moment he was born and probably before that. Mr. Witt wanted a girl. In his line of business, daughters were more of benefit than sons. As little Denny grew up, his disappointment grew. Denny's birth had complications. Those complications resulted in his mother losing the ability to bear anymore children. His father's hopes for a daughter vanished with Denny's birth. While Denny's father did not hate him, he was always trying to make Denny into something that he wasn't. As a little boy, his father made him play little league. Denny would rather be coloring or playing action figures. As high school approached, Mr. Witt wanted an all state wide receiver; he got all city chess champion instead. Mr. Witt wanted a son popular with the ladies; he got a son who nobody even knew his name. When it came to grades, Mr. Witt expected at least an academic scholarship to Yale or MIT; instead he had to pay for the local state college.

Because Mr. Witt was so used to getting what he wanted in matters of business, he had very little patience and understanding when it came to Denny. It has caused an irreparable strain on their relationship.

But the last disappointment came when Denny graduated college. He decided to continue at Grad School while working for a washed up professor doing research into haunted houses. Denny eventually blossomed in college academically, graduating Magna Cum Laude. What does he do? He's a ghost buster. Now his father will not even talk to him, he does not return his phone calls and the two of them haven't spoke in over a year.

## Skills

**Academics:** Geography 1  
**Academics:** Government 2  
**Academics:** History 2  
**Academics:** Literature 3  
**Academics:** Mythology 3  
**Academics:** Philosophy 1  
**Academics:** Sociology 2  
**Arts:** Poetry 1  
**Arts:** Video 1  
**Career:** Corporate Finance 2  
**Computer Use:** Windows 1  
**Debate:** Classical 1  
**Etiquette:** Corporate 2  
**Firearms:** Pistols 1  
**Instruction** 1  
**Language:** Japanese 1  
**Language:** Latin 1  
**Leadership** 2  
**Navigation:** Compass 1  
**Occult:** Folklore 1  
**Politics** 2  
**Sciences:** Astronomy 1  
**Sciences:** Chemistry 2  
**Sciences:** Math 2  
**Sciences:** Physics 2  
**Sciences:** Psychology 3  
**Security:** Electrical Systems 1  
**Track:** Urban 1  
**Video Systems:** Analog 1  
**Video Systems:** Digital 1  
**Video Systems:** Effect 1

**WILL:** 0

**FEAR:** 1

## Lifestyle Paths:

Venture Capitalist

## 1<sup>st</sup> Career:

College - BS

# Emma Crosby

## Attributes

Strength	2D6
Dexterity	D10
Wits	D12
Intelligence	D12
Perception	2D8
Intuition	2D4
Charisma	2D4
Attitude	D20

## General Information

Age	23
Sex	Female
Weight	115 lbs
Height	5'8"
Hair Color	Black
Eye Color	Black
Ethnicity	African American
Nationality	American
Religion	Baptist
Archetype	Thrill Seeker
Magickal Theory	Scientist
Affiliations	None
Occupation	Geologist



## Gifts

## Obstacles

## Tangibles

Confidence – P	One Single Fear (Heights) - S	Contact
Tough (Physically) – P	Ailment (Asthma) - S	Debt
Fast Healer – S	Impulsive – P	Artifact
<b>Permanent – Wild Thing</b>		

## Skills

**Academics:** Economics 1  
**Academics:** Foreign Cultures 1  
**Academics:** Geography 1  
**Academics:** Government 1  
**Academics:** History 2  
**Academics:** Literature 1  
**Arts:** Drawing 1  
**Arts:** Sculpture 1  
**Career:** Restaurant 2  
**Climb** 2  
**Computer Use:** Windows 3  
**Debate:** Classical 1  
**Drive:** Car 1  
**Drive:** Truck 1  
**Endurance** 2  
**Firearms:** Pistols 1  
**First Aid** 2  
**Instruction** 1  
**Language:** Spanish 1  
**Navigation:** Compass 1  
**Pilot:** Airplane 1  
**Ride:** Horse 1  
**Sciences:** Astronomy 2  
**Sciences:** Chemistry 2  
**Sciences:** Geology 3  
**Sciences:** Math 1  
**Sciences:** Meteorology 2  
**Sciences:** Oceanography 1  
**Sciences:** Physics 2  
**Survival:** Mountain 2  
**Survival:** Woodland 1

**WILL:** 0

**FEAR:** 2

## Lifestyle Paths:

Retail Management

## 1<sup>st</sup> Career:

College - BS

**Background:** In the city there was never enough room. Emma shared a room with her two sisters, but it could have been 12 sisters for all she knew. She had a corner of a closet, one drawer and half a bed that were all hers. Most of the time, she even had to share bathroom time with her two older siblings. It's not surprising then that when her mother told them all they were going to moving to the country, Emma was the only one happy. It meant her own room, her own closet, and best of all she could utilize the bathroom in peace. At 12 she finally felt free.

Even so, she never quite felt right being cooped up indoors. She spent most of her time wondering the woods and hills of her new environment. The local quarries finally drew the most of her attention. Not only were they the hot bed of local teenage activity (especially the boys), it provider her with fuel for her mental activities. At first she would find rocks she thought were pretty, bring them home and clean them up. After a year she had more rocks than most girls have dolls. Later she had to trim her collection down so she started collecting only specific rocks, mostly for the pretty colors but later on for their history.

Emma decided to go to the state university after high school. Her first year there she declared herself a History major. But after a year she was bored with that. She drifted from major to major until one summer day while back home in the quarry, she realized this is what she loved. One more change of major. During career day, she managed to get a job with the state department as a field geologist. Now she gets to play with rocks and get paid too.

# Kari Flores

## Attributes

Strength	2D4
Dexterity	2D8
Wits	2D8
Intelligence	D12
Perception	D20
Intuition	D8
Charisma	2D6
Attitude	2D6

## General Information

Age	23
Sex	Female
Weight	115 lbs
Height	5'6"
Hair Color	Blonde
Eye Color	Blue
Ethnicity	Caucasian
Nationality	American
Religion	Catholic
Archetype	Protector
Magickal Theory	Faith
Affiliations	None
Occupation	Social Worker



## Gifts

Brave - S  
Leadership - P  
Attractive - P  
Ambitious - S

## Obstacles

Self-sacrificing - P  
Overconfident - S  
People's Envy - S  
Can Not Let Go - P

## Tangibles

Contact  
Debt

**Permanent** – Common Sense

## Skills

**Academics:** Anthropology 1  
**Academics:** Government 1  
**Academics:** History 1  
**Academics:** Literature 1  
**Academics:** Philosophy 1  
**Academics:** Sociology 3  
**Acting** 1  
**Arts:** Poetry 1  
**Brawl** 2  
**Combat Skills:** Dodge 1  
**Debate:** Classical 1  
**Debate:** Fast Talk 1  
**Endurance** 2  
**Etiquette:** Street 2  
**First Aid** 1  
**Instruction** 1  
**Intimidation:** Friendly 1  
**Language:** Spanish 3  
**Leadership** 1  
**Locale Knowledge:** Atlanta, Georgia 1  
**Lock Pick:** Mechanical 1  
**Mechanic:** Car 1  
**Meditation** 1  
**Negotiation** 1  
**Sciences:** Biology 1  
**Sciences:** Chemistry 1  
**Sciences:** Math 1  
**Sciences:** Psychology 2  
**Scrounge** 2  
**Security:** Social 1  
**Seduction** 1  
**Strategy** 2  
**Streetwise:** Slums 1  
**Streetwise:** Urban 2  
**Survival:** Urban 2

**WILL:** 0

**FEAR:** 8

## Lifestyle Paths:

Hodge Podge

## 1<sup>st</sup> Career:

College - BA

**Background:** Kari's mom was only 16 when she gave birth to her and the father had long since left town. Kari's mom, to this day, has not told her what his name was. But to her credit, she did the best that she could. She worked every job she could to put food on the table and clothes on Kari's back. A lot of times her mom went without them so that Kari did not have to. Some times it was bad, especially when her mom would hook up with the wrong guy, but some times it was good, like the year her mom won a \$10,000 lottery. Her mom was able to finally land a stable job, seeing as she now had good clothes, good transportation and a good attitude. She also put some of it away for Kari to go to college on.

Kari was your typical latchkey kid. After school she would hang out with her friends until her mom would come home. Therefore, she spent a lot of time on the streets. But rather being influenced by it, she tried to influence it. When all of her friends started doing drugs, Kari started an after school "Be Clean" program. She was joined S.A.D.D. and all the other "help" programs she could. Her mother had sacrificed so much for Kari; there was no way she was going to throw that away for drugs or boys.

She continued her commitment to service organizations in college, first it was Big Sisters, then the local Boys and Girls club. When it came time to choose a major, she did not want to end her service to her community, so she chose to be a social worker. Now she feels she can truly make sure her mother's sacrifice was not in vain.



# Julius Vega

## Attributes

Strength	2D6
Dexterity	D10
Wits	2D8
Intelligence	2D4
Perception	2D4
Intuition	2D8
Charisma	2D10
Attitude	2D4

## General Information

Age	23
Sex	Male
Weight	245 lbs
Height	6'1"
Hair Color	Black
Eye Color	Black
Ethnicity	African American
Nationality	American
Religion	Baptist
Archetype	Sharer
Magickal Theory	Faith
Affiliations	None
Occupation	Minister



## Gifts

## Obstacles

## Tangibles

Ambitious – P	Can Not Let Go – S	Mentor
Honest – S	Honest – P	Contact
		Dependants (Congregation)
Bookworm – P	Self-Sacrificing – P	Antique (Bible)
<b>Permanent</b> – The Voice		

## Skills

**Academics:** Ancient History 1  
**Academics:** Foreign Cultures 1  
**Academics:** Geography 1  
**Academics:** History 1  
**Academics:** Literature 2  
**Academics:** Philosophy 2  
**Academics:** Theology 2  
**Bureaucracy** 1  
**Career:** Factory 2  
**Career:** The Catholic Church 2  
**Computer Use:** Windows 2  
**Drive:** Car 1  
**Endurance** 2  
**Expression:** Verbal 2  
**First Aid** 1  
**Hobby:** TV Trivia 1  
**Instruction** 2  
**Language:** Hebrew 2  
**Language:** Latin 3  
**Meditation** 2  
**Negotiation** 1  
**Occult:** Folklore 1  
**Sciences:** Astronomy 1  
**Sciences:** Biology 1  
**Sciences:** Math 2  
**Sciences:** Psychology 2  
**Strategy** 2  
**Streetwise:** Slums 1  
**Streetwise:** Urban 1

**WILL:** 0

**FEAR:** 1

## Lifestyle Paths:

Factory Worker

## 1<sup>st</sup> Career:

Priest

**Background:** When he was 7 years old Julius was told that his dog was with Jesus. Not really understanding what that meant, Julius promised to find this “Jesus” guy and get his dog back. He asked where Jesus lives. His parents told him, he lives at church. So he went to church. He went every week looking for the guy who took his dog. After a year had went by, he still had not found him.

Then one day he asked the pastor if he would help him find Jesus, and that’s when it started. He made peace with himself and with Jesus that day. Since then, Julius has never missed a day of church nor a church function. As a teenager, he also served as the youth pastor, helping others find Jesus. In high school he would give speeches in the cafeteria, he led the prayers before all the games, he was even nicknamed “Preach”.

Even though he saw himself as a man of the cloth, or at least a soon to be man of the cloth, Julius never seemed to let that interfere with his life. He played football, had girlfriends, hung out with friends and even got in a fight or two. Because he walked the edge so well, it only made him that much more popular. Adults liked him, classmates liked him, and even atheists liked him.

As soon as he could, he entered the church training program, a four year seminary basically. He finished top of his class, seeing how he had been doing this since he was 8 it was no surprise. Now he is helping out at his local church, waiting to see what the church needs him to do.

# Noah "Black Dog" Tucker

## Attributes

Strength	D20
Dexterity	2D6
Wits	2D6
Intelligence	D10
Perception	2D8
Intuition	2D4
Charisma	D12
Attitude	2D4

## General Information

Age	22
Sex	Male
Weight	200 lbs
Height	5'10"
Hair Color	Black
Eye Color	Black
Ethnicity	African American
Nationality	American
Religion	Lutheran
Archetype	Care Giver
Magickal Theory	Faith
Affiliations	Crips (Gang)
Occupation	EMT

Gifts	Obstacles	Tangibles
Combat Sense – P	Paranoid - S	Contact
Experience – S	Guilt – P	Money
<b>Permanent – Athletic</b>		

**Background:** When Black Dog was 14, he put a kid in the hospital. He beat him so severely that he fell into a coma that lasted 4 weeks. Black Dog was so happy; he bragged to everyone that he was the man. That is until the kid died. The police charged him with murder, but the DA had no evidence that he could use against him. This forced him to drop the case.

Black Dog was never the same after that. Two weeks after being released from jail, members from the rival gang tried to kill him. Fortunately for him they missed, but his older brother wasn't so fortunate. That day was the last time he went by the name Black Dog. Noah's family moved after the funeral to a small upstate town. Noah swore that someday he would make things right.

Noah had a hard time adjusting to life in a small town. That coupled with his past activities made it hard for him and his parents to get along. At 18, Noah moved out. About a month after leaving home, Noah found out his uncle had died. His uncle was some rich businessman who never really had anything to do with the family. So it surprised him and everyone when he found out that his uncle left him a college fund.

Noah jumped at the chance to go to college and get out of town for good. Noah decided to become a doctor. To help make ends meet he took a job with a local EMT service. He figured it would do him good to reinforce what he was learning in school. However, now he isn't sure if he wants to still become a doctor or stay and help those who need him the most. Either way, he feels he is finally making right.

## Skills

**Academics:** Foreign Cultures 1

**Academics:** Geography 1

**Academics:** Government 1

**Academics:** History 1

**Academics:** Sociology 2

**Acting** 1

**Administration** 1

**Appraisal:** Jewelry 1

**Athletics:** Basketball 2

**Brawl** 1

**Combat Skills:** Dodge 2

**Combat Skills:** Initiative 1

**Comm. Systems:** CB 1

**Computer Use:** Windows 1

**Debate:** Fast Talk 1

**Drive:** Truck 1

**Endurance** 2

**Etiquette:** Street 3

**First Aid** 2

**Gambling:** Craps 1

**Gambling:** Horses 1

**Mechanic:** Car 1

**Medical** 2

**Medicine** 2

**Melee:** Dagger/Knife 1

**Sciences:** Biology 2

**Sciences:** Chemistry 2

**Sciences:** Math 2

**Sciences:** Psychology 1

**Scrounge** 2

**Streetwise:** Urban 2

**Survival:** Urban 2

**WILL:** 0

**FEAR:** 1

## Lifestyle Paths:

Streets

## 1<sup>st</sup> Career:

College – Pre-Med

# Gwen Sanchez

## Attributes

Strength	D8
Dexterity	D20
Wits	2D6
Intelligence	D10
Perception	2D
Intuition	D10
Charisma	2D4
Attitude	D12

## General Information

Age	22
Sex	Female
Weight	145 lbs
Height	5'7"
Hair Color	Brown
Eye Color	Brown
Ethnicity	Latino
Nationality	American
Religion	Catholic
Archetype	Hedonist
Magickal Theory	Scientist
Affiliations	None
Occupation	Waitress



## Gifts

## Obstacles

## Tangibles

Alternate Identity – P	Paranoid – S	Contacts
Brave - S	Arrogant – P	Money x3
		Mentor
		Equipment x2
<b>Permanent</b> – Does Well Alone		

**Background:** Gwen has always been an untamable person. As a child, her parents could not control her and eventually they gave up trying. They justified their lack of control by saying that she was a free spirit. They felt she would eventually grow out of her lack of control and into a very important person. In fact, they were wrong. Gwen never seemed to learn right or wrong, she only knows what she wants she will have.

School was always a problem for her; fighting with teachers and other students, failing subjects, failing grades, etc. That is until she reached 6<sup>th</sup> grade. Her school had just installed a state of the art computer network, with all the bells and whistles. She finally had something that she could apply herself at. However, the staff felt it better just to let her sit quietly and not be interrupting the class, than to give her any direction.

Oddly, her grades started to improve the next year. Everyone thought she had finally settled down and starting taking things seriously or at least they were happy she was no longer a problem and did not care what had happened. In reality, Gwen was able to hack into the school databases. She had spent so much time with the computers that her knowledge soon outpaced the school administrations. They never even know anything was awry.

After graduation, Gwen set out on her own. Bored with the structure of education, she decided not to continue to college. Besides with her mad skills, she would be able to get what she wanted with very little application. She took a job as a waitress, working the Sunday shift just so she could look legitimate. But with the internet, a computer, a couple thousand stolen credit cards and a PO Box, she is able to afford/acquire anything that she can imagine.

## Skills

**Academics:** Geography 1  
**Academics:** Government 2  
**Academics:** History 2  
**Academics:** Literature 1  
**Academics:** Philosophy 1  
**Academics:** Sociology 1  
**Arts:** Poetry 1  
**Career:** Law 2  
**Career:** Technician 2  
**Computer Use:** AS400 1  
**Computer Use:** Linux 4  
**Computer Use:** Macintosh 1  
**Computer Use:** UNIX 3  
**Computer Use:** Windows 1  
**Etiquette:** Court 2  
**Firearms:** Pistols 1  
**Language:** French 1  
**Language:** Latin 1  
**Leadership** 2  
**Politics** 2  
**Sciences:** Astronomy 1  
**Sciences:** Math 2  
**Sciences:** Psychology 1  
**Security:** Electrical Systems 1  
**Security:** Social 1  
**Streetwise:** Internet 2  
**Technician:** Personal Computers 2

**WILL:** 0

**FEAR:** 1

## Lifestyle Paths:

Lawyer

## 1<sup>st</sup> Career:

Hacker

# Luther Peterson

## Attributes

Strength	2D4
Dexterity	2D8
Wits	D12
Intelligence	D12
Perception	D10
Intuition	2D6
Charisma	D8
Attitude	2D8

## General Information

Age	22
Sex	Male
Weight	178lbs
Height	5'11"
Hair Color	Black
Eye Color	Black
Ethnicity	Sindhi, Pakistani
Nationality	American
Religion	Muslim
Archetype	Driven
Magickal Theory	Scientist
Affiliations	None
Occupation	Security Expert



Gifts	Obstacles	Tangibles
Academic - S	Lack of Social Sense - P	Contact
Night Vision - P	Light Sensitive - S	Debt
Honest - S	Honest - P	Equipment x2
		Vehicle
<b>Permanent - Cultured</b>		

**Background:** Luther was born in the US while his parents were graduate students at an American university. After their graduation, they arranged for US citizenship and decided to make America their new home.

Luther grew up like most other children in the US. A suburban lifestyle, a dog, some goldfish, public school, and even a girlfriend. With all that, Luther still managed to feel like an outsider, probably because Luther considered himself to be Pakistani first, American second. He would dress in traditional garments while outside of school, he would refer to things using Sindhi terms and he would follow Muslim beliefs to the letter (which made his public school existence not only hard on him, but hard on the educators as well).

Once he got to college though, all of this changed. He learned that it was ok to decide for himself what he was going to do with his life and how he would live it. After his first semester, he started loosening up and tried to fit in better with his fellow students. It was a good effort, but his early childhood made it difficult and awkward. By the time he was a senior, Luther had abandon all full time efforts to fit in and instead focused his efforts on the job market and what he would do after graduation.

Luther managed to get an interview with a security firm ran by a friend of his father's. The interview was not so much an interview, but more of a formality. Luther now spends very little time with people, but he still is working on fitting in when he is around them. From buying books, to seminars, any method that will help, Luther is interested in.

## Skills

**Academics:** Government 2  
**Academics:** History 2  
**Academics:** Literature 2  
**Academics:** Sociology 2  
**Arts:** Music 1  
**Career:** Technician 2  
**Computer Use:** AS400 1  
**Computer Use:** Linux 1  
**Computer Use:** Macintosh 1  
**Computer Use:** UNIX 3  
**Computer Use:** Windows 3  
**Debate:** Classical 1  
**Drive:** Car 1  
**Endurance** 2  
**Etiquette:** Corporate 2  
**First Aid** 1  
**Instruction** 1  
**Interrogation** 1  
**Language:** Japanese 1  
**Language:** English 2  
**Language:** Arabic 1  
**Language:** Egyptian 1  
**Martial Arts:** Tae Kwon Do 1  
**Negotiation** 2  
**Sciences:** Astronomy 1  
**Sciences:** Chemistry 2  
**Sciences:** Math 3  
**Sciences:** Physics 2  
**Security:** Social 2  
**Streetwise:** Business Sector 1  
**Technician:** Network Servers 2  
**Technician:** Personal Computers 2

**WILL:** 0

**FEAR:** 1

## Lifestyle Paths:

Technician

## 1<sup>st</sup> Career:

College - BS

Native Language: Sindhi



# Sharon Mercado

## Attributes

Strength	2D4
Dexterity	2D8
Wits	D10
Intelligence	2D6
Perception	2D6
Intuition	D10
Charisma	D20
Attitude	D10

## General Information

Age	23
Sex	Female
Weight	120 lbs
Height	5'8"
Hair Color	Brown
Eye Color	Brown
Ethnicity	Caucasian
Nationality	American
Religion	Atheist
Archetype	Self Destructive
Magickal Theory	Chaos
Affiliations	None
Occupation	Dilettante



## Gifts

Brave – P  
Seductive – S  
Cultured – P

## Obstacles

Self Sacrificing - S  
Blinded by Love – P  
Obsession (Killing) - P

## Tangibles

Contact  
Mentor  
Enemy x2  
Money x3

**Permanent** – Attractive

## Skills

**Academics:** Geography 1  
**Academics:** Government 2  
**Academics:** History 2  
**Academics:** Literature 1  
**Academics:** Philosophy 1  
**Academics:** Sociology 1  
**Acting** 1  
**Arts:** Poetry 1  
**Career:** Government 2  
**Computer Use:** Windows 1  
**Debate:** Trickery 1  
**Etiquette:** Political 2  
**Etiquette:** Royal 1  
**Expression:** Literary 2  
**Expression:** Verbal 1  
**Firearms:** Pistols 2  
**Gambling:** Poker 1  
**Herbalism** 1  
**Language:** French 1  
**Language:** Latin 1  
**Leadership** 2  
**Medicine** 1  
**Melee:** Dagger/Knife 2  
**Politics** 2  
**Sciences:** Astronomy 1  
**Sciences:** Math 2  
**Sciences:** Psychology 1  
**Seduction** 5

**WILL:** 0

**FEAR:** 3

## Lifestyle Paths:

Government

## 1<sup>st</sup> Career:

Dilettante

**Background:** Because her father was a diplomat, Sharon never got to be herself. She had to behave like the daughter of a diplomat, she had to go to special schools, and she had to attend her father's diplomatic functions, in all she had to be a lady even though she was a child. She learned early on that it was just easier to capitulate to their demands and life would be easy on her. Boring and tedious, but easy. When she behaved and did as she was told, she got dresses and jewelry, more so to make her look better for the next function but Sharon saw them as rewards.

So it's no wonder that when she met Stefan, that she would be submissive to him as well. Although Stefan was the first man to "love" her, Sharon is merely a tool for him. He saw how easy it was to manipulate her and manipulate her he did. He introduced her to danger, excitement and pleasure. All of these things she did, because she thought that was what he wanted. Then he introduced her to death.

One night while she was out with Stefan, he knifed a homeless man in an alley while she watched. Then he gave her the knife and told her to finish it. Without thinking she did. But in that moment she finally felt power. She had the power, life or death it was hers to give as she pleased. Since that night, she has killed twice more both of which were for her amusement only. Now Stefan feels she is ready for the next level, one of the foreign diplomats staying at the embassy.



# Victoria Madden

## Attributes

Strength	D10
Dexterity	2D6
Wits	D12
Intelligence	D12
Perception	D10
Intuition	2D6
Charisma	2D6
Attitude	2D6

## General Information

Age	23
Sex	Female
Weight	145 lbs
Height	5'10"
Hair Color	Black
Eye Color	Brown
Ethnicity	Caucasian
Nationality	American
Religion	Agnostic
Archetype	Nurturer
Magickal Theory	Scientist
Affiliations	None
Occupation	Teacher



## Gifts

Alertness – P
Ambitious – P
Willpower – S

## Obstacles

Obsession (Chocolate) - S
Can Not Let Go - S
One Temptation (Kids) - P

## Tangibles

Contact
Debt

**Permanent** – Academic

**Background:** Victoria knows what it's like to want; to want food, clothes, toys, a dad, etc. But the one thing she never went without was an education. Her mother made sure of that. Her mother made one mistake but she was sure that when Victoria was grown up that she would not be paying for that mistake. She was able to make end meet, barely, but government programs made sure that there was food on the table and clothes in the closet, at least most of the time.

Victoria was involved in every after school program that was offered at her schools. She would stay late to help the teachers, even in elementary school. Mainly because her mother was always late in picking her up, but she also enjoyed it. She loved spending time with the teacher one-on-one. It left an impression on her that would follow her into adulthood.

She used her high school career to prepare her for college. There was only one way she would get there and without it there was no way she would get into college. After working hard for 4 years, she won a full scholarship, tuition, room and board. Her mother was so proud; Victoria would have the life she never had.

Victoria majored in History and graduated with a teacher's degree for grades 8-12. She had achieved her goal of becoming what she admired so much as a child. Now if she could only do the same for one of her students, she will have repaid all of those who taught her.

## Skills

**Academics:** Anthropology 1  
**Academics:** Foreign Cultures 2  
**Academics:** Geography 3  
**Academics:** Government 3  
**Academics:** History 4  
**Academics:** Literature 2  
**Acrobatics** 1  
**Administration** 1  
**Arts:** Dance 2  
**Athletics:** Swimming 1  
**Brawl** 1  
**Computer Use:** Macintosh 2  
**Debate:** Classical 2  
**Endurance** 2  
**First Aid** 1  
**Hobby:** War-game 1  
**Instruction** 3  
**Intimidation:** Friendly 1  
**Language:** German 1  
**Language:** Latin 1  
**Language:** Spanish 1  
**Politics** 2  
**Sciences:** Astronomy 2  
**Sciences:** Biology 1  
**Sciences:** Math 2  
**Sciences:** Psychology 2  
**Scrounge** 1  
**Strategy:** Political 4  
**Streetwise:** Urban 1

**WILL:** 0

**FEAR:** 1

## Lifestyle Paths:

Welfare

## 1<sup>st</sup> Career:

College - BA

# New Lifestyle Paths

Academic: Literature 2  
Electives 2

## Lower Lifestyle: Hodge Podge

### **Hodge Podge 1; Age 0-12**

Starting Skills:

Streetwise: Urban 1  
Brawl 1  
Etiquette: Street 1  
First Aid 1  
Endurance 1  
Electives 4

### **Hodge Podge 2; Age 13-15**

Starting Skills:

Streetwise: Urban 1  
Combat Skill: Dodge 1  
Brawl 1  
Endurance 1  
Survival: Urban 1  
Electives 4

### **Hodge Podge 3; Age 16-18**

Starting Skills:

Language (Choose) 1  
Mechanic: Car 1  
Survival: Urban 1  
Scrounge 1  
Acting 1  
Etiquette: Street 1  
Electives 3

Because this Lifestyle Path is based on the parents/guardians moving from job to job frequently there are no bonuses or hindrances.

## Middle Lifestyle: Writer

### **Writer 1; Age 0-12**

Starting Skills:

Science: Math 1  
Academics: History 1  
Language (French) 1  
Science (Choose) 1  
Academic (Choose) 1  
Computer Use (Windows) 1  
Academic: Literature 1  
Electives 3

### **Writer 2; Age 13-15**

Starting Skills:

Language (Choose) 1  
Art (Choose) 1  
Academic: Philosophy 1  
Science (Choose) 1  
Academic: Poetry 1  
Academic: History 1

### **Writer 3; Age 16-18**

Starting Skills:

Career: Publishing 2  
Science: Math 1  
Academic (Choose) 2  
Etiquette 2  
Language (Choose) 1  
Electives 2

**Lifestyle Bonus:** Contacts, Wits +1 Die Code

**Lifestyle Hindrance:** Charisma -1 Die Code

## Upper Lifestyle: Venture Capitalist

### **Venture Capitalist 1; Age 0-12**

Starting Skills:

Science: Math 1  
Academics: History 1  
Language (Latin) 1  
Science (Choose) 1  
Academic (Choose) 1  
Computer Use (Windows) 1  
Academics: Literature 1  
Electives 3

### **Venture Capitalist 2; Age 13-15**

Starting Skills:

Language (Choose) 1  
Art (Poetry) 1  
Academics: Philosophy 1  
Science (Choose) 1  
Academics: Geography 1  
Academics: History 1  
Academics: Government 2  
Politics 2

### **Venture Capitalist 3; Age 16-18**

Starting Skills:

Career: Corporate Finance 2  
Science: Math 1  
Leadership 2  
Etiquette: Corporate 2  
Firearms: Pistol 1  
Electives 2

**Lifestyle Bonus:** Contacts, Money x3, Mentor

**Lifestyle Hindrance:** Enemy x2

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## New Careers

### College: Associate of Applied Science (AAS)

**Description:** An Associate of Applied Science degree is designed to prepare the student for immediate work in a vocational, technical or semi-professional career. While providing the same level of education as a BA or BS, the AAS degree usually requires only 2 years; as opposed to the general 4 years for a Bachelors Degree.

**Starting Skills:**

Sciences (Choose) 3  
Academic (Choose) 2  
Elective 2

**Career Bonus:** May immediately begin a new career and gain all non-elective skills listed for that career.

**Career Hindrance:** Attitude – 1 Die Code, Debt

**Requirements:** Middle or Upper Lifestyle path for Stage 3 or a Background Event roll that allows for College Entry

### Career: Paralegal

**Job Description:** While lawyers are ultimately responsible for legal work, they often delegate many task to a paralegal. A paralegal, often called a legal assistant, perform many of the same tasks as lawyers. However, they are explicitly prohibited from performing duties which are considered to be the practice of law (example; setting legal fees, giving legal advice, and presenting cases before a court). Probably a paralegal's most important task is helping lawyers prepare for courtroom and corporate meetings. It is a paralegal which investigates the facts of a case. They also identify any laws, decisions, articles, and other materials which might be relevant to a legal case. Once a decision has been made to proceed to court, paralegals often help prepare the arguments, draft any pleadings and motions to be filed with the court, obtain affidavits, and assist attorneys during trials. In addition to court related assignments, paralegals can also help draft contracts, mortgages, separation agreements, trust instruments and may assist in preparing tax returns and planning estates.

**Starting Skills:**

Administration 2  
Bureaucracy 2  
Computer Use: Windows 1  
Career: Lawyer 2  
Electives 3

**Career Bonus:** Mentor, Contact

**Career Hindrance:** Self Sacrificing

**Requirements:** College BA, BS or AAS

### Career: Paranormal Researcher

**Job Description:** Either an overactive imagination or a striving curiosity empower the paranormal researcher. Most researchers work at the university level or for private investors. There isn't much of a market for work when dealing with the average individual but there are always hotels, old forts, historic houses and of course TV. From ghosts to werewolves they strive to find the truth.

**Skeptics - Starting Skills:**

Science: Psychology 2  
Science: Chemistry 1  
Occult: Folklore 2  
Debate (Choose) 1  
Career: Scientist 2  
Electives 2

**Career Bonus:** Contact

**Career Hindrance:** Haunted

**Requirements:** Occult (any) 2

### Career: Priest

**Job Description:** Priests commit their lives to serving the people of a diocese and generally work in parishes, schools, or other institutions as assigned by the bishop of their diocese. Priests are required to take an oath of celibacy and obedience. A priest will attend to the spiritual, moral, and educational needs of their congregation. Many priests direct and serve on church committees, work in civic and charitable organizations, and assist in community projects. Some counsel parishioners preparing for marriage or the birth of a child. A newly ordained priest works as an assistant pastor. Depending on the talents, interests, and experience of the individual, many opportunities for additional responsibility exist within the Church.

**Starting Skills:**

Academics: Theology 2  
Bureaucracy 1  
Expression: Verbal 1  
Language: Latin 1  
Career: The Catholic Church 2  
Meditation 1  
Instruction 1  
Electives 1

**Career Bonus:** Mentor, Contact

**Career Hindrance:** Self Sacrificing

**Requirements:** College BA, BS or AAS

### Career: Social Worker

**Job Description:** Social Workers help individuals, families, and communities with their personal and social problems. They assist clients in understanding the causes of their problems and work with them to modify and change attitudes

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and behavior. Social Workers work in a variety of settings and use relevant legislation and procedures. A setting can include service users' homes, schools, hospitals or other public sector and voluntary organizations. Qualified social workers are often supported by assistants and work closely with other social services staff. Often working with people experiencing a crisis, their goal is to offer support that enables people to help themselves.

#### Starting Skills:

Administration 2  
Bureaucracy 2  
Computer Use: Windows 1  
Career: Social Worker 2  
Electives 3

**Career Bonus:** Mentor, Contact

**Career Hindrance:** Self Sacrificing

**Requirements:** College BA, BS or AAS

## New Gifts/Obstacles

#### The Voice (Gift)

**Primary** – All skills which are dependant on a character's vocal skills are at a +1 Step Bonus (i.e.; Expression, Debate, Instruction, etc.).

**Secondary** – Character receives Expression: Verbal +1 and Debate (Choose) +1.

#### The Touch (Gift)

**Primary** – All repair skills are at a +1 Step Bonus (i.e.; Mechanic, Gunsmith, Technician, etc.).

**Secondary** – Character receives Mechanic (Choose) +1 and Technician (Choose) +1.

#### Don't Touch (Obstacle)

**Primary** – Character can not possess any repair skills (i.e.; Mechanic, Gunsmith, Technician, etc.).

**Secondary** – All repair skills are at a -1 Step Penalty (i.e.; Mechanic, Gunsmith, Technician, etc.).

#### Don't Speak (Obstacle)

**Primary** – All skills which are dependant on a character's vocal skills are at a -1 Step Penalty (i.e.; Expression, Debate, Instruction, etc.) and the outcome of any failed attempts end with the other party angered at the character (and their group).

**Secondary** – All skills which are dependant on a character's vocal skills are at a -1 Step Penalty (i.e.; Expression, Debate, Instruction, etc.).

Normal Oppositions	
Gifts	Obstacles
The Voice	Arrogant
The Touch	Lack Social Sense
Academic	Don't Touch
Attractive	Don't Speak

## New Tangibles

#### Evidence

The Character has information in the form of personal testimony, documents or objects in support of a particular finding. This could be the guilt or innocence of a criminal or it could represent the validity of a scientific claim. The exact details are up to the Sage.

#### Collectible

The character possesses some sort of collectible item worth at least \$500. Each level of Collectible either awards another item worth \$500 or increases the value of the original item by \$500. Examples of collectibles are autographed baseballs, clothes from a movie star or a stamp collection.

## New Magickal Theory

#### Chaos

The universe is not ordered nor is it predictable. If a butterfly flaps its wings on one side of the earth, it will inflict a small change on its surroundings. This change may be responsible for setting of a chain of events leading to a colossal disaster (such as an earthquake) on the other side of the earth. Chaos shows up everywhere around the world, from the currents of the ocean and the flow of blood through fractal blood vessels to the branches of trees and the effects of turbulence. WILL Limit = 7

## New Archetypes

#### Driven

This type of person is goal oriented. They develop a goal and do everything in their power to achieve it.

#### Sharer

A person who wants to share something with others, whether they want it or not.

#### Attention Seeker

A person who wants attention from others and will go to great lengths to get it.

**Note:** To use these characters in different "power" level games use the following guidelines. For inexperienced characters, use them as provided. For moderately experienced characters add 10 more skill points. For experienced characters add 20 more skill points and raise two attributes by +1 Step