





Name: **FRIAR SHUMCK**      Class: **CLERIC**  
 Actor: **FOZZIE**              Race: **BEAR**  
 Status: **OUTLAW**              Size: **LARGE (-2KB)**

**STORY**

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.

**ROLEPLAYING**

Psychological: Easily Discouraged  
 Psychological: Wants to Make People Laugh  
 Reputation: Old Jokes 11-  
 Social: Vow of Bad Haircuts

**OFFENSE**

Unarmed    12- 3d6  
 Claw/Claw    12- 4d6/4d6  
 Mace        12- 5d6  
 Spells        —

**DEFENSE**

Avoid    +0  
 Armor    6  
 Stun      30  
 Body     15

**STATS**

STR    15    12-  
 DEX    10    11-  
 EGO    10    12-  
 PRE    15    11-

**MOVE**

Run    12  
 Leap    4  
 Swim    2

**SPECIAL**

+3 vs Thrown  
 +1d6/+2 vs  
 Undead/Dem  
 Unluck 1d6

**NATURAL ABILITIES**

*Right to Bear Arms:* Attack 4d6, Can Attack Twice  
*Comedic Genius:* Absolute Timing Sense  
*Heckle-Proof:* +3 Avoid vs Thrown Objects  
*Humor:* PRE Attack 6d6 to Make Laugh

**CLASS ABILITIES**

*Holy:* +5 EGO and PRE vs Undead/Demons  
*Pious:* +2 to Hit and Avoid vs Undead/Demons  
*Smite:* +1d6 Melee Damage vs Undead/Demons

**SPELLS**

<i>Spell</i>	<i>Roll</i>	<i>Effect</i>
Bless	—	+1 to Friends' Hit/Avoid; 16m
Cleanse	13-	6d6 Suppress Evil Magic
Heal	—	Heal 4d6 Stun and Body
Turn Undead	—	1d6 Stun (No Defense); 16m

**GEAR**

Mace, Tunic, Rubber Chicken (Holy Symbol)

**SKILLS**

Acting 11-  
 Breakfall 11-  
 Charm 8-  
 Climbing 11-  
 Gambling 8-  
 High Society 8-  
 Knowledge: Bad Jokes 11-  
 Knowledge: Good Jokes 8-  
 Knowledge: Religion 11-  
 Knowledge: Show Business 11-  
 Mimicry 8-  
 Notice 11-  
 Oratory 12-  
 Paramedics 14-  
 Profession: Comedian 8-  
 Profession: Preacher 11-  
 Survival (Caves) 11-  
 Teamwork 8-  
 Tracking 8-  
 Weapon: Melee



Name: TENDERFOOT      Class: SCOUT  
 Actor: SCOOTER      Race: NERD  
 Status: JUNIOR OUTLAW      Size: MEDIUM

**STORY**

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.

**ROLEPLAYING**

Physical: Blind without His Glasses  
 Psychological: Methodical  
 Psychological: Rigidly Scheduled

**OFFENSE**

Unarmed 12- 2d6  
 Crossbow 12- 5d6 AP  
 Short Sword 12- 5d6

**DEFENSE**

Avoid +3  
 Armor 7  
 Stun 20  
 Body 10

**STATS**

STR 10 11-  
 DEX 10 11-  
 EGO 15 12-  
 PRE 10 11-

**MOVE**

Run 16  
 Leap 4  
 Swim 4

**SPECIAL**

+1 in Nature  
 Danger Sense  
 Luck 1d6

**NATURAL ABILITIES**

*Family:* His Uncle Owns the Campground  
*Foresight:* Luck 1d6  
*Hindsight:* Eidetic Memory

**CLASS ABILITIES**

*Crackerjack:* Absolute Timing Sense  
*Intuition:* Danger Sense

**GEAR**

Clipboard Shield, Crossbow (6), Padded Armor, Scout Handbook (+1 with All Outdoors Skills), Short Sword, Spyglass (Telescopic Vision +4)

**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-  
 Knowledge: Theater 11-  
 Lipreading 8-  
 Oratory 8-

Navigation 12-  
 Notice 14-  
 Profession: Assistant 11-  
 Profession: Scheduling 11-  
 Profession: Scout 11-  
 Riding 11-  
 Security Systems 8-  
 Stealth 11-  
 Survival (Forests) 12-  
 Systems Operation 8-  
 Tactics 12-  
 Teamwork 11-  
 Tracking 12-  
 Trading 8-  
 Weapon: Melee  
 Weapon: Ranged



Name: **POLEARM**  
 Actor: **SWEETUMS**  
 Status: **OUTLAW**

Class: **MONK**  
 Race: **SASQUATCH**  
 Size: **HUGE (-4KB)**

### STORY

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.

### ROLEPLAYING

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

### OFFENSE

Unarmed 13- 4d6 +1m  
 Stick 13- 6d6 +2m  
 Stick Sweep 11- 6d6 +2m

### DEFENSE

Avoid +2  
 Armor 5  
 Stun 40  
 Body 20

### STATS

STR 20 13-  
 DEX 10 11-  
 EGO 10 11-  
 PRE 15 12-

### MOVE

Run 20  
 Leap 4  
 Swim 4

### SPECIAL

Combat Sense  
 Defense Mnvr  
 Unluck 1d6

### NATURAL ABILITIES

*Huge:* Reach +1m

### CLASS ABILITIES

*Discern:* Combat Sense 11-  
*Guard:* Avoid Surprise and Multiple Attack Penalty  
*Sweep:* Rapid Attack

### GEAR

Really Big Stick (Attack Around or Over)

### SKILLS

Acrobatics 8-  
 Acting 8-  
 Analyze Combat Style 11-  
 Breakfall 11-  
 Intimidation 12-  
 Knowledge: Martial Arts 8-  
 Knowledge: Religion 8-  
 Knowledge: Show Business 9-  
 Mechanics 11-  
 Notice 11-  
 Paramedics 11-  
 Profession: Monk 11-  
 Stealth 11-  
 Streetwise 8-  
 Teamwork 8-  
 Weapon: Staff  
 Weapon: Melee



Name: **MEATBALL**                      Class: **FIGHTER**  
 Actor: **SWEDISH CHEF**              Race: **SWEDISH**  
 Status: **OUTLAW**                        Size: **MEDIUM**

**STORY**

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 eccent.

**ROLEPLAYING**

Distinctive: Outrageous Accent  
 Psychological: Loves to Cook  
 Psychological: Overconfident  
 Psychological: Gloryhound  
 Unluck 2d6

**OFFENSE**

Unarmed    13- 2d6  
 Cleaver     13- 6d6  
 Knives      13- 4d6  
 Entrée      13- 4d6

**DEFENSE**

Avoid    +2  
 Armor    8  
 Stun      25  
 Body     13

**STATS**

STR    10 11-  
 DEX    14 12-  
 EGO    10 11-  
 PRE    10 11-

**MOVE**

Run    12  
 Leap    4  
 Swim    4

**SPECIAL**

Tactics Bonus  
 Entrée Attack  
 Unluck 2d6

**NATURAL ABILITIES**

Absolute Range Sense (can sense oven ranges)  
*Entrée:* Attack 4d6 (Continuous), Requires a Cooking Roll or else Entrée Attacks Chef Instead

**CLASS ABILITIES**

*Cleave:* Rapid Attack  
*Off-Hand:* Ambidextrous  
*Tactics:* +1 to Hit with All Attacks; Requires a Tactics Roll

**GEAR**

Cleaver, Hide Mail, Throwing Knives (6, Can Throw Two at Once)

**SKILLS**

Acting 8-  
 Animal Handler 8-  
 Bureaucracy 8-  
 Cooking 11-  
 Fast Draw 12-  
 Gambling 8-  
 High Society 11-  
 Interrogation 8-  
 Knowledge: Food 11-  
 Knowledge: Show Business 11-  
 Language: "English"

Navigation 11-  
 Notice 11-  
 Paramedics 11-  
 Profession: Cook 11-  
 Profession: Soldier 11-  
 Riding 12-  
 Survival (Forests) 8-  
 Tactics 11-  
 Teamwork 11-  
 Weaponsmith (Knives) 8-  
 Weapon: Food  
 Weapon: Melee  
 Weapon: Ranged



Name: **BEDLAM**  
 Actor: **DR. TEETH**  
 Status: **OUTLAW**

Class: **BARD**  
 Race: **BOHEMIAN**  
 Size: **MEDIUM**

### STORY

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.

### ROLEPLAYING

Damage: 1d6 STUN from Off-Key Music  
 Distinctive: Bizarre Hip Speech Patterns  
 Psychological: Flamboyant  
 Psychological: Hip  
 Unluck 1d6

### OFFENSE

Unarmed 12- 2d6  
 Rapier 12- 4d6 AP  
 Tooth 10- 6d6 Flash  
 Spells —

### DEFENSE

Avoid +1  
 Armor 8  
 Stun 20  
 Body 10

### STATS

STR 10 11-  
 DEX 13 12-  
 EGO 18 13-  
 PRE 18 13-

### MOVE

Run 12  
 Leap 4  
 Swim 4

### SPECIAL

Takes 1d6 from  
 Bad Music  
 Unluck 1d6

### NATURAL ABILITIES

*Shiny Gold Tooth*: Flash 6d6; -1d6 per 1m Away

### CLASS ABILITIES

*Ear for Music*: Perfect Pitch  
*Rank*: Bandleader

### SPELLS

Spell	Roll	Effect
Befuddle	13-	PRE Attack 6d6
Inspire	13-	+1 to Any Roll; 8m Radius (32m Radius with Lute)

### GEAR

Banded Mail, Lute, Rapier

### SKILLS

Acting 13-  
 Analyze Music 11-  
 Bureaucratics 8-  
 Charm 13-  
 Conversation 13-  
 Knowledge: Legends & Lore 11-  
 Knowledge: Music Business 11-  
 Knowledge: Show Business 11-  
 Mimicry 8-  
 Music (Oratory) 13-  
 Navigation 8-  
 Notice 12-  
 Persuasion 13-  
 Profession: Musician 13-  
 Riding 8-  
 Streetwise 13-  
 Survival (Forests) 8-  
 Teamwork 12-  
 Ventriloquism 8-  
 Weapon: Melee



Name: **SAVAGE**  
 Actor: **ANIMAL**  
 Status: **OUTLAW**

Class: **BARBARIAN**  
 Race: **BESTIAL**  
 Size: **MEDIUM**

### STORY

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.

### ROLEPLAYING

Damage: Takes 4d6 Damage when Rage Ends  
 Enraged: Combat (Go 11-, Recover 14-)  
 Psychological: Primitive  
 Psychological: Tends to Eat Nearby Objects

### OFFENSE

Unarmed 12- 3d6  
 Bite 12- 5d6  
 War Club 12- 6d6

### DEFENSE

Avoid +1  
 Armor 8  
 Stun 30  
 Body 15

### STATS

STR 15 12-  
 DEX 10 11-  
 EGO 8 11-  
 PRE 18 13-

### MOVE

Run 12  
 Leap 4  
 Swim 4

### SPECIAL

Rage on 11-  
 Danger Sense  
 Combat Sense

### ENRAGED

Unarmed 12- 3d6  
 Raged Bite 14- 6d6  
 Raged Club 14- 7d6

Avoid -1  
 Armor 8  
 Stun 30  
 Body 15

STR 15 12-  
 DEX 10 11-  
 EGO 8 11-  
 PRE 18 13-

Run 12  
 Leap 4  
 Swim 4

UnRage on 14-  
 Takes 4d6  
 STUN when  
 Rage ends

### NATURAL ABILITIES

*Bite:* Attack 5d6  
*Growl:* PRE Attack 5d6  
*Instinct:* Danger Sense 11-  
*Instinct:* Combat Sense 11-

### CLASS ABILITIES

*Rage:* +2 to Hit while Enraged  
*Rage:* +1d6 Damage while Enraged  
*Rage:* -2 to Avoid while Enraged

### GEAR

War Club, Studded Leather

### SKILLS

Acting 8-  
 Interrogate 13-  
 Navigation 10-  
 Notice 11-  
 Profession: Barbarian 11-  
 Profession: Drummer 11-  
 Riding 11-  
 Shadowing 8-  
 Stealth 11-  
 Survival (Forests) 11-  
 Tactics 11-  
 Teamwork 8-  
 Tracking 11-  
 Weapon: Melee



Name: **ALLEGRO**  
 Actor: **ROWLF**  
 Status: **OUTLAW**

Class: **DRUID**  
 Race: **DOG**  
 Size: **MEDIUM**

### STORY

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.

### ROLEPLAYING

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

### OFFENSE

Unarmed 12- 2d6  
 Bite 12- 5d6  
 Stick 12- 4d6  
 Spells —

### DEFENSE

Avoid +1/+3  
 Armor 7  
 Stun 20  
 Body 10

### STATS

STR 10 11-  
 DEX 13 12-  
 EGO 13 12-  
 PRE 15 12-

### MOVE

Run 12  
 Leap 4  
 Swim 4

### SPECIAL

Scent

### NATURAL ABILITIES

*Bark:* PRE Attack 5d6  
*Bite:* Attack 5d6  
*Ears:* Ultrasonic Hearing  
*Nose:* Distinctive Scent

### CLASS ABILITIES

*Nature Safety:* +2 Avoid when in Nature  
*Nature Sense:* Detect Flora/Fauna  
*Nature Speech:* Speak to Animals  
*Nature Stride:* Bump of Direction  
*Nature Surety:* Unhindered by Undergrowth

### SPELLS

<i>Spell</i>	<i>Roll</i>	<i>Effect</i>
Purify	12-	6d6 Suppress Aberrant Magic
Restore	—	Heal 2d6 Stun and Body
Vines	—	Entangle 3d6; 8m Radius (attacks friends and foes)

### SKILLS

Acting 12-  
 Analyze Nature 12-  
 Animal Handler 12-  
 Charm 12-  
 Climbing 12-  
 Concealment 12-  
 Conversation 12-  
 Knowledge: Music 11-  
 Knowledge: Nature 12-  
 Knowledge: Show Business 11-  
 Music 12-  
 Navigation (Land) 12-

Notice 13-  
 Paramedics 12-  
 Profession: Druid 12-  
 Profession: Pianist 11-  
 Riding 12-  
 Shadowing 12-  
 Stealth 12-  
 Survival (Forest) 12-  
 Teamwork 12-  
 Tracking 12-  
 Weapon: Melee  
 Weapon: Flora/Fauna

### GEAR

Walking Stick, Leather Armor





Name: **PRODIGY**  
 Actor: **HONEYDEW**  
 Status: **OUTLAW**

Class: **ALCHEMIST**  
 Race: **NERD**  
 Size: **MEDIUM**

**STORY**

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.

**ROLEPLAYING**

Physical: Nearsighted  
 Psychological: Driven to Experiment  
 Psychological: Scientific Curiosity  
 Unluck 2d6

**OFFENSE**

Unarmed 12- 2d6  
 Dirk 11- 4d6  
 Potions 13-

**DEFENSE**

Avoid +0  
 Armor 6  
 Stun 20  
 Body 10

**STATS**

STR 10 11-  
 DEX 10 11-  
 EGO 10 11-  
 PRE 10 11-

**MOVE**

Run 12  
 Leap 4  
 Swim 4

**SPECIAL**

Potion  
 Immunity

**NATURAL ABILITIES**

*Briny:* Lightning Calculator, Speed Reading  
*Partial Immunity:* Power Defense, 3 points

**CLASS ABILITIES**

*Brew:* Transform Liquid to Potion; Takes 1 Hour and Lab Equipment, Requires Alchemy Roll

**GEAR**

Dirk, Lab Coat

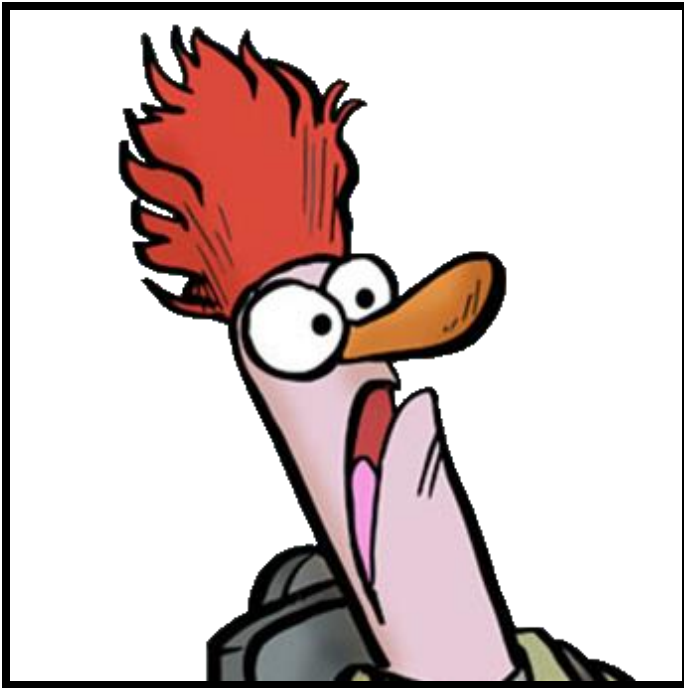
**POTIONS (ONE OF EACH)**

<i>Spell</i>	<i>Roll</i>	<i>Effect</i>
Adhesive	13-	Entangle 4d6, Radius 4m
Caustic	13-	Attack 6d6, Armor Piercing
Hover	—	Flight 3m, 5 Minutes
Invisibility	—	Images -4 PER, 1 Minute
Lubricant	13-	Change Environ, Radius 8m
Mist	13-	Darkness 6m, 10 Minutes
Nitro	13-	Attack 6d6, Radius 4m
Ointment	—	Healing 4d6
Poison	13-	Drain 3d6 STR/BODY/STUN
Remedy	—	Dispel Poison

**SKILLS**

Acting 8-  
 Analyze Potion 13-  
 Alchemy 13-  
 Criminology 13-  
 Cryptography 13-  
 Deduction 13-  
 Demolitions 8-  
 Forensic Medicine 8-  
 Inventor 13-  
 Knowledge: Potions 13-  
 Knowledge: Show Business 11-  
 Mechanics 8-

Paramedics 13-  
 Profession: Alchemist 13-  
 Science: Alchemy 13-  
 Science: Astronomy, Biology, Chemistry, Genetics, Geology, Mathematics, Metallurgy, Physics, Robotics, Statistics 8-  
 Systems Operation 8-  
 Weaponsmith 8- (Potions)  
 Weapon: Potions



Name: JINXALOT

Actor: BEAKER

Status: OUTLAW

Class: WIZARD

Race: VICTIM

Size: MEDIUM

### STORY

Jinxalot was born under a curse. Witches, doctors, witch doctors, and specialists partially mitigated its effects, but with a few side effects such as his freaky hair and 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 partnership with Prodigy has brought him to Allegro, who is trying some natural herbal cures.

### ROLEPLAYING

Damage: 1d6 from PRE Attacks

Physical: Unusual Speech Patterns

Psychological: Jittery Around Alchemy/Science

Unluck 3d6

### OFFENSE

Unarmed 11- 2d6  
 Wand Poke 11- 2½d6  
 Fireball 11- 8d6 Risky  
 Spells —

### DEFENSE

Avoid +0/+3  
 Armor 6  
 Stun 30  
 Body 15

### STATS

STR 10 11-  
 DEX 10 11-  
 EGO 10 11-  
 PRE 10 11-

### MOVE

Run 12  
 Leap 4  
 Swim 4

### SPECIAL

Luck 3d6  
 Detect Magic  
 Danger Sense

### NATURAL ABILITIES

*Concocted Blood:* Regeneration, 1/Turn

*Paranoia:* Danger Sense 11-

*Suspicion:* Lightsleep

*Unpredictability:* Luck 3d6

### CLASS ABILITIES

*Magesense:* Detect Magic

### SPELLS

Spell	Roll	Effect
Doze	13-	Drain STUN 2d6 (Ranged)
Eldritch Bolt	12-	Mental Attack 3d6
Light	—	Nightvision, Radius 8m
Retreat	—	Running x2
Shield	—	+3 Avoid

### SKILLS

Acting 8-

Knowledge: Magic 11-

Knowledge: Show Business 11-

Profession: Wizard 8-

Sleight of Hand 11-

Teamwork 8-

Weapon: Wands

### GEAR

Cursed Wand of Fireballs (Ranged Attack 8d6, 8m Radius, Activation 11-, Full Side Effects, 2/Day),

Protective Ring



Name: **LADY PROSCIUTTA** Class: **SORCERESS**  
 Actor: **MISS PIGGY** Race: **PIG**  
 Status: **ROYAL** Size: **PLUMP (-4KB)**

**STORY**

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.

**ROLEPLAYING**

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

**OFFENSE**

Unarmed 11- 2½d6  
 Push/Squash 11- 4d6  
 Athame 11- 4d6 AP  
 Spells —

**DEFENSE**

Avoid +0/+3  
 Armor 7  
 Stun 30  
 Body 15

**STATS**

STR 13 12-  
 DEX 10 11-  
 EGO 13 12-  
 PRE 15 12-

**MOVE**

Run 12  
 Leap 4  
 Swim 4

**SPECIAL**

**NATURAL ABILITIES**

Striking Appearance\* 1d6

**CLASS ABILITIES**

*Magesense:* Detect Magic

**SPELLS**

<i>Spell</i>	<i>Roll</i>	<i>Effect</i>
Charm	12-	Control 6d6; Eye Contact
Color Spray	12-	Flash 6d6, Cone 8m
Fae Fire	12-	-1 to Target Avoid (-2 if Dark)
Light	—	Nightvision, Radius 8m
Shield	—	+3 Avoid
Valet	—	Change Environment

**GEAR**

Amulet (Mental Defense: 5), Athame, Enchanted Tiara

**PERKS**

Reputation ±1, 11-  
 Royal Bloodline, Wealth

**SKILLS**

Acrobatics 8-  
 Acting 12-  
 Bureaucracy 12-  
 Charm 12-  
 Disguise 8-  
 High Society 12-  
 Knowledge: Magic 11-  
 Knowledge: Show Business 11-  
 Oratory 12-  
 Persuasion 12-  
 Profession: Modeling 8-  
 Profession: Sorceress 11-  
 Riding 8-  
 Teamwork 8- (11- with Kermit)  
 Trading 12-  
 Weapon: Melee

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



Name: **SIR PARAGON**      Class: **PALADIN**  
 Actor: **SAM**      Race: **EAGLE**  
 Status: **ROYAL**      Size: **MEDIUM**

### STORY

Sir Paragon believes fervently in truth, justice, and the patriotic way. He devotes himself to his country's and 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.

### ROLEPLAYING

Psychological: Honorable  
 Psychological: Judgmental  
 Psychological: Patriotic

### OFFENSE

Unarmed    13-   2d6  
 Talons      13-   4d6  
 Sword      13-   6d6

### DEFENSE

Avoid    +0  
 Armor   10  
 Stun     23  
 Body    13

### STATS

STR    10   11-  
 DEX    10   11-  
 EGO    15   12-  
 PRE    20   13-

### MOVE

Run    12  
 Leap   4  
 Fly    6  
 Swim   4

### SPECIAL

AP vs Evil  
 Luck 1d6

### NATURAL ABILITIES

*Eyes:* Telescopic Vision +2  
*Talons:* Attack 4d6  
*Wings:* Flight

### CLASS ABILITIES

*Confidence:* Mental Defense: 5  
*Dignity:* PRE 30 for Defense  
*Guiding Light:* Luck 1d6  
*Lay on Hands:* Healing 1d6  
*Righteousness:* Detect Evil  
*Smite:* Melee Damage is Armor Piercing vs Evil

### PERKS

Knighthood

### GEAR

Terrible Swift Sword, Plate Mail

### SKILLS

Acting 8-  
 Bureaucratics 13-  
 Charm 13-  
 Fast Draw 11-  
 High Society 13-  
 Knowledge: Civics 11-  
 Knowledge: History 11-  
 Navigation 11-  
 Oratory 13-  
 Paramedics 11-  
 Persuasion 13-  
 Profession: Paladin 11-  
 Resistance 15-  
 Riding 11-  
 Survival (Mountains, Forests) 8-  
 Tactics 11-  
 Teamwork 11-  
 Weapon: Melee  
 Weapon: Ranged



Name: **CAP'N SWAGGER** Class: **ROGUE**  
 Actor: **GONZO** Race: **WHATEVER**  
 Status: **PIRATE** Size: **MEDIUM**

### STORY

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.

### ROLEPLAYING

Distinctive: Weirđ Freaky-Looking Thing

Psychological: Masochist

Psychological: Showoff

Social: Weirđo

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

### OFFENSE

Unarmed 11- 2d6

Nose 11- 4d6 -2 Avoid

Dagger 13- 4d6

Darts 13- 3d6

### DEFENSE

Avoid +0

Armor 6

Stun 35

Body 20

### STATS

STR 10 11-

DEX 13 12-

EGO 10 11-

PRE 10 11-

### MOVE

Run 12

Leap 4

Swim 4

Swing 20

### SPECIAL

Sneaky Attack

### CLASS: ROGUE

*Sneaky Attack:* Armor Piercing for Melee Attacks; Target must be at a combat penalty (stunned, prone, surprised, etc.)

### NATURAL ABILITIES

*Doesn't Know Fear:* PRE 30 for Defense

*Gets into Trouble:* Double Jointed

*Hey, Watch This!:* PRE Attack 5d6; Requires a Weirđness Roll

*Pointy Nose:* Melee Attack 4d6, -2 Avoid

*Sweet Sorrow:* Simulate Death

### GEAR

Dagger, Darts (4), Padded Armor, Swingline (1/Day)

### SKILLS

Acrobatics 12-

Acting 11-

Analyze Traps 11-

Animal Handler 8-

Breakfall 12-

Climbing 12-

Concealment 11-

Contortionist 12-

Gambling 8-

Knowledge: Chickens 8-

Knowledge: Rats 8-

Knowledge: Show

Business 11-

Lockpicking 12-

Navigation (Seafaring) 8-

Oratory 8-

Profession: Dying

Dramatically 11-

Profession: Making an

Entrance 11-

Resistance 14-

Security Systems 11-

Stealth 12-

Streetwise 11-

Weirđness (Power) 12-

Weapon: Melee

Weapon: Ranged



Name: **AHAB**  
 Actor: **LEW ZEALAND**  
 Status: **PIRATE**

Class: **ARCHER**  
 Race: **WET**  
 Size: **MEDIUM**

**STORY**

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.

**ROLEPLAYING**

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

**OFFENSE**

Unarmed 11- 2d6  
 Fish 14- 4d6  
 Sword 12- 5d6

**DEFENSE**

Avoid +1  
 Armor 8  
 Stun 25  
 Body 13

**STATS**

STR 10 11-  
 DEX 13 12-  
 EGO 13 12-  
 PRE 13 12-

**MOVE**

Run 12  
 Leap 4  
 Swim 6

**SPECIAL**

**CLASS: ARCHER**

*Improved Range:* +2 vs Range Penalties  
*Ricochet Fish:* Rapid Attack  
*Target Practice:* Absolute Range Sense

**NATURAL ABILITIES**

*Clueless:* PRE 25 for Defense  
*Obsessive:* +2 to Hit Single Target; -2 to Avoid from All Other Targets

**GEAR**

Boomerang Fish (Ranged Attack 4d6, Indirect; 12 Fish, Missed Shots Return), Broad Swordfish, Fish Scale Mail

**SKILLS**

Acting 12-  
 Animal/Fish Handler 12-  
 Boomerang (Power) 12-  
 Charm 8-  
 Combat Boating 8-  
 Fast Draw 12-  
 Gambling 8-  
 High Society 8-  
 Knowledge: Fish 11-  
 Knowledge: Show Business 11-

Navigation (Seafaring) 11-  
 Profession: Fishing 11-  
 Survival (Seafaring) 11-  
 Tactics 11-  
 Teamwork 12-  
 Trading 12-  
 Weaponsmith (Fish) 11-  
 Weapon: Ranged  
 Weapon: Fish



Name: POMPEII  
 Actor: CRAZY HARRY  
 Status: PIRATE

Class: ASSASSIN  
 Race: PSYCHO  
 Size: MEDIUM

### STORY

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. He has gone mercenary, and uses explosives as his weapon of choice to honor his family. He booked passage on Cap'n Swagger's pirate ship, and believes the Muppy Men can help him find his family's enemies.

### ROLEPLAYING

Psychological: Craaaazy, Man!

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

Reputation: Psycho with a Bomb 11-  
 Unluck 1d6

### OFFENSE

Unarmed 11- 2d6  
 Morningstar 11- 5d6  
 Boomstick 13- 6d6 8m

### DEFENSE

Avoid +0  
 Armor 7  
 Stun 20  
 Body 10

### STATS

STR 10 11-  
 DEX 10 11-  
 EGO 15 12-  
 PRE 15 12-

### MOVE

Run 12  
 Leap 4  
 Swim 4

### SPECIAL

### NATURAL ABILITIES

*Insane*: PRE 25 for Defense

*Insane*: PRE Attack 5d6

### CLASS: ASSASSIN

*Focus*: +2 to Hit against "Declared Target"; Once per Combat

*Hide*: Invisibility; Requires a Concealment Roll

*Hush*: Inaudibility; Requires a Stealth Roll

### GEAR

Boomsticks (8), Fizzlesticks (2, Darkness 4m), Morningstar, Vest of K'Vlar

### SKILLS

Acting 8-  
 Analyze Explosive 12-  
 Bribery 8-  
 Concealment 12-  
 Criminology 8-  
 Demolitions 12-  
 Fast Draw 11-  
 Forensic Medicine 8-  
 Gambling 12-  
 Interrogation 12-  
 Knowledge: Show  
     Business 8-  
 Lockpicking 8-  
 Mechanics 8-

Profession: Bombardier 11-  
 Riding 8-  
 Shadowing 12-  
 Stealth 11-  
 Streetwise 12-  
 Tactics 8-  
 Weaponsmith 12-  
 Weapon: Melee  
 Weapon: Ranged  
 Weapon: Explosives