A Supplement for Torg: Roleplaying the Possibility Wars



THE CHARACTER COLLECTION



The Near Now ...

Later today, early tomorrow, sometime next week, the world began to end.

Earth has been invaded by raiders from other cosms — other realities. They have come to steal the planet's living energy ... to consume its possibilities. They have brought with them their own realities, causing parts of the planet to become *someplace else*.

As the wars rage on, the need for groups capable of organizing Storm Knight strikes grows. One such organization is Hawaii's Storm Guild, led by the mysterious Guildmaster. Recuiting both Storm Knights and stormers, the Guild has taken contracts from those on both sides of the battles. Meanwhile, agents are sent out across the globe to evaluate the powers, abilities and loyalties of those capable of storing precious possibility energy.

But now the Guild has been tapped for a mission so deadly that the Guildmaster must study her files to determine the Storm Knights best qualified to take on this task. Within these pages are her dossiers on heroes and villains alike, those upon whose shoulders the fate of the Earth may rest.

Examine these files carefully — even the best of Knights may need help sometime, and the Storm Guild awaits your summons!

This is the realm of ...



Roleplaying the Possibility Wars[™]

The Character Collection

Personas of the Possibility Wars

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The Character Collection

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Introduction



he Guildmaster drummed her fingers on the surface of her mahogany desk. Her long nails, painted silver, gleamed

in the light of a small lamp. Her face was cloaked in shadow as she studied the files, struggling to decide which Storm Knights would be sent to almost certain death.

The import of this contract was so great that she had taken a personal hand in its arrangement. All of her agents within Orrorsh reported a ... stirring in the ether, as if something momentous were about to happen. And she had other ways — ways her lieutenants could not even begin to imagine — to know that the Gaunt Man was soon to return to the Possibility Wars.

Her clients' needs were simple: a coordinated strike against the heart of Orrorsh, sufficient to slow down any plans of expansion the Gaunt Man may have formed while locked in the maelstrom. At the same time, there was a new threat emerging in Gaea — or was it simply the reemergence of an old one? — that had to be challenged and overcome.

The mission would entail great risk, but the rewards of success would be great, even if measured only in the time purchased for the forces of Earth to ready themselves. But the choice was a difficult one, for the Guild had studied so many stormers and Storm Knights, each with unique abilities. Which ones were right for this dangerous assignment?

Before her lay dossiers on Knights from Aysle, the Cyberpapacy, the Nile Empire, Nippon Tech, the Land Below, the Akashan realm and Orrorsh itself. There was too much data still to be gathered on Tharkold for Race agents to be trusted, and the denizens of the Living Land often seemed to have difficulty grasping the concept behind the Guild. But she felt confident she would find the men and women she needed among these files.

The harsh buzz of her special, se-

cure intercom drew her attention from her work. She pressed the "receive" button and heard the voice of Kenson, her aide.

"Forgive the interruption, Guildmaster," he began. "We've received a dispatch from Dr. Mobius. Apparently, he's run into a spot of trouble in Greece. He's requesting two Ayslish mages and some people who are good with a gun — Coar Akashans, if we have any available."

The Guildmaster sighed. "He's not getting any Akashans, Terry. You know Mobius — he'll toss them into the Omegratron and start taking apart the biotech. Send him the sorcerers, but make sure we get paid in advance. And have them report on his operations the moment they get back."

"Yes, madam."

The Guildmaster hung up the phone, chuckling to herself. What would Mobius think if he knew from whom he was getting his operatives? There was no possibility of his guessing, of course — to him, a woman was someone to give a few pulp powers and a skimpy outfit to and send out to rob a few banks, blow up a few buildings, enslave entire nations ...

That last brought her back to the job at hand. She glanced at a photo of a young man, wheelchair-bound. Yes, she remembered this one ... he had been through a great deal, of late. Still, he had the mental toughness that would be needed.

With one member of the team selected, the rest began to fall into place. An edeinos clad in armor, known for not caring about the odds — certainly an asset on this mission. An Ayslish gangster, who could be convinced to help by the suggestion that Orrorsh might soon threaten his own empire. Another bandit, of a sort, known for skill and bravado, cunning and knowledge. Yes, that would do nicely. And for the final member, a Cyberpapist, one who had helped foil the Gaunt Man's plans once before, high in the Himalayas. She might well welcome a rematch ...

She spread the photos before her and took a long look at the faces. So young, so brave, so eager for battle did they have any idea of the horrors they would face before this war was over? No, their kind never does — that is part of what makes them warriors.

She reached up and doused the light in a room as silent as death.

The Possibility Wars

Earth has been invaded. Powerful beings who call themselves "High Lords" have come from different realities to steal the energy of this cosm. Each High Lord has conquered a section of Earth and reshaped its reality to suit his/her wishes. That is the situation in the Near Now of *Torg: Roleplaying the Possibility Wars.*

Amidst the chaos, powerful organizations have sprung up to oversee the efforts of Storm Knights and stormers. These groups provide money, supplies and information to Knights in exchange for their occasionally performing select missions. Often, they send agents out to challenge Knights and stormers to test their combat skills before offering them membership.

One such organization is the Storm Guild, operated out of Honolulu, Hawaii by the Guildmaster. Her identity remains unknown, but her reach is far. There are some who believe she is a defector from the Delphi Council; others thinks she may have once been a high-ranking lieutenant of a High Lord; still others that she is a native of Earth, a Storm Knight whose particular skills made her better suited for organizing others than going into battle herself.

Whatever the truth, the Guild has had a hand in many of the most momentous events of the Possibility Wars. Now they have been retained for an extremely dangerous job in Orrorsh, necessitating a search through their



files for the right Storm Knights for the mission.

Important!

This supplement is a companion volume to *Torg: Roleplaying the Possibility Wars.* The rules and concepts contained herein are explained in greater detail in the boxed set.

This Supplement

Included in this supplement are 60 pregenerated characters, both heroes and villains, from a number of the realms of *Torg*. Each entry features a list of the character's accomplishments, an evaluation of his fitness by the agents of the Guildmaster, and a template sheet.

These characters can be used in a number of ways in your *Torg* campaign. They can serve as gamemaster characters (allies, enemies, or simply sources of equipment or information for the Knights), as well as pregenerated player characters for people in your campaign who do not want, or haven't the time, to create one of their own.

Also included in this book are rules for creating your own advanced characters. Suppose someone enters your campaign late, and doesn't want to play a beginning character teamed with people who have been adventuring for a year? Using the rules contained in the appendix, this player can now determine just how many skill adds and Possibilities his character would have after a year of similar adventuring. The characters included in this book were submitted by *Infiniverse* subscribers as part of our "Character Template" contest. All of these are characters who have been used in *Torg* campaigns and participated in many different adventures. This was the fourth such contest West End has held, following the "Creatures of Aysle," "Creatures of Orrorsh" and "Creatures of Tharkold" competitions.

Readers will also notice that five of the characters contained herein are labelled as "prize winners." These were the top five submitted, as chosen by the West End judges. These characters will appear again in March in the adventure/fiction product entitled *Revenge*, written by Brian Sean Perry. There, you'll discover just what the mysterious mission is that sparked the compilation of these dossiers.

Chu

Detective-Inspector Cohl



Accomplishments

• Tracked the wizard Amethyst back to his lair on Mount Redenstok. Despite his pleas that Amethyst be captured for trial on charges of kidnapping and murder, it was not to be. Still, he understood that his Storm Knight companions did what they must in slaying the wizard before he could complete his devilish ritual.

• Broke the case of the Scorpions of Set, madness-carrying bugs that plagued Aysle for some time. Not only was the Nile connection proven, but he was able to trace the shipment of the insects, allowing Scotland Yard to capture a number of Ayslish allied with Mobius.

• Investigated a gorgon plague in Ireland and reanimated Storm Knights in Scotland, in both cases laying low the villain responsible for the outrages. It was the latter case which led to his promotion to Detective-Inspector, one his fellow officers continue to be unjustifiably rankled by.

• Exposed a plot by the Orrorshan Order of the Purple Eyes to seize control of a small fishing village in Wales and transform its residents into demonic servants of Thratchen. It took all of Cohl's resourcefulness, ten other Storm Knights, and a special weapons and tactics squad on loan from the Yard to bring the cultists to justice.

Last Known Location: London, England

Evaluation

Cohl is a good man to have around in a pinch. His own talents aside, he has extensive contacts in Scotland Yard and the British and Ayslish governments that can be a great help to Storm Knights who need information, supplies or who have simply bitten off more than they can chew. Cohl is an unassuming man who does not lord his intelligence over others, but rather seems to believe that he can learn something from everyone, and far more by keeping quiet and listening.

More and more frequently, Cohl is finding himself loaned out to Storm Knight groups in need. This is in part because of friction with Core Earth detectives and in part because he refused a transfer to British Intelligence. The government has been pulling strings to get the use out of him that they wish to, with or without his complete assent.

Dossier Compiled By: Greg Farshtey



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CHARACTER RECORD SHEET D/I Cohl

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t 163 lbs.	Mortal Dead	K	0	16	15			

SKIII	Auu	Annoute	varue
Reality	5	SPI	14
Dodge	2	DEX	11
Fire combat	3	DEX	12
Maneuver	2	DEX	11
Melee weapons	3	DEX	12
Stealth	5	DEX	14
Unarmed combat	2	DEX	11
Divination magic	6	PER	20
Evidence analysis	5	PER	19
Find	5	PER	19
Scholar (realm lore)	4	PER	18
Tracking	3	PER	17
Trick	4	PER	18
Test	3	MIN	15
Charm	2	CHA	12
Persuasion	4	CHA	14
Taunt	3	CHA	13
Honor	2	SPI	11
Intimidation	4	SPI	13
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Spirit	9 1	Intin	nidate	13		-	-	-		
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Bonus #	-1	2 -	10 -8	-5	-2	-1	0	1	2	

Cosm: Aysle

Background: Arno Cohl was the Ayslish equivalent of a police officer for many years, working for House Bendes to clear up various mysteries and prevent a fair share of crimes. He was originally sent to the realm as a spy for the Light, but after Ardinay's return to the side of the angels, his services were no longer needed in that capacity. Ardinay sponsored him for a special program

> with Scotland Yard that would allow him to study Core Earth methods of police work.

Although he has encountered some hostility and suspicion from his fellow officers, Cohl has earned the rank he now holds. With the number of magical crimes reported increasing by leaps and bounds every day, Cohl's knowledge of Aysle and the *modus operandi* of its thieves and murderers have proven a great help. He makes a point of not showing up his human partners, but does relish the opportunity to go out on "extended duty" with other Storm Knights. His judgment and experience are spoken of very highly by those with whom he has worked.

Personality: Cohl is eager to learn all he can about this new world. At the same time, he sees that it has far too many similarities to his own cosm — crime and violence are rampant and the law-abid-

ing are all too frequently victims. While he believes every lawbreaker has a right to a fair trial, he does have problems with the concept of the "insanity defense" (except when used by Orrorshans).

Equipment: B-P vest, armor value TOU+6/15;.455 Webley, damage value 17, ammo 6, range 3-10/15/40; magnifying glass; spell components; grimoire with assorted divination spells; handcuffs; walkie-talkie; 600 trades.

Quote: "Fascinating! You mean you really go to all that trouble just to find a fingerprint, when a simple spell might show you the man himself?"

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Player Name:

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Fauchal

Accomplishments

• Exposed the Catholic Church of Redemption in San Paulo, Brazil as a Cyberpapal front. During a city-wide manhunt for him launched by the Inquisition, Fauchal used sorcery to fly to the church steeple and began ringing the chimes. When the Inquisitors appeared, the mage paralyzed them and then crushed them to death with the massive bell.

•Was in the middle of a Nippon plot to sabotageCyberpapalarms production and/orsteal plans for new cyberware. Just what Fauchal's role was is unknown — some of his companions believe he intentionally hindered their investigation to allow the Nippon agents to deal a blow to Malraux's schemes.

•Shattered a Cyberpapal scheme to spread counterfeit Franc notes throughout Paris Liberte, thus destroying the Resistance's ability to purchase goods and weapons from overseas. Chased the conspirators into Germany and incinerated them in an alleyway.

• Aided the Delphi Council in their hunt for *Five Realms* creator Jeff Mills, believing him to be connected to the Cyberpapacy in some way. If he found Mills, he did not tell his Delphi sponsors, nor did he tell the other members of his party. He has been extremely vague about just where Mills is getting his information ever since.

Last Known Location: Normandy, France

Evaluation

Fauchal is a sorcerous bomb waiting to go off. The more time that passes, the more reckless he becomes. There is no telling how many missions he has jeopardized by his need to let the Inquisition know just who is defeating them. He has been castigated more than

once by Dr. Zap for letting his private war with Malraux get in the way of their overall efforts against the High Lords. In my considered opinion, Fauchal may well be dangerously unstable. It is even possible that he could be twisted into aiding

one of the other High Lords, as long as he was convinced said invader was opposed to Malraux. Any further approaches to Fauchal should be carried out only with the utmost caution — the last Delphi Council representative to attempt contact with him was rebuffed. His ashes are currently being scattered over downtown Houston.

Dossier Compiled By: Brian S. Perry



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CHARACTER RECORD SHEET Fauchal

Social

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Character Name Fauch	al			Home Cosm Ay	sle (trans	.)
Age 41	Wound Lo		Shoc	k Damage	Magic 18	
Height 6'4"	Hvy Wou	nd	e Hile			ł
Weight 190 lbs.	Mortal Dead	11-1	к	0	Spirit. 16	
Possibilities 18				1. 34	1000	
Skill	Add	Att	ribute	Value		
Reality	2	S	PI	13	10	
Dodge	2	DEX		10	1	1
Fire combat	2	DEX		10	V	
Stealth	2	D	DEX	10	11	-
Unarmed combat	2	D	DEX	10	11%	
Alteration magic	5	P	ER	17	1. 6	1
Disguise	1	P	ER	13	2	
Divination magic	1	P	ER	13	n -	5
Find	2	P	ER	14	1/	
Scholar (herbs)	3	P	ER	15	V/	
Scholar (arcane lore) 3	P	ER	15	V	5
Trick	1	P	ER	13	1	
Apportation magic	2	N	IIN	14	117	
Conjuration magic	1	N	1IN	13		1
Survival (urban)	1	N	IIN	13	12	1
Charm	1	C	HA	8		1
Taunt	1	C	HA	8		ł
Intimidation	4	S	PI	15	1-	1
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Player Name:

Cosm: Aysle (transformed)

Background: Fauchal spent his early years on the streets of Magna Verita, stealing to survive. Forced to flee from the Inquisition, he developed a natural talent for magic as a means of self-defense. Many of his companions were captured and "saved," but Fauchal managed to escape down the maelstrom bridge to Earth.

There, the mage joined forces with Storm Knights such

as Dr. Zap and Professor Furiouso to battle the forces of the Cyberpapacy. During the course of his adventures, Fauchal traveled to the magical realm of Aysle, a place where sorcery was considered a normal part of life. He convinced an Ayslish Knight to invoke a reality storm upon him so he could transform. He has since had all of his cyberware removed and claims not to miss that technology at all.

With bases in Normandy and Dover, Fauchal has spent most of his time aiding the French Resistance and fighting the incursion of High Lord agents into Berlin.

Personality: Fauchal is obsessed with the idea of bringing Cyberpope Jean Malraux down. He has tremendous confidence in his mystical abilities and has gone so far as to openly challenge Inquisitors to stop him, if they can. He is extremely cautious around strangers, suspecting everyone of being a Cyberpapal spy.

Equipment: leather trenchcoat, armor value TOU+2/11; dagger, damage value STR+3/11; power dagger, damage value STR+5/13; GWI God Meeter, damage value 20, ummo 30, range 3-12/30/50; Paris Liberte pass; disguise kit +2 to *disguise* skill use); spell components

Quote: "As Malraux has 'saved' my former companions, so shall I 'save' him."

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Attributes		Actions		Mo	vement	Rates	- V	alue	1.5	E
Dexterity 8	Mar	Maneuver		Run	nning					da
Strength 8	1.1.19			Swimming			1			Va
Toughness 9		and the second		Jumping				13		a
Perception 12	-	Trick		Climbing			200			(+
Mind 12	Test		12	Lifti	ing		-		_	
Charisma 7	Tau	100	8			100	-		203	Q
Spirit 11	Intir	nidate	15	100	1000			S.C.L.	200	SC
Equipment		Value	Axi Le			Ran M				
Armor	12.02%							18	77	
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Weapons	08469	1			1.00	-		1.2.45	1	
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Bonus Chart										
Die		3	5	7	9	11	13			
Roll	1	2 4	6	8	10	12	14	15	16	1
Bonus #	-12	10 -8	-5	-2	-1	0	1	2	3	4

+5

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Hieronymus

Accomplishments

• Successfully stole an eternity shard — a parchment written by Nefertiii — from beneath the noses of Wu Han and 200 shocktroopers guarding the museum, the Cyberpapal operatives attempting to steal it, the Draconis Teutonica who did, and his entire party of Storm Knights. It was two weeks before the Knights learned Hieronymus had it, for he'd feared they would be angry at him for stealing.

 Assigned to trail Simon Carr, Hieronymus was on hand to stop the bombing of one of the Mage Academies. Thinking the plastique being used was some sort of clay, complete with decorative wires for easy carrying, the jester molded it into a ball and tossed it at one of Carr's men just as the explosive was triggered. Startled by the blast, Hieronymus fled into the woods and hid for three days before one of his fellow Knights coaxed him out.

• Traveled to the Cyberpapacy — a distinctly humorless place, he found and tangled with some of the Nameless of Tz'Ravok. Hieronymus found himself in the strange position of fighting alongside

ravagons against the deadly creatures. When the battle was over, Hieronymus used a jar of magic powder he had filched from the Mage Academy to temporarily blind the Dark Hunters long enough to slip away.

Captured and interrogated by agents of the Delphi Coun-

cil, Hieronymus' strange, confusing answers to all questions drove the government agents to distrac-

tion. As they attempted to explain just what it was they wanted to know about, they ended up giving the jester more information than they received from him.

Last Known Location: Oxford, England

Evaluation

This bizarre individual is, according to our sources, an intelligent operative for one of the most powerful Houses of Light in Aysle. He is either the greatest actor or the luckiest idiot - who ever lived. I have personally seen him approach a Walking God and begin to juggle, or do a complex trick involving rabbits, pigeons, and a Draconis Terra in an effort to amuse a horde of blood-crazed trolls.

Hieronymus has achieved more, seemingly by accident, than some Storm Knights have in two years of earnest adventuring. For that reason — and in order to maintain a link with the Aysle cosm, in case things grow

worse there — I would recommend offering Hieronymus Guild membership. I cannot guarantee that the poor fool will know what we're talking about, but we can cross that drawbridge when we come to it.

Dossier Compiled By: Marc Brenowitz







Running

Climbing

Willpower

Persuasion

Faith (Dunad)

Find

Trick

Charm

Taunt

Unarmed combat

Artist (musician)

Stealth

CHARACTER RECORD SHEET Hieronymus

				chong	AALORI			
Character Name Hiero	nymus		Home Cosm Aysle					
Age 31	Wound Lev	vel	Shoc	k Damage	Magic	Social		
Height 5'2"	Wound Hvy Woun	Wound			18	18		
mengin 02					Spirit.	Tech.		
Weight 130 lbs.	Mortal Dead		K	0	16	15		
Possibilities 21	al concern	100	delin	nti. Ri	mbdua	dian		
Skill	Add	Att	ribute	Value	0.5			
Reality	3	S	PI	11	1010	etorna e		
Acrobatics	3	I	DEX	17	NO.			
Beast riding	1	I	DEX	15	E	7		
Dodge	2	L	DEX	16	15	Sind		
Long jumping	1	I	DEX	15				
Maneuver	2	I	DEX	16	F .	IK		
Melee weapons	2	Ι	DEX	16	100			
Missile weapons	1	I	DEX	15	Te	~~~		
Prestidigitation	2	I	DEX	16	LA			

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Player Name:

Cosm: Aysle

Background: A jester at the court of House Bendes, Hieronymus was sent to Earth by Duke Mordecai to serve Ardinay in Oxford. His mission was twofold: to entertain the Lady of the Houses of Aysle and to spy on her in an effort to determine if she really had returned to the Light. Being the perfect fool - aware of much, understanding little — Hieronymus made a fine agent.

Discovering the jester's great love for the realm upon his return, Duke Mordecai sent him back.

In Oxford, Hieronymus was frequently present when Lady Ardinay would hand out a mission to some intrepid Storm Knights. He would frequently tag along with the heroes, undiscovered by them until it was too late to send him back. But, as the Ayslish say, the gods favor and protect fools, and Hieronymus has proven to be a great boon to those he has accompanied.

With civil war breaking out in the Aysle cosm and the Dark ascendant in the realm, Hieronymus' reports back to House Bendes are more important than ever before. Knowing this, Ardinay has made an effort to keep him safe at court, but he persists in slipping away from the guards and going out to adventure.

Personality: Like Shakespeare's fool in

King Lear, Hieronymus is very perceptive and can communicate what he sees, but rarely seems to understand the full meaning of it. To his way of thinking, 20 guards are no more dangerous to try slipping past than are five guards are guards, after all.

Equipment: Trick staff, damage value STR+5/13; harlequin tights; silly hat; short cape; belt pouch with pebbles, feathers, some wolacs, a diamond, a grenade pin and a small eggshell which opens to reveal a full-sized hare

Quote: "The cybercopper kept complaining that he had trouble using his magic wand because the cable that tied it to the hump on his back kept jerking it, so I undid it for him. But that only made him unhappier. Did I do the wrong thing?"

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Perception	12	Tri	ck	166	16		bing			1 SUG	
Mind	8	Tes	st	-	8	Liftin	ng	100			
Charisma	11	Tai	unt	_	13	- Chees		11.3	3	120	
Spirit	8	Int	imida	ate	8				-		-
Equipment			Va		Axi Le			Ran M			
Armor	1								-		-
Weapons			-			_			10.2		-
Trick staff			+5	/13	1	5			1	-	7
		_	-						-	1.5.3	1
			+					6		1	-
	_		+				10.00				
Bonus Char	1					-				5.73	1
Die Roll			2	3 4	5 6	7	9 10	11 12	13 14	15	16
Bonus #		-12	-10	-8	-5	-2	-1	0	1	2	3



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Montgomery Hall

Accomplishments

· Helped to repel a Viking raid on London via the Thames, personally slaving the chieftain in single combat. Commented afterwards that he had considered doing a "One-on-Many" on the rest of the crew. As yet, no one is certain to what he was referring.

 Joined with other Knights in fighting off a Draconis Teutonica assault on Oxford. Received a pledge of love undying from an elven dragonrider whose life he saved by hurling a Five Realms boxed set



(weighted down with lead miniatures) at an onrushing monster.

 Staked close to 100 elven vampvres before they could spread their plague throughout Wales. Refused to claim credit for the deed, feeling there was little glory to be had in slaving a slumbering foe.

 Foiled the plans of Nippon geneticists to kidnap the Bestiary-Keepers of Aysle and use their knowledge to advance a plot to clone various monsters. Hall kept a party of ninja occupied recounting his last "Gullys and Goblins" campaign while his comrades wrecked the lab.

Last Known Location: Oxford, England

Evaluation

If you're willing to forgive an occasional lapse into "gamespeak" (referring to Angar Uthorion as "that big NPC," for instance), Hall is a credit to any organization. Although he had no combat experience before his transformation, his tactical knowledge is very impressive. One would think he had been fighting elves and dragons for years (as, in a way, he has). I would highly recommend him to the Guild, and if someone would teach him the rules to "Five Realms," he might be of even more use to us.

Dossier Compiled By: Steve Tanner

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CHARACTER RECORD SHEET **Montgomery Hall**

Character Name Monta	Home Cosm Ay	sle (transi	formed)			
Age 17	Wound Le	vel	Sho	ck Damage	Magic	Social
Height 6'6"	Wound Hvy Wou	nd			18	18
	Mortal				Spirit.	Tech.
Weight 225 lbs.	Dead	-	K	0	16	15
Possibilities 10	Sec. Sec.	22	100			1
Skill	Add	Att	ribut	e Value		-
Reality	1	S	PI	9	11	
Dodge	2	E	DEX	12		21
Melee weapons	4	E	DEX	14	M T	man 1
Running	1	E	DEX	11	11 6	KAN
Unarmed combat	1	E	DEX	11	DAZ	
Evidence analysis	1	P	ER	9	ME	-10
Find	2	P	ER	10	121	53
Scholar (RPGs)	3	P	ER	11	2:	Land the C
Honor	2	S	PI	10	FA	mille
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Player Name:

Cosm: Aysle (transformed)

Background: Montgomery Hall was a shy British college student whose greatest pleasure in life was playing "Gullys and Goblins," a popular roleplaying game. Through his character, Bravus the Barbarian, he lived out his fantasies of slaying dragons and rescuing fair maidens.

reality storm when the Ayslish bridge

dropped into Oxford, Hall found himself physically transformed into a person nuch like his character. Though he could no longer figure out the Big Monsters Hit Tables in his favorite RPG, he could now to all the things he always dreamed of doing: slaying goblins, riding steeds, savng princesses, and chancing upon glitering, golden treasures.

Hall is fiercely loyal to Ardinay (who he hopes one day to marry), and is currently traversing Aysle trying to learn new and better ways to hit people. Although he is still tempted at times to roll dice in the middle of a battle, and occasionally demands to see a map of the enemy's fortress, he has proven himself to his fellows and to the Army of the Light.

Personality: Valiant and brave, a staunch comrade and a ladies' man, Hall is everything a medieval hero should be, but still

a gamer at heart. He dislikes foes who don't pose a challenge, guests that are too short, and is determined to gather as much equipment as possible, regardless of whether or not he can carry it all.

Equipment: dagger, damage value STR+3/15; battle ax, damage value STR+5/17; morning star, damage value STR+6/18; mace, damage value STR+416; polearm, damage value STR+4/16; large backpack; copy of "Gullys and Goblins"; blank scrolls; cellular phone; credit card; 50 trades

Quote: "Verily, sirrah, I shall cleave thy black heart in two with but a single swipe of my trusty blade. Then I'll listen at the door and check for traps ..."

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Attributes			Actions		Move	menti	vates	Va	lue	185
Dexterity	10	Ma	aneuver	10	Runni	ing				1
Strength	12				Swim	ming			1.51	
Toughness	12	5-			Jumpi	ing		19	11	1
Perception	8	Tri	ick	8	Climb	oing		10	11	
Mind	8	Te	st	8	Liftin	g	1.02	1		
Charisma	8	Ta	unt	8			1			
Spirit	8	Int	imidate	8	12				None-	
Equipment			Value		iom vel		Rany			
Armor			1		100					-
Weapons				-	-					-
Dagger	122	-	+3/15		7			-		1
Battle ax	6.36		+5/17	_	8				1.5.1	
Morning Star			+6/18	1	1				1.11	1
Mace	-		+4/16		8				-	
Polearm	a de		+4/16	-	8			-		7
950 ^{ora} site Ot 191 site	Si Li Isel	an Mod	1000	6 77 Q		1	1000		No.	
Bonus Cha	nrt									
Die			3	5	7	9	11	13		
Roll	1		2 4	6	8	10	12	14	15	16
Bonus #		-12	-10 -8	-5	-2	-1	0	1	2	3

Approved



+5

+1

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Kayla

Accomplishments

• Aided in the destruction of Dr. Mobius' Robosphinx, after first making herself known to the Cyberpapacy by battering a number of cyberpriests in a Cairo bar. Rather than issuing a warrant calling for her arrest, Malraux's agents in the Nile Empire seem content to keep their distance from her.

•Won the lives of her companions by besting the Minotaur King in single combat. Despite his attempts to cheat (by having a sorceress cast a spell of weakness on her), Kayla did not resort to magic, but used her blade only. In defeating the monster, she earned the gratitude of his people, who had long been ruthlessly enslaved by the powerful half-folk.

• Led her friends in a raid on an elf dragonrider camp, proving once and for all that a barbarian with a long bow is more than a match for any number of elves in the air. After the battle, she learned that the elves were followers of the mad monk Malekere, who had pledged his loyalty to the new Ayslish High Lord. Her prisoners died before they could relate any more.

• Undertook a suicide mission to the Aysle cosm to warn Tolwyn of Tancred of a planned ambush of her forces by those of House Daleron. Despite being challenged by giants, rock trolls, harpies and centaurs, Kayla won her way through to the army's camp. Her warning may have saved the forces of Light in the cosm from final defeat.

Last Known Location: Cairo, Egypt

Evaluation

I've seen Kayla in combat. I can say with authority that this is not a woman you want to cross. An expert with sword or bow, she has proven to be more than a match for cyberpriests, werewolves, and fiendish plots by Dr. Mobius. A close ally of Major Havoc and Marcel Berge, she at first viewed



me with distrust and would not speak of her adventures. Eventually, over a cup of coffee, she told a few tales, which made me quite glad I had not opted to test her skills through battle.

Kayla will be glad to join the Guild, provided her companions are accepted for membership as well. However, we may have a hard time getting her to work with Storm Knights other than those she presently calls "friend."

Dossier Compiled By: Ellen Terra



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CHARACTER RECORD SHEET

Kayla

Character Name Kayla			Home Cosm Aysle			
Age 18	Wound Level Wound		ck Damage		Social 18	
Height 5'8"	Hvy Wound	12/19		Spirit.	Tech.	
Weight 135 lbs.	Mortal Dead	K	0	16	15	

			· unu
Reality	4	SPI	13
Beast riding	1	DEX	11
Dodge	3	DEX	13
Melee weapons	5	DEX	15
Missile weapons	4	DEX	14
Running	2	DEX	12
Stealth	1	DEX	11
Swimming	1	DEX	11
Unarmed combat	2	DEX	12
Climbing	2	STR	14
Alteration magic	3	PER	12
Find	1	PER	10
First aid	3	PER	12
Tracking	3	PER	12
Apportation magic	4	MIN	12
Conjuration magic	2	MIN	10
Survival	1	MIN	9
Willpower	2	MIN	10
Charm	2	CHA	9
Faith (Dunad)	2	SPI	11
Honor	4	SPI	13
Intimidation	5	SPI	14

Attributes		Approved Actions		Mov	ement l	Rates		imit - alue	
Dexterity 10	Ma	neuver	10	Run	ning			1.1	٦
Strength 12					nming				
Toughness 11	1.1.27				ping			05030	
Perception 9	Tri	ck	9	Clin	nbing	16.55			
Mind 8	Tes	st	8	Lifti	ng	1.			
Charisma 7	Tau	unt	7		See 2	and the second		Sec. Sec.	
Spirit 9	Int	imidate	14						
l quipment				om . vel	5	Ran M		ŧ.	
Armor	1269	dela T				1200			
Ringmail armor	44	+3/14	12						-
Weapons	in the	a success		1.1	A				-
Broadsword		+6/18	9)	192				
Axe		+5/17	8	3	100				
Long bow	1.1.1.	+6/18	1	2	3-10	10		250	
Hand grenades (6)		19	2	1	1-6	15		40	-
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Bonus Chart									
Die Roll	1	2 4	5 6	7 8		11 12	13 14	15	
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	

Cosm: Avsle

Background: A barbarian from the Clan of the White Wolf in the Aysle cosm, Kayla originally came to Earth as part of Uthorion's invasion force. After a few weeks, she saw the atrocities being committed by the forces of the Dark and realized that there was no glory to be had in this conquest. Only evil could come from the wholesale slaughter of an entire world. With that in mind, she

shifted her allegiance to the Light.

Player Name:

Since joining with a Storm Knight band, Kayla has worked to develop her magical skills. She has also discovered a passion for hamburgers and coffee, foods that her companions introduced to her. Her command of English is good, though she still has trouble with idioms. Some people have mistaken this difficulty to be a sign of slow-wittedness, but in fact her wits are as quick as her sword arm. Her best friend on Earth is EM-Girl, her guide to local customs.

Kayla loves combat and prefers missions that allow her to shed the blood of High Lords' minions.

Personality: Blunt and unpretentious, Kayla reacts quickly to insults and threats. She is a doer, not a talker, unflinchingly brave and fiercely loyal to her friends. She does not understand the point of manners or polite conversation, and her

habit of eating with her hands even in the finest restaurants has embarassed her companions on more than one occasion.

Equipment: Ringmail armor, value TOU+3/14; broadsword, damage value STR+6/18; axe, damage value STR+5/17; long bow, damage value STR+6/18, range 3-10/100/250; hand grenades (6), damage value 19, range 1-6/15/40; tribal totem; Timex watch; torch; tinderbox; grimoire; spell components; cloak and hood

Quote: "Those monstrous man-metal priests were bothering my friend. So I broke their legs."

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+5

+1

Jonas Keating

Accomplishments

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•Narrowly evaded Baruk Kaah's ordered "storyteller sweep" in the Eastern Land, a time in which Keating lost many close friends. The bard had been planning a journey to the Western Land, believing its end was nigh, but events in Aysle conspired to keep him there. Time will tell if he is able to return to the United States.

· While in Los Angeles, Keating was offered a recording contract by Ichi Records (at the time, the bard remained unaware of Nippon's invasion). It turned out that Nippon scientists hoped to convert Keating's voice into a weapon using sonic technology implants. Fortunately, he realized in time their dark plans for him and managed to make his escape.

• Battled mutated Living Land creatures near a Canadian biological warfare facility shortly after the collapse of the Northern Land. Realizing that anyone attacking the creatures risked contracting plague, Keating worked to calm the beasts with music. This met with only mixed success, but did allow his companions time to plan their strike.

• While visiting a resistance community in Illinois, Keating became involved in the struggle against Thrakmoss and the members of the Stalek cult. He later turned the tale of this adventure into a song, which was used to refill the people in the Denver area prior to the collapse of the maelstrom bridge there.

> Last Known Location: Glasgow, Scotland

Evaluation

-Keating is enough of a combatant to be able to defend himself, but if a warrior is what you seek, look elsewhere. He is the other brand of hero to come out of the Possibility Wars, the storyteller, one just as important as those who foil the plans of the High Lords through more direct methods. He has an inventive mind and a rich. beautiful voice, and his relatively harmlessappearanceand easy manner have allowed him to gain access to many places that a warrior armed to the teeth could not.

The fighter is important, but Keating is an example of the adage that those who travel and tell the tale of glory also serve. It is a dangerous job — the High Lords understand the importance of storytellers, even if groups like the Delphi Council often do not. If Keating has a flaw, it's his desire to resolve even the deadliest disputes through words and music, and his reluctance to accept combat as a first resort (which, sadly, it often must be in these violent times).

Dossier Compiled By: Jonathan Woodman



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CHARACTER RECORD SHEET **Ionas Keating**

Character Jonas K	Ceating			Home Ay	sle (trans	formed)
Age 30	Wound Lo Wound	1000	Shoc	k Damage	Magic	Social
Height 5'9"	Hvy Wou	1000	lists	116	18	18
Weight 165 lbs.	Mortal Dead	時間	к	о	Spirit. 16	Tech. 15
Possibilities 15	Second Se	H AC	1 ind	29	1. S.	1
Skill	Add	Att	ribute	Value	-	1000
Reality	1	5	PI	12	1000	6
Dodge	2	I	DEX	11	1	12
Melee weapons	1	I	DEX	10		
Unarmed combat	1	I	DEX	10	D.	EM
First aid	1	F	PER	12	FE	11
Language (Ayslish)	1	- F	PER	12	1 1	Test
Scholar (music)	4	F	PER	15	1 1	INCRY!
Scholar (mythic lore) 3	F	PER	14	NI	the star
Trick	1	F	PER	12	2	D'AYAN
Artist (musician)	4	N	AIN	14	Sel	1600
Survival	1	N	AIN	11	1007	
Charm	3	(CHA	16	LÀ	
Persuasion	5	(CHA	18		9
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Player Name:

Cosm: Aysle (transformed)

Background: Jonas Keating was born with a gift for music — at least, that's what his grandmother told him when he sang in her arms as a child. His parents were less than thrilled with his constant ven to play and sing, but they were willing to put up with it. As he got older, his father warned him that it was very difficult to make a living as a musician.

> But Keating found his talents in demand when the Possibility Wars began. There was a real need for storytellers and bards now - people who could spread tales of heroes, both ancient and modern, and give the world new hope that they would survive this horrendous period. Keating began to travel the drastically changed English countryside, singing for his meals or to earn a few trades. He saw many things, both frightening and inspiring, and soon attached himself to a Storm Knight group. Together with these good comrades, he shared many adventures, which he then immortalized in song.

> Keating has also spent a good deal of time in the Living Land in recent months, and his songs have done a great deal toward refilling the people with possibility energy as stelae areas around them collapse.

Personality: A charismatic speaker with a thrilling voice, Keating knows he has the ability to charm others, but takes care not to abuse that gift. He believes very strongly that music is the key to a richer, better life for all and tries to impart that to others whenever he performs.

Equipment: leather armor, value TOU+2/10; dagger, damage value STR+3/11; short sword, damage value STR+4/12; guitar; leatherbound copy of Beowulf

Quote: "And now, children, a story of the heroes of old to help chase the Evil Ones from your dreams."

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Attributes	Action		Mov	ement	Rates		ilue	16
Dexterity 9	Maneuver	9	Runn	ing				
Strength 8	出版社社社会社会			ming		10.3		
Toughness 8	SD.ENT 2.	111.10340	Jump				1992	
Perception 11	Trick	12	Clim	bing	Page 1		5	
Mind 10	Test	10	Liftin	g			Marco .	
Charisma 13	Taunt	13	0.090	1.1.1		200	-	
Spirit 11	Intimidate	11	offic			1.32		
Lquipment	Valu		iom vel	s	Ran M		1.	
Armor	The Content	1	111		1.1			
Leather armor	+2/1	0 5						
Weapons		-				-		
Dagger	+3/1	1	7					
Short sword	+4/1	2	8					
THE GENERAL CONTROL			-		1	-		
	VC in Star	0.02		1.5				
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Bonus Chart								
Die	3	3 5	7	9	11	13		
Roll	1 2 4	1 6	8	10	12	14	15	16
Bonus #	-12 -10 -8	8 -5	-2	-1	0	1	2	3

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Patty McDermott



Accomplishments

• Traveled to a "Black Friar" monastery in the north of England to rob the evil clerics of their ill-gotten gains. Discovered, almost too late, that the monks had been murdered and replaced with sorcerous constructs. Fought her way out of the chapel and used a flaming arrow to set the structure on fire.

 Accepted a contract to steal the crown of King Pellinore from its resting place in Dartmoor. Arrived only to find that an edeinos had beaten her to it — and not only that, the fool had awakened the Questing Beast. She now keeps an eye peeled for the beast's tracks, hoping it will lead her to the edeinos and the crown.

• Waylaid a traveling mendicant friar along the road to search him for hidden gold. Instead, found that the "innocent monk" was a cyberpriest carrying plans of the Dover defenses for sale to the Dark. McDermott brought the agent into the woods for a meal, relieved him of his money, and then returned an altered version of the plans to him and sent him on his way. A subsequent Dark raid on Dover later failed miserably.

Last Known Location: Nottingham, England

Evaluation

McDermott combines the practical mind of a seasoned number-cruncher with the daring of a cutpurse, all of which combines to make her a potentially valuable addition to the Guild. Countless items of note have found their way into her hands, one way or the other — her scriveners are said to be experts at copying dispatches in short periods of time, before returning them to their unwitting couriers. In that way, the forces of the Light have been able to anticipate more than a few Dark moves.

If McDermott has a flaw, it is one common to many Storm Knights and stormers: a lack of respect for any authority, potentially dangerous in delicate situations when the ability to follow orders is key. When requested by Lady Ardinay's representatives to temporarily cease her activities, McDermott refused. My recommendation: accept her into the Guild as a trial member, but make her prove her loyalty before making her a full member.

Dossier Compiled By: Marc Brenowitz



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CHARACTER RECORD SHEET Patty McDermott

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			Tech.
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Possibilities

Skill	Add	Attribute	Value
Reality	4	SPI	13
Acrobatics	1	DEX	12
Beast riding	2	DEX	13
Dodge	4	DEX	15
Lock picking	2	DEX	13
Long jumping	1	DEX	12
Maneuver	2	DEX	13
Melee weapons	2	DEX	13
Missile weapons	2	DEX	13
Prestidigitation	5	DEX	16
Stealth	6	DEX	17
Unarmed combat	2	DEX	13
Disguise	1	PER	12
Divination magic	2	PER	13
Find	4	PER	15
First aid	1	PER	12
Scholar (realm lore)	1	PER	12
Tracking	3	PER	14
Trick	3	PER	14
Test	3	MIN	12
Persuasion	1	CHA	13
Taunt	2	CHA	14
Intimidation	4	SPI	13

Attributes			pproved Actions		Moy	vement F	Rates	Limit Value
Dexterity	11	Man	euver	13	Run	ning		
Strength	9				Swi	mming	100	
Toughness	10	231272			Jum	ping		
Perception	11	Tricl	k	14	Clin	nbing	1.5	
Mind	9	Test	130111-1	12	Lift	ing	1022	2010
Charisma	12	Tau	nt	14	1999		5	
Spirit	9	Intir	nidate	13	1			
Lquipment			Value		iom vel		Range M	
Armor				1830	- AF			
Leather outfit	t.	90	+2/12	7	15			
Weapons		1		1				1
Dagger	193	2	+3/12	1	7			
Short sword			+4/13	1	8			and the second
Long bow	CHI CO		+6/15	1	2	3-10	100	250
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Player Name:

Cosm: Aysle (transformed)

Background: McDermott had the perfect training for a life as a thief, bandit and rogue — she was an accountant. Her firm sent her to Oxford to negotiate a deal mere days before the Aysle bridges dropped. Caught up in a reality storm, she suddenly found herself transformed to a figure from this medieval world.

Realizing both the British government and Lady Ardinay's court were in disarray, she set out to sabotage Dark efforts with a little well-planned banditry. Aided by a small group of men and women, she stole from the Dark to give to the Light (always keeping a "finder's fee" for herself, of course). With the Warrior of the Dark now firmly in control, she and her merry band are needed more than ever. Her activities have led to her being branded an outlaw, and a price being levied on her head, but she doesn't care. The people need a champion, and she enjoys the jingle of gold in her purse, so she will go on.

> In recent months, she has found herself allied more and more often with crusaders from other realms. Though initially suspicious of them, she has learned that sharing information helps everyone. And although she does not like being far from Aysle, the lure of a goodly treasure

is enough to make her leave.

Personality: McDermott considers herself an expert on outrunning, outthinking, outfighting and just plain outdoing her enemies. She is particularly good at motivating others and restoring to them a sense of dignity, which has contributed greatly to the sense of loyalty her people feel for her. She particularly enjoys robbing taxmen, a carry-over from her former life.

Equipment: short sword, damage value STR+4/13; longbow, damage value STR+6/15, range 10/100/250; quiver of arrows; dagger, damage value STR+3/12; soft leather huntsman's outfit, armor value TOU+2/12; pocket calculator

Quote: "Stand and deliver! Oh, and by the way, welcome to the world of creative financing."

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Bonus Chart																					
Die			3	5	7	9	11	13	1			1			21	26	31	36	41	46	
Die Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Sean MacWirth

Accomplishments

• Stowed away aboard a Nile submarine plying the waters of the Mediterranean. Although the technology was unfamiliar to him, he managed to guess at the workings of the emergency rudder control and steer the sub into the path of some Core Earth battleships. With depth charges dropping to and fro, MacWirth climbed into a torpedo tube and launched himself to safety.

• Commanded one of the vessels that ferried battered Army of the Light



troops from their disastrous defeat in Scotland back to southern England. It was MacWirth who talked his way around Llawereint, the ancient and powerful entity who dwells in St. George's Channel. Had MacWirth's golden tongue not carried the day, the angry god might well have completed the destruction of Ardinay's army that day.

• Exposed Orrorshan occultist Barbara McHenry as being possessed by the evil entity known as Ee'loarn. While the rest of his party battled the creature, MacWirth fought his way through an army of lesser horrors to obtain a portrait of Barbara from her home. Exposure to the painting weakened Ee'loarn sufficiently that the Knights were able to exorcise it.

Last Known Location: Oslo, Norway

Evaluation

It is my belief that Sean MacWirth will do almost anything we ask of him if we provide him with a ship and crew. He has been a sailor without a vessel for so long that those who have worked with him say he's like a man half-dead. Though he has been a competent Storm Knight and had his share of successes, the smell of the salt air and the feel of the deck moving beneath his feet could well make him a new man.

The obvious precautions apply: do not let him near any Vikings, unless you wish to see them gutted; do not leave him alone with any loot you wish to still possess when he leaves; and find some way to keep track of the man — let him out on the sea with a ship of his own, and he may not pass this way again. Beyond that, I believe he would make a fine agent for the Guild.

Dossier Compiled By: Jonathan Woodman



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Cosm: Avsle

CHARACTER RECORD SHEET

Sean MacWirth

Background: The son of a Corsair captain, Sean MacWirth was a seaman from birth. As a youth, he apprenticed on a whaler before deciding that honest work was not for him. At 16, he landed a berth on the Dragon's Pride, a pirate vessel under the command of Captain Cedric Donahue.

When Ardinay/Uthorion ordered the armies of Aysle

down the maelstrom bridge to Earth, Donahue gladly obeyed. Yet when the "new" Ardinay ordered the fighting ceased, the Corsair commander chose to ignore her wishes and continue the fight. But MacWirth and many of the other pirates had lost their taste for plundering helpless cosms, not to mention fighting alongside treacherous Viking scum. So one dark night, he led a mutiny, dropped Donahue on a deserted island, and seized command of the Dragon's Pride.

Alas, this situation was not to last long. Several Dark pirate vessels converged and decided to make him and his crew an example of what happens to mutineers. He escaped with little else but his life, but vowed to teach the Dark forces a lesson in seamanship and avenge the deaths of his fellows.

Personality: Charismatic, charming and a born leader of men, MacWirth gives the

initial impression of a man who cares about nothing but the next lass, the next mug of ale, and the next galleon to sink. In truth, he is as fierce in his devotion to the fight against the Dark as any, and has sent more than one coward to walk the plank. MacWirth also has an irrational hatred of Vikings.

Equipment: sword-breaker, damage value STR+6/16; rapier, damage value STR+5/15; wheellock pistol, damage value 13, ammo 1, range 3-5/10/25; 1500 trades

Quote: "Clumsy Viking! You've gotten your blood all over my rapier!"

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Character Name Sean	MacWirth		Home Cosm Aysle					
Age 25	Wound Lo		Shock	k Damage	Magic	Social		
Height 5'10"	Hvy Wou				18	18		
Weight 187 lbs.	Mortal Dead	and and	к	о	Spirit. 16	Tech. 15		
Possibilities 16	5			•		-		
Skill	Add	Attr	ibute	Value	-	-		
Reality	1	SI	PI	10				
Acrobatics	1	D	EX	13	100			
Dodge	1	D	EX	13				
Fire combat	1	D	EX	13				
Maneuver	3	D	EX	15		1		
Melee weapons	2	D	EX	14		10.		
Unarmed combat	2	D	EX	14		F		
Climbing	2	ST	ſR	12				
Divination magic	1	P	ER	10	1, 2112			
Find	1	P	ER	10	15			
Trick	4	P	ER	13	·· . *			



Vito Tattaglia

Prizewinner

Accomplishments

• Working with a party of Storm Knights, crushed an attempt by the Yakuza to seize control of the London

underworld. Shipped the dead enforcers, sealed in amber, to Kanawa Corporation head with instructions to "back off or youse are next."

•Broke up a cyprium faerie protection racket that threatened to cut off power to a large area of England. Intimidated one gang member into talking by pointing out that, as a child, he liked to pull the wings off faeries, and he was "feelin' childish right now."

• Worked to try and arrange a truce between warring Parisian street gangs. When negotiations failed, had wizards conjure up cement shoes for the two leaders and dropped them into the Seine. Peace reigned for some time thereafter.

• Tried to get a cut of an operation involving shipping Living Land talismans on to Ayslish sorcerers. When his buy-out offer was rejected, he kidnapped the gang's chief, a Core Earther, and had his sawbones surgically implant one of the talismans inside him. Now trapped in a Living Land pure zone, the criminal's gang fell apart, as he no longer can call upon the social skills to keep it organized.

Last Known Location: York, England

Evaluation

Possibility Wars make strange bedfellows (anyone who's worked in Tharkold can tell you that). Nowhere is that more easily seen than in the hand-in-glove cooperation between Storm Knights and Vito Tattaglia. Basically, if you want access to equipment or information in the York area, you have to go through Tattaglia's mob, like it or not.

> This alone makes him a worthwhile contact for the Guild, but in addition, he has a genuine distaste for the Dark and their plans of conquest. "Dead folk can't gamble," he's been heard to say. "Dead folk can't pay protection, drink bootleg mead, or show the proper respect. Got no use for dead folk." If the Warrior of the Dark's new, more aggressive stance should threaten his operations, look for Tattaglia to become involved.

Dossier Compiled By: Bill Olmesdahl



CHARACTER RECORD SHEET Vito Tattaglia

Character Name Vito 7	Tattaglia	Home Cosm Aysle			
Age 42	Wound Level Wound	Sho	ck Damage	1.	Social
Height 13'6"	Hvy Wound	oi m		18 Spirit.	18 Tech.
Weight 553 lbs.	Mortal Dead	K	0	16	15

Skill	Add	Attribute	Value
Reality	2	SPI	10
Fire combat	2	DEX	11
Melee weapons	2	DEX	11
Unarmed combat	5	DEX	14
Lifting	1	STR	19 (14)
Find	1	PER	10
Scholar (org. crime)	2	PER	11
Trick	1	PER	10
Test	1	MIN	9
Willpower	2	MIN	10
Persuasion	1	CHA	9
Corruption	1	SPI	9
Intimidation	3	SPI	11
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Attribute			Appr Acti			Mov	ement I	Rates	Li Va	mit alue	
Dexterity	9	Ma	aneuv	er	9	Run	ning	1.1			14
Strength	18(13)					Swin	nming				
Toughness	15(11)					Jum	oing	11		15.11	
Perception	9	Tri	ick	153	10		bing	1.1		81	
Mind	8	Te	st		9	Liftin	ng	1.53	-		12
Charisma	8	Ta	unt		8	T	10	Sec.	20	Contraction of the	
Spirit	8	Int	timida	ate	11	an had		-			
Equipment			Va	lue	Axi Lev			Ran			1
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Die	100			3	5	7	9	11	13		
Roll			2	4	6	8	10	12	14	15	16
Bonus #	- 1	12	-10	-8	-5	-2	-1	0	1	2	3

Cosm: Aysle

Background: What is a young Chamkatt giant to do in this strange new world? This particular giant started out in the forces of Lady Pella Ardinay, but rapidly decided that army life was not for him. Big danger and small pay was for small minds. He wanted the good life, so he deserted and settled in York.

Once there, he stumbled upon a crew of dwarves with

a working VCR. They were watching "The Godfather" and the giant looked on, fascinated. Here was his answer — organized mayhem! Taking the name "Vito Tattaglia," the giant organized the dwarves into a mob. They started out with a small protection racket and built it into a vast criminal empire.

Tattaglia now controls all crime in York, the undisputed leader of scores of folk, half-folk and creatures. With the aid of his "family," he hopes to one day control organized crime throughout Aysle. In the meantime, he has fought off attempts by other realms to get a toehold in England. His contributions to the defense of the realm have led the Home Guards to look the other way regarding his criminal activities ... for now.

Personality: Tattaglia is a stereotypical mobster, living by his own code of honor and with no compunction about "hit-

ting" opponents. Tattaglia is perhaps best known for leaving a dragon's head in the bed of a high-ranking lieutenant of Cyberpope Malraux.

Equipment: Thompson SMG, damage value 20, ammo 15, range 3-15/40/100; brass knuckles, damage value STR+2/20 (15); pinstriped suit; lucky two-headed coin; videotapes of "The Godfather" trilogy; 500,000 trades

Quote: "I wanna see that summanabitch dead! Mobius sleeps with the fishes! See to it!"

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Tatters



Accomplishments

• Emerged from his first Net run (piggybacking, of course) with knowledge of Cyberpapal plans for expansion into New England. Tatters provided the information to Pella Ardinay, who forwarded it to Storm Knight groups in France and the United States. They were then able to prevent the planting of stelae in the northeastern United States, although it is doubtful that Malraux has given up completely.

· Taunted the operators of a matter-

transmutation gun in the Nile Empire in order to get them to demonstrate its function. Unfortunately, they demonstrated it in his direction, turning him into a pile of wood shavings. His Storm Knight companions managed to reverse the effects before they became permanent, and Tatters is determined to one day obtain a copy of that weapon.

• Used an assortment of machines items that gave off sparks, loud noises, bright lights — to confuse a mage-killer sent to hunt him down. Although they proved only a temporary distraction, Tatters had enough time to reach his 9mm and badly wound the creature, driving it from him.

• In the desperate days immediately following the Warrior of the Dark's ascension, it was Tatters using magicallymodified shortwave radio equipment who kept London advised on the advance of the new High Lord's armies. His broadcasts from the front lines, though grim, provided the only accurate picture of the Dark forces' capabilities.

Last Known Location: Paris Liberté, France

Evaluation

Tatters' reputation precedes him, which is perhaps why Pella Ardinay was a little reluctant to accept his services when they were first offered. An accomplished sorcerer, he is nonetheless far more interested in how a toaster works or how an electric clock is capable of knowing where the sun is in the sky at any given moment. Give him a place to work and some parts to tinker with, and you're liable to get a fascinating new device — or a very large explosion.

Still and all, Tatters' interest in studying the effects of magic merged with tech may be a help to the Guild in Tharkold (and Dunad knows we could use plenty of help there).

Dossier Compiled By: Shawn Metcalf

Player Name:



CHARACTER RECORD SHEET "Tatters"

Character Name Fende	n	Home Cosm Aysle			
Age 26	Wound Level	Sho	ck Damage	Magic	Social
Height 6'1"	Hvy Wound	13. 11	(CT) - 10	18	18
0	Mortal	Contraction of the second s		Spirit.	Tech.
Weight 155 lbs.	Dead	K	0	16	15
Possibilities 15	a superior	1024	References	No. 1220 PR	o a lide
Skill	Add A	ttribut	e Value		
Reality	4	SPI	14		

Beast riding	1	DEX	10
Dodge	3	DEX	12
Fire combat	2	DEX	11
Lock picking	1	DEX	10
Melee weapons	2	DEX	11
Prestidigitation	1	DEX	10
Stealth	4	DEX	13
Unarmed combat	2	DEX	11
Alteration magic	5	PER	17
Divination magic	5	PER	17
Language (English)	1	PER	13
Scholar (arcane lore)	2	PER	14
Scholar (mechanic)	2	PER	14
Scholar (realm lore)	2	PER	14
Trick	2	PER	14
Apportation magic	4	MIN	16
Conjuration magic	4	MIN	16
Science (chemistry)	2	MIN	14
Test	1	MIN	13
Charm	1	CHA	11
Faith (Dunad)	2	SPI	12
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Attributes			Approved Actions		Mov	ement	Rates		mit alue	
Dexterity	9	Ma	neuver	9	Run	ning	11			
Strength	9	1.55		1122	Swir	nming	1	-		
Toughness	8		进口1980	1000		ping				
Perception	12	Tri	ck	14	Clim	bing		1	2	
Mind	12	Te	st	13	Lifti	ng		31		
Charisma	10	Ta	unt	10	18.31	1	P. S.	133		
Spirit	10	Int	imidate	10	11.65	2.5.1				
Equipment			Value		iom vel		Ran M			
Armor	1.1	in in De in			1.57				1	-
Weapons		t in The		281	1.00				10	
Staff		1.1	+2/11	-	7	1	1		Black L	1
Wheellock Da	ig		13	1	5	3-5	10		25	23
9mm Beretta	8-1 - 12-11	1.63	15	2	2	3-10	25	-	40	
		1004 (221) (500)		12			22			
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Bonus Cha	rt									
Die Roll			3 2 4	5 6	7 8	9 10	11 12	13 14	15	16
Bonus #	Anti-	-12	-10 -8	-5	-2	-1	0	1	2	3

Cosm: Aysle

Background: As a young man, the Ayslish wizard nicknamed "Tatters" (whose real name is Fendon) had a remarkable gift for magic, but this was tempered by his love of machinery. He would often sneak away from his village and visit the dwarven smiths in the Land Between to learn their secrets. Finally, his father sent Fendon away to the Mage Academy in the hope this would turn

> him back to a more natural path. Fendon concentrated on *metal* magic and graduated with honors.

Once back home, he set up a laboratory and hired a crew of dwarves to help him construct machines. This caused him to become something of an outcast in magical circles, and repeated experiments with gunpowder resulted in all his robes becoming burnt and torn, leading to the nickname of "Tatters."

Fendon traveled to Earth after Ardinay's call for the fighting to cease. He has chosen to forsake his research in favor of fighting the High Lords (and incidentally, getting a look at some of their marvelous new machines).

Personality: "Tatters" sees life as a series of problems to be solved. He has become a movie buff since coming to Earth and keeps a collection of videocassettes in his new home in southern Ireland. "Tatters"

is also known for a dangerous habit of casting on the fly.

Equipmenti staff, damage value STR+2/11; wheellock dag, damage value 13, ammo 1, range 3-5/10/25; 9mm Beretta, damage value 15, ammo 9, range 3-10/25/40; torn and burnt robe; grimoire; pack of Dentley's chewing gum; insides of an IRCOM Custom Vee cyberdeck; 100 trades

Quote: "One of your writers once said that advanced technology is indistinguishable from magic. I don't know if I believe that, but I'm certainly willing to find out."

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Major Sean N. Astral

Accomplishments

• Intrigued by the technological advancements of the Japanese, Astral commanded a team sent to investigate the crash of the Mitiya low orbital space shuttle that had gone down off the coast of California. His investigation turned up a connection between the newly-invigorated Japanese space program and the mysterious Kanawa Corporation. His Delphi Council superiors ignored his report.

•Led "Astral's Angels" to Aysle on a



two-fold mission: receive a briefing from British Intelligence on the progress of the Cyberpapal and Nile space programs, and evaluate the possible uses of magic for stellar travel. He accomplished the first half of the mission by trading data gleaned from the Japanese shuttle. But while working at the latter objective, he and his team were present when agents of the Warrior of the Dark raided Oxford University in search of a grimoire. Astral and his team retrieved it and received permission from Pella Ardinay to study the effects of levitation spells on boosting payloads into orbit.

• Discovering that the Delphi Council was sharing information with the Japanese government — including some highly classified documents — Astral began to suspect Kanawa infiltration of the government body.

Last Known Location: Mexico City, Mexico

Evaluation

Astral is naturally suspicious of large bureaucracies. He blames the SITF for keeping him away from home at a time when his family needed him. He suspects (correctly) that the Delphi Council has a very different agenda from that which they display in public. Therefore, it should not be surprising if he is reluctant to throw his lot in with the Storm Knights' Guild - but I would recommend we keep working on him. There are relatively few Knights with the kind of space experience that Astral has, and with the Akashans and other alien species now on Earth, this sort of skill is at a premium. Only men like Astral can tell us if our new "benefactors" are telling the whole truth about the galaxy that surrounds us.

Dossier Compiled By: Robert L. Martinez



Player Name:

CHARACTER RECORD SHEET Major Sean N. Astral

ean N. Astral		Home Core Earth			
Wound Level	Sho	ck Damage	Magic	Social	
Hvy Wound	-use		7	21	
Mortal Dead	К	о	9	Tech. 23	
	Wound Level Wound Hvy Wound Mortal	Wound Level Sho Wound Hvy Wound Mortal	Wound Level Shock Damage Wound Hvy Wound Mortal	Wound Level Shock Damage Magic Wound 7 Spirit.	

Skill	Add	Attribute	Value
Reality	2	SPI	11
Dodge	3	DEX	13
Fire combat	2	DEX	12
Maneuver	1	DEX	11
Melee weapons	1	DEX	11
Running	1	DEX	11
Unarmed combat	2	DEX	12
Air vehicles	3	PER	15
Evidence analysis	1	PER	13
First aid	1	PER	13
Scholar (astronomy)	1	PER	13
Space vehicles	5	PER	17
Trick	1	PER	13
Science (engineering)	2	MIN	12
Test	1	MIN	11
Charm	1	CHA	10
Persuasion	2	CHA	11
Intimidation	2	SPI	11
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CHA	10	~ ~ //

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Cosm: Core Earth

Background: Sean N. Astral rose to the rank of Air Force major at an early age, married his high school sweetheart, and had three children with her. He eventually joined the US space program as a shuttle astronaut, working only on classified missions. He also served in the Foreign Technology Division, studying the space programs of other nations.

> When the Possibility Wars began, Astral was assigned to the "Space Investigations Task Force," a unit organized to evaluate the capacity for space travel among the invading cosms. While being briefed in Houston, his family was a slain by an edeinos scouting party. Hiding the pain of his loss, Astral began volunteering for increasingly dangerous missions, eventually coming to command a group of Storm Knights dubbed "Astral's Angels."

> Now Astral spends his time striving to keep the Possibility Wars out of space. His goal at present is to meet with the Akashans and try to plumb some of the secrets of their bioengineered ships. But before he can do that, he must deal with threats from Nippon and the Cyberpapacy, and the instability of one of his agents, Stella Nova.

Personality: Astral is a man with a mission. Since the death of his family, he has filled his life with work. He sees space as a place free of corruption, and hates both Kanawa and the Cyberpapacy for their efforts to use space for their own ends.

Equipment: Kevlar armor, value TOU+6/16;9mm Beretta, damage value 15, ammo 9, range 10/25/40; M-16, damage value 20, ammo 10, range 3-40/250/400; tape recorder; camcorder; portable computer with CD-ROM drive; CD-ROM encyclopedia; Delphi Council ID; \$1000

Quote: "I know what I've seen. If the Delphi Council doesn't want to admit to it, then they're liars. Until I learn different, I'll work from there."

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Dexterity	10 M	aneuver	11	Rum	ning				
Strength	10	-			nming			1000	-
	10			Jum		1			
Perception	12 Tr	rick	13		bing	1	1	10 82	
Mind	10 Te	est	11	Liftin				8 - 6	-
Charisma	9 Ta	unt	9	. 18	1			6 12	
Spirit	9 In	timidate	11		1		1	Sec.	
Equipment		Value		iom evel	s	Ran M		L	
Armor	1.11				1		71		
Kevlar	[second	+6/16		22	1	1		12	-
Weapons	Contra de			1	2				
9mm Beretta	increased and	15	1	22	10	25	;	40	
M-16		20	1	23	3-40	25	0	400	
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Bonus Chart			-		-				
Die		3	5	7	9	11	13		
Roll	1	2 4	6	8	10	12	14	15	16
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3



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+1

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EM-Girl

Accomplishments

• Challenged Yakuza gangsters in San Francisco, putting them on notice that EM-Girl had returned to protect her native city. Her battles with these Nippon agents led her

into a confrontation with a trio of technodemons. Overmatched, she managed to hold on until her companions arrived, at which point Major Havoc, Marcel Berge and her were able to crush their foes.

 Used her electro-ray powers to challenge the Wild Hunt high over London, in defense of the Home Guard. Through her valiant delaying action, badly-needed food was able to reach the city. This frustrated one of Uthorion's last hopes of crushing Core Earth resistance in England and effectively doomed the ex-High Lord.

• Helped a small group of Terran Martians who had been rampaging through Cairo to make contact with the Silver Scarab, the Whisper and Colonel Cairo. The three heroes were able to eventually help the Martians return to Terra, and Colonel Cairo thanked Jones for saving countless lives in the city



through her actions.

• Rallied her companions by her initial transformation into EM-Girl and her devastating attack on the Robosphinx. Unfortunately, she almost immediately returned to her true identity, but has since learned how to invoke the transforma-

tion at will. Last Known Location: Cairo, Egypt

Evaluation

Corey Jones is that most unusual Storm Knight, both a warrior and a storyteller. There is no telling how many morestory seeds have been planted by Major Havoc and his group because of the presence of Jones and her mini-cam, recording their heroic deeds and broadcasting them to a world desperate for some hope.

As EM-Girl, Jones isa formidable figure. It seems that, despite her stated love for the social progress the modern world has brought, she longs for a reality where everything is black and white and justice is served. That may well be why she, like Fred the Galactic Guardsman (see individual dossier), always seems to find herself back in the Nile Empire.

Dossier Compiled By: John Terra and Colleen Wetzel





Attributes

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Movement Rates

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Weight 130 lbs.	Mortal Dead	K	0	9
Possibilities 38	itavi irly	17 319861	only -	
Skill	Add	Attribute	Value	
Reality	3	SPI .	13	16
Dodge	2	DEX	12	
Stealth	2	DEX	12	1 Los
Unarmed combat	1	DEX	11	
Air vehicles	1	DEX	12	1
Divination magic	1	PER	12	1
Evidence analysis	2	PER	13	
Find	2	PER	13	N
First aid	1	PER	12	1
Charm	3	CHA	15	7
Persuasion	3	CHA	15	alle
Faith (Christian)	2	SPI	12	

Approved

Actions

Maneuver

Wound Level

Wound

Character

Age 25

Haight 5'6"

Name

Corey Jones

CHARACTER RECORD SHEET		
CHARACTER RECORD STILLT	CHARACTER	RECORD SHEET
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Core Earth

Magic

7

Social

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Tech.

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Home

Cosm

Shock Damage

Background: EM-Girl, aka Corey Jones, was a reporter for International Cable News. Early in the war, she discovered that she could make her equipment work while, all around her, devices were failing. This made her a hot property. One day, it occurred to her that instead of simply reporting about death and destruction, she could use her gifts to prevent it.

Player Name:

She linked up with a Storm Knight group led by Major Havoc (to whom she is strangely attracted) and joined them on numerous adventures. While battling Mobius' Robosphinx in Cairo, Jones disconnected and was hit by a burst of lightning from the High Lord's weapon. But instead of dving, she absorbed the power and became a Nile pulp heroine. Taking to the air. she rocked the Robosphinx with an electroray blast.

She has since learned control of her pulp powers and still operates as EM-Girl on occasion. She still favors the Nile axioms, but is having difficulty reconciling her feelings for Major Havoc with her socio-political beliefs. She numbers Daremo and Kayla among her friends, and is trying to learn magic from the latter.

Personality: EM-Girl is headstrong but pragmatic, politically liberal and very articulate. Despite her adventures, she

still feels more comfortable relating stories than blowing away gospog. She hates guns, carrying a .38 only for dangerous world.

8 revolver, damage value 14, ammo 6, 50; fountain pen (focuses electro-ray imcorder; portable computer; dozens of ckpack; luggage; stylish clothes

Mobius! Feel the power of the press! The than the sword!"

1-Girl has two pulp powers, electro-ray n adventure cost of 7.

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Limit

Value

Fred, the Galactic Guardsman



Accomplishments

• Helped to defeat Malcolm Kane in Teotihuacan by launching a LAW rocket up the side of the pyramid directly at the proto-High Lord. Unfortunately, his apparent ignorance of such things as blast radii led him to do it at a time when one of his comrades was engaging Kane hand-to-hand. The unfortunate Knight suffered a mortal wound, and had to be rushed to medical treatment.

Saved a resistance community in the

Living Land from being taken over by Orrorshan forces by flinging himself upon an occult artifact before its deadly power could be spread throughout the town. Might well have lost his life in this action, had not one of his friends had the foresight to equip him with a teleportation belt. His sudden disappearance caused his comrades to think him dead, and a malfunction in the belt left him many miles from them. He has yet to rejoin that group.

• Prevented the Nile master criminal, Conundrum, from using the legend of the Hound of the Baskervilles to purloin a treasure from the moors of Aysle. Confiscated dispersal grenades from foe, which he later used to great effect against a Nippon hovercraft.

• Aided in the capture of a mysterious assassin who struck down a target in a pitch-black funhouse by dabbing the coat of his victim with phosphorescent paint while on line, and then using that as a target for his blade.

Last Known Location: Cairo, Egypt

Evaluation

Fred is an excellent fighter, and has a good strategic mind. More than one foe has been frustrated by his inability to do damage to this warrior in Kevlar. He has proven himself capable of firm loyalty to his companions, and seems relatively unfazed by crossing realm boundaries. Fred seems to have a particular affinity for Nile heroes, and has often expressed the wish that someday he could be a Mystery Man.

While Fred will fight valiantly to save the lives of others, he is careless about his own, the sole drawback I can find to offering him Guild sponsorship. Still, he seems to be on the road to recovery — despite the shocking events at Montrose, his best friend among his fellow party members is a transformed edeinos.

Dossier Compiled By: Ed Stark



Bonus	100
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Roll

1	CHARACTER RECORD SHEET
	Galactic Guardsman

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and the second s	Sho	ck Da	mage	Magic	Social
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Movement Rates

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Maneuver

Cosm: Core Earth

Background: Fred was the lone survivor of a northern Pennsylvania National Guard unit butchered by a horde of edeinos warriors in the early days of the war. Dazed and confused, he somehow made his way back to his home in Montrose, only to find his family, friends, and the girl he had loved all dead, and his home no more than ashes.

This was his moment of crisis, and he transcended it. vowing to continue the fight rather than surrender to grief. His mind strained to the breaking point, he planned a one-man attack on a nearby edeinos camp, one which would certainly have been suicidal. He was intercepted and calmed down by a party of adventurers, who asked that he join them. Believing that his family name was gone along with almost all of the other relics of his past, he told them that they could refer to him as "Fred, the Galactic Guardsman."

> Fred now acts as the military tactician for the team, as well as being the first to charge into any combat situation. He fights with an almost reckless abandon, leading many of his friends to believe (quite correctly) that he may be looking to end his life and rejoin his loved ones on the other side.

> Personality: The tragic loss of his family and friends had led Fred to become somber and morose, but in recent months, his

growing sense of camaraderie with his fellow Knights has caused him to emerge from his shell just a bit. Fred feels certain that one day he will have to sacrifice his life for his friends, and goes into every adventure prepared to do so.

Equipment: Kevlar (ceramic), armor value TOU+7/19; hand axe, damage value STR+5/15; 9mm Beretta, damage value 15, ammo 9, range 3-10/25/40; SC Kyogo 144, damage value 18, ammo 15, range 3-15/40/150; Winchester '73, damage value damage value 18, ammo 8, range 3-40/250/ 600; grenades (3), damage value 19, range 1-6/15/40; backpack; National Guard uniform; wrist watch; 375 dollars; 1000 trades; 25 royals

Quote: "Blast radius? What blast radius?"

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Strength 10			Swir	nming		
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Perception 9	Trick	10	Clim	bing		
Mind 8	Test	8	Lifti		23. 19	
Charisma 8	Taunt	9				
Spirit 9	Intimidate	11				
Equipment	Value		iom vel		Range M	1.
Armor			-		5.000	
Kevlar (ceramic)	+7/19		22			
Weapons	-					-
Hand axe	+5/15	1	7	1		1
9mm Beretta	15	2	2	10	25	40
SC Kyogo 144	18	2	4	3-15	40	150
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Reality

Dodge

Acrobatics

Fire combat

Lock picking

Maneuver

Find

Trick

First aid

Survival

Charm

Taunt

Willpower

Persuasion

Intimidation

Dexterity

12

Heavy weapons

Melee weapons

Missile weapons

Unarmed combat

Robert Martinez

Accomplishments

• Led the population of a Pennsylania resistance community to safety in Philadelphia, despite the threat of marauding edeinos tribes, limited supplies, and occasionally rebellious charges. Awarded the Delphi Council Medal of Freedom for his efforts.

•Sabotaged a death ray Dr. Mobius had intended to use as part of a plot to destroy a large group of Mystery Men. The resulting blast destroyed a nearby "weird science" research center, a serious setback to reality bomb research.

• Prevented both Nile and Nippon infiltration of the Spartans and the higher echelons of the Delphi Council. Served as President Dennis Quartermain's liaison with the Delphi Council from May to November of last year.

• Martinez has survived three attempts on his life, two launched from the Nile Empire and one by a Storm Knight under his command who had grown sick of his trainer's attitude.

• Supervised an investigation into Spartan activities, to prove that reported excesses were being done under the authority of local officials and not the Delphi Council. His researches proved that this was not so, and in fact the "Sweeping Crews" were acting under orders from the high echelons of the Delphi Council. He did not report this finding to his superiors and remains deeply troubled by it.

> Traveled to Los Angeles and allowed himself to be captured by the Tharkoldu to learn their plans for strikes against the rest of California.
> Survived several days of torture before escaping with the data that was needed.

> > Last Known Location: San Antonio,

Evaluation

Martinez is a difficult subject for evaluation, primarily because his current position with the Delphi Council makes it hard to determine to what extent he can be trusted. Certainly his experience as a trainer of Storm Knights would make him a valuable addition to the Guild. but his attitude leaves a great deal to be desired. Would it be possible to somehow make use of his knowledge without making him aware of our activities? Have B Section investigate his past more thoroughly; perhaps there is some way he could be bought. At any rate, Martinez is highly competent at his job, and winning him over to the Guild's service would be a great coup.

Dossier Compiled By: Steve Tanner

ROBERT MARTINEZ



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CHARACTER RECORD SHEET	
Robert Martinez	

Character Name Bob M	lartinez		Ho Cos	10	ore Earth	
Age 42	Wound Level	Sho	ck D	amage	Magic	Social
Height 6'1"	Hvy Wound	Wound Hvy Wound			7	21
Weight 185 lbs.	Mortal Dead	K		0	Spirit. 9	Tech. 23
Possibilities 15	Arrestowner ber	il.	0	(- Cak	1.000	The second

Skill	Add	Attribute	Value
Reality	2	SPI	10
Dodge	3	DEX	15
Fire combat	4	DEX	16
Missile weapons	1	DEX	13
Unarmed combat	1	DEX	13
First aid	1	PER	12
Land vehicles	1	PER	12
Language (Japanese)	1	PER	12
Survival	2	MIN	12
Intimidation	5	SPI	12
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Strength	8	12	12 6 6 6 9 9			Swimming			2		
Toughness	10	1	ab 'st	100		Jumping					
Perception	11	Tri	Trick		11	1 Climbing					
Mind	10	Tes	st		10	Liftir	ng				
Charisma	7	Ta	unt		7	in the second				15	
Spirit	8	Int	imidate		13				1.172		
Equipment			Valı	ie		iom vel	s	Ran M		L	
Armor											
Bulletproof vest		+6/	16		21					-	
Weapons	alles.	15 V.	13 0.90			0.19			-		-
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Bonus #		-12	-10 -	8	-5	-2	-1	0	1	2	3

Cosm: Core Earth

Background: A high-ranking agent of the Delphi Council, Bob Martinez is in charge of coordinating the activities of Storm Knights around the globe, but has also had a more direct involvement in the waging of the Possibility Wars. Martinez was inspired to make law-enforcement his life after witnessing the Kennedy assassination, and went on to jobs in the New York police force, the FBI,

Player Name:



and the CIA.

Martinez was at Shea Stadium preparing to do an information swap with a Mossad agent when the first Living Land maelstrom bridge dropped. He fought his way out of the city and turned up in Houston two weeks later, wounded and malnourished, but armed with data on the invaders. This, combined with his sterling reputation in the intelligencegathering field, earned him the position he enjoys with the Council today.

In recent months, Martinez has become increasingly convinced that the Council is going about the war in the wrong way, but remains convinced that the system should be changed from within. Thus he has channeled his energy toward training Storm Knights in ways to survive the bizarre battles to come.

Personality:Sarcastic, rude and obnoxious. Martinez treats everyone he encounters

with contempt, particularly Storm Knights. He believes this attitude produces results, but will put his life on the line for the people under his command. Martinez cares more about his country than he does about the Delphi Council.

Equipment: 9mm Beretta, damage value 15, range 3-10/ 25/40; bullet-proof vest, armor value TOU+6/16; Delphi Council ID; 1000 dollars

Quote: "You did good. Real good. Must have been something you ate. How nice to see you again, and I mean that most insincerely."

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Kevin Middleton

Prizewinner

Accomplishments

• Played a major role in the Battle of Philadelphia prior to his accident, credited with helping to prevent Baruk Kaah and his forces from taking the city. Managed to hold off 30 edeinos with his shotgun until reinforcements arrived to drive the lizards off.

• Aided in the crushing of a vampyric uprising in Orrorsh, possibly masterminded by Maletretius. Lured a coven



of witches into a Victorian ambush, resulting in grievous losses to the corruptones, and survived being "marked for death" by a minor horror.

• Defeated agents of Nippon, the Nile Empire, the Cyberpapacy and Orrorsh while struggling to reach "the Forever City." Middleton has expressed a fear that his handicap will prevent him from ever seeing that awe-inspiring place again.

• Halted plans to create an army of amphibious gospog from the corpses of dead Uvwe in Aysle, which led to his commission as an officer in the Army of the Light.

Last Known Location: Land's End, England

Evaluation

Don't let the wheelchair fool you — Middleton is an accomplished handto-hand fighter and chillingly effective with that shotgun. He relies on the fact that the average Viking pays little attention to a warrior without legs (although they do shy away from his "iron steed"). An ally from the Cyberpapacy did offer to construct some prosthetic limbs for him, but he turned down the offer, stating that the wheelchair served as a constant reminder of the evils that were preying on the world.

Middleton's source of strength and greatest weakness is his wife. One attempt has already been made to use her against him (by agents of Mobius) and an offer of Guild protection for her might go far toward swaying him to our cause (that is, of course, assuming Karinna would consent to such a plan).

Dossier Compiled By: Steve Tanner



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CHARACTER RECORD SHEET	
Kevin Middleton	

Character Name Kevin	Middleton		Home Cosm Core Earth				
Age 26	Wound L	1.1.1	Shoc	k Damage	Magic	Social	
Height 5'8"	Wound Hvy Wound Mortal Dead		10.50		/	21	
City Contract of the			Ad Ad Dig -		Spirit.	Tech.	
Weight 109			K	0	9	23	
Possibilities 20)	167 E	102	5			
Skill	Add	Att	ribute	Value		_	
Reality	3	S	PI	12			
Dodge	3	D	DEX	12		À	
Fire combat	5	E	DEX	14		1:2	
Unarmed combat	5	E	DEX	14	1 183	1	
Air vehicles	2	P	ER	13		1 71	
First aid	I	P	'ER	12		E . S.	
Land vehicles	3	3 PER		14		10	
Language (French)	1	P	PER	12		4	

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Movement Rates

Language (Spanish)

Tracking

Survival

Charm

Taunt

Willpower

Persuasion

Intimidation

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Dexterity	9	Ma	neuver	9	Running				11	
Strength	10		man and the first of		Swin	nming	ming			
Toughness	9			1	Jum				Service .	
Perception	11	Tric	ck	11	Clim	bing			112	
Mind	9	Tes	t	9	Liftin	ng		and had		2
Charisma	10	Tau	int	12	1					
Spirit	9	Inti	midate	11						1
l quipment			Value		iom vel	5	Ran M	ge	L	9
Armor	1000	610.	0,4019					-	100	-
Weapons	6. 21 Vát	2-6-3 0-6-3		1				-	-	-
Dagger			+3/13	1.24	7	100			100	
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Bonus #	10.19	-12	-10 -8	-5	-2		0	1	2	3

Cosm: Core Earth

Background: Kevin Middleton was one of the first Storm Knights to ally with the forces of the Delphi Council, and found his experiences as a former gun-runner stood him in good stead in his new life. Though he traveled the world. Avsle held a particular fascination for him, and he often found himself gravitating back there.

Player Name:

On one of these trips, he met and fell in love with Karinna Waverunner, an Uvwe. Duty forced him to leave her often, but he vowed to come back and make her his bride. When he did return, however, he found she had been kidnapped by a Dark member of her race. Her rescue came at a fearful price: an explosion robbed Kevin of the use of his legs, and he was forced to fight his war from a wheelchair.

> Relatively unfazed, Kevin has since married Karinna and lives with her in Avsle. While he still visits other realms. as his services become needed, he works almost exclusively for Pella Ardinay and her Army of the Light. He seems to have reconciled himself to his disability, and it has hardened his resolve to defeat the High Lords.

> Personality: Although once impulsive and reckless, his marriage and the loss of his legs have combined to make Kevin a more serious-minded person. Resolute

and determined, he has still managed to retain his sense of humor and is always among the first to celebrate a victory. He loses any semblance of composure when his wife is threatened.

Equipment: Dagger, damage value STR+3/13; Savage 77E shotgun, damage value 18, ammo 5, range 3-15/40/ 60: 150 trades: wheelchair

Quote: "I'm a casualty, not a victim, and casualties can still fight. Just don't let go of me on any hills."

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Stella Nova



Accomplishments

• Aided Sean Astral in finding a Nippon Tech talisman on board a Mitiya low orbital space shuttle that had gone down off the coast of California. This achievement earned her membership in "Astral's Angels," Astral's Storm Knight group.

•Traveled to the Cyberpapacy to observe and report on Malraux's budding space program. While there, she was forced to defend her companions from a group of cygoyles, which she did by invoking a reality storm. She was thrilled by the experience — Astral reports that the expression on her face while she swept the creatures up into the maelstrom was sufficient to freeze the blood. Since then, she has used storms at every opportunity, despite warnings by her companions that she is attracting too much attention to them from the wrong quarters.

• Trailed Malcolm Kane to Mexico, where her group did battle to prevent his becoming High Lord of Earth. Though Kane was defeated, Nova had to use every shred of her willpower to resist the Darkness Device's entreaties that she become the new High Lord of Earth.

Last Known Location: Teotihuacan, Mexico

Evaluation

I would like to make it clear from the outset that I recommend Stella Nova for Guild membership only so that she will be somewhere where we can keep an eye on her. I have never before encountered someone so in love with the reality storm, and so uncaring about the collateral damage caused by these events. What most concerns me is that, should Astral reject her, she may lose all interest in fighting for Earth. A High Lord would be more than willing to transform her, aid her in developing her skills, and loose her to invoke storms on any and all she wishes.

For that reason, I believe we should accept her into the Guild and put her through a vigorous training program that will keep her mind occupied.

Dossier Compiled By: Robert L. Martinez

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Player Name:

CHARACTER RECORD SHEET Stella Nova

Character Name Stella		Home Co	ore Earth			
Age 24	Wound L		Shoo	k Damage	Magic	Social
Height 5'10"	Wound Hvy Wou	5.80	dipp		1	21
0	Mortal		(bnes		Spirit.	Tech.
Weight 165 lbs.	Dead	2	K	0	9	23
Possibilities 11			179973	and a second	0	
Skill	Add	Att	ribute	Value		
Reality	6	S	PI	16	-	
Dodge	1	I	DEX	11		
Fire combat	1	L	DEX	11		
Maneuver	1	L	DEX	11	Na	6
Melee weapons	1	L	DEX	11	1	~710 1
Missile weapons	1	Γ	DEX	11	1	Ar R
Prestidigitation	2	1	DEX	12		2 13
Unarmed combat	1	I	DEX	11		1 6
Language (edeinos) 1	F	PER	12		NO

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Approved

Actions

Maneuver

Trick

Test

Taunt

Intimidate

Value

+6/16

+3/11

+3/11

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Movement Rates

Running

Jumping

Climbing

Lifting

Swimming

Cosm: Core Earth

Background: Stella Nova was the only child of careeroriented lawyers and grew up lazy, irresponsible and spoiled. During her teens, she became fascinated with the New Age movement. When the Possibility Wars arrived, she and her friends believed that a literal "New Age" had arrived and set out to see these strange realms for themselves. Stella's encounter with the bizarre real-

ity of the Living Land sparked her moment of crisis — thus, though many of her friends were killed by edeinos hunting parties, she was able to survive.

Returning to Los Angeles, she aided a government operative named Sean Astral in defeating a squad of corporate ninja. Astral hired her to help him recover a Nippon Tech low orbital shuttle. She eventually became a full member of "Astral's Angels" and now travels the world combatting the High Lords.

In truth, though, she cares little for what happens to Earth (after all, much of her interest in New Age was because she had no use for reality). She primarily continues adventuring because she enjoys the power to invoke reality storms and because she has a crush on Astral.

Personality: Mischievous, easily bored, shallow and reckless, Stella can be a trial to work with. She often takes unjustified

risks, and her exhilaration over the ability to invoke storms frightens many of her companions.

Equipment: Kevlar armor (torso and helmet), armor value TOU+6/16; knife, damage value STR+3/11; walking stick, damage value STR+3/11; Savage 77E, damage value 18, anmo 5, range 3-15/40/60; backpack; sleeping mat; down parka; candles; flashlight; wristwatch; mirror; canvas tarp for a tent; freeze-dried food (one week's supply); \$50

Quote: "You're just upset because my reality storms blow up so much bigger than yours."

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Limit

Value

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Survival

Persuasion

Faith (New Age)

Attributes

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Dexterity

Strength

Toughness

Perception

Charisma

Equipment

Weapons

Walking stick

Bonus Chart

Die

Roll

Bonus #

Savage 77E

Knife

Mind

Spirit

Armor Kevlar vest

Charm

Taunt

Skippy the Edeinos

Accomplishments

· Encouraged morale in resistance communities by learning how to play baseball and going on a tour with his companions. Although the trip was in part a cover for a mission to gather information on "Sweeping Crew" abuses, it also did wonders for the public image of edeinos. The Fresno tribe later met with Skippy and asked him to be the edeinos' goodwill ambassador to the United Nations, a post he holds to this day.

· Witnessed the apparent death of his best friend, Fred the Galactic Guardsman, after the latter threw himself on an occult object in a resistance community. It was not until some time later that he learned that Fred had survived via the use of a teleportation belt. Skippy and Fred are now once more adventuring together.

• Shortly after the above incident, Skippy attracted the attention of the American media and graced the cover of *Things* magazine. He was later stalked by a "human supremacist" hate group and was saved by the intervention of the Whisper. It was only Skippy's calming tones and restraining hand that prevented the Nile Mystery Man from slaying the lot of them in rage.

Captured by the Nile villain known only as the Hood,

Skippy was forced into an arena and ordered to battle an Ayslish paladin. Both he and the paladin were told that their friends would be murdered if they did not fight — still, Skippy refused, saying "Fred would want me to say no." His example inspired the paladin, and together they defeated the Hood and his minions.

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Last Known Location: Devonshire, England

Evaluation

Skippy is an excellent find for the Guild, if only because at some time we are most likely going to want to come out into the open and offer our services to more than just governments and large corporations, etc. Skippy has become a symbol of "invaders" working with the people of Earth to save our reality, and has become a darling of the media. How many other edeinos have their faces on drinking glasses or their own line of plush toys?

This edeinos might also make an excellent recuiter for those Knights leery of joining an organization that also takes in stormers. All in all, there are definite advantages to having on our side one of the most recognized Storm Knights on the planet, and I recommend signing him up (provided we keep him in the dark about some aspects of our operations).

Dossier Compiled By: Bill Smith

Ţ	Bonus	#
	-	

CHARACTER RECORD SHEET Skippy the Edeinos

Character Name Skipp	у		Home Co	ore Earth	(trans.)
Age 24	Wound Lev	vel Sho	ck Damage	Magic	Social
Height 7'1"	Wound Hvy Wound	a line		7	21
0	Mortal	in a bl		Spirit.	Tech.
Weight 265 lbs.	Dead	K	0	9	23
Possibilities 14	(marken)	nt en	DES IN	DSD85	DE ART
Skill	Add	Attribut	e Value	-	CTN11R3
Reality	2	SPI	10	203504	
Acrobatics	1	DEX	11	(2

Acrobatics	1	DEX	11
Dodge	3	DEX	13
Fire combat	2	DEX	12
Maneuver	2	DEX	12
Melee weapons	1	DEX	11
Missile weapons	1	DEX	11
Stealth	2	DEX	12
Unarmed combat	1	DEX	11
Camouflage	2	PER	13
Evidence analysis	1	PER	12
Find	4	PER	15
Land vehicles	1	PER	12
Scholar (baseball)	2	PER	13
Trick	3	PER	14
Survival	4	MIN	15
Charm	4	CHA	15
Persuasion	2	CHA	13
Taunt	1	CHA	12
Honor	2	SPI	10
	-		-

Attributes		Approved Actions		Move	ement F	Rates		mit ilue	
Dexterity 10	Ma	neuver	12	Runn	ing	197		1100	
Strength 8	CT 1776	201,2218	010		ming	1.69		1	
Toughness 9	1.03	dia donta		Jump	ing				
Perception 11	Trie	ck	14	Clim			107.80		
Mind 11	Tes	t	11	Liftin	g				
Charisma 11	Tau	int	12	1.11	1				
Spirit 8	Inti	imidate	8	n.von					
Equipment		Value		iom vel	s	Ran M		L	
Armor	Nena			12.00	-				_
Weapons		0.000	-	1					-
Bat	1041	+3/11	1.00				24		
Knife	E TAR	+3/11	1000		1.5.2	1000	1.00		
.44 Magnum	Ref.	22	1	17	6	3-1	0	40	
<u>mbarren</u> (d) adt - ordeuna									
Bonus Chart	- E- 1								
Die Roll	1	3	5		9 10	11 12	13 14	15	
Bonus #	-12	-10 -8	-5	1	-1	0	1	2	

Player Name:

Cosm: Core Earth (transformed)

Background: Though part of Baruk Kaah's initial invasion force, Skippy never had any real interest in fighting. He came to Earth primarily out of curiosity, taking advantage of the chance to see a new place and learn new things. A reality storm on the border of the Eastern Land transformed him to Core Earth, and he found his eyes opened to a whole new world of things he had previ-

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ously considered "dead."

He eventually linked up with a Storm Knight group composed of Jasper Norton, a Cyberpapal detective, the Whisper and Fred the Galactic Guardsman (who became his closest friend). Together they did battle in the Nile Empire, the Living Land, the Cybepapacy and many places in between.

Following a battle with the Nile villain Conundrum, Skippy discovered a subterranean cavern which contained the long-lost crown of King Pellinore. Donning the crown, Skippy playfully proclaimed, "I am the king," not realizing that his ill-chosen words would awaken the Questing Beast from its slumber. Attracted by the crown, the monster now stalks Skippy everywhere he goes.

Personality: Despite his experiences, Skippy is still very much the wide-eyed innocent. He has a special rapport with

children and a deep and abiding loyalty to his friends. He does not understand why anyone would mistake him for one of Kaah's edeinos, and is shocked when he encounters hostile reactions from humans.

Equipment: Bat, damage value STR+3/11/knife, damage value STR+3/11 .44 Magnum, damage value 22, ammo 6, range 3-10/15/40; crown of King Pellinore (enchanted item); autographed copy of Things magazine, No. 1; UN credentials

Quote: "Iam the king! COOL! (Ground rumbles and quakes as the Questing Beast emerges.) (Gulp) Maybe I shouldn't have said that, huh?"

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Tom Stark

Accomplishments

• Assigned to protect a group of US diplomats, sent to the Nile Empire to discuss treaty negotiations with Mobius' government. Discovered that there was more to the situation than

was at first apparent, but his warnings of Nile treachery were ignored. After a number of run-ins with shocktroopers and the minions of former Overgovernor Wu Han, Stark succeeded in obtaining proof that Mobius planned to brainwash the diplomats into signing what amounted to be a proclama-



tion of Core Earth's surrender. Though it would have had no legal basis, it would have been an immense propaganda victory for the Nile.

•Succeeded in obtaining both the Possibility Chalice and the Blanket of Moses. Managed to evade attempts by both the Cyberpapacy and the Nile to steal the latter shard. Later defeated the mummified Clemeta and traced her rampage back to Natatiri. This news was slipped through intelligence channels back to Mobius, who was not amused.

• Sabotaged efforts by the Kanawa Corporation to subvert the Mexican government in an effort to gain control of American business (since so many US companies now have facilities there).

Last Known Location: Madrid, Spain

Evaluation

It is a sad truth of the Possibility Wars that most of those fighting on the side of the Earth are rank amateurs. While Mobius, the Warrior of the Dark, and the other High Lords can field crack troops and trained spies, we are left with people who were plumbers last week and whose only asset is that they can retain their own reality. Many are untrained in the forms of combat they will need to know to survive in this strange new world.

That's why people like Stark are so essential to an operation like the Guild. They have the training and the discipline needed to fight a shadow war and know how to spot a trap, tail a suspect, or see through a con. While your standard Storm Knight goes blundering into dangerous situations, the Tom Starks of the war are observing from a distance and planning how to get their friends out of what they've gotten into.

Dossier Compiled By: Jim Ogle



Dexterity
Strength
Toughness

Reality

Dodge

Test

Charm

Honor

Fire combat

Willpower

Persuasion

Melee weapons

Unarmed combat

Faith (Buddhism)

Attributes

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Perception	9	Tri	ck	9	Clim	bing	
Mind	10	Tes	st	15	Lifti		
Charisma	11	Tai	unt	11	Let.	-	
Spirit	9	Int	imidate	9	1		
Equipment			Value		iom vel	s	Ra 1
Armor							
Leather jacke	et		+2/11	5			
Weapons	1921	211	0.01.02		57.5 5	1	-
Machete	91221		+5/13	1	8		-
Bowie knife	plan	94.3	+3/11	1	8	1 3	5.0
Light crossbo	w	100	21	1	0	3-10	1
9mm Beretta	111.44	5[2])	15	2	2	10	2
Schmeisser M	1P40	-	17	2	1	3-15	4
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Bonus Cha	rt						
Die Die			3	5	7	9	11
Roll			2 4	6		and the second	12
Bonus #		-12	-10 -8	-5	-2	-1	0

-12 -10 -8 -5 -2 -1

CHARACTER RECORD SHEET **Tom Stark**

Character Name Tom S	Home Cosm Core Earth				
Age 33	Wound Level Shock Damag		ck Damage	Magic	Social
Height 6'2"	Hvy Wound			7 21	
Weight 190 lbs.	Mortal Dead	к	0	Spirit. 9	Tech. 23
Possibilities 26	and a Adding	Lor	20.5	1.	100
SLIII	Add AH		a Value	1000	

SPI

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Movement Rates

Running

Swimming

Jumping

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Actions

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Maneuver

Cosm: Core Earth

Background: Tom Stark was an employee of a US intelligence agency prior to the invasion (although we remain unclear on exactly which one, and he's not talking). After the war began, he quickly realized that the intelligence-gathering community was not being used to its full capacity by the newly-installed Delphi Council. Frustrated, Stark resigned and struck out on his own as

Player Name:

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a freelance operative.

With opportunities relatively scarce (most European governments were wary of strangers at that point, due to the preponderance of Cyberpapal spies), Stark became a realm runner. Though he did much good, there was a limit to how much he could accomplish on his own. Then he crossed paths with a band of Knights while traveling through the Living Land and aided them in checking an attempt by Dr. Mobius to become Torg. They worked well together and Stark had found his team.

With the Delphi Council still chasing him, hoping to learn just why he resigned, Stark has found it a help to have people to watch his back. Though he does not yet fully trust them, they seem to be willing to accept his silences and wait patiently for him to truly become one of them.

Personality: Extremely secretive, even

with his friends, Stark has been changed by the Possibility Wars far more than he realizes. Whereas before he tried to gauge the strengths and weaknesses of an enemy before attacking, now he is more likely to go in with guns blazing.

Equipment: leather jacket, armor value TOU+2/11; machete, damage value STR+5/13; Bowie knife, damage value STR+3/11; lt. crossbow, damage value 21, range 3-10/100/ 200;9mm Beretta, damage value 15, ammo 9, range 10/25/ 40; Schmeisser MP40, damage value 17, ammo 11, range 3-15/40/100; false ID papers (several); mini-flashlight; backpack; compass; walkie-talkie; sunglasses; wristwatch; \$40,000 in various banks around the world

Quote: "This isn't the Congo, or Somalia. Hell, this isn't even Bosnia. This is a different kind of war."

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Jake Stillwell



Accomplishments

• Helped provide cover for a Knight raid on a Nile mining facility, at which time the eternity shard known as the Eye of Horus was recovered. Later was involved in the theft of a vectoring lens for a high-powered laser from a Kanawa safe. Escaped pursuing helicopters using armed gliders.

• Stopped an Orrorshan plot to overthrow Cyberpope Malraux and convert France into a land of horror. Stillwell's life was saved by the actions of a renegade cyberpriest during this adventure.

• Saved Pella Ardinay from the machinations of a high-ranking lieutenant of Uthorion, despite the handicap of having been turned into a spider monkey by an Ayslish magical ward. Escaped the castle by smashing animated skeletons and "bargaining" with a demigoddess.

• Uncovered "Deathawk" deception perpetrated by Dr. Mobius, and drove the High Lord to defeat. Original party temporarily went their separate ways at that point, and Stillwell is currently seeking new allies.

Last Known Location: Cairo, Egypt

Evaluation

A walking armory, with the skill to use the weapons he carries. There is no question that Stillwell is Guild material, and the talents he would bring with him to the organization are obvious. The sole concern of his fellow Knights is his shadowy past, but even that is not as dark as his reluctance to speak of it makes it seem (details on the Charlotte incident are being compiled by D Section, and will be forwarded to the Guildmaster's office ASAP).

Having seen Stillwell at work, particularly in the Nile Empire, I have no hesitation about recommending that he be contacted. This is a man whose energies need to be directed to where they will be most beneficial, and in return, I'm sure something could be done about the outstanding charge.

Dossier Compiled By: Bryan Covington

Character Name Jake St	tillwell			Home Cosm	Core Earth
Age 37	Wound L Wound		Shoc	k Damag	e Magic
Height 6'3"	Hvy Wou				/
Weight 240 lbs.	Mortal Dead		к	0	Spirit. 9
Possibilities 15	abaya Ja	(CARE)	hopen	ant	and we
Skill	Add	Attr	ibute	Value	
Reality	6	SI	PI	15	1
Acrobatics	2	D	EX	15	
Dodge	3	D	EX	16	
Energy weapons	4	D	EX	17	
Fire combat	9	D	EX	22	1. 1. 1. 1. 1
Heavy weapons	2	D	EX	15	
Melee weapons	3	D	EX	16	
Stealth	1	D	EX	14	100
Unarmed combat	2	D	EX	15	K
Air vehicles	1	PI	ER	10	
First aid	2	PI	ER	11	
Land vehicles	2	PI	ER	11	1 a
Language (German)		1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	ER	12	2. 28
Persuasion	3	1 1 2 7 3	HA	12	
Faith (Protestant)	2	SI	PI	11	I VI
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Attributes		pproved Actions		Mo	ement F	Rates	Limit Value
Dexterity 13	Man	euver	13	Run	ning		
Strength 10	1.203	OR She	100		mming		Sec. 1
Toughness 11	hass	12 Million	ine.		ping		
Perception 9	Tric	k	9	Clin	nbing		bella
Mind 8	Test	in has	8	Lifti		221	1.18.2
Charisma 9	Tau	nt	9				1.2.3 1
Spirit 9	Intin	nidate	9		1	S. 8	632735
Equipment		Value		iom vel	s	Range M	L
Armor					1.1	1. 11	1.57.75 4
Bulletproof vest		+6/17	21				
Weapons						7 9 3	
Bat	1.200	+3/13		6		18 19 1	
Sword	1.42	+6/16		9		1 84 N	
Compound bow	1.00	1+7/7	1	3	10	60	250
.357 Eagle		16	2	2	10	25	50
SC Kyogo 144		18	2	4	3-15	40	150
SC Kyogo T11	-	21	2	4	3-40	150	40
Laser rifle		23	2	5	10-40	80	150
Bonus Chart							
Dia		2	E	-7	0	11 1	10

CHARACTER RECORD SHEET **Jake Stillwell**

Social

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Cosm: Core Earth

Background: Little is known about the history of Jake Stillwell before he suddenly appeared on the scene at a Nile Empire mining facility. Some believe he may have been in the intelligence field, others guess the military, still others feel he might have been just an average loe before the war started. Wherever he came from, his passion for justice and his love for adventure were apparent. Stillwell seems most

comfortable when guns are blazing and enemies are coming from all sides.

Stillwell has made a concerted effort not to reveal details of his past to his comrades. but this much they have gleaned: he was once married, but is now divorced, no children; his brother had been a gun collector. but was killed early in the war, and Jake inherited the arms; his first encounter with the invaders had been while hunting in the Adirondacks, when a group of human Jakatts had attacked his camp.

What his colleagues do not know is that Stillwell was hiding from the law at the time of the invasion, wanted for the death of a man killed in a Charlotte, NC bar fight. Unable to prove his innocence, Stillwell had gone into hiding at his brother's cabin in New York. When the Possibility Wars threw the world into disarray, Stillwell saw this as his chance to start a new life. But he was soon drawn into the fight against the

invaders, and continues to fear the day the war will be won, and he will have to go into hiding again.

Personality: A hardnosed, straight-to-the-point kind of guy, Stillwell is good at what he does and knows it. This knowledge has made him a bit cocky, but not to the point of arrogance. He believes in taking advantage of whatever a new reality can offer to his fight against the High Lords.

Equipment: Bulletproof vest, armor value TOU+6/17: baseball bat, damage value STR+3/13; sword, damage value STR+6/16; compound bow, damage value STR+7/ 17, range 10/60/250; .357 Desert Eagle, damage value 16, ammo 6, range 10/25/50; SC Kyogo 144, damage value 18, ammo 15, range 3-15/40/150; SC Kyogo T11, damage value 21, ammo 40, range 3-40/150/400; laser rifle, damage value 23, ammo 10, range 10-40/80/150; ammunition; camouflage gear; hip pouches; deck of cards (all Aces of Spades); sunglasses; nylon cord; 9300 dollars

Quote: "I've been hanging are these super punks who think they go

Bonus Chart									and the second												
Die Roll	T	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12																				

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ot som	nethi	ing sp	pecial."



Ed Webber

Accomplishments

• Helped to expose the fake kidnapping of US President Dennis Quartermain, as well as prevent the systematic use of benthe to drive Living Land creatures into homicidal frenzies. Awarded the Cross of Cassandra by Delphi Council renegade, Tiresias.

• In cooperation with Evan Gore, acted to stop plague in Cicero, IL, by successfully transporting medical sup-



plies through hostile jungle.

• Stalled Cyberpapal hunt for heretics in Lyon by rewiring their vehicle engines. Six Church Police slain in ensuing explosions. Evaded dogged pursuit by using automobile as off-road vehicle on mountainside.

• Effectively sabotaged Nippon gear being shipped to the Nile Empire, widening rift between Mobius and 3327.

Last Known Location: Karbers Ridge, IL

Evaluation

The positive: Webber is an excellent "wheel-man." His vehicular expertise has saved the lives of his comrades more than a few times, and I do not believe there is anything with four wheels and a steering mechanism he cannot handle. He also has shown some aptitude for aircraft, though I was unable to find out how much experience (if any) he has repairing the hardware on such things.

The negative: Webber is an efficient, if unethusiastic, fighter. While he is certainly no coward — risking his life to save his friends a number of times — he is not an ideal choice for a "smash and grab" operation. He would, however, be a good choice to drive the getaway vehicle.

Guild contact is recommended.

Dossier Compiled By: W. John Seubert

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CHARACTER RECORD SHEET **Ed Webber**

Character Name Ed We	ebber	Home Co	Core Earth		
Age 38	Wound Level Wound	Sho	ck Damage	Magic	Social
Height 5'6"	Hvy Wound	1.99		Calait	21 Tech.
Weight 225 lbs.	Mortal Dead	к	о	Spirit. 9	23

Possibilities 22

Skill	Add	Attribute	Value
Reality	3	SPI	12
Dodge	3	DEX	12
Fire combat	4	DEX	13
Lock picking	1	DEX	10
Melee weapons	2	DEX	11
Unarmed combat	3	DEX	12
Air vehicles	3	PER	15
Find	2	PER	14
First aid	3	PER	15
Land vehicles	4	PER	16
Scholar (engineering)	3	PER	15
Tracking	1	PER	13
Survival	3	MIN	11
		nA tes)	
- 10/75	1	4	

Attributes		Approved Actions		Move	ement B	lates		mit 1lue	F
Dexterity 9) Ma	neuver	9	Runn	ing	100		0.000	
Strength 1	0	fine acti	10	Swim	ming		C. Color		
Toughness 9		ad taile	1010	Jump	ing				1.8
Perception 1	2 Tric	k	12	Clim	bing			2012-2	
Mind 8	B Tes	t	8	Liftin	g				
Charisma 1	0 Tau	int	10				11		
Spirit 9) Inti	midate	9						11
Equipment		Value		iom evel		Ran M		L	1
Armor			1.27	371113	1000			2.0	
Flak jacket		+5/15	100	21	1	100			
Weapons	-mo-	la a di vini	10	0761			1		
Brass knuckles	horu ai	+2/12	pol	9			6.	-	-
9mm Beretta	5 D.4 (56)	15	112	22	10	25		40	
Elephant gun	enni la	21	100	17	60	600)	1.5k	-
	enal : algen of time								
	121 (150)	1977	199 199	eria. Artes	1	29.99		Siris Llera	7
Bonus Chart									
Die Roll	1	3 2 4	5		9 10	11 12	13 14	15	16
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3

Cosm: Core Earth

Background: Ed Webber had always possessed a love for engines, and worked his way through college by repairing errant farm machinery, while pursuing his hobby of restoring classic cars. After a stint in the Army, he settled in Illinois and opened his own farm equipment manufacturing business.

When the edeinos invaded, Ed discovered that he was

able to resist the changes brought by the new reality. Believing this to be a sign that he had a duty to his neighbors, Ed became a "realm-runner," traveling between Core Earth and the Living Land, carrying goods, supplies, news, and occasionally people.

It was during one such trip that he encountered his first group of Storm Knights, people like himself who felt they had a responsibility to fight against the invaders from other realities. From them, he learned that not only America was threatened, but the entire world. Without hesitation, he allied himself with them, and now travels the world handling heavy machinery and shooting monsters.

Personality: Ed is matter-of-fact, but not blunt, and often reluctant to engage in combat if he doesn't have to. But if backed into a corner, he is a determined foe. He is often sullen and angry after killing an

enemy, wishing that he could have escaped without having to get blood on his hands.

Equipment: flak jacket, armor value TOU+5/15; brass knuckles, damage value STR+2/12; 9mm Beretta, damage value 15, ammo 9, range 3-10/25/40; elephant gun, damage value 21, ammo 2, range 60/600/1.5k; US Army truck, speed 140/90/13, pass. 2, TOU 23; sea plane, "The Goose," speed 150/90/13, pass. 2, TOU 14

Quote: "I didn't want to kill him ... but the stupid, ugly critter didn't belong here anyway."

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Marcel Berge



Accomplishments

• Aided his companions — Major Havoc, Daremo, EM-Girl, Kayla — in battling Dr. Mobius' dreaded Robosphinx Mark I. Berge's contributions were invaluable in the eventual destruction of this super-weapon.

• Traveled to Magna Verita to prevent the assassination of Papal Legate Cardinal-Bishop Gerrard Pierre. While there, encountered his former mentor in the Hospitallers who refused to bestow forgiveness upon him for turning away from the "True Church." Berge later defeated his mentor in melee combat.

• Entered the GodNet to investigate reports of entities within The Deep. Discovered instead that a portion of the Net had been cut off, as if it were no longer under Cyberpapal control. This led to a later encounter with the Orrorshan Nightmare Talamous Scratch and a battle with his "Black Plague" virus.

• Rejected an offer to join with the Knights Templar in Provins, believing that they have an agenda beyond simply victory in the Possibility Wars. For the same reason, Berge does not trust Ardinay, fearing she will remain on Earth after the Warrior of the Dark has been defeated, feeling that her reality is superior to that native to this cosm.

Last Known Location: Jakarta, Indonesia

Evaluation

Berge has shown himself capable of working within a team, and seems to retain no loyalty toward the Cyberpope or his minions. It is doubtful, however, that he would be willing to part from his companions. You will note that dossiers on a number of his companions are provided within this report — however, the team assigned to Major Havoc were unable to make contact with him, reportedly losing him in the shadows.

Berge boasts an impressive amount of weaponry and some, rather limited, knowledge of the GodNet. It is my understanding that he dislikes the experience of the Net intensely, going in there only when forced by circumstances. (I would remind my superior that not every Storm Knight from the Cyberpapacy enjoys seeing themselves reduced to a virtual image.)

Dossier Compiled By: Eric Lazarian



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CHARACTER RECORD SHEET Marcel Berge

					-	
Character Name Marce	el Berge			Home M Cosm	agna Veri	ita
Age 25	Wound L		Shoc	k Damage	Magic	Social
Height 6'3"	Wound Hvy Wou				10	18
Height 05	Mortal				Spirit.	Tech.
Weight 190 lbs.	Dead	20	K	0	14	26
Possibilities 45	in the second	Saint	CTARS.		aling The	all parts
Skill	Add	Attr	ibute	Value		1
Reality	1	SI	PI	11	1.00	-1
Dodge	2	D	EX	13		/ 1
Fire combat	2	D	EX	13		12
Maneuver	1	D	EX	12		R
Melee combat	2	D	EX	13		Re
Unarmed combat	1	D	EX	12		Re al
Find	1	PI	ER	9	6	
First aid	1	PI	ER	9	F-Y	11
Test	1	M	IN	10		TUT
Faith (Catholic)	3	SI	PI	13		
Focus	1	SI	PI	11	H \	
Intimidation	1	SI	PI	11		112

Attributes	1	Approved Actions		Mov	ement I	Rates		mit ilue	1
Dexterity 11	Mai	neuver	12	Runn	ning		1000		
Strength 10	10.00	0.315.1	9hu		nming				
Toughness 10	100	Sten. 1	190	Jump	oing			2.100	
Perception 8	Tric	k	8	Clim			2	1.	
Mind 9	Tes	t	10	Liftin		-			
Charisma 8	Tau	int	8	1.1.1		de			
Spirit 10	Inti	midate	11						
Equipment		Value		iom vel	s	Rang	ge	L	
Armor	-210.11			-					
Armor of God		+8/18	26	1			-		7
Weapons	21 - 21	0.50		911003			-		1
GWI God Meeter	1000	20	2	24	3-12	30		50	
MAS StormGun		22	2	25	3-16	50		70	
Power sword	and a	+8/18	1	24		1.00	-		-
uni sijoharaa anni saka as				11.0			-		-
Bonus Chart									
Die Roll	1	3 2 4	56			11 12	13 14	15	16
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3

Cosm: Magna Verita

Background: A member of the Order of the Hospitallers, Berge emigrated from Magna Verita and submitted to being fitted with cyberware. For months, he enforced the dictates of the Cyberpope, presiding over countless book burnings. During one such bonfire, he happened to notice a Core Earth Bible lying open on the ground. Reading it, he realized that the God portrayed in the

volume was a far cry from the one Malraux spoke of, and was in fact the true Supreme Being. At that moment, he knew Malraux was the Anti-Pope, and dedicated his life to battling him.

As a result of his choice, Berge is now hunted by his former comrades in the Hospitallers. But his change of heart has had benefits as well: friendships with other Storm Knights, a discovery of the magic to be found in Shakespeare's writings, and a newfound love for Arthurian legend.

Berge still carries guilt for his past actions, and often wonders how much of his skill is natural and how much the result of his cybernetic enhancements. His electronic beads and crucifix are testimony to his inability to completely cut himself off from his past life.

Personality: Berge is brave and loyal, and though slim of build, exceptionally

strong. He believes very strongly in the ideals of chivalry, and quotes Shakesperare often. He harbors some sympathy for the members of his old order, realizing that they have been misled, but will not hesitate to battle them on behalf of Core Earth.

Equipment: Armor of God, armor value TOU+8/18; GWI God Meeter, damage value 20, ammo 30, range 3-12/30/50; MAS StormGun, damage value 22, ammo 12, range 3-16/50/70; power sword, damage value STR+8/ 18. Cyberware: NeuraCal, J-jack, MB blocker, MB adrenal booster, cyber rating: 11. Electronic prayer beads; Core Earth Bible; copy of Complete Works of William Shakespeare; crucifix (+2 to *focus*); Paris Liberté pass; first aid kit.

Quote: "Many are the sins of my past for which I must needs atone. Thus the opportunity to crush thy evil like a serpent beneath my heel is most welcome."

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Padre Diego Calderon

Accomplishments

• Confronted with 25 Church Policemen planning to mow down a group of refugees, Calderon managed to intimidate the entire squad and force them to break and run. He then spent two hours exhorting the people to stay in France and help reform the Cyberchurch from within.

• Helped defuse a Lorbaat-Peace Through God plot against the Akashan High Council, hoping for the reward of a reality tree seed which he could bring



back to France with him. Thus far, Rotan Ulka has been reluctant to give a seed to one who seems so wedded to the most intolerant aspects of Coar.

• After much convincing, agreed to help stop a plan to spread the GodNet into all the world's computers. Calderon did not, at first, see what was wrong with that, but finally conceded that he would not want the Net everywhere while it was still dominated by Malraux.

• Helped save a resistance community from marauding edeinos, but was ordered out of the country by the Delphi Council for refusing to comply with the Storm Knights Registration Act and for espousing the doctrine of the Cyberpapacy.

Last Known Location: Rio de Janeiro, Brazil

Evaluation

I an extremely hesitant to make a report on Pere Calderon. While he obviously possesses skills we could use, the man is insane, and there's no two ways about it. Most of the Storm Knights we encounter are opposed to both the Cyberpope and the Cyberpapacy—this isone of the first who thinks CyberFrance would just be wonderful if not for that Malraux guy. While he does not strike one on first meeting as a violent person, he has a history of violent and brutal behavior to those whose beliefs do not jibe with his.

Still, I realize that moral judgments matter more in the Nile than in the Cyberpapacy, and that the Guildmaster is perfectly happy to employ people who are a few chips short of a full holder. So I will stick my neck out and recommend Calderon, in the sincere hope that he won't chop it off the next time I mutter something nasty about the Net.

Dossier Compiled By: Marc Brenowitz



CHARACTER RECORD SHEET Padre Calderon

Character Name Diego	Calderon	berpapacy (trans			
Age 35	Wound Level Wound	Sho	ck Damage	Magic	Social
Height 5'7"	Hvy Wound	in 1		10	18
Weight 190 lbs.	Mortal Dead	K	о	Spirit. 14	Tech. 26

Possibilities 20

	Add	Attribute	
Reality	3	SPI	15
Dodge	1	DEX	11
Energy weapons	2	DEX	12
Fire combat	1	DEX	11
Maneuver	1	DEX	11
Melee weapons	1	DEX	11
Stealth	1	DEX	11
Unarmed combat	1	DEX	11
Cyberdeck ops	3	PER	14
Disguise	1	PER	12
Evidence analysis	1	PER	12
Find	2	PER	13
Scholar (realm lore)	2	PER	13
Trick	1	PER	12
Streetwise	1	MIN	10
Test	3	MIN	12
Willpower	2	MIN	11
Charm	1	CHA	11
Persuasion	3	CHA	13
Taunt	2	CHA	12
Faith (Cyberpapacy)	4	SPI	16
Focus	3	SPI	15
Intimidation	1	SPI	13

Áttributes			Approved Actions		Mov	ement I	tates		mit ilue	Ê
Dexterity	10	Ma	neuver	11	Run	ning	272	1	1 4	
Strength	9	1			Swin	nming	2	1	12	
Toughness	9			10.0	Jum		-1-	6.9	1	
Perception	11	Tri	ck	12	Clim		1.2			10
Mind	9	Tes	st	12	Liftin		12	1.10		
Charisma	10	Tau	unt	12	11	17	200	Sec.	110	
Spirit	12	Inti	imidate	13		E.E.	13		S. A.	
							Ran M			
Armor	-	1991		17	1	1.72	1.00			
HalloMesh		all	+5/14	1	25	1.12	14			
Weapons	1000	-	n auto	1	25	1.3.7				-
GWI GodLigl	ht	116	24	2	26	3-10	25		40	
Electroprod	-	-	16	2	25			-		7
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								-		-
Bonus Cha	rt									
Die Roll			3 2 4	56	7 8	9 10	11 12	13 14	15	16
Bonus #		-12	-10 -8	-5	-2	-1	0	1	2	3

Cosm: Cyberpapacy

Background: When the Cyberpapacy arrived in Europe, Calderon was a willing volunteer to serve Malraux's holy cause. He had already been indoctrinated by agents of the College of the Way, and his sharply analytical mind made him a natural for the post of Inquisitor. In the chaos of the Trans-Pyrenees region, he did whatever was required to root out heresy.

> Dispatched to cleanse a cyberchurch of demonic possession, Calderon instead encountered an angel of light. She revealed to him that the Cyberpope and his cross were evil and corrupt, and must be destroyed. But Calderon misinterpreted — he took this to mean that the Cyberpapacy and the GodNet were holy works, but Malraux was simply not worthy to shepherd the flock. Now certain that cyberware and the Net were intended to benefit mankind, he set out to eliminate the only obstacle to a golden age on Earth, the Cyberpope.

> Along the way, he encountered Storm Knights with the same goal, though strange, verging on heretical, notions about the Net. He has recently become fascinated by the Akashan realm, and the idea of retaining the Cyberpapacy without the presence of the High Lord or his Darkness Device.

Personality: Fanatical. Calderon has a deep hatred for the Cyberpope, and by extension, for the other High Lords as well. He has a dark, twisted sense of humor, perhaps born from spending too much time in torture chambers.

Equipment: NeuraCal (5), EpiphaNeur (2), BelleView 20-20 (2), CSI HotShot II (2), FFO ColEnhanz (2), DATAS Snooper (2), CyberHam Receiver (2), TSE LeMotion (2), Throat Mike (1), Cyber value: 20; GWI HalloMesh, armor value TOU+5/14; GWI GodLight, damage value 24, ammo 50, range 3-10/25/40; electroprod, damage value 16; 300,000 francs

Quote: "You are a sinner, my son, the follower of a devil in holy vestments. Rest assured, I will save your soul, even if I must break your body to do so."

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D'artagnan

Accomplishments

• Aided a group of Nile Mystery Men (convinced they were Queen's Guards) in the apprehension of the Tarot gang in Beni Suef. Entered into a duel with the Fool, power rapier versus electro-staff, and succeeded in disarming the brigand.

· Fought beside the Knights Templar in defense of their Carnac base. The Templars later requested that he safeguard the daughter of a Core Earth diplomat traveling overland from Aysle to Germany. D'artagnan fell in love with her during the trip, but believes that a woman of the "nobility" could never love a commoner, even a valiant musketeer.

· Was grievously wounded in a battle with Hospitallers, among whom were former members of his criminal gang. Their constant taunts and references to him by his old name served to distract him long enough for a foe to score a near-fatal wound. He has since recovered, though his confidence was badly shaken by the incident.

 Taken (against his will) by his comrades to Greece to help prepare for an attack by Nile Empire forces. Slipped away somewhere in Athens, and may be attempting to secure passage back to CyberFrance. It is also possible that he is journeying to Bonn to see his lady love.

Last Known Location: Athens, Greece

Evaluation

There are daring Storm Knights; courageous Storm Knights; foolhardy Storm Knights and Storm Knights who take needless chances. But this fellow falls into the category of "Storm Knights who are certifiably insane." Having followed him around Paris Liberté for several weeks. I can confirm that this is no act - he truly believes he is a musketeer.

> In a normal world, "D'artagnan" would be locked up, but this is not a normal world. A number of Inquisitors have taken this man too lightly, and ended up with a power rapier in their ribs. He perceives things through a romantic fiction haze, and is seemingly unaware that musketeers never used M1s.

My recommendation: sign him up and humor him. The Guild can always use men with his kind of skill, and if we have to make a point of discussing the "Queen's necklace" in his presence, then so be it.

Dossier Compiled By: Bill Olmesdahl



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CHARACTER RECORD SHEET D'artagnan

Character Name D'arta		Home Cy Cosm	vberpapad	cy		
Age 22	Wound Level Shock Damage Wound Hvy Wound			Magic	Socia	
Height 5'10"					7	21
Weight 232 lbs.		Mortal		0	Spirit.	Tech. 23
Possibilities 17	die rali	120	164	resi 👘	1	
Skill	Add	Att	ribute	Value	-	
Reality	3	S	PI	12	11.20	
Acrobatics	3	D	EX	15		
Beast riding	2	D	EX	14		
Dodge	2	D	DEX	14	L	6
Fire combat	1	D	DEX	13		1
Long jumping	1	D	DEX	13		
Maneuver	1	D	EX	13		X
Melee weapons	5	D	DEX	17	6	
Running	2	D	DEX	14	1	,ut
Stealth	1	D	DEX	13	1.7	1
Unarmed combat	3	D	DEX	15	1.	- "
Climbing	1	S	TR	10	S/	-
Trick	3	-	ER	12	11	
Streetwise	3	-	IIN	11		1
Survival	2	-	IIN	10	Sec.	
Test	3		IIN	11	L	
Taunt	3	-	HA	11	2	
Faith (Catholic)	2	S	PI	10		
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- Hor	S OLA				1.2	1

Attributes		Approved Actions		Mov	ement I	Rates		mit 11ue	
Dexterity 12	Mar	neuver	13	Runr	ning				2
Strength 9	de la	20102012	C13.	Swin	nming	1		1-12-12	
Toughness 10	1.184	1601014		Jump	oing	1			
Perception 9	Tric	k	12	Clim	bing		Pares.	3.3.	
Mind 8	Test		11	Liftir	ng		1	194	
Charisma 8	Tau		11	- Artes	1		1		
Spirit 9	Inti	midate	9	13185		-		111	
Lquipment		Value		iom vel		Ran M			
Armor	1.1.1.1		and a						
Interdermal plate		+5/15	1	26			1	22	_
Weapons				-		12		-	-
Power rapier		+7/17	1	24					
M1 Garand		19	1	20	3-40	40	0	600	-
	alett o LOLOT 1982.0 Inick u						1	A tot	
Bonus Chart		2	-		-	11	10		
Die Roll	1	3 2 4	56			11 12	13 14	15	H
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	97

Cosm: Cyberpapacy

Background: The man now known only as "D'artagnan" started out as a small-time Parisian hood with big dreams and an overactive imagination. He saw himself, not as a criminal, but as a daring swashbuckler, living off his wits and fighting a corrupt society. He styled himself after the sword-wielding hero of Dumas' The Three Musketeers.

D'artagnan mastered the art of swordplay in the alleys of Paris, in anticipation of ... something. Then the maelstrom bridge dropped in Avignon and things changed. Now there was plenty of opportunity for a guy like him. D'artagnan joined the Sun Kings and pledged his sword to Louis XIV. He is completely unaware of the nature of reality or the existence of possibility energy. Rather, he believes that he is able to accomplish feats others can't because he is a musketeer, and that is what musketeers do.

Now he wanders Paris Liberté, sword slung low, always willing to do battle for king, country and honor. Let Richielieu and Malraux, too - beware!

Personality: Convinced he is truly Dumas' fictional character, D'artagnan lives to duel and speaks flowery, if not entirely correct, French. He believes that the "Cardinal" is after him, and the Sun Kings have succeeded in persuading him that Malraux is truly Richielieu in disguise. He has a habit

of referring to partners as "Athos," "Porthos," or "Aramis."

Equipment: NeuraCal (5), NeuraSkin, BelleView 20-20 (2), interdermal plating (2), armor value TOU+5/15, Cyber value: 9; power rapier, damage value STR+8/17; M1 Garand, damage value 19, ammo 20, range 3-40/400/600; Paris Liberté passcard; 400 francs

Quote: "Have at you, vile dogs! You do battle against the flower of French manhood!"

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Chantal Delacroix



Accomplishments

• Aided her group in obtaining the Destiny Map and the Possibility Chalice, and in the defeat of the werewolf Valniar.

• Exposed a Kanawa plot to flood the United States with counterfeit currency and cause widespread inflation, and then served on the strike team which raided the printing facility. Wellplaced automatic camera allowed her to catch the action on film and use the

prints in her newspaper.

• Joined party in assault on Cyberpapal space facility, and accidentally wound up on shuttle bound for the sun, intended to gather solar energy for use in a new weapon of Malraux's. Data stolen from the GodNet provided Delacroix with the knowledge needed to override the ship's guidance system and turn it around, while her colleagues fought off the defense drones.

• Published a controversial interview with Hachi Mara-Two in which it was asserted that the Gaunt Man is trapped in a maelstrom in Illmound Keep, and not simply busy on Gaea, as Thratchen had claimed. The techno-demon immediately dispatched a ravagon to slay Delacroix, but she was saved by the timely intervention of a cyberlegger and a Mystery Man.

Last Known Location: New London, Majestic

Evaluation

One of the most important aspects of any war is the ability to convey your ideas to the people, whether it be through factual reporting or propaganda. Glory deeds are worthless if there's no one skilled in communication to spread the tale, and that is where Chantel Delacroix's strength lies.

Ingenious, resourceful, and as adept at working on her own as within a group, Delacroix is a very promising candidate, and I would suggest the Guild take a closer look at her. With the exception of the Living Land, the Storm Knights have been in danger of losing the public relations battle in every realm. I would like to see what Delacroix could do, set loose in Nippon and up against the Kanawa-controlled media.

Dossier Compiled By: Mike Bowling



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CHARACTER RECORD SHEET Chantel Delacroix

Character Name Chantel Delacroix			Home Cosm Cyberpapacy			
Age 31		Wound Level Shock Damage Wound Hvy Wound			Social	
Height 5'9"	Hvy Wound			10 Spirit.	18 Tech.	
Weight 155 lbs.	Mortal Dead	K	0	14	26	

Skill	Add	Attribute	Value
Reality	2	SPI	12
Dodge	2	DEX	11
Fire combat	2	DEX	11
Maneuver	5	DEX	14
Melee weapons	2	DEX	11
Stealth	1	DEX	10
Unarmed combat	1	DEX	10
Cyberdeck ops.	3	PER	15
Evidence analysis	3	PER	15
Find	1	PER	13
Land vehicles	2	PER	14
Trick	3	PER	15
Artist (journalist)	2	MIN	11
Test	1	MIN	11
Willpower	1	MIN	10
Charm	2	CHA	12
Persuasion	2	CHA	12
Taunt	3	CHA	13
Faith (Catholic)	1	SPI	11
con	and a	23	

Attributes		Actions		Mov	ement R	tates	Value
Dexterity) 1	Maneuver	14	Run	ning		2012
Strength I	3	- Plethip - I		Swir	nming	1	1922
Toughness 8	3	Loging Gar	213		ping		and and
Perception 1	2 7	Frick	15	Clim	bing	100	and the second
Mind 1	0	Гest	11	Lifti	ng	1	
Charisma 1	0 1	Faunt	13		-		Sad
Spirit 8	3]	intimidate	8	1. 1. 1.	and and	100	No.
Equipment		Value		iom vel	s	Range M	t.
Armor							
IriMesh		+3/11	2	24	-		1
Weapons	ULUB .		221	17.4	110	218. 14. 1.	100
Dagger	13-0	+5/13	2	24		1.36	
GWI GodMeeter	log .	20	2	26	3-12	30	50
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Cosm: Cyberpapacy

Background: Chantel Delacroix was a college student in Paris majoring in journalism when the world turned upside down. Recognizing Malraux's twisted religion for what it was, she began writing articles for Core Earth news services exposing the truth about the Cyberpapacy. Purchasing a J-jack, she became the first reporter to detail what the GodNet looked like from the inside.

Her activities brought her to the attention of the Inquisition, who dispatched a team to bring her in for reeducation. She went into hiding in Paris Liberté until the opportunity arrived to escape from France into West Germany.

She has since begun publication of an underground newspaper in Sacquevilleen-Bessin, and has somehow managed to hide its existence from the eyes of the Inquisition. She has exposed a number of Cyberpapal plots and provided needed information to Storm Knights working within France, but as yet has been unable to put a dent in the perception held by many that Malraux is an agent of the Lord, sent to save them from the horrors of the Possibility Wars. Frustrated by this, she has lent her services to a party of Storm Knights in hopes of having a more direct effect on the world situation.

Personality: Smart enough to avoid the Inquisition, and courageous enough to publish and distribute and underground newspaper. She is always looking for a story, but is careful not to get in over her head

Equipment: J-Jack (2), cyberdeck Delicious (*trick*+1 and *find*+2), chipholder (1), assorted DatChips, Cyber value: 3; portable computer with 1Gb memory and printer; IriMesh armor, value TOU+3/11;GWIGodMeeter, damage value 20, ammo 30, range 3-12/30/50; dagger, damage value STR+5/13; wallet filled with fake IDs and security cards; handbook of AP style; Paris Liberté pass; 1000 francs

and get the Church Police on her trail.

Quote: "What? An underground newspaper? In this town? But that's ... that's heresy! I can't believe it. I never pegged anyone here as the type that would do such a thing."

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Bonus Chart

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Dr. Marie Duchant

Accomplishments

• Retained as personal physician to the Knights Templar, she successfully prevented a plot to betray them to the Inquisition via a member who was under the control of a Spirit chip. Duchant removed the chip and aided the Templars in the relocation of their headquarters.

• Helped to foil a Nile plot to acquire intelligence information via the use of



a hypnotic billboard, but refused to ally herself with the Mystery Men when she discovered they did not pay for services rendered.

• Unsuccessfully applied for a position as court physician to Pella Ardinay, but while there, was able to treat poisoned banquet guests and save the Lady of the Light from the threat of Henbane the Witch. Given a chest of gold as a reward, and is now an ardent supporter of Ardinay.

• Traveled to Sacramento with party after hearing about a corporate physician's job with a large corporation (not knowing it was a Kanawa front firm). Treated members of several resistance communities on the way there, then shot Kanawa representative when he informed her she was not worth the salary she was requesting.

Last Known Location: Paris Liberté, France

Evaluation

Duchant is a difficult woman to warm up to — fortunately, likeability is not a prerequisite of Guild sponsorship. She's a talented surgeon in a time and place where they're in short supply, and no matter what one might think of her motivations, the Resistance is better with her than without her.

Duchant has adopted a public persona of poverty, wearing old, ragged clothes that don't fit when in public, and expensive silks and furs when safely hidden from prying eyes. There's no question she would be of use to us — but, not having seen the latest financial statements from T Section, I'm unsure whether we could afford her. (Note to myself: cut this before passing it on — Guildmaster won't be amused).

Dossier Compiled By: Michael Maloney

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CHARACTER RECORD SHEET Dr. Marie Duchant

Character Name Marie Duchant			Home Cosm Cyberpapacy			
Wound Level	Shock Damage		Magic	Social		
Hvy Wound				18		
Mortal Dead	к	0	Spirit.	Tech. 26		
	Wound Level Wound Hvy Wound Mortal	Wound Level Sho Wound Hvy Wound Mortal	Wound Level Shock Damage Wound Hvy Wound Mortal K	Wound Level Shock Damage Magic Wound 10 Hvy Wound Spirit.		

Skill	Add	Attribute	Value
Reality	1	SPI	11
Dodge	2	DEX	11
Energy weapons	2	DEX	11
Melee weapons	1	DEX	10
Stealth	2	DEX	11
Cyberdeck ops	2	PER	12
Disguise	1	PER	11
First aid	3	PER	13
Land vehicles	1	PER	11
Scholar (mechanics)	2	PER	12
Cybertech	3	MIN	14
Medicine	4	MIN	15
Science (computer)	1	MIN	12
Streetwise	2	MIN	13
Persuasion	2	CHA	11
Taunt	1	CHA	10
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Cosm: Cyberpapacy

Background: Prior to the invasion, Dr. Marie Duchant was one of the highest-paid surgeons in all of Europe. Extremely materialistic, she used her wealth to finance her hobby: owning the best of everything. The Tech surge provided her with advanced cyberware, and she rapidly acquired the knowledge of how to install it in others. Blinded by the thought of how much money she

could make in this new field, she set to work.

She soon learned the dark truth about the new France: her skills were in demand to outfit the Cyberpope's "faithful" with Faith chips, neural jacks and Homers. She would be well taken care of, providing she performed adequately – but of course, she would be expected to donate her fee to the Church.

Horrified at the excesses condoned by Malraux (and upset at the thought of giving up her wealth), Duchant escaped and went into hiding in Paris Liberté. Now she works as a cyberlegger, installing and maintaining cyberware in Resistance members (for a steep price). She longs to someday return to her mansion and be able to display her wealth openly again.

Personality: Conceited, arrogant, greedy, and more than a little vain, Dr. Duchant is

nonetheless on the "side of the angels." Her few friends assert that this proves she did not at some point surgically remove her own heart, although the question continues to be debated.

Equipment: NeuraCal (5), chipholder 1 (1), J-Jack (2), Belleview 20-20 (2), BelleMicroView (2), PLP Hypertouch (2), Manofique CyberHand (1), Cyber value: 14. GWI GodLight, damage value 24, ammo 50, range 3-10/25/ 40; Medico Laser Scalpel; NeuraInc Bioscanner; Paris Liberté Passcard; 50,000 francs

Quote: "Perfection doesn't come cheap."

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Strength 8	1	able de	1101		ming	-			
Toughness 9	S	A date	1.11	Jump			1		
Perception 10	Tric	k	10	Clim		2			
Mind 11	Test	t	11	Liftin	g		-	33.5.	
Charisma 9	Tau	nt	10					100 C	
Spirit 10	Inti	midate	10	72 1					
Lquipment		Value		iom vel	s	Ran M		L	
Armor				1.1			-	100	7
Weapons	nt eim	1000	1.2.1				-		-
Slicers	nette a	+2/10	2	26	0	-	-	10	
GWI GodLight	984.0	24	2	26	40	15	0	400	1
									-
						201		10030	
Bonus Chart									
Die Roll	1	3 2 4	56		9 10	11 12	13 14	15	16
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3



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André Duchard

Prizewinner



Accomplishments

• Managed the theft of a famed jeweled sword from a heavily-guarded display case by cutting a hole in the ceiling of the building and breaking into the case while hanging upsidedown from a nylon cord. Duchard was wounded in the shoulder while making his escape, and the number of Church Police who were pursuing him when he suffered the wound doubles with each telling of the tale.

• Used an improvised hang-glider to sail over a Viking army guarding a castle in Sweden, with the aim of stealing a golden chalice. Seemingly trapped, he climbed down to the top of the drawbridge, and tricked the guards into lowering it so he could descend slowly to the ground.

• Executed the perfectly-planned theft of a an Ayslish scroll containing a powerful magic spell, substituting one which bore the recipe for *crepes suzette*.

• Posing as a Nile gangster, Duchard made off with the records of the Icarus Club Crime Exchange, and used them to blackmail operator Paul Bennington into providing personnel needed for a rescue mission at the Temple of Wadjet.

Last Known Location: Tokyo, Japan

Evaluation

It is difficult to find a thief who is equally at home breaking into a Cyberpapal space station as he is foraging for information in the GodNet. But Duchard can do both, and a great deal more besides — his exploits in Aysle, the Nile Empire, and Orrorsh have made him a much-needed legend in this troubled world.

I have little doubt that, if approached in the proper manner, Duchard will accept Guild sponsorship, and what's more, could attain high position within this organization's ranks. His efficiency, and his ability to perform his tasks in a colorful, stylish manner, stand to make him a symbol to to the masses who hunger for one.

Dossier Compiled By: Marc Brenowitz





Bonus Chart

	2	3 4	5 6	7 8	
-12	-10	-8	-5	-2	
			-		
	-12	-12 -10	1 2 4	1 2 4 6	1 2 4 6 8

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Dexterity	12	Man	euver	14	Running			1.200	
Strength	9	3.0.6	The Local Day		Swin	nming			
Toughness	8	in the second	a the		Jump	oing		40.10	
Perception	12	Trick	<	15	Clim	bing			
Mind	10	Test		11	Liftin	ng			
Charisma	10	Taur	nt	13		1 and			
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l quipment			Value		iom vel	5	Range M	I.	
Armor						17535			
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Weapons						12.5		-	
GWI GodMe	eter		20		24	12	30	50	
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Character Name André	Duchard		Home Cyl
Age 31	Wound Level	Shoo	k Damage
leight 5'10"	Hvy Wound		
Weight 150 lbs.	Wound Level Shock Wound Hvy Wound Mortal	0	
Possibilitios 1			

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SKIII	Auu	Autoroute	value
Reality	4	SPI	12
Acrobatics	3	DEX	15
Dodge	2	DEX	14
Lock picking	3	DEX	15
Maneuver	2	DEX	14
Prestidigitation	3	DEX	15
Running .	2	DEX	14
Stealth	4	DEX	16
Unarmed combat	2	DEX	14
Climbing	2	STR	11
Cyberdeck ops	1	PER	13
Disguise	2	PER	14
Find	2	PER	14
Forgery	1	PER	13
Scholar (security)	2	PER	14
Trick	3	PER	15
Streetwise	2	MIN	12
Test	1	MIN	11
Charm	2	CHA	12
Persuasion	3	CHA	13
Taunt	3	CHA	13
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CHARACTER RECORD SHEET André Duchard

Cyberpapacy (trans.)

Social

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Tech.

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Magic

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Spirit.

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Cosm: Cyberpapacy

Background: André Duchard was one of Europe's finest jewel thieves before the invasion, one whom the Surete had never been able to lay its hands upon. After the Cyberpope arrived, Duchard relied on his skills to survive, preferring to steal from the False Church as it had stolen peace and freedom from his beloved France. This brought him to the attention of the Resistance, which

> persuaded him to employ his abilities to aid their fight against the Cyberpapacy.

Hungry for a challenge, Duchard agreed, but on the condition that he only be sent to steal the most heavily-guarded items in the realm. On one mission, he broke through the toughest security he had yet encountered to steal what he thought was a cyberware prototype. But when he pierced the vault, he found it was a battered flag used by the French Resistance during World War II.

As he escaped the center, a strange group of people opened fire on the Church Police, covering his retreat. Later they revealed themselves to be Storm Knights, and that the flag was an eternity shard. When they asked for his aid against the Cyberpope and the rest of the High Lords, he agreed, and has worked beside them ever since.

Personality: Duchard has great self-confidence, and a strong sense of personal honor. While he has no compunction about stealing, he prefers not to kill unless absolutely necessary. He is very suave and debonair, and has an eye for attractive women.

Equipment: J-Jack (2), PLP Hypertouch (2), PlLP Electratouch (2), DATAS Vocorder (2), Cyber value: 8. GWI GodMeeter, damage value 20, ammo 30, range 3-12/30/50; power grapple, damage value 15, range 50; GWI HalloMesh, armor value TOU+5/13; Paris Liberté passcard; 100,000 francs

Quote: "While I was in the Cardinal's suite stealing the plans for the new hovertank, I simply could not resist also borrowing this bottle of rather fine Mouton-Cadet."

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Yves Homard

Accomplishments

• Went undercover as a Marseilles dock worker loading weapons on to a ship bound for Quebec. Obtaining proof that the guns were to be sold to terrorists within that province,

Homard stowed away aboard ship and aided Storm Knights and Canadian authorities in smashing the smuggling operation.

• Trapped behind Dark lines in Aysle, Homard slipped past a troop of rock trolls and into a Scottish village undersiege. Using misdirection and deception, he was able to help many of the villagers escape before the town was burnt to the ground. He later led them to a nearby port where members of the Paris Liberté Militia were waiting with fishing vessels to carry refugees to Free Spain.

• Posed as an on-duty Church Policeman to get close to a Magna Veritan cleric who was visiting the Cyberpapacy. Homard was thus on the scene when Malraux's operatives attempted to assassinate the priest and was able to get

him to safety. The cleric is now providing information to the French Resistance.

Last Known Location: Paris Liberté

Evaluation

Homard is extremely valuable to us as he has detailed knowledge of the operations of the Cyberpapal Church Police and is willing to share this information. He still carries some shame for having been duped into believing Malraux's security men were honestly interested in protecting the people rather than simply advancing the Cyberpope's interests.

Storm Knights working with him should pay close attention to Homard, particularly when in Aysle or Orrorsh. He has a fascination with things magical and will often stop to watch a spell effect take place without paying heed to the potential danger of his position. This is particularly risky in Aysle, where one might have only seconds to get out of the way of an eldritch bolt.

Dossier Compiled By: Patrick Murphy





Focus

Intimidation

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Character Name	Yves Homard	-
Age 24	Wound Level	1

CHARACTER RECORD SHEET **Yves Homard**

Character Name Yves H	Home Cyberpapacy (trans.					
Age 24	Wound Lo		Shoo	k Damage	Magic	Social
Height 6'3"	Wound Hvy Wou				10	18
	Mortal				Spirit.	Tech.
Weight 181 lbs.	Dead		K	0	14	26
Possibilities 12	a Xiloo	5.0	1.1	000	ut Riffwei	sila no
Skill	Add	Attr	ibute	Value	-	1.000
Reality	2	SI	PI	13	5 4	
Dodge	2	D	EX	14	//	V
Energy weapons	6	D	EX	18	11	1
Fire combat	3	D	EX	15		
Heavy weapons	1	D	EX	13		1.
Maneuver	1	D	EX	13	100	12
Melee weapons	1	D	EX	13	in the second	C
Running	1	D	EX	13	- E.	1
Unarmed combat	3	D	EX	15		_
Air vehicles	3	P	ER	13		
Evidence analysis	2	P	ER	12	1	-
Find	3	P	ER	13	\leq	/
First aid	1	P	ER	11	1	1
Land vehicles	3	P	ER	13	1	. ~
Tracking	1	-	ER	11	'	. /
Streetwise	3	M	IIN	12		7
Test	1	M	IIN	10		
Willpower	2	-	IIN	11		
Persuasion	1	C	HA	9	31	1
Taunt	1	-	HA	9		-1
Faith (Cyberpapacy)) 2	SI	PI	13	2-	-1-

Attribute			Actions		Mov	ement I	Rates		nut ilue	
Dexterity	12	Ma	neuver	13	Run	ning	200	-		
Strength	10	1000	A. A.	100		nming	1			
Toughness	10				Jump		-	- 22		
Perception	10	Tric	ck	10		bing	6.000	of the	51	
Mind	9	Tes	t	10	Liftin		2.25	The second		
Charisma	8	Tau	int	9	1.10.22		200			
Spirit	11	Inti	midate	14	22.2		1-	100	12	
Equipment			Value		iom vel		Rang M			
Armor	101	india	10.33	1 115		1	0.67			
Armor of Go	d	194	+8/18	3 2	26		1			
Weapons				1000	198.63	-	10.5	+	1	-
GWI GodLig	ht		24	2	26	3-10	25		40	
			-			-		+		
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Bonus Cha	art								11	
Die Roll		1	3 2 4	-			11 12	13 14	15	
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Cosm: Cyberpapacy (transformed)

Background: Born and raised in Lyon, France, Yves Homard was a superb athlete gifted by his father with a passion for justice and an unquenchable curiosity about the unknown. Graduating at the top of his class in the police academy, he was on his way to a promising career when the Possibility Wars began.

Fascinated by the technological wonders of the

Cyberpapacy, Homard became a Church Policeman. But he rapidly came to see that his new duties revolved around the perversion of justice rather than its pursuit. One day, Homard shot a fellow Church Policemen who was threatening a poor family, and fled the CyberChurch for good.

He still wears the black Armor of God that betrays his previous occupation, perhaps as a reminder of how easy it is to cross the line between justice and tyranny. He has focused most of his efforts on the Cyberpapacy, but is eager to explore other realms as well.

Personality: To all appearances, Homard is a hard, efficient cop who unswervingly pursues his own version of justice. But his somber demeanor sometimes gives way to boyish curiosity when confronted by magic or a wonder of science.

Equipment: NeuraCal (5), EpiphaNeur (2), BelleSee Telesight (2), CSI EyeKill Mk. IV (2), CyberHam Receiver (2), Throat Mike (1), MB Blocker (2), Cyber value: 16. GWI Armor of God, value TOU+8/18; GWI GodLight, damage value 24, ammo 50, range 3-10/ 25/40; ammunition, Paris Liberté passcard; 200 francs

Quote: "You have the right to remain very still."

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Ti-Dara Jarnel

Prizewinner

Accomplishments

• Successfully defeated a cybernetically-enhanced troll in the tunnel beneath the English Channel. Awarded a jeweled sword by Pella Ardinay in gratitude for her services. • Exposed a plot by Peace Through God party members to subvert the Roman Catholic Church in Brazil by going undercover as a member. Her life was put at risk when she was recognized by a Cyberpapal Inquisitor who had been assigned to her case



originally. Despite heavy odds, she escaped to warn her allies of the plan.

• Negotiated a truce between a resistance community and an edeinos tribe opposed to Baruk Kaah. Jarnel pointed out that both sides had to learn to respect each other's beliefs, difficult as that might be, and accept that the other had a right to exist. Hacked to death an optant who made a disparaging remark about Kra.

• Reportedly on a quest to find a sorcerer who will raise the underwater temple of Kra above the waves.

Last Known Location: Provins, France

Evaluation

An interesting case — D Section has been unable to determine whether what she claims to have seen in the underwater temple of Kra was real or a product of religious hysteria. She has certainly taken to her new religion with a vengeance, and an effort must be made to show we respect it if we hope to enlist her in the Guild.

Mixing her knowledge of miracles with her accuracy with a GodMeeter, Jarnel is an efficient and effective ally on a mission. However, like your average edeinos gotak or renegade cyberpriest, she KNOWS her belief system is right, and doesn't take well to dissenting opinions. For all her talk about peace and benevolence, don't cross her.

Dossier Compiled By: Pati Conley



CHARACTE	ER RECORD SHEET
Ti-Dara	arnel

Character Name Ti-Dar	Home Cosm Cyberpapacy				
Age 25	Wound Level	Sho	ck Damage	Magic 10	Social 18
Height 6'1"	Hvy Wound	16 1		Spirit.	Tech.
Weight 140 lbs.	Mortal Dead		0	14	26

Possibilities 22

Skill	Add	Attribute	Value
Reality	2	SPI	12
Dodge	2	DEX	11
Fire combat	4	DEX	13
Melee weapons	1	DEX	10
Stealth	2	DEX	11
Unarmed combat	3	DEX	12
Air vehicles	2 .	PER	11
Language (French)	1	PER	10
Scholar (realm lore)	1	PER	10
Cyberdeck ops	4	MIN	17
Science (computers)	4	MIN	17
Persuasion	1	CHA	10
Faith (Kra)	4	SPI	14
Focus	3	SPI	13
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Attributes			Approved Actions		Mov	ement B	lates		imit alue	
Dexterity	9	Ma	neuver	9	Run	ning			5.5	
Strength	8		-	2.5	Swin	nming				
Toughness	8			2015	Jum	ping			12	
Perception	9	Tric	k	9	Clin	nbing				
Mind	13	Tes	t	13	Lifti					
Charisma	9	Tau		9			12.53			
Spirit	10	Inti	midate	10			and the second			
l quipment			Value				Rany M			
Armor				100		-				
Armor of Goo	d	1.53	+8/16	1	26	1.18				
			11	1.0						
Weapons				1			1			
GWI GodMee	eter		20	1	24	3-12	30	-	50	
SC Kyogo T1	1		21		24	3-40	150		400	
Sword			+7/15		10	1.		-		
Slicers			+2/10	1	26			-	H	
Bonus Cha	nrt									
Die Roll			3 2 4	56			11 12	13 14	15	And and a second
Bonus #	1	-12	-10 -8	-5	-2	-1	0	1	2	

Cosm: Cyberpapacy

Background: A researcher at the Institute de Cybernetique, the woman who would one day become Ti-Dara Jarnel was working on radical improvements to NeuraSkin. When word of her successes began to leak out, members of the Inquisition arrived to confiscate the results of her work with plans to use it for the greater glory of the Cyberpope. Dismayed at the thought that her research would be

used to spread violence and terror, and disillusioned about the nature of the Cyberpapal religion, Jarnel decided to destroy her notes. She wiped all data on her work from the Net and fled France, with Inquisitors on her heels. Arriving in Aysle, she joined with a band of Storm Knights, feeling there would be some safety in numbers against the threat of the Cyberpope's minions.

While searching for the Possibility Chalice, she apparently had a vision of Kra in an underwater temple, and found the inner peace she sought in he/she/it's teachings. Taking the name "Ti-Dara," she has since acted as a priestess of that religion, spreading his holy word and dispatching the misguided who follow Malraux.

Personality: Since her conversion to Kra (a mythos composed of elements of many different religions), Ti-Dara has found a new purpose in life. She is firm to the point

of fanaticism in her belief of Kra's tenets, and has no remorse about killing those who oppose her holy goals.

Equipment: NeuraCal (5), chipholder 1 (1), NeuraSkin (0), J-Jack (2), Kreelar tendons (2), slicers, left hand (1), damage value STR+2/10, BiV (left arm) (5), Cyber value 16. Armor of God, value TOU+8/16; GWI GodMeeter, damage value 20, ammo 30, range 3-12/30/50; SC Kyogo T11, damage value 21, ammo 30, range 3-40/150/400; sword, damage value STR+7/15; cyberdeck Ircom Custom V; ammunition; backpack

Quote: "In this life, they failed to see the light. Perhaps they will be more reasonable in their next incarnation."

Skill Notes: As a priestess of Kra, Ti-Dara has knowledge of the following miracles: bless, healing and purity of vision.





Anne-Marie LePage

Accomplishments

• Re-spun the Earth by reversing the Gaunt Man's "Infernal Machine." From there, she and her partner went on to recover the Possibility Chalice and light the Signal Fire. Despite the arrival of the Space Gods, she remains unconvinced that anyone from beyond Earth's cosm

can be of any help in this war.

• Entered the GodNet to attempt to warn the Kadandran sector that Tharkoldu techno-demons were advancing in that direction. Managed to defeat a number of sentries, including at least one Knight of God, before being turned back by an archdemon. The VX demon warned her that this region of the Net would soon become extremely unhealthy, as the Angel-Demon war would be moving in this direction.

• Discovered that the bishop responsible for killing her mother had transferred her consciousness to a Spirit-Chip. After a furious battle with CyberKnights, LePage reached the bishop and defeated him. But rather than keeping the chip, she crushed it beneath her heel, believing that only thus could her mother ascend to the next stage of existence.

• Captured by the mad

monks of St. Wandrille, LePage was tortured for days in an attempt to brainwash her and turn her into a spy for the Cyberpope. Although badly injured, she was not broken, and managed to elude the monks in the Net by plunging into the Deep. She has never spoken of what she might have seen there.

Last Known Location: Lyons, France

Evaluation

Unlike many Storm Knights, Anne-Marie LePage is not a revenge-obsessed crusader. Although she still mourns for her mother, the destruction of the SpiritChip imprinted with Angeline's consciousness seems to have left LePage at peace. She fights now because she wants to, not because she has some unresolved anger to deal with.

> Her Net running skills are prodigious, and although she lacks experience working in a team, it is my belief that with sufficient training she could prove to be a fine addition to the Guild. I would also advise that she be sent to a number of different locations — total dependence on high tech is dangerous for a Knight. She needs to learn how to fight in Aysle and Orrorsh as well.

Dossier Compiled By: Michael Levay



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CHARACTER RECORD SHEET Anne-Marie LePage

Marie LePage		Home Cyberpapacy (trans.)				
	Sho	ck Dar	nage		Social 18	
	Mile			10		
Mortal	-		NO.	Spirit.	Tech.	
Dead	K	30	0	14	26	
	Wound Level Wound Hvy Wound Mortal	Wound Level Sho Wound Hvy Wound Mortal	Wound Level Shock Dar Wound Hvy Wound Mortal	Wound Level Shock Damage Wound Hvy Wound Mortal	Wound Level Shock Damage Magic Wound 10 10 Hvy Wound K Spirit.	

Possibilities 20

Skill	Add	Attribute	Value
Reality	5	SPI	15
Acrobatics	2	DEX	11
Dodge	5	DEX	14
Energy weapons	5	DEX	14
Fire combat	3	DEX	12
Missile weapons	2	DEX	11
Stealth	4	DEX	13
Air vehicles	5	PER	15
First aid	2	PER	12
Language (French)	3	PER	13
Scholar (computers)	4	PER	14
Scholar (physics)	2	PER	12
Artist (dance)	2	MIN	15
Science (computers)	6	MIN	19
Test	3	MIN	16
Willpower	4	MIN	17
Persuasion	4	CHA	13
Faith (Protestant)	3	SPI	13
Honor	2	SPI	12
		14 Junio	

Attribute			Approved Actions		Mov	ement l	Rates		imit alue	
Dexterity	9	Ma	neuver	9	Rum	ning	1000			
Strength	7	1.5	a sector			nming	1.10	2.30	32.37	
Toughness	8		- mand	and i	Jum		1.8	1	S1 5	
Perception	10	Tri	ick	10		bing			2000	
Mind	13	Te	st	16	Liftin			1		1
Charisma	9	Ta	unt	9	1.14.		1.08	1	100	
Spirit	10	Int	imidate	10	100	1		2	200	
Lquipment			Value		iom vel	5	Ran M		L	1
Armor	5. TH	1.000	-	1		1.1	1.18			
IriMesh cloal	k		+4/12	1	24					
Weapons						-	Notes:			-
Power dagge	r		+5/12	1 3	24		1		1.00	
GWI GodLig	ht		24	1	26	3-10	25		40	
		-			-	-				-
				-		-	-	-	10-	- 21
			-	-					010	-
	-	-		-	1	-	-		14 1404 	-
Bonus Cha	nrt									
Die Roll			3 2 4	56			11 12	13 14	15	16
Bonus #		-12	-10 -8	-5	-2	-1	0	1	2	3

Cosm: Cyberpapacy (transformed)

Background: A native of France, LePage transcended shortly after the initial invasion, when her father was slain by the Inquisition. Being an expert in electronics and computer design, she was at a loss what to do in a reality where technology had failed. Then suddenly there came a high-tech surge, and the rules of the game had changed. Her skills and knowledge became vital to the Resistance,

and her mother became a Net runner.

For a brief time, they worked as a team, Anne-Marie maintaining the hardware and Angeline exploring the Net. When her mother's mind was stolen and consigned to Purgatory, Anne-Marie suffered through watching her mother's empty husk expire in her arms. She has worn black ever since that day.

Shortly after that, LePage was captured by the Inquisition and sentenced to death at the stake. Had it not been for a Paris Liberté Jaz fighter arriving at the last moment, she would have died in the flames. She still bears a scar on her left foot to remind her of how close she came to death. She and the Jaz fighter later fled to the United States and have worked together since then.

Personality: Quiet and reserved, LePage has always concentrated on her work at the expense of personal relationships. Though fairly inexperienced in dealing with others,

she has begun in recent months to open up more and let people get to know her.

Equipment: IriMesh cloak, armor value TOU+4/12; power dagger, damage value STR+5/12; GWI GodLight, damage value 24, ammo 50, range 3-10/25/40; five power packs for the GodLight and a recharger with a universal adapter; portable computer with 1.7 gigabytes of RAM, 600 Mb optical (laser-disk) and a 9600 baud modem; infra-red goggles; digital wristwatch; climbing cable. Cyberware: TSE LeDos, ChipHolder 1 with chips for *dodge* +2, *air vehicles* +2, *languages* +2 and *scholar (computer science)* +2. Cyber value: 3

Quote: "No, we can't do that! We're supposed to be better than them."

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Lucien Mavareau



clared "prudent and necessary" by Delphi Council.

• With aid of party, successfully stole a Cyberpapal shuttle and war satellite from base near Avignon. Also credited with helping to stop the operation of the Infernal Machine; killing an undercover Cyberpapal televangelist; battling both Maletretius and Victor Manwaring; and airlifting children out of New York.

• Has survived vampyre attacks, train explosions, and being thrown from a helicopter over the Atlantic while tied to a stretcher.

Last Known Location: Paris, France

Evaluation

Mavareau is among the best at what he does. An implacable enemy, he is willing to use whatever means are necessary to win. A difficult man to befriend, Mavareau's allies nevertheless swear by his reliability and his talent. All of this adds up to a potentially valuable find for the Guild.

However, note his psychological profile and marked distaste for virtually all authority. It is quite possible that he will refuse to accept orders from any source other than Ardinay or the PLM, which would make him of little use to us. If we can be assured that he will not be a "loose cannon," then by all means recruit him.

Accomplishments

• Served Pella Ardinay faithfully, both within the realm of Aysle and internationally, particularly on quests for eternity shards. He has clashed with both overzealous Spartans and Orrorshan horrors on these missions.

• Responsible for the death of a fellow Storm Knight whose unhinged mental state was endangering the achievement of the party's goal. Actions de-

Dossier Compiled By: Steve Tanner



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Character Name	n Mavareau			Home Cy Cosm	berpapacy	y (trans.)
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and and a sto	Mortal	10.00			Spirit.	Tech.
Weight 157 lbs.	Dead	Glad	K	0	14	26
Possibilities 15	o mara m	21.08	1 TURS	9) AS	1218074	NEW YORK
Skill	Add	Att	ribute	Value		inter class
Reality	5	S	PI	15		
Dodge	3	D	EX	16		
Fire combat	4	D	EX	17		
Maneuver	2	D	EX	15		111
Stealth	2	D	EX	15	33	22.2
Unarmed combat	2	D	EX	15		510

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Cyberdeck ops.

Language (English)

Language (Japanese)

Science (computers)

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Intimidation

CHARACTER RECORD SHEET	•
Lucien Mavareau	

Cosm: Cyberpapacy (transformed)

Background: Mavareau, an ex-customs officer, was traveling to Orange to attempt to win back his wife when the Collapse and then the Tech surge hit. He found that the changes in the world did not affect him, but then lost a reality storm to a cyberpriest. The victorious cleric was then slain by a bullet fired by a Resistance member.

Taken to Paris Liberté, Mavareau decided to put his talents to work for the Militia and the Delphi Council. He found some solace in the constant action and danger, and for a time was able to put his questions about the fate of his wife behind him. But periodically they return, and he is determined to make time in his private war with the High Lords to find Michelle again.

Mavareau is unaware of just how much the war has changed him - he has become a driven, violent man with no time for friendship or love. The tragedy of it all is, if he were to find his wife, he would have little of himself left to give her.

Personality: Quiet and sullen, generally terse with others, often appears difficult and arrogant. A strong leader, primarily due to ruthless efficiency rather than uthority, Ardinay.

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Delra-Kel

Accomplishments

• Saved an Ayslish companion from merging with what looked like a reality tree, but was in fact a "weird science" device modelled after the possibilitydraining devices used to power perpetual reality bombs. It was only Delra-Kel's heightened senses that enabled him to tell this thing was not what it appeared to be and prevent a disaster.

Slew three cyberpriests who were plan-



ning to foment insurrection in Peru against the Akashans. He was later scolded by his friends for killing the agents before they could be questioned about the full exent of their plans.

• Prevented an attempt by agents of 3327 to make off with an Akashan bioengineer. They had planned to force him to hand over the secret of the Space Gods' "living ships" to boost the success of the Nippon space program.

• Contracted the Comaghaz plague while in Chile, but was able to resist its effects through force of will. He has a hatred for that disease almost as great as that of the Akashans, and makes a point of watching for those who appear infected. He has had to be restrained from slaying people who were simply suffering from influenza or other viruses.

Last Known Location: Rio de Janeiro, Brazil

Evaluation

Delra-Kel is a brave and noble warrior — he can also be a real pain to deal with. His brush with the Comaghaz has left him with a dread of illness and murderous reactions to sick people. His cultural background encourages violent solutions to all problems and he has yet to see anything in the Possibility Wars to change his mind on this. More than one Storm Knight partner has abandoned him because of his habit of killing potential sources of information before they have had a chance to speak.

On the other hand, in situations where the clues have been gathered and it's just a matter of mopping up the bad guys, you could do worse than this Ohibi warrior. Winning or dying are the only two options he recognizes, so don't expect him to go with you if you retreat. (In fact, he may spear you for suggesting it.)

Dossier Compiled By: Greg Farshtey



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CHARACTER RECORD SHEET Delra-Kel

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Height 5'0"	Hvy Wou					Tech.
Weight 131 lbs.	Mortal Dead	uel adre	к	0	Spirit. 17	10
Possibilities 12	1.3.77954	1.00	1.904	10	61.24	100
Skill	Add	Att	ribute	Value		/
Reality	3	S	PI	11	111/11	
Dodge	4	D	EX	16		1
Maneuver	2	D	EX	14		
Melee weapons	3	D	EX	15		H
Missile weapons	6	D	EX	17	PORT	1 .
Running	5	D	EX	16	MIN	
Stealth	3	D	EX	15	LAN 1	4
Swimming	3	D	EX	15		1
Unarmed combat	3	D	EX	15	1.	
Find	4	P	ER	16	11/	
Tracking	7	P	ER	19		
Trick	5	-	ER	17	'	171
Survival	6	-	IIN	15		11'
Test	5	-	IIN	14		
Taunt	3	-	HA	12	1 mil	
Faith (Mehret)	4	-	PI	12		
Intimidation	5	S	PI	13		
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Attribute	5	1	Approved Actions		Move	ement R		mit 11ue		
Dexterity	12	Ma	neuver	14	Runn	ing		1		
Strength	10				Swim	ming				
Toughness	10				Jump					
Perception	12	Tri	ck	17	Clim	oing	-		1	
Mind	9	Tes	t	14	Liftin	g				
Charisma	9	Tau	int	12		-				
Spirit	8	Inti	imidate	13	-					
Equipment			Value		iom evel		Ran M			
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Spear		14.00	+4/14		7					
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Player Name

Cosm: Land Below

Background: Delra-Kel had led a carefree life for many vears in a small Ohibi village in Merretika. He had a welldeserved reputation as one of the tribe's best hunters and was soon to choose a mate. But when Mehret-Ahn came to him and told him that the Ohibi were threatened by outsiders - men with strange weapons who spoke in unknown tongues - Delra-Kel realized that he must act

to protect his people.

He and some of his fellow villagers mounted an attack on the Nile encampment, only to be driven back. The sounds of gunfire had attracted some Storm Knights in the area, who saved the wounded Delra-Kel and took him to a place of safety while he healed. They told him much of the world above, warning him that if men like Dr. Mobius triumphed, the Ohibi and thousands of other peoples would be doomed to slavery and death.

Delra-Kel offered his hand in friendship to the Knights, and although reluctant to leave his homeland, agreed to travel through the tunnels to confront the servants of Mobius. He has become almost as renowned a warrior on Earth as he was in Merretika.

Personality: A fierce warrior who does not believe in mercy, Delra-Kel has been accused of being unnnecessarily cruel by

his companions. He does not understand this, as among his people, it is accepted that any who challenge the Ohibi deserve only death.

Equipment: Spear, damage value STR+4/14; small bow, damage value STR+4/14

Quote: "Of course, I know what that is. It's a giant metal beast that growls and shoots fire from its eyes. And you have the madness upon you if you think I will climb into its belly."

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Barthak



Accomplishments

• Using primitive techniques — deadfalls, pit traps, etc. — Barthak ambushed a Peruvian military convoy. He succeeded in killing 15 soldiers and destroying four trucks before troops with mortars drove him off. Efforts to track him down have proven unsuccessful, and his presence has forced convoys to take a more roundabout route, thus hampering the fight against the Comaghaz. • Manipulated into believing a party of Storm Knights were hunting him down, Barthak launched an attack on them. While he did no more than wound two of the party members, his distraction served to allow a Cyberpapal saboteur time to complete his destruction and escape. The resulting property damage was estimated in the millions.

• Came the closest to being successfully treated when an Ayslish sorceress managed to calm him and planned to lead him back to Aysle, where mages might be able to cure his mental illness. Unfortunately, one of the sorceress' fellow Knights drew a blade to clean it and frightened Barthak, who proceeded to kill the entire party.

• Wrecked a carefully crafted Lorbaat plot by destroying a warehouse of synthetic drugs, with which they planned to move in on the Colombian market. Although many of that gang wished Barthak killed, cooler heads prevailed — the Lorbaat have far more to gain by a human/Akashan/Draygakk warthan from one dead alien. Barthak is worth more to them alive.

Last Known Location: Lima, Peru

Evaluation

I cannot emphasize too strongly just how dangerous this Draygakk is or how much of a threat he poses to Akashan operations in South America. Remember that, though most of his species are peaceful intellectuals, there was a time when they were bloodthirsty warriors and Barthak has returned to that period in his mind.

I realize the Guild is not a charity organization, but I feel very strongly that this alien is not responsible for his actions, and we would be better served by bringing him alive and somehow treating him than shooting him down in cold blood.

Dossier Compiled By: Greg Farshtey





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CHARACTER	RECORD SHEET
Barthak	indecine official

Character Name Bartha	ık		Home Cosm Star Sphere					
Age 21	Wound Level Wound	Sho	ck Damage	Magic	Social 27 Tech. 30			
Height 7'0"	Hvy Wound	slup		/ Colisit				
Weight 375 lbs.	Mortal Dead	K	0	Spirit.				

Attribute

Value

Reality SPI 5 12 Dodge 4 DEX 15 Energy weapons 2 DEX 13 2 Maneuver DEX 13 5 Melee weapons DEX 16 Unarmed combat 5 DEX 16 2 Find PER 15 (11) 2 **Psionic manipulation** PER 15 (11) 5 Tracking PER 18 (14) 3 Trick PER 16 (12) **Psionic** resistance 1 MIN 9 2 Test MIN 10 Charm 3 CHA 11 Persuasion 5 CHA 13 Taunt 4 CHA 12 12 SPI 20 Frenzy Intimidation 15 8 SPI

Add

Skill

Attributes *		Approved Actions		Mov	ement R	Li Va	1		
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Toughness 1	1	Service and	1010	Jump	oing				
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Scales	Syma.	+1/12		di ci	6				-
Weapons	0.00		1						-
Blaster		30		27	3-100	30	0	500	
Claws		+2/15					1922	10 A	
Teeth	- della	+4/17		223			-		-
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Bonus Chart									1
Die Roll	1	3 2 4	5 6	7 8	9 10	11 12	13 14	15	16
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3

Cosm: Star Sphere

Background: Barthak was uncomfortable with the whole idea of coming to Earth, but came because so many of his friends were curious about this new world. When the armada became lost on the way, he grew increasingly agitated and came dangerously close to slipping into a frenzy.

Barthak and his companions had little interest in

combatting High Lords or enforcing the edicts of the Akashans on this planet. They wished to explore and experience, and this took them to Lima. There, Peruvian police panicked at the sight of what appeared to be ferocious alien beasts and opened fire. Barthak's friends were killed and he was wounded. He went into a frenzy and tore the policemen apart.

Eventually, Barthak came out of his berserker rage, but his mind had been broken. He was now convinced that the Akashans had brought the Draygakk here so they could be slaughtered and all humans were the instruments of this destruction. He went into hiding, emerging periodically to attack Storm Knight groups, Akashan scouting teams, or Peruvian military units. More than once, he has been manipulated by Lorbaat or others into going on rampages of destruction.

Personality: Barthak's personality has been largely submerged by his violent insanity. The only thing known to mollify him is a promise to take him home. But his fear of the Akashan ships makes it impossible to get him anywhere near one, and thus impossible to get him back to his native world.

Equipment: Blaster, damage value 30, ammo 40, range 3-100/300/500; teeth, damage value STR+4/17; claws, damage value STR+2/15; scales, armor value TOU+1/12

Quote: "Barthak wants to kill! Move aside, or Barthak kills you!"

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Player Name

Stekter

Accomplishments

• Stopped a trio of Cyberpapal agents from making off with a golden stake. After killing them, Stekter stripped them of cyberware in a way he had seen done by some stormers and took the equipment away for study and possible modification. It is believed that he has done this several times, but where this cache of equipment and weapons may be is unknown.

• Sent out on a scouting mission with a group of Gudasko, he managed to con-



vince the warriors that a squad of Peruvian militia on patrol were in fact hunting them. The angry Gudasko attacked, with the result that both soldiers and aliens were killed. Stekter claimed that the Gudasko had simply gone wild, increasing the distrust between Akashans and that species.

• Assigned to guide a team of corporate ronin to a secret Akashan base in Argentina, Stekter instead betrayed his charges to the government, which imprisoned them in a penitenciaria. Stekter then claimed to have caught them spying on the base, and received much praise from the Akashans (after all, if the Akashans were to withhold praise, they risk angering all of Stekter's hivemates).

Last Known Location: Cusco, Peru

Evaluation

This is an unusual situation - Stekter is well aware of the Guild's existence (just how we do not know) and has offered himself to us as an agent. I advise extreme caution. He has a history of learning far more from those he works for than he relates. Ordinarily, I would simply dismiss his application, but he does know a great deal about Nippon operations in South America. With organizations like the South American Development Trust making mischief down there - and the potential for lucrative contracts from the Rauru Block to stop them — can we afford to turn away any data that comes our way?

Thus my advice is to accept Stekter into the Guild, giving no indication that we know of his treachery. But assign him only to Storm Knight groups whose members are sufficiently perceptive that they will know if he does anything to compromise the integrity of the mission.

Dossier Compiled By: Greg Farshtey





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CHARACTER RECORD SHEET Stekter

Character Name Stekter	r	Home Cosm Star Sphere					
Age 28	Wound Level Wound	Sho	ck Damage	Magic 7	Social 27		
Height 6'6"	Hvy Wound	122		Spirit.	Tech.		
Weight 300 lbs.	Mortal Dead	K	о	13	30		
Possibilities 16		2.019.01			20.3		
Skill	Add At	tribute	value				
Reality	4 9	SPI	12				
Dodge	2 1	DEX	13	1	and the second s		

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Energy weapons

Melee weapons

Missile weapons

Unarmed combat

Space vehicles

Language (Spanish)

Maneuver

Find

Trick

Test

Charm

Taunt

Persuasion

Intimidation

Cosm:	Star	Sp	here

Background: Stekter the Lorbaat came to Earth with the initial Akashan armada, curious to see this world that the pultaaks were so concerned for. By eavesdropping on Rotan Ulka's conversations, he learned of the past history of the Akashans on Earth, which piqued his interest even more. He fought in a few battles against the forces of the High Lord, more in an effort to gauge the strength of the foe than

in pursuit of victory. He rapidly determined that the forces of Nippon were the best on the field (he dismissed the Cyberpapal agents as unsubtle religious fanatics). He made secret contact with a high-ranking agent of 3327 and offered his services as a spy within the Akashan realm, presenting himself as a sworn enemy of Rotan Ulka who wished only to see him deposed. In truth, he hopes that by playing the High Lords off against their foes, they will eventually wipe each other out, leaving he and his kind masters of the Earth.

Thus far, it seems that neither the Akashans nor the representatives of 3327 have guessed his true intent, though were the Nippon High Lord fully aware of the Di-



Player Name
Cafferty



Accomplishments

 Aided in cracking a ring that was sending out men in Mystery Man outfits to attack Cyberpapal faciliities in the Nile Empire. Though not in on the big bust in Cairo (the Silver Scarab and the Whisper took care of that), Cafferty was able to challenge and defeat his own double in Khartoum.

• Defeated one of the Red Hand's greatest plans, which involved transplanting the brains of Terran thugs into the supremely powerful bodies of mountain gorillas. During the fight, the beasts broke loose and tore apart the scientist who had been performing the surgery. What Cafferty did not realize is that this fiendish doctor was the Red Hand's brother, and that Overgovernor has since vowed horrible vengeance on the Mystery Man.

• Vanished while pursuing reports of an eternity shard in the Himalayas. When he returned, he refused to comment on where he had been, but seemed dazed and disoriented. His comrades say he had been missing for only a few hours, but in that time he had apparently been engaged in a pitched battle against an awesome foe.

• Heard rumors of Tharkoldu technodemons being present in Berlin and the possibility of Mystery Man intervention to stop them. Was last seen slipping into the city with a crowd of East European refugees. It is not known if he ever made contact with any of his fellow heroes.

Last Known Location: Berlin, Germany

Evaluation

Like a few others whose dossiers are contained in this report, Cafferty would be willing to work for the Guild only as a freelance operative. Hedislikes groups, as heroes who work in the shadows frequently do. In addition, his prolonged (and unexplained) disappearances make it risky to rely on him over the long term. (There are some who believe he has found a means of getting back to Terra and he returns there periodically.)

His usefulness to the Guild is not open to question — as Dr. Frest once said, "One can never have too many Mystery Men." Cafferty may not be as flashy as some or land in quite as many headlines, but he gets the job done. Terra's prisons are filled with men who can testify to that.

Dossier Compiled By: Jon Stinger



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CHARACTER RECORD SHEET **Cafferty**

Player Name

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Skill	Add	Attribute	Value
Reality	2	SPI	10
Dodge	2	DEX	12
Fire combat	2	DEX	12
Lock picking	1	DEX	11
Stealth	5	DEX	15
Unarmed combat	4	DEX	14
Find	2	PER	10
Trick	4	PER	12
Test	4	MIN	14
Willpower	2	MIN	12
Intimidation	4	SPI	12
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Actions

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Maneuver

Trick

Dexterity

Strength

Toughness

Perception

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Cosm: Terra

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Background: As a youngster on Terra, the man known only as "Cafferty" saw his father slain by thugs looking for protection money. When he tried to stop them with a kitchen knife, one of the men grabbed him and carved an ankh into his forehead. They then proceeded to slay his mother and kidnap the youth, intending to sell him into white slavery. Using his wits, Cafferty escaped to the

streets of New York. There he was taken in by a disabled Great War veteran, who taught him how to survive. By the time he was 20, Cafferty was confronting the mobs, breaking up robberies and extortion schemes all over city.

He rapidly became a legend, with his wide-brimmed hat, trenchcoat and mask that covered the scars on his forehead. His trademark became the jingling of coins in his pocket as he prowled the foggy alleyways of the waterfront, searching for human rats at their vile work.

Some years after his career began, Cafferty came to the aid of a masked man fighting off a gang of thugs. The grateful man turned out to be the Guardian, who introduced Cafferty to the Mystery Men. Cafferty joined up but has teamed with the group only rarely, preferring to work alone. He discovered Mobius' plans for Earth while pursuing the Red Hand and slipped

down the maelstrom bridge disguised as a shocktrooper.

Personality: Cafferty's motivation is simple: he hates crime, hates it with every fiber of his being. Though he does not believe in killing criminals, he will stalk those he knows are guilty long after juries have proclaimed them innocent. His best friends among the Mystery Men are the Guardian and the Whisper.

Equipment: Brass knuckles, damage value STR+3/14; bullwhip,damagevalueSTR+2/13;Colt.45,damagevalue 16, ammo 7, range 3-10/25/50

Quote: "My mask hides more than my identity. It hides a symbol of my hatred for criminals — all criminals, from small fish like you to goons like Mobius."

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Bonus Chart													
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Bonus #	-12	-10 -	8	-5	-2	-1	0	1	2	3	4	5	(

Movement Rates

Running

Jumping

Climbing

Swimming

+5

+1

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CHARACTER RECORD SHEET Colonel Cairo

Character Name Colone	Home Cosm Ter	erra				
Age Unknown	Wound Level Wound	Sho	ck Damage	Magic	Social	
Height 6'5"	Hvy Wound			12	20	
	Mortal			Spirit.	Tech.	
Weight 260 lbs.	Dead	K	0	17	21	
Possibilities 20				-		

Skill	Add	Attribute	Value
Reality	2	SPI	11
Acrobatics	2	DEX	13 (16)
Dodge	2	DEX	13 (16)
Melee weapons	4	DEX	15 (18)
Missile weapons	1	DEX	12 (15)
Stealth	1	DEX	12 (15)
Unarmed combat	2	DEX	13 (16)
Find	1	PER	10
Test	2	MIN	10
Taunt	2	CHA	11
Intimidate	4	SPI	13
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Attributes	A	pproved Actions	M	ovement R	lates	Limit Value
Dexterity 11 (1	(4) Mar	euver 11	(14) Ru	nning	1	1157
Strength 14 (1	17)		Sw	imming	10	
Toughness 9				nping		
Perception 9	Tric	k 1		mbing		
Mind 8	Test	1		ting		
Charisma 9	Tau	nt 1	1			100
Spirit 9	Intir	nidate 1	3	and the second		1.
Lquipment		Value	Axiom Level	s	Range M	L
Armor	1017197		1. 2.			1.11
W-S chain mail	2.10.0	+8/17	7	1877	1.00	1.12
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Weapons		10		1	12.20	123
Ball and chain	SLOP 1	+6/23	15		STREET.	
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				1000		
Bonus Chart						
Die		3	5	7 9	11	13
Roll	1	2 4	6	8 10	12	14 15

Player Name

Cosm: Terra

Background: Colonel Cairo's origin is something of a mystery — at least to him. Around the time of the invasion of Earth, Cairo showed up in the Nile Empire and began fighting for truth, justice, and good for all men and women. He does not know from whence he came (though he's fairly certain it was Terra), or who he was before the invasion. Indeed, he seems not to care. All he

seems to know is that there is a war being fought, and he's a part of it.

Several Mystery Men, including Professor Furiouso and Dr. Frest have stated that they knew him before the invasion and that he was one of the Mystery Men on Terra—although he was always something of a loner. They have offered to help restore his memory, but Cairo has refused. Both "weird scientists" agree that the process would take weeks or months, and the Colonel does not want to be away from the fight against evil for that long.

Early on, the villains of Terra learned to respect Colonel Cairo. Many villains will change their plans upon hearing Cairo is on the case. Of course, still more will alter them in order to take a shot at him.

It has been theorized, by several of the wisest Nile villains, that Cairo has a martyr complex. If he is presented with a situation in which he can die heroically,

foiling a master scheme, he will do so. However, many many villains have tried to set up this circumstance and, so far, all have failed (though they managed to eliminate two sidekicks in the process).

Personality: Colonel Cairo is a hero. He is a good guy. Otherwise, he's just a big guy with a great smile. He is surprisingly intelligent — but only because he doesn't seem that smart to most people. One interesting note: Cairo has no interest in money, but always has a lot. He uses it to do good as fast as he gets it, but people keep giving it to him.

Equipment: Weird science ball and chain (upper damage limit boosted to 23); weird science chain mail (boosted to +28); costume; backpack; rope and grapple; K-rations; lighter; 50,000 royals plus.

Quote: "No, you villains! Shoot at ME!"

Skill Notes: Colonel Cairo has two pulp powers, *super attribute* (*Dexterity* +3) and *super attribute* (*Strength* +3). He has a *setback* power flaw if he kills foes in combat.

Bonus Chai	t			*													0				
Die	and the		3	5	7	9	11	13							21	26	31	36	41	46	
Die Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Colonel Cairo

Accomplishments

 On his first adventure outside of the NileEmpire, Cairowent to Tokyo. There, he was able to help foil a Yakuza takeover of a Rauru Block corporation. Cairo found that, even outside the Nile Empire, the direct approach will destroy agents of evil.

• Colonel Cairo's sidekicks have a notorious flare for dying dramatically. He only has vague memories of his first two sidekicks—"Ducky" and "Ducky II" but he remembers their deaths very well.



The original Ducky was killed trying to "throw a monkey wrench" into one of

"The Diabolical Duke's" nefarious torture devices (it was an ugly, messy death), and the second Ducky plummeted from a three-story building while trying to save an infant—really a golem made to look like a helpless babe by the evil "Terran Terror" — onto the street below. Cairo's current sidekick — "Ensign Egypt" — has, apparently, learned of the poor survival rate of his "bestest buddy's" companions, and seems to have turned on the Colonel.

Last Known Location: Thebes, Egypt

Evaluation

Colonel Cairo is impressive. In fact, that is probably his most-used tool as a pulp hero. Cairo has never been one for sneaking around and bopping villains on the head from behind — he is a "direct approach" type of hero. While he has used disguises before — and even managed to stealth his way into and out of Dr. Mobius' palace once he prefers to confront his enemies directly.

It seems that the Colonel is almost pathologically incapable of putting innocent lives in danger — and he often includes his fellow Knights in that category. By standing up in front of his foes, he seems to provide them with an irresistable target for their aggressions. The phrase, "It's Colonel Cairo — gun'im!" has become almost a maxim in the Nile Empire.

If you want a hero, take Cairo along. If you want subtlety, think about it. If you want someone who'll do what you pay them for, no questions asked, forget it. He is a good guy's good guy. He's so squeaky clean it hurts.

Dossier Compiled By: Ed Stark



Ensign Egypt

Accomplishments

• Helped Colonel Cairo smash a counterfeiting ring in Cairo, wearing a tin can as armor and a small black handkerchief as a cape which allowed him to glide on air currents. Unfortunately, he was mistaken several times for a bat and swatted at with brooms, forcing him to abandon this particular outfit.

• Joined Colonel Cairo and the Whisper in saving a small village of elves north of Dublin. In gratitude, the elves presented him with a specially crafted suit of elfmail, which he wears to this day. He was also named an honorary citizen of the village. He has since returned there to battle gnomes and kobolds on behalf of the elves.

Allowed Colonel Cairo to enter an abandoned building in Khartoum, although he knew that Dr. Destruction had rigged it to collapse. Colonel Cairo was saved from a crushing death by a beam that happened to fall in such a way that it kept the rubble off him, but the Mystery Man believed his sidekick had acted to save him. Ensign Egypt did nothing to dissuade him.

• Acted as the secretive, cowled leader of the Emperors of Evil, who teamed to trap and kill Colonel Cairo. When

the Mystery Man triumphed and unmasked him, Egypt claimed to have been hypnotized by Mind-Master.

Last Known Location: Tokyo, Japan

Evaluation

Since I assumed Colonel Cairo would not join the Guild without his ever-present sidekick, it seemed natural that I should investigate Ensign Egypt as well. I got more than I bargained for — with Egypt having shifted inclinations, Colonel Cairo has a rat in his woodpile and may be headed for more trouble than he can handle. My repeated attempts to explain this to the Colonel resulted in his threat to cram his ball and chain into my mouth.

So if Cairo should be accepted for membership, he should be watched carefully. Ensign Egypt learned from one of the best, and with that knowledge now being used for evil, the Mystery Man is in deadly danger. I would recommend contacting some of our stormers people who are not above sanctioning one they believe to be a pulp hero - and having Ensign Egypt eliminated, but I know all too well that the Kefee will not make himself an easy target.

Dossier Compiled By: Bill Smith



CHARACTER RECORD SHEET Ensign Egypt

Character Name Ensig	n Egypt	Home Cosm Nile (transformed)					
Age 18	Wound Level Wound	Sho	ck Damag		Social		
Height 1'0"	Hvy Wound	- 15		12 Spirit.	20 Tech.		
Weight 15 lbs.	Mortal Dead	K	0	17	21		

Skill	Add	Attribute	Value
Reality	3	SPI	13
Acrobatics	4	DEX	18
Beast riding	2	DEX	16
Dodge	6	DEX	20
Lock picking	3	DEX	17
Long jumping	4	DEX	18
Maneuver	5	DEX	19
Melee weapons	4	DEX	18
Missile weapons	5	DEX	19
Stealth	4	DEX	18
Unarmed combat	2	DEX	16
Climbing	3	STR	8
Find	2	PER	14
Language (Egyptian)	1	PER	13
Tracking	3	PER	15
Trick	8	PER	20
Survival	3	MIN	13
Taunt	3	CHA	14
Intimidation	3	SPI	13
	1163		

Attributes			Approved Actions		Move	ement _e F	lates		nit lue	
Dexterity	14	Ma	neuver	19	Runn	ing	1	2.2		
Strength	5	1990	G all sola	daniti	Swim	ming	100		2.20	
Toughness	5	100	Section 2	12.	Jump				038	
Perception	12	Trie	ck	20	Clim	bing			22.9	
Mind	10	Tes	t	10	Liftin	g		1	-	4
Charisma	11	Tau	int	14					-	
Spirit	10	Inti	imidate	13	-		-	1		
Equipment			Value		iom vel		Ran M			
Armor										
Elfmail	12.97	200	+6/11		13					
Weapons	(PER	5.44 1	7 6010 2	6.9	1.41					-
Spear	2457		+2/7		5			-		-
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Bonus Char	rt									
Die Roll			2 4	5		9 10	11 12	13 14	15	1
Bonus #		-12	-10 -8	-5		-1	0	14	2	

Player Name

Cosm: Nile Empire (transformed)

Background: "Ensign Egypt" is a Keefee Haroo (true identity unknown) who was found by the Mystery Man named Colonel Cairo during a trip to the Land Below. Cairo admired the young native's fighting spirit and took him on as a partner. Together, they returned to the Nile Empire and fought crime wherever they found it. In recent months, however, Ensign Egypt has grown

disenchanted with the hero's life. He complained loudly to Colonel Cairo about feeling inferior to all the other Mystery Men, until Cairo finally relented and gave him a used gadget belt that someone had left lying around the headquarters. Unfortunately, the belt had the *grow* power in it, which only allowed the Keefee to reach roughly a meter in height. Ensign Egypt took this as a "short joke" and, as his respect for Colonel Cairo turned to hatred, his inclination shifted to Evil.

Ensign Egypt continues to work with the Colonel, who remains blissfully unaware that his "little friend" is anything but the loyal sidekick he pretends to be. Egypt looks forward to the day when Cairo will be caught in a doom trap and he can abandon the big dope to his fate.

Personality: Ensign Egypt has gone from being an eager, able sidekick to a twisted, bitter junior member of a heroic team. He

has come to loathe Colonel Cairo and everything he stands for, and is just waiting for the two of them to confront a villain worth allying with so that he can betray his mentor.

Equipment: elfmail, armor value TOU+6/11; spear, damage value STR+2/7; mask; copy of the *Pulp Press* classified ads

Quote: "Great caleacons, Colonel Cairo, you're right again!" ... You stupid, arrogant spawn of a Darooni, you ...

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H. Mack McGraw



Accomplishments

• Singlehandedly challenged the fiendish Baron Von Zeiss and his Zeppelin of Doom, which threatened Terra's Chicago with aerial spraying of a will-sapping gas. McGraw had the double dilemma of sabotaging the craft's controls without causing it to crash into the city, at the same time fighting off the Baron's elite troopers. McGraw managed to release the gas over the stockyards, giving Von Zeiss the dubious distinction of controlling the minds of thousands of cows.

• Investigating the disappearances of a number of Storm Knights in Merowe, McGraw stumbled upon Dr. Mungo and his Walking Wax Museum. The attraction was drawing crowds up and down the Nile, with no one aware that Mungo's exhibits were living people encased in a special type of wax. During the climactic battle, Mungo was doused with his own wax and hideously scarred. He has since escaped from prison and vowed revenge on McGraw.

 McGraw has also, in his time, crossed swords with the mysterious Mr. Q and his gravity cannon; Professor Wong and his krypton freeze ray; and the twisted, despicable Dr. Polynesis and his cathode ray tube of doom.

Last Known Location: Riyadh, Saudi Arabia

Evaluation

I wasn't nuts about writing this report, since I worked with McGraw for years on Terra, and I know how the Guildmaster is about being objective. But I just gotta say that if you need a plot to take over the world busted up, or a lost treasure recovered, well, "Mack" McGraw's the man for the job. Sure, he has a knack for rushing into trouble without looking it over first—but where I come from, that's a point in his favor. When you're dealing with clowns like Conundrum and the Tarot gang, you don't have time to waste on planning.

This isn't to say McGraw doesn't have his faults. We went to Egypt to swipe some old doodad once, and he forgot that it had the "curse of a thousand dooms" on it. Yeah, the locusts were a pain in the neck, but there's still nobody I'd rather have by my side in a scrap. And if Mack's not good enough for your club, well, count me out, too.

Dossier Compiled By: Steve Stelter



CHARACTER RECORD SHEET H. Mack McGraw

ick McGraw		Home Cosm Terra				
Wound Level Wound	Sho	ck Damage		Social 20		
Hvy Wound	and			Tech.		
Mortal Dead	K	0	17	21		
	Wound Hvy Wound Mortal	Wound Level Sho Wound Hvy Wound Mortal	Wound Level Shock Damage Wound Hvy Wound Mortal K	Wound Level Shock Damage Magic Wound 12 Hvy Wound Spirit.		

Possibilities 12

Skill	Add	Attribute	Value
Reality	3	SPI	11
Acrobatics	1	DEX	12
Dodge	3	DEX	14
Fire combat	3	DEX	14
Maneuver	3	DEX	14
Melee weapons	1	DEX	12
Stealth	2	DEX	13
Unarmed combat	4	DEX	15
Find	2	PER	10
Tracking	1	PER	9
Survival	3	MIN	11
Taunt	1	CHA	10
Intimidation	2	SPI	10
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Attributes			Actions		MOV	ement I	cates	ý,	alue	
Dexterity	11 1	Mane	euver	14	Runn	ning	1			
Strength 12	(11)			3		nming		62	RASE	
	(12)		-		Jump		100	1	in a la	
Perception	8 7	Frick		8	Clim	bing				
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Charisma	9 1	Faun	t	10					1000	
Spirit	8 1	ntim	nidate	10		1920	1			
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Armor	Arren P						12			F
Weapons	11 6	-	-			1	100			-
Brass knuckles	S. 1.353		+2/14		7	A	15			
.455 Webley			17	1	9	3-10	15		40	
17.5 MAR						-16		-		
									101	-
										-
Bonus Chart										
Die Roll	1		3 2 4	56	7 8	9 10	11 12	13 14	15	16
Bonus #	-12	2 -	10 -8	-5	-2	-1	0	1	2	3

Cosm: Terra

Background: H. "Mack" McGraw prefers not to talk about his past, simply because it's nowhere near as interesting as his present. For years, he has been one of Terra's foremost adventurers, defeating dozens of fiendish villains from all over the world. His style is characterized by his two-fisted methods of dealing with problems, his amazing endurance, and his cheerful disregard



for even the most serious danger.

Player Name

Unlike many of the other pulp hero types now on Earth, McGraw knew nothing about the Possibility Wars before coming here, nor was he pursuing Dr. Mobius. He was, rather, sent to Earth via a miracle by a band of strangely powerful Himalayan monks who wished to get him out of their hair. Now that he has his bearings, he is more than happy to take on the High Lords, seeing them as just another bunch of losers with fancy costumes and weird gizmos.

Though a crack shot with a revolver, McGraw prefers to settle brawls with his fists. His only other major idiosyncrasy is that he eats nothing but beef jerky.

Personality: Full of wisecracks and energy, Mack never gives up, believing there is a way to escape any trap. Though not particularly observant (in fact, downright absent-minded), he somehow manages

to get himself out of the scrapes he gets into. He talks constantly about his previous adventures and will bend the ear of anyone who will listen for hours on end.

Equipment: brass knuckles, damage value STR+3/15; .455 Webley, damage value 17, ammo 6, range 3-10/15/ 40; leather jacket, armor value TOU+2/16; rope; flashlight; beef jerky; 25 Royals

Quote: "Okay, I count 56 shocktroopers between us and the front gate. I'll take out the thirty on the left, you guys handle the rest. Deal?"

Skill Notes: McGraw has the super attribute power, giving him TOU+2 and STR+1 for an adventure cost of

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Shael

Accomplishments

• Successfuly prevented Nile expedition into the Land Below from obtaining fragment of the Sphere. While there, saved small group of Leopard children from Darooni hunting party. Known to Leopard Men as "Allishkaa," roughly translating as "daughter of rage."

 Aided party in foiling Nippon plot to mass produce "weird science" gizmos and destroy the economy of the Nile Empire.
Singlehandledly felled three second-planting Nippon gospog.

• Captured by Overgovernor Red Hand, whodemanded thatshe become his bride. Escaped by feigning agreement, then using Amazon combat skills to disable guards. Red Hand severely wounded in battle, but survived. 500,000-royal reward currently offered for her in Nile, dead or alive.

• Aided party in expedition to Aysle, where Akashan Tablet of Power was uncovered; pack of Tainted Ones decimated; and escape of Fenris Wolf prevented. While there, Shael met and fell in love with an Ayslish Home Guardsmen, who was slain shortly thereafter by a doomwolf. Shael tracked down the offending creature, killed it, and now carries a pouch made from its fur. Markedly reluctant to return to Aysle since that time.

 Organized resistance of Kent villagers against expected invasion by wolves while comrades pursued werewolf. Had a hand in deaths of both werewolf Valniar and vampyre Kerim Bey.

> Last Known Location: Stockholm, Sweden

Evaluation

Shaelisan extremely able warrior, capable with both sword and spear. She is strong-willed and anxious to revenge herself upon Mobius, and participates only reluctantly in missions which do not seem tolead directly to the Nile High Lord's demise.

> Shael tends to take the direct approach to problems, leaving the creation of complex plans to her comrades. She is hostile to anything which smacks of chauvinism, something most likely related to her Amazonian training.

It is the recommendation of this agent that Shael's talents be put to use by the Guild, provided her desire to spend a minimum amount of time in Aysle is respected.

Dossier Compiled By: Barbara Maloney



Character Name Shael					Home Nil	le (transfo	ormed)
Age 23		d Level	SI	hock	Damage	Magic	Socia
Height 5'11"		ound Wound				12	20
Weight 170 lbs.		Mortal Dead			0	Spirit. 17	Tech 21
Possibilities 18		ALO LA	nk)	1.75	1.109/14	CONDITE:	T V LIZE
Skill	Ac	ld At	trib	ute	Value		
Reality	2		SPI		12	N	
Acrobatics	3	1	DEX		14 (13)	11	-
Dodge	3	1	DEX		14 (13)	11/1	
Long jumping	1	18 1	DEX		12 (11)		the a
Melee weapons	3	1	DEX		14 (13)		
Stealth	3	1	DEX		14 (13)		~
Unarmed combat	3	1	DEX		14 (13)		•)
Climbing	2	5	STR		17 (12)		
Tracking	2		PER		11	AV.	~)
Trick	2	1	PER		11		-/
Survival	1	_	MIN		9	12	
Charm	3		CHA	8	12		
Persuasion	3		CHA		12	-	-
Taunt	1		CHA	-	10		
Intimidation	3	_	SPI		13	12.45	12
the second off							-
Attributes	Ар	proved	1.4.8	Mo	vement Ra	un I.	imit
	A	ctions				^{res} V	alue
Dexterity 11 (10)	Mane	uver 11	(10)		nning		
Strength 15 (10)	1000	0-28	200		imming	100	
Toughness 10			-	Jun	nping		
Perception 9	Trick		1		nbing		100
Mind 8	Test		3	Lift	ing	100	
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CHARACTER RECORD SHEET

Player Name

Cosm: Nile Empire (transformed)

Background: Shael was an exchange student at the University of Alexandria when the Nilebridge landed. She watched in horror as her friends were butchered by shocktrooper battalions, and experienced her moment of crisis while fighting off an attacker, who left her for dead in the desert.

Saved from certain death by a scouting party of Amazon warriors, Shael was taken to the refuge created by Hippolyta

Kosmos and nursed back to health. While there, she was trained in the martial skills of the Amazons, as well as their philosophy of patience and peace (a cover for their actual plans to strike at Mobius when he was at his weakest).

Shael was unwilling to wait for others to topple Mobius — she vowed to do it herself, as a means of avenging the deaths of her friends. Armed with a blessed sword whose blade was forged in the Sacred Flame and a breastplate and helm of golden mail, Shael sailed from the island on a raft and landed in Egypt.

Now she works with other Storm Knights to destroy the Tenth Empire and free its people from the yoke of Mobius' oppression.

Personality: Headstrong and determined to mete out justice to Mobius and his minions, Shael is capable of taking charge in any situation. She is unaware of her sheer

beauty, and regards attempts to romance her (save one in Aysle) with disdain.

Equipment: plate mail, breastplate and helm (armor value TOU+5/15); blessed sword (damage value STR+6/21); obsidian dagger (damage value STR+3/18); wooden stake/(damage value STR+3/18); /150' hemp rope; leather back-pack; doomwolf pouch; trail provisions; flask of water; journal; pen; cloak; change of modern clothing

Quote: "Dr. Mobius can do two things for me: die slowly and die painfully."

Skill Notes: Shael has two *super-attribute* packages, for an adventure cost of 6, which combine to raise her *Dexterity* by +5 and her *Strength* by +1. Both have *setback flaws* (worth six Possibilities when invoked): if a man successfully *taunts* or *tricks* her, she loses the benefits of one of her *super-attribute* packages for the duration of the scene, or until the offending male is defeated in combat.

Bonus Chart													1						10.00		
Die Roll			3			9						-	1993 (Marine)	1	21	26	31	36	41	46	
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	: 25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Brett Starr/Jason Savage

Accomplishments

• Machine-guns blazing, Starr challenged the balloon fleet of Count Calamity high over Khartoum, mockingly shouting that the villain had at last found his perfect weapon, a lot of hot

air. Just as he closed in on Calamity's gondola, Savagereappeared and barely avoided crashing "Baby" into the side of a mountain. Believing his old enemy to be helpless, Calamity descended, only to find Brett Starr and his rock-hard fists waiting for him.

• Wooed and won the heart of one of Natatiri's handmaidens in his Jason Savage identity. In the midst of the engagement party, Starr's personality came to the fore, announcing that he could never love anyone associated with such evil. Needless to say, the girl's family was less than pleased. Starr was some time fighting his way out of the hall.

• Defied the mind-control device of Wu Han, much tothat overgovernor's chagrin. Despite the Oriental mastermind's best efforts to transform Starr into a weapontobe used against his fellow Storm Knights, his constant shifts to Savage frustrated the machine to the point that its circuits overloaded and it went up in a ball of flame.

• While in his Savage persona, traveled back to California to have a



talk with his studio about safety precautions on the set and hazard pay for filming in war zones. While there, he stumbled upon a nest of Tharkoldu looking for a human to torture (things were slow that day). Fortunately, Brett Starr is not so easily handled — after escaping from this trap (with the aid of

a reality bubble), he returned with Storm Knight back-up to rout the demons.

Last Known Location: Los Angeles, CA

Evaluation

Obviously, this has to be a two-part evaluation. Jason Savage is an actor, somewhat shallow and self-centered, and while not a coward, not what one would call a heroic type, either. Brett Starr, on the other hand, is a classic hero with a youthful gleam in his eyes and a ready smile on his lips, ready to fly his way through Hell if that's what it takes to stop bums like Mobius.

Together, they are one of the strangest Storm Knight "teams" I've ever encountered. But where I come from, they say you don't look a gift Herunet in the mouth. As long as Savage can hold on to some semblance of sanity in the face of all this chaos, this pair can be expected to do their fair share in battling the armies of the High Lords.

Dossier Compiled By: Andrew Frades



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CHARACTER RECORD SHEET Brett Starr/Jason Savage

Character Name Bett St	tarr/Jason Savag	e	Home Nile (transformed)				
Age 26	Wound Level Wound	Sho	ck Damage	Magic	Social		
Height 6'3"	Hvy Wound	10230		12 Spirit.	20 Tech.		
Weight 180 lbs.	Mortal Dead	к	0	17	21		

Possibilities 11

Skill	Add	Attribute	Value
Reality	2	SPI	11
Dodge	2	DEX	14 (12)
Fire combat	2	DEX	14 (12)
Maneuver	1	DEX	13 (11)
Stealth	1	DEX	13 (11)
Air vehicles	3	PER	15 (13)
Find	1	PER	13 (11)
Trick	1	PER	13 (11)
Artist (actor)	3	MIN	13
Science	1	MIN	11
Willpower	1	MIN	11
Charm	5	CHA	14
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Cosm: Nile Empire (transformed)

Background: Jason Savage is an American movie star who was filming an adventure epic entitled, "Brett Starr, Flying Ace" in Egypt when the maelstrom bridge fell. As the crew fled in panic, a stray match landed near some fuel tanks, causing them to explode. The blast threw Savage against "Starr's" plane, knocking him unconscious.

When he awoke, he was no longer Jason Savage - he

had transcended and become a Nile Storm Knight, but with a case of split personality. He now believed he was Brett Starr, and had all of the legendary figure's abilities. Unfortunately, it soon became apparent that whenever he disconnected, his Jason Savage personality reemerged. Thus Savage is never able to access the pulp powers, etc. and doesn't know he has them.

Needless to say, Savage has taken control of the body he now shares with Starr (right in the middle of dogfights, for example). But together, they have accomplished some remarkable feats and somehow survived more than a few nasty situations.

Personality: As Jason Savage, he is a formerly confident man whose life has turned upside down and who knows he is in over his head. As Brett Starr, he is heroic, cocky, a man's man as comfortable landing a wounded plane as most people are pulling

their car into the driveway.

Equipment: Colt .45, damage value 16, ammo 7, range 3-0/15/40; leather flight jacket, value TOU+2/12; aviator glasses; leather racing gloves; loose-fitting trousers; Se-11 Horus, speed value 600/380/16, TOU 17, pass. 10; 10 Royals

Quote: "Strap in! I'm going to try and lose them in this mountain pass!" (Disconnection) "What am I doing? I must be insane!"

Skill Notes: Brett Starr/Jason Savage has two pulp powers, both super attributes, spread out over Dexterity, Strength, Toughness and Perception, for an adventure cost of 6.

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Player Name

Bonus #

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Biff Tyler

Accomplishments

• Stumbled upon the Raptor and his Flock in the skies over Cairo. Shot down five fighters and chased away the remaining predatory pilots. Awarded honorary "Mystery Man" status by "Diamond" Jack Murphy. Later teamed with Murphy to down a Nile zeppelin filled with hydrogen, sent out on a suicide mission to crash into the Israeli Knesset.

• Survived an emergency landing in dense Living Land jungle, with only the loss of a portion of the left wing. Since that time, Tyler has insisted that all pas-



sengers chew gum, in case last minute structural repairs are needed on the craft.

• Forced down by Gu88-Herusents over northern Uganda, Tyler was captured by the forces of Overgovernor Natatiri. Conducted before the woman herself, Tyler used boyish good looks and cornfed sincerity to seduce the villainous woman. Her distraction gave him an opportunity to escape, which he seized. Natatiri has ordered the skies over her domain to be constantly patrolled, in hopes of finding the elusive daredevil once again.

• Last reported engaged in an attempt to track down the map of Mobius' bridges, in hopes that it could lead him back home. Still feels guilty over the above-mentioned Natatiri incident, feeling that he should have been faithful to his beloved Jean back on Terra, even under threat of torture and death.

Last Known Location: Somewhere over the Aegean Sea

Evaluation

Biff Tyler is a courageous man, and above all an honest one. So honest, in fact, that I must strongly recommend against sending him on missions into Nippon. The "masters of intrigue" in that realm would eat him alive.

That aside, Tyler had an excellent war record before going freelance. Although no "Diamond" Jack Murphy, he knows more than a few tricks and can provide air cover, fly operatives to parachute drops, or ferry weapons and other supplies to embattled sites. In addition, Tyler has the sort of headstrong bravery in the face of overwhelming odds that can serve to inspire others. It is believed that his actions in Israel may have contributed to the collapse of Mobius' stelae there and the miraculously small loss of life following that incident.

Dossier Compiled By: Marc Brenowitz



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CHARACTER RECORD SHEET Biff Tyler

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Character Name Biff T	yler	Home Cosm			
Age 25	Wound Level Wound	Sho	ck Damage	Magic	Social
Height 6'2"	Hvy Wound	2.40		12	20
	Mortal	stor		Spirit.	Tech.
Weight 180 lbs.	Dead	K	0	17	21
Possibilities 21	dist banen ligt	299	oid a	State of the	
Skill	Add Att	ribute	e Value	-	19/22 102

Reality	3	SPI	12
Dodge	2	DEX	13
Fire combat	2	DEX	13
Heavy weapons	1	DEX	12
Lock picking	1	DEX	12
Maneuver	2	DEX	13
Melee weapons	1	DEX	12
Running	1	DEX	12
Unarmed combat	3	DEX	14
Air vehicles	5	PER	16
Find	2	PER	13
First aid	1	PER	12
Language (French)	1	PER	12
Scholar (engineering)	3	PER	14
Trick	4	PER	15
Streetwise	2	MIN	12
Survival	1	MIN	11
Test	2	MIN	12
Charm	3	CHA	14
Persuasion	2	CHA	13
Taunt	1	CHA	12
Faith (Protestant)	1	SPI	10
Intimidation	3	SPI	12

Attributes		Actions	1	Mov	ement	Rates		alue	
Dexterity 1	M	aneuver	13	Runi	ning				
Strength 9	-				nming		1		
Toughness 9		2345		Jump		-			
Perception 1	Tr	ick	15	Clim	bing				
Mind 10) Te	st	12	Liftin	ng				
Charisma 11	Ta	unt	12	el a de			1		
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Equipment		Value		iom vel		Ran M		L	
Armor	The second		12	in the		1920			
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Bonus Chart		1. 1. 1.							
Die Roll	1	3	5		9	11	13	15	1
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Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3

Cosm: Terra

Background: After the Great War came to a sudden halt, Tyler went into business as a barnstormer, stunt pilot and part-time smuggler on Terra. Returning one night from a job dropping supplies to resistance fighters in Japan, he went off-course near a small central Pacific island. Encountering weather patterns and spatial distortion unlike anything he had experienced before, he came close to losing

Player Name

control of his aircraft.

When he emerged, he found himself over a scene out of a Hollywood epic. Men and women dressed like ancient Egyptians were worshipping a hooded figure — a figure he recognized as Dr. Mobius. Tanks and aircraft were everywhere, enough to fight a major war. Before he could open fire with his Brownings, a beam of light stabbed up from the ground and rendered him unconscious.

When he awoke, he and "Betty Sue" were flying over open ocean. He soon learned that he was no longer on Terra, but a world called Earth. Mobius was here as well, no longer just a pulp villain, but a selfstyled pharaoh! Desperate to find a way to return to his home and loved ones, Tyler set out to track down and bring Mobius to justice.

Personality: Brash and confident, he refers to flying as "dicing with Death." The only

place he is truly happy is the sky. And although Earth is a beautiful world, it will never be able to compare to Terra in his eyes. Even in his worst moments, he feels certain he'll make it back there one day.

Equipment: KO8 pistol, damage value 15, ammo 8, range 3-10/25/60; tool kit; leather pilot's jacket and helmet, armor value TOU+2/11; crate of spare engine parts labelled "typewriters;" the "Betty Sue," a small, highly maneuverable cargo plane, Tech 21, speed value 400/250/25, TOU 18; passengers 9, armed with two Browning .303 machine guns, damage value 25, ammo 11, range 250/1k/2k; chewing gum

Quote: "Hang on back there! I'm going to do a roll and then try and lose him between those two palm trees. Parachutes? No, I don't keep any extra on board. Why?"

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Professor Unseen



tery Men and use them to commit crimes. Saved fellow party members from potentially lethal effects of Mage's illusions.

• Stopped planned takeover of Majestic government by Faceless Ones and succubi, by using inviso-telo belt to eavesdrop on their plans and then transporting to offices of Victorian officials and warning them of impending doom. Branded a sorcerer by a leading Sacellum cleric, who vowed to see Unseen hang.

Last Known Location: Khartoum, Egypt

Evaluation

"Professor Unseen," aka Dr. Dennis Bently, is unquestionably a genius, particularly in his ability to create incredible devices out of parts he has found lying around. More than once, his inventive mind has saved his comrades from certain death.

Bently's greatest value to the Guild may come from the fact that he has experience in working in teams, both on Terra and in the various realms on Earth. While he is capable of defending himself in combat, he is wise enough to know that the more flashy members of the party can be left to handle the bloodletting while he devises more permanent solutions to problems.

Bently does show some reluctance to explain his plans before acting upon them, but Guild contact with him is nevertheless recommended.

Accomplishments

• Creator of famed "Sonic Death Box," cobbled together from pieces of sonic gun and force field device. Acted to trap opponents in box of force and bombard them with sonic impulses until they surrendered or died. Device burned out after one use, and Professor Unseen has been unable to duplicate the experiment.

• Prevented Grey Mage from making use of Oasis of Firrah's mystical energies to gain control of a party of Mys-

Dossier Compiled By: Paul Langlois



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Height	5'7"

Attributes

CHARACTER RECORD SHEET Professor Unseen

Character Home Dr. Dennis Bentley Terra Name Cosm Shock Damage Magic Social Wound Level Age 27 Wound Hvv Wound Mortal Weight 136 lbs. K 0 Dead Possibilities 12 Skill Add Attribute Value Reality 2 SPI 13 Dodge 3 DEX 13 Fire combat 3 DEX 13 Stealth 2 DEX 12 PER 13 **Evidence** analysis 1 Trick 1 PER 13 Test 2 MIN 10 Weird science 6 MIN 15 Persuasion MIN 9 1 Intimidation 1 12 SPI

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11	Spirit. 17	Tech. 21	collectively as Bently became mocking voice where at once.
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Cosm: Terra

Background: Dr. Dennis Bently was one of Terra's leading sts" until his invention of an inviso-telo belt oming one of that new breed of hero known the Mystery Men. As "Professor Unseen," the scourge of the Chicago underworld, his e seeming to come from nowhere and every-

Soon his activities came to the attention of the US government, and Bently became one of Roosevelt's most trusted operatives in what the press dubbed "the Pulp Wars." During that time, Bently first encountered his arch-nemesis, the Grey Mage, who he would face in a number of inconclusive battles over the coming years.

When Dr. Mobius launched his invasion of Earth, Bently was tempted to join with the Mystery Men and pursue him, but was forbidden to do so by the FBI (who claimed he was needed on Terra). Bently was prepared to comply, until he learned the Grey Mage traveled with Mobius, and he vowed to stop his old foe.

Unfortunately, an accident during his journey to Earth caused his inviso-telo belt to become fused with his body. But Bently has courageously continued his war against crime on Earth.

Personality: Bently is a brilliant inventor who displays an unusually high level of patience with those less intelligent. He prefers not to talk about his periences in the "Pulp Wars."

uipment: .38 revolver, damage value 14, ammo 6, range /25/50; wooden stake, damage value STR+3/11) invisoo belt; Ingrid Bergman's phone number; 100 royals

uote: "It doesn't have to make sense - it's just gotta ork."

cill Notes: The inviso-telo belt has the powers of invisility and teleportation, respectively, at power values of IN+10/19 and and 9 respectively, and an adventure cost 9. If a setback appears on the command line, the belt stops orking for the remainder of the scene. This power setback worth 3 Possibilities when invoked.

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Captain Verdigris

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Accomplishments

• Destroyed Nile Empire's "super-cannon" by flying down barrel with heat-seeking missile in pursuit. Comrades still not sure quite how he survived. Thebes responded by levying a 100,000royal price on his head.

• Defeated the fifth-planting gospog guardian of the Statue of Liberty and obtained its eternity shard (plaque with the poem, "The New Colossus.") Awarded honorary citizenship by Manhattan Protectorate in recognition of his services to the city.

• Disrupted Malraux's space program notonce, but three times, finally stealing a space shuttle and blowing up the base. Later plunged into the GodNet and purged all files relating to the planned satellite communication program.

 Dragged his party along with him into the Living Land to challenge a rogue Akashan bioengineer attempting to genetically engineer dinosaurs to improve their intelligence while preserving their natural viciousness. Verdigris saved his partners by exposing the Delphi Council's part in the plot and singlehandedly smashing the conspiracy.

Last Known Location: Singapore

Evaluation

Of all the Storm Knights I have investigated on the Guildmaster's behalf, I have never before encountered so eager a combatant as Captain Verdigris. He considers 100 to 1 fair odds, and has been known to hold back on electroray blasts to give his foes the chance to "make a fight of it." For all his apparent naïveté, Verdigris knows well the stakes he's fighting for and is a relentless enemy of the High Lords, particularly Kaah and Mobius.

> This is not to say Verdigris is perfect for our purposes - he seems to have inherited the Nile tendency to come up with outrageous and potentially disastrous plans. He often opts for extremely complicated and outlandish solutions, like his scheme to stop Overgovernor Natatiri's predations by dropping a pyramid on top of her.

I would recommend contacting Verdigris, if only to benefit from his unique perspective on the Possibility Wars. And, while his loss would be a tragedy, there are few Storm Knights better suited to undertake "suicide missions."

Dossier Compiled By: Dan Viger

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CHARACTER RECORD SHEET
Captain Verdigris

Character Name Tarka	Takk	Home Nile (transformed)			
Age 23	Wound Level	Sho	ck Damage	Magic 12	Social
Height 6'3"	Hvy Wound	oqu			20
Weight 175 lbs.	Mortal Dead	к	0	Spirit. 17	Tech. 21
Possibilities 16	A rolote p or	-	e blee	and a	d workie
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Cosm: Nile Empire (transformed)

Background: Formerly a faithful follower of Baruk Kaah, Tarka Takk's transformation to Core Earth served to show him that the war was wrong. Striving to make up for the part he had played in the invasion, Takk began wandering Earth, aiding Storm Knights in the Nile one week, Avsle the next.

The most dramatic turning point in his life occurred

during his attempt to destroy Mobius' artificial sun. Losing a reality storm invoked by one of the sun's guardians, Takk transformed to Nile reality. Imbued with a new sense of purpose, Takk built himself a Rocket Ranger suit and dubbed himself "Captain Verdigris."

He has since become one of the Nile's most flamboyant heroes, able to thwart the master plans of villains and look cool while doing it. In addition, he has become a symbol to the world that not every invader is an evil monster - given the chance, natives of other cosms can become some of Earth's staunchest defenders.

Personality: Cheerful to the point of obnoxiousness, Verdigris is known for coming up with insane and dangerous plans, and somehow managing to make them work without losing life and limb. His comrades are hoping his next transformation will result in a personality less danger-

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ous to their collective healths.

Equipment: Modified Rocket Ranger battlesuit, STR 14, TOU 19, mega-sight 12, electro-ray 18, armor value +7/ max. 23; .44 Magnum, damage value 17, ammo 6, range 3-10/15/40; holster; well-thumbed copy of Strange Stories, Volume I, Issue 11; 50 Royals

Quote: "Now, most vile of fiends! Prepare to fall before the invincible power of Captain Verdigris! By the way, what's so funny?"

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Attributes		Approved Actions			Mov	ement R	lates	Limit Value	
Dexterity	10	Man	euver	10	Run	ning			
Strength	8				Swir	nming		an aller	
Toughness	9				Jum	ping			
Perception	11	Trick	<	12	Clim	bing			
Mind	11	Test	an an an	11	Lifti	ng	100	1000	
Charisma	9	Taur	nt	9	CLUME		1212		
Spirit	8	Intin	nidate	10	1 23	11			
Equipment			Value		iom vel	s	Range M	L	
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Reality

Dodge

Flight

Stealth

Trick

Acrobatics

Fire combat

Energy weapons

Melee weapons

Unarmed combat

Evidence analysis

Science (electronics)

Land vehicles

Weird science

Intimidation

Player Name

Dr. Zap

Accomplishments

• Convinced that the Gaunt Man was about to emerge from the maelstrom, Dr. Zap hit upon the idea of approaching Dr. Mobius and asking to borrow a reality bomb to use on Illmound Keep. Naturally, getting in to see his archenemy would be a problem, but Dr. Zap handled the situation in his usual direct, straightforward manner: he walked up to the palace in Thebes, knocked on the door, and surrendered. Unfortunately, Mobius had no use for yet another fool in a costume, and



consigned Zap to the Omegatron. At last report, Colonel Cairo was mounting a rescue mission to save his friend.

• First mission was marred when he blew up an a stolen Army truck filled with ninja, unaware that one of said ninja was a Storm Knight. Fortunately, Dr. Zap was able to get past this and get on with his career.

• Dr. Zap is one of many heroes pursuing the evil Dr. Tzin, last seen speeding away from Tikal in a rocket plane stolen from Professor Furiouso. Dr. Zap's defeat of Tzin's ninja frogmen was credited with forcing the villain to flee.

• Dr. Zap was the first Nile hero to intentionally use the cannonball maneuver, accomplished when he turned off his flight belt in mid-air and plummeted on to the heads of his enemies.

Last Known Location: Thebes, Egypt

Evaluation

What can I say about Dr. Zap that his companions haven't already said, usually interspersing their comments with a number of short, pungent phrases? Well, the fact is that not every Storm Knight is powerful and attractive — some are poor slobs thrust by Fate into the middle of a war, and in many cases, they adjust far better than more "normal" people.

Does Dr. Zap screw up occasionally? Sure, he does, but he means well. Walking up to Mobius' palace in Thebes, turning over his weapons, holding out his hands and saying, "I surrender" probably wasn't the best of ideas. But in the end, he does more damage to to his foes than his friends, and isn't that what counts?

Dossier Compiled By: Bill Olmesdahl



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Cosm: Nile Empire (transformed)

Background: Dr. Zap's origin is unclear. As best as we can determine, Zap was an unpopular, heavy child who grew up with a love of science and gadgets. When the Nile Empire arrived, Zap began to tinker with "weird science," developing a flight belt but without much purpose behind his work.

Then one day, Zap was caught in the middle of a battle

between the Whisper and the Scarlet Asp. He transcended during this battle, making a firm choice for Good, only seconds before he was hurled into a brick wall and knocked unconscious. When he awoke in the pile of rubble, he found himself to be wearing a colorful uniform. His memory fogged, he became convinced he was really a pulp hero named "Dr. Zap."

Since then, Zap has traveled the world attempting to do good deeds, in the hope that perhaps someone will like him. Knowing he means well, most of his comrades are willing to tolerate his habit of narrating all his actions and coming up with incredible, impossible schemes which he is then unable to accomplish. Dr. Zap is one of the few Mystery Men Mobius has not demanded be shot.

Personality: Dr. Zap has a fondness for the works of William Shakespeare and Louis L'Amour (often confusing the two),

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n shirts and foul-smelling cigars. His fellow hights are the closest he's ever come to having His first and best love is food. ends. I

Equipment: flight belt (value 15); .38 revolver, damage value 14, ammo 6, range 3-10/25/50; mirrored aviator goggles; tool kit; 33 meters of nylon rope; costume; flashlight; lunch box; bat, value STR+3/11

Quote: "'All right, scum, drop those guns,' Dr. Zap announces dramatically!" (Blam, blam, blam) "Um ... please?"

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C. Marine Y			. Lap		
Character Name Dr. Za	ар		Home Nil	le (transfo	ormed)
Age 58	Wound Level	Sho	ck Damage	Magic	Social
Height 5'2"	Wound Hvy Wound			12	20
	Mortal	1752		Spirit.	Tech.
Weight 310 lbs.	Dead	K	0	17	21
Possibilities 16	ori (reist)	10:02	aving Elle		
Skill	Add Att	ribute	Value	Constant State	14

SKIII	Add	Attribute	value
Reality	2	SPI	12
Acrobatics	4	DEX	15
Dodge	1	DEX	12
Fire combat	5	DEX	16
Long jumping	1	DEX	12
Maneuver	1	DEX	12
Melee weapons	3	DEX	14
Running	1	DEX	12
Unarmed combat	1	DEX	12
Climbing	1	STR	9
Lifting	1	STR	9
Evidence analysis	1	PER	12
Find	1	PER	12
Scholar (science)	3	PER	14
Trick	1	PER	12
Weird science	3	MIN	13
Faith (Osiris)	1	SPI	11
Intimidation	2	SPI	12
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Maneuver

Toughness 9			1.1	Jump	ino	1			
Perception 11	Tri	ck	12	Clim		112.51			-
Mind 10	Tes		10	Liftin		-		1291	-
Charisma 8	_	unt	8	Loca Car	0		1.5		-
Spirit 10		imidate	12	12300	1	1			
Equipment -		Value		iom vel	s	Ran M		L	
Armor	62.16F			31176					
Bulletproof vest	(SCD)	+6/14	2	21	1.2.3				
Weapons	C.C.		100	late a			-	1	-
.38 revolver		14	1 2	20	3-10	25		50	
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Bonus Chart									
Die		3	5	7	9	11	13		100
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Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3



Attributes

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Dexterity

Strength

Player Name

Margaret Allen



Accomplishments

• Sent the Cyberpapal nuncio (annonymously, of course) galley proofs of a book about to be published by Brookgreen denouncing Malraux as a fraud and his religion no better than a murderous cult. The result was the firebombing of Brookgreen's printing plant and a record drop in earnings for that quarter. 3327 retaliated by ordering the book translated into French and shipped to stores throughout Quebec.

 Transferred to the Los Angeles office, Allen was able to gather a great deal of information on the Tharkoldu from lunchtime talks with Ichi-Burbank employees. Much of this data was passed via the Rauru Block to Tempest Fugitive, who relayed it to the city and state governmments.

 Managed to link a retina scanner to a retina pattern recorder and so capture the pattern of Brookgreen's CEO. This has since been used by Storm Knights to gain access not only to the Brookgreen offices, but Omi Electronics and other affiliated companies.

• Came very close to being exposed when the assassin known only as "Red Wind" targeted her for extermination, mistakenly believing Allen to have been responsible for a pamphlet that led to the deaths of several Shiki. The Rauru Block was prepared to step in on Allen's behalf, but was spared having to expose her when more pressing matter apparently drew Red Wind away.

Last Known Location: Los Angeles, CA

Evaluation

Let me preface this evaluation by saying that the Rauru Block has warned us that Allen's name is to be given out only in the most dire of emergencies. In addition, should her role be compromised during a mission for us, it will be our responsibility to get her safely away from Kanawa's minions and established in a new identity. That said, it is obvious to me that she should be given membership in the Guild. She has already shown an ability to stand up to the worst kind of stress.

If nothing else, the Guild may be able to offer her greater access to people who understand what she's experiencing. Her contact with the Block must, of necessity, be limited. But if we can plant people in or near Brookgreen, she would have a link to the world beyond Kanawa.

Dossier Compiled By: Greg Farshtey



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CHARACTER RECORD SHEET	Γ
Margaret Allen	

Character Name Margaret Allen				Home Cosm Nippon Tech (trans.)				
Age 30	Wound Level Wound	Sho	ck Dan	nage	Magic	1 32 31		
Height 5'9"	Hvy Wound	200			Z Spirit.	22 Tech.		
Weight 131 lbs.	Mortal Dead	к		0	8	24		

Skill	Add	Attribute	Value
Reality	4	SPI	13
Dodge	2	DEX	11
Fire combat	3	DEX	12
Stealth	4	DEX	13
Unarmed combat	4	DEX	13
Evidence analysis	6	PER	17
Find	5	PER	16
Land vehicles	3	PER	14
Language (Japanese)	3	PER	14
Trick	5	PER	16
Business	9	MIN	22
Streetwise	3	MIN	16
Test	3	MIN	16
Willpower	2	MIN	15
Charm	3	CHA	15
Persuasion	6	CHA	18
Intimidation	4	SPI	13
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Attributes		Approved Actions		Mov	ement B	Rates		mit due	65
Dexterity 9	Ma	neuver	9	Runn	ing			2.4.1	
Strength 8	1	and the second			nming	1	225		
Toughness 9	a sour	25 - ELEX 25	228	Jump	oing				
Perception 11	Tri	ck	16	Clim	bing	1.19			
Mind 13	Tes	st	16	Liftir	ng				
Charisma 12	Tai	unt	12	10 BY	(1.2
Spirit 9	Int	imidate	13	Tist					
Equipment		Value		iom evel		Rang M	ge	L	
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Weapons	-	-	-				+		1
ZIIP77z	-	16		23	3-10	25	;	40	-
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							+		1
Bonus Chart					11			1	
Die Roll	1	3 2 4	56		9 10	11 12	13 14	15	16
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3

Cosm: Nippon Tech (transformed)

Background: When her firm was driven out of business by the Kanawa Corporation, Margaret Allen took a job in the finance department of Brookgreen Publishing. Shortly after that, she discovered its ties to Kanawa and began to suspect that the powerful industrialist was not of this Earth. In keeping with Nippon's Law of Intrigue, she made up her mind to leave Brookgreen and and give its secrets to one of

its competitors.

She managed to make contact with the Rauru Block, who asked a great task of her: she must remain where she was, working as a deep cover agent for the Block while pretending to still be loval to her employers. The level of danger was incalculable: were she to be discovered, she would surely be murdered, but probably not before the names of any contacts were tortured out of her.

Allen agreed, though it meant helping Kanawa to spread propaganda while planning his downfall. She has learned how to live a lie, but has never learned to enjoy it. It is only on those exceedingly rare occasions that she meets with someone outside of Kanawa's sphere of influence that she feels able to breathe again.

Personality: Allen behaves like any other up-and-coming Nippon executive. Only the select few who know of her double

identity ever see the honest, courageous woman underneath. There have been times when she has worried aloud to her contacts on the "outside" that she is losing touch with her true character.

Equipment: ZIIP77z, damage value 16, ammo 12, range 3-10/25/40; Misaki XE laptop computer; Allied micro-transmitter; Omi tracers; Omi signal scrambler; Allied camcorder; ¥30,000

Quote: "I know it's good business. But that's not enough for me anymore."

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Player Name

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Daremo

Accomplishments

• Convinced a party of Storm Knight not to distribute a hijacked shipment of Hachiman weapons to their colleagues. Daremo suspected, and correctly, that the theft had been too easy. 3327 had let the Knights grab the weapons, which were fitted with bugs and tracers. Use of them in Nippon would have led Yakuza straight to Knight safehouses.

• Defeated a traitorous ronin at the Sons of the Wind temple at Toda-ji,



thus sparing that place from the wrath of 3327. The Sons later turned over plans they had appropriated of a new version of the Oda Butterfly helicopter that made use of Cyberpapal and Tharkoldu technological advances.

• Aided in the defeat of Dr. Mobius' Robosphinx. During the battle, he may have caught wind of Nile plans in Berlin and recommended that his team journey there. Lately, it seems that 3327 and Sterret of the Blades have found one thing to agree upon: they both want Daremo dead.

Last Known Location: Berlin, Germany

Evaluation

Daremo is a difficult man to get to know. Close-mouthed and secretive even with those he regards as friends, he was unwilling to talk with our agents, nor did it prove to be possible to bait him into combat to test his skills. He simply shook his head and walked away, at which point someone (whom we later discovered to be Major Havoc) clouted our operative on the back of the head.

Still, observing him in action, particularly in Cairo, has led me to develop a great respect for his abilities. He truly does seem to blend into the shadows, yet somehow always manages to emerge when he is most needed. He has fallen in love with Japan and everything about it, and the stories he has heard of life there before 3327 came has made him more determined than ever to eradicate the High Lord's evil. All in all, a worthwhile addition to our ranks, if he can be persuaded to join.

Dossier Compiled By: Dave Wetzel



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CHARACTER RECORD SHEET

Player Name

Character Name Darer	no		Home Ma	rketplace	-
Age 29	Wound Lev Wound	el Sho	ck Damage	Magic 2	Social 22
Height 5'4"	Hvy Wound	I Prese		Spirit.	Tech.
Weight 136 lbs.	Mortal Dead	к	0	8	24
Possibilities 12	Lane confect	VIII .	rewit	-	-
Skill	Add	Attribute	e Value		
Reality	4	SPI	14		1
Acrobatics	1	DEX	14	í	
Dodge	1	DEX	14		1 7
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Acrobatics	1	DEX	14
Dodge	1	DEX	14
Lock picking	1	DEX	14
Long jumping	1	DEX	14
Maneuver	2	DEX	15
Martial arts	7	DEX	20
Prestidigitation	1	DEX	14
Stealth	6	DEX	19
Climbing	2	STR	11
Air vehicles	1	PER	10
Scholar (realm lore)	1	PER	10
Scholar (toxicology)	2	PER	11
Tracking	1	PER	10
Trick	1	PER	10
Artist (actor)	1	MIN	11
Meditation	2	MIN	12
Willpower	1	MIN	11
Faith (Zen Buddhism)	1	SPI	11
Intimidation		SPI	11

Attributes		Approved Actions		Mov	ement F	Rates		imit alue	-
Dexterity 13	Ma	neuver	13	Run	ning			1.97	
Strength 9	1.	191-33257-1	2.01		nming	1		1200	13
Toughness 10	i de la		17.1	Jum	ping	2.4	1000	12-2	
Perception 9	Tri	ck	10	Clim	bing			1-520	
Mind 10	Tes	it	10	Lifti				1.1.2.2	
Charisma 9	Tau	int	9	in the second					
Spirit 10	Inti	imidate	11	AFRO	1	1	-	1.200	
Equipment		Value		iom vel	s	Ran M		L	f
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Weapons	10000		17						
Shuriken		+3/12	1	15	3-5	10		15	1
Kusari Gama		+5/14	1	15				1. 2.	199
Shimsi sword	1.74	+5/14	1	15	1			1.0	
S-L stiletto	HS STORE	+6/15	2	23				1.1.1	
SC Kyogo	VEAL D	18	2	24	3-10	40		50	
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Bonus Chart									
Die Roll	1	3	56	7		11 12	13 14	15	16
Bonus #	-12	-10 -8	-5	-2		0	1	2	3

Cosm: Marketplace

Background: Little is known of Daremo's past—he has not even revealed his Marketplace numeric designation to his most trusted friends. At some point after coming to Core Earth, he adopted the name "Daremo," which is Japanese for "nobody."

His initial duty for the Kanawa Corporation was to infiltrate the Asian branch of the Delphi Council and

ensure that its operatives never learned the true nature of Nippon. The job was proceeding nicely, until 7710 decided to send a team of corporate ninja backed up by Yakuza to rough up some dissident Delphi agents. Suddenly, Daremo realized that the men for whom he worked were completely without honor. He resigned his position at that moment and was branded a "dangerous radical" by Kanawa Corp, to be hunted down.

Since that time, he has linked up with a group of Storm Knights, including EM-Girl and Marcel Berge, and used his skills to check the High Lords at every turn. He has done his best to avoid adventuring in Aysle as, even with all he has seen, he still refuses to believe in magic.

Personality: Daremo is, by nature, a peaceloving man forced by circumstance into the life of a warrior. Uncomfortable with the leadership role he often finds himself in, he

prefers to stay in the shadows and observe a foe before striking at him.

Equipment: shuriken, damage value STR+3/12, range 3-5/10/15; kusari gama, damage value STR+5/14; shimsi sword, damage value STR+5/14;S-L stiletto, damage value, STR+6/15; SC Kyogo, damage value 18, ammo 15, range 3-10/40/50; Niyoki camouflage suit; Sorubu gloves; smoke screen lenses; smoke screen pellets (6)

Quote: "I abandoned my number when I came to this world. Here I am Daremo."

Skill Notes: Daremo's martial arts discipline is *ninjutsu*. He knows the *block/strike*, *lightning fist*, *stun attack*, *missile dodge*, *felling the oak* and *invisibility* maneuvers.

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Madema Kiriko



Accomplishments

• Uncovered Ayslish involvement in the animation of stone lion statues within Japan. Against her better judgment (for it was disrupting 3327's operations), acted to stop the operation. This was her first encounter with sorcery of any kind — she triumphed by feigning helplessness when her weapons were teleported away, then smashing the wizard in the jaw.

 Infiltrated a Nippon gospog-production facility and altered the chemical makeup of the bath into which human corpses were dumped. The result was gospog with unpredictable powers, and in a few cases, apparent wills of their own. They proceeded to destroy the plant and are now believed to be wandering free somewhere in Japan.

• Teamed with Orrorshan monster hunter Hans Van de Keller to seek out and stake a small group of ninja vampyres. During combat, suffered a bite herself. Fearing that she would be cursed to rise again after death, she persuaded Van de Keller to take her to Gaea, where a certain tribe of gypsies were believed to have a cure for the bite of the vampyre. The "cure" was in fact a placebo (effective nonetheless, as she had not been sufficiently infected) however, the gypsies were able to convince her to pay for it by doing a job for them in Rumostria.

Last Known Location: Yokohama, Japan

Evaluation

Madema Kiriko would be a useful addition to our lists, but beware trying to send her on a mission that does not result in direct damage to 3327. Kiriko is not here because of some noble ideal about saving Earth — certainly a position with which all of us can empathize — but to revenge herself upon Nippon Tech and its High Lord.

Along with her combat skills, Kiriko also has utility as a contact with the Palanic priests. You will notice that we do not have any dossiers on members of this sect. They have been extremely secretive about their work on Marketplace and in the realm, and Kiriko is one of the few Knights they trust. It is my understanding that she may be in seclusion in Yokohama, working to learn Palanic miracles and the ability to cast them successfully.

Dossier Compiled By: Steve Crow



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CHARACTER RECORD SHEET Madema Kiriko

Character Name Madema Kiriko			Home Cosm Marketplace			
Age - 22	Wound Level Wound	Sho	ck Damage	Magic	Social	
Height 5'9"	Hvy Wound			2	22	
Weight 108 lbs.	Mortal Dead	к	0	Spirit. 8	Tech. 24	
Possibilities 12						
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Skill	Add	Attribute	Value
Reality	4	SPI	13
Dodge	1	DEX	11
Fire combat	2	DEX	12
Lock picking	2	DEX	12
Maneuver	1	DEX	11
Martial arts	4	DEX	14
Melee weapons	6	DEX	16
Stealth	2	DEX	12
Disguise	2	PER	11
Evidence analysis	1	PER	10
Find	1	PER	10
Tracking	1	PER	10
Trick	2	PER	11
Survival	1	MIN	13
Test	3	MIN	15
Willpower	3	MIN	15
Charm	1	CHA	10
Persuasion	2	CHA	11
Taunt	1	CHA	10
Faith (Palan)	2	SPI	11
Intimidation	3	SPI	12
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Movement Rates

Attributes

Bonus #

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Dexterity 10	Ma	neuver	11	Run				
Strength 11		20122		Swir	nming	193		
Toughness 11				Jum	ping	AL- AL		
Perception 9	Tri	ck	11	Clim	bing			
Mind 12	Tes	it	15	Lifti	ng		pr at a	
Charisma 9	Tau	int	10	100	1.98%		Ser.	
Spirit 9	Inti	imidate	12					
Equipment		Value		iom vel		Range M	L	
Armor	1221-7				3.1			Т
Kyoto Police RKE)	+7/18	1	24	322		6.00	1
Weapons	a lad	l vi e	1	2	25		33.5	1
Dagger	Hosin	+3/14		7	100		19.200	1
Katana	a tools	+7/18		9		3		1
13mm Chunyokai	L	18	1	24	3-10	40	50	1
Manriki-Gusari	1 01	+5/16		8				
a lù tha an a a	11 10				-		1300	1
es 10 (Vado.)	fill XA b60 fi	g mission	1031	10.1	1	-	1	-
Bonus Chart					1.12			1
Die		3	5	7	9	11 1	13	1
Roll	1	2 4	6	8	10	12 1	4 15	1

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Cosm: Marketplace

Background: Raised by her father, a Marketplace ronin, Kiriko was taught the skills she would need to survive from an early age. When she was 16, her father was hired by the priests of Palan to act as a bodyguard during a major rally. He was killed when 3327 betrayed the priests in the slaughter that has gone down in Marketplace history as "the Termination."

Player Name

Swearing vengeance on the man responsible for her father's death, Kiriko offered her services to any and all megacorporations, with the only stipulation being that her target be related to 3327 or his firm, Ursan Industries. Although she produced little more than a ripple in the High Lord's great pond, still she survived all that he sent to eliminate her.

Through her contacts, she learned of 3327's planned invasion of Earth. With the help of the Kashi, she was able to pass down the maelstrom bridge disguised as a corporate employee. Once in Japan, she made contact with other Kashi representatives, members of the Shiki, and eventually the Rauru Block, continuing her very private war against 3327.

Personality: Silent and lethal, Kiriko lets nothing distract her from her bitter grudge toward 3327. She has sacrificed any hope of enjoying the pleasures of life or love, in

favor of a dream of personally slitting the High Lord's throat.

Equipment: Kyoto Police RKD, armor value TOU+7/18; dagger, damage value STR+3/14; katana, damage value STR+7/18; 13mm Chunyokai, damage value 18, ammo 9, range 3-10/40/50; manriki-gusari, damage value STR+5/16

Quote: "When the fighting begins ... please step aside."

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Kenjii Nado

Accomplishments

• While a passenger in an external, glass elevator climbing to the top of a Tokyo skyscraper, Nado was the victim of an assassination attempt as an Oda Butterfly helicopter made a strafing run. Nado fired his laser with pinpoint accuracy, shearing off the rotor blades of the copter and sending it plummeting into the street.

• Battled Tharkoldu techno-demons in Compton and elsewhere and earned the enmity of a Nippon corporate ninja who had transformed to Jezrael's reality. This agent, known as "Lazarus," has vowed to bathe in Nado's blood. Thus far, he has been unable to live up to that oath.

 Successfully slipped up the Sacramento maelstrom bridge back to Marketplace to parlay with representatives of the priests of Palan. Despite numerous ambushes and the betraval of a former lover, Nado wasable to speak with the clerics and arrange a deal whereby the Rauru Block would provide them with large amounts of G-7 explosive in exchange for services in the realm.

• Settled a debt of honor by slaying a Yakuza assassin responsible for the death of his sister. They battled aboard an assault hovercraft flying high over Tokyo Bay, with Nado refusing to take advantage of an opportunity to end the fight with a laser blast. Instead, he relied on his shimsi sword and eventually prevailed.

Last Known Location: Los Angeles, California

Evaluation

Nado spent all too many years in search of a purpose, finally finding it in the service of the Rauru Block. Having mastered the warrior's art, he is now turning to the mind and spirit that have been all too long neglected. When he has unified both aspects of himself, he will be of much greater worth both to himself and to the Guild.

Still, the current world situation does not allow us the luxury of waiting for his journey of discovery to be completed. We have need of guns and knives, and men who know how to use them, to win back Japan and the rest of Earth. Nado can provide us with such skill in abundance, so it is my recommendation that we seize this opportunity to recruit him. He is capable of functioning well in all realms and will be an asset to our organization. (Note, however, that a Nippon assassin codenamed "Lazarus" is reported to be hunting him. Please verify the security of all phone and fax lines before transmitting mission codes to Nado.)

Dossier Compiled By: Marc Brenowitz



-	lus #
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Intimidation

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CHARACTER RECORD SHEET
Keniii Nado

Character Name Kenjii	Nado			Home Nip	pon Tech	n (trans.)
Age 32	Wound Level Shoo			k Damage	Magic	Social
Height 6'0"	Hvy Wou				2	22
Weight 170 lbs.	Mortal Dead	in and	к	0	Spirit.	Tech. 24
Possibilities 17	below he	5				
Skill	Add	Att	ribute	Value	-	
Reality	4	S	PI	13		-
Dodge	1	E	DEX	13		1-
Energy weapons	2	E	DEX	14	1 8	-
Fire combat	2	E	DEX	14		
Long jumping	1	E	DEX	13		1-14
Maneuver	2	I	DEX	14		desir.
Martial arts	5	I	DEX	17	W	XIE
Melee weapons	3	E	DEX	15	1 1	11.
Running	1	Γ	DEX	13		0
Swimming	1	E	DEX	13		
Climbing	1	S	TR	11	3.	1//
Evidence analysis	2	P	ER	11		1//
Find	1	F	ER	10	1.2	111
First aid	1	F	ER	10	Name:	RI
Scholar (bushido)	2	F	ER	11	1 dense	
Tracking	3	I	PER	12	12225	1
Trick	2	F	PER	11	Contraction of	
Artist (poet)	1	N	AIN	12	100	252
Business	3	N	ΛIN	14		
Test	2	N	AIN	13		
Charm	1	_	CHA	11		-
Persuasion	2	(CHA	12	Gul and	-

Attributes		Actions		Move	ment R	ates		mit lue	
Dexterity 12	Mar	neuver	14	Runn	ing			1.1	
Strength 10		A			ming				
Toughness 11		in the second	-	Jump					1
Perception 9	Tric	k	11	Clim			1200	1	1
Mind 11	Test		13	Liftin			1927	1.1	
Charisma 10	Tau	nt	10			157	1.2	19157	
Spirit 9	Inti	midate	13						
Lquipment		Value		iom vel	s	Rang	ge	L	
Armor						1.5	100	1.000	
Kyoto Police RKD		+7/18	1	24				10	
Weapons									
Katana		+7/17		9		1.5			
Shimsi sword		+5/16	1	15					
Laser rifle	-	24	3	24	3-30	100)	400	-
			71	13			-		-
Bonus Chart									
Die		3	5		9	11	13		
Roll	1	2 4	6	8	10	12	14	15	10
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3

SPI

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Cosm: Nippon Tech (transformed)

Background: Trained from an early age in bushido, the samurai code of honor, Nado grew to manhood with the desire to become a warrior like his ancestors. Unfortunately, he discovered that modern-day Japan had no need for samurai, so he became the next best thing: a plainclothes police officer assigned to fight against industrial saboteurs.

When the changes came to Japan, Nado was charged with protecting a scientist working on a laser rifle. The designer confided that his company had recently been purchased by a large conglomerate, whose intentions were not honorable. He begged Nado to take the rifle and bring it to some other men for safekeeping. Nado agreed, and so made his first contact with the Rauru Block.

In gratitude for his services, the Rauru executives offered Nado a job as a corporate samurai. Arming him with the laser rifle and a specially designed suit of armor that resembles a sarariman's suit, they sent him out to combat the shadowy forces of the enemy. The most bitter part of his new duty has been the discovery of so much corruption in the police force he once served so proudly.

Personality: A dour warrior, Nado is trying to develop his spiritual side, stunted

from years of acting as a guardian of a materialistic world. Though the Taoist idea of flowing with things does not match his straightforward, kill-them-now attitude, he is trying to reconcile the two.

Equipment: katana, damage value STR+7/17; shimsi sword, damage value STR+5/15; laser rifle, damage value 24, ammo 30, range 3-30/100/400; Kvoto Police RKD, armor value TOU+7/18: ¥15.000

Ouote: "I refuse to die at the hands of a foe without honor."

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Player Name



Jade Osotogari

Accomplishments

• Has consistently thwarted efforts by the Nile Empire, Orrorsh, the Living Land and Uthorion to spread their

influence. Involved in the acquiring of the Possibility Chalice and the lighting of the Signal Fire. Reportedly had at one time possession of the Ankh of Kho-Hotep — current status of that artifact is unknown.

• Prevented establishment of Aztec Empire and installation of Malcolm Kane as High Lord.

• Currently serving as president of Bally Entertainment, makers of 3-D Pong, Reality Raiders and other games. Uses her position to help prevent Kanawa Corporation's video products (Heretic Hunt, Spy Hunter, etc.) from luring Earth's youth into adopting an unreasoning devotion to Nippon Tech.

• While in Marketplace, prevented takeover of Misaki Computers by Ursan Industries. Functioned well despite death threats and generally explosive situation.

Last Known Location: Shanghai, China

Evaluation

An extremely dangerous woman. Though not the fierce combatant your average paladin may be, her business sense

and personal magnetism make her a very formidable intelligence agent. Her position of power at Bally has enabled her to get away for missions when necessary, and her ability to charm opponents into revealing information has saved her party a great deal of needless bloodshed.

As pronounced as her beauty is her subtlety. With no visible effort, Osotogari can captivate an opponent or bend a board of directors to her will. Her financial manipulations have resulted in a great deal of money reaching Rauru Block coffers, and her contacts both within the Kanawa Corporation and on Marketplace have been invaluable to the resistance effort.

Osotogari is already aware of the Guild's existence, but the extent of her knowledge is unknown at present.





Player	Name
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CHARACTER RECORD SHEET Jade Osotogari

		-		-	
Character Name Jade (Osotogari		Home Cosm Ma	rketplace	
Age 25	Wound Leve	l Sho	ck Damage	Magic	Social
Height 5'7"	Wound Hvy Wound	terns		2	22
	Mortal	1.10		Spirit.	Tech.
Weight 118 lbs.	Dead	K	0	8	24
Possibilities 24					
Skill	Add A	ttribut	e Value		
Reality	3	SPI	13		-
Dodge	4	DEX	12		130

4	DEX	12
2	DEX	10
1	DEX	9
2	DEX	10
3	DEX	11
2	PER	13
1.10	PER	12
3	PER	14
2	PER	13
1	MIN	10
3	MIN	12
2	MIN	11
4	CHA	16
2	CHA	14
2	CHA	14
2	SPI	12
1100 210		12
on fait	0/17 FKJ	1
	1	
	2 1 2 3 2 1 3 2 1 3 2 1 3 2 4 2 2	2 DEX 1 DEX 2 DEX 3 DEX 2 PER 1 PER 3 PER 2 PER 1 MIN 3 MIN 2 MIN 4 CHA 2 CHA 2 CHA

Attributes		App Act	roved ions		Mov	ement l	Rates		Limit Value		
Dexterity	8	Ma	aneuv	/er	8	Runn	ing			-	
Strength	8	10	345	121	RUB		ming		1230	11273	
Toughness	8	1.63	(SOM)	Ante	1400	Jump			1.1	121-13	
Perception	11	Tri	ick	bir	13	Clim					
Mind	9	Te	st	noim	11	Liftin					
Charisma	12	Ta	unt	A sec	14	arres ??		-	1		
Spirit	10	Int	imid	ate	12	1000	1			-	
Equipment			v	alue		iom vel	s	Ran M		L	
Armor											
Leather jacket	to Stadle		+	-2/10	2	23		100		22	
Weapons	nd.	1240		ante	100		-		1		-
9mm Beretta	-			15	-	22	10	25		40	
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Bonus Char	t										
Die Roll			2	3 4	56	7 8	9 10	11 12	13 14	15	16
	-		-		1.00			C. Martin			
Bonus #		-12	-10	-8	-5	-2	-1	0	1	2	3

Cosm: Marketplace

Background: Jade Osotogari was a top executive at Misaki Computers in Marketplace when an Ursan-backed stock assault nearly wrecked that firm. Despite having the "sixth sense" of a veteran of corporate wars, her personal and corporate holdings were virtually depleted in the course of fighting off the maneuver, and she faced the very real possibility that she would be dismissed

from the firm and forced out on to the street.

It was during this period that she met 4427, a low-level employee in Ursan Industries who had uncovered some fascinating information about 3327 and his "maelstrom markets." This knowledge proved to be a dangerous thing — 4427 disappeared shortly after helping Jade escape Marketplace, and both her fiance and her mother were killed during the subsequent search for her.

Since arriving on Earth, Jade has thrown herself into the role of a Storm Knight to try and forget her painful memories of Marketplace. She is determined to destroy both the Kanawa Corporation and Ursan Industries, and will then move on to the defeat of the other realms.

Personality: Jade is a supremely confident woman, with a natural talent for business. Despite her recent reversals on

Marketplace, she has not become bitter - rather, she sees more clearly what part she must play in the Possibility Wars, and is more determined to see it through.

Equipment: leather jacket, armor value TOU+2/10;9mm Beretta, damage value 15, ammo 9, range 3-10/25/40; Misaki XE laptop computer; Allied micro-transmitter; Talkman; retina-pattern recorder; ¥50,000

Quote: "I refuse to comment, because ... well, I just refuse to comment."

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Accomplishments

• Dispatched corporate ninja to silence Gutterby, who had begun to hurt his business. When the dwarven leader evaded the murder attempt, Tuttle had the ninja terminated. Their heads were then stuffed and mounted behind his chair in the conference room, as a warning to his board of directors about the consequences of failure.

• The day after his transformation to Nippon axioms, Tuttle purchased a small corporation, used it as a shell while he purchased a larger corporation, then sold it to raise the capital to buy a third corporation. With this in hand, he purchased an even larger corporation, disassembled it and sold the pieces, but not before making a killing on its stock. Then he had lunch.

• Financed the construction of a massive hypno-cannon to brainwash large portions of Earth's population into believing in Nippon reality, thus making conquest fareasier. His plans were sabotaged by a team of werewolf Storm Knights, upon whom he has since vowed revenge.

• Eliminated a handful of rivals by inviting them to a mountain cabin for the weekend, then unleashing the house's automatic defenses upon them. While the gadgetry was tearing them apart, Tuttle and some of his engineers faked an air crash to account for the disappearance of the executives.

Last Known Location: Tokyo, Japan

Evaluation

Tuttle is beyond our reach—he is too well-protected even for the Guild to get to, although I would dearly love to see him stopped. Ambition and greed are all too common these days, especially in Nippon, but to sell one's own people into slavery ... that's beyond even some of the worst Nile villains. In a short time, Tuttle has come to control vast resources. He could have been a great help to organizations like the Rauru Block, had he cared a little more about others and less about himself.

If you want my honest recommendation, stuff his cellular phone into his mouth, drop his feet in some cement, and dump him in Tokyo Bay. If you want a more practical suggestion, work against him and around him — work with him only if you have no other choice.

Dossier Compiled By: Greg Farshtey



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CHARACTER RECORD SHEET Tuttla

Player Name

Character Name Tuttle	1		Home Nip	pon Tech	n (trans.)
Age 42	Wound Level	Sho	ck Damage	Magic	Social
Height 4'5"	Hvy Wound	21.0		4	22 Tech. 24
Weight 150 lbs.	Mortal Dead	к	о	Spirit. 8	
Possibilities 20					
Skill	Add Att	ribute	e Value	_	
Reality	2 5	PI	10	100	-

Reality	4	SFI	10
Dodge	4	DEX	14
Fire combat	3	DEX	13
Melee weapons	2	DEX	12
Stealth	4	DEX	14
Unarmed combat	3	DEX	13
Climbing	4	STR	13
Evidence analysis	5	PER	16
Find	4	PER	15
Language (Japanese)	2	PER	13
Scholar (computer)	7	PER	18
Trick	3	PER	14
Apportation magic	1	MIN	13
Business	7	MIN	19
Science (computer)	6	MIN	18
Test	4	MIN	16
Persuasion	3	CHA	13
Taunt	3	CHA	13
Corruption	5	SPI	13
	3	SPI	11

Attributes			pproved Actions		ement F	Limit Value		1	
Dexterity 10	Mai	neuver	10	Run	ning		11		
Strength 9		223		Swin	nming		1		
Toughness 9		1.50		Jum	oing	1	5.7		
Perception 11	Tric	k	14	Clim	bing	12	1		
Mind 12	Tes	1933	16	Liftin	ng	9			1
Charisma 10	Tau	nt	13		- Al		-		
Spirit 8	Inti	midate	11		11	- 11			
Equipment		Value		iom vel		Rang M	ge	L	
Armor				11	1	1		1	1
Bulletproof vest	1 1100	+6/15	2	21	5/4			13.20	-
Weapons	107 19	12.	6		11		-	1	
9mm Beretta			2	22	3-10	25		40	
S-L stiletto	1012	+6/15		23		111		1111	
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	-					1		-	-
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Bonus Chart					-	1			
Die Die		3	5	7	9	11	13	-	
Roll	1 -	2 4	6			12	14	15	16
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3

Cosm: Nippon Tech (transformed)

Background: Liberated from slavery to House Vareth by Gutterby's raiders, Tuttle traveled to the realm to help free others. But after a few months of living on the run and slogging through the mud to rescue a few dimwitted, halfstarved cousins, Tuttle decided that there must be something better out there. He deserted the raiders and traveled to London, where he found a job in the London Stock



Exchange, trading in conjuration futures.

He rapidly moved up the ladder, but lacked the killer instinct to really make it big. Then, on a business trip to Japan, he was reality stormed by a corporate ronin (in a case of mistaken identity) and found the ingredients he had been missing. Suddenly, he saw clearly that nothing was as important as making money, that all causes were just excuses to garner a profit.

Since then, he has transferred his business to Tokyo. Now he deals not only in legitimate stocks, but in the buying and selling of dwarves on behalf of House Vareth. He is guite possibly the most powerful gaijin industrialist in Japan at present, and as yet Kanawa has not seen fit to challenge him.

Personality: The reality of Nippon Tech has had a devastating effect on Tuttle's personality. He has become cold and completely obsessed with making more and

more yen. There is no one he will not betray in order to reach his ultimate goal - to be even wealthier than Ryuchi Kanawa.

Equipment: B-Pvest, armor value TOU+6/15;9mm Beretta, damage value 15, ammo 9, range 3-10/25/40; S-L stiletto, damage value STR+6/15; Misaki XE laptop computer; Sony Talkman; Sony Talkman Scrambler; Sony Talkman Descrambler; Allied Video Phone

Quote: "Buy! Sell! Put the mug of ale down over there, Miss Grant! Harry? Vareth has placed a big order - I want it filled by tonight or you're fired! You may be taller, but I'm the boss!"

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Hirata Yukio

Accomplishments

• Successful hacking of Do-Lung Real Estate files led to revelations of Kanawa land purchases in Hong Kong. This data was critical in Storm Knight efforts to prevent the dropping of a bridge there. Yukio traveled to Hong Kong to participate in efforts to sabotage the already-planted Nippon stelae.

 Broke into the computers governing KanawaLand's amusements and wrought havoc with the park, going so far as to have some of the robotic figures in TechLand announce that Ryuchi Kanawa is a High Lord. Quick-thinking staff pretended it was part of the show, evidence of what a fine sense of humor the Kanawa Corporation has. The robots were later disassembled and have yet to reappear in any form in the park.

 Traveling to Aysle, Yukio tapped into the London Stock Exchange computers and caused the market for conjuration futures to crash, costing the Kanawa Corporation several million yen. This led to a large-scale trace that pinpointed his location for a team of ninja assassins-fortunately, Yukio received aid from other Storm Knights which enabled him to escape in time.

• With some help from Guildaffiliated agents, Yukio hacked into the files of the Asian offices of the Delphi Council. Plans to squelch Rauru Block opposition to Kanawa activities were exposed, as was a list of Delphi field operatives working in and around Tokyo.

Last Known Location: Tokyo, Japan

Evaluation

At age 16, Hirata Yukio qualifies as the youngest known Storm Knight. He is excellent at what he does, easily the equal of any Kashi member and many Cyberpapal hackers (in fact, it would be my recommendation that we train the boy in cyberdecking and let him start working in the Net as quickly as possible).

However, Yukio remains relatively unskilled at combat, therefore I would have to veto his desire to travel to Los Angeles and work at intensifying the war between the Tharkoldu and Nippon. His early successes have led him to get cocky, and it is my feeling that he lacks the experience needed to combat the techno-demons. In addition, it might be a good idea to keep him away from Guild computer for the nonce — he has an uncanny knack for uncovering Swiss bank account numbers, and we might wake up one day to find our coffers empty.

Dossier Compiled By: Steve Crow



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Player Name

CHARACTER RECORD SHEET Hirata Yukio

Character Name Hirat	a Yukio		Home Nig	opon Tech	pon Tech (trans.)		
Age 16	Wound Level Wound	Sho	ck Damage	Magic	Social		
Height 5'7"	Hvy Wound	(J.Fal		2	22		
Weight 140 lbs.	Mortal Dead	к	0	Spirit.	Tech. 24		
Possibilities 9	ga sett gristi	ile le	w15 - 4	s dorm	IIIX A		
Skill	Add Att	ribut	e Value	민준이 나라는	111711		

Reality Acrobatics Dodge Fire combat	3 4 3	SPI DEX	12 14
Dodge	-		
the second se	3	DEX	
Fire combat		DEX	13
rife combat	1	DEX	11
Lock picking	1	DEX	11
Maneuver	1	DEX	11
Prestidigitation	2	DEX	12
Stealth	2	DEX	12
Unarmed combat	1	DEX	11
Cyberdeck ops.	2	PER	14
Evidence analysis	1	PER	13
Find	2	PER	14
Forgery	2	PER	14
Language (English)	1	PER	13
Scholar (computers)	7	PER	19
Trick	3	PER	15
Science (computers)	4	MIN	16
Streetwise	3	MIN	15
Willpower	1	MIN	13
Taunt	2	CHA	10

Attributes		Actions M		Mov	ement R	lates	Value	
Dexterity	10	Man	euver	11	Run	ning		171-121
Strength	7	1997	CA STOR	141.45		nming	200	-
Toughness	8	20.8	0.0946	A . 3		ping	2.19	1.1.12
Perception	12	Trick	< .	15		bing		
Mind	12	Test	126.281	12	Lifti	ng		
Charisma	8	Taur	nt	10	17			
Spirit	9	Intin	nidate	9	1101	20.55	126 - 12	2
Equipment			Value		iom vel	S	Range M	L
Armor		1255	1.1.1.1		12-0			
in marine				-	1.7.1			
Carlos - and A	1	-	1.5				12	
Weapons	allen alle		1.1.1	1			1	
ZIIP77z	L M SI		16		23	3-10	25	40
mnow smo			EGING 7	DIVI	ALL LA		14	
id anni theo	19.2	08.01	2010	20	1.6.3	1.1.1	100	
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Cosm: Nippon Tech (transformed)

Background: The child of a poor family, Yukio had only two interests: speed, found on his skateboard, and computers. He found a gang of boys to join him in 'boarding through the streets of Tokyo at rush hour, and school provided him with access to computers. Yukio was soon an accomplished hacker, even going so far as to alter his school records to explain his absence from classes.

Shortly after the Kanawa Corporation appeared in Tokyo, Yukio and his gang were caught in the crossfire between a Yakuza assassination squad and the bodyguards of a Rauru Block CEO. The executive was slain, along with all the members of the youth's gang. Vowing revenge, he turned to his computers to discover who benefitted by the CEO's death.

The trail led to industrialist Ryuchi Kanawa. Initially, he was content to simply reroute funds and play minor havoc with Kanawa Corp.'s financial structure. Then he learned that there were others out there like him, a group of hackers known as the Kashi. Contacting them, he learned that Ryuchi Kanawa was far more than he appeared to be, and the fight was much bigger than one hacker versus a mega-corporation. He has worked with Storm Knights ever since.

Personality: Confident in his own abilities and street-kid tough, Yukio works with the Kashi when it suits him, although he regards them as amateurs (compared to himself). Unlike most youth his age, he does not believe he will live forever, but reserves the right to choose when he'll die.

Equipment: ZIIP77z, damage value 16, ammo 12, range 3-10/25/40; skateboard, speed value 11, TOU 8, damage value STR+3/10; Misaki XE laptop computer; Sony Talkman; Sony Talkman Scrambler; CD portable player with headphones; Cyberware: J-jack, cyber value: 2. ¥7 million hidden away in different bank accounts under different aliases

Quote: "Look over there! Could that be a ... time machine?"

26

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Che "

Bonus #

Die

Roll

Bonus Chart

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+5

+1



Lucan Bain

Accomplishments

• While traveling with gypsies, Bain discovered that their leader was in truth a master thief who had stolen a enchanted sword of silver, and used it

to fend off horrors in the night. The sword was, in fact, an eternity shard, one that drew the attention of a number of Thratchen's minions. Finally, a vampyre named Von Zuravich attacked and slew the gypsy, taking the sword. Bain challenged him and al-



most died in the ensuing battle.

Making contact with Storm Knights, Bain tracked Von Zuravich to Aysle, where the vampyre was preparing a ritual utilizing the sword and the Fire Opal of Khartoum. The Knights interrupted the ritual and claimed the sword, forcing Von Zuravich to flee.

• Challenged the power of a trio of Storm Giants sent to Orrorsh by the Warrior of the Dark as emissaries. Although Bain took a pounding from their elemental powers, he was still able to slay two of the three of them and claim the eternity shard they carried, reputed to be the bow of the legendary Robin Hood.

Last Known Location: Jakarta, Indonesia

Evaluation

Bain is not entirely comfortable with his leader's role, any moreso than he is with his curse. If the Guild expects him to turn into a wolf and jump through hoops whenever they snap their fingers, they are going to be sadly disappointed. Given the choice, Bain would never transform, and if he thinks we only want him for his lycanthropic abilities, he'll walk.

This would be a tragedy. Of all the Storm Knights we've encountered, Bain has the most knowledge about the nature of reality. This is in part because of his experience with eternity shards, and in part because of his time spent with the Gaunt Man. With rumors flying about the true fate of the Kantovian shapeshifters, this would be a good time to add a lycanthrope with Bain's expertise to our ranks.

Dossier Compiled By: Scott Mitchell



Character Name	Bain			Home Orrorsh Cosm				
Age 24	Wound L		Shoc	k Damage	Magic	Socia		
Height 6'3"	Hvy Wou	nd	178 SHE		15	20		
Weight 185 lbs.	Mortal Dead	l sel seci	K	0	Spirit. 17	Tech. 19		
Possibilities 17	d	110	band,	ing P	1	S all		
Skill	Add	Att	ribute	Value	-	101.57		
Reality	3	S	PI	14	1.			
Dodge	3/3	E	DEX	11/12	3 .			
Fire combat	4/-	E	DEX	12/-				
Missile weapons	3/-	E	DEX	11/-	4			
Running	-/1	E	DEX	-/10	(Ì			
Stealth	2/2	Ľ	DEX	10/11		n		
Unarmed combat	6/6	E	DEX	14/15		12:		
Find	1	-	ER	11		14		
First aid	1/-	P	ER	11/-		1		
Tracking	-/1	P	ER	-/11	*			
Survival	1/3	N	MIN	13/10	-			
Intimidation	-/1	S	PI	-/12				
Shapeshifting	6/6	S	PI	17/17	5	E		
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Attributes A		oproved Actions		Move	ement B	lates	Limit Value		
Dexterity 8/9) Man	euver 8,	/9	Runn	ing				
Strength 10/2	14			Swim	ming	~		1.67	
Toughness 10/2	15	15.7.14		Jump	ing				
Perception 10	Trick	< 1		Clim		1.00		23.25	
Mind 12/	7 Test	12	./7	Liftin	g	100		10572	
Charisma 9/5	5 Taur	nt 9,	/5					12	
Spirit 11	Intin	nidate -/	12						
Equipment		Value	Axic Lev			Rang M	ge		
Armor				17		1	-		
Weapons	e di sent Tej lacte	10100	1199)	0.10			-	2	
Pathfinder bow	1. June 1	+10/20	13	3	3-10	60		250	
Silver sword	S Sugar	+8/18	16	6		-		- 7.05	
Claws	e de la	+5/19	1005	A 03					
Teeth	aid the ver	+6/20	Nonac				-		
	12 11 12 12 12 12 12 12						-		
tory of all new	di uny ta	11 12 11	et chi et ca	-		100		1	
Bonus Chart									
Die Roll	1	3 2 4	5 6	7 8	9 10	11 12	13 14	15	
Bonus #	-12	10 -8	-5	-2	-1	0	1	2	

CHARACTER RECORD SHEET

Lucan Bain

Background: Lucan Bain was one of a number of lycanthropes chosen by the Gaunt Man to serve his cause. But Bain was different from the rest — he was able to control his bloodlust, and possessed none of the hunger for power that so many others of his kind did. When he traveled down the maelstrom bridge to Borneo and saw the world the Gaunt Man meant to destroy, he resolved to use

his shapeshifting skills against the High Lord.

Bain found refuge with a gypsy caravan, but was forced to reveal his true nature to save the band from a vampyric attack. Although the gypsies nursed him back to health, he could see the fear in their eyes and was not surprised when they banished him. For a time, he wandered on his own before linking up with a Storm Knight group composed of an Avslish barbarian, a Nippon ninja and a Cyberpapal Hospitaller.

Since that time, Bain has fought many battles, not the least of which is the ongoing one within himself to keep from losing control of the violence in his heart. Many an Orrorshan horror has come to regret the day the Gaunt Man selected Bain from the Rumostrian pens.

Personality: Bain is somewhat introverted, and utilizes his shapeshifting ability only when absolutely necessary, due to his

embarassment at revealing his darker side to all (not to mention all the clothes he ruins). He is currently the bearer of the life thread, herald and send group powers.

Equipment: claws, damage value STR+5/19; teeth, damage value STR+6/20; silver sword, damage value STR+8/ 18; pathfinder bow, damage value STR+10/20; cloak; 75 sterling

Quote: "People often look at me and turn away. Perhaps they see reflected in my eyes the beast that lurks within us all."

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Cosm: Gaea



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+5

+1

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Player Name
Sherringford Bascombe



Accomplishments

• Hired to investigate a series of vampyre attacks in Singapore, Bascombe was teamed with an aged monster hunter named Lazenby. Claiming to have discovered the monster's lair, Bascombe instead betrayed Lazenby to his prey. The monster hunter turned vampyre went on to kill his wife and family — all were later staked by Storm Knights.

• Joined with a group of Knights to stop the rampage of a skarth, Bascombe discovered that the monster's true death was a rare type of moss that grew only in one specific area of Borneo. The detective and the party journeyed there, the skarth close behind. The Knights watched in horror as Bascombe set the means to their salvation aflame, and watched as the skarth devoured them.

• Slew five Victorian reform workers in cold blood, then accused the police of covering up evidence related to the crimes. With the press and public behind him, Bascombe went on to expose the Lord Mayor of New London as the serial killer. Despite his protestations of innocence, the poor unfortunate was executed and buried in an unmarked grave.

• Sent his trusted assistant, Pritchard, to the wilds of northern England to investigate a death threat lodged against an aristocratic ally of the Light. Bascombe then had great fun killing the man under the very nose of his aide, and castigating Pritchard for failing to observe closely enough to be able to catch the murderer.

Last Known Location: Palembang, Sumatra

Evaluation

It was a horrible shock to discover that Bascombe, a man respected throughout Gaea, is in fact a pawn of Orrorshan Nightmares. Had I the evidence to prove all that I suspect, I would have wasted no time in clapping the bloody killer in irons. Regrettably, I have not been able to find proof that would hold up before a magistrate, and the police will not believe that their champion could be a murderer.

I began this investigation to see if Bascombe was fit to join the Storm Guild. I end it by warning all Storm Knights to beware of this man — given the opportunity, he will send you to the gallows for crimes he has committed, and laugh while he does so.





CHARACTER RECORD SHEET Sherringford Bascombe

Home Gaea Character Sherringford Bascombe Name Cosm Wound Level Shock Damage Social Magic Age 35 Wound 15 20 Height 6'2" Hvy Wound Spirit. Tech. Mortal Weight 160 lbs. K 0 17 19 Dead Possibilities 20

Skill	Add	Attribute	Value
Reality	6	SPI	14
Dodge	3	DEX	13
Fire combat	2	DEX	12
Lock picking	3	DEX	13
Maneuver	3	DEX	13
Melee weapons	1	DEX	11
Prestidigitation	2	DEX	12
Stealth	4	DEX	14
Unarmed combat	2	DEX	12
Disguise	7	PER	20
Evidence analyis	8	PER	21
Find	5	PER	18
First aid	1	PER	14
Language (Chinese)	1	PER	14
Research	6	PER	19
Scholar (realm lore)	3	PER	16
Tracking	5	PER	18
Trick	8	PER	21
Science (biology)	3	MIN	15
Science (chemistry)	4	MIN	16
Science (criminology)	4	MIN	16
Test	2	MIN	14
Intimidation	5	SPI	13

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Actions

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Maneuver

Trick

Attributes

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Dexterity

Strength

Toughness

Perception

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Cosm: Gaea

Background: Sherringford Bascombe had the distinction of being Gaea's first consulting detective, and one whose feet were firmly rooted on the ground. "This agency deals only with the living," he once said. "Horrors need not apply." However, during the course of his investigations into a series of murders in the Notting Hill area, he was confronted by powerful demonic forces. This glimpse into

the netherwold warped his razor-sharp mind, turning him from brilliant fighter for justice into a tool of the Power of Fear.

Player Name

Now serving the Hellion Court member Basjas, Bascombe operates out of an office in New London in the realm of Orrorsh. A trusted ally of the local police, he is frequently called in to investigate the most horrible of murders. What the authorities do not realize is that Bascombe himself has committed many of these crimes. He then plants evidence to implicate troublesome Storm Knights or monster hunters and sees them hanged.

Personality: Bascombe is a brilliant, twisted man whose passion for justice has been corrupted into a desire to match wits with the authorities. He takes great pride in the fact that no one - not even his trusted aide, Major Pritchard - suspects that he is not the upstanding citizen he appears to be, but rather a mass murderer.

Equipment: Lee-Hollings light revolver, damage value 15, ammo 6, range 3-5/10/25; sword cane, damage value STR+3/12; deerstalker cap; traveling cloak; magnifying glass; monograph on assorted horrors

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Spirit	8	Int	imida	te	13				0.033	20. 24				ago	and I	s resp	ponsi	ble to	or the	se gri	ueson	ne n
Equipment			Va	lue	Axio Leve			Ran M				ders	•									
Armor								12.2														
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Weapons	1. 1.		-	-		-			-	-	-											
Lee-Hollings revolver	light		-	15	18	-	3-5	10		25	-											
Sword cane		-	-	3/12	18	-	5-5	10		23	18											
Sword care	-		-	5/14	10	-					10											
			-		11			12.5		144	12											
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Die				3	5	7	9	11	13	123		222	-	10.0		21	26	31	36	41	46	
Roll			2	4	6	8	10	12	13	15	16	17	18	19	20	25	30	35	40	41	50	+5
Bonus #		-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1
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Value



Movement Rates

Running

Jumping

Climbing

Swimming

Victor Cavanas

• Assisted in a struggle against agents of the Cyberpapacy, a battle which led to the destruction of the "Firmament" space station.

• Exposed Madame K., the Orrorshan spiritualist who claimed to have contacted Bryon Salisbury's ghost, as a fraud. During the course of this adventure, Cavanas claims to have seen the Gaunt Man returning from his exile — thus far, his friends have paid no heed to his predictions.

• While working in the Nile Empire, attempted to strike up a romance with



the mysterious Crimson Cloak. Battled and defeated the Red Mist, but found the female adventurer apparently immune to his charms. Has not yet surrendered his hopes of winning her.

• Attempted unsuccessfully to expose the extent of Malraux's invasion of Quebec. Although he is now occupied with the Nile forces in Crete, Cavanas has expressed an interest in returning to CyberQuebec in future and pursuing the matter.

Last Known Location: Iraklion, Crete

Evaluation

Cavanas is a smooth operator perhaps too smooth to be trusted. Delphi Council operatives who confronted him during the early days of the Storm Knights Registration Act found him to be personable and accomodating. They also found themselves minus their watches and wallets at the end of the interview.

Along with his skills as a pickpocket and thief, Cavanas is also skilled in disguise. This makes him a potentially valuable asset to deep-cover intelligence operations, providing he can be kept away from his traditional weaknesses of "wine, women and song."

Dossier Compiled By: Steve Crow

Stealth

Disguise

Find

Trick

Occult

First aid

Unarmed combat

Alteration magic

Divination magic

Evidence analyis

Language (French)

Apportation magic

Spirit medium

True sight

CHARACTER RECORD SHEET Victor Cavanas

Player Name

Character Name Victor	Cavanas			Home Cosm Gaea						
Age 33	Wound L	Wound Level Shock Dam						k Damage	Magic	Social
Height 5'4"	Hvy Wou	Sugar Ba	andar		15	20				
Weight 162 lbs.	Mortal Dead		к	0	Spirit. 17	Tech. 19				
Possibilities 18	Yushan	9		1						
Skill	Add	Att	ribute	Value						
Reality	4	S	PI	14						
Beast riding	1	E	DEX	10						
Dodge	3	E	DEX	12	-					
Fire combat	1	E	DEX	10		1.4				
Lock picking	2		DEX	11	1,1	(V)				
Maneuver	1	Γ	DEX	10	• 1	N. 1				
Melee weapons	1	E	DEX	10	1	11.				
Prestidigitation	3	Γ	DEX	12	Titles & 2) Sz				

DEX

DEX

PER

PER

PER

PER

PER

PER

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PER

MIN

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SPI

SPI

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Movement Rates

Value

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Approved

Cosm: Gaea

Background: Born in the Rumostrian "breeding pens" on Gaea, Cavanas escaped at the age of eight and made his way west, where he encountered a gypsy tribe. The gypsies accepted him as one of their own, training him in all manner of skills, including lock picking, trickery, and the channeling of spirits.

Cavanas left the tribe when he reached manhood, trav-

eling to Victoria and making a living as a con artist. He discovered to his delight that the prim and proper Victorians were fascinated by spiritualism, and many were willing to fill his coffers for a chance to hear their Great-Aunt Ethel's voice once more.

A brush with the law led Cavanas to infiltratea Victorian military unit and travel to Orrorsh. Since his arrival, he has returned to his old tricks, often employing them on the side of Earth's Storm Knights. He is currently wanted on numerous charges by the Majestic authorities.

Personality: Cavanas prefers trickery and deceit to battle. He enjoys playing the role of the "gentleman rogue" and has an eye for beautiful women. It's said he can carry on a convincing conversation on any topic while robbing a man blind.

Equipment: boot knife, damage value STR+3/12; Colt Peacemaker, damage value 15, ammo 6, range 3-5/15/40; silver bullets

(9); occult kit; spell components; crystal balls (4), used for

Dexterity	9	Ma	neuv	er	10	Runn	ing			anue						erling		ins, c	Tysta	Dan	5 (4),	used for	11
Strength	9						ming		-		-		-				-						
Toughness	9		-	-	-	Jump		1	-	-	-	Que	te: "	four	futur	e cou	ld be	abr	ight c	one, n	nada	n, if you	1
Perception	12	Trie	ck	-	14	Clim		-		-	-	wou	ld bu	it go	walk	ing v	vith n	ne in	the r	noon	light.	"	
Mind	10	Tes		-	_	Liftin			1.37 200		-			~		0					-		
Charisma	11	Tau		100	11	Lattin	5	2.71			-												
Spirit	10		imida	te	10	123			1	-	-												
Equipment			V.	ilue	Axie Lev		s	Ran M		L													
Armor		191		14			1		17														
Weapons	in o Initial			10	52		17	1	+	1	-												
Boot knife	12.31	1.11	_	3/12	7	_	14	1	_	_													
Colt Peacema	aker	d ab	-	15	19	,	3-5	15		40	-												
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	3000		-	-	-	1		1	-		-												
Bonus Cha	ırt																						
Die	1			3	5	7	9	11	13			1				21	26	31	36	41	46	2000	
Roll		1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5	
Bonus #	18	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1	



Cynthia Cornwallis

Accomplishments

• On the advice of Governor Robert Ashton, Cornwallis seduced and became the mistress of Victorian Majestic

Charter director Samuel Benford. She has served to divert him from looking too closely at Victorian doings in Majestic, and in time, plans to sacrifice him at the same altar upon which her mother died.

 Traveled by train from New London to Sibolga after reports through stormer channels that ravagons had been sighted there. She was in time to see the aftermath of a killing spree by the dark hunters, as well as to link up with a Storm Knight team determined to slay the creatures. She led the team in circles until such time as an occultist in her employ was prepared to curse them with lycanthropy. These werewolves now live out miserable existences, chained in the basement of her manor.

• Learning of Thratchen's distrust for ravagons, she provided the funds to establish Madame K. as a medium, who then began to broadcast that Lord Bryon Salisbury had been murdered. Although the medium was rapidly exposed as a fraud, the trick had the desired effect of unnerving both Thratchen and other members of the Hellion Court.



• Murdered her own husband with Tz'Ravokian hand blades, then bathed in the blood in an effort to prove that she could be as savage as any ravagon veteran. When the family lawyer questioned her insistence that he had been mur-

dered by an intruder, he too fell victim to her murderous impulses.

Last Known Location: New London, Majestic

Evaluation

Naturally, Cynthia Cornwallis is not someone the Guild would consider offering membership to, even in so desperate straits as these. However, as those selected by the Guildmaster will be going to Orrorsh, I thought it wise to include my report on this vile woman along with the other dossiers, if only as a warning.

Despite outward appearances, I do not think it can be said that Cornwallis is fully human. The horrors she has witnessed, and those she has perpetrated, have rotted her heart and soul. There is no evil beyond her capacity to commit in quest of her goal -I would advise any and all Storm Knights to give her and her cultists a wide berth, and to the males especially, I would say beware being ensnared by her pale blue eyes and deceptively angelic smile.

Dossier Compiled By: Bill Slavicsek

+5

+1

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CHARACTER RECORD SHEET **Cynthia Cornwallis**

Character Name Cynth	ia Cornwal	lis	Home Cosm Gaea							
Age 22	Wound L		Shoc	k Damage	Magic	Social				
Height 5'9"	Wound Hvy Wou	V10.0.84	Lino		15	20				
Weight 139 lbs.	Mortal	220020	к	0	Spirit. 17	Tech. 19				
Possibilities 25	A goings	Pink	and the	ia -						
Skill	Add	Att	ribute	Value	CITIEN GR	1 Indian				
Reality	9	S	PI	22	1967 N					
Beast riding	1	E	DEX	10		8:83				
Dodge	2	E	DEX	11						
Fire combat	2	D	DEX	11		1.00				
Melee weapons	3	E	DEX	12	1987					
Stealth	5	D	DEX	14	Sec. 1	No!				
Unarmed combat	3	E	DEX	12	-					
Disguise	4	P	ER	15	"	8.8.2.				
Find	6	P	ER	17		0,017				
Scholar (Ravagons)	9	P	ER	20		50				
Trick	8	P	ER	19	-					
Occult	6	N	1IN	18	1222					
Test	Test 5		IIN	17						
True sight	6	N	IIN	18		223				
Willpower	5	N	IIN	17		SAL				
Charm	, 5	C	HA	17	1 /	12.3				

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CHA

SPI

SPI

SPI

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Attributes					ement l	Rates		imit alue	
Dexterity 9	Mar	neuver	9	Runn	ning		11	329	
Strength 8				Swin	ming		144	1.5	
Toughness 8	1226	EVEN1	1223	Jump	oing		1.28	de la	
Perception 11	Tric	k	19	Clim		272	13.50		
Mind 12	Test	and find	17	Liftir			1287	-	1
Charisma 12	Tau	nt	12	de cal	-		1	Sect.F.	
Spirit 13	Intir	nidate	16		1			147	
Equipment		Value		iom vel	s	Ran M		L	
Armor	et de	1 1 1 1				15.5			
Weapons	100.0			100					-
Lee-Hollings light	61001	-	-	17 72	-	-	-	-	-
revolver	1.0.0	15	-	8	3-5	10	-	-	4
Dagger	1	+3/11	-	7	3-3	10	-	25	-
Hand blades (2)		+4/12		0		-	-	-	-
Tiana Diades (2)	in la	+4/12		0				No.	-
Hod , would he			100						-
Bonus Chart									
Die		3	5	7	9	11	13		
Roll	1	2 4	6	8	10	12	14	15	16
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3

Cosm: Gaea

Background: The daughter of the infamous Clarise Cornwallis, Cynthia grew up watching her mother's unholy rites performed with the Cult of Dark Hunters. This group, dedicated to the worship of ravagons, reached their apex when one of the Tz'Ravok denizens appeared before them and slew Clarise as she transcended. Awe-inspired by the power and savagery of the creature, Cynthia vowed

to take up her mother's mantle and keep the cult together.

It was Cynthia who decided to transplant the Dark Hunters sect to the Orrorsh realm, believing that the objects of their veneration would be certain to be functioning there. With money inherited from her late husband, the lovely widow purchased a manor house in New London and resumed her evil ways.

Though outwardly a respected gentlewoman, Cynthia Cornwallis is in fact an accomplished seductress who has led many a foolish man into the clutches of the cult. Though no ravagon has manifested itself since Clarise was killed, Cynthia continues to hope, now convinced that the deaths of Storm Knights might be enough to draw the creatures to her.

Personality: Cynthia Cornwallis is a cold. cunning beauty, her soul as black as her face is fair. She has only one purpose in life:

to one day share in the raw power of the ravagon. To that end, she will betray and murder anyone who poses a threat to her, all the while living a public life that is beyond reproach.

Equipment: Lee-Holling light revolver, damage value 15, ammo 6, range 3-5/10/25; dagger, damage value STR+3/ 11; hand blades (2), damage value STR+4/12; a virtually unlimited personal fortune

Quote: "Surely, Sir Hugh, you do not believe in all this silliness about eternal corruption? There is no Good; there is no Evil; there is only now, this moment, and the pleasures that wait to be experienced."

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Persuasion

Intimidatiion

Focus

Faith (Irishantism)

Major Colin McDowell

Accomplishments

• Spent many happy days in the company of his wife, Betsy, who was visiting from Gaea. Then he discovered from a mate just back from leave that Betsy was in bed with fever. The woman by his side was a shapeshifting succubus. With great effort — for she did look so much like his beloved — he drove a dagger into her heart and killed the unholy thing.

• Investigated, on behalf of the military, the mysterious death of General



Alexander Haight-Smith in a locked room. McDowell discovered, at the near loss of his own life, that his superior had been killed by an occult ward placed in his fireplace poker. McDowell saw to it that Haight-Smith's manservant was arrested and shot for treason.

• Sent to put a stop to a series of vampyre attacks in Singapore, McDowell discovered that the culprit was a Nile agent fitted up with "weird science" devices that allowed him to simulate the killing methods of the vampyre. Seeing no way to stop him short of killing him, McDowell decided to humor the man's delusion and staked him.

• Joined in an attack on a group of werewolves about to pass through a gate to somewhere else on the planet. Choosing not to accompany the unit that went through the gate, McDowell decided instead to track down the occultist behind the lycanthropes' creation. This he did, and had the pleasure of seeing the man die with a noose around his neck.

Last Known Location: New London, Majestic

Evaluation

If I had a daughter, I would want her to marry a man like Colin McDowell, even if he is an invader. He's honest and straightforward, but isn't so foolish as to think a big gun in his hand makes him the equal of a High Lord.

McDowell has already done some work for the Guild, acting as a liaison for us with the Victorian military. Their bureaucracy is awe-inspiring and incomprehensible to an outsider, so McDowell has been of great service. I would advise not only offering him membership, but seeing to it that any team going into Orrorsh knows how to contact him for help.



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CHARACTER RECORD SHEET Major Colin McDowell

Character Name Major	Colin McDowel	ll Home Gaea							
Age 33	Wound Level	Sho	ck Damage	Magic	Social				
Height 6'4"	Wound Hvy Wound	dia		15	20				
incigine o i	Mortal	11-11		Spirit.	Tech.				
Weight 187 lbs.	Dead	K	0	17	19				

Skill	Add	Attribute	Value
Reality	4	SPI	14
Beast riding	4	DEX	14
Dodge	5	DEX	15
Fire combat	5	DEX	15
Maneuver	3	DEX	13
Melee weapons	6	DEX	16
Running	2	DEX	12
Unarmed combat	5	DEX	15
Find	3	PER	14
First aid	2	PER	13
Scholar (tactics)	5	PER	16
Trick	4	PER	15
Survival	5	MIN	14
Test	3	MIN	12
Persuasion	3	CHA	14
Taunt	4	CHA	15
Faith (Sacellum)	3	SPI	13
Honor	1	SPI	11
Intimidation	6	SPI	16
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Cosm: Gaea

Background: At the age of 18, Colin McDowell enlisted in the Queen's Army, being assigned to the Ninth Lancers. He served with distinction in the battles of Tyler Hill, Ramahawran, and Richardston Station, eventually being promoted to the rank of major. He married Betsy Edwards and briefly considered leaving the military for a career in industry, but changed his mind when word leaked out of

Player Name

horrors emigrating to a place called "Earth." The army needed him, and although Betsy was reluctant to see him leave on campaign, she was a soldier's wife and so understood.

Upon arriving on New Majestic, McDowell rapidly saw that the natives were not the savages the general staff believed them to be. Rather they were ordinary people in an extraordinary situation, handling it as best they could. When he could no longer stomach the abuses he saw heaped upon them, he requested a discharge. Instead, he was transferred to a special unit charged with working with the locals and Storm Knight parties, to ensure that Victorian interests were protected.

Personality: Colin McDowell is a proud man. He has great affection for the Indonesians and will react with anger to any trace of bigotry toward them. He is not only capable of conceiving effective strategy in a

combat situation, but knows how to take orders as well.

Equipment: Standard Cross heavy revolver, damage value 16, ammo 6, range 3-5/15/25; Weston bolt-action carbine, damage value 17, ammo 8, range 3-50/90/200; sabre, damage value STR+5/15; 100 sterling; uniform; canteen; field rations; blanket

Quote: "Pon my soul! A load of shot and a silver bayonet in the blighter, and he's still walking!"

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Dexterity	10	Ma	neuv	er	13	Runn	ing					Equi	ipme	nt:St	anda	rdCr
Strength	10					Swim	ming		14							3-5/18
Toughness	10	100				Jump	ing		12							amm
Perception	11	Tri	ck		15	Clim	bing									+5/1
Mind	9	Tes	st	112	12	Liftin	g								lanke	
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Spirit	10	Int	imida	te	16	1.5%	1.1	1.00		Sec.		Quo	te: "	Poni	ny so	oul! A
Equipment	1		Va	ilue	Axic Lev		s	Ran M		L		in th	e blig	ghter	, and	he's
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Bonus Cha	rt													enne I		
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Roll			2	4	6	8	10	12	14	15	16	17	18	19	20	25
Bonus #		-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8

Movement Rates



Attributes

+5

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Dr. Arthur Perry



Accomplishments

• Succeeded in building a *boiling blood* ward into a collection of syringes at New London Hospital, so designed that as soon as the needles touch the patient, the spell is triggered and the

patient suffers excruciating pain. Perry saw to it that rival surgeons were given the needles while he used only untainted syringes, thus ensuring that his competitors would be ruined while his reputation would remain intact.

• When the family of a patient accused

him of negligience in her death, Perry secretly used an occult ritual to summon the deceased's spirit (under his control, of course). He then had the spectre accuse his assistant of botching the operation. The assistant, in disgrace, slashed his wrists and died during his disciplinary hearing.

• At the prompting of Dr. Wilhelm Sconce, Perry began to experiment with brain transplants. His efforts to transplant the brains of evil Ords into the bodies of Storm Knights proved conclusively that possibility energy is tied to the mind somehow, though intelligence is not required for its use. Despite this, he did have great fun dropping Storm Knight brains into various animals and then donating the creatures to zoos for "humanitarian reasons."

Last Known Location: New London, Majestic

Evaluation

Having viewed this man at work (surreptitiously, of course, lest I would not be here to report), I believe I can say that he is no doctor. Oh, he has some knowledge of medicine and anatomy, but no Victorian medical school would give a license to so cruel a butcher as Arthur Perry.

This is a man who can preserve life only if he sees some use for his patient, such as rearranging their brain cells to create crazed killers. I would not even classify him as a "healer gone wrong," for I do not believe those bloody hands have ever healed, save with the aim of destroying later on. I would call upon the Guild to crush this vermin before he takes another life.



CHARACTER RECORD SHEET **Dr. Arthur Perry**

Player Name

Character Name Dr. Ai	rthur Perry	Home Cosm Gaea						
Age 54 Height 5'9"	Wound Level Wound	Sho	ck Damage	MagicSoc1520				
neight 59	Hvy Wound Mortal			Spirit.	Tech.			
Weight 150 lbs.	Dead	K	0	17	19			

Skill	Add	Attribute	Value
Reality	4	SPI	15
Beast riding	2	DEX	11
Dodge	2	DEX	11
Fire combat	1	DEX	10
Melee weapons	1	DEX	10
Stealth	3	DEX	12
Find	4	PER	15
Scholar (Occult lore)	6	PER	17
Trick	5	PER	16
Medicine	7	MIN	19
Occult	10	MIN	22
Science (Chemistry)	5	MIN	17
Test	3	MIN	15
Willpower	3	MIN	15
Persuasion	6	CHA	17
Taunt	5	CHA	16
Intimidation	8	SPI	19
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Attributes		Approved Actions		Mov	ement l	Rates		imit alue	
Dexterity 9	Ma	neuver	9	Runn	ning	1.75	1.2	517	Т
Strength 9	2.8	1			nming	1.	1800	2	
Toughness 9	100	1		Jump			1.100		
Perception 11	Tri	ck	16	Clim		S. M.	27	1000	
Mind 12	Tes	st	15	Liftir		-		-	
Charisma 11	Tai	unt	16	20		1000	100	1000	
Spirit 11	Int	imidate	19	1			2		
Equipment		Value		iom vel	s	Ran M	ige I	L	
Armor	still the		17.		1			1.08	
Weapons Tawning .38 Scalpel	2013 2013 2010 2010 000 000	13 +4/13	-	8	3-5	15	3	25	
Bonus Chart Die Roll	1	324	56	7	9 10	11 12	13 14	15	1
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3

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Cosm: Gaea

Background: Little is known of Dr. Arthur Perry prior to the time he joined the staff of the New London Hospital in Majestic. What has been pieced together is that his interests in the natural sciences are equalled, if not exceeded, by his interests in the occult sciences. Since his arrival at the hospital, doctors who cross him frequently find live serpents bursting forth from their patients or dead men rising

from slabs to pursue them down hallways. Perry is not a horror, but is almost certainly corrupt, and idolizes the infamous Dr. Sconce. He has none of Sconce's ambition, doing evil all as part of some grand experiment, some warped pursuit of knowledge. As he has grown more corrupt, however, he has begun feeling a certain sadistic glee as he vivisects a subject alive, rather than the cold, detached view he used to take of such procedures.

Perry is known to be planning some action against the hospital administrator, perhaps paving the way for his assuming that role. If he is successful, New London will certainly become a hospital of horror.

Personality: Perry is arrogant, temperamental and quite mad. He views all other living creatures — including humans — as potential specimens for his insane experiments. The only thing of importance to him is his reputation as a medical man, which

he goes to murderous lengths to see is preserved intact.

Equipment: Tawning .38, damage value 13, ammo 6, range 3-5/15/25; scalpel, damage value STR+4/13; stethoscope; doctor's bag; 300 sterling; occult library; occult kit

Quote: "Life and death! You see them as merely physical phenomena, but I — I see the dark powers that bind our souls to our bodies, that keep our hearts beating and our brains functioning. And I will harness those powers, though my soul be lost in the attempt!"

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Slash

Accomplishments

• Infiltrated Overgovernor Natatiri's base and discovered her plans to turn men into beasts. Played a small role in stopping this plot, since made famous as the "Strange Affair of the Spirit Cats." Spent six months as Natatiri's personal pet before being replaced by a cobra.

• Rescued a man claiming to be Arthur, king of the Britons, from the region of the GodNet known as Hell. Later discovered that the VX image belonged to a body being held in a maximum security prison within Paris. With the aid of a Storm Knight team, he was able to see mind and body rejoined.

He later assisted Arthur in a search for Excalibur. The outcome of the search is unknown, nor is it known to where "Arthur" has disappeared.

• Aided in the discovery and use of the Possibility Chalice. Later disconnected while alone on a life raft in the shark-infested waters of the South China Sea. His boat then vanished into a whirlpool and Slash found himself marooned in the Land Below.

•Tracked down and slew a sorceress disguised as a ferret who menaced the life of Pella Ardinay and her court. During this time, made the acquaintance of Tolwyn of Tancred, who has since vowed to "gut the furry vermin when next I lay eyes upon him."

Last Known Location: New London, Majestic

Evaluation

I must say, spending time with Slash was as much an experience as my three weeks in the company of Ayslish rock trolls. Confident that his feline appearance will divert suspicion of his true nature, he long ago decided that the rules of civilized conduct do not apply to him. More than a few female agents have refused to work with him, and I must say I can't blame them.

> That aside. Slash has the makings of an excellent agent. As long as he is not thrust into the company of those who could see to the man within, he can go anywhere, overhear anything, and has a natural instinct for what is important and what is not. Whether or not a final decision is made to offer him Guild membership, he could be an important source of information for Storm Knight teams in many realms.

Dossier Compiled By: Gordon Holcomb



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CHARACTER RECORD SHEET Slash

Player Name

Character Name Slash			Home Cosm Gaea						
Age 25	Wound Level	Sho	ck Damage	Magic	Social				
Height 1'0"	Hvy Wound	0101		15	20				
	Mortal	10035		Spirit.	Tech.				
Weight 5 lbs.	Dead	K	0	17	19				
Possibilities 14	1			AND.	dimis				

Attribute Value

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Reality	2	SPI	10
Acrobatics	1	DEX	13
Dodge	7	DEX	19
Long jumping	1	DEX	13
Maneuver	2	DEX	14
Running	1	DEX	13
Stealth	3	DEX	15
Unarmed combat	4	DEX	16
Climbing	9	STR	15
Air vehicles	1	PER	12
Evidence analysis	1	PER	12
Scholar (realm lore)	1	PER	12
Tracking	1	PER	12
Trick	2	PER	13
Occult	3	MIN	14
Science (chemistry)	1	MIN	12
Survival	2	MIN	13
Test	1	MIN	12
Charm	1	CHA	9
Taunt	1	CHA	9
Honor	2	SPI	10
Intimidation	1	SPI	9
True sight	2	SPI	10

Attributes		Approved Actions		Move	ment l	Rates	Li Va	mit ilue	
Dexterity 1	2 Ma	aneuver	14	Runni	ing				٦
0	6	1.65		Swim	ming			See. 1	
Toughness (6			Jumpi	ing	3.74	2.2		
Perception 1	1 Tri	ick	13	Climb					
	1 Te	st	12	Lifting	g				
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Spirit 8	8 Int	imidate	9	12.010	5	100		1.1	
Equipment		Value		iom vel	s	Ran M		L	
Armor		15 - SETTER 31 - SETTER	1907	DEE Triba	1				-
Weapons	(and) and a	e des é		1.40					7
Claws	and here	+2/8							
Teeth		+4/10							-
1	1 <u>12 a</u>								_
Bonus Chart									-
Die		3	F	7	9	11	12		-
Roll	1	2 4	5		10	11 12	13 14	15	1
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	

Cosm: Gaea

Background: Slash (real name unknown) was a Gaean monster hunter who came a little too close to exposing Lord Stanton Cheltenham's connection with the Gaunt Man. In one of his more darkly whimsical moods, Cheltenham used his occult powers to turn his foe into a cat, knowing the prejudice of Victorians against the beasts (most were thought to be familiars of warlocks)

would lead to an early death.

But Slash survived, making his way across the maelstrom bridge from Gaea to the Aysle cosm and then to the Aysle realm. Safe from further action by Cheltenham, he set about using his new abilities as best he could to combat the Gaunt Man's lieutenant, Uthorion.

Slash has proven to be the ultimate spy (after all, who suspects a cat?) and has seen action in Aysle, the Nile Empire, the Cyberpapacy and the Land Below. Although in many ways he prefers his new form to his old, he does get pangs of nostalgia when around a beautiful woman. This has led to some exceedingly dangerous situations, such as the month he spent snuggling with Tolwyn before she discovered her new pet had the mind of a man.

Personality: Slash has come to terms with his new life, though he continues to hope

he will one day get a chance to scratch Cheltenham's eyes out. Appearing innocent and harmless to all but those with true sight, his cat form allows him to get into places no other Storm Knight could hope to enter.

Equipment: teeth, damage value STR+4/10; claws, damage value STR+2/8

Quote: "Mmmrowr. I don't like the smell of this place. Smells like ... shapeshifter."

Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1	
Die Roll Bonus #	1				_		_			_												
Bonus Chart Die			3	5	7	9	11	13	- /		2127				21	26	31	36	41	46		

Reverend Joshua Sym

Accomplishments

• Confronted the demonic servants of Basjas on an island off Java, where they had seized control of a Sacellum convent. The unholy beings placed a thousand temptations before him, but Sym stood fast against them. In the end, he freed the afflicted women of their possessions and banished the demons from this plane.

• Called to cleanse a family crypt of spectres, Sym discovered that the whole affair was a trap for him.



Trapped in the mausoleum, the cleric was forced to call down a tempest on the stone door. Although he took a terrible beating from the storm, he was able to hold out until the door had weakened enough that it collapsed.

• Sym was recruited to save the soul of a Victorian noblewoman, possessed by a hundred minor demons. During the rites of exorcism, Sym found that the woman herself was fighting him — she had come to welcome corruption, indeed, had invited the demons into herself. Sym refused to give her up and succeeded in driving the creatures away, then saw to it that she was sent to an asylum.

Last Known Location: Jakarta, Indonesia

Evaluation

Reverend Joshua Sym has seen things which I cannot even begin to imagine, yet he has somehow retained his sanity, if not his good humor. He is an unrelentingly grim man, certain that any show of the tender emotions is akin to opening a door for corruption and evil to walk in and take up residence in the soul. He has also evidenced some intolerance for other religions, particularly that of Keta Kalles and the worship of Dunad.

But I will not take anything away from his work. The man has a commanding presence that seems to cow even the most vile of demons. Armed only with a cross (and a revolver often, demons have human protectors and an exorcist must be prepared), he has confronted the worst that Orrorsh has to offer. Call upon him only if he is truly needed, but by all means, call upon him when Satanic forces threaten.





CHARACTER RECORD SHEET Reverend Joshua Sym

Character Home Gaea Reverend Joshua Sym Name Cosm Shock Damage Wound Level Magic Social Age 38 Wound 15 20 Height 6'1" Hvy Wound Spirit. Tech. Mortal Weight 165 lbs K 0 17 19 Dead **Possibilities** 13

Skill	Add	Attribute	Value
Reality	4	SPI	17
Beast riding	1	DEX	10
Dodge	3	DEX	12
Fire combat	2	DEX	11
Maneuver	3	DEX	12
Melee weapons	2	DEX	11
Stealth	3	DEX	12
Unarmed combat	2	DEX	11
Find	4	PER	16
First aid	3	PER	15
Research	7	PER	19
Trick	4	PER	16
Test	6	MIN	17
Willpower	6	MIN	17
Persuasion	5	CHA	16
Taunt	4	CHA	15
Faith (Sacellum)	8	SPI	21
Focus	7	SPI	20
Intimidation	6	SPI	19
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Attributes				Mov	ement R	lates		mit Ilue	1
Dexterity 9	Ma	neuver	12	Runr	ning				
Strength 9		13 13 ALE	1 ACC	Swin	ming		2		1
Toughness 9	13113	67-97-19d	21.4	Jump	oing				
Perception 12	Trie	ck	16	Clim	bing	32. 2.	1	3733	
Mind 11	Tes	t cessie	17	Liftir	ng				
Charisma 11	Tau	int	15	dean	6	1110			
Spirit 13	Inti	midate	19	eloti			21/3		
Equipment		Value		iom vel		Rang M		L	
Armor	L tudi	inter n	1.11	AN S		198.47			- 11
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Die		3	5	7	9	11	13		
Roll	1	2 4	6	8	10	12	14	15	16
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3

Cosm: Gaea

Background: As a young cleric, Joshua Sym saw his elderly mentor possessed by a demon. Unskilled at the rites of exorcism, Sym could only look on as the man he trusted was warped and twisted by the entity's presence. Finally, he was forced to kill the priest out of compassion for him, to spare him any further suffering.

That incident prompted Sym to learn all he could about demonology and exorcism, eventually becoming one of the foremost demon-slayers in the ranks of the Sacellum priesthood. When the Victorians traveled to Earth, Sym came along as chaplain for the Queen's 7th Lancers. He was convinced that the poor natives of New Majestic would be unable to resist the effects of corruption, and his services would be badly needed. And he certainly has not wanted for work since arriving, battling demons and horrors alike.

What has proven even more disturbing than this to Sym is the darkness abroad throughout the world, which has brought creatures unlike any he has ever seen before — men and demons made of metal, black-clad killers, wizards and great serpents. He feels certain that the power of his faith will be sufficient to drive all of these evils back to their netherworlds.

Personality: Reverend Sym is a hard man.

He perceives all forms of weakness as an invitation to corruption, and will not tolerate it in those he travels with. This includes drinking, swearing, gambling and any other form of sin. Needless to say, this makes Sym a difficult man to adventure with, even if he is the best at what he does.

Equipment: Sacellum holy symbol; Sacellum Bible; whip, damage value STR+2/11; Lee-Hollings light revolver, damage value 15, ammo 6, range 3-5/10/25

Quote: "Begone, foul thing of evil! The Reverend Sym commands thee!"

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Player Name

Hans Van de Keller



Accomplishments

• Battled Victor Manwaring high in the Himalayas and later when the horror fled to Europe. Van de Keller was one of the first to discover that Manwaring was not hunting the Forever City purely to recover eternity shards, but was actually on a mission for the Gaunt Man to destroy the Signal Fire.

• Traveled to Aysle and aided in the destruction of a doppelganger of Tolwyn Tancred. Refused an offer of

knighthood by Lady Pella Ardinay, but has returned to the magic realm more than once to aid the forces of Light (it is said that he is more likely to forego his fee for Ardinay than for any other client). Most recently, he battled Storm Wraiths on the coast of Sweden.

• Recruited to save an accused witch in the Cyberpapacy, Van de Keller linked up with a team of Storm Knights to battle an Orrorshan Nightmare and his latest creation. This was the monster hunter's first experience with the GodNet, and although he did not particularly enjoy the sensation of being separated from his body, he found that his skills served him just as well in virtual reality as in the real world.

Last Known Location: London, England

Evaluation

I have little doubt that, loner that he is, Van de Keller will have any reluctance about joining the Storm Guild. He is, after all, a mercenary, who requires a great deal of money for supplies and travel expenses. He will, of course, reserve the right to choose his assignments — on more than one occasion, he has preferred to let Victorians stew in their own juices for a while before acting to save them (perhaps as part of some vengeance for his parents' deaths).

Keep in mind that, because of the nature of his work, Van de Keller is most familiar with Orrorsh and Aysle. He has no interest in working in the Living Land, saying, "Skill isn't required to kill a creature of the Deep Mist, just a big gun." Note also that his involvement in Orrorshan operations will have to be kept secret from the Victorian authorities.

Dossier Compiled By: Steve Crow



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nim.
Equipment: Leather jacket, armor value TOU+2/12;
hand blades (2), damage value STR+4/14, range 3-5/
10/15; Savage 77E, damage value 18, ammo 5, range 3-

15/40/60; Apache pistol, damage value 12, ammo 6,

cruel mercenary, little better, perhaps, than the monsters

he hunts. But he does have a compassionate nature that

can be aroused by people in truly desperate trouble. He

prefers to play at being a heartless killer, so that his prev will not use the people he cares for as weapons against

range 1-5/8/12; crucifix; 60 trades; 25 Royals; \$600; 120 sterlings Quote: "Of course, I'll rid the crypt of its rather lively

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research.

Swearing vengeance on the forces that had conspired to terrorize his world and destroy his parents, Van de Keller de-

cided to become a monster hunter. But rather than following the path of the stuffy academicians who littered the field, he devoted himself to a rigorous training regimen and mastered numerous forms of combat. Speed and strength would come to mean as much to his efforts as

His normal method of operation is to visit a town being plagued by horrors and offer to get rid of them, for a hefty fee. On rare occasions, his sympathy may be aroused by the plight of the community and he will forego the money. His violent approach to problems has placed him outside the bounds of the Sacellum, and

Player Name

CHARACTER RECORD SHEET Hans Van de Keller

Character Name Hans	Van de Keller		Home Gaea		
Age 41	Wound Lev	el Sho	ck Damage	Magic 15	Social 20
Height 6'3"	Hvy Wound	1000			
Weight 170 lbs.	Mortal Dead	K	0	Spirit.	Tech. 19
Possibilities 13	inteccèncea	W.am	Nov II	5 10 ch	211.01
Skill	Add /	Attribute	Value	~~~~	ANTINA
Reality	5	SPI	15		
Dodge	2	DEX	12	1	
Fire combat	3	DEX	13		
Maneuver	2	DEX	12	3	

DEX

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DEX

DEX

STR

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PER

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MIN

CHA

SPI

SPI

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Movement Rates

Running

Jumping

Swimming

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1

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Maneuver

Approved

Melee weapons

Missile weapons

Unarmed combat

Scholar (realm lore)

Stealth

Find

Climbing

First aid

Language

Tracking

Research

Willpower

Persuasion

Intimidation

Dexterity

Strength

P

NCS

Toughness

Faith (Sacellum)

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Trick

Test

Cosm: Gaea

Background: Hans Van de Keller was the son of poor German refugees who had been turned away by the Victorians when applying for entrance into their land. Forced to wander eastward in search of work, his parents were slain by a werewolf in front of young Hans' eyes. The boy seized a family heirloom, a silver letter opener, and killed the beast with it.

the New Majestic police currently want him for murder. As yet, none of his satisfied clients have attempted to collect the Personality: Van de Keller comes across as a cold and

Perception 9	Trick	the set	11	Clim	bing		1.5%	18.01	
Mind 9	Test	Aviet 1	11	Liftin		1.14	122	242	
Charisma 9	Taun	t	9			111	46	-	
Spirit 10	Intim	nidate	13	12	10	3113	4/1	12.50	
Equipment		Value		iom vel		Range M	e L		
Armor			1990				100		
.eather jacket	Carso -	+2/12	;	7		1.10			
Weapons	190	1121	10		-		-		
Hand blades (2)	117.23	+4/14	(9	3-5	10	1	5	
Savage 77E	0 1231	18	2	2	3-15	40	60	0	
Apache pistol	2.11	12	1	9	1-5	8	12	2	
and a people without	0.324	101/91	0.0	ONIR.	1		4		
and the same to same						-	17		
	-								
					-	-	1	-	
Bonus Chart									
Die Roll	1	3 2 4	56	7		11 12	13 14	15	
NOII	_	2 4	0	0	10	12	14	15	

-5

-2

-1 0

1

2

-10 -8

reward.

occupant - for a price."

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Limit

Value

Lesley White

Accomplishments

• Against the advice of her companions, White traveled to the Gare de L'Est Metro station in Paris Liberté to treat some of the poor of that city. While there, she was challenged by members of the Carrion Dogs, who had been preying on the refugees in the station. She drew no weapon to defend herself—merely spoke, clearly and strongly, about the rights of all human beings, even in a time of war. When the gang members saw the



people they had been abusing rising up to confront them, they swiftly retreated.

• In perhaps her most harrowing adventure, White confronted a duplicate of herself which claimed to be her "shadow." Where White was caring and reserved, her double was brutal and wanton, and boasted that it would assume control of her life and destroy all that she had loved. Only through the power of her faith, and the use of a staff of righteousness, was she able to triumph.

• Accompanied by her fellow Storm Knights, White led the way through the sewers of Jakarta while being stalked by a pair of amphids. As the creatures closed in, White invoked a *ward enemy* miracle and bought her party enough time to escape.

Last Known Location: New London, Majestic

Evaluation

Do not let her simple garb and proper manner fool you — Lesley White has faced down some of the worst horrors of the Orrorshan realm and lived to tell the tale. She is not physically powerful nor recklessly courageous like many monster hunters. But her faith is like unto a rock and cannot be shaken.

Along with her ability to fight her own fears, Lesley has proven useful in the Cyberpapacy. Having been "saved" by religion, she considers the false faith Malraux offers to his people to be the worst kind of sin. She rarely loses her temper, save when confronted by evidence of people whose blind trust has been taken advantage of by the unholy clerics of the Cyberpapacy.





Maneuver

Stealth

Find

Trick

Test

First aid

Research

True sight

Willpower

Persuasion

Intimidation

Focus

Faith (Sacellum)

Fire combat

Melee weapons

Unarmed combat

	- 22	-
1	2	-
	Z	
-	_	-

+5

+1

46

50

13

miracles of her	faith.
	therford single barrel, damage value 14, 3-5/15/25; Sacellum Bible; crucifix; first

it has fully taken root.

Quote: "First we will heal your wounds of the flesh. Then we will worry about the spirit."

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combat from every Storm Knight party she has encoun-

knows that such tender emotions are not enough to stem the tide of horror in Orrorsh. She has tried to learn something of the arts of

When she was 18, she joined the Sacellum Ladies of Mercy, a charity organization that cared for the weak, the sick, and the mentally ill. Many of the latter turned out to be souls "gifted" with the ability to see the corruption within others, the sight of which had driven them mad. From talking to these people, she learned the true depth of evil abroad in her land, and some hints that there was a nce behind the

d: Lesley White knew from an early age the course her life must take. Her parents, missionaries in Ch'in, had been killed when she was but an infant and she had been raised by an aunt and uncle in Victoria. As she grew, she saw the people around her living in fear and came to the conclusion that faith was the only weapon that could drive back the horrors.

> left for Earth to ror there. Leslev received permission from the Ladies of Mercy to accompany them. Perhaps here, she hopes, the evil can be stopped before

Personality: Lesley White is a caring and compassionate woman, but one who

single guiding intelliger
terror.
When the Victorians I
turn back the tide of horr

	10	11			
proved actions		Movem	ent Rates	Limit Value	ob /
uver	10	Running	3	ver court	- ni

CHARACTER RECORD SHEET **Leslev** White

Character Name Lesley	White	1	Home Cosm Ga	ea	-
Age 23	Wound Lev	vel Sho	ck Damage	Magic	Social
Height 5'7"	Wound Hvy Woun			15	20
	Mortal	"		Spirit.	Tech.
Weight 125 lbs.	Dead	K	0	17	19
Possibilities 17	Palad and	an in	and the	194	beed
Skill	Add	Attribut	e Value		
Reality	4	SPI	16	VIII !!!	WULL
Dodge	2	DEX	10		1111

DEX

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Attributes		Approved Actions		Move	ement R	Rates		mit ilue	9
Dexterity 8	Ma	neuver	10	Runn	ing	2.2	yer	chia	14
Strength 8		and the second		Swim	ming	1000	182	di na	
Toughness 8		1		Jump	ing	-			1
Perception 11	Tri	ck	15	Clim	bing			1.14	
Mind 10	Tes	st	14	Liftin	g				
Charisma 11	Tau	int	11	Laturi i		2.2.2.2	610 2	10.1 101	1
Spirit 12	Int	imidate	20	CULU 7	Sec. 24		1011		
Equipment		Value		iom vel		Rang M	ge	L	
Armor	1923 SI		160	Office Of the				34800	
Weapons		ole villes Alexiel	ines od	2 511			-	mi	
Rutherford single	barrel	14	1	18	3-5	15	-	25	
				and he			-	est	
		-	-	_					-
er more that o	IN COM	1000	111	10				0100	-
gri i oni ko sej	180.5	1 Mar	11.	(1995) (1995)				1.22	1
Bonus Chart									
Die Roll		3 2 4	56		9 10	11 12	13 14	15	16
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3

Cosm:	Gaea
Backon	nund

Player Name

Appendix

Advanced Character Development

This section provides brief guidelines for creating "advanced characters" for *Torg: Roleplaying the Possibility Wars.* These rules can come in handy when you want to design an advanced gamemaster character for your player's characters to interact with, or when you need to generate an advanced Storm Knight for a new player to use in an adventure. Remember, however, that these are guidelines they are not meant to replace the *Torg* character generation rules; just supplement them.

What Makes a Character

Every character has three things that this section needs to quantify: Skills, Attributes, and Possibilities. Starting characters usually begin the game with 16 Skill Adds, 66 Attribute Points, and 10 Possibilities (there are exceptions, but they'll be discussed later). When you create an advanced character, first assign all these points to a beginning character, just as in normal character generation. You can use a template character, start a brand new template, or even take one of the characters in this book and "strip" it of its adds.

Being Advanced

Next, you have to determine how "advanced" you want this character to be. For ease of reference, we define advanced characters as "Experienced," "Veteran," or "Adept." These rankings directly correspond to how many skill adds, attribute points, and possibilities the character has.

Experienced

Experienced characters are those that have been adventuring for a few months. Either that, or they were fighting the Possibility Wars for quite a while before their moment of crisis and transcendence. They "know their way around," but may have very limited experience with cosms and realms other than their own.

Veteran

Veterans have probably been fighting the Possibility Wars from the beginning. They experienced their moments of crisis very early on and have been fighting for or against the High Lords ever since. They have knowledge of other realms and cosms, but may not be very familiar with them.

Adept

Adept characters may have been Possibility-rated before the invasion of Earth, and they have been fighting for quite some time. They have an extensive knowledge of the nature of reality and of other realms and cosms. These adepts are well-known and either feared or respected (or both) by both sides of the Possibility Wars.

Assigning Additional Abilities

After creating the basic character, you need to assign more skill adds, attribute points, and/or possibilities to that character to make him or her truly "advanced." Each character ranking has a different number of *character points* depending upon how experienced they are (see above) and what type of action they've seen (see below). Different characters have had varying types of missions since joining in the Possibility Wars and, therefore, they have different levels of experience.

Types of Action

There are three types of action a character may have seen: "Standard," "Dramatic," and "Glorious." These terms were chosen because they are familiar ones within the framework of the Possibility Wars.

Standard

Characters that have seen - primarily - standard action have accomplished missions for or against the High Lords that were not generally critical to the success or failure of the invasion. Heroes may have been running supplies into or out of isolated resistance villages, defeating creatures and threats not directly serving the High Lord of the realm, or fighting independent evils (like "lone wolf" Orrorshan horrors or Nile villains). Villains who see standard action only fight stormers and Storm Knights occasionally, operate either on their own or for minions of the High Lords, or are generally self-serving and don't care about the Possibility Wars. These adventures were exciting and dangerous, but not critical to the Wars themselves.

Dramatic

Dramatic actions are those that directly further the cause of the High Lords or go against them directly. Pulling up stelae, foiling major plots, or fighting the more important minions of the High Lords (like the



overgovernors in the Nile Empire or 3327's major business operatives) are dramatic actions for heroes. Villains that perform dramatic actions further the expansion of the realm, eliminate Storm Knights, "enlist" stormers, and perform other vital actions for their High Lords. Dramatic actions affect the course of the Wars.

Glorious

Finally, glorious actions are similar to dramatic ones, but vary upwards in scale. Planting a stelae for your High Lord is dramatic, but planting it in a critical Core Earth (or other realm) area is glorious. Killing Storm Knights is a villainous dramatic action, but killing known heroes in public (and causing the populace to despair) is glorious.

Likewise, adventures that revolve around destroying stelae areas are dramatic, but refilling the populace with possibilities and *then* pulling a stelae is glorious. Killing horrors of Orrorsh is dramatic, but giving a Hellion Court member his or her True Death is glorious.

Getting more for your Character

Now, determine what ranking the character you are constructing will be and what sort of action he or she has seen. Then, reference the "Character Point Chart" to determine how many character points he or she gets.

Now, here's how you assign these points.

You take your "basic" character, created by the *Torg* character generation system, and use these points to modify it. Each point is worth something. If you use these points to increase that character's skill adds, each point will get the character one add, until he or she has 5 adds in a skill. After that, every *two* character points will get that character *one* skill point in that skill. After a character has 10 adds in a skill, the eleventh add (and each add beyond) costs *four* points for each add.

Every attribute point costs *ten* character points for a *one* point increase up to the cosm/species maximum. For example, if a human from Core Earth has a *Strength* of eight, he can increase it to nine by paying 10 character points. Ten more will increase his *Strength* to 10. He can do this until he runs out of points or gets to the maximum of 13 for Core Earth.

Every character point left over is worth one possibility — but there is a limit. Experienced characters are not allowed to have more than a total of 30 possibilities after advanced character generation is completed (this includes the 10 points they probably started with). Veteran characters are limited to 45 total possibilities, and adept characters can have no more than 60 possibilities. (Gamemaster Note: If you are constructing a villain and you want him to be particularly nasty, you may violate these rules. We do not suggest doing so unless your players have a ridiculous amount of possibility energy or if this is a very special circumstance.)

Special Stuff

Every realm has additional rules and modifications that you will want to integrate into the character. Nile powers and gizmos, spells, miracles,

haracter Point	Chart		
Ranking	T	ype of Actio	on
	Standard	Dramatic	Glorious
Experienced	30	40	50
Veteran	50	60	70
Adept	70	80	90

psionics, cybergear, etc. You can do this fairly easily. After creating the basic character, all additional "stuff" the character has costs character points. All Nile powers and gizmos, for example, cost their adventure cost in either character points or possibilities — per ranking of the character. For example, if the character constructed is a "Gadget Hero" of Adept rank and he has a pulp power that has an adventure cost of three, he must pay nine character points or possibilities before his character is completed.

Similarly, characters who need additional spells, miracles, arcane knowledges, etc. must pay the standard cost in character points or possibilities for these "special abilities." Arcane knowledges are the sole exception — they must be purchased just like skills.

Cybergear, extra equipment, and other "special" things you may want to assign the character cost character points as the gamemaster sees fit. Things that most character templates could begin with — like a Cyberpapal character beginning with a cybernetic arm — cost nothing, but excessive or very powerful stuff should cost a few points minimum.

"Other realm" equipment should always cost extra points. A Nippon Tech character who wants magic spells, or an Ayslish dwarf who packs an Uzi should pay a *few* extra points for this. While basic character generation does not cover this (there is an Ayslish dwarf with an Uzi out there), this is the penalty you must pay for "quick experience."

Background

Finally, generate a background, some accomplishments, and other personality details about the character. Use some of his or her skills, special abilities, and special equipment as springboards. This is important for roleplaying the character *and* establishing just what he or she "knows" about the Possibility Wars. Use some of the templates in this book as examples.

Oh, and remember the primary rule: have fun!



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