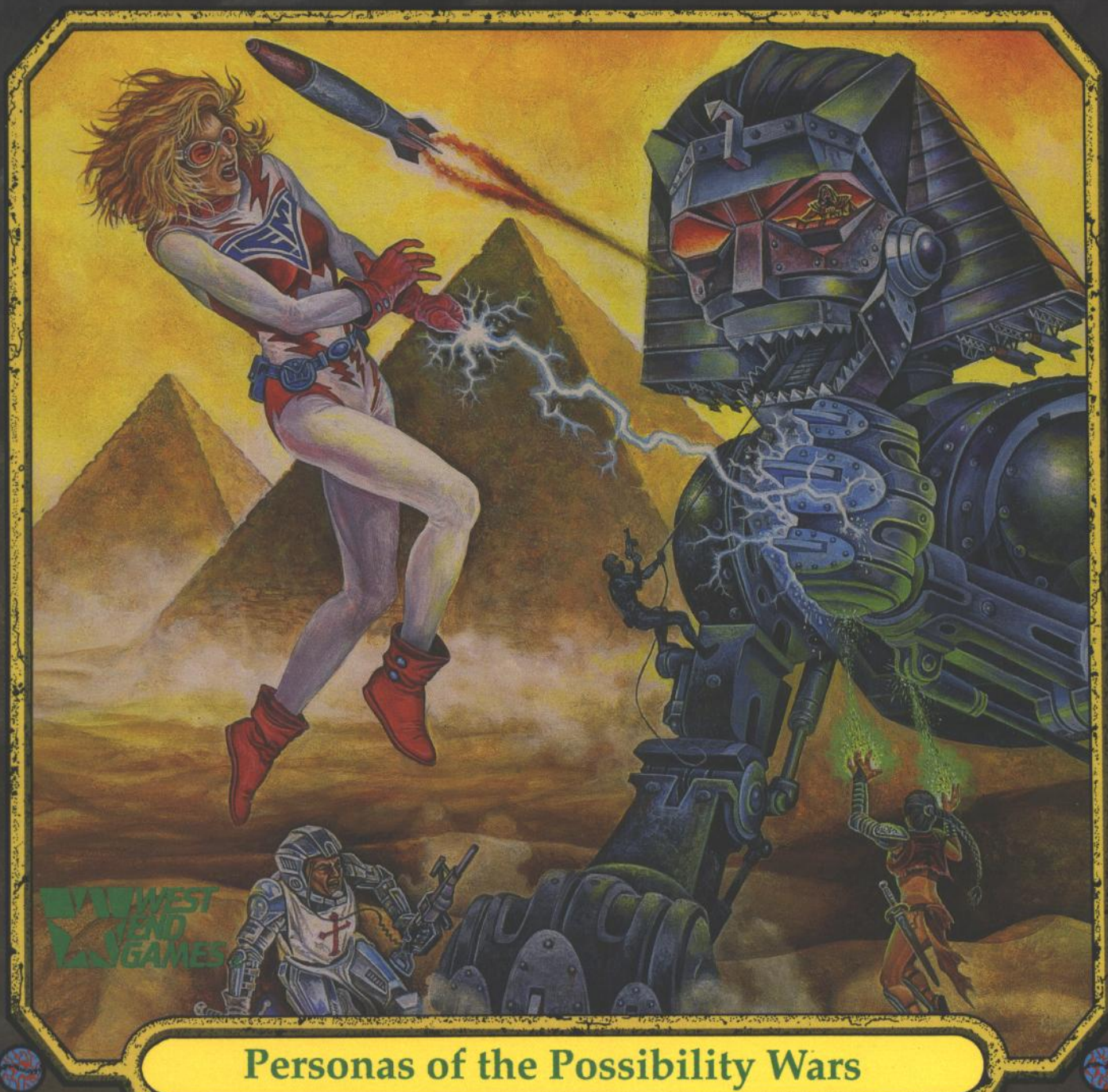


A Supplement for *TORG: ROLEPLAYING THE POSSIBILITY WARS*

TM

# ZORG

## THE CHARACTER COLLECTION



Personas of the Possibility Wars



# The Near Now™ ...

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

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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*.

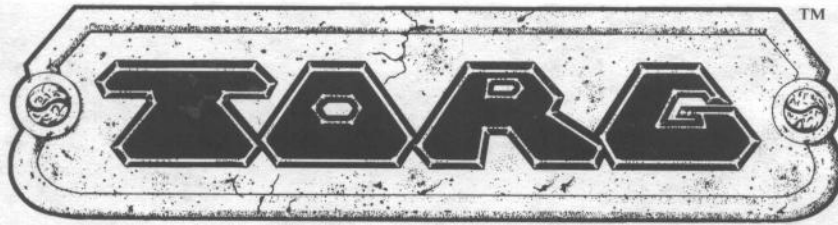
As the wars rage on, the need for groups capable of organizing Storm Knight strikes grows. One such organization is Hawaii's Storm Guild, led by the mysterious Guildmaster. Recruiting both Storm Knights and stormers, the Guild has taken contracts from those on both sides of the battles. Meanwhile, agents 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

## T A B L E O F C O N T E N T S

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Introduction .....	4
Aysle .....	5
Core Earth .....	26
The Cyberpapacy .....	46
The Land Below / Space Gods .....	66
The Nile Empire .....	72
Nippon Tech .....	92
Orrorsh .....	106
Appendix: Advanced Character Generation .....	126





## 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 edeiros 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: Role-playing 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 think 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.



# 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.

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**Dossier Compiled By:**  
Greg Farshtey







# CHARACTER RECORD SHEET

## D/I Cohl

Player Name: \_\_\_\_\_

Character Name		Arno Cohl		Home Cosm		Aysle	
Age	35	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K O		Magic	18	
Height	5'10"				Spirit.	Tech.	
Weight	163 lbs.				16	15	
Possibilities		21					

Skill	Add	Attribute	Value
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



### 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-abiding

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?"

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 9	Maneuver 11	Running	
Strength 9		Swimming	
Toughness 9		Jumping	
Perception 14	Trick 18	Climbing	
Mind 12	Test 15	Lifting	
Charisma 10	Taunt 13		
Spirit 9	Intimidate 13		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Bulletproof vest	+6/15	21			
<b>Weapons</b>					
.455 Webley	17	19	3-10	15	40

Bonus Chart																								
Die Roll		3	5	7	9	11	13																	
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1			



# 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 sabotage Cyberpapal arms production and/or steal 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





## CHARACTER RECORD SHEET

### Fauchal

Player Name:

Character Name			Fauchal		Home Cosm		Aysle (trans.)	
Age 41		Wound Level Wound Hvy Wound Mortal Dead	Shock Damage   K                      O		Magic		Social	
Height 6'4"					18		18	
Weight 190 lbs.					Spirit.		Tech.	
				16		15		
Possibilities 18								

Skill	Add	Attribute	Value
Reality	2	SPI	13
Dodge	2	DEX	10
Fire combat	2	DEX	10
Stealth	2	DEX	10
Unarmed combat	2	DEX	10
Alteration magic	5	PER	17
Disguise	1	PER	13
Divination magic	1	PER	13
Find	2	PER	14
Scholar (herbs)	3	PER	15
Scholar (arcane lore)	3	PER	15
Trick	1	PER	13
Apportation magic	2	MIN	14
Conjuration magic	1	MIN	13
Survival (urban)	1	MIN	13
Charm	1	CHA	8
Taunt	1	CHA	8
Intimidation	4	SPI	15



**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.

Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	8	Maneuver	8	Running	
Strength	8			Swimming	
Toughness	9			Jumping	
Perception	12	Trick	13	Climbing	
Mind	12	Test	12	Lifting	
Charisma	7	Taunt	8		
Spirit	11	Intimidate	15		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Leather trenchcoat	+2/11	5			
<b>Weapons</b>					
Dagger	+3/11	7			
Power dagger	+5/13	24			
GWJ GodMeeter	20	24	3-12	30	50

**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, ammo 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."

Bonus Chart																					
Die Roll		3	5	7	9	11	13								21	26	31	36	41	46	
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



# Hieronymus

## Accomplishments

- Successfully stole an eternity shard — a parchment written by Nefertiti — 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 distraction. 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.







# Montgomery Hall

## Accomplishments

- Helped to repel a Viking raid on London via the Thames, personally slaying 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 vampyres before they could spread their plague throughout Wales. Refused to claim credit for the deed, feeling there was little glory to be had in slaying 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







# 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







# Jonas Keating

## Accomplishments

- 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 harmless appearance and 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







# 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 scribes 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







# CHARACTER RECORD SHEET

## Patty McDermott

Player Name: \_\_\_\_\_

Character Name		Patty McDermott		Home Cosm		Aysle (transformed)		
Age	28	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K            O		Magic	18	Social	18
Height	5'9"				Spirit.	16	Tech.	15
Weight	140 lbs.							
Possibilities		20						

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



**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."

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 11	Maneuver 13	Running	
Strength 9		Swimming	
Toughness 10		Jumping	
Perception 11	Trick 14	Climbing	
Mind 9	Test 12	Lifting	
Charisma 12	Taunt 14		
Spirit 9	Intimidate 13		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Leather outfit	+2/12	7			
<b>Weapons</b>					
Dagger	+3/12	7			
Short sword	+4/13	8			
Long bow	+6/15	12	3-10	100	250

### Bonus Chart

Die		3	5	7	9	11	13							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



# 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 rud-

der 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.

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**Dossier Compiled By:**  
Jonathan Woodman







# CHARACTER RECORD SHEET

## Sean MacWirth

Player Name: \_\_\_\_\_

Character Name		Sean MacWirth		Home Cosm		Aysle			
Age 25		Wound Level		Shock Damage		Magic		Social	
Height 5'10"		Wound				18		18	
Weight 187 lbs.		Hvy Wound				Spirit.		Tech.	
		Mortal Dead		K O		16		15	
Possibilities		16							

Skill	Add	Attribute	Value
Reality	1	SPI	10
Acrobatics	1	DEX	13
Dodge	1	DEX	13
Fire combat	1	DEX	13
Maneuver	3	DEX	15
Melee weapons	2	DEX	14
Unarmed combat	2	DEX	14
Climbing	2	STR	12
Divination magic	1	PER	10
Find	1	PER	10
Trick	4	PER	13
Water vehicles	4	PER	13
Survival	1	MIN	9
Charm	1	CHA	12
Persuasion	1	CHA	12
Taunt	2	CHA	13
Intimidation	3	SPI	12



**Cosm:** Aysle

**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!"

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 12	Maneuver 15	Running	
Strength 10		Swimming	
Toughness 10		Jumping	
Perception 9	Trick 13	Climbing	
Mind 8	Test 8	Lifting	
Charisma 11	Taunt 13		
Spirit 9	Intimidate 12		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
Sword-breaker	+6/16	14			
Rapier	+5/15	15			
Wheellock pistol	13	15	3-5	10	25

### Bonus Chart

Die Roll	1	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	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25



# 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







# 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 for-

warded 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 magically-modified 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

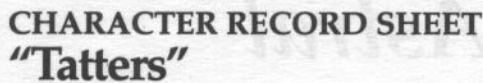
Tatters' reputation precedes him, which is perhaps why Pella Ardinay was a little reluctant to accept his services when they were first offered. An accomplished sorcerer, he is nonetheless far more interested in how a toaster works or how an electric clock is capable of knowing where the sun is in the 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







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."

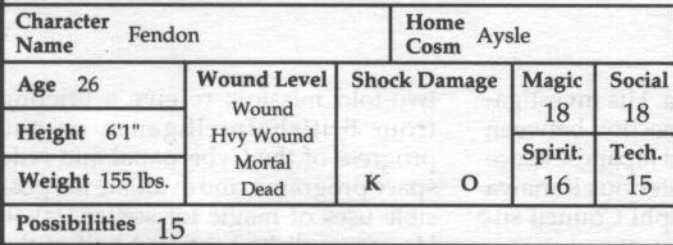
Fendon traveled to Earth after Ardinay's call for the fighting to cease. He has chosen to forsake his research in favor of fighting the High Lords (and incidentally, getting a look at some of their marvelous new machines).

**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.

**Equipment:** 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."



Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	9	Maneuver	9	Running	
Strength	9			Swimming	
Toughness	8			Jumping	
Perception	12	Trick	14	Climbing	
Mind	12	Test	13	Lifting	
Charisma	10	Taunt	10		
Spirit	10	Intimidate	10		

## Bonus Chart

Die Roll	1	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	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1																	



# 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







# 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 techno-demons. 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 transformation 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 more story 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 is a 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







# CHARACTER RECORD SHEET

## EM-Girl

Player Name: \_\_\_\_\_

Character Name Corey Jones		Home Cosm Core Earth	
Age 25	Wound Level	Shock Damage	Magic 7
Height 5'6"	Wound		Social 21
Weight 130 lbs.	Hvy Wound		Spirit 9
	Mortal		Tech. 23
	Dead	K O	
Possibilities 38			

Skill	Add	Attribute	Value
Reality	3	SPI	13
Dodge	2	DEX	12
Stealth	2	DEX	12
Unarmed combat	1	DEX	11
Air vehicles	1	DEX	12
Divination magic	1	PER	12
Evidence analysis	2	PER	13
Find	2	PER	13
First aid	1	PER	12
Charm	3	CHA	15
Persuasion	3	CHA	15
Faith (Christian)	2	SPI	12



**Cosm:** Core Earth

**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.

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 dying, she absorbed the power and became a Nile pulp heroine. Taking to the air, she rocked the Robosphinx with an electro-ray 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 gossip. She hates guns, carrying a .38 only for protection in a dangerous world.

**Equipment:** .38 revolver, damage value 14, ammo 6, range 3-10/25/50; fountain pen (focuses electro-ray power); mini-camcorder; portable computer; dozens of yellow pads; backpack; luggage; stylish clothes

**Quote:** "Now, Mobius! Feel the power of the press! The pen is mightier than the sword!"

**Skill Notes:** EM-Girl has two pulp powers, *electro-ray* and *flight*, for an adventure cost of 7.

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 10	Maneuver 10	Running	
Strength 9		Swimming	
Toughness 8		Jumping	
Perception 11	Trick 11	Climbing	
Mind 10	Test 10	Lifting	
Charisma 12	Taunt 12		
Spirit 10	Intimidate 10		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
.38 Revolver	14	20	3-10	25	50

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1



# 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





# CHARACTER RECORD SHEET

## Galactic Guardsman

Player Name:

Character Name	Fred
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Home Cosm	Core Earth
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<b>Age</b> 25	<b>Wound Level</b>	<b>Shock Damage</b>	<b>Magic</b>	<b>Social</b>
<b>Height</b> 5'11"	Wound		7	21
	Hvy Wound		<b>Spirit.</b>	<b>Tech.</b>
<b>Weight</b> 185 lbs.	Mortal	<b>K</b> <b>O</b>	9	23
<b>Possibilities</b> 21	Dead			

Skill	Add	Attribute	Value
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Reality	3	SPI	12
Acrobatics	1	DEX	13
Dodge	4	DEX	16
Fire combat	4	DEX	16
Heavy weapons	1	DEX	13
Lock picking	1	DEX	13
Maneuver	1	DEX	13
Melee weapons	2	DEX	14
Missile weapons	1	DEX	13
Unarmed combat	3	DEX	15
Find	1	PER	10
First aid	1	PER	10
Trick	1	PER	10
Survival	1	MIN	9
Willpower	1	MIN	9
Charm	1	CHA	9
Persuasion	1	CHA	9
Taunt	1	CHA	9
Intimidation	2	SPI	11



## Cosm: Core Earth

**Background:** Fred was the lone survivor of a northern Pennsylvania National Guard unit butchered by a horde of edeinosaurs 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 edeinon 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?"

Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	12	Maneuver	13	Running	
Strength	10			Swimming	
Toughness	12			Jumping	
Perception	9	Trick	10	Climbing	
Mind	8	Test	8	Lifting	
Charisma	8	Taunt	9		
Spirit	9	Intimidate	11		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Kevlar (ceramic)	+7/19	22			
<b>Weapons</b>					
Hand axe	+5/15	7			
9mm Beretta	15	22	10	25	40
SC Kyogo 144	18	24	3-15	40	150
Grenades (3)	19	22	1-6	15	40
Winchester '73	18	19	3-40	250	600

### Bonus Chart

Die Roll	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	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1											



# Robert Martinez

## Accomplishments

- Led the population of a Pennsylvania 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, TX

## 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







# 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 gspog 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 hand-to-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





## CHARACTER RECORD SHEET

### Kevin Middleton


Player Name:

## 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, Aysle held a particular fascination for him, and he often found himself gravitating back there.

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 Aysle. 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."



<b>Character Name</b> Kevin Middleton		<b>Home Cosm</b> Core Earth		
<b>Age</b> 26	<b>Wound Level</b> Wound Hvy Wound Mortal Dead	<b>Shock Damage</b>   K O	<b>Magic</b> 7	<b>Social</b> 21
<b>Height</b> 5'8"			<b>Spirit.</b> 9	<b>Tech.</b> 23
<b>Weight</b> 109				
<b>Possibilities</b> 20				

Skill	Add	Attribute	Value
Reality	3	SPI	12
Dodge	3	DEX	12
Fire combat	5	DEX	14
Unarmed combat	5	DEX	14
Air vehicles	2	PER	13
First aid	1	PER	12
Land vehicles	3	PER	14
Language (French)	1	PER	12
Language (Spanish)	1	PER	12
Tracking	1	PER	12
Survival	2	MIN	11
Willpower	2	MIN	11
Charm	1	CHA	11
Persuasion	1	CHA	11
Taunt	2	CHA	12
Intimidation	2	SPI	11

Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	9	Maneuver	9	Running	
Strength	10			Swimming	
Toughness	9			Jumping	
Perception	11	Trick	11	Climbing	
Mind	9	Test	9	Lifting	
Charisma	10	Taunt	12		
Spirit	9	Intimidate	11		

Equipment	Value	Axiom Level	S	M	L
<b>Armor</b>					
<b>Weapons</b>					
Dagger	+3/13	7			
Savage 77E	18	22	3-15	40	60

Bonus Chart																					
Die		3	5	7	9	11	13							21	26	31	36	41	46		
Roll		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



# 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 Cali-

fornia. 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





## CHARACTER RECORD SHEET

## Stella Nova

Player Name:

Character Name		Stella Nova		Home Cosm		Core Earth		
Age	24	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K O		Magic	7	Social	21
Height	5'10"				Spirit.	9	Tech.	23
Weight	165 lbs.							
Possibilities		11						

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Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	10	Maneuver	11	Running	
Strength	8			Swimming	
Toughness	10			Jumping	
Perception	11	Trick	11	Climbing	
Mind	9	Test	9	Lifting	
Charisma	10	Taunt	11		
Spirit	10	Intimidate	10		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Kevlar vest	+6/16	22			
<b>Weapons</b>					
Knife	+3/11	7			
Walking stick	+3/11	6			
Savage 77E	18	22	3-15	40	60

Bonus Chart																				
Die Roll		3	5	7	9	11	13								21	26	31	36	41	46
	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

### Cosm: Core Earth

**Background:** Stella Nova was the only child of career-oriented 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, ammo 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."



# 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.

**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 recruiter 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







**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 previously considered "dead."

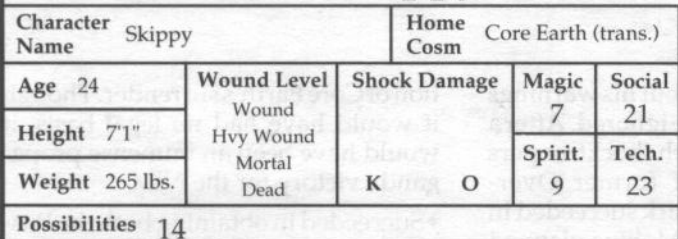
He eventually linked up with a Storm Knight group composed of Jasper Norton, a Cyberpapal detective, the Whisper and Fred the Galactic Guardsman (who became his closest friend). Together they did battle in the Nile Empire, the Living Land, the Cybepapacy and many places in between.

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 a deep and abiding loyalty to his friends. Understand why anyone would mistake Kaah's edeinios, and is shocked when he 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:** "I am the king! COOL! (Ground rumbles and quakes as the Questing Beast emerges.) (Gulp) Maybe I shouldn't have said that, huh?"



Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	10	Maneuver	12	Running	
Strength	8			Swimming	
Toughness	9			Jumping	
Perception	11	Trick	14	Climbing	
Mind	11	Test	11	Lifting	
Charisma	11	Taunt	12		
Spirit	8	Intimidate	8		

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



# 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







Player Name:

### 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 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."

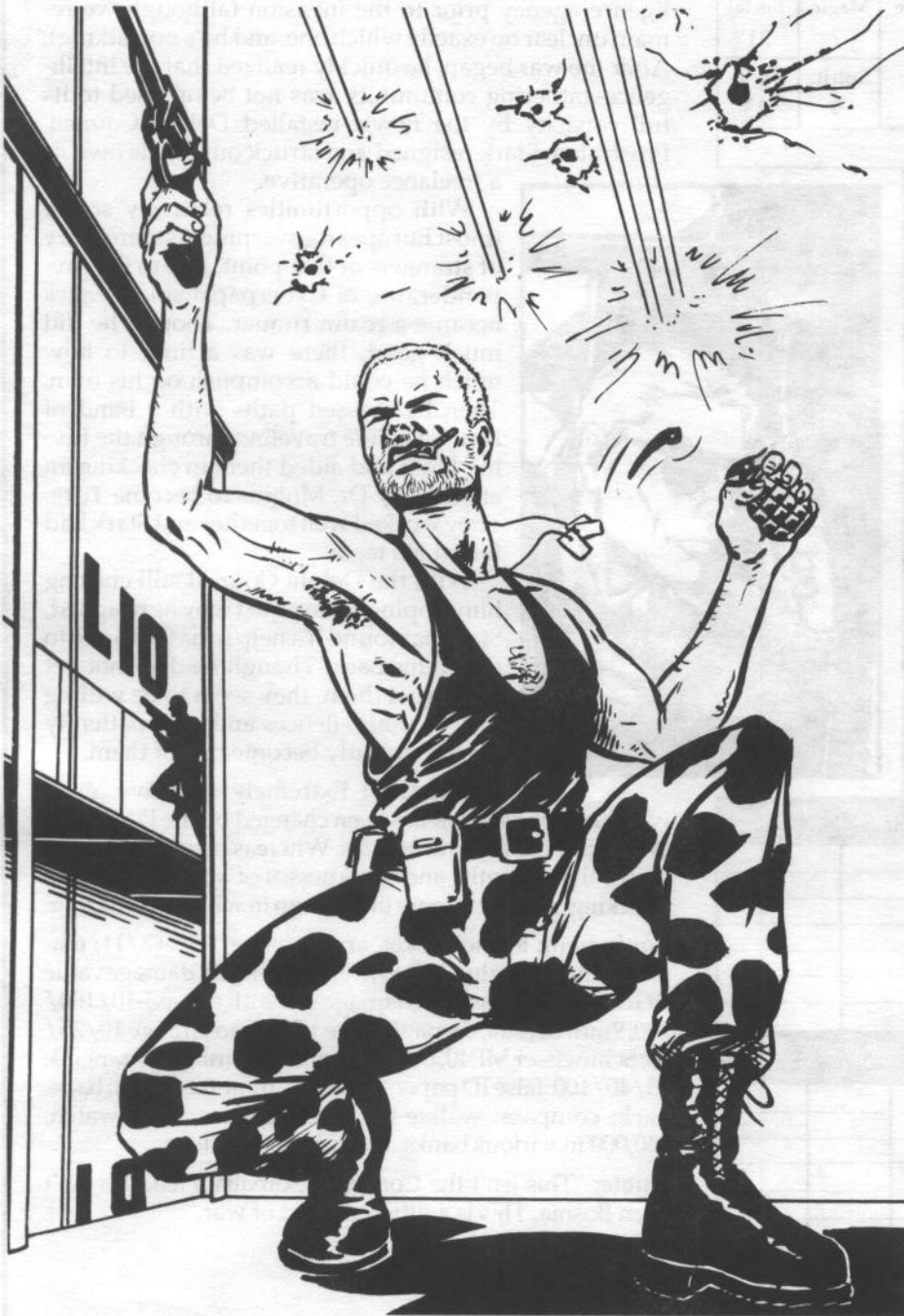
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Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Leather jacket	+2/11	5			
<b>Weapons</b>					
Machete	+5/13	8			
Bowie knife	+3/11	18			
Light crossbow	21	10	3-10	100	200
9mm Beretta	15	22	10	25	40
Schmeisser MP40	17	21	3-15	40	100

Bonus Chart																					
Die Roll	1	3	5	7	9	11	13								21	26	31	36	41	46	
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



# 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 con-

vert 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 "Deathhawk" 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.

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**Dossier Compiled By:**  
Bryan Covington







## CHARACTER RECORD SHEET

## Jake Stillwell

Character Name		Jake Stillwell		Home Cosm		Core Earth	
Age	37	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K		Magic		Social
Height	6'3"				7	21	
Weight	240 lbs.				Spirit.	Tech.	
			O		9	23	
Possibilities		15					

Skill Add Attribute Value

Reality	6	SPI	15
Acrobatics	2	DEX	15
Dodge	3	DEX	16
Energy weapons	4	DEX	17
Fire combat	9	DEX	22
Heavy weapons	2	DEX	15
Melee weapons	3	DEX	16
Stealth	1	DEX	14
Unarmed combat	2	DEX	15
Air vehicles	1	PER	10
First aid	2	PER	11
Land vehicles	2	PER	11
Language (German)	3	PER	12
Persuasion	3	CHA	12
Faith (Protestant)	2	SPI	11



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 Joe 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 around the Nile with these super punks who think they got something special."

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 13	Maneuver 13	Running	
Strength 10		Swimming	
Toughness 11		Jumping	
Perception 9	Trick 9	Climbing	
Mind 8	Test 8	Lifting	
Charisma 9	Taunt 9		
Spirit 9	Intimidate 9		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Bulletproof vest	+6/17	21			
<b>Weapons</b>					
Bat	+3/13	6			
Sword	+6/16	9			
Compound bow	1+7/7	13	10	60	250
.357 Eagle	16	22	10	25	50
SC Kyogo 144	18	24	3-15	40	150
SC Kyogo T11	21	24	3-40	150	40
Laser rifle	23	25	10-40	80	150

## Bonus Chart

Die Roll	1	3	5	7	9	11	13							21	26	31	36	41	46		
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

# 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 unenthusiastic, 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





## CHARACTER RECORD SHEET

## Ed Webber

Character Name		Ed Webber		Home Cosm		Core Earth	
Age 38		Wound Level Wound Hvy Wound Mortal Dead	Shock Damage   K                      O		Magic	Social	
Height 5'6"					7	21	
Weight 225 lbs.					Spirit.	Tech.	
				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



Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	9	Maneuver	9	Running	
Strength	10			Swimming	
Toughness	9			Jumping	
Perception	12	Trick	12	Climbing	
Mind	8	Test	8	Lifting	
Charisma	10	Taunt	10		
Spirit	9	Intimidate	9		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Flak jacket	+5/15	21			
<b>Weapons</b>					
Brass knuckles	+2/12	9			
9mm Beretta	15	22	10	25	40
Elephant gun	21	17	60	600	1.5k

Bonus Chart																					
Die Roll	1	3	5	7	9	11	13							21	26	31	36	41	46		
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

### 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."



# 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 de-

struction 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 turn-

ing 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.)

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**Dossier Compiled By:**  
Eric Lazarian





## CHARACTER RECORD SHEET

## Marcel Berge

Character Name		Marcel Berge		Home Cosm		Magna Verita		
Age	25	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K            O		Magic	10	Social	18
Height	6'3"				Spirit.	14	Tech.	26
Weight	190 lbs.							
Possibilities		45						

[illegible]

Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	11	Maneuver	12	Running	
Strength	10			Swimming	
Toughness	10			Jumping	
Perception	8	Trick	8	Climbing	
Mind	9	Test	10	Lifting	
Charisma	8	Taunt	8		
Spirit	10	Intimidate	11		

[illegible]

Bonus Chart																					
Die Roll		3	5	7	9	11	13								21	26	31	36	41	46	
		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

## 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

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."



# 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 am 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 is one 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.

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Dossier Compiled By:  
Marc Brenowitz







# CHARACTER RECORD SHEET

## Padre Calderon

<b>Character Name</b> Diego Calderon		<b>Home Cosm</b> Cyberpapacy (trans.)	
<b>Age</b> 35	<b>Wound Level</b>	<b>Shock Damage</b>	<b>Magic</b> 10
<b>Height</b> 5'7"	Wound		<b>Social</b> 18
<b>Weight</b> 190 lbs.	Hvy Wound		<b>Spirit</b> 14
	Mortal Dead	K O	<b>Tech.</b> 26
<b>Possibilities</b> 20			

Skill	Add	Attribute	Value
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



**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 ColEnhancz (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."

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 10	Maneuver 11	Running	
Strength 9		Swimming	
Toughness 9		Jumping	
Perception 11	Trick 12	Climbing	
Mind 9	Test 12	Lifting	
Charisma 10	Taunt 12		
Spirit 12	Intimidate 13		

Equipment	Value	Axiom Level	S	Range M	I
<b>Armor</b>					
HalloMesh	+5/14	25			
<b>Weapons</b>					
GWI GodLight	24	26	3-10	25	40
Electroprod	16	25			

### Bonus Chart

Die		3		5	7	9	11	13							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



# 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 Carnacbase. 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 names 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 attempt-

ing 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







# CHARACTER RECORD SHEET

## D'artagnan

Character Name D'artagnan		Home Cosm Cyberpapacy		
Age 22	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K O	Magic 7	Social 21
Height 5'10"			Spirit. 9	Tech. 23
Weight 232 lbs.				
Possibilities 17				

Skill	Add	Attribute	Value
Reality	3	SPI	12
Acrobatics	3	DEX	15
Beast riding	2	DEX	14
Dodge	2	DEX	14
Fire combat	1	DEX	13
Long jumping	1	DEX	13
Maneuver	1	DEX	13
Melee weapons	5	DEX	17
Running	2	DEX	14
Stealth	1	DEX	13
Unarmed combat	3	DEX	15
Climbing	1	STR	10
Trick	3	PER	12
Streetwise	3	MIN	11
Survival	2	MIN	10
Test	3	MIN	11
Taunt	3	CHA	11
Faith (Catholic)	2	SPI	10

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 12	Maneuver 13	Running	
Strength 9		Swimming	
Toughness 10		Jumping	
Perception 9	Trick 12	Climbing	
Mind 8	Test 11	Lifting	
Charisma 8	Taunt 11		
Spirit 9	Intimidate 9		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Interdermal plate	+5/15	26			
<b>Weapons</b>					
Power rapier	+7/17	24			
M1 Garand	19	20	3-40	400	600

### Bonus Chart

Die Roll		3	5	7	9	11	13							21	26	31	36	41	46		
		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

### 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!"



# 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. Well-placed 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 Chantal 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







# CHARACTER RECORD SHEET

## Chantel Delacroix

Character Name		Chantel Delacroix		Home Cosm		Cyberpapacy		
Age 31		Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K O		Magic 10		Social 18	
Height 5'9"					Spirit. 14		Tech. 26	
Weight 155 lbs.								
Possibilities 12								

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



Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 9	Maneuver 14	Running	
Strength 8		Swimming	
Toughness 8		Jumping	
Perception 12	Trick 15	Climbing	
Mind 10	Test 11	Lifting	
Charisma 10	Taunt 13		
Spirit 8	Intimidate 8		

Equipment	Value	Axiom Level	S	Range M	I
<b>Armor</b>					
IriMesh	+3/11	24			
<b>Weapons</b>					
Dagger	+5/13	24			
GWIGodMeeter	20	26	3-12	30	50

### Bonus Chart

Die	3	5	7	9	11	13								21	26	31	36	41	46		
Roll	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

### 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 Sacqueville-en-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 and get the Church Police on her trail.

**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

**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."



# 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







# CHARACTER RECORD SHEET

## Dr. Marie Duchant

<b>Character Name</b> Marie Duchant		<b>Home Cosm</b> Cyberpapacy	
<b>Age</b> 30	<b>Wound Level</b>	<b>Shock Damage</b>	<b>Magic</b> 10
<b>Height</b> 5'8"	Wound		<b>Social</b> 18
<b>Weight</b> 140 lbs.	Hvy Wound		<b>Spirit.</b> 14
	Mortal	K O	<b>Tech.</b> 26
	Dead		
<b>Possibilities</b> 14			

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



Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity	9	Maneuver	9
Strength	8		
Toughness	9		
Perception	10	Trick	10
Mind	11	Test	11
Charisma	9	Taunt	10
Spirit	10	Intimidate	10

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
Slicers	+2/10	26			
GWl GodLight	24	26	40	150	400

### Bonus Chart

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

### 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.

Horried 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), PLPHypertouch (2), Manofique CyberHand (1), Cyber value: 14. GWl 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."



# 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 upside-down 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 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 the masses who hunger for one.

**Dossier Compiled By:**  
Marc Brenowitz







# CHARACTER RECORD SHEET

## André Duchard

<b>Character Name</b> André Duchard		<b>Home Cosm</b> Cyberpapacy (trans.)	
<b>Age</b> 31	<b>Wound Level</b>	<b>Shock Damage</b>	<b>Magic</b>
	Wound		10
<b>Height</b> 5'10"	Hvy Wound		<b>Spirit.</b>
	Mortal		14
<b>Weight</b> 150 lbs.	Dead	K O	<b>Tech.</b>
			26
<b>Possibilities</b> 15			

Skill	Add	Attribute	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



### 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), PILP 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."

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 12	Maneuver 14	Running	
Strength 9		Swimming	
Toughness 8		Jumping	
Perception 12	Trick 15	Climbing	
Mind 10	Test 11	Lifting	
Charisma 10	Taunt 13		
Spirit 8	Intimidate 8		

Equipment	Value	Axiom Level	S	Range M	I
<b>Armor</b>					
HalloMesh	+5/13	25			
<b>Weapons</b>					
GWI GodMeeter	20	24	12	30	50
MM4 Stun Gun	24	25	10	25	—

### Bonus Chart

Die Roll		3	5	7	9	11	13							21	26	31	36	41	46		
		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



# 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 Darklines 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







# CHARACTER RECORD SHEET

## Yves Homard

**Character Name** Yves Homard **Home Cosm** Cyberpapacy (trans.)

<b>Age</b> 24	<b>Wound Level</b>	<b>Shock Damage</b>	<b>Magic</b>	<b>Social</b>
<b>Height</b> 6'3"	Wound		10	18
<b>Weight</b> 181 lbs.	Hvy Wound		<b>Spirit.</b>	<b>Tech.</b>
	Mortal	K O	14	26
	Dead			

**Possibilities** 12

Skill	Add	Attribute	Value
Reality	2	SPI	13
Dodge	2	DEX	14
Energy weapons	6	DEX	18
Fire combat	3	DEX	15
Heavy weapons	1	DEX	13
Maneuver	1	DEX	13
Melee weapons	1	DEX	13
Running	1	DEX	13
Unarmed combat	3	DEX	15
Air vehicles	3	PER	13
Evidence analysis	2	PER	12
Find	3	PER	13
First aid	1	PER	11
Land vehicles	3	PER	13
Tracking	1	PER	11
Streetwise	3	MIN	12
Test	1	MIN	10
Willpower	2	MIN	11
Persuasion	1	CHA	9
Taunt	1	CHA	9
Faith (Cyberpapacy)	2	SPI	13
Focus	2	SPI	13
Intimidation	3	SPI	14



**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."

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 12	Maneuver 13	Running	
Strength 10		Swimming	
Toughness 10		Jumping	
Perception 10	Trick 10	Climbing	
Mind 9	Test 10	Lifting	
Charisma 8	Taunt 9		
Spirit 11	Intimidate 14		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Armor of God	+8/18	26			
<b>Weapons</b>					
GWI GodLight	24	26	3-10	25	40

### Bonus Chart

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



# 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 — DSection 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







# CHARACTER RECORD SHEET

## Ti-Dara Jarnel

Character Name Ti-Dara Jarnel		Home Cosm Cyberpapacy		
Age 25	Wound Level	Shock Damage	Magic 10	Social 18
Height 6'1"	Hvy Wound		Spirit. 14	Tech. 26
Weight 140 lbs.	Mortal Dead	K O		
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



### 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 Chal-ice, 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*.

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 9	Maneuver 9	Running	
Strength 8		Swimming	
Toughness 8		Jumping	
Perception 9	Trick 9	Climbing	
Mind 13	Test 13	Lifting	
Charisma 9	Taunt 9		
Spirit 10	Intimidate 10		

Equipment	Value	Axiom Level	S	Range M	I
<b>Armor</b>					
Armor of God	+8/16	26			
<b>Weapons</b>					
GWI GodMeeter	20	24	3-12	30	50
SC Kyogo T11	21	24	3-40	150	400
Sword	+7/15	10			
Slicers	+2/10	26			

### Bonus Chart

Die Roll		3	5	7	9	11	13							21	26	31	36	41	46		
	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



# 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 Cyberpop. 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







# CHARACTER RECORD SHEET

## Anne-Marie LePage

**Character Name** Anne-Marie LePage **Home Cosm** Cyberpapacy (trans.)

<b>Age</b> 19	<b>Wound Level</b>	<b>Shock Damage</b>	<b>Magic</b>	<b>Social</b>
<b>Height</b> 5'9"	Wound		10	18
<b>Weight</b> 125 lbs.	Hvy Wound		<b>Spirit.</b>	<b>Tech.</b>
	Mortal Dead	K O	14	26

**Possibilities** 20

Skill	Add	Attribute	Value
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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



**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."

Attributes	Approved Actions	Movement Rates	Limit Value
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Dexterity	9	Maneuver	9	Running	
Strength	7			Swimming	
Toughness	8			Jumping	
Perception	10	Trick	10	Climbing	
Mind	13	Test	16	Lifting	
Charisma	9	Taunt	9		
Spirit	10	Intimidate	10		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
IriMesh cloak	+4/12	24			
<b>Weapons</b>					
Power dagger	+5/12	24			
GWI GodLight	24	26	3-10	25	40

### Bonus Chart

Die		3	5	7	9	11	13								21	26	31	36	41	46	
Roll		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



# Lucien Mavareau



## 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-

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.

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**Dossier Compiled By:**  
Steve Tanner







# CHARACTER RECORD SHEET

## Lucien Mavareau

Character Name		Lucien Mavareau		Home Cosm		Cyberpapacy (trans.)		
Age	30	Wound Level	Wound Hvy Wound Mortal Dead	Shock Damage	K	O	Magic	Social
Height	5'10"						10	18
Weight	157 lbs.						Spirit.	Tech.
Possibilities		15						

Skill	Add	Attribute	Value
Reality	5	SPI	15
Dodge	3	DEX	16
Fire combat	4	DEX	17
Maneuver	2	DEX	15
Stealth	2	DEX	15
Unarmed combat	2	DEX	15
Cyberdeck ops.	3	PER	15
Find	2	PER	14
Language (English)	2	PER	14
Language (Japanese)	1	PER	13
Science (computers)	2	MIN	11
Streetwise	2	MIN	14
Willpower	1	MIN	10
Intimidation	2	SPI	12



**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 charm. Mavareau dislikes all authority, save for the PLM and Lady Pella Ardinay.

**Equipment:** Neuracal (5), J-Jack (2), Kreelar tendons (2), slicers, left hand (1), damage value STR+2/9. Cyber value 10. Cyberdeck "Delicious" with Defence 2 program. GWI HalloMesh, armor value TOU+5/14; 9mm Beretta, damage value 15, ammo 9, range 3-10/25/40; GWI GodMeeter, damage value 20, ammo 50, range 3-12/30/50; fake ID; sunglasses; 14,000 franc account card

**Quote:** "Don't talk to me of tragedy. I lost a wife and gained a jumped-up bionic Bible-basher. Things don't get much worse than that."

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 13	Maneuver 15	Running	
Strength 7		Swimming	
Toughness 9		Jumping	
Perception 12	Trick 12	Climbing	
Mind 9	Test 9	Lifting	
Charisma 7	Taunt 7		
Spirit 10	Intimidate 12		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
GWI HalloMesh	+5/14	25			
<b>Weapons</b>					
9mm Beretta	15	22	10	25	40
GWI GodMeeter	20	26	3-12	30	50
Slicers	+2/9	26			

### Bonus Chart

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



# 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 possibility-

draining 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 extent 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





## CHARACTER RECORD SHEET

### Delra-Kel

Player Name

Character Name	Delra-Kel
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**Home** Land Below  
**Cosm**

<b>Age</b> 19	<b>Wound Level</b>	<b>Shock Damage</b>		<b>Magic</b>	<b>Social</b>
<b>Height</b> 5'0"	Wound			12	8
<b>Weight</b> 131 lbs.	Hvy Wound			<b>Spirit.</b>	<b>Tech.</b>
	Mortal	<b>K</b>	<b>O</b>	17	10
	Dead				

Possibilities 12

Skill	Add	Attribute	Value
Reality	3	SPI	11
Dodge	4	DEX	16
Maneuver	2	DEX	14
Melee weapons	3	DEX	15
Missile weapons	6	DEX	17
Running	5	DEX	16
Stealth	3	DEX	15
Swimming	3	DEX	15
Unarmed combat	3	DEX	15
Find	4	PER	16
Tracking	7	PER	19
Trick	5	PER	17
Survival	6	MIN	15
Test	5	MIN	14
Taunt	3	CHA	12
Faith (Mehret)	4	SPI	12
Intimidation	5	SPI	13



## Cosm: Land Below

**Background:** Delra-Kel had led a carefree life for many years in a small Ohibi village in Merretika. He had a well-deserved 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 unnecessarily 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."

Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	12	Maneuver	14	Running	
Strength	10			Swimming	
Toughness	10			Jumping	
Perception	12	Trick	17	Climbing	
Mind	9	Test	14	Lifting	
Charisma	9	Taunt	12		
Spirit	8	Intimidate	13		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
Spear	+4/14	7			
Small bow	+4/14	8	3-10	40	100

## Bonus Chart

Die Roll		3	5	7	9	11	13								21	26	31	36	41	46	
		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



# Barthak



## Accomplishments

- Using primitive techniques — deadfalls, pit traps, etc. — Barthak ambushed a Peruvian military convoy. He succeeded in killing 15 soldiers and de-

stroying 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 war than 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.

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**Dossier Compiled By:**  
Greg Farshtey







# CHARACTER RECORD SHEET

## Barthak

Player Name \_\_\_\_\_

Character Name		Barthak		Home Cosm		Star Sphere		
Age 21		Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K O		Magic 7		Social 27	
Height 7'0"					Spirit. 13		Tech. 30	
Weight 375 lbs.								
Possibilities 22								

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



**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.

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 11	Maneuver 13	Running	
Strength 13		Swimming	
Toughness 11		Jumping	
Perception 13 (9)	Trick 16 (12)	Climbing	
Mind 8	Test 10	Lifting	
Charisma 8	Taunt 12		
Spirit 7	Intimidate 15		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Scales	+1/12				
<b>Weapons</b>					
Blaster	30	27	3-100	300	500
Claws	+2/15				
Teeth	+4/17				

### Bonus Chart

Die Roll	1	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	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13												

**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!"



# 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 equip-

ment 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 penitenciaría. 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?

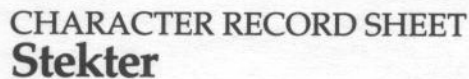
Thus my advice is to accept Stekter into the Guild, giving no indication that we know of his treachery. But assign him only to Storm Knight groups whose members are sufficiently perceptive that they will know if he does anything to compromise the integrity of the mission.

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**Dossier Compiled By:**  
Greg Farshtey







**Cosm: Star Sphere**

**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.

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 situation, he would doubtless be suspicious.

**Personality:** Stekter is a cunning villain, playing both sides of the Possibility Wars.

He is an extremely adept liar, who has managed to fool both the Akashan High Council and the agents of 3327. In truth, he owes allegiance to only one side: his own.

**Equipment:** Shell, armor value TOU+3/15; smash gun, damage value 21, ammo 30, range 3-20/150/300; bolter rifle, damage value 30/25, ammo 50, range 3-150/350/600; claws, damage value STR+3/18; mandibles, damage value STR+4/19; commtrol (non-organic); transtech (non-organic); 1 cjarra

**Quote:** "Only a fool would not wish to drive the High Lords from so rich, verdant, bountiful a world. After all, why should its treasures be theirs, when there are others more ... deserving?"



Skill	Add	Attribute	Value
Reality	4	SPI	12
Dodge	2	DEX	13
Energy weapons	3	DEX	14
Maneuver	2	DEX	13
Melee weapons	2	DEX	13
Missile weapons	1	DEX	12
Unarmed combat	4	DEX	15
Find	5	PER	14
Language (Spanish)	2	PER	11
Space vehicles	4	PER	13
Trick	9	PER	18
Test	5	MIN	14
Charm	5	CHA	15
Persuasion	4	CHA	14
Taunt	4	CHA	14
Intimidation	4	SPI	12

Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	11	Maneuver	13	Running	
Strength	15 (11)			Swimming	
Toughness	12			Jumping	
Perception	9	Trick	18	Climbing	
Mind	9	Test	14	Lifting	
Charisma	10	Taunt	14		
Spirit	8	Intimidate	12		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Shell	+3/15				
<b>Weapons</b>					
Smash gun	21	27	3-20	150	300
Bolter rifle	30/25	27	3-150	350	600
Claws	+3/18				
Mandibles	+4/19				

Bonus Chart																					
Die Roll		3	5	7	9	11	13								21	26	31	36	41	46	
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



# Cafferty



## Accomplishments

- Aided in cracking a ring that was sending out men in Mystery Man outfits to attack Cyberpapal facilities 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. He dislikes 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







# CHARACTER RECORD SHEET Cafferty

Player Name \_\_\_\_\_

<b>Character Name</b> Cafferty		<b>Home</b> Terra	
<b>Age</b> 26	<b>Wound Level</b>	<b>Shock Damage</b>	<b>Magic</b> 12
<b>Height</b> 6'0"	Wound		<b>Social</b> 20
<b>Weight</b> 183 lbs.	Hvy Wound		<b>Spirit.</b> 17
	Mortal	<b>K</b> <b>O</b>	<b>Tech.</b> 21
	Dead		
<b>Possibilities</b> 12			

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



**Cosm:** Terra

**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, damage value STR+2/13; Colt .45, damage value 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."

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 10	Maneuver 10	Running	
Strength 11		Swimming	
Toughness 14		Jumping	
Perception 8	Trick 12	Climbing	
Mind 10	Test 14	Lifting	
Charisma 8	Taunt 8		
Spirit 8	Intimidate 12		

Equipment	Value	Axiom Level	S	Range	M	L
<b>Armor</b>						
<b>Weapons</b>						
Brass knuckles	+3/14	9				
Bullwhip	+2/13	9				
Colt .45	16	20	3-10	25	50	

## Bonus Chart

Die		3	5	7	9	11	13							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





# CHARACTER RECORD SHEET

## Colonel Cairo

Player Name \_\_\_\_\_

<b>Character Name</b> Colonel Cairo		<b>Home</b> Terra	
<b>Age</b> Unknown		<b>Shock Damage</b>	
<b>Height</b> 6'5"		<b>Magic</b> 12	
<b>Weight</b> 260 lbs.		<b>Spirit.</b> 17	
<b>Possibilities</b> 20		<b>Tech.</b> 21	

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


Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 11 (14)	Maneuver 11 (14)	Running	
Strength 14 (17)		Swimming	
Toughness 9		Jumping	
Perception 9	Trick 11	Climbing	
Mind 8	Test 10	Lifting	
Charisma 9	Taunt 11		
Spirit 9	Intimidate 13		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
W-S chain mail	+8/17	7			
<b>Weapons</b>					
Ball and chain	+6/23	15			
Solium sling	+5/22	8	3-10	40	100

### Bonus Chart

Die Roll	3	5	7	9	11	13								21	26	31	36	41	46		
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

**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.





# Colonel Cairo

## Accomplishments

- On his first adventure outside of the Nile Empire, Cairo went to Tokyo. There, he was able to help foil a Yakuza takeover of a Rauru Block corporation. Cairo found that, even outside the Nile Em-

pire, 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 irresistible 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, cowed 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

Player Name \_\_\_\_\_

<b>Character Name</b> Ensign Egypt		<b>Home Cosm</b> Nile (transformed)	
<b>Age</b> 18	<b>Wound Level</b>	<b>Shock Damage</b>	<b>Magic</b> 12
<b>Height</b> 1'0"	Wound		<b>Social</b> 20
<b>Weight</b> 15 lbs.	Hvy Wound		<b>Spirit.</b> 17
	Mortal	<b>K</b> <b>O</b>	<b>Tech.</b> 21
	Dead		
<b>Possibilities</b> 15			

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



**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 ...*

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 14	Maneuver 19	Running	
Strength 5		Swimming	
Toughness 5		Jumping	
Perception 12	Trick 20	Climbing	
Mind 10	Test 10	Lifting	
Charisma 11	Taunt 14		
Spirit 10	Intimidate 13		

Equipment	Value	Axiom Level	S	Range	M	I
<b>Armor</b>						
Elfmail	+6/11	13				
<b>Weapons</b>						
Spear	+2/7	5				

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1



# 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-sap-

ping 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

Player Name

Character Name H. Mack McGraw		Home Terra	
Age 34	Wound Level	Shock Damage	Magic 12
Height 6'2"	Wound		Social 20
Weight 195 lbs.	Hvy Wound		Spirit 17
	Mortal	K O	Tech. 21
	Dead		
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



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.

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 3.

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 11	Maneuver 14	Running	
Strength 12 (11)		Swimming	
Toughness 14 (12)		Jumping	
Perception 8	Trick 8	Climbing	
Mind 8	Test 8	Lifting	
Charisma 9	Taunt 10		
Spirit 8	Intimidate 10		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
Brass knuckles	+2/14	7			
.455 Webley	17	19	3-10	15	40

### Bonus Chart

Die Roll	3	5	7	9	11	13								21	26	31	36	41	46		
	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



# Shael

## Accomplishments

- Successfully 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. Singlehandedly felled three second-planting Nippon gospog.

- Captured by Overgovernor Red Hand, who demanded that she 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 Guardsman, 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

Shael is an 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 to lead 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







# 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, Savage reappeared 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 to that overgovernor's chagrin. Despite the Oriental mastermind's best efforts to transform Starr into a weapon to be 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







**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.

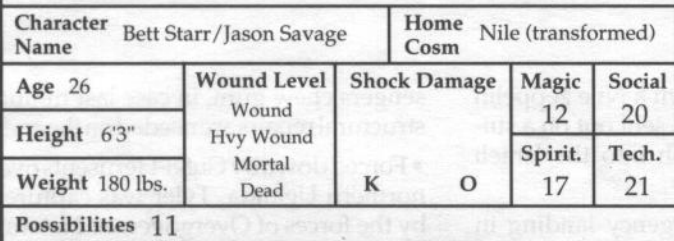
**Personality:** As Jason Savage, he is a formerly confident man whose life has turned upside down and who knows he is in over his head. As Brett Starr, he is heroic, cocky, a man's man as comfortable landing a wounded plane as most people are pulling

their car into the driveway.

**Equipment:** Colt .45, damage value 16, ammo 7, range 3-10/15/40; 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.



Attributes		Approved Actions	Movement Rates	Limit Value
Dexterity	12 (10)	Maneuver	13 (11)	Running
Strength	10 (9)			Swimming
Toughness	10 (9)			Jumping
Perception	12 (10)	Trick	13 (11)	Climbing
Mind	10	Test	10	Lifting
Charisma	9	Taunt	9	
Spirit	9	Intimidate	9	

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5									
Bonus #	-12	-10	-8	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1



# 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 corned 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' stela there and the miraculously small loss of life following that incident.

**Dossier Compiled By:**  
Marc Brenowitz







# CHARACTER RECORD SHEET

## Biff Tyler

Player Name

Character Name		Biff Tyler		Home		Cosm		Terra	
Age 25		Wound Level		Shock Damage		Magic		Social	
Height 6'2"		Wound				12		20	
Weight 180 lbs.		Hvy Wound				Spirit.		Tech.	
		Mortal		K		O		17	
		Dead						21	
Possibilities		21							

Skill	Add	Attribute	Value
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



**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 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 self-styled 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?"

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 11	Maneuver 13	Running	
Strength 9		Swimming	
Toughness 9		Jumping	
Perception 11	Trick 15	Climbing	
Mind 10	Test 12	Lifting	
Charisma 11	Taunt 12		
Spirit 9	Intimidate 12		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Leather jacket	+2/12	20			
<b>Weapons</b>					
KO8	15	21	3-10	25	60

### Bonus Chart

Die		3	5	7	9	11	13		21	26	31	36	41	46	
Roll	1	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
															9
															10
															11
															12
															13
															+5
															+1



# Professor Unseen



## 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-

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 invisito-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.

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**Dossier Compiled By:**  
Paul Langlois





## CHARACTER RECORD SHEET

### Professor Unseen

Player Name

**Character Name** Dr. Dennis Bentley

Home	Terra
Cosm	

<b>Age</b> 27	<b>Wound Level</b>	<b>Shock Damage</b>	<b>Magic</b>	<b>Social</b>
<b>Height</b> 5'7"	Wound Hvy Wound		12	20
<b>Weight</b> 136 lbs.	Mortal Dead		<b>Spirit.</b>	<b>Tech.</b>
		<b>K</b> <b>O</b>	17	21

Possibilities 12

Skill	Add	Attribute	Value
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Reality	2	SPI	13
Dodge	3	DEX	13
Fire combat	3	DEX	13
Stealth	2	DEX	12
Evidence analysis	1	PER	13
Trick	1	PER	13
Test	2	MIN	10
Weird science	6	MIN	15
Persuasion	1	MIN	9
Intimidation	1	SPI	12



Cosm: Terra

**Background:** Dr. Dennis Bently was one of Terra's leading "weird scientists" until his invention of an invisito-telo belt led him to becoming one of that new breed of hero known collectively as the Mystery Men. As "Professor Unseen," Bently became the scourge of the Chicago underworld, his mocking voice seeming to come from nowhere and everywhere at once.

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 invisito-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 experiences in the "Pulp Wars."

**Equipment:** 38 revolver, damage value 14, ammo 6, range 10/25/50; wooden stake, damage value STR+3/11; invisotelo belt; Ingrid Bergman's phone number; 100 royals

**Quote:** "It doesn't have to make sense — it's just gotta work."

**Skill Notes:** The invis-telo belt has the powers of *invisibility* and *teleportation*, respectively, at power values of MIN+10/19 and 9 respectively, and an adventure cost of 9. If a *setback* appears on the command line, the belt stops working for the remainder of the scene. This *power setback* is worth 3 Possibilities when invoked.

Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	10	Maneuver	10	Running	
Strength	8			Swimming	
Toughness	9			Jumping	
Perception	12	Trick	13	Climbing	
Mind	9	Test	10	Lifting	
Charisma	8	Taunt	8		
Spirit	11	Intimidate	12		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
.38 revolver	14	20	10	25	50
Wooden stake	+3/11	7			

## Bonus Chart

Die Roll	1	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	40	41	45	46	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	+1



# Captain Verdigris

Prizewinner

## 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 100,000-royal 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 not once, but three times, finally stealing a spaceshuttle 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 electro-ray 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







<b>Character Name</b> Tarka Takk		<b>Home Cosm</b> Nile (transformed)		
<b>Age</b> 23	<b>Wound Level</b> Wound	<b>Shock Damage</b>   <b>K</b> <b>O</b>	<b>Magic</b> 12	<b>Social</b> 20
<b>Height</b> 6'3"	Hvy Wound		<b>Spirit.</b> 17	<b>Tech.</b> 21
<b>Weight</b> 175 lbs.	Mortal Dead			
<b>Possibilities</b> 16				

**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, Aysle the next.

The most dramatic turning point in his life occurred

Reality	2	SPI	10
Acrobatics	1	DEX	11
Dodge	1	DEX	11
Energy weapons	1	DEX	11
Fire combat	1	DEX	11
Flight	3	DEX	13
Melee weapons	2	DEX	12
Stealth	2	DEX	12
Unarmed combat	2	DEX	12
Evidence analysis	1	PER	12
Land vehicles	1	PER	12
Trick	1	PER	12
Science (electronics)	1	MIN	12
Weird science	3	MIN	14
Intimidation	2	SPI	10



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-

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?"

Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	10	Maneuver	10	Running	
Strength	8			Swimming	
Toughness	9			Jumping	
Perception	11	Trick	12	Climbing	
Mind	11	Test	11	Lifting	
Charisma	9	Taunt	9		
Spirit	8	Intimidate	10		

Equipment	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
.44 Magnum	17	22	3-10	15	40

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	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									



# 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 his foes than his friends, and isn't that what counts?

**Dossier Compiled By:**  
Bill Olmesdahl







# 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 governments.

- 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.

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**Dossier Compiled By:**  
Greg Farshtey







# 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







# 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 Market-place 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







# CHARACTER RECORD SHEET

## Madema Kiriko

Player Name \_\_\_\_\_

<b>Character Name</b> Madema Kiriko		<b>Home Cosm</b> Marketplace	
<b>Age</b> 22	<b>Wound Level</b>	<b>Shock Damage</b>	<b>Magic</b> 2
<b>Height</b> 5'9"	Wound		<b>Social</b> 22
	Hvy Wound		<b>Spirit.</b> 8
<b>Weight</b> 108 lbs.	Mortal	<b>K</b> <b>O</b>	<b>Tech.</b> 24
	Dead		
<b>Possibilities</b> 12			

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



**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."

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."

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 10	Maneuver 11	Running	
Strength 11		Swimming	
Toughness 11		Jumping	
Perception 9	Trick 11	Climbing	
Mind 12	Test 15	Lifting	
Charisma 9	Taunt 10		
Spirit 9	Intimidate 12		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Kyoto Police RKD	+7/18	24			
<b>Weapons</b>					
Dagger	+3/14	7			
Katana	+7/18	9			
13mm Chunyokai	18	24	3-10	40	50
Manriki-Gusari	+5/16	8			

### Bonus Chart

Die Roll	1	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	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25



# 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 betrayal of a former lover, Nado was able 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







# CHARACTER RECORD SHEET

## Kenjii Nado

Player Name \_\_\_\_\_

Character Name Kenjii Nado		Home Nippon Tech (trans.)		
Age 32	Wound Level	Shock Damage	Magic	Social
Height 6'0"	Wound		2	22
Weight 170 lbs.	Hvy Wound		Spirit	Tech.
	Mortal Dead	K O	8	24
Possibilities 17				

Skill	Add	Attribute	Value
Reality	4	SPI	13
Dodge	1	DEX	13
Energy weapons	2	DEX	14
Fire combat	2	DEX	14
Long jumping	1	DEX	13
Maneuver	2	DEX	14
Martial arts	5	DEX	17
Melee weapons	3	DEX	15
Running	1	DEX	13
Swimming	1	DEX	13
Climbing	1	STR	11
Evidence analysis	2	PER	11
Find	1	PER	10
First aid	1	PER	10
Scholar (bushido)	2	PER	11
Tracking	3	PER	12
Trick	2	PER	11
Artist (poet)	1	MIN	12
Business	3	MIN	14
Test	2	MIN	13
Charm	1	CHA	11
Persuasion	2	CHA	12
Intimidation	4	SPI	13



**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; Kyoto Police RKD, armor value TOU+7/18; ¥15,000

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

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 12	Maneuver 14	Running	
Strength 10		Swimming	
Toughness 11		Jumping	
Perception 9	Trick 11	Climbing	
Mind 11	Test 13	Lifting	
Charisma 10	Taunt 10		
Spirit 9	Intimidate 13		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Kyoto Police RKD	+7/18	24			
<b>Weapons</b>					
Katana	+7/17	9			
Shimsi sword	+5/16	15			
Laser rifle	24	24	3-30	100	400

### Bonus Chart

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



# 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.



Dossier Compiled By: Laurie A. Seubert





## CHARACTER RECORD SHEET

## Jade Osotogari

Player Name

Character Name		Jade Osotogari	Home Cosm		Marketplace	
Age	25	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K	O	Magic	
Height	5'7"				2	Social
Weight	118 lbs.				Spirit.	Tech.
Possibilities		24				

Skill	Add	Attribute	Value
Reality	3	SPI	13
Dodge	4	DEX	12
Fire combat	2	DEX	10
Running	1	DEX	9
Stealth	2	DEX	10
Unarmed combat	3	DEX	11
Find	2	PER	13
Language (English)	1	PER	12
Language (Japanese)	3	PER	14
Trick	2	PER	13
Artist (painter)	1	MIN	10
Business	3	MIN	12
Test	2	MIN	11
Charm	4	CHA	16
Persuasion	2	CHA	14
Taunt	2	CHA	14
Intimidation	2	SPI	12



Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	8	Maneuver	8	Running	
Strength	8			Swimming	
Toughness	8			Jumping	
Perception	11	Trick	13	Climbing	
Mind	9	Test	11	Lifting	
Charisma	12	Taunt	14		
Spirit	10	Intimidate	12		

[illegible]

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

## 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 fiancé 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."





## 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 far easier. 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







# CHARACTER RECORD SHEET Tuttle

Player Name \_\_\_\_\_

Character Name Tuttle		Home Cosm Nippon Tech (trans.)		
Age 42	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K O	Magic 2	Social 22
Height 4'5"			Spirit 8	Tech. 24
Weight 150 lbs.				
Possibilities 20				

Skill	Add	Attribute	Value
Reality	2	SPI	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
Intimidation	3	SPI	11



**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, half-starved 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 quite 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-P vest, 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!"

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 10	Maneuver 10	Running	
Strength 9		Swimming	
Toughness 9		Jumping	
Perception 11	Trick 14	Climbing	
Mind 12	Test 16	Lifting	
Charisma 10	Taunt 13		
Spirit 8	Intimidate 11		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Bulletproof vest	+6/15	21			
<b>Weapons</b>					
9mm Beretta	15	22	3-10	25	40
S-L stiletto	+6/15	23			

## Bonus Chart

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



# 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 Guild-affiliated 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 Tharkold 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





## CHARACTER RECORD SHEET

### Hirata Yukio

Player Name

**Character Name** Hirata Yukio

Home  
Cosm Nippon Tech (trans.)

<b>Age</b> 16	<b>Wound Level</b>	<b>Shock Damage</b>	<b>Magic</b>	<b>Social</b>
<b>Height</b> 5'7"	Wound		2	22
<b>Weight</b> 140 lbs.	Hvy Wound		<b>Spirit.</b>	<b>Tech.</b>
	Mortal	<b>K</b>	<b>O</b>	
	Dead		8	24

## Possibilities 9

Skill	Add	Attribute	Value
Reality	3	SPI	12
Acrobatics	4	DEX	14
Dodge	3	DEX	13
Fire 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		Approved Actions		Movement Rates	Limit Value
Dexterity	10	Maneuver	11	Running	
Strength	7			Swimming	
Toughness	8			Jumping	
Perception	12	Trick	15	Climbing	
Mind	12	Test	12	Lifting	
Charisma	8	Taunt	10		
Spirit	9	Intimidate	9		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
ZHP77z	16	23	3-10	25	40

## Bonus Chart

Die Roll	1	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	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	+1

**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?"



# Lucan Bain

## Accomplishments

- While traveling with gypsies, Bain discovered that their leader was in truth a master thief who had stolen an 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 RECORD SHEET

## Lucan Bain

Player Name \_\_\_\_\_

<b>Character Name</b> Lucan Bain		<b>Home Cosm</b> Orrorsh	
<b>Age</b> 24	<b>Wound Level</b>	<b>Shock Damage</b>	<b>Magic</b>
<b>Height</b> 6'3"	Wound		15
	Hvy Wound		20
<b>Weight</b> 185 lbs.	Mortal		<b>Spirit.</b>
	Dead	K O	17
<b>Possibilities</b> 17			<b>Tech.</b>
			19

Skill	Add	Attribute	Value
Reality	3	SPI	14
Dodge	3/3	DEX	11/12
Fire combat	4/-	DEX	12/-
Missile weapons	3/-	DEX	11/-
Running	-/1	DEX	-/10
Stealth	2/2	DEX	10/11
Unarmed combat	6/6	DEX	14/15
Find	1	PER	11
First aid	1/-	PER	11/-
Tracking	-/1	PER	-/11
Survival	1/3	MIN	13/10
Intimidation	-/1	SPI	-/12
Shapeshifting	6/6	SPI	17/17



Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 8/9	Maneuver 8/9	Running	
Strength 10/14		Swimming	
Toughness 10/15		Jumping	
Perception 10	Trick 10	Climbing	
Mind 12/7	Test 12/7	Lifting	
Charisma 9/5	Taunt 9/5		
Spirit 11	Intimidate -/12		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
Pathfinder bow	+10/20	13	3-10	60	250
Silver sword	+8/18	16			
Claws	+5/19				
Teeth	+6/20				

### Bonus Chart

Die Roll	1	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	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1											

**Cosm:** Gaea

**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 Ayslish 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

embarrassment 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."



# 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.

**Dossier Compiled By:**  
Greg Farshtey







Character Name Sherringford Bascombe		Home Cosm Gaea		
Age 35	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K O	Magic 15	Social 20
Height 6'2"			Spirit. 17	Tech. 19
Weight 160 lbs.				
Possibilities 20				

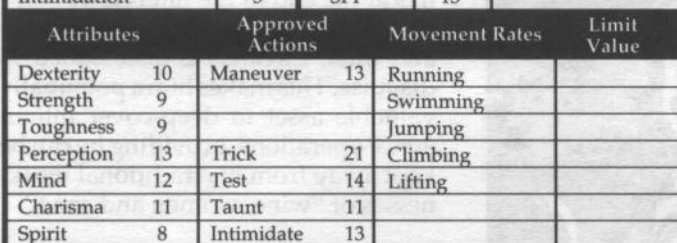
**Background:** Sherringford Bascombe had the distinction of being Gaea's first consulting detective, and one whose feet were firmly rooted on the ground. "This agency deals only with the living," he once said. "Horrors need not apply." However, during the course of his investigations into a series of murders in the Notting Hill area, he was confronted by powerful demonic forces. This glimpse into

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

**Quote:** "When you examine all the evidence as I did, Inspector, it becomes clear that this vampyre hunter went mad long ago and is responsible for these gruesome murders."



Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
Lee-Hollings light revolver	15	18	3-5	10	25
Sword cane	+3/12	18			

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	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									



# 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





## CHARACTER RECORD SHEET

### Victor Cavanas

Player Name

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.

Cavanoas left the tribe when he reached manhood, traveling 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 infiltrate a 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 juggling only; 52 sterlings

**Quote:** "Your future could be a bright one, madam, if you would but go walking with me in the moonlight."



<b>Character Name</b> Victor Cavanas		<b>Home Cosm</b> Gaea		
<b>Age</b> 33	<b>Wound Level</b> Wound Hvy Wound Mortal Dead	<b>Shock Damage</b>  K O	<b>Magic</b> 15	<b>Social</b> 20
<b>Height</b> 5'4"			<b>Spirit.</b> 17	<b>Tech.</b> 19
<b>Weight</b> 162 lbs.				
<b>Possibilities</b> 18				

Skill	Add	Attribute	Value
Reality	4	SPI	14
Beast riding	1	DEX	10
Dodge	3	DEX	12
Fire combat	1	DEX	10
Lock picking	2	DEX	11
Maneuver	1	DEX	10
Melee weapons	1	DEX	10
Prestidigitation	3	DEX	12
Stealth	2	DEX	11
Unarmed combat	1	DEX	10
Alteration magic	2	PER	14
Disguise	5	PER	17
Divination magic	3	PER	15
Evidence analysis	1	PER	13
Find	2	PER	14
First aid	1	PER	13
Language (French)	2	PER	14
Trick	2	PER	14
Apportation magic	3	MIN	13
Occult	3	MIN	13
Spirit medium	5	SPI	15
True sight	3	SPI	13

Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	9	Maneuver	10	Running	
Strength	9			Swimming	
Toughness	9			Jumping	
Perception	12	Trick	14	Climbing	
Mind	10	Test	10	Lifting	
Charisma	11	Taunt	11		
Spirit	10	Intimidate	10		

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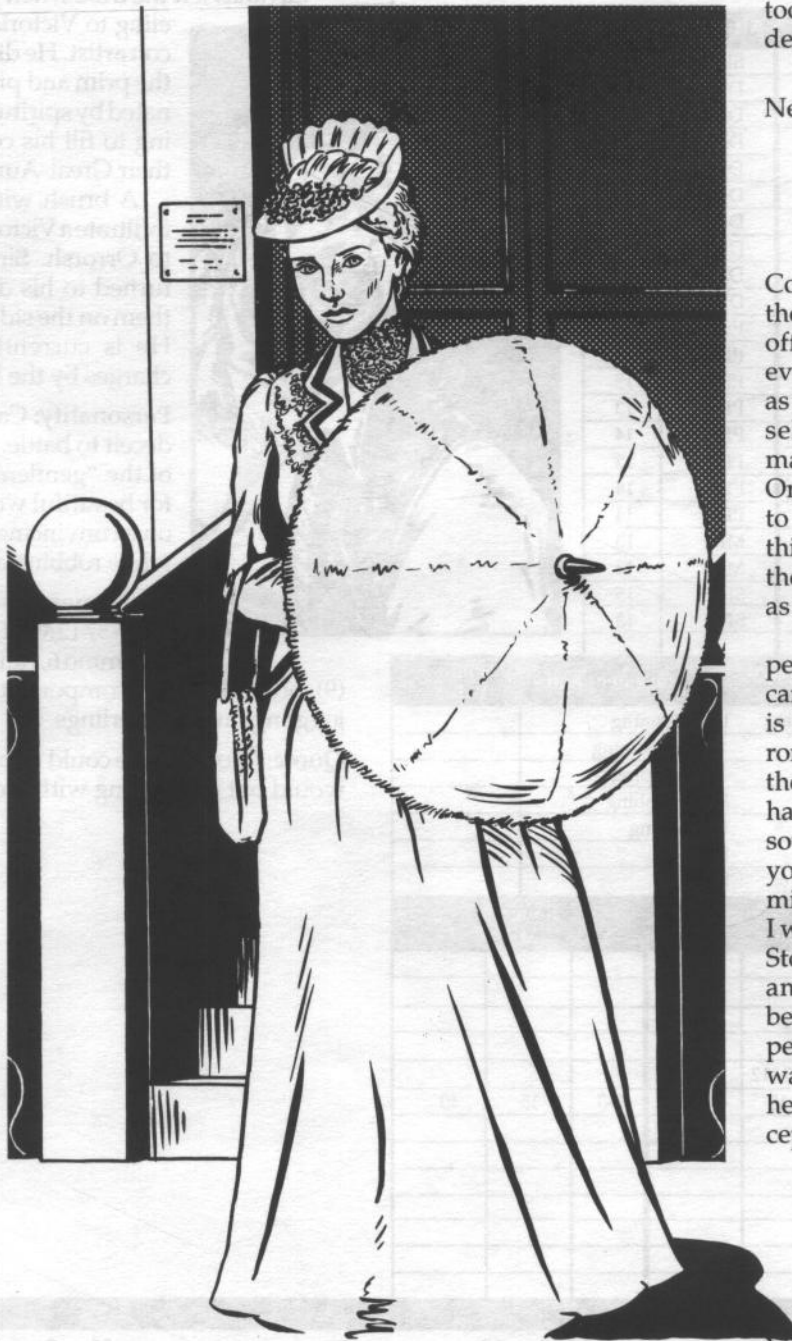
Bonus Chart																				
Die Roll		3 2 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus #	-12	-10 -8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



# 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 stormal 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 murdered 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







# CHARACTER RECORD SHEET

## Cynthia Cornwallis

Player Name

Character Name Cynthia Cornwallis		Home Cosm Gaea		
Age 22	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K O	Magic 15	Social 20
Height 5'9"			Spirit. 17	Tech. 19
Weight 139 lbs.				
Possibilities 25				

Skill	Add	Attribute	Value
Reality	9	SPI	22
Beast riding	1	DEX	10
Dodge	2	DEX	11
Fire combat	2	DEX	11
Melee weapons	3	DEX	12
Stealth	5	DEX	14
Unarmed combat	3	DEX	12
Disguise	4	PER	15
Find	6	PER	17
Scholar (Ravagons)	9	PER	20
Trick	8	PER	19
Occult	6	MIN	18
Test	5	MIN	17
True sight	6	MIN	18
Willpower	5	MIN	17
Charm	5	CHA	17
Persuasion	4	CHA	16
Faith (Irishantism)	5	SPI	18
Focus	4	SPI	17
Intimidation	3	SPI	16



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."

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 9	Maneuver 9	Running	
Strength 8		Swimming	
Toughness 8		Jumping	
Perception 11	Trick 19	Climbing	
Mind 12	Test 17	Lifting	
Charisma 12	Taunt 12		
Spirit 13	Intimidate 16		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
Lee-Hollings light revolver	15	18	3-5	10	25
Dagger	+3/11	7			
Hand blades (2)	+4/12	10			

### Bonus Chart

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



# 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.

**Dossier Compiled By:**  
Greg Farshtey







# CHARACTER RECORD SHEET

## Major Colin McDowell

Player Name \_\_\_\_\_

Character Name Major Colin McDowell		Home Cosm Gaea	
Age 33	Wound Level	Shock Damage	Magic 15
Height 6'4"	Wound		Social 20
Weight 187 lbs.	Hvy Wound		Spirit. 17
	Mortal		Tech. 19
	Dead	K O	
Possibilities 18			

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



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

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!"

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 10	Maneuver 13	Running	
Strength 10		Swimming	
Toughness 10		Jumping	
Perception 11	Trick 15	Climbing	
Mind 9	Test 12	Lifting	
Charisma 11	Taunt 15		
Spirit 10	Intimidate 16		

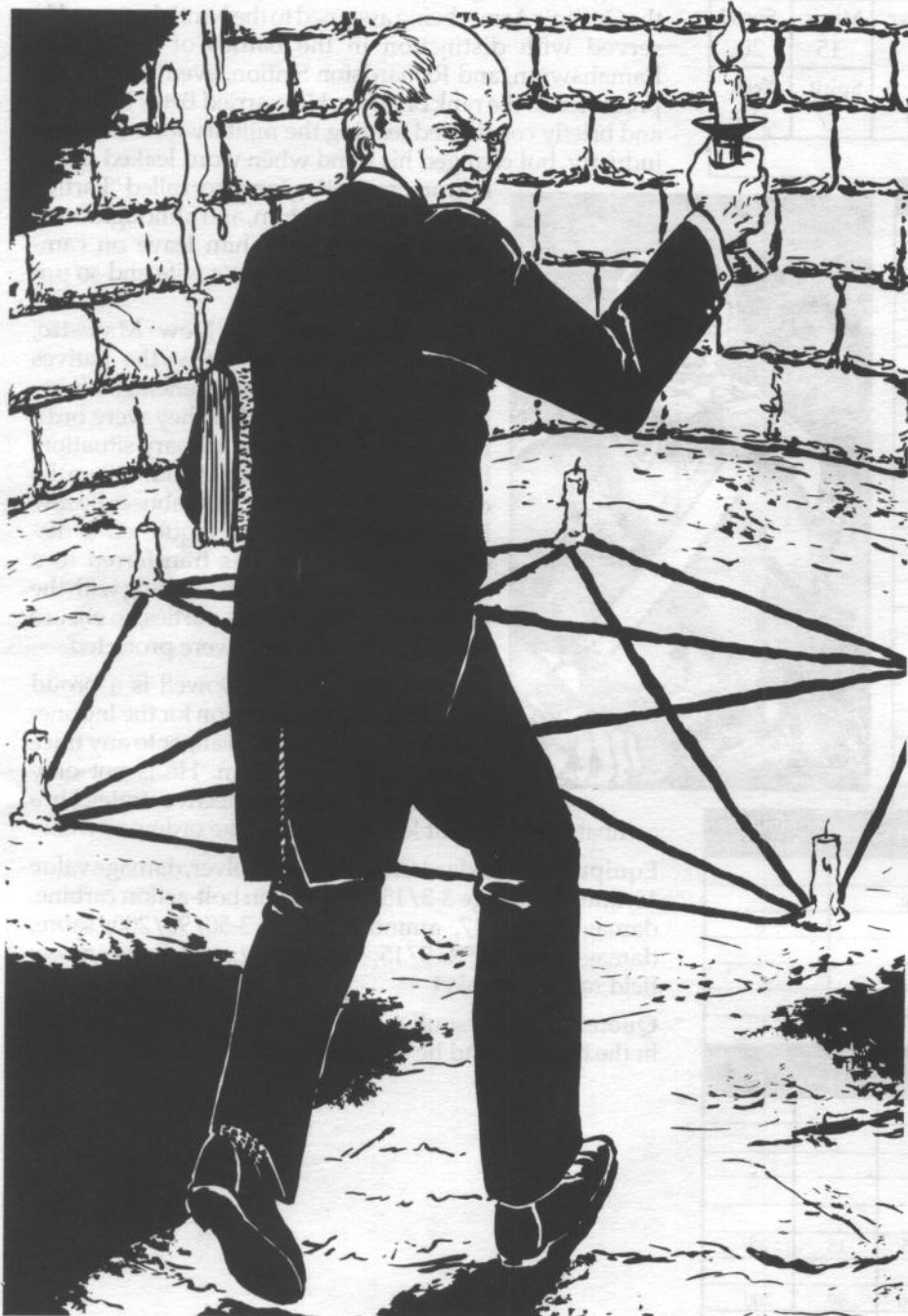
Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
Standard Cross					
heavy revolver	16	19	3-5	15	25
Weston bolt-action					
carbine	17	19	3-50	90	200
Sabre	+5/15	16			

### Bonus Chart

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



# 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 negligence 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.

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**Dossier Compiled By:**  
Greg Farshtey







# CHARACTER RECORD SHEET

## Dr. Arthur Perry

Player Name

Character Name		Dr. Arthur Perry		Home Cosm		Gaea		
Age 54		Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K O		Magic 15		Social 20	
Height 5'9"					Spirit 17		Tech. 19	
Weight 150 lbs.								
Possibilities 17								

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



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!"

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 9	Maneuver 9	Running	
Strength 9		Swimming	
Toughness 9		Jumping	
Perception 11	Trick 16	Climbing	
Mind 12	Test 15	Lifting	
Charisma 11	Taunt 16		
Spirit 11	Intimidate 19		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
Tawning .38	13	18	3-5	15	25
Scalpel	+4/13				

### Bonus Chart

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



# 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







# 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.

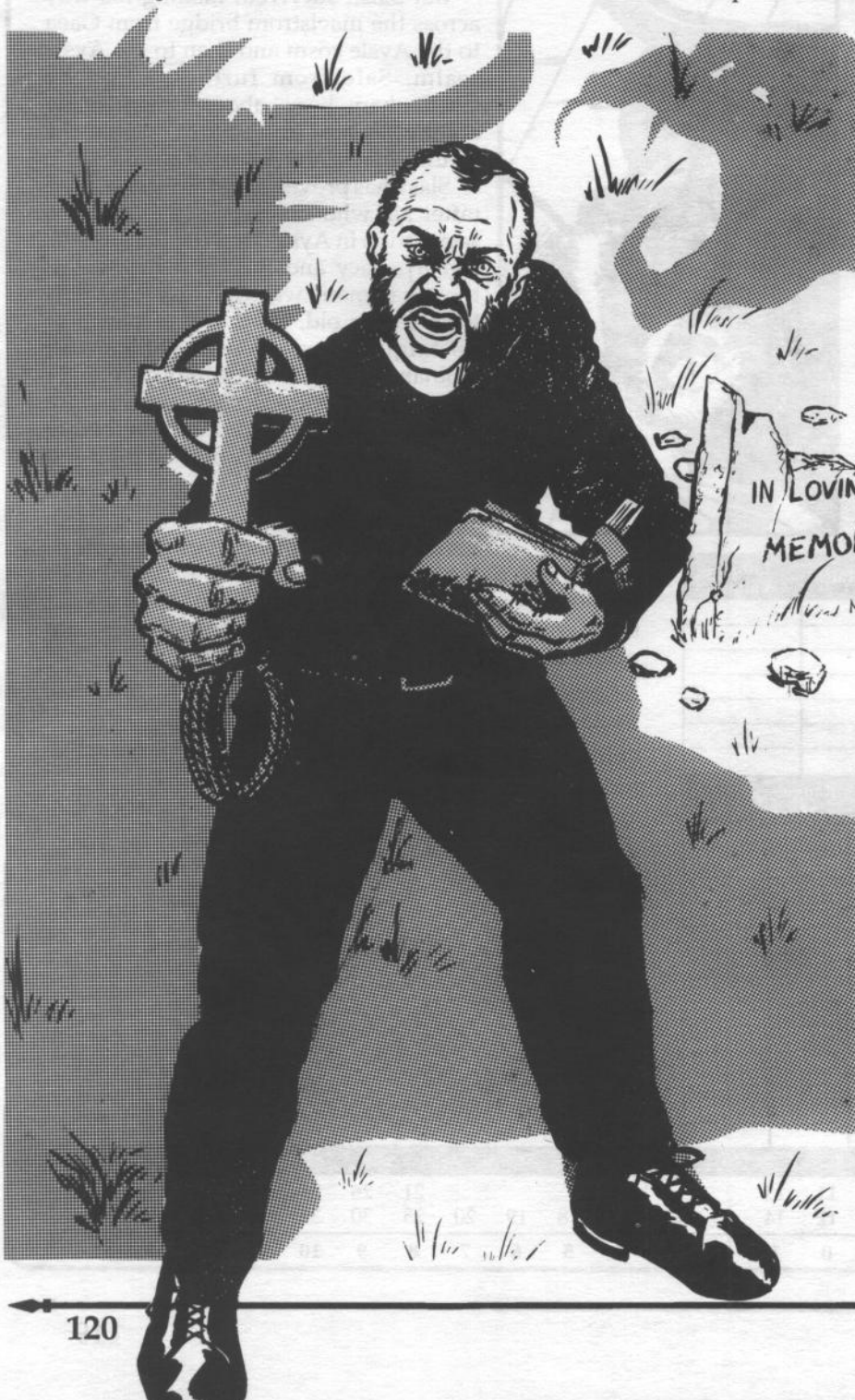
- Sym was recruited to save the soul of a Victorian noblewoman, possessed by a hundred minor demons. During the rites of exorcism, Sym found that the woman herself was fighting him — she had come to welcome corruption, indeed, had invited the demons into herself. Sym refused to give her up and succeeded 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.



**Dossier Compiled By:**  
Greg Farshtey





## CHARACTER RECORD SHEET

### Reverend Joshua Sym

Player Name

Character Name	Reverend Joshua Sym
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Home	Gaea
Cosm	

<b>Age</b> 38	<b>Wound Level</b>	<b>Shock Damage</b>		<b>Magic</b>	<b>Social</b>
<b>Height</b> 6'1"	Wound			15	20
	Hvy Wound			<b>Spirit.</b>	<b>Tech.</b>
<b>Weight</b> 165 lbs.	Mortal Dead	<b>K</b>	<b>O</b>	17	19

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



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!"

Attributes		Approved Actions		Movement Rates	Limit Value
Dexterity	9	Maneuver	12	Running	
Strength	9			Swimming	
Toughness	9			Jumping	
Perception	12	Trick	16	Climbing	
Mind	11	Test	17	Lifting	
Charisma	11	Taunt	15		
Spirit	13	Intimidate	19		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
Lee-Hollings light revolver	15	18	3-5	10	25
Whip	+2/11	7			

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	25	26	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									



# 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 For-

ever 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.

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**Dossier Compiled By:**  
Steve Crow







# CHARACTER RECORD SHEET

## Hans Van de Keller

Player Name

Character Name Hans Van de Keller		Home Cosm Gaea	
Age 41	Wound Level	Shock Damage	Magic 15
Height 6'3"	Wound		Social 20
Weight 170 lbs.	Hvy Wound		Spirit 17
	Mortal	K O	Tech. 19
	Dead		
Possibilities 13			

Skill	Add	Attribute	Value
Reality	5	SPI	15
Dodge	2	DEX	12
Fire combat	3	DEX	13
Maneuver	2	DEX	12
Melee weapons	4	DEX	14
Missile weapons	3	DEX	13
Stealth	2	DEX	12
Unarmed combat	1	DEX	11
Climbing	2	STR	12
Find	2	PER	11
First aid	2	PER	11
Language	1	PER	10
Scholar (realm lore)	3	PER	12
Tracking	3	PER	12
Trick	2	PER	11
Research	4	MIN	13
Test	2	MIN	11
Willpower	3	MIN	12
Persuasion	1	CHA	10
Faith (Sacellum)	1	SPI	11
Intimidation	3	SPI	13



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.

Swearing vengeance on the forces that had conspired to terrorize his world and destroy his parents, Van de Keller decided 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 research.

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 the New Majestic police currently want him for murder. As yet, none of his satisfied clients have attempted to collect the

reward.

**Personality:** Van de Keller comes across as a cold and 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 prey will not use the people he cares for as weapons against him.

**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, range 1-5/8/12; crucifix; 60 trades; 25 Royals; \$600; 120 sterling

**Quote:** "Of course, I'll rid the crypt of its rather lively occupant — for a price."

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 10	Maneuver 12	Running	
Strength 10		Swimming	
Toughness 10		Jumping	
Perception 9	Trick 11	Climbing	
Mind 9	Test 11	Lifting	
Charisma 9	Taunt 9		
Spirit 10	Intimidate 13		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
Leather jacket	+2/12	7			
<b>Weapons</b>					
Hand blades (2)	+4/14	9	3-5	10	15
Savage 77E	18	22	3-15	40	60
Apache pistol	12	19	1-5	8	12

### Bonus Chart

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



# 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.

**Dossier Compiled By:**  
Greg Farshtey







# CHARACTER RECORD SHEET

## Lesley White

Player Name

Character Name		Lesley White		Home Cosm		Gaea	
Age	23	Wound Level Wound Hvy Wound Mortal Dead	Shock Damage  K	O	Magic	15	
Height	5'7"				Spirit.	Tech.	
Weight	125 lbs.				17	19	
Possibilities		17					

Skill	Add	Attribute	Value
Reality	4	SPI	16
Dodge	2	DEX	10
Maneuver	1	DEX	9
Fire combat	2	DEX	10
Melee weapons	1	DEX	9
Stealth	4	DEX	12
Unarmed combat	3	DEX	11
Find	4	PER	15
First aid	3	PER	14
Research	3	PER	14
Trick	4	PER	15
Test	4	MIN	14
True sight	6	MIN	16
Willpower	2	MIN	12
Persuasion	4	CHA	15
Faith (Sacellum)	5	SPI	17
Focus	5	SPI	17
Intimidation	8	SPI	20



Cosm: Gaea

**Background:** 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.

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 single guiding intelligence behind the terror.

When the Victorians left for Earth to turn back the tide of horror there, Lesley received permission from the Ladies of Mercy to accompany them. Perhaps here, she hopes, the evil can be stopped before it has fully taken root.

**Personality:** Lesley White is a caring and compassionate woman, but one who 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 combat from every Storm Knight party she has encountered, as well as constantly seeking instruction in the miracles of her faith.

**Equipment:** Rutherford single barrel, damage value 14, ammo 1, range 3-5/15/25; Sacellum Bible; crucifix; first aid kit

**Quote:** "First we will heal your wounds of the flesh. Then we will worry about the spirit."

Attributes	Approved Actions	Movement Rates	Limit Value
Dexterity 8	Maneuver 10	Running	
Strength 8		Swimming	
Toughness 8		Jumping	
Perception 11	Trick 15	Climbing	
Mind 10	Test 14	Lifting	
Charisma 11	Taunt 11		
Spirit 12	Intimidate 20		

Equipment	Value	Axiom Level	S	Range M	L
<b>Armor</b>					
<b>Weapons</b>					
Rutherford single barrel	14	18	3-5	15	25

### Bonus Chart

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



# 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 stela 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 stela areas are dramatic, but refilling the populace with possibilities and *then* pulling a stela is glorious. Killing horrors of Orrorsh is dramatic, but giving a Helion 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,

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!

### Character Point Chart

Ranking	Type of Action		
	Standard	Dramatic	Glorious
Experienced	30	40	50
Veteran	50	60	70
Adept	70	80	90





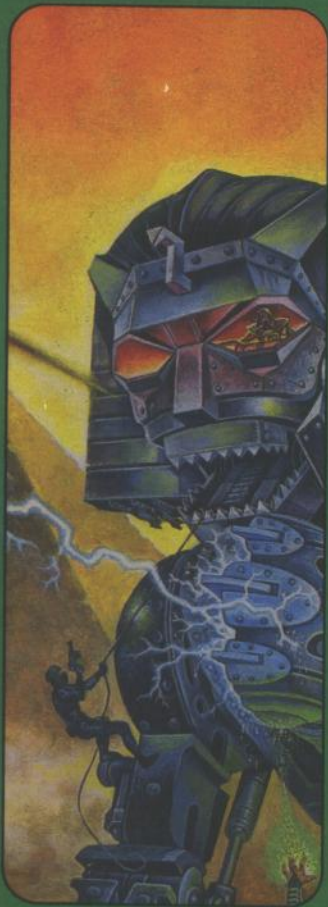
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