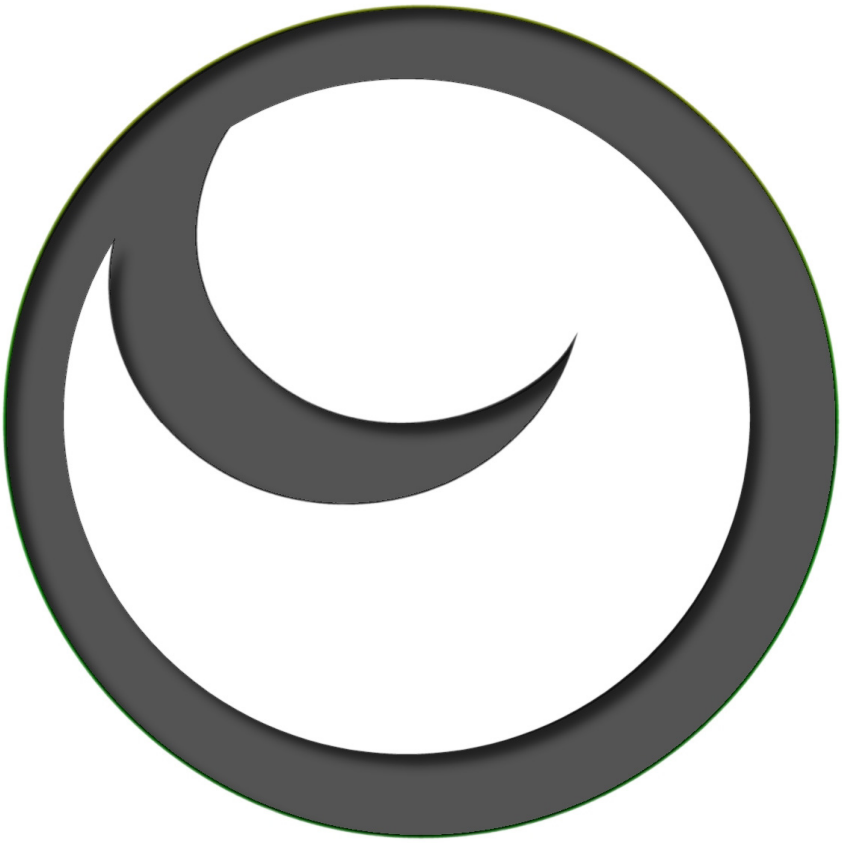
The SWING



Neutral Character Templates

GAMES 93 STUDIO

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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.

Hans Coleman

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

General Information	
Age	22
Sex	Male
Weight	230 lbs
Height	6'1"
Hair Color	Brown
Eye Color	Brown
Ethnicity	Caucasian
Nationality	Dutch
Religion	Catholic
Archetype	Driven
Magickal Theory	Faith
Affiliations	US Army
Occupation	Soldier

Gifts	Obstacles	Tangibles
Tough (Psychological) – S	No Emotions – P	Equipment
Secret Past (Skinhead) – S	Guilt – P	
Tough (Physical) – P	Can not let go – S	
Permanent – Brave		

Background: Hans was born in Eindhoven, Holland. He grew up in the shadow of Market Garden and post German occupation, even though it happened more than 30 years ago. All his parents, grandparents and their friends would talk about was Nazi tyranny and the sacrifices they made.

During his teenage years he began to rebel against his family as do most teenagers. He listened to punk music, wore punk clothes and got into more than his fair share of trouble. He was disgusted by the stories he heard over and over again, so much so that he even began to idealize that which his grandparents fought against. It wasn't longer before he was sporting a skinhead look and reading Mein Kampf.

However, right before his freshman year of high school, his grandfather pasted away. He had left Hans his Cross of Merit medal (This cross was created on 20 February 1941 to recognize meritorious service in connection with enemy action. Recipients included military personnel, civilians and foreigners and subsequent awards were indicated by a numeral on the ribbon.). This marked the turning point in Hans' life. The day after the funeral, he burned everything "punk" and "nazi". However, it wasn't easy; Hans needed an outlet for his feelings. He turned to working out, it let him clear his mind and release all of his pent up emotions. It wasn't long before he became a social pillar; becoming a class leader, community service and civic duties helped to fill out his time.

When it came time to decide what he wanted to do with his life, he felt it was only right to follow in his fathers footsteps, just like his grandfather and so on. However, he felt it right to honor his grandfather and repay the debt that his generation felt they owed to the Allies across the sea. He signed up with the US Army the day after his 18th birthday. He hopes that one day he will repay his grandfathers debt.

Skills

Academics: Geography 1
Academics: Government 1
Academics: History 3
Athletics: Soccer 1
Bureaucracy 1
Career: Army Enlisted 3
Combat Skills: Dodge 1
Combat Skills: Explosive Traps 1
Comm. Systems: Military Radios 1
Computer Use: UNIX 1
Demolitions: C4 1
Demolitions: Mines 1
Demolitions: TNT 1
Drive: Car 1
Endurance 2
Firearms: Assault Rifle 2
Firearms: Pistols 1
Firearms: Rifles 1
First Aid 2
Heavy Weapons: Machine Guns 1
Hobby: TV Trivia 1
Intimidation: Physical 1
Language: Russian 1
Martial Arts: Tae Kwon Do 2
Navigation: Compass 1
Ride: Horse 1
Sciences: Biology 1
Sciences: Geology 1
Sciences: Math 3
Security: Electrical Systems 1
Stealth 1
Streetwise: Urban 1
Survival: Desert 1
Survival: Woodland 1
Swim 1
Track: Woodland 1

WILL: 0
FEAR: 3

Lifestyle Paths:
Military Enlisted

1st Career:
US Army Enlisted

Shane Landry

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

General Information	
Age	22
Sex	Male
Weight	185lbs
Height	5'11"
Hair Color	Black
Eye Color	Brown
Ethnicity	African American
Nationality	American
Religion	Baptist
Archetype	Protector
Magickal Theory	Faith
Affiliations	NRA
Occupation	Deputy Sheriff

Gifts	Obstacles	Tangibles
Alertness – P	Allergy (Pollen) - S	Contacts x2
Good Listener - S	Honest – P	Ally
	No Emotions - P	Vehicle
	Cautious - P	Weapon
Permanent – Confident		

Background: The law is in Shane's blood, it has been since before he was born. Shane is the son of a sheriff, the grandson of a US Marshal and the great grandson of a Texas Ranger. So naturally, Shane was groomed to follow in his forbearers footsteps. This never bothered Shane; it wasn't a burden or a chore, it was simply a way of life to him. Everyone knew it too.

During high school, Shane worked at the county jail; first doing odds and ends, then as an assistant jailer. The only people who had problems with it were his friends. Most of them expected favors; especially after 1 to many drinks after the Friday night football game. But Shane would have none of that. It's not that he saw his job as some sort of "judge, jury and executioner"; it's just that he figured it would do them more good to deal with their action than to cover it up. Even now people are coming up to him and thanking for not helping them out; if he had they felt as if they would have crashed and burned long ago.

The day after graduation, Sheriff O'Donnell (who took office after Shane's daddy retired) hired him as a Deputy Sheriff. Since then, Shane sees his job more of the "Andy Taylor" type rather than the "shot first" type. Many times you can catch him helping Mr. Woodson unloading his truck or bringing the newspaper to Mrs. Cain. He definitely sees his job as both to protect and serve.

People have gotten so used to him and his family, that most have been asking when he plans to run for sheriff. Shane enjoys the pace and the people of his job and has not made up his mind whether to stay on or move up to maybe state or federal law enforcements.

Skills

Academics: Geography 1
Academics: Government 1
Academics: History 2
Academics: Literature 2
Academics: Mythology 1
Bureaucracy 1
Career: Law Enforcement 3
Comm. Systems: CB 1
Computer Use: UNIX 2
Computer Use: Windows 2
Crafts: Sewing 1
Debate: Classical 1
Drive: Car 2
Endurance 2
Firearms: Pistols 2
Firearms: Shotguns 1
First Aid 1
Intimidation: Friendly 1
Language: Spanish 1
Locale Knowledge:
(Home County) 2
Martial Arts:
American Kenpo Karate 2
Negotiation 1
Politics 1
Sciences: Biology 1
Sciences: Chemistry 1
Sciences: Geology 1
Sciences: Math 2
Streetwise: Rural 1
Streetwise: Slums 1
Track: Woodland 1

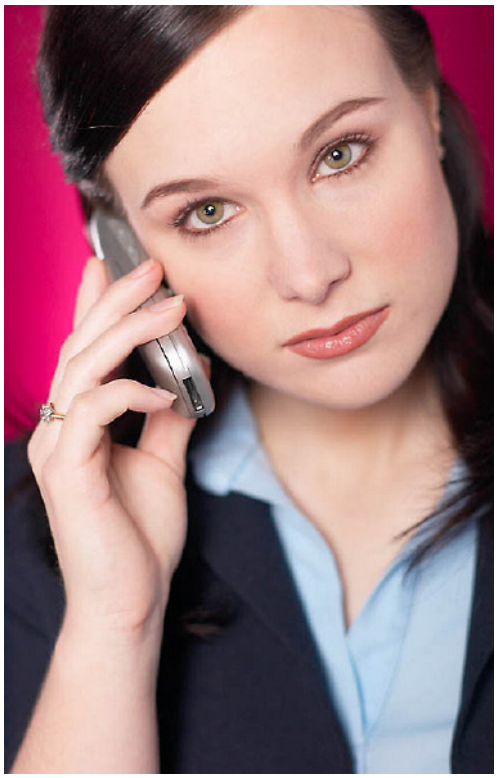
WILL: 0
FEAR: 1

Lifestyle Paths:
Law Enforcement

1st Career:
Local Deputy Sheriff

Rebecca Reece

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



General Information	
Age	23
Sex	Female
Weight	125lbs
Height	5'8"
Hair Color	Brown
Eye Color	Brown
Ethnicity	Caucasian
Nationality	American
Religion	Agnostic
Archetype	Pioneer
Magickal Theory	Scientist
Affiliations	None
Occupation	Technician

Gifts	Obstacles	Tangibles
Common Sense – P	Cautious - S	Equipment x2
Cultured - S	Arrogant - P	False Contact
Heightened Attribute (Intelligence) – P	Addiction (Coffee) - S	Debt
Permanent – Attractive		

Background: Everyone always commented on how pretty Rebecca was. Everyone figured she'd make a lovely bride, a beautiful housewife or maybe even a supermodel. What they didn't figure was that underneath the beauty was brains too. One of Rebecca's favorite pastimes as a child was to disassemble toys and put them back together again.

This went to new heights when her parents got her a computer. It started with an old Commodore system and went from there. By the time she was in high school, she was fixing, building and designing PC's for her father's store. She even joined the high school junior administrators program, which allowed student to help administer the schools network.

Her only problem was her looks. Some people might be held back by their lack of any, but Rebecca was being held back because she looked to damn good. Everyone was always tripping over themselves to help her and no one would let her do things on her own. It didn't help matters that she also used her looks. She was both homecoming and prom queen her senior year. She also won several local beauty pageants.

She stopped all the normal girl stuff though after high school. She enrolled in the local Community College's Associates degree program for technology. She graduated the head of her class and was offered positions with several major firms. She took the one that looked the best. Unfortunately she began to be treated just like in high school again. All of the other geeks couldn't keep from drooling over her and eventually she had to quite it got so bad.

Rebecca has recently begun to freelance her skills to national companies who need techs in cities with local support personnel. This has allowed her to actually get some work done without the boys getting in her way. However, she has begun to miss some of the attention she used to get from those boys.

Skills

Academics: Geography 2
Academics: History 2
Academics: Literature 3
Academics: Sociology 2
Career: Factory 2
Career: Technician 2
Computer Use: DOS 1
Computer Use: Linux 2
Computer Use: Macintosh 1
Computer Use: Windows 3
Cryptography: Electronic 2
Drive: Car 1
Endurance 2
Engineering: Electrical 2
Etiquette: Corporate 1
Etiquette: Internet 1
First Aid 1
Language: French 1
Language: Japanese 1
Sciences: Astronomy 1
Sciences: Math 3
Sciences: Physics 3
Security: Electrical Systems 1
Security: Social 1
Streetwise: Internet 2
Technician: Network Servers 1
Technician: Personal Computers 2
Video Systems: Analog 1
Video Systems: Digital 1

WILL: 0
FEAR: 1

Lifestyle Paths:
Retail Management

1st Career:
AAS - Technician

Clyde Sutton

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

General Information	
Age	22
Sex	Male
Weight	170lbs
Height	5'9"
Hair Color	Red
Eye Color	Blue
Ethnicity	Caucasian
Nationality	Welsh
Religion	Atheist
Archetype	Questing
Magickal Theory	Apathetic
Affiliations	Council for British Archaeology
Occupation	Museum Curator

Gifts	Obstacles	Tangibles
Cultured - P	Can not let go - P	Money x2
Academic – P	Unfocused - S	Contact x2
Permanent – Gifted (Mythology)		

Background: Clyde's father was a world renowned archeologist. At least that is what he tells people. In fact, his father is a little known archeologist whom has never made any real contribution to the world. He never found any lost cities, he never discovered a new species of man nor did he decipher any cryptic scrolls. Still, he performed his duties and did them with pride and retired a happy man.

It was this attitude that imprinted itself unto Clyde at a very early age. He realized that you do not have to be famous or important to be happy. He loved his father and like all good sons wanted to follow in his footsteps. His father only wanted Clyde to be happy and to do whatever makes him so. However, Clyde did not have the physique required for rigorous excavation work. But he loved the myth, the stories and the people of history. By the age of 10 he had read all of his father's books and half of the library's.

By the time he entered college he still had no idea what he was going to do in life, so he simply majored in Humanities. It allowed his continue his passion for history and culture, while leaving room open for something else if it came along. Nothing did.

He graduated Magna Cum Laude but had no job prospects or even an idea of what he wanted to do. Then his father introduced him to head of the Council for British Archaeology who he impressed immediately. The next day he received a phone call from the British Museum offering him a job; assistant curator to be exact. It seemed like the perfect mesh; it was all the academics of archeology without the manual labor. In the three years he's been there, he has been promoted 5 times and is now head of the Greek & Roman Antiquities collection.

Skills

Academics: Anthropology 2
Academics: Economics 1
Academics: Foreign Cultures 2
Academics: Geography 1
Academics: Government 2
Academics: History 3
Academics: Literature 1
Academics: Mythology 5
Academics: Philosophy 1
Academics: Sociology 1
Arts: Drawing 1
Arts: Music 1
Career: Archeology 2
Computer Use: Windows 1
Debate: Classical 1
Endurance 1
Etiquette: Political 2
Instruction 1
Language: Arabic 1
Language: French 1
Language: German 1
Language: Hebrew 1
Language: Latin 1
Language: Sumerian 1
Negotiation 1
Politics 2
Ride: Horse 1
Sciences: Astronomy 2
Sciences: Biology 1
Sciences: Chemistry 1
Sciences: Geology 1
Sciences: Math 2
Sciences: Psychology 1
Security: Electrical Systems 1
Swim 1

WILL: 0
FEAR: 1

Lifestyle Paths:
Archeology

1st Career:
College BA

Lee Harmon

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

General Information	
Age	21
Sex	Male
Weight	190lbs
Height	5'10"
Hair Color	Black
Eye Color	Green
Ethnicity	Caucasian
Nationality	Canadian
Religion	Agnostic
Archetype	Thrill Seeker
Magickal Theory	Daydreamer
Affiliations	None
Occupation	Charter Pilot

Gifts	Obstacles	Tangibles
Alertness – P	Night Blindness - S	Vehicle (Airplane)
Tough (Psychological) – S	Lost Love - P	Debt
	Self Sacrificing - P	Contacts
Permanent – Honest		

Background: Lee's earliest memories were of his father flying him around in his Cessna T210 Ram airplane. His father was well-to-do heart surgeon who would fly from one hospital to the next to perform his operations. Every time he would take Lee with him. Lee looked forward to those "adventures" and spent the time between each one daydreaming about the next.

Even though Lee's father kept him on the road, or in the air to be more precise, he never let him fall behind in his school work. Lee had a tutor who traveled with them everywhere they went. His tutor not only helped him from falling behind, he helped him get ahead. Lee was usually finished with each grade a month or two before the rest of his classmates. He even managed to graduate 6 months early he was so far ahead. This left plenty of time for Lee's favorite pastime.

Lee flew for the first time when he was 12 years old and managed to earn his pilots license at 17. Since then Lee has logged thousands of hours in the air. The only real problem Lee ever had between school and flying was when it came time to pick a college. Lee's father definitely wanted Lee to continue his education and pursue a lofty career; Lee just wanted to pursue a "lofty" career. His father finally capitulated, but Lee was to finance his own life and if he ever needed money it would only be granted for college.

Lee moved to the Pacific Northwest to fly rich sports man into the back woods. Not only was flying great but his destinations left him away from all of the chaos of airports, baggage claims, tourist, etc. Now he gets to fly and relax. Money hasn't been bad either; he usually earns about $1000 per week after paying for fuel and other expenses. So far he has not had to even think about taking his dad up on his offer.

Skills

Academics: Geography 1
Academics: History 2
Academics: Literature 1
Academics: Philosophy 1
Academics: Theology 1
Arts: Drawing 1
Career: Aviation 2
Career: Medical 2
Comm. Systems: Ham Radio 1
Computer Use: Windows 1
Endurance 1
Etiquette: Medical 2
First Aid 3
Language: French 1
Language: Latin 1
Leadership 1
Mechanic: Plane 2
Medical 2
Negotiation 2
Pilot: Airplane 2
Pilot: Helicopter 1
Ride: Horse 1
Sciences: Biology 3
Sciences: Chemistry 3
Sciences: Math 2
Survival: Mountain 1
Survival: Woodland 2
Swim 1

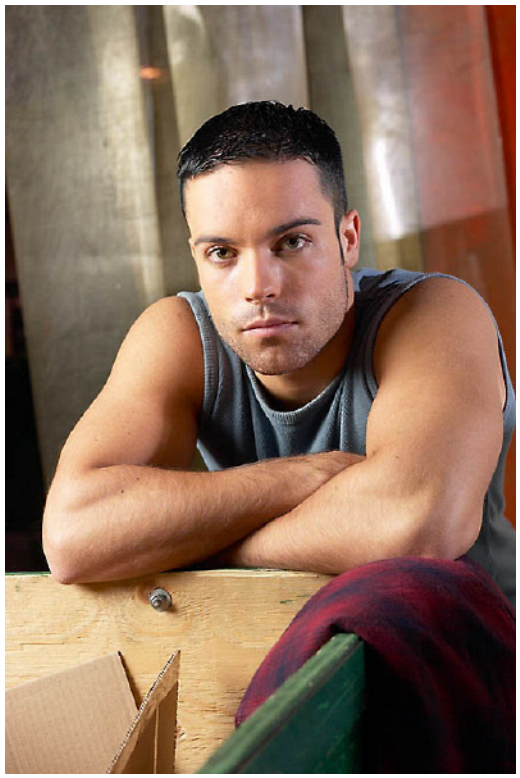
WILL: 0
FEAR: 3

Lifestyle Paths:
Doctor

1st Career:
Charter Pilot

Darnell "Thump" Thompson

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



General Information	
Age	20
Sex	Male
Weight	180lbs
Height	5'9"
Hair Color	Black
Eye Color	Brown
Ethnicity	Caucasian
Nationality	American
Religion	Catholic
Archetype	Self Destructive
Magickal Theory	Chaos
Affiliations	None
Occupation	Bodyguard

Gifts	Obstacles	Tangibles
Alertness – P	Overconfident – S	Contact x2
Bookworm - P		Enemy
Tough (Physical) - P		Poverty
		Rap Sheet
Permanent – Cultured		

Background: Charles Thompson wanted his son to have the life he never had. He made sure that Darnell studied hard, he paid for tutors for school work and even arranged for low income grants to send Darnell overseas a few times to study abroad. Darnell was a straight A student, spoke 5 languages and by the time he graduated he had full scholarship offers from just about every top name university.

All that changed one Saturday night a week after graduation. A bunch of Darnell's buddies picked him up for a night of post graduation partying. That night would be a night Darnell would regret the rest of his life. While out getting more booze, a couple of Darnell's buddies robbed the liquor store at gun point. They came back to the party but unfortunately were followed by the cops. When they stormed the party, one of the robbers stuffed the money in Darnell's jacket.

Everyone was arrested, most for underage drinking, but Darnell took the rap for the armed robbery. However, because of the video tape at the store, officials knew he did not take part in the actual robbery and figured him more for the fall guy than anything. But Darnell would not give up his so called friends. The DA was forced to prosecute but after plea bargaining Darnell was sentenced to 2 years for being an accomplice after that fact.

During high school Darnell spent too much time in the books to develop physically, however, prison would change that. Working out was Darnell's only chance to make it out I none piece. He also made friends and contacts during his period of incarceration. These "friends" set him up with a job after prison; some rapper who used ex-cons for bodyguards. They said he used them to help his "street cred" out. Darnell saw it as a job that might help him put his life back together.

Skills

Academics: Geography 1
Academics: Government 1
Academics: History 2
Academics: Literature 2
Arts: Painting 1
Athletics: Football 1
Brawl 2
Career: Factory 2
Computer Use: Windows 2
Drive: Car 1
Endurance 2
Etiquette: Urban 1
Firearms: Rifles 1
First Aid 1
Hobby: TV Trivia 1
Intimidation: Verbal 1
Language: French 1
Language: German 1
Language: Welsh 1
Language: Russian 1
Language: Spanish 1
Leadership 1
Sciences: Biology 1
Sciences: Chemistry 1
Sciences: Math 2
Sciences: Psychology 1
Security: Personal Protection 1
Stealth 1
Streetwise: Urban 1
Survival: Urban 1
Survival: Woodland 1
Track: Urban 1
Track: Woodland 1

WILL: 0
FEAR: 4

Lifestyle Paths:
Factory Worker

1st Career:
Jail

Wade Larson

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

General Information	
Age	21
Sex	Male
Weight	150lbs
Height	5'6"
Hair Color	Black
Eye Color	Black
Ethnicity	Asian
Nationality	American
Religion	Atheist
Archetype	Materialist
Magickal Theory	Insane
Affiliations	None
Occupation	None

Gifts	Obstacles	Tangibles
People's Pity - S	Clumsy – P	Contacts x2
Balance - S	Drop Things - P	Enemy x2
Common Sense - S	Lack of Social Sense - P	Mentor
Tough (Psychological) - P		
Permanent – Brave		

Background: Wade grew up in a world opposite that where he ended up. Both of his parents taught at a private college. He grew up among other rather wealthy children. He never wanted a day in his life. What caused him to be the way he is is a mystery to everyone. To him though, it was pure boredom. Wade needed something more out of life. His life was one of manners, respect and a certain level of obligations. Wade wanted no part of this.

First things started out small, pocketing small items from the homes of his parents colleagues while at dinner parties. Then it moved on to rummaging through jewelry cabinets while taking a bathroom break. Finally it became outright breaking and entering home of other professors while they were away. All of this before Wade turned 16. Funny thing is Wade usually just gave the stuff away. He had no way of fencing the stolen goods; he just did it for the excitement.

That all changed when his parents kicked him out after graduation. Everyone suspected Wade was behind all of the lost items, but no one dared confront him or his parents. But his parents knew, they saw his changes of behavior, they saw the gifts he was giving away, they heard the rumors. However, they would rather deny the problem than to just fix it.

So at 18 he moved to New York and continued his ways. Wade fell in with a bunch of malcontents bent on petty pleasures. They were all kinds of people in this little group; internet hackers, brute thugs, prostitutes (both male and female), and even one guy boasted of having killed a guy once. All was ok until one day the police raided there little hangout. Luckily for Wade he was on a job when the cops came. When he returned from the job and saw all of the cop cars, he ran and never looked back.

Since then, Wade has hung his hat in man cities, from L.A. to Reno to Fargo. He does not feel comfortable anywhere for too long. He also isn't sure what his "friends" told the cops about him.

Skills

Academics: Economics 1
Academics: Geography 1
Academics: Government 2
Academics: History 2
Academics: Literature 2
Academics: Philosophy 1
Academics: Sociology 1
Appraisal: Gems 1
Appraisal: Jewelry 1
Arts: Drawing 1
Brawl 2
Bureaucracy 1
Career: Education 2
Computer Use: Windows 1
Endurance 1
Etiquette: Street 2
Language: French 1
Language: Latin 1
Language: Spanish 1
Politics 2
Ride: Horse 1
Sciences: Biology 1
Sciences: Chemistry 1
Sciences: Math 2
Security: Electrical Systems 1
Streetwise: Urban 1
Survival: Urban 2
Swim 1

WILL: 0
FEAR: 6

Lifestyle Paths:
College Professor

1st Career:
Petty Criminal

Ada Ryan

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

General Information	
Age	23
Sex	Female
Weight	130lbs
Height	5'10"
Hair Color	Black
Eye Color	Black
Ethnicity	Portuguese
Nationality	American
Religion	Catholic
Archetype	Thrill Seeker
Magickal Theory	Scientist
Affiliations	None
Occupation	FBI Special Agent

Gifts	Obstacles	Tangibles
Seductive – P	Obsession (Excitement) - S	Contacts x2
Wild Thing – P	Temptation (Excitement) - S	Ally
Ambitious – P	Can not let go - S	Debt
	No Emotions - P	Weapon
Permanent – Attractive		

Background: Ada grew up a police chief's daughter. This essentially meant she could do no harm, both from a loving father who refused to see the bad in his little angel and from a devoted public servant who could not withstand the backlash. Early on Ada was able to get away unpunished for anything she did and often that not others took the fall for her. She did not intentionally go about mischief, but with proper boundary's she lived her to her hearts' content.

Most of her trouble seemed to revolve around her boyfriend, Billy. They started dating when they were both 13 and were almost inseparable. Parties, drinking, sex, you name it and they did it. She felt like they would be together forever.

Unfortunately that was not to be. During her Junior year, Billy was murdered by an armed robber while he worked the late shift at the local convenient store. Her father spent the next two years on the case; more for his little angel than for the victim's family. He would come home and keep her updated with all of the successes and failures of his progress.

The biggest update came after the FBI apprehended a man with the same description using the same M.O. However, they would not cooperate with the local authorities as they labeled the suspect a national security risk and denied all access to him.

The most important lesson she learned growing up was that you do not beat the system you work it. If they would not help her father, then she would. All throughout college she had one goal, join the FBI. From there she would ensure that no more loved ones were left in the dark because of bureaucratic red tape/incompetence (which is what she saw it as). She was accepted into the FBI before she even graduated from college, due to her grades.

Skills

Academics: Anthropology 1
Academics: Economics 2
Academics: Foreign Cultures 1
Academics: Geography 1
Academics: Government 1
Academics: History 2
Academics: Literature 1
Academics: Sociology 1
Administration 1
Arts: Dance 2
Athletics: Volleyball 1
Bureaucracy 1
Career: Law Enforcement 2
Climb 1
Computer Use: Linux 1
Computer Use: UNIX 1
Computer Use: Windows 1
Debate: Classical 1
Drive: Car 1
Endurance 2
First Aid 1
Instruction 1
Intimidation: Friendly 1
Language: Russian 1
Martial Arts:
American Kenpo Karate 1
Martial Arts: Tae Kwon Do 1
Seduction 2
Sciences: Chemistry 1
Sciences: Math 2
Sciences: Physics 2
Sciences: Psychology 3
Stealth 1
Strategy: Political 2
Streetwise: Slums 1
Streetwise: Urban 1
Survival: Urban 1
Swim 1
Track: Urban 1

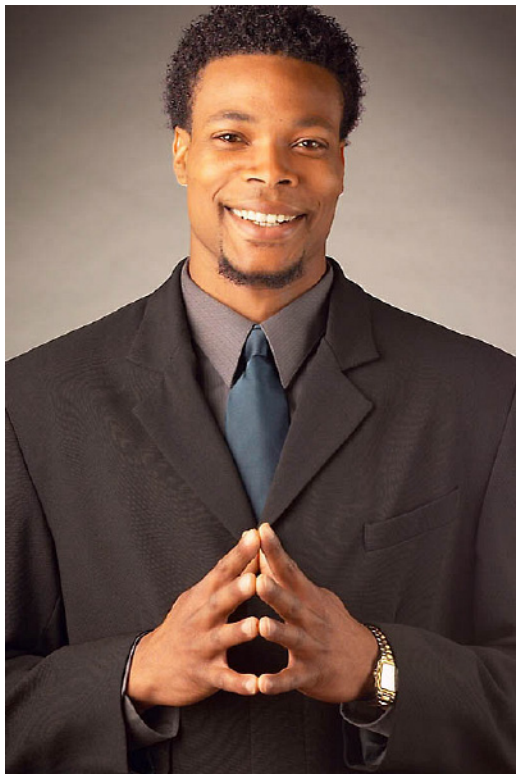
WILL: 0
FEAR: 2

Lifestyle Paths:
Law Enforcement

1st Career:
College BA

Matthew Simpson

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



General Information	
Age	22
Sex	Male
Weight	175 lbs
Height	5'10"
Hair Color	Black
Eye Color	Brown
Ethnicity	African American
Nationality	American
Religion	Methodist
Archetype	Hedonist
Magickal Theory	Daydreamer
Affiliations	None
Occupation	Salesman

Gifts	Obstacles	Tangibles
Experience – P	Can not let go - S	Contact x2
Confident – P	Shallow - S	Vehicle
Permanent – The Voice		

Background: All his life, Matthew has lived, breathed, ate and loved commerce in all its forms. Both his parents have always been in the retail business. Commission, profit, repeat business, they consider it a form of battle. Early on he learned the ins and outs of haggling and negotiation.

Everything growing up was a form of barter in the Simpson household; punishments were negotiated, chores were traded, and every night bedtime would make even hardened stock traders blush. His parents believed in commerce and trade more like other people believe in religion. They felt that it was the only way to get ahead, they were not college educated, they didn't come from a wealthy household nor did they have other talents (such as looks) to rely on. But they did have their ability to sell ice to Eskimos.

On every major deal they brokered, Matthew's parents brought him along, sometimes as an educational experience, sometimes though as a ploy. By the time he was in high school, Matthew was making his own deals. He would go down to the docks, buy overstock from the truckers and turn it around for quick profit. To him this was easier than drugs and made just as much money. He was even able to buy himself a new car for his 16th birthday.

While he will occasionally take the standard "mall" job to keep himself occupied, Matthew prefers the excitement of high end commission work. In doing so, he has hooked up with several high end computer system dealers to help move their products. These items are not designed for the average home users but are more appropriate for business or professional use. With systems starting at $4000, it doesn't take many sales to pay the bills for Matthew; still he averages 3 – 4 sales a week.

Skills

Academics: Economics 1
Academics: Geography 1
Academics: History 2
Academics: Literature 3
Acting 1
Appraisal: Antiques 1
Appraisal: Jewelry 1
Bureaucracy 2
Career: Retail 4
Computer Use: UNIX 1
Computer Use: Windows 2
Debate: Classical 1
Debate: Fast Talk 1
Debate: Trickery 1
Diplomacy 1
Drive: Car 1
Endurance 2
Etiquette: Street 1
Etiquette: Corporate 1
Expression: Verbal 1
First Aid 1
Forgery 1
Hobby: Collectable Card Games 1
Language: Spanish 1
Leadership 1
Negotiation 2
Sciences: Math 3
Sciences: Psychology 1
Sleight of Hand 1
Streetwise: Business Sector 1
Streetwise: Internet 1
Streetwise: Urban 1
Survival: Urban 1

WILL: 0
FEAR: 1

Lifestyle Paths:
Retail Worker

1st Career:
Retail Worker

Jessica Boone

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

General Information	
Age	22
Sex	Female
Weight	115lbs
Height	5'5"
Hair Color	Black
Eye Color	Brown
Ethnicity	African American
Nationality	American
Religion	Wiccan
Archetype	Nurturer
Magickal Theory	God/Goddess
Affiliations	None
Occupation	Student

Gifts	Obstacles	Tangibles
Tough (Psychological) - P	Introvert - P	Money x2
		Contact
Permanent – Does well alone		

Background: Growing up the daughter of a single mother in a small rural town was never easy. But that is exactly what Jessica had to do. Her mother worked her entire life as a waitress at the local country club. Most of the time she would work double shifts and weekends just to make ends meet. This left little time for Jessica. Sometimes she would go an entire week without seeing her mother. She tried not to resent her mother; she knew that she only did it so that Jessica would never have to.

During her senior year of high school, Jessica's mother suffered a stroke and died soon after. Fortunately her mother had made many friends while working at the country club, several of whom chipped in for the funeral and one even took Jessica into her home while she finished high school.

While arranging her mother's things, packing up boxes and taking care of last minute items, Jessica came across an odd saving account booklet, in her name that she had never seen before. When she checked with the bank, she found out her mother started a savings account for her the day she was born. Over $85,000 was in that account. Shelia, the bank's VP, told Jessica about how her mother would come in each week to make a deposit. She would call it the Education Account, always talking about how she was going to make sure Jessica was able to go to any college she wanted to. She even said that during the holidays, the tellers would sometimes add $5 here and there to the account just to help out, everyone loved her mom.

Until then, Jessica wasn't sure what she was going to do with her life. She never thought she could afford college, so she never planned for it. She eventually settled on attending the State University and receiving a Bachelors of Arts degree. She plans to continue her education with Graduate school and eventually get her Doctorate, but before that she wants to backpack across Europe and learn a little bit from life.

Skills

Academics: Economics 1
Academics: Foreign Cultures 2
Academics: Geography 1
Academics: History 2
Academics: Mythology 1
Academics: Philosophy 1
Academics: Theology 3
Acting 2
Appraisal: Gems 1
Arts: Drawing 2
Arts: Painting 1
Brawl 1
Career: Restaurant 2
Combat Skills: Dodge 1
Computer Use: Windows 1
Debate: Classical 1
Disguise: Makeup 1
Drive: Car 1
Endurance 1
Etiquette: Street 1
First Aid 1
Hobby: Dolls 1
Instruction 1
Language: Arabic 2
Sciences: Biology 1
Sciences: Chemistry 1
Sciences: Geology 2
Sciences: Math 1
Sciences: Physics 1
Sciences: Psychology 1
Seduction 1
Sleight of Hand 1
Streetwise: Slums 2
Survival: Urban 2

WILL: 0
FEAR: 1

Lifestyle Paths:
Waitress

1st Career:
College BA

Naomi Drake

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

General Information	
Age	23
Sex	Female
Weight	165lbs
Height	5'10"
Hair Color	Blonde
Eye Color	Green
Ethnicity	Caucasian
Nationality	American
Religion	Atheist
Archetype	Protector
Magickal Theory	Scientist
Affiliations	Libertarian
Occupation	Politician

Gifts	Obstacles	Tangibles
Tough (Psychological) - P	Lost Love (Dad) – S	Contacts x2
Confident – S	One Fear (Drunk Drivers) - P	Money x3
Academic – P	Don't Touch - S	Mentor
		Enemy x2
Permanent – Leadership		

Background: One week after Naomi was born her father was killed by a drunk driver. Even worse, the drunk driver was a county official who had friends in high places who managed to see that nothing happened to him. After years of fighting the police, the DA and the court system, Naomi's mother tried a different approach; she got herself elected as a county commissioner.

Naomi's mother was the type that would crusade to fix what was wrong even when no one else seemed to care. She started MADD and SADD groups in the local high schools, she worked with the state legislature to change the DUI and DWI laws, and she championed many other noteworthy causes throughout her career.

It was her unswerving desire to make others safe that inspired Naomi to continue in her mother's footsteps. Throughout high school and college she prepared herself for a life of public service. The one thing that she could not decide on was whether to run for office or apply for some committee/cabinet position.

However, most stories are circular in nature and hers was no different. The same drunk driver that killed her father was killed by another drunk driver the day after she graduated college. This however took a huge mental toll on her mother, who eventually stepped down from her office. All of her mother's supporters and fellow officials urged her to take her seat until an election could be held. She reluctantly agreed. Since then she has made a big impact on her peers and her constituents. She has even added her name to the ballot for the upcoming election.

Skills

Academics: Economics 3
Academics: Foreign Cultures 3
Academics: Geography 1
Academics: Government 4
Academics: History 3
Academics: Literature 1
Academics: Mythology 1
Academics: Philosophy 1
Arts: Drawing 1
Arts: Music 1
Career: Government 2
Computer Use: Windows 1
Debate: Classical 1
Endurance 1
Etiquette: Corporate 1
Etiquette: Legal 1
Etiquette: Political 2
Firearms: Pistols 1
Instruction 1
Language: French 1
Language: Latin 1
Leadership 2
Negotiation 1
Politics 2
Ride: Horse 1
Sciences: Biology 2
Sciences: Chemistry 1
Sciences: Math 3
Sciences: Psychology 2
Streetwise: Urban 1
Survival: Urban 1
Swim 1

WILL: 0
FEAR: 1

Lifestyle Paths:
Government

1st Career:
College BA

Tim Hubbard

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

General Information	
Age	23
Sex	Male
Weight	180lbs
Height	5'9"
Hair Color	Black
Eye Color	Blue
Ethnicity	Caucasian
Nationality	American
Religion	Catholic
Archetype	Care Giver
Magickal Theory	Chaos
Affiliations	None
Occupation	Bartender

Gifts	Obstacles	Tangibles
Cultured – P	Low Self Esteem – S	Contact x2
Academic - P	Emotional Disability - S	Debt
Tough (Psychological) – S	Lost Love – P	
Permanent – Good Listener		

Background: Growing up Tim led a very non-descript life. He never really did anything out of the ordinary; he wasn't on the football team, he didn't play chess, nor was he in the theater. Even before high school, most people who knew Tim had no stories to tell about him. Whenever people were trying to describe him to someone else they always ended up a loss for words. For Tim, this was an ok setup. He didn't like drawing attention to himself and he would rather spend his time alone somewhere reading a book than playing army or something. Tim ended up reading a lot; he even had to replace his library card about once a year due to heavy use.

That is until he met Angie. They met at a senior mixer, which his mom forced him to go to. They didn't dance or anything, but instead spent the entire time talking. She had the same likes as he; she would rather read than interact with others and by the end of the night they both began to feel something. That something turned into love. From that moment on they were inseparable. After graduation, they both applied for and were accepted at the same college. To save money they moved into a studio apartment together. Both families were ok with this, as this relationship seemed bent on marriage anyways. Tim decided to major in literature with hopes of teaching and Angie started in the Veterinary program. All was peaches and cream. That is until the accident.

Angie was coming home late one night after labs were over, when an elderly woman lost control of her car and struck Angie as she crossed the street. She died instantly. With it so did every dream Tim had. He dropped out of college and spent the next 6 months in a bottle. Then one day, he found Angie's diary. In one of the last entries, Angie wrote about how much Tim had meant to her and that in she died tomorrow she would still be happy.

Tim stopped feeling sorry for him self right then and there. He finished college and now is waiting to see what life brings him.

Skills

Academics: Economics 2
Academics: Foreign Cultures 2
Academics: Geography 2
Academics: History 3
Academics: Literature 4
Academics: Mythology 2
Academics: Philosophy 3
Acting 1
Arts: Poetry 1
Career: Factory 2
Computer Use: Windows 3
Debate: Classical 3
Drive: Car 1
Endurance 2
Expression: Verbal 1
Etiquette: Street 1
First Aid 1
Hobby: TV Trivia 1
Instruction 1
Intimidation: Friendly 1
Language: Spanish 1
Language: Portuguese 1
Language: German 1
Language: French 1
Leadership 1
Locale Knowledge: (Home County) 1
Negotiation 1
Politics 2
Sciences: Biology 1
Sciences: Chemistry 2
Sciences: Math 2
Sciences: Psychology 3
Streetwise: Urban 2
Survival: Urban 1

WILL: 0
FEAR: 1

Lifestyle Paths:
Factory Management

1st Career:
College BA

New Lifestyle Paths

Lower Lifestyle: Waitress

Waitress 1; Age 0-12
Starting Skills:
- Endurance 1
- Hobby (Choose) 1
- Computer Use: Windows 1
- First Aid 1
- * Electives 6

Waitress 2; Age 13-15
Starting Skills:
- Science: Math 1
- Academics (Choose) 1
- Academics (Choose) 1
- Science (Choose) 1
- Art (Choose) 1
- Electives 5

Waitress 3; Age 16-18
Starting Skills:
- Career: Restaurant 2
- Drive: Car 1
- Language (Choose) 1
- Academics: History 1
- Science (Choose) 1
- Electives 4

Lifestyle Bonus: Tough (Psychological)
Lifestyle Hindrance: Introvert

Middle Lifestyle: Army - Enlisted

Army - Enlisted 1; Age 0-12
Starting Skills:
- Firearms: Rifle 1
- Endurance 1
- Swim 1
- * Electives 7

Army – Enlisted 2; Age 13-15
Starting Skills:
- Academics (Choose) 2
- Endurance 1
- Computer Use (Choose) 1
- Science (Choose) 1
- Language (Choose) 1
- Athletics (Choose) 1
- Electives 3

Army - Enlisted 3; Age 16-18
Starting Skills:
- Science: Math 1
- Academics: Geography 1
- Science (Choose) 1
- Firearms (Rifle or Pistol) 1
- Drive: Car 1
- Career: Army 2
- Brawl or Martial Arts 2
- Elective 1

Lifestyle Bonus: Strength +1 Die Code
Lifestyle Hindrance: Charisma -1 Die Code

Upper Lifestyle: Archeologist

Archeologist 1; Age 0-12
Starting Skills:
- Science: Math 1
- Academics: History 1
- Language: Latin 1
- Science (Choose) 1
- Academic: Mythology 1
- Computer Use: Windows 1
- Academic: Literature 1
- Electives 3

Archeologist 2; Age 13-15
Starting Skills:
- Language (Choose) 1
- Art (Choose) 1
- Academic: Philosophy 1
- Science (Choose) 1
- Academic: Geography 1
- Academic: History 1
- Academic: Government 2
- Politics 2

Archeologist 3; Age 16-18
Starting Skills:
- Career: Archeology 2
- Science: Math 1
- Academic (Choose) 2
- Etiquette 2
- Language (Choose) 1
- Electives 2

Lifestyle Bonus: Cultured
Lifestyle Hindrance: Can not let go

** Must spend at least 3 points in Academics or Sciences*

New Careers

Career: Petty Criminal

Job Description: Being a criminal is not technically a career choice, but more of a lifestyle choice. Petty criminals are con artists, convenient store robbers, muggers, pick pockets, etc. They avoid hard work, even if it's criminal. They generally lack the ambition or the know-how to make it big.

Starting Skills:
Electives 7
 # the character may not purchase any Academics, Sciences or Engineering skills.

Career Bonus: Contacts, Touch (Physical) or Tough (Psychological)
Career Hindrance: Enemy, Poverty

Requirements: none

Career: Jail

Job Description: While no so much as a career as it is a lack of one, Jail time acts in place of a career or lifestyle path. When Jail is selected (or forced upon a character), replace the Lifestyle Path or Career with Jail and use its skill list to determine which skill the character gains. If Jail replaces a Lifestyle Path, then it is technically Juvenile Detention, however, if Jail replaces a Career it is considered a prison term.

Starting Skills:
Electives 5*
**if this is Juvenile Detention, the electives may be spent on Academic skills, however, is this is a prison term, the character can not purchase any Academics, Sciences or Engineering.*

Career Bonus: Contacts, Tough (Physical)
Career Hindrance: Enemy, Poverty

Requirements: none

Career: Local Deputy Sheriff

Job Description: Deputy Sheriffs are uniformed sworn employees who enforce the law in the unincorporated areas of their county. Deputies perform a variety of duties such as respond to emergency calls, investigate criminal activities, patrol, provide assistance, and arrest those persons suspected of committing a criminal act.

Starting Skills:
Career: Law Enforcement 2
Firearms: Pistol 2
Bureaucracy 1
Computer Use: UNIX 1
Drive: Car 1
Communication Systems: CB 1
Locale Knowledge (Home County) 2

Career Bonus: Contacts, Wits +1 Die Code
Career Hindrance: Cautious

Requirements: none

Career: FBI Special Agent

Job Description: *"As the primary investigative arm of the federal government, the FBI is responsible for protecting the United States by preventing future terrorist attacks, conducting sensitive national security investigations, and enforcing over 260 federal statutes."* (from www.fbijobs.com) In order to perform their duties, FBI agents also work with state and local officials in matters of joint interest. Several of the FBI's targeted activities are white-collar crime, public corruption, cyber-based attacks, civil rights, national crime organizations and more.

Starting Skills:
Career: Law Enforcement 2
Firearms: Pistol 2
Bureaucracy 1
Computer Use: Windows 1
Drive: Car 2
Endurance 1
First Aid 1

Career Bonus: Contacts, Alternate Identity
Career Hindrance: Can not let go

Requirements: BA or BS

Career: Charter Pilot

Job Description: Charter airplane pilots fly airplanes for the transportation of freight, passengers, mail, and other purposes. Most charter pilots operate small passenger planes along short domestic routes. Generally their flights are less than 4 hours round trip. There is no age or higher education requirement for flight status, although more and more corporate ventures are requiring them for legal reasons. It is not unheard of to see an 18 year old pilot with several years under their belts. When not flying most charter pilots teach at their local flight school to make ends meet.

Starting Skills:
Pilot: Airplane 2
Mechanic: Airplane 2
Communication Systems: Ham Radio 1
Career: Aviation 2
Electives 3

Career Bonus: FEAR +2, Vehicle (Airplane)
Career Hindrance: Debt, Poverty

Requirements: Pilot: Airplane 1

Career: Technician

Job Description: Technicians perform work in the testing, repair, and installation of equipment/parts of their given specialty. A technician is a broad term to describe anyone working on electrical, mechanical or computer systems. A computer repair specialist is a technician, and so is the air conditioning repair person.

Starting Skills:

Technician (Choose) 2
Engineering (Choose) 1
Computer: Windows 1
Career: Technician 2
Electives 4

Career Bonus: Equipment
Career Hindrance: False Contact

Requirements: Technician 2+

New Gifts/Obstacles

Seductive (Gift)

Primary - Character raise their Charisma +1 Die Code and Seduction +2 (this may raise the skill over 3).
Secondary - Character receives Seduction +2.

Wild Thing (Gift)

Primary - Character raise their Charisma +1 Die Code and Fear by +1.
Secondary - Character raise their Fear by +1.

No Sense of Humor (Obstacle)

Primary – Character lowers their Charisma and Wits -1Die Codes each.
Secondary - Character lowers their Wits -1Die Code.

Mentally Challenged (Obstacle)

Primary – Character lowers their Intelligence and Wits -1Die Codes each.
Secondary - Character lowers their Intelligence -1Die Code.

Normal Oppositions	
Gifts	**Obstacles**
Seductive	Obsession
Wild Thing	One Temptation
Pity	Mentally Challenged
Bookworm	No Sense of Humor

New Tangibles

Rap Sheet

The character has done time in one form or another. From juvenile hall to prison, the character has seen the inside of a jail cell. Replace one of your character's lifestyle paths with Career: Jail.

Significant Other

The character has a significant other (boyfriend/girlfriend, husband/wife, etc.) and all the complications that come with them.

Weapon

The character possesses a weapon with an unclear history. This weapon was not purchased thru normal channels nor is it properly licensed. The first time a character gains this Tangible, the weapon should be a handgun of some type; each level of Weapon though increases the type of weapon (handgun – shotgun – rifle – smg – assault rifle – heavy weapon).

New Magickal Theory

Insane

Insane characters have no real grasp on Reality or Magick. Their viewpoint changes from day to day or even moment to moment. However, a by product of this is that anything is possible, the very nature of Reality itself. WILL Limit = 10

New Archetypes

Materialist

A person to whom objects and money are all that matter.

Self Destructive

A person who constantly seeks way to endanger themselves, either for attention or death.

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*

Creating NPC's

NPC's are **n**on-**p**layer **c**haracters. As such they are generally controlled by the Sage and used to interact with the player characters (however, the Sage can delegate control to the Players as in the case of hired personnel). When creating NPC's (not a lot of detail needs to go into their backgrounds or their skills (do you really need a common street thug to have any math?). However, the same basic step can be followed:

1. **Determine Initial Character Stats**
2. **Character Background**
    a. Pick skills
    b. Roll for background events
    c. Determine Final Character Stats
3. **Fill in Combat Stats**
    a. Combat Points
    b. Wound Ratings / Value
    c. Fatigue Ratings / Value
    d. Jump
    e. Hand-to-hand Damage
    f. Lifting
    g. Throw
    h. FEAR
    i. WILL
4. **Character Information**
    a. Archetype
    b. Magickal Theory
5. **Basics**
    a. Gender (Male or Female)
    b. Hair / Eye Color
    c. Height / Weight
    d. Nationality (where is your character from)
    e. Ethnicity (what is your character's race)
    f. Religion

Step 1 – Determine Initial Character Stats (Attribute values) the same way as for PC's.

Step 2 – Character Backgrounds are easier to pick for NPC's. First determine if the NPC is to play a minor, medium or major role in the campaign.

- Minor NPC's are such that are only used for one or two scenes and will probably be forgotten or killed easily. *Increase one attribute by +1 Die Code.*
- Medium NPC's are generally used for an entire session and are not designed to be easily replaceable. *Increase three attributes by +1 Die Code.*
- Major NPC's are recurring allies or enemies which take entire campaigns to resolve. *Increase one attribute by +1 Die Code and another two attributes by +2 Die Codes.*

The number of Gift/Obstacles/Tangibles/Skill Points* depends on the classification of the NPC.

Type	Gifts/Obstacles	Tangibles	Skill Points
Minor	1	0	10
Medium	3	1	20
Major	6	3	40

**NPC's may possess skills over 3*

Use the skill points to buy skills; each point spent increases a skill by 1. There are no restrictions on buying skills.

Use the following table to generate the Gifts/Obstacles:

Die Roll	Background Type
1	**Primary** - Obstacle **Secondary** - Gift
2	**Primary** - Gift **Secondary** – Obstacle
3	**Primary** - Obstacle **Secondary** – Gift
4	**Primary** - Gift **Secondary** – Obstacle
5	**Primary** - Obstacle **Secondary** – Gift
6	**Primary** - Gift **Secondary** – Obstacle
7	**Primary** - Obstacle **Secondary** – Gift
8	**Primary** - Gift **Secondary** – Obstacle
9	**Primary** - Obstacle **Secondary** – Gift
10	**Primary** – Gift **Secondary** - Obstacle

Alternatively, the NPC's Gifts/Obstacles could be chosen in a way that they are would be appropriate for either the NPC or the story; rather than randomly selected.

For Tangibles, select them as they would be appropriate for the NPC or the story.

Step 3 – Determine Combat Stats the same way as for PC's, except for FEAR and WILL

Type	FEAR	WILL
Minor	5	0
Medium	10	2
Major	15	4

Step 4 – For NPC's this is an optional step. However, they can be determined the same way as for PC's to better round out the NPC.

Step 5 – Determine Basics the same way as for PC's.