• People and Animals •

People

The chances of a hero encountering an average person is far greater than meeting other super heroes, one of their friends, or a villainous counterpart. To help you fill out the *D6 Adventure* locales, this section includes suggestions and examples of generic characters.

The average adult human being has 2D in all attributes. Depending on how much experience you want an individual to have, give the character between 7 and 14 dice in skills.

Children will generally have 1D in all attributes, with two or three dice in skills, such as *throwing* (for tossing baseballs, footballs, food, and so on), *running, swimming, tech, hide, con,* and *charm.* Older or gifted children may have more or a greater variety of skills. Children will have few, if any, specializations. They carry either a favorite toy or nothing.

Elderly adults may have fewer dice in their *Reflexes, Coordination,* and *Physique,* as well as fewer Body Points. However, they have twice as many skill dice (between 14 and 20), to account for their greater experience.

Body Points for generic characters likewise depend on age and toughness. For base Body Points, use these guidelines: 5 for kids and elderly individuals, 10 for ordinary innocent bystanders and most animals, 15 for minor villainous opponents, and 20 for major secondary and leading gamemaster's characters. Add to these values any additional points as you deem appropriate.

Similarly, few generic characters have more than a Character Point or two and certainly no Fate Points. However, feel free to add more points to balance the gamemaster's characters with the players' characters, particularly as the generic characters become more than faceless adversaries.

Employ the following sample characters as is when you need innocent victims, or use them as templates for designing supporting and leading characters. Change skills and equipment and add notes on personality and mannerisms to suit your needs.

Henchman

Reflexes 2D, brawling 4D, piloting 3D, Coordination 2D, lockpicking 3D, marksmanship 4D, running 3D, Physique 2D, Knowledge 2D, Perception 2D, hide 3D, security 3D, streetwise 3D, tracking 3D, Presence 2D. Move: 10. PDV: 1. Strength Damage: 1D. Fate Points: 0. Character Points: 2. Body Points: 18. Equipment: handgun (damage 4D), lockpicking tools (+1D to *lockpicking* rolls), cell phone.

Police Officer

Reflexes 2D, brawling 3D, dodge 3D, piloting 3D, melee weapons 3D, Coordination 2D, marksmanship 4D, Physique 2D, running 3D, Knowledge 2D, medicine 3D, Perception 2D, streetwise 4D, Presence 2D. Move: 10. PDV: 2. Strength Damage: 1D. Fate Points: 0. Character Points: 2. Body Points: 22. Equipment: bulletproof vest (armor value +3D), handcuffs, handgun (damage 4D), nightstick (damage 3D), ammunition.

Reporter

Reflexes 2D, sneak 3D, Coordination 2D, Phsyique 2D, running 3D, Knowledge 2D, investigation 3D, scholar 3D, tech 3D, Perception 2D, hide 3D, search 3D, tracking 3D, Presence 2D, con 3D, persuasion 3D. Move: 10. Strength Damage: 1D. Fate Points: 0. Character Points: 2. Body Points: 14. Equipment: PDA with micro-recorder, digital camera, cell phone, pad of paper, pens, press pass.

Scientist

Reflexes 2D, Coordination 1D, Physique 1D, Knowledge 3D, investigation 5D, scholar 4D, tech 4D, Perception 3D, repair 4D, Presence 2D. Move: 10. Strength Damage: 1D. Fate Points: 0. Character Points: 2. Body Points: 15. Equipment: access to lab facilities, PDA.

Security Guard

Reflexes 2D, brawling 3D, dodge 4D, melee weapons 3D, Coordination 2D, Physique 2D, running 3D, Knowledge 2D, medicine 3D, security 3D, Perception 2D, Presence 2D. Move: 10. Strength Damage: 1D. Fate Points: 0. Character Points: 2. Body Points: 18. Equipment: nightstick (damage +1D+2), walkie-talkie.

Soldier

Reflexes 2D, brawling 3D, dodge 3D, melee weapons 3D, sneak 3D, Coordination 2D, marksmanship 3D, Physique 2D, running 3D, lifting 3D, Knowledge 2D, medicine 3D, scholar 3D, Perception 2D, Presence 2D, willpower 3D. Move: 10. Strength Damage: 2D. Fate Points: 0. Character Points: 2. Body Points: 19. Equipment: handgun (damage 4D), knife (damage 1D), rifle (damage 5D+1), ammunition.

Thug

Reflexes 2D, brawling 3D, melee weapons 3D, Coordination 2D, lockpicking 3D, marksmanship 3D, Physique 3D, Knowledge 2D, security 3D, Perception 2D, streetwise 3D, Presence 1D, intimidation 3D. Move: 10. Strength Damage: 2D. Fate Points: 0. Character Points: 2. Body Points: 19. Equipment: handgun (damage 4D), switchblade (Strength Damage only).

Animals

Characters may also interact with animals from time to time. Remember that, although clever, most animals are not as intelligent as Humans are. They don't actively use skills, though they may have some to represent their unconscious use of them, such as *willpower* to resist being told what to do. Animals usually decide on the best course of action that will lead to their own survival, unless they are trained otherwise.

Here are a few commonly found near Human establishments.

Bat (Brown, Red)

Reflexes 3D, brawling 4D, flying 4D, piloting 4D, Coordination 1D, Physique 1D, Knowledge 1D, Perception 1D, search 2D (hearing +1D), tracking 2D (sonar +1D), Presence 1D, willpower 3D. Move: 47. Strength Damage: 1D. Body Points: 6. Natural Abilities: wings allow the bat to fly for a few hundred miles; swarm attack (roll a single *brawling* total for entire group of bats, adding +5 to the total for every 10 creatures involved; if using the optional damage bonus, add the bonus for this roll to the Strength Damage of a single bat). Natural Tools: claws (Strength Damage only).

Bird of Prey (Falcon, Hawk)

Reflexes 4D, brawling 5D, flying 5D, piloting 5D, Coordination 1D, Physique 2D, Knowledge 1D, Perception 2D, search 3D, tracking 3D, Presence 2D, willpower 3D. Move: 97 (flying)/47 (gliding). Strength Damage: 1D. Body Points: 12. Natural Abilities: wings allow the bird to fly or glide for several hundred miles or as long as there are thermals to keep them aloft. Natural Tools: beak (damage +2), talons (damage +1D).

Cat, Domestic

Reflexes 3D, brawling 4D, climbing 4D, dodge 4D, jumping 4D, sneak 4D, Coordination 1D, Physique 1D, running 3D, Knowledge 1D, Perception 2D, search 3D, tracking 3D, Presence 2D, willpower 3D. Move: 70. Strength Damage 1D. Body Points: 10. Natural Tools: claws (damage +2), teeth (damage +2).

Cat, Large (Lion, Tiger, Puma)

Reflexes 4D, climbing 5D, brawling 5D, dodge 5D, jumping 5D, sneak 5D, Coordination 2D, Physique 4D, running 5D, Knowledge 1D, Perception 2D, search 3D, tracking 3D, Presence 2D, intimidation 5D, willpower 3D. Move: 120. Body Points: 18. Strength Damage: 2D. Natural Tools: thick fur (armor value +2), claws (damage +1D), teeth (damage +1D). Note: Large cats can leap up to 30 feet horizontally or six feet vertically.

Cobra

Reflexes 4D, brawling 5D, sneak 5D, Coordination 2D, missile weapons (spitting 4D), Physique 1D, Knowledge 1D, Perception 2D, search 3D, tracking 3D, Presence 2D, intimidation 4D, willpower 4D. Body Points: 7. Move: 45. Strength Damage 1D. Natural Tools: fangs (damage +1D; venom injected when *brawling* success beats difficulty by 5 or more), venom (causes 5 points of damage every 10 minutes until victim dies or is treated).

Dog, Domestic

Reflexes 3D, brawling 4D, dodge 4D, Coordination 1D, Physique 3D, running 4D, Knowledge 1D, Perception 2D, search 3D, tracking 4D, Presence 2D, intimidation 3D, willpower 4D. Move: 85. Strength Damage: 2D. Body Points: 14. Natural Tools: teeth (damage +1D).

Dog, Guard

Reflexes 3D, brawling 5D, dodge 6D, Coordination 1D, Physique 4D, running 4D, Knowledge 1D, Percption 2D, search 3D, tracking 4D, Presence 2D, intimidation 5D, willpower 4D. Move: 85. Strength Damage: 2D. Body Points: 18. Natural Tools: teeth (damage +1D).

Horse

Reflexes 3D, brawling 4D, jumping 4D, Physique 4D, running 5D, Knowledge 1D, Perception 3D, Presence 2D, intimidation 3D, willpower 3D. Move: 110. Strength Damage 2D. Body Points: 22. Natural Tools: hoof (damage +2), teeth (damage +2). Note: Horses can attack twice in one round with their hooves (two front or two back) at no penalty, or they can bite once.

Shark

Reflexes 3D, brawling 4D, Coordination 1D, Physique 3D, swimming 5D, Knowledge 1D, Perception 2D, search 3D, tracking 3D, Presence 2D, intimidation 6D, willpower 7D. Move: 50. Strength Damage: 2D. Body Points: 24. Natural Tools: thick hide (armor value +2), teeth (damage +1D).