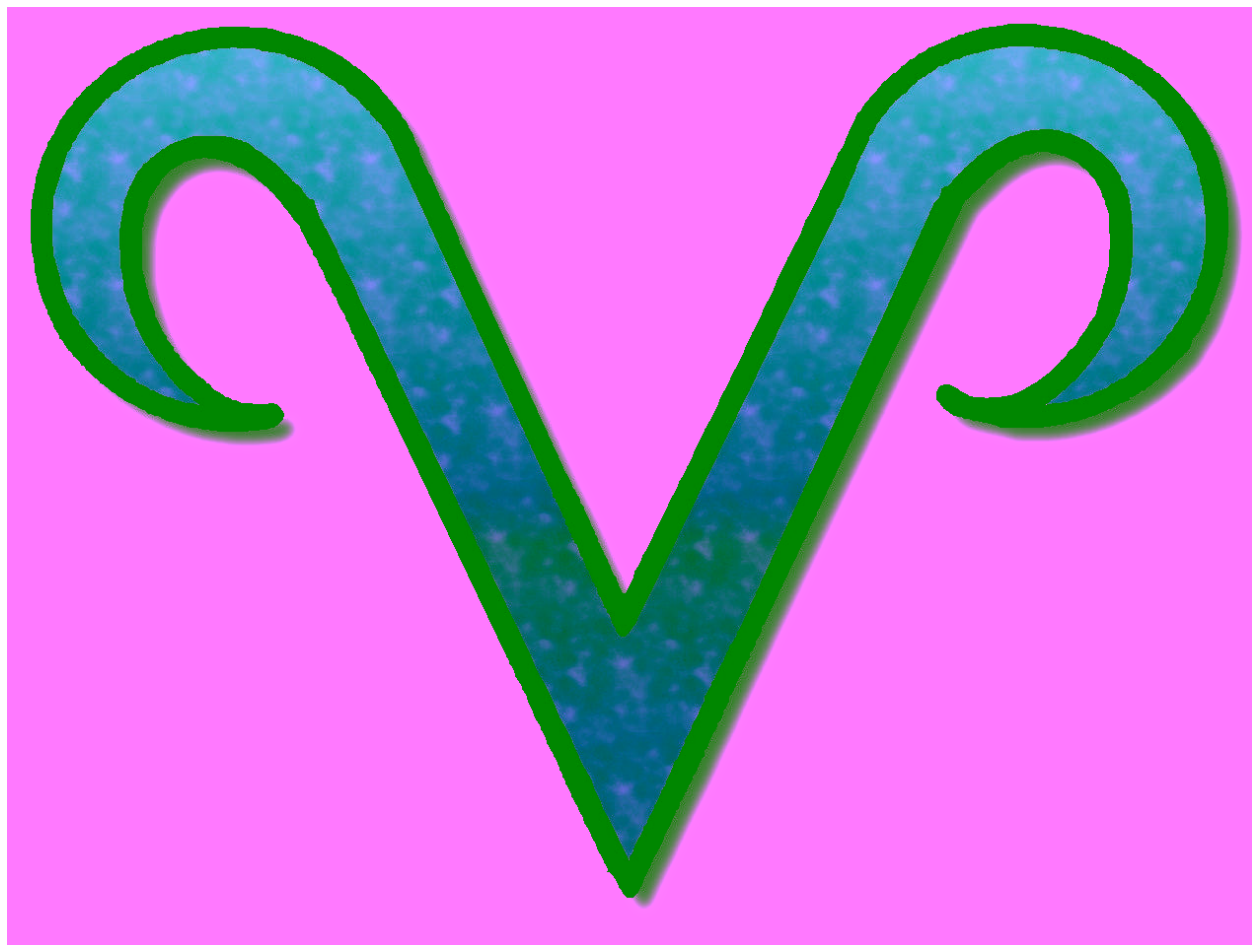


The swing



Naturist Character Templates

93 Games Studio

Credits

Game Design

Keith Taylor

Writers

Keith Taylor

Graphics

www.hemera.com

Layout

Keith Taylor

Special Thanks

Robin Taylor – My Lord and Master (Wife)
Ray Redecker – Owner, Regimental Quarters
RPGNOW - James & Crew

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Please feel free to email comments and questions to smokewolf@93gamesstudio.com

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.

93 Games Studio

Megan "Lady Morrigan" Johnson

Attributes

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

General Information

Age	22
Sex	Female
Weight	115 lbs
Height	5'5"
Hair Color	Black
Eye Color	Green
Ethnicity	Caucasian
Nationality	American
Religion	Agnostic
Archetype	Thrill Seeker
Magickal Theory	Daydreamer
Affiliations	None
Occupation	Retail Worker



Gifts

Combat Sense – S
Confidence - S
Self Sufficient – P

Obstacles

Lack of Social Sense – P
FEAR (Crowds) -P
Refuses Help - S

Tangibles

Contacts
Enemy

Permanent – Magickal Event

Background: (Goth. a lifestyle that originated in Britain; characterized by black and/or dark colored clothing; a certain type of music; a fascination with death and things death related, owners of more boots than shoes; often seen wearing lace, leather, pvc, latex, etc.)

What makes Megan "different"? When Megan was a child, she had an experience. This experience changed her; it made her perceive the world in a different way than most people. While staying at her grandmother's house, Megan saw a part of reality she was not meant to see. A part with ghosts, spirits and demons. From this experience she saw the frailty of life and its eventual outcome no matter how hard you fight.

When Megan was in high school they didn't have a real name for this style so she was called a "mod". It started out with the black clothes, spiky hair, striped tights and the boots and bomber jacket (she still has that old jacket). Megan grew up being called a freak by so many people for being the way that she is.

Megan is your typical skinny ass, ghost white, gloom'n'doom goth. But Megan is also a goth of color and it has been a constant source of aggravation as so many people accuse her of trying to be something she's not. To her it is not about dressing a certain way or listening to a certain type of music but how a person really is inside. However she does love the image and the way people stop and stare at her and Megan will probably never change from it. Megan dresses this way every day, not just when she go clubbing or to get into a "mood".

Skills

Academics: Literature 1
Academics: History 1
Academics: Geography 1
Acting 1
Arts: Music 1
Arts: Painting 1
Brawl 2
Career: Retail 4
Combat Skill: Dodge 1
Combat Skill: Target Recognition 1
Computer Use: Windows 2
Computer Use: UNIX 1
Crafts: Leatherwork 2
Debate: Trickery 1
Drive: Car 1
Endurance 2
Etiquette: Street 2
Expression: Poetry 2
First Aid 1
Gambling: Craps 1
Hobby: Dolls 1
Intimidation: Implied 1
Language: French 2
Negotiation 2
Sciences: Biology 1
Sciences: Math 1
Sciences: Chemistry 1
Sleight of Hand 2
Survival: Urban 1

WILL: 0

FEAR: 1

Lifestyle Paths:

Retail Worker 1
Retail Worker 2
Retail Worker 3

1st Career:

Retail Worker 1

Benjamin Hughes

Attributes

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

General Information

Age	21
Sex	Male
Weight	200 lbs
Height	5'11"
Hair Color	Brown
Eye Color	Blue
Ethnicity	Caucasian
Nationality	American
Religion	Wicca
Archetype	Protector
Magickal Theory	God/Goddess
Affiliations	Green Peace
Occupation	Independent



Gifts

Fast Healer – S
Increased Will - S
Honest – P

Obstacles

Impulsive - P
Clairsentient - P
Honest – S

Tangibles

Poverty

Permanent – Does well alone

Background: Ever since Boy Scouts, Ben has had an affinity for the outdoors. Every weekend he could get away, he would head for the woods near his parents house and “camp out”. When he wasn’t in the woods he was volunteering down at his local Veterinarians. Between the woods and the vet, he began to distance himself from the modern world. All Ben could think about were the good ole times when all you needed was a good knife and a dry place to sleep.

When he turned 18, he joined Green Peace. Ben spent some time traveling around the world, going from one cause to the next. Mostly about animals this and testing that. But his true love was the forest. On a trip to save the Spotted Owls, he met Gavin McReynolds. Gavin introduced Ben to New Age Druidism. It allowed Ben to follow he heart and be where he wanted to be.

Once he realized this, Ben said goodbye to Green Peace and began to study under Gavin. He learned more from the two years he was with Gavin than he felt he had his entire life. Beyond more advance wilderness skills, Ben has learned all about Herbalism, healing and even how to read omens. Even though, he still feels he has more to learn. Knowing this, he has set out from Gavin to learn from others.

Skills

Academics: Literature 2
Academics: History 1
Academics: Geography 1
Archery: Long Bow 1
Archery: Compound Bow 1
Athletics: Football 1
Career: Factory 2
Computer Use: Windows 2
Computer Use: BSD 1
Debate: Classical 1
Drive: Car 1
Endurance 3
First Aid 3
Herbalism 1
Journeyman: Blacksmith 1
Language: German 1
Language: French 1
Language: Spanish 1
Meditation 2
Navigation: Star 1
Occult: Fey 1
Ride: Horse 1
Sciences: Math 1
Sciences: Chemistry 1
Sciences: Astronomy 1
Scrounge 1
Survival: Woodland 2
Track: Woodland 1

WILL: 2

FEAR: 1

Lifestyle Paths:

Factory Management 1
 Factory Management 2
 Factory Management 3

1st Career:

Independent

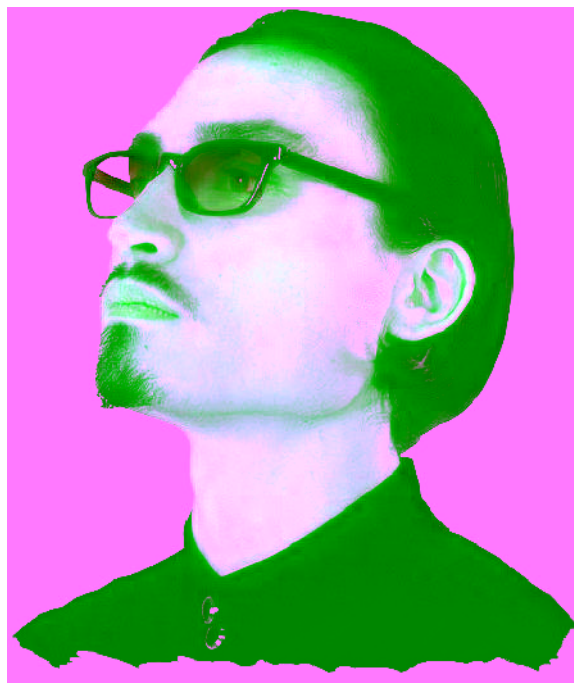
Christopher Richter

Attributes

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

General Information

Age	23
Sex	Male
Weight	195 lbs
Height	5'11"
Hair Color	Black
Eye Color	Brown
Ethnicity	Latino
Nationality	American
Religion	EGC (Ecclesia Gnostica Catholica)
Archetype	Questing
Magickal Theory	Cabalist
Affiliations	OTO
Occupation	Clerk (for OTO)



Skills

Academics: Literature 1
Academics: Anthropology 3
Academics: History 3
Academics: Philosophy 3
Academics: Geography 2
Academics: Government 1
Academics: Sociology 2
Academics: Foreign Cultures 1
Arts: Drawing 2
Career: Education 2
Computer Use: Windows 1
Debate: Classical 1
Etiquette: Political 3
Instruction 1
Language: German 2
Language: Latin 1
Language: Hieroglyphics 2
Locale Knowledge:
 Cairo, Egypt 1
Meditation 1
Melee: Dagger/Knife 1
Politics 2
Sciences: Biology 1
Sciences: Math 2
Sciences: Chemistry 1
Sciences: Astronomy 2
Sciences: Psychology 2
Streetwise: High Society 1
Visualization Magick:
 Hermetic Magick 3

WILL: 3

FEAR: 1

Lifestyle Paths:

College Professor 1
 College Professor 2
 College Professor 3

1st Career:

College BA

Gifts	Obstacles	Tangibles
Cultured – S	Arrogant – P	Contacts x2
Hermetic Ritual – P	Introvert - S	Money x3
Love (The Law) – P	Blinded by love -S	Mentor
Attractive – P	People's Envy - S	Debt
Permanent – Increased Will		

Background: Playing over at a friend's house when he was 10, he found a copy of The Book of the Law. After reading through the book, it was like spontaneous enlightenment. Chris spent his years secretly learning about the occult and the other "secret orders". When he could, Chris even practiced his Magickal Arts (although due to a large family, this was few and far between). When he turned 18, Chris decided that to practice his arts without fear of familiar reprisal he needed some distance and privacy. He enrolled in college several states away and soon found others whom could teach him the ways.

Chris decided not to join the OTO immediately upon reaching the proper age. Instead he decided to hone his craft. Chris did not want to not be accepted as a mere plebe, but wanted to become reach the rank of Knight of the East soon after joining. After training during his entire college career, he knew he had developed enough skill to succeed. Shortly after graduating Chris joined the local chapter of the OTO. Within a year, Chris had advanced through the ranks and assumed the title of Knight of the East (much faster than normally allowed,, but Chris is gifted).

Chris has attracted the attention of several high ranking OTO officials. They were able to pull some strings and get him a nice job, which requires lots of travel both domestic and abroad. This allows Chris to not only view the world, but also take part in activities at other lodges and camps. From research to practice, Chris is determined to become one of the most respected members of the Order.

Marilyn "Moonpie" Fisher

Attributes

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

General Information

Age	21
Sex	Female
Weight	125 lb
Height	5'4"
Hair Color	Red
Eye Color	Green
Ethnicity	Caucasian
Nationality	American
Religion	Agnostic
Archetype	Protector
Magickal Theory	Apathetic
Affiliations	N.O.W.
Occupation	Government



Gifts

Brave – S
Cultured – S
Willpower – P
Self Sufficient - S

Obstacles

Self Sacrificing – P
Arrogant – P
Temptation (Men) - S
Refuses Help – P

Tangibles

Contacts x2
Money x3
Mentor
Enemy x2
Debt

Permanent - Leadership

Skills

Academics: Literature 2
Academics: Anthropology 2
Academics: History 2
Academics: Philosophy 2
Academics: Geography 2
Academics: Government 2
Academics: Sociology 1
Animal Handling: Mammal 1
Arts: Painting 1
Arts: Drawing 1
Bureaucracy 1
Career: Law 2
Climb 1
Computer Use: Macintosh 2
Debate: Classical 4
Etiquette: Court 3
Expression: Poetry 2
Firearms: Pistols 1
Instruction 1
Language: French 2
Language: Latin 1
Leadership 3
Politics 2
Sciences: Biology 2
Sciences: Math 2
Sciences: Chemistry 2
Sciences: Psychology 2
Streetwise: High Society 1

WILL: 0

FEAR: 3

Lifestyle Paths:

Lawyer 1
Lawyer 2
Lawyer 3

1st Career:

College BA

Background: Marilyn was a starry-eyed and ardent young lady caught up in the 90's. But she looked like a hippy, thought like a hippy, and acted like one – she was one. Marilyn had moved with her then boyfriend Phil to San Francisco, a place to express her artistic aspirations and fulfill an internal quest. Coffee shops, art school, friendships, and the search for truth were the domain of Marilyn – still is in some ways.

Unlike most new-age hippies, Marilyn considers herself a true to the core radical. She is not contempt with just sitting back and passively resisting change. She wants to be the cause to the effect. She was always a very capable and gifted public communicator, as well as a fine singer. She has remained a great template for young women – lover, leader, healer – you name it Marilyn will succeeded in doing it – still is.

Marilyn has a winning temperament and a cheekily delightful demeanor that effectively means she gets away with a lot. She is pointed, yet gentle, soft, and yet capable of calling the hard shots required in leadership. It is fair and appropriate to say that without her Phil wouldn't have been able to accomplish what he has. This is because Marilyn is a woman for the cause, counting it of more value than her immediate or domestic comfort.

A staunch pacifist, Marilyn is currently waging "war" against the military actions of the countries of the world. From the Gulf War to Bosnia, the 90's have been filled with too much violence.

Remember, make love not war.

Jon Lewis

Attributes

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



General Information

Age	22
Sex	Male
Weight	155 lbs
Height	5'8"
Hair Color	Brown
Eye Color	Brown
Ethnicity	Caucasian
Nationality	Irish / American
Religion	Unitarian
Archetype	Pioneer
Magickal Theory	Daydreamer
Affiliations	MUFON
Occupation	Retail

Gifts

Common Sense – P
Night Vision – S

Obstacles

Cautious – S
Light Sensitive – P

Tangibles

Haunted (Memories)
Ally

Permanent – Magickal Event

Skills

Academics: Literature 3
Academics: Anthropology 1
Academics: History 1
Academics: Philosophy 1
Academics: Geography 2
Acting 1
Career: Retail 2
Career: Education 2
Computer Use: Windows 1
Computer Use: Linux 2
Computer Use: UNIX 1
Drive: Car 1
Endurance 2
First Aid 1
Language: Hieroglyphics 2
Negotiation 2
Occult: Vampire 1
Occult: Werewolf 1
Occult: Folklore 3
Occult: Mysticism 2
Occult: Dragons 1
Sciences: Math 2
Sciences: Astronomy 1
Sciences: Psychology 1
Security: Electrical Systems 1
Survival: Woodland 1

WILL: 0

FEAR: 1

Lifestyle Paths:

High School Educator 1
High School Educator 2
High School Educator 3

1st Career:

Retail Worker 1

Background: Growing up, Jon did not have many friends. He spent his time reading, going to the library and then when he was old enough, watching late night sci-fi movies. At 15, things took a turn for the weird. While walking home from the library one night, Jon came across three men arguing. He made his way to a point where he could hear without being seen. Two of the men were dressed in all black and were apparently trying to convince, rather strongly, the third man to forget what he had seen. The man just kept saying that someone has to be told, someone has to warn everyone. He then went on to talk about some kind of brotherhood, a lodge and something about shambla. Whatever it was it was worth killing for. The two men killed him when their attempts at persuasion failed.

He remembered reading about shambala somewhere. When he got home, Jon started going through every book he owned. It took him several months to find it, but was the day when his whole world changed. Jon could not believe it, the world of the occult that he grew up reading about as fiction seemed to now be laid out before him as fact. Surely, they would not have killed that man unless what he spoke about was true?

Since then, Jon has spent his time researching everything he could, from werewolves to UFOs. He tried college, but his research interfered with it and he was forced to withdraw. This also provided Jon with a means to pay for the books he needed for his research. His personal library has grown over the years and has become one of the largest in the area.

Ester Gershtel

Attributes

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

General Information

Age	23
Sex	Female
Weight	145 lbs
Height	5'7"
Hair Color	Black
Eye Color	Green
Ethnicity	Jewish
Nationality	American
Religion	Cabbala
Archetype	Questing
Magickal Theory	Cabalistic
Affiliations	None
Occupation	Photogrphaher



Gifts

Obstacles

Tangibles

Bookworm – P	Obese – S	Contact x2
Superstitious - P	FEAR (Being Photoed) – S	Spell
	Allergy (Garlic) – P	Equipment
	Low Self Esteem – S	Books
Permanent – Increased Will		

Background: Born in Israel, Ester watched all of her brothers train to be rabbis, like their father and his father before them. Unfortunately for Ester she was born into a traditionalist family, one where women were not allowed into religious service. Ester felt like half a person, still her father's daughter but not his son. Every chance she could she observe secretly her brothers training and read their books when they weren't around. But it wasn't the same, it felt wrong. Ester moved to the US when she was 10 after her father took a job in New York. This gave Ester an opportunity she would never have had back in her home country. Access to huge public libraries and well stock bookstores gave her access to all of the ancient knowledge of her people. This time she wasn't spying, this time it felt right.

During high school, Ester joined the Yearbook staff as a photographer. She wanted to keep any photos of her out; she felt as the photographer she could control what photos were available. For four years, she was never in any of her schools yearbooks. However, she learned that she was actually quite good at photographing others. So after high school she became an apprentice to a local photographer. For the most part she spent the better part of two years being a glorified secretary/laborer. Getting coffee and setting up the cameras was about all she did.

Having had enough of that, she has spread her wings and started to freelance her services. Right now she mainly does barmitzva, birthdays and the occasional wedding, but it's a start. Her job has allowed her to continue her studies of Ancient Jewish mysticism. She has met some rather amazing people who have offered her a unique insight into her studies. She has begun to contemplate contact a number of organizations in New York to try and further her understanding.

Hebrew is her native tongue.

Skills

Academics: Ancient History 1
Academics: Literature 2
Academics: History 2
Academics: Philosophy 1
Academics: Geography 2
Academics: Foreign Cultures 1
Arts: Drawing 2
Arts: Photography 3
Career: Restaurant 2
Career: Photography 2
Computer Use: Windows 3
Computer Use: Macintosh 2
Drive: Car 1
Endurance 2
First Aid 1
Language: English 2
Language: Enochian 1
Negotiation 1
Occult: Mysticism 3
Sciences: Math 2
Sciences: Chemistry 1
Sciences: Astronomy 2
Video Systems: Digital 2
Visualization Magick:
 Hermetic Magick 2

WILL: 4

FEAR: 1

Lifestyle Paths:

Restaurant Chef 1
 Restaurant Chef 2
 Restaurant Chef 3

1st Career:

Photographer 1

Alex Turner

Attributes

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

General Information

Age	22
Sex	Male
Weight	180 lbs
Height	6'2"
Hair Color	Black
Eye Color	Blue
Ethnicity	Caucasian
Nationality	French
Religion	Atheist
Archetype	Questing
Magickal Theory	Daydreamer
Affiliations	None
Occupation	Artist



Skills

Academics: Literature 1
Academics: History 3
Academics: Philosophy 3
Academics: Geography 3
Academics: Government 2
Academics: Sociology 1
Arts: Painting 3
Arts: Drawing 3
Arts: Poetry 1
Arts: Sculpture 2
Career: Corporate Management 2
Computer Use: Macintosh 1
Debate: Classical 1
Etiquette: Corporate 2
Expression: Poetry 1
Firearms: Pistols 1
Instruction 1
Language: Italian 1
Language: Latin 1
Leadership 2
Politics 2
Sciences: Math 3
Sciences: Chemistry 3
Sciences: Psychology 2

WILL: 0

FEAR: 1

Lifestyle Paths:

Corporate Management 1
 Corporate Management 2
 Corporate Management 3

1st Career:

College BA

Gifts	Obstacles	Tangibles
Trim - P	Obsessive (His Art) - S	Vehicle
Confidence - P	Fear (Failure) - S	Money
Permanent - Alertness		

Background: A painter since the age of 12, Alex has yet to be so satisfied with his art that he would stop questioning, exploring, and experimenting. Luckily for Alex, he grew up in a well-to-do household. Whatever Alex wanted he was able to get. Due to his father's contacts, Alex was able to meet some of the most prolific artist of the modern times. They help guide and shape him, acting as mentors for periods of time. By the time he went to college, he knew almost more than his teachers.

Subsequently, his work exhibits a variety of disciplines, from traditional painting to sculpting to book making. He has been a printmaker, a sculptor, a painter, and even a masochist. Alex's media includes graphite, ink, acrylics, and oils. Alex's pieces also utilize materials as diverse as canvas, woods and metals.

He received his B.F.A. from the Yale University School of Fine Arts. That same year, he won the Alice Kimball English Traveling Scholarship and used it to study abroad in France and Italy. That year was spent more on people than on painting. Alex felt that the essence of art was storytelling. Without the story there would be no art. That year, he traveled throughout the Mediterranean and listened to the stories both old and young. Alex has even considered writing a book about his journey, but leans more towards telling the story through his art.

Dawn Stewart

Attributes

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

General Information

Age	22
Sex	Female
Weight	110 lbs
Height	5'4"
Hair Color	Brown
Eye Color	Blue
Ethnicity	Caucasian
Nationality	Canadian
Religion	Agnostic
Archetype	Nurturer
Magickal Theory	God/Goddess
Affiliations	None
Occupation	Journalist



Gifts	Obstacles	Tangibles
Self Sufficient – P	Refuses Help - S	Magickal Event
Confidence – P	Fear (Nighttime) - S	Contact
Ambitious – S	Can not let go – P	Ally
Experience – P	Guilt - S	
	No Emotions - P	
Permanent – Superstitious		

Background: Dawn remembers, as a little girl, how she would tang-a-long with her dad sometimes while he worked at the Sheriff's Department. He would let her play with the computers and radios, and sometimes would pretend to lock her up. She loved those times with her father. But all of that changed one night when she was 13. A "routine" traffic stop was everything but that. Oddly, though she could have sworn that her father came into her room that night and tucked her in. But he died while she slept.

As she grew up, Dawn became convinced that her father did visit her that night. She believes it, regardless if anyone else does. She found she was not alone. There were others who reported having the same or similar experiences. She began to visit all of the local "haunted" areas, read any book she could get her hands on about ghosts, and watched all the documentaries that came on TV. The psychologist kept telling her mother, that that was how she was dealing with the loss of her father. Eventually they said she would grow out of it and grieve.

They were wrong. Dawn has committed her self to discovering the truth about ghosts (and other things she has learned about along her journey). She studied journalism in school, Investigative Journalism was her specialty. In her spare time she uses the newspapers resources to track down other people with similar experiences and she investigates every such event that comes across the news desk. Someday she will find the truth.

Skills

Academics: Literature 2
Academics: Anthropology 1
Academics: History 2
Academics: Philosophy 2
Arts: Photography 1
Arts: Video 1
Career: Law Enforcement 2
Comm. Systems: CB 1
Computer Use: Windows 2
Computer Use: UNIX 1
Debate: Classical 1
Drive: Car 1
Endurance 2
Firearms: Pistols 1
First Aid 1
Instruction 1
Interrogation 1
Language: Spanish 1
Lock Pick: Mechanical 1
Martial Arts: Tae Kwon Do 2
Occult: Folklore 1
Occult: Ghosts 2
Sciences: Biology 1
Sciences: Math 3
Sciences: Chemistry 1
Sciences: Geology 1
Sciences: Psychology 2
Security: Electrical Systems 1
Seduction 1
Sleight of Hand 1
Streetwise: Urban 1
Video Systems: Analog 1
Video Systems: Digital 1

WILL: 2

FEAR: 1

Lifestyle Paths:

Law Enforcement 1
 Law Enforcement 2
 Law Enforcement 3

1st Career:

College BA

Randy Gordon

Attributes

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

General Information

Age	23
Sex	Male
Weight	175 lbs
Height	5'8"
Hair Color	Brown
Eye Color	Blue
Ethnicity	Caucasian
Nationality	English
Religion	Ancient Egyptian
Archetype	Questing
Magickal Theory	Egyptian
Affiliations	None
Occupation	Archaeologist



Skills

Academics: Literature 1
Academics: Anthropology 3
Academics: History 4
Academics: Philosophy 1
Academics: Geography 1
Academics: Government 3
Academics: Sociology 1
Academics: Foreign Cultures 2
Arts: Drawing 2
Bureaucracy 1
Career: Government 2
Climb 1
Computer Use: Macintosh 1
Crafts: Carving 1
Debate: Classical 1
Engineering: Mechanical 1
Etiquette: Political 2
Firearms: Pistols 1
Instruction 1
Language: Sumerian 1
Language: Russian 1
Language: German 1
Language: Latin 1
Language: Hieroglyphics 2
Leadership 2
Linguistics: Dialect 1
Politics 2
Sciences: Biology 1
Sciences: Math 2
Sciences: Chemistry 1
Sciences: Astronomy 1
Sciences: Geology 1
Sciences: Meteorology 1

WILL: 0

FEAR: 1

Lifestyle Paths:

Government 1
 Government 2
 Government 3

1st Career:

College BA

Gifts

Obstacles

Tangibles

Tough (Physical) – P	Ailment (Asthma) - S	Magickal Event
Night Vision – P	Light Sensitive - S	Mentor
Willpower – S	Temptation (Artifacts) - P	Contacts
		Money x3
		Enemy
Permanent - Academic		

Background: As a kid, Randy saw the movie that changed his life. He even got hold of a whip and leather hat. Although he was never able to use the whip correctly, he never lost the taste for adventure. He began reading everything he could about ancient cultures; their ways of life, their people, their stories. He knew exactly what he wanted to be when he grew up.

It was no surprise that after high school, Randy enrolled in college as an Archeology Major. He took every course they offered and volunteered for every field exercise. He soon became the "pet" pupil of the Head of the Department, Dr. William Reiner. Dr. Reiner took Randy under his wing and made him his fulltime assistant. Part of his responsibilities was to travel with Dr. Reiner during any of his digs and assist him with researching all of the finds. Randy even took a year off, to travel to Egypt for what was supposed to be Dr. Reiner's greatest discovery.

During the excavation, they found a hidden chamber. But this was unlike any other chamber ever found. There were no hieroglyphics and the markings that were there appeared much older than any other known writings. Randy and the professor spent weeks trying find a way into the chamber without causing any damage. It was Randy who finally found the way in. In his spare time, Randy was reading a book on the search for Atlantis. It was something he read in the book that gave him the idea that led to the opening of the chamber.

For as long as Randy will live he will not forget what he saw in that chamber. Once open he and Dr. Reiner were the only two to enter. As they made their way in, they came face to face with a man. The man was wearing period clothing of the first dynasty Egypt and began speaking in a tongue unfamiliar to either of them. The shock of this, unfortunately too much for the professor to handle and he had a heart attack. Randy left to get help, but when he returned both the chamber and the professor were gone as if vanished. The "official" story involves desert bandits and Randy refuse to speak of that night. But his fire burns every brighter now.

Angela “Morningdove” Bennett

Attributes

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

General Information

Age	21
Sex	Female
Weight	110 lbs
Height	5' 3"
Hair Color	Black
Eye Color	Brown
Ethnicity	Caucasian
Nationality	Irish
Religion	Seax-Wicca
Archetype	Protector
Magickal Theory	God/Goddess
Affiliations	The Church of All Worlds
Occupation	Priestess



Gifts

Obstacles

Tangibles

Good Listener - S	Introvert – P	Money x3
Wiccan Ritual – P	Increased Will - S	Debt
Alternate Identity – P	Paranoid - S	Contact
Self Sacrificing - P		Spell
Permanent – Increased Will		

Background: Angela’s path has continually changed along with her. She began practicing Magick at the age of 12, and at 14 dedicated herself to the path of Wicca. Over the years Angela has explored other faiths, learned about most of the major world religions, and quibbled, questioned, wandered and come back to my roots. She now finds herself very happy with my spirituality.

As a young teen, Angela began her search for truth and fulfillment through spirituality. She could only access books to teach herself (and a precious few at that!) The words of many pagan and Wiccan authors encouraged and educated her; even though she had no mentors at the time. Angela developed her intuition and adopted those practices that were suited to her needs and ethics, eventually gravitating towards the Goddess to affirm and enliven her womanhood.

During high school she remained reclusive, keeping her religious choice a secret lest she become a pariah. However, in college she soon found others who shared her feelings and she was no longer afraid to share them. Angela was now able to put into practice all of her knowledge and skills. She has studied many paths now, Shamanism, Druidism, Cabbala, Celtic, but it Wicca is what hold her interest the most. It is the one that feels right for her.

During her final year of college, she began attending The Church of All Worlds. After 6 months of lay membership, she began training to become the local Priestess. It only took another 6 months before she achieved her goal. Now she is performing those duties full time until she decides what to do for a living; not that she is actively searching, she is very happy where she is at.

Skills

Academics: Literature 1
Academics: Anthropology 2
Academics: History 2
Academics: Philosophy 1
Academics: Geography 3
Academics: Sociology 1
Academics: Foreign Cultures 1
Animal Handling: Mammal 1
Arts: Dance 1
Arts: Music 1
Career: Medical 2
Computer Use: Windows 1
Crafts: Leatherwork 1
Debate: Classical 2
Etiquette: Medical 2
Expression: Poetry 1
First Aid 3
Instruction 1
Language: French 1
Language: Latin 1
Leadership 1
Medical 1
Medicine 2
Meditation 1
Negotiation 2
Occult: Folklore 1
Politics 1
Sciences: Biology 2
Sciences: Math 2
Sciences: Chemistry 3
Sciences: Astronomy 1
Sciences: Psychology 2
Sciences: Meteorology 2
Visualization Magick: Divination 1
Visualization Magick: Wiccan Magick 2

WILL: 4

FEAR: 1

Lifestyle Paths:

Doctor 1

Doctor 2

Doctor 3

1st Career:

College BA

Abhi “Abby” Basanko

Attributes

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

General Information

Age	20
Sex	Female
Weight	145 lbs
Height	5’11”
Hair Color	Black
Eye Color	Black
Ethnicity	Gypsy
Nationality	None
Religion	Rom
Archetype	Hedonist
Magickal Theory	God/Goddess
Affiliations	None
Occupation	Independent



Skills

Appraisal: Jewelry 1
Arts: Dance 2
Crafts: Sewing 1
Combat Skills: Dodge 1
Combat Skills: Mechanical Traps 1
Etiquette: Street 1
Expression: Poetry 1
Forgery 2
Herbalism 2
Melee: Dagger/Knife 1
Navigation: Star 1
Occult: Fey 1
Seduction 2
Sleight of Hand 2
Stealth 2
Streetwise: Rural 1
Streetwise: Urban 2
Survival: Urban 2
Survival: Woodland 1
Visualization Magick:
 Divination (Tarot) 2

WILL: 3

FEAR: 1

Lifestyle Paths:

Nomad 1
 Nomad 2
 Nomad 3

1st Career:

Independent

Gifts	Obstacles	Tangibles
Increased WILL – P	Clairsentient – S	Poverty x2
Fast Healer – S	Impulsive - P	Contacts
Common Sense – P	Cautious - S	Favor
Lucky – P	Companion is Unlucky - S	
Permanent – Combat Sense		

Background: Abby’s parents worked in a traveling road show. She never had any roots. She does not even know which town or country she was born in. Technically she has no papers for any country. Those times she was not with the show, her parents had taken to traveling with other Rom. She had never been to school but has learned much while being on the road.

Abby is free from stress and inhibitions. She is a true hedonist in all aspects of the word. Whatever she wants to do, she does it; whenever she gets tired of a place, she leaves it. What she lacks in formal education she makes up for with life. She wouldn’t trade it with anyone right now.

Even though now she enjoys her life, it wasn’t always this easy. She had to learn the hard way that others on this path are not as carefree as she is. When Abby was 13 she witnessed her first murder. It was young man whom had come to see the show. He was flashing too much money and several of the other carnies decided to liberate it from him. Abby learned that her “charms” were mostly a blessing, but could also be a curse. She had to defend herself numerous times from drunks and thieves who wished to taste her pleasures.

With all the crime and violence she had witnessed in her life, it is amazing the Abby has been able to protect herself from it. She does not let it define her nor control her or her emotions. She just wants to have a good time and if other people have a good time too, then it is that much more enjoyable.

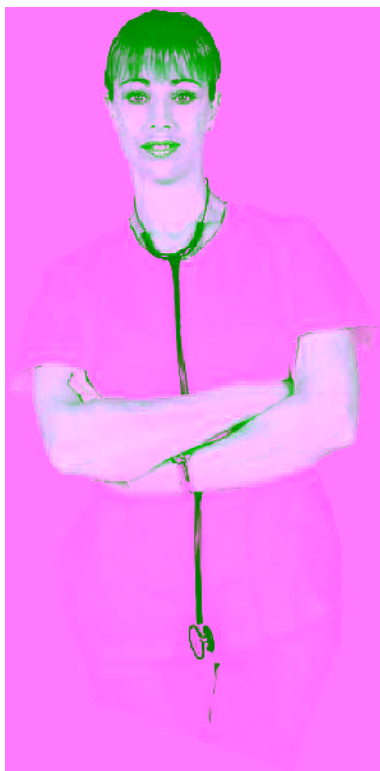
Maria Rousseau

Attributes

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

General Information

Age	23
Sex	Female
Weight	140 lbs
Height	5'9"
Hair Color	Brown
Eye Color	Green
Ethnicity	Creole
Nationality	French
Religion	Wicca
Archetype	Nurturer
Magickal Theory	Faith
Affiliations	None
Occupation	Student



Gifts

Resistance (Alcohol) - P	Allergy (Penicillin) - S	Contact x2
Honest - P	Honest - S	Debt x2
Confidence - P	Fear (Alone) - S	Money x2
Fast Healer - S	Impulsive - P	
	No Emotions - P	
Permanent - Magickal Event		

Background: Being born into wealth has its advantages. But it also has its hardships. To make money is hard but to keep money is even harder. That meant that mommy and daddy had little time for Maria. Off to Switzerland and a home without a family. Even though there were hundreds of other kids at the Boarding School, Maria felt alone. Her parents did not see it as abandoning Maria; they saw it as providing for her future. She did not see it that way, but she made the best of the situation.

When school was not in session, Maria stayed with her grandmother in Louisiana. Her grandmother was a Traiteur, or healer. It was there that Maria developed her sense of duty to help people. Whenever she could she would assist her grandmother with her patients. It was here she learned that good bedside manners go further than most medicines. While Maria was away for her senior year, her grandmother passed away. After funeral, Maria vowed to use what her grandmother had taught her to continue her work.

To help her studies in college, Maria became an EMT for the local paramedic service. She uses this to not only help others, but to further her understanding and experience. When not there, she can be found at the community nursing home as a volunteer helping with the elderly.

Maria is trying to combine what her grandmother taught her with what she is learning in college. She has not made up her mind about whether to become a licensed physician, with all its rules and regulations or simply take over her grandmothers "family" practice, free to treat people as she sees fit. But whatever the case she will be helping those who need it.

Skills

Academics: Literature 3
Academics: History 3
Academics: Philosophy 2
Academics: Geography 3
Academics: Sociology 1
Academics: Foreign Cultures 1
Academics: Economics 1
Arts: Music 1
Athletics: Swimming 1
Computer Use: Windows 1
Debate: Classical 1
Endurance 2
Etiquette: Corporate 1
First Aid 1
Herbalism 1
Language: French 1
Language: Italian 1
Language: Latin 1
Medical 2
Medicine 3
Occult: Mysticism 1
Ride: Horse 1
Sciences: Biology 3
Sciences: Math 3
Sciences: Chemistry 3
Sciences: Psychology 1
Scrounge 1
Surgery 1

WILL: 0

FEAR: 1

Lifestyle Paths:

Boarding School 1
 Boarding School 2
 Boarding School 3

1st Career:

Pre-Med Degree

New Lifestyle Paths

Lower Lifestyle: Nomad

Nomad 1; Age 0-12

Starting Skills:

Electives 8

Nomad 2; Age 13-15

Starting Skills:

Electives 8

Nomad 3; Age 16-18

Starting Skills:

Electives 8

Lifestyle Bonus: Streetwise: Urban +2
(Can raise skill over 3)

Lifestyle Hindrance: Poverty

Middle Lifestyle: Law Enforcement

Law Enforcement 1; Age 0-12

Starting Skills:

Endurance 1

Computer Use (Choose) 1

First Aid 1

* Electives 7

Law Enforcement 2; Age 13-15

Starting Skills:

Academics: Literature 1

Academics: History 1

Endurance 1

Computer Use (Choose) 1

Science (Choose) 1

Language (Choose) 1

Electives 4

Law Enforcement 3; Age 16-18

Starting Skills:

Science: Math 1

Martial Arts (Choose) 2

Computer Use (Choose) 1

Science (Choose) 1

Drive: Car 1

Career: Law Enforcement 2

Electives 2

Lifestyle Bonus: Contacts, Ally

Lifestyle Hindrance: No Emotions
(same as Primary effects)

Upper Lifestyle: Boarding School

Boarding School 1; Age 0-12

Starting Skills:

Academics: History 1

Academics: Literature 1

Academics: Geography 1

Science: Math 1

Endurance 1

Arts: Music 1

Language (Choose) 1

Ride (Choose) 1

Computer Use: Windows 1

Elective 1

Boarding School 2; Age 13-15

Starting Skills:

Academics: History 1

Academics: Literature 1

Academics: Geography 1

Science: Math 1

Language (Choose) 1

Endurance 1

Etiquette (Choose) 1

Debate: Classical 1

Elective 2

Boarding School 3; Age 16-18

Starting Skills:

Academics: History 1

Academics: Literature 1

Academics: Geography 1

Academics: Philosophy 1

Science: Math 1

Science: Biology 1

Science: Chemistry 1

Language (Choose) 1

Athletics (Choose) 1

Elective 1

Lifestyle Bonus: Contact, Money x2

Lifestyle Hindrance: Choose No Emotions or
Arrogant (same as Primary effects)

New Careers

Career: Artist

Job Description: Artists produce images that paint a picture, tell a story, evoke emotions, and create thoughts. Artists work in many mediums, some will choose a preferred method, but most will dabble in many forms. Some artists work for others by creating commissioned works, or works with specific guidelines and rules. Other artists work as pure creators of imagination, creating art for arts sake.

Starting Skills:

Arts (Choose) 2
Arts (Choose) 2
Craft (Choose) 1
Expression (Choose) 1
Career: Artist 2
Elective 2

Career Bonus: Contact

Career Hindrance: Debt

Requirements: Arts (any) 2

Career: Archaeologist

Job Description: Archaeologists in the US have a variety of job possibilities including museum work and curating, teaching, contract archaeology, or owner of your own firm. The normal work day can vary depending on the job you take, but many things are the same. A university professor may spend the day lecturing, analyzing artifacts in the lab, going to meetings, supervising students, writing up field work reports, or excavating. A museum director could very well spend the day doing the same things as the professor or have a public speaking detail to handle, develop and design new exhibits. As a person working for a contract firm you could spend the day writing up a report, analyzing artifacts, excavating a site or walking endless miles as part of a field survey crew locating archaeological sites.

Starting Skills:

Academics: Archaeology 2
Academics: Anthropology 1
Academics: History 1
Appraisal: Antiques 1
Ride (Choose) 1
Science: Chemistry 1
Career: Archaeologist 2
Electives 1

Career Bonus: Contact

Career Hindrance: Enemy

Requirements: Academics: History 3, Academics: Cultures 2

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.

Sceptics - Starting Skills:

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

Believer - Starting Skills:

Academics: Philosophy 2
Occult (Choose) 2
Occult (Choose) 1
Debate (Choose) 1
Career: Researcher 2
Electives 2

Career Bonus: Contact

Career Hindrance: Haunted

Requirements: Occult (any) 2

Career: Traiteur

Job Description: Traiteurs are a mix between Faith Healers and Doctors. They combine both modern and old folk remedies with faith and prayer to heal the sick and injured. Once only found in Cajun backwoods, traiteurs have moved into the city and blended with their new environments. They have even begun to incorporate other healing techniques into their regiment.

Starting Skills:

Herbalism 1
First Aid 2
Medicine 1
Career: Traiteur 2
Streetwise: Rural 2
Electives 2

Career Bonus: Good Listener

Career Hindrance: Clairsentient

Requirements: First Aid 1, Charisma D12 or higher

Career: Independent

Job Description: This is not a job. This is the career to choose when you do not have a job. This could represent any number of in-between positions, including temp work, Traveler, hobo, street person, welfare recipient, etc. Due to the lack of funds, there are fewer opportunities to improve your skills during this period.

Skills:

Electives 8

Career Bonus: Contacts

Career Hindrance: Poverty

Requirements: None

Can not but Academics, Engineering or Sciences

** Must buy at least 3 Academics, Engineering or Sciences*

New Gifts/Obstacles

Athletic (Gift)

Primary - The Character raises both their Strength and Dexterity by +2 Die Code.

Secondary - The Character raises either their Strength or their Dexterity by +1 Die Code.

Gifted (Gift)

Primary - The Character raises their Intelligence by +2 Die Code and picks a skill they possess (Academic, Science, Engineering or Arts). This skill is always at a +2 Step Bonus.

Secondary - The Character raises their Intelligence by +2 Die Code.

Musician (Gift)

Primary - The character gains Arts: Music +2, Expression: Musical +2 and Equipment (must buy musical equipment).

Secondary - The character gains Arts: Music +2.

Slow (Obstacle)

Primary - The Character lowers their Intelligence by -2 Die Code and picks one skill they possess (Academic, Science, Engineering or Arts). This skill is always at a -2 Step Penalty.

Secondary - The Character lowers their Intelligence by -1 Die Code

Emotion Disability (Obstacle)

Primary - This is a role-playing obstacle. The character has a hard time understanding and dealing with emotions. These problems exist in their emotions, as well as, dealing with the emotions of others. This can be accomplished also by applying a -2 Step Penalty when using any Charisma based roll when dealing with emotions.

Secondary - This is a role-playing obstacle. Same as primary, except apply only a -1 Step Penalty (if using the penalty instead of role-play)

Unfocused (Obstacle)

Primary - The Character lowers their Perception by -1 Die Code and any action which requires multiple turns to complete are at a -2 Step Penalty.

Secondary - The Character lowers their Perception by -1 Die Code.

Oppositions

Gifts	Obstacles
Athletic	Slow
Gifted	Emotional Disability
Musician	Unfocused

New Tangibles

Pet

The Character gains a pet. The first time the character is awarded this, the pet must be a common type of pet (i.e.; dog, cat, snake, etc.). The second time the character is awarded this, they may choose more exotic types of pets (i.e.; monkey, hawk, alligator, etc.)

Antique

The character has come across an antique of some type. They could have found it at a roadside shop or inherited it from a relative. The antique can be something useful or valuable to the character; such as a painting or an old sword.

New Magickal Theory

Mentalist - Mentalist believe that existence is in the mind of the observer. Pain and suffering can be overcome; pleasure and happiness can be created. All one has to do is mentally control the situation. But beyond that, everything in existence is a projection of the mind. Forms and colors do not really exist; they are formed in the mind so our consciousness can deal with them. WILL Limit = 7.

New Archetypes

Apathetic - This person does not care about anything or anybody.

Hedonist - Pure pleasure and only pleasure is what this person seeks.

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