

# HOPALONG KID (KERMIT)

VAL	CHA	ROLL	NOTES	END
10	STR	11-	2d6 Damage	1
15	DEX	12-		
10	CON	11-		
15	INT	12-	PER Roll: 13-	
15	EGO	12-		
15	PRE	12-	PRE Attack: 3d6	
5	OCV			
5	DCV			
3	OMCV			
5	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 7 PD	
5	ED		Total: 7 ED	
4	REC			
20	END			
10	BODY			
20	STUN			
12m	Running			1
8m	Leaping			1
6m	Swimming			1
<b>CLASS – RANGER</b>				
<i>Acute Senses:</i> PER +1 (already added in)				0
<i>Favored Enemy:</i> +2 OCV vs Large Targets				0
<b>NATURAL ABILITIES</b>				
<i>Amphibious:</i> Can Breathe Underwater				0
<i>Hero:</i> Luck 1d6				0
<i>Tongue:</i> Reach +2m; Tongue Only				0
<i>Wide Eyes:</i> 180° Vision				0
<b>GEAR</b>				
<i>Bow &amp; Arrow:</i> Ranged Attack 4d6; 16 Arrows				1
<i>Leather Armor:</i> Protection (2 PD/2 ED)				0
<i>Short Sword:</i> Melee Attack 5d6				2

## ROLEPLAYING NOTES

The Hopalong Kid leads the Muppy Men, a group of rebels living in the forest. He believes that all muppets should be free, and fights (politely) against the oppressive monarchy.

## PERKS

Perk: Leader

Reputation: Outlaw +1, 11-

## SKILLS

+2 Range Levels with Bow & Arrow

Acting 12-

Charm 12-

Climbing 12-

Concealment 12-

Conversation 12-

KS: Nature 11-

KS: Show Business 11-

Navigation 12-

Oratory 12-

Paramedics 12-

PS: Rebel Leader 11-

Riding 8-

Shadowing 12-

Stealth 12-

Survival (Forest) 12-

Survival (Swamp) 12-

Tactics 8-

Teamwork 12-

Tracking 12-

WF: Common Melee & Ranged Weapons

## COMPLICATIONS

Distinctive: Frog

Psychological: Does NOT Love Miss Piggy

Psychological: Feels Responsible

Psychological: Loves to Eat Flies

Social: Outlaw

Social: Public Identity

# FRIAR SCHMUCK (FOZZIE)

VAL	CHA	ROLL	NOTES	END
15	STR	12-	3d6 Damage	1
10	DEX	11-		
15	CON	12-		
10	INT	11-	PER Roll: 11-	
10	EGO	11-		
15	PRE	12-	PRE Attack: 3d6	
4	OCV			
3	DCV			
5	OMCV			
3	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 6 PD	
5	ED		Total: 6 ED	
6	REC			
30	END			
15	BODY			
30	STUN			
12m	Running			1
4m	Leaping			1
<b>CLASS – CLERIC</b>				
<i>Holy:</i> PRE +10 vs Undead and Demons				0
<i>Smite:</i> Melee Damage is Armor Piercing vs Undead and Demons				0
<b>SPELLS</b>				
<i>Bless:</i> +1 OCV and +1 DCV, Radius 16m				3
<i>Cure:</i> Healing 4d6				4
<i>Rebuke:</i> Suppress Evil Magic 6d6, Radius 8m				2
<b>NATURAL ABILITIES</b>				
<i>Claws:</i> Melee Attack 4d6, Can Attack Twice				2+
<i>Heckle-Proof:</i> +3 DCV vs Thrown Objects				0
<i>Large:</i> Knockback Resistance 2				0
<i>Wokka Wokka:</i> 6d6 Mind Control, Single Command: "Laugh", Requires Oratory Roll 3				
<b>GEAR</b>				
<i>Rubber Chicken (Holy Symbol):</i> Drain STUN 1d6, Radius 16m; vs Undead and Demons				0
<i>Tunic:</i> Protection (1 PD/1 ED)				0
<i>Maçe:</i> Melee Attack 5d6				2

## ROLEPLAYING NOTES

Friar Schmuck was climbing his way up the slapstick ladder to his dream job of becoming a professional jester, when he felt god tapping him on the shoulder. He entered ministry, and felt gratified at his new calling, although a life of comedy still frequents his thoughts.

## TALENTS

*Comedic Genius:* Absolute Timing Sense

## SKILLS

Acting 11-  
 Breakfall 11-  
 Charm 8-  
 Climbing 11-  
 Gambling 8-  
 High Society 8-  
 KS: Bad Jokes 11-  
 KS: Good Jokes 8-  
 KS: Religion 11-  
 KS: Show Business 11-  
 Mimicry 8-  
 Oratory 12-  
 Paramedics 14-  
 PS: Comedian 8-  
 PS: Preacher 11-  
 Survival (Caves) 11-  
 Teamwork 8-  
 Tracking 8-  
 WF: Common Melee Weapons

## COMPLICATIONS

Distinctive: Bear  
 Psychological: Easily Discouraged  
 Psychological: Wants to Make People Laugh  
 Reputation: Old Jokes 11-  
 Social: Vow of Bad Haircuts  
 Unluck 1d6

# TENDERFOOT (SCOOTER)

VAL	CHA	ROLL	NOTES	END
10	STR	11-	2d6 Damage	1
10	DEX	11-		
10	CON	11-		
15	INT	12-	PER Roll: 14-	
15	EGO	12-		
10	PRE	11-	PRE Attack: 2d6	
4	OCV			
4	DCV			
4	OMCV			
4	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 7 PD	
5	ED		Total: 7 ED	
4	REC			
20	END			
10	BODY			
20	STUN			
16m	Running			1
4m	Leaping			1
<b>CLASS – SCOUT</b>				
	<i>Crackerjack Timing:</i>	Absolute Timing Sense		0
	<i>Intuition:</i>	Danger Sense 12-		0
<b>NATURAL ABILITIES</b>				
	<i>Foresight:</i>	Luck 1d6		0
	<i>Hindsight:</i>	Eidetic Memory		0
<b>GEAR</b>				
	<i>Clipboard Shield:</i>	DCV +2		0
	<i>Crossbow:</i>	Ranged Attack 5d6, Armor Piercing; 6/Day		1
	<i>Padded Armor:</i>	Protection (2 PD/2 ED)		0
	<i>Scout Handbook:</i>	+1 to Outdoorsy Rolls		0
	<i>Short Sword:</i>	Melee Attack 5d6		2
	<i>Spyglass:</i>	Telescopic Vision +4		0

## ROLEPLAYING NOTES

Tenderfoot is striving to achieve every merit badge he can. To that end, he's gaining valuable outdoor experience by serving under Hopalong as his chief reconnaissance agent and gofer.

## PERKS

Contact: His Uncle Owns the Campground

## SKILLS

Animal Handler 8-  
 Breakfall 8-  
 Bureaucratics 11-  
 Charm 8-  
 Climbing 11-  
 Concealment 12-  
 Cramming 12-  
 Criminology 12-  
 Deduction 12-  
 Forensic Medicine 8-  
 High Society 8-  
 KS: Show Business 11-  
 Lipreading 8-  
 Oratory 8-  
 Navigation 12-  
 PS: Assistant 11-  
 PS: Scheduling 11-  
 PS: Scout 11-  
 Riding 11-  
 Security Systems 8-  
 Stealth 11-  
 Survival (Forests) 12-  
 Systems Operation 8-  
 Tactics 12-  
 Teamwork 11-  
 Tracking 12-  
 Trading 8-  
 WF: Common Melee & Ranged Weapons

## COMPLICATIONS

Distinctive: Nerd  
 Physical: Blind Without Glasses  
 Psychological: Methodical  
 Psychological: Rigidly Scheduled

# POLEARM (SWEETUMS)

VAL	CHA	ROLL	NOTES	END
20	STR	13-	4d6 Damage	2
10	DEX	11-		
20	CON	13-		
10	INT	11-	PER Roll: 11-	
10	EGO	11-		
15	PRE	12-	PRE Attack: 3d6	
5	OCV			
3	DCV			
3	OMCV			
3	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 5 PD	
5	ED		Total: 5 ED	
8	REC			
40	END			
20	BODY			
40	STUN			
20m	Running			2
4m	Leaping			1
<b>CLASS – MONK</b>				
	<i>Blindfold Stance:</i>	Combat Sense 11-		0
	<i>Defensive Stance:</i>	+2 DCV; Costs END		1
	<i>Guarded Stance:</i>	Defense Maneuver (Attackers Do Not Get a Surprise Bonus or a Multiple Attack Bonus)		0
	<i>Sweeping Stance:</i>	Rapid Attack		0
<b>NATURAL ABILITIES</b>				
	<i>Large:</i>	Knockback Resistance 4		0
	<i>Large:</i>	Reach +1m		0
<b>GEAR</b>				
	<i>Really Big Stick:</i>	Melee Attack 6d6		3
	<i>Really Big Stick:</i>	Indirect Attack (Can Reach Around or Over Others to Attack)		1
	<i>Really Big Stick:</i>	Reach +1m		1

## ROLEPLAYING NOTES

Fuzz Polearm fell on hard times, and took to marauding travelers on the bridge near his home. When Hopalong defeated him in open combat, he swore loyalty to the only amphibian to ever best him in battle.

## SKILLS

Acrobatics 8-  
 Acting 8-  
 Analyze Combat Style 11-  
 Breakfall 11-  
 Intimidation 12-  
 KS: Martial Arts 8-  
 KS: Religion 8-  
 KS: Show Business 9-  
 Mechanics 11-  
 Paramedics 11-  
 PS: Monk 11-  
 Stealth 11-  
 Streetwise 8-  
 Teamwork 8-  
 WF: Staff  
 WF: Common Melee Weapons

## COMPLICATIONS

Distinctive: Nine Feet Tall and Furry  
 Psychological: Wants Acceptance  
 Psychological: Pessimist  
 Social: Vow of Poverty  
 Unluck 1d6

# MEATBALL (SWEDISH CHEF)

VAL	CHA	ROLL	NOTES	END
10	STR	11-	2d6 Damage	1
14	DEX	12-		
13	CON	12-		
10	INT	11-	PER Roll: 11-	
10	EGO	11-		
10	PRE	11-	PRE Attack: 2d6	
5	OCV			
5	DCV			
3	OMCV			
3	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 8 PD	
5	ED		Total: 8 ED	
4	REC			
26	END			
13	BODY			
25	STUN			

12m	Running	1
4m	Leaping	1

## CLASS – FIGHTER

<i>Great Cleave:</i> Rapid Attack	0
<i>Off-Hand:</i> Ambidexterity (Full)	0

## NATURAL ABILITIES

<i>Entrée:</i> Ranged Attack 4d6, Continuous, Uncontrolled; Only One Opponent at a Time, Requires a Cooking Roll, Side Effect (Entrée Attacks Chef Instead)	4+
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## GEAR

<i>Great Cleaver:</i> Melee Attack 6d6	3
<i>Hide Mail:</i> Protection (3 PD/3 ED)	0
<i>Throwing Knives:</i> Ranged Attack 4d6, Can Throw Two at Once; Range Based on STR, 6 Recoverable Knives	2+

## ROLEPLAYING NOTES

Meatball used to act as bodyguard and cook to the king, but was fired for an entrée mishap. Disgraced, he fled the palace and joined up with the Muppy Men. He's happy to be appreciated for his skills, even though they all speak mit der foony accent.

## TALENTS

Absolute Range Sense\*

## SKILLS

+1 OCV; Requires a Tactics Roll

Acting 8-
Animal Handler 8-
Bureaucracy 8-
Cooking 11-
Fast Draw 12-
Gambling 8-
High Society 11-
Interrogation 8-
KS: Food 11-
KS: Show Business 11-
Language: English (sort of)
Navigation 11-
Paramedics 11-
PS: Cook 11-
PS: Soldier 11-
Riding 12-
Survival (Forests) 8-
Tactics 11-
Teamwork 11-
Weaponsmith (Knives) 8-
WF: Common Melee & Ranged Weapons
WF: Food

## COMPLICATIONS

Distinctive: Chef's Hat and Apron
Distinctive: Outrageous Accent
Hunted by past Entrées 8-
Psychological: Loves to Cook
Psychological: Overconfident
Psychological: Gloryhound
Unluck 2d6

\* can sense oven ranges

# BEDLAM (DR. TEETH)

VAL	CHA	ROLL	NOTES	END
10	STR	11-	2d6 Damage	1
13	DEX	12-		
10	CON	11-		
13	INT	12-	PER Roll: 12-	
18	EGO	13-		
18	PRE	13-	PRE Attack: 3 <sup>1</sup> / <sub>2</sub> d6	
4	OCV			
4	DCV			
6	OMCV			
4	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 8 PD	
5	ED		Total: 8 ED	
4	REC			
20	END			
10	BODY			
20	STUN			
12m	Running			1
4m	Leaping			1
<b>CLASS – BARD</b>				
	<i>Ear for Music:</i>	Perfect Pitch		0
	<i>Inspiration:</i>	+1 to Any Roll, Radius 8m; Incantations, Requires Oratory Roll		0
<b>NATURAL ABILITIES</b>				
	<i>Shiny Tooth:</i>	Flash 6d6; Activation 11-, Close Range		3
	<i>Confusing Hip Musician Lingo:</i>	Mind Control 6d6; Single Command: "Just Stand There", Requires a Conversation Roll		6
<b>GEAR</b>				
	<i>Banded Mail:</i>	Protection (3 PD/3 ED)		0
	<i>Lute:</i>	Increase Inspiration Radius to 32m; Two-Handed		2
	<i>Rapier:</i>	Melee Attack 4d6, Armor Piercing		3

## ROLEPLAYING NOTES

Bedlam had lost his way, musically. It all started to sound stale. His muse had left him. Then he heard tell of a band of rebels fighting the good fight against oppression, and sought to join their ranks. Now that he has a new cause in his life, his lifeblood music flows freely once more.

## PERKS

Leader of the Band

## SKILLS

Acting 13-  
Analyze Music 11-  
Bureaucratics 8-  
Charm 13-  
Conversation 13-  
KS: Legends & Lore 11-  
KS: Music Business 11-  
KS: Show Business 11-  
Mimicry 8-  
Music (Oratory) 13-  
Navigation 8-  
Persuasion 13-  
PS: Musician 13-  
Riding 8-  
Streetwise 13-  
Survival (Forests) 8-  
Teamwork 12-  
Ventriloquism 8-  
WF: Common Melee Weapons

## COMPLICATIONS

Distinctive: Gold Toothed Musician  
Distinctive: Bizarre Hip Speech Patterns  
Psychological: Flamboyant  
Psychological: Hip  
Susceptibility: 1d6 STUN from Off-Key Music  
Unluck 1d6

# SAVAGE (ANIMAL)

VAL	CHA	ROLL	NOTES	END
15	STR	12-	3d6 Damage	1
10	DEX	11-		
15	CON	12-		
5	INT	10-	PER Roll: 10-	
8	EGO	11-		
18	PRE	13-	PRE Attack: 3 <sup>1</sup> / <sub>2</sub> d6	
4	OCV			
4	DCV			
3	OMCV			
3	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 8 PD	
5	ED		Total: 8 ED	
6	REC			
30	END			
15	BODY			
30	STUN			
12m	Running			1
4m	Leaping			1
<b>CLASS – BARBARIAN</b>				
			<i>Rage:</i> OCV +2, DCV -2; Only while Enraged	0
			<i>Rage:</i> STR +5; Only while Enraged	1
<b>NATURAL ABILITIES</b>				
			<i>Bite:</i> Attack 5d6 (6d6 with Rage STR)	2
			<i>Feral:</i> PRE Attacks 6d6, Incantations	2
<b>GEAR</b>				
			<i>War Club:</i> Attack 6d6 (7d6 with Rage STR)	3
			<i>Studded Leather:</i> Protection (3 PD/3 ED)	0

## ROLEPLAYING NOTES

Savage was abandoned in the wilds, and raised by a friendly family of Tasmanian devils. Bedlam “adopted” him onto his travels, when finally they met up with Hopalong and the Muppy Men. Together, they try to teach Savage how to live in civil society. The tough part now is finding a society that actually is civil.

## TALENTS

Danger Sense (Intuitional, Sense) 11-  
 Combat Sense 11-

## SKILLS

Acting 8-  
 Interrogate 13-  
 Navigation 10-  
 PS: Barbarian 11-  
 PS: Drummer 11-  
 Riding 11-  
 Shadowing 8-  
 Stealth 11-  
 Survival (Forests) 11-  
 Tactics 11-  
 Teamwork 8-  
 Tracking 11-  
 WF: Common Melee Weapons

## COMPLICATIONS

Distinctive: Untamed Beast  
 Enraged: Combat (Go 11-, Recover 14-)  
 Psychological: Primitive  
 Psychological: Tends to Eat Nearby Objects  
 Susceptibility: 4d6 when Rage Ends

# ALLEGRO (ROWLF)

VAL	CHA	ROLL	NOTES	END
10	STR	11-	2d6 Damage	1
13	DEX	12-		
10	CON	11-		
13	INT	12-	PER Roll: 12-(13-)	
13	EGO	12-		
15	PRE	12-	PRE Attack: 3d6	
4	OCV			
4	DCV			
4	OMCV			
4	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 7 PD	
5	ED		Total: 7 ED	
4	REC			
20	END			
10	BODY			
20	STUN			

12m	Running	1
4m	Leaping	1

## CLASS – DRUID

<i>Nature Speech:</i> Can Speak to Animals	0
<i>Nature Sense:</i> Bump of Direction	0
<i>Nature Stride:</i> Unhindered by Undergrowth	0

## SPELLS

<i>Commune:</i> Detect Flora/Fauna, Analyze	0
<i>Plant Growth:</i> Entangle 3d6, Radius 8m; Requires Plant Life	6
<i>Purify:</i> Drain Abberations 3d6, Ranged	4
<i>Restoration:</i> Healing 2d6	2

## NATURAL ABILITIES

<i>Bark:</i> Attack 4d6, Cone 8m; Full Phase, 1/2 DCV	4
<i>Bite:</i> Melee Attack 5d6; 1/2 DCV	2
<i>Ears:</i> +1 Hearing, Ultrasonic Hearing	0
<i>Nose:</i> Distinctive Scent	0

## GEAR

<i>Walking Stick:</i> Attack 4d6	2
<i>Leather Armor:</i> Protection (2 PD/2 ED)	0

## ROLEPLAYING NOTES

Allegro is a part of nature, and nature is a part of him. He welcomes other nature-loving folk, and made fast friends with Hopalong and his ever-growing band of Muppy Men.

## TALENTS

Perfect Pitch

## SKILLS

+1 DCV in Favored Environment (Forests)

Acting 12-
Analyze Nature 12-
Animal Handler 12-
Charm 12-
Climbing 12-
Concealment 12-
Conversation 12-
KS: Music 11-
KS: Nature 12-
KS: Show Business 11-
Music 12-
Navigation (Land) 12-
Paramedics 12-
PS: Druid 12-
PS: Playing Piano 11-
Riding 12-
Shadowing 12-
Stealth 12-
Survival (Forest) 12-
Teamwork 12-
Tracking 12-
WF: Common Melee Weapons
WF: Flora & Fauna

## COMPLICATIONS

Distinctive: Dog
Psychological: Friendly
Psychological: Laid Back
Psychological: Loves Nature
Psychological: Playful



# PRODIGY (DR. HONEYDEW)

VAL	CHA	ROLL	NOTES	END
10	STR	11-	2d6 Damage	1
10	DEX	11-		
10	CON	11-		
20	INT	13-	PER Roll: 13-	
10	EGO	11-		
10	PRE	11-	PRE Attack: 2d6	
3	OCV			
3	DCV			
3	OMCV			
3	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 5 PD	
5	ED		Total: 5 ED	
4	REC			
20	END			
10	BODY			
20	STUN			
12m	Running			1
4m	Leaping			1
<b>CLASS – ALCHEMIST</b>				
<i>Brew:</i> Transform Liquid to Potion; Takes 1 Hour and Lab Equipment, Requires Inventing Roll				
<b>NATURAL ABILITIES</b>				
<i>Partial Immunity:</i> Power Defense, 3 points				
<b>GEAR</b>				
<i>Dirk:</i> Melee Attack 4d6				
<b>POTIONS (ONE OF EACH)</b>				
<i>Acid:</i> Ranged Attack 6d6, Armor Piercing				
<i>Balm:</i> Healing 4d6				
<i>Bang:</i> Ranged Attack 6d6, Radius 4m				
<i>Epoxy:</i> Entangle 4d6, Radius 4m				
<i>Float:</i> Flight 3m, 5 Minutes				
<i>Grease:</i> Change Environment, Radius 8m				
<i>Invisibility:</i> Images -4 PER, 1 Minute				
<i>Mist:</i> Darkness 6m, 10 Minutes				
<i>Poison:</i> Drain STR/END/STUN 4d6				
<i>Remedy:</i> Dispel Poison				

## ROLEPLAYING NOTES

Prodigy was chief alchemist to the palace, until his lab exploded, for which he was blamed. Fearing for his life, he grabbed what gear he could, and fled. Becoming lost in the woods, he smelled the campfire smoke of the Muppy Men, and offered his services in exchange for food and shelter. It's not the strongest alliance, but it's worked so far.

## TALENTS

Lightning Calculator  
Speed Reading

## SKILLS

+2 OCV with Potions

Acting 8-  
Analyze Potion 13-  
Alchemy (Power Skill) 13-  
Criminology 13-  
Cryptography 13-  
Deduction 13-  
Demolitions 8-  
Forensic Medicine 8-  
Inventor 13-  
KS: Potions 13-  
KS: Show Business 11-  
Mechanics 8-  
Paramedics 13-  
PS: Alchemist 13-  
SS: Alchemy 13-  
SS: Astronomy, Biology, Chemistry, Genetics, Geology, Mathematics, Metallurgy, Physics, Robotics, Statistics 8-  
Systems Operation 8-  
Weaponsmith 8- (Potions)  
WF: Potions

## COMPLICATIONS

Distinctive: Bald Man with Glasses  
Physical: Nearsighted  
Psychological: Driven to Experiment  
Psychological: Scientific Curiosity  
Unluck 2d6

# JINXALOT (BEAKER)

VAL	CHA	ROLL	NOTES	END
10	STR	11-	2d6 Damage	1
10	DEX	11-		
15	CON	12-		
8	INT	11-	PER Roll: 11-	
10	EGO	11-		
10	PRE	11-	PRE Attack: 2d6	
3	OCV			
3	DCV			
5	OMCV			
3	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 6 PD	
5	ED		Total: 6 ED	
10	REC			
30	END			
15	BODY			
30	STUN			
12m	Running			1
4m	Leaping			1
<b>CLASS – WIZARD</b>				
<i>Magesense:</i> Detect Magic				
<b>SPELLS</b>				
<i>Expeditious Retreat:</i> Running +18m				
<i>Light:</i> Nightvision, Radius 8m				
<i>Magic Missile:</i> Mental Blast 3d6				
<i>Shield:</i> +3 DCV				
<i>Sleep:</i> Drain STUN and END 2d6, Ranged				
<b>NATURAL ABILITIES</b>				
<i>Fickle Finger of Fate:</i> Luck 3d6				
<i>Experimental Blood:</i> Regeneration, 1/Turn				
<b>GEAR</b>				
<i>Cursed Wand of Fireball:</i> Ranged Attack 8d6, 8m Radius, Activation 11-, Full Side Effects (if Activation Fails, the Explosion is Centered on Beaker), 2/Day				
<i>Magic Ring:</i> Armor 1 PD/ED (added in)				

## ROLEPLAYING NOTES

Jinxalot was born under a curse. His parents took him to witches, doctors, witch doctors, and many other specialists who probed and prodded him relentlessly. Although the curse wasn't fully lifted, its effects were mitigated through magical and alchemical means, but with a few side effects such as his unintelligible speech. Despite that, Jinxalot showed an affinity for the dark arts, and has studied to become a wizard himself, searching for a cure to his affliction. His search brought him to Allegro, who is trying some natural herbal cures.

## TALENTS

Danger Sense (Intuitional, Sense) 11-  
Double Jointed  
Lightsleep

## SKILLS

+2 with Sleep Spell  
Acting 8-  
KS: Magic 11-  
KS: Show Business 11-  
PS: Wizard 8-  
Sleight of Hand 11-  
Teamwork 8-  
WF: Wands

## COMPLICATIONS

Distinctive: Freaky Hair  
Physical: Unusual Speech Patterns  
Psychological: Jittery Around Alchemy/Science  
Susceptibility: 1d6 from PRE Attacks  
Unluck 3d6

# LADY PROSCIUTTA (PIGGY)

VAL	CHA	ROLL	NOTES	END
13	STR	12-	2½d6 Damage	1
10	DEX	11-		
13	CON	12-		
10	INT	11-	PER Roll: 11-	
13	EGO	12-		
15	PRE	12-	PRE Attack: 3d6	
3	OCV			
3	DCV			
4	OMCV			
4	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 7 PD	
5	ED		Total: 7 ED	
6	REC			
26	END			
13	BODY			
26	STUN			
12m	Running			1
4m	Leaping			1
<b>CLASS – SORCERESS</b>				
	<i>Magesense:</i>	Detect Magic		1
<b>SPELLS</b>				
	<i>Charm:</i>	Mind Control 6d6; Eye Contact		3
	<i>Color Spray:</i>	Flash to Sight 6d6, Cone 8m		3
	<i>Fae Fire:</i>	-1 to a Target's DCV (-2 at Night)		1
	<i>Light:</i>	Nightvision, Radius 8m		1
	<i>Shield:</i>	+3 DCV; Costs END		1
	<i>Unseen Servant:</i>	Change Environment (miscellaneous)		1
<b>NATURAL ABILITIES</b>				
	<i>Heavy:</i>	KB Resistance 4m		0
	<i>Heavy:</i>	STR +10 to Push, Shove, Squish, etc.		0
<b>GEAR</b>				
	<i>Amulet:</i>	Mental Defense, 5 Points		0
	<i>Athame:</i>	Attack 4d6, Armor Piercing		3
	<i>Enchanted Tiara:</i>	Protection (2 PD/2 ED)		0

## ROLEPLAYING NOTES

Lady Prosciutta Honeybake is eleventh in line to be queen, and loves being referred to as Princess. She uses her natural talent for the magical arts to aid her courtly doings. When Hopalong saved her carriage from bandits, she fell madly in love.

## PERKS

Reputation: Princess, +1, 8-  
Royal Bloodline  
Wealth

## TALENTS

Striking Appearance\*

## SKILLS

Acrobatics 8-  
Acting 12-  
Bureaucracy 12-  
Charm 12-  
Disguise 8-  
High Society 12-  
KS: Magic 11-  
KS: Show Business 11-  
Oratory 12-  
Persuasion 12-  
PS: Modeling 8-  
PS: Sorceress 11-  
Riding 8-  
Teamwork 8- (11- with Kermit)  
Trading 12-  
WF: Common Melee Weapons

## COMPLICATIONS

Distinctive: Pig  
Enraged: Kermit Attacked (Go 11-, Recover 14-)  
Psychological: Gloryhound  
Psychological: Loves Kermit  
Psychological: Vain

\* insult her appearance, and she'll strike you

# SIR PARAGON (SAM)

VAL	CHA	ROLL	NOTES	END
10	STR	11-	2d6 Damage	1
10	DEX	11-		
13	CON	12-		
10	INT	11-	PER Roll: 11-	
15	EGO	12-		
20	PRE	13-	PRE Attack: 4d6	
5	OCV			
3	DCV			
3	OMCV			
5	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 10 PD	
5	ED		Total: 10 ED	
5	REC			
26	END			
13	BODY			
23	STUN			
12m	Running			1
6m	Flying			1
4m	Leaping			1
<b>CLASS – PALADIN</b>				
	<i>Confidence:</i>	Mental Defense, 5 Points		0
	<i>Dignity:</i>	PRE 30 for Defense		0
	<i>Guiding Light:</i>	Luck 1d6		0
	<i>Lay on Hands:</i>	Healing 1d6		1
	<i>Righteousness:</i>	Detect Evil		1
	<i>Smite:</i>	Melee Damage is Armor Piercing vs Evil		0
<b>NATURAL ABILITIES</b>				
	<i>Eyes:</i>	Telescopic Vision +2		0
	<i>Talons:</i>	Attack 4d6		2
	<i>Wings:</i>	Flight 3m		1
<b>GEAR</b>				
	<i>Terrible Swift Sword:</i>	Melee Attack 6d6		3
	<i>Plate Mail:</i>	Protection (5 PD/5 ED)		0

## ROLEPLAYING NOTES

Sir Paragon believes fervently in truth, justice, and the patriotic way. He devotes himself to his country's and his god's service and defense. Upon receiving his knighthood, he was assigned as the personal guard for Lady Prosciutta. He doesn't approve of her romantic choices, and finds himself at odds with his duty to his nation and his station. He helps Hopalong's group uneasily, as long as they don't directly act against the realm.

## TALENTS

Resistance

## PERKS

Knighthood

## SKILLS

Acting 8-

AK: Nation 11-

Bureaucratics 13-

Charm 13-

Fast Draw 11-

High Society 13-

KS: History 11-

Navigation 11-

Oratory 13-

Paramedics 11-

Persuasion 13-

PS: Paladin 11-

Riding 11-

Survival (Mountains, Forests) 8-

Tactics 11-

Teamwork 11-

WF: Common Melee & Ranged Weapons

## COMPLICATIONS

Distinctive: Eagle

Psychological: Honorable

Psychological: Judgmental

Psychological: Patriotic

# CAP'N SWAGGER (GONZO)



VAL	CHA	ROLL	NOTES	END
10	STR	11-	2d6 Damage	1
13	DEX	12-		
20	CON	13-		
10	INT	11-	PER Roll: 11-	
10	EGO	11-		
10	PRE	11-	PRE Attack: 2d6	
3	OCV			
3	DCV			
3	OMCV			
3	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 6 PD	
5	ED		Total: 6 ED	
6	REC			
40	END			
20	BODY			
35	STUN			
12m	Running			1
4m	Leaping			1
<b>CLASS: ROGUE</b>				
<i>Sneaky Attack:</i> Armor Piercing for Melee Attacks; Target must be at a DCV penalty (stunned, prone, surprised, etc.)				
<b>NATURAL ABILITIES</b>				
<i>Doesn't Know the Meaning of the Word "Fear":</i> PRE 30 for Defense				
<i>Pointy Nose:</i> Melee Attack 4d6; 1/2 DCV				
<i>Weirdo Attack:</i> PRE Attack 5d6; Requires a Weirdness Roll				
<b>GEAR</b>				
<i>Dagger:</i> Melee Attack 4d6				
<i>Darts:</i> Ranged Attack 3d6; 4 Darts				
<i>Padded Armor:</i> Protection (1 PD/1 ED)				
<i>Swingline:</i> Swinging 20m; 1/Day				

## ROLEPLAYING NOTES

Cap'n Swagger is a notorious pirate who used to raid the king's longships for stores of root beer. When he attacked a poultry ship, he was appalled by the condition of the chicken slaves, and forged an uneasy alliance with Hopalong's forest men.

## TALENTS

Double Jointed

Resistance

Simulate Death

## SKILLS

+2 OCV with Sneaky Attack

Acrobatics 12-

Acting 11-

Analyze Traps 11-

Animal Handler 8-

Breakfall 12-

Climbing 12-

Concealment 11-

Contortionist 12-

Gambling 8-

KS: Chickens 8-

KS: Rats 8-

KS: Show Business 11-

Lockpicking 12-

Navigation (Seafaring) 8-

Oratory 8-

PS: Dying Dramatically 11-

PS: Making an Entrance 11-

Security Systems 11-

Stealth 12-

Streetwise 11-

Weirdness (Power Skill) 12-

WF: Common Melee & Ranged Weapons

## COMPLICATIONS

Distinctive: Weird Freaky-Looking Thing

Psychological: Masochist

Psychological: Showoff

Social: Weirdo

Unluck 2d6 (and he **likes** it that way!)

# AHAB (LEW ZEALAND)

VAL	CHA	ROLL	NOTES	END
10	STR	11-	2d6 Damage	1
13	DEX	12-		
13	CON	12-		
10	INT	11-	PER Roll: 11-	
13	EGO	12-		
13	PRE	12-	PRE Attack: 2½d6	
4	OCV			
4	DCV			
3	OMCV			
4	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 8 PD	
5	ED		Total: 8 ED	
5	REC			
26	END			
13	BODY			
25	STUN			

12m	Running	1
4m	Leaping	1

## CLASS: ARCHER

<i>Ricochet Fish:</i>	Rapid Attack	0
<i>Target Practice:</i>	Absolute Range Sense	0

## NATURAL ABILITIES

<i>Clueless:</i>	PRE 25 for Defense	0
<i>Obsessive:</i>	+2 OCV vs Single Target; Side Effect -2 DCV vs All Targets	0

## GEAR

<i>Boomerang Fish:</i>	Ranged Attack 4d6, Indirect; 12 Fish, Missed Shots Return	2
<i>Broad Swordfish:</i>	Attack 5d6	2
<i>Fish Scale Mail:</i>	Protection (3 PD/3 ED)	0

## ROLEPLAYING NOTES

Ahab Santiago Cousteau doesn't usually realize that not everyone is as fascinated by fish as he is. While deep sea fishing, he was pressed into military service by the king's navy until he was "rescued" by pirates. He came to love the pirate lifestyle and his fellow seafarers and, like Cap'n Swagger, was revolted when he learned that the royal navy bred fish in tanks to feed to livestock.

## SKILLS

+2 Range Levels with Boomerang Fish

Acting	12-
Animal Handler (Fish)	12-
Boomerang Fish (Power Skill)	12-
Charm	8-
Combat Boating	8-
Fast Draw	12-
Gambling	8-
High Society	8-
KS: Fish	11-
KS: Show Business	11-
Navigation (Seafaring)	11-
PS: Fishing	11-
Survival (Seafaring)	11-
Tactics	11-
Teamwork	12-
Trading	12-
Weaponsmith (Fish)	11-
WF: Common Ranged Weapons	
WF: Fish	

## COMPLICATIONS

Distinctive:	Smells Like Fish
Psychological:	Eager
Psychological:	Distractible Unless Fish are Involved
Psychological:	Obsessed with Fish

# POMPEII (CRAZY HARRY)

VAL	CHAR	ROLL	NOTES	END
10	STR	11-	2d6 Damage	1
10	DEX	11-		
10	CON	11-		
15	INT	12-	PER Roll: 12-	
15	EGO	12-		
15	PRE	12-	PRE Attack: 3d6	
3	OCV			
3	DCV			
3	OMCV			
3	DMCV			
2	SPD		Phases: 6, 12	
5	PD		Total: 7 PD	
5	ED		Total: 7 ED	
4	REC			
20	END			
10	BODY			
20	STUN			
12m	Running			1
4m	Leaping			1
<b>CLASS: ASSASSIN</b>				
	<i>Fade:</i>	Invisibility; Requires a Concealment Roll		3
	<i>Hush:</i>	Inaudibility; Requires a Stealth Roll		2
	<i>Target Focus:</i>	+2 OCV against "Declared Target"; Once per Combat		0
<b>NATURAL ABILITIES</b>				
	<i>Insane:</i>	PRE 25 for Defense		0
	<i>Insane:</i>	PRE Attack 5d6		0
<b>GEAR</b>				
	<i>Boom Sticks:</i>	Ranged Attack 6d6, Radius 8m; 8/Day		1
	<i>Fizzle Sticks:</i>	Darkness, Radius 4m, 1 Minute; 2/Day		1
	<i>Morningstar:</i>	Melee Attack 5d6		2
	<i>Vest of K'Var:</i>	Protection (2 PD/2 ED)		0

## ROLEPLAYING NOTES

Pompeii was a "made man" – a member of the Muppia organized crime family. Barely surviving an attack on his family, the explosion may have rattled his brains a little more than he realizes. He has gone mercenary, and chosen to use explosives as his weapon of choice, to honor his family. He booked passage on Cap'n Swagger's pirate ship, believes the Muppy Men can help him find his family's enemies.

## SKILLS

+2 with Thrown Weapons

Acting 8-

Analyze Explosive 12-

Bribery 8-

Concealment 12-

Criminology 8-

Demolitions 12-

Fast Draw 11-

Forensic Medicine 8-

Gambling 12-

Interrogation 12-

KS: Show Business 8-

Lockpicking 8-

Mechanics 8-

PS: Bombardier 11-

Riding 8-

Shadowing 12-

Stealth 11-

Streetwise 12-

Tactics 8-

Weaponsmith 12- (Explosives)

WF: Common Melee & Ranged Weapons

WF: Explosives

## COMPLICATIONS

Distinctive: Crazy Expression

Psychological: Craaaazy, Man!

Psychological: Compelled to Blow Something Up when Someone Says "Blast," "Bang," etc.

Reputation: Psycho with a Bomb 11-

Unluck 1d6