THE PYRAMIDIANS PROJECT

A GURPS E-BOOK FROM JAGGED EDGE GAMES

Version 1.1
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COMPILED BY K. DAVID LADAGE

GURPS: The Pyramidians Project

a collection of Pyramid Magazine's most interesting personalities

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Playtesting and additional material: This material has never been playtested. As a work of supposed factual information, the need for playtesting was reduced to near nothingness. However, please see the notes in chapter one for the errata of the book as it was being put together…

Character Checking: was accomplished through the use of *Aquarius Creations* software package **GURPS GURU**. More information about this fine product can be found at their web site. [http://www.aquariuscreations.com/]

JAGGED EDGE GAMES

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I would like to take the time to thank all of those that participated in the peer review/play testing of this material after version 1.0 was released. It is rather surprising, I suppose that as many people who did participated in that portion of this project. Whatever else it might mean, it does bode well for version 2.0 ☺

Thanks again guys. Pyramid is the best, and the *Pyramidians* are worth their weight in gold (and given how much most of us weigh, that is saying something.

INTRODUCTION

Welcome to what is, in essence, a complete farce. If you are going to be able to fully enjoy this book, the first thing you will need to do is remove any thoughts or misconceptions that you may have about this book being a '*serious*' project. It isn't. It is a piece of fan work written and compiled because of a series of conversations that always seem to crop up on the various Pyramid Online message boards.

It usually goes something like this. Someone asks about a skill, advantage or what-have-you in GURPS. The question will be something along the lines of "*shouldn't this skill be more difficult to learn*" or "*isn't this advantage rather cinematic*" or "*does anyone know what the difference between skill X and skill Y is?*" In other words, it starts out quite innocently.

Shortly after the question is posed, it can move off in one or more directions. Sometimes more than one direction will branch off over the course of the thread (or in the case of GURPS 4th edition debates, all possible directions are explored). But the one that always interested me (at least as far as this little publication is concerned) is the "*and just how many points are you worth in GURPS terms?*"

This has interested me because GURPS has always been advertised as a game for realism. It has gritty, deadly combat rules that are not for the faint of heart. It has the ability to handle the most mundane characters as well as it handles the most cinematic (some room for debate there, but for now – just go with the flow, alright?). And so, the idea of how well GURPS handles the real you (or the real me) is of some piqued interest. Most of the time, I get a general idea of just how many points I am and let it be. I usually come in at about 20-40, depending on how generous or stingy I feel that day.

Then, in 1999, Steve Jackson Games released the first (and second) in a series of books depicting real world people in GURPS terms. Granted, these were still the most interesting and almost cinematic of histories offering, but it did include some real, honest to goodness, down home mundane people in the mix as well (*Emperor Norton* and *Sid Vicious* come to mind). These two books have quickly become my favorite of my GURPS library. Once again, I stress that this is due in part to the fact that the idea of completely mundane characters appeals to me. Unfortunately, it has never appealed to my players. Oh well.

And so, after a few months of the various "*how many points are you*" threads not coming around, they did once again. And when it happened, I paid attention as I always do and then it hit me. Why not do up an e-book about the various members of the Pyramid Message boards? I am not sure where the idea was sparked and if it was even my idea to begin with. I just know that once I made up my mind, I posted tot he boards that I was going to do this and asked if there was any interest.

The interest waxed and waned, but for the most part, it was not bad. Steve Jackson himself expressed some interest, but due to a colossal lack of time was unable to participate. GURPS line editor, Sean Punch (a.k.a. *Dr. Kromm*) was able to get a character written up (a little late, but it got here) despite being ill for most of the time I was accepting submissions. I even managed to get the former editor of Pyramid, Scott Haring, to join in. I was in GURPS heaven!

However, it then became work. I needed to compile it, lay the book out, try to make sure that some consistency was applied and so forth. As I went over character sheets, I began to notice some mistakes in them. The last thing I wanted to do was to have a long, drawn out playtest of a free e-book. So, I began typing the characters into Denis Sarrazin's **GURPS GURU** program to verify that the point totals were correct. My thoughts on the results of that effort are rather interesting (well, they are to me anyway) and can be found in Chapter 1.

Question: Will there be a second collection or a second edition with new characters?

Simple Answer: I don't know.

Extended Answer: Maybe, if enough people show enough interest in this one, I could take the time to put together another book or expand this one. After all, this is electronic media – it isn't like I have a page count I have to stay within. But this does take time. The majority of the time (from my end) was the figure checking for point totals. And man, was that a pain in the butt sometimes.

In the end, I simply hope that this is a fun read. I do not expect to show up at a gaming convention and see someone with me in an adventure or anything – not that I wouldn't get a chuckle or two out of it. Enjoy.

K. David Ladage, January 2001

ABOUT THE COMPILER

K. David Ladage is a computer systems support engineer for Rockwell Collins Avionics in Cedar Rapids Iowa. He was born in this town in 1968, but soon realized that he would spend the majority of his life in a moving van. The first move was from Iowa to Virginia at the age of three weeks. By the time he returned to Iowa and graduated from High School he had lived in various cities in Florida, Georgia, Illinois, Iowa, Kentucky, Maryland, Michigan, North Carolina, South Carolina, Tennessee, Virginia, Washington D.C. and West Virginia. Since graduating from High School he has added California, Oregon and Washington to the list.

He served from 1987 to 1997 in the United States Navy as a Data Processing Technician, leaving as an E5 (Second Class Petty Officer). He is married (Angela) and has a dog (Fibber, a purebred Keeshond) as well as a child from a previous marriage (Robyn, living in San Diego with her mother).

CHAPTER 1 – MAKING YOURSELF IN GURPS

Does this sound like a good place to start to you? Perhaps you are thinking to yourself that this is a rather silly thing to start with. After all, I know how to make a character in GURPS, so why wouldn't I know how to make myself? The answer is simple: *perspective*.

When you create a character for GURPS, usually it is not you. Thus, one of the things you have going for yourself is a proper and somewhat removed perspective. If the character has a delusion, you know to put it on the sheet. If you, otn the other hand, have a delusion, then this is normal from your point of view. The idea of including it as a delusion would more than likely never occur to you. If it does, it isn't really a delusion then, is it?

See what I mean?

Other problem areas include secrets (what fool would include these on the character sheet?) and embarrassing facts. Given this, do not expect to see too many of these on the character sheets within this book. If you are going to use them in a game, consider these the templates, the first drafts or the baselines for creating a fully developed character in your game. Add some secrets, some delusions or other sundry elements to make them fit the genre you are playing in. Have fun.

But if you plan to attempt this exercise yourself, then here is a little piece of advice. Bounce the character off of a friend that knows you rather well, that you trust, and that knows the GURPS character generation rules. Have this friend look over the sheet and tell you where things need to be tweaked. In fact, if possible, have them write up a sheet as well and compare it to the one that you have. Odds are, they see you a little more '*honestly*' than you do. This is not a slam, but the result of having some distance from the subject. They are less apt to minimize/maximize your strengths and weaknesses. They are also less apt to play point-efficiency games with the rules. Some areas of interest that I noticed putting this book together…

ATTRIBUTES

The Pyramidians seem to follow the norm I have seen for most intellectual PCs/NPCs. They tend towards low to moderate ST, DX and HT scores and high IQ scores. I am (apparently) one of the people with the lowest GURPS IQs in this book. Perhaps this is an applicable truth; perhaps it isn't.

But if anything, IQ has been the most hotly debated attribute in GURPS. Add to this the various sub- (or pseudo-) attributes that are attached to it in some way (willpower and perception) and you have perhaps 50% of the total GURPS debate wrapped into one number.

The '*undead-thread*' of "*what is the average IQ of a role playing gamer*" (and its first cousin "*do role players have higher IQs than average people*") will give you headaches if you think about it too much.

With the Pyramidians, ST and HT tend to get minimized. Given the sorts of things that we, in a modern society, are likely to be doing, this should not come as any great surprise. This is, after all, a generation of couch potatoes (or to borrow a term from Silicon Valley, *mouse potatoes* – we are in front of our computers more than is physically healthy).

The fact that DX tends to stay in the +/- 1 point of average is also not surprising. We are not super athletic types, and so we have just enough dexterity and balance to not kill ourselves walking around the office. Taking the twenty-six characters from this book and averaging them, we get the following '*typical Pyramidian*' attribute block.

Attribute	8	9	10	11	12	13	14
ST: 10	-	5	11	5	3	2	-
DX: 10	1	5	14	5	-	1	-
IQ: 13	-	-	-	1	3	15	7
HT: 10	2	8	10	5	1	-	-

ADVANTAGES

According to GURPS, the Earth in the year 2001 is currently a Technological Level (TL) 7 society bordering on TL8. This, among other things means that it is a literate society. Given that this book received submissions through e-mail, it is not surprising then that all of the characters here have the literacy advantage. Other advantages range from '*A*' to '*Z*.'

In keeping with our previous sections '*typical Pyramidian*' theme, these are the most common advantages that the Pyramidians possess. This list includes every advantage that at least four Pyramidians included on their character sheet. Given the number of possible advantages, this seemed like a good cut-off for twenty-six characters.

Advantage	Cost	Notes and comments
Ally Group	4	The Pyramidians have a cadre of people they can call upon in need. This group tends to respond.
Appearance: Attractive	5	The Pyramidians are a good-looking bunch of people.
Charisma	5	Not only are the Pyramidians a good-looking crowd, they are some real sweet-talkers, too.
Contacts	6	The Pyramidians have done some real networking.
Literacy	0	A given for the society we live in.
Light Hangover	2	The Pyramidians are nearly impervious to the after-effects of alcohol. Some are even blessed with the No Hangover advantage or even a level or two of Alcohol Tolerance.
Mathematical Ability	10	Given the fact that GURPS includes the VEHICLES rules, is this really a surprise to anyone?
Versatile	5	The Pyramidians are a creative and ingenious bunch.
Wealth: Comfortable	10	The Pyramidians are hard working and have been able to reap the benefits of their labor. However, see DISADVANTAGES below.
TOTAL	47	And rather flexible, to boot.

DISADVANTAGES

Unlike advantages, society and tech level do not establish any standards in the area of disadvantages. However, it does appear that a few common elements exist here as well. Once again, the range of effects here is astounding, especially for 26 people with a common element binding them (the Pyramid Message Boards). Continuing the theme, the following disadvantages appear in one form or another on at least four of the characters presented.

Disadvantage	Cost	Notes and comments
Bad Sight	-10	Although correctable with glasses, a large number of Pyramidians are either near or far sighted. This is very common.
Compulsive Behavior	-5	The Pyramidians suffer from a few compulsive vices. These include Compulsive reading, spending and game playing.
Dependent	-15	On average, a Pyramidian will have one or more dependents worth a total of -12 to -24 points or so. Some are much higher than this.
Fat	-10	With the exception of Bad Sight, this is the most common Pyramidian disadvantage. Once again, given the jobs and skill sets we possess, this is not very surprising.
Laziness	-10	Given the rather mediocre DX and HT scores, it is no wonder that we are all a lazy bunch.
Odious Personal Habit	-5	At first this seemed a little strange with the level of Charisma we seem to have. Then, when you look at them individually, they make perfect sense. Look them over and you will see what I mean.
Pacifism	-15	Mostly we seem to have the "Self Defense Only" or "Cannot Harm Innocents" levels of this disadvantage. I feel safer all ready.
Poverty: Struggling	-10	This is in direct violation of the Wealth: Comfortable listed above. But in keeping with the law of averages, it makes sense. We run the gamut.
Quirks	-5	Only one character came in at less than 5 of these babies. We do appear to be a quirky bunch…
Sense of Duty	-5	With ally groups that we depend upon, this does not seem at all out of place. They are what we depend upon, and so feeling a sense of duty to them only seems natural.
Shy	-5	Let me think for a moment. Attractive Charismatic people with shyness? This seems to me to go hand in hand. It was always the shy ones that caught my eye…
Truthfulness	-5	We may not be the most honest bunch of characters, but we do seem to be rather truthful. This makes me feel much better about the validity of the statistics… well, sort of, anyway.
Unfit	-5	In keeping with the established trends… Some are Very Unfit, but this seems more common.
TOTAL	-105	And a bit a-typical, to say the least.

FINAL TOUCHES

As to be expected from a group of people that have high IQ scores, the Pyramidians are rather skilled. They all speak English and they speak it well. Not all of them are native speakers of the language and a few might venture to say that the language Americans spew forth is not *really* English.

That not withstanding the Pyramidians are academically, professionally and technically savvy. Doing an analysis of the skills and seeing what common ones are shown is beyond the scope of the author's willingness to work for free, and so is not included. But, using a few guidelines, we can make a few assumptions (not very scientific, but hey, you get what you pay for).

Looking over the point totals we see that the average Pyramidian is built on about 40-character points. The Average Pyramidian has 30 points spent on attributes. The GURPS guidelines suggest a limit of 40-points in disadvantages and 5 points in quirks. And so, without further ado, I provide to you…

Pyramidian Template

[40 POINTS]

This is a character template for creating the typical denizen of the Pyramid Message Boards. It is designed using the information provided above as a guide and with a tongue firmly planted in one cheek. Use it in the spirit in which it was intended. Or don't.

Attributes: ST 10 [0], DX 10 [0], IQ 13 [30], HT [10]

Advantages: Literacy [0] and 15 points chosen from Ally Group [4], Appearance: Attractive [5], Charisma +1 [5], Contacts [6], Light Hangover [2], Mathematical Ability [10], Musical Ability [+1/level], Versatile [5] and Wealth: Comfortable [10].

Disadvantages: A total of -20 points chosen from Bad Sight [-10], Compulsive Behavior (either reading or game playing) [-5], Dependent (or dependents) [-12], Fat [-10], Laziness [-10], Odious Personal Habit [-5], Overweight [-5], Pacifism (either self defense only or cannot harm innocents) [-15], Poverty: Struggling [-10], Sense of Duty (family and/or friends) [-5], Shy [-5], Truthfulness [-5], Unfit [-5], Very Unfit [-15].

Primary Skills: Computer Operation/TL (M/E) IQ+1 [2]-14, Hobby (role playing games) (M/A, hobby) IQ+1 [2] and Driving/TL (automobile) (P/A) DX-1 [1]-9.

Secondary Skills: A total of 10 points in various academic, professional and technical skills.

COMMON ERRORS

In compiling these characters I came across many common errors. I am not saying that the characters presented are now without error (I, too, am human after all). What I am saying is that if you (as the author of one of these characters) see something that is not the same as what it was before, ask yourself a couple of questions before you start asking me why something has changed.

1. **Is there a prerequisite skill or advantage missing?** On many of the characters I received, skills were purchased without having the prerequisites met. In these cases, I added the needed skills.

2. **Were my skills high enough to meet the requirement for being a prerequisite?** On some characters, the prerequisite skill was there, only it was not high enough to be used as a prerequisite. On page 43 of the GURPS Basic Set, it states that prerequisites, in order to satisfy the requirement, must be known to at least a skill level of 12. If the prerequisites of a skill were too low, I raised them.

3. **Was my character's total value a fraction**? GURPS GURU will allow only characters with whole number total character point costs. As this is the program I used to error-check the characters, there may have been slight fudge of a value to even it out. If this is the case, let me know and I will correct it in the online copy of the book.

4. **Is that skill a Mental/Easy or a Mental Very Hard?** In many cases, I found that the costs listed on the submitted sheets would be correct if the skill were a difficulty class or two easier. When these errors were made, **GURU** did the correction for me.

5. **Is it possible to spend points and get a skill that low?** Some skills were submitted that were at a level above the default level but below what would be given for a half-character point. For these, if the submitter had applied any points at all, I raised the level to the half-point level.

6. **Did you have more than 5 quirks?** For the purposes of this book, any quirk beyond the fifth is worth no points.

7. **Was the quirk a 'mental trait' or not?** I am not so sure I agree with this one, but the ruling from on high seems to be that a quirk must be mental in nature. For these, I simply tried to re-word the quirk whenever possible.

8. **Did you spend an amount not legal in GURPS terms?** There were a few skills listed in the presented characters that were purchased with ¼-point. I have been informed that this is not legal in GURPS – even with *full Eidetic Memory*. In these cases, the skills were increased to the ½-point level.

If you have asked yourself these questions and the item seems to still be in error, let me know. I will certainly fix it.

In order to ensure that I am not in a constant update mode, re-posting the file to the web every few days, I will try to follow a semi-regular update schedule for this book. Right now, plans are for a semi-annual update.

OTHER INFORMATION
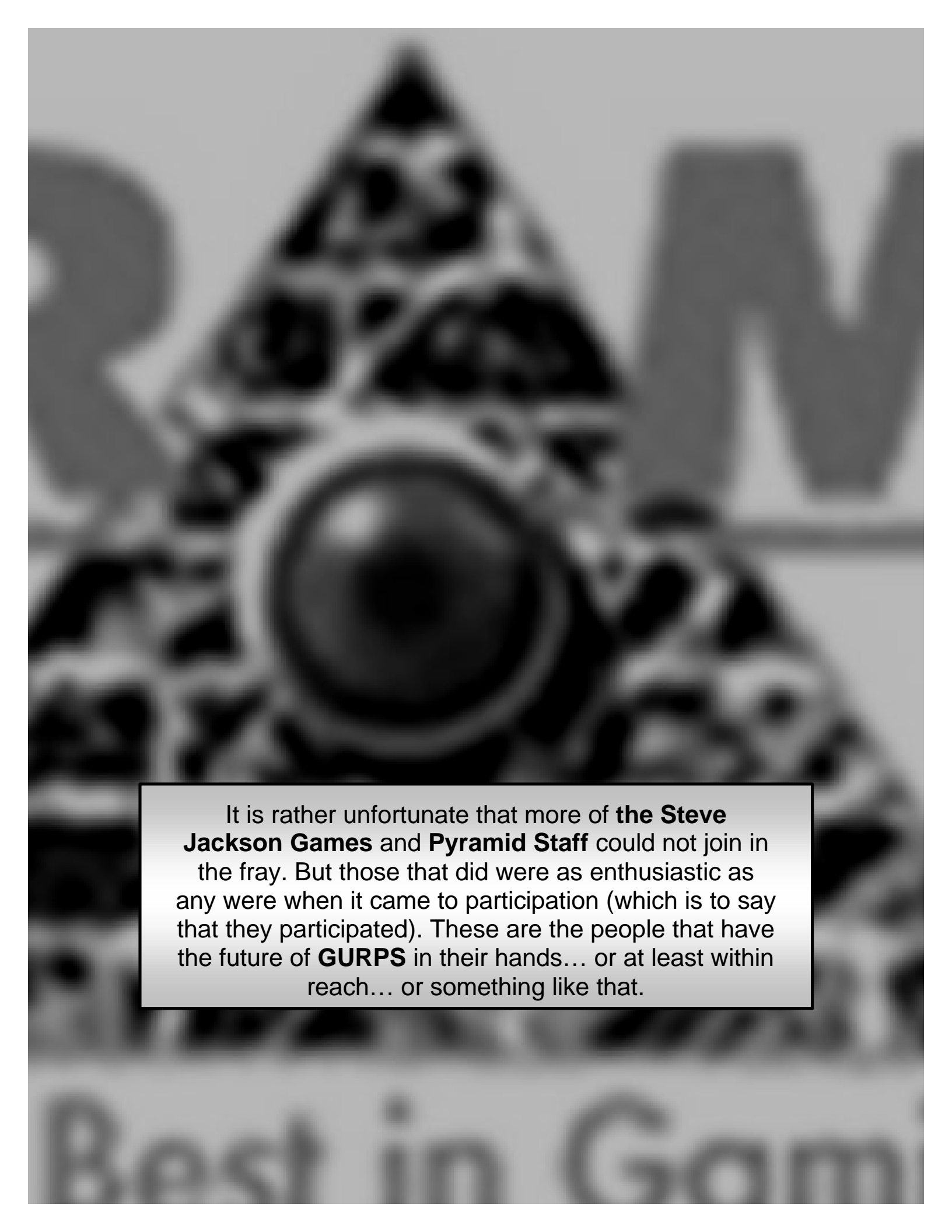
This book was created with Microsoft Word and Adobe Acrobat/Exchange 3.0. GURPS GURU was used for character point total checking and to verify that all prerequisites are met.

The layout may not be 100% consistent from character to character due to the varying degrees of completeness each character was submitted with. Being a volunteer, no-pay project, I was not in a position to deny the character pending further development – so what you see is what I got.

When printing this document, it is best to do so in a two-sided print. Most laser printers (or your local printer) can accomplish this without too much trouble.

Any errors in this book are completely my fault. I ran these characters through several edits before I achieved the look and feel I was going for. If I have inadvertently changed anything, please let me know and accept my most heart-felt apologies.

Every effort has been made to ensure that the information presented is accurate and in total compliance with the Steve Jackson Games Incorporated online policy.

It is rather unfortunate that more of **the Steve Jackson Games** and **Pyramid Staff** could not join in the fray. But those that did were as enthusiastic as any were when it came to participation (which is to say that they participated). These are the people that have the future of **GURPS** in their hands… or at least within reach… or something like that.

HARING, SCOTT

SJGames Title: Editor, Pyramid Magazine (*former*)
Aliases: None
Born: 16 June 1958   **Age**: 42
Ht: 6'2"   **Wt**: 430#   **Sex**: Male
Nationality: American (Western European extraction)
Residence: Buda, TX (just outside of Austin)
Description: Gray/brown hair, blue eyes, glasses; goatee; casual dresser.

ATTRIBUTES   [35]
ST: 9   **IQ:** 14
DX: 10   **HT:** 10

ADVANTAGES   [20]
Contacts (game industry insiders, usually reliable, 9-)   [8]
Musical Ability +2   [2]
Voice   [10]

DISADVANTAGES   [-50]
Bad Sight (nearsighted, correctable)   [-10]
Fat (50% higher than normal)   [-10]
Gluttony   [-5]
Low Pain Threshold   [-10]
Very Unfit   [-15]

QUIRKS   [-5]
♦   Addicted to the Web   [-1]
♦   Baseball Fanatic   [-1]
♦   Can't Stand Silence   [-1]
♦   Couch Potato   [-1]
♦   Proud of his great memory for useless trivia   [-1]

SKILLS   [29]
Administration-16   [6]
Area Knowledge (Austin, TX)-13   [½]
Computer Operation/TL7-13   [½]
Diplomacy-13   [½]
Driving/TL7 (automobile)-10   [1]
Gambling-12   [½]
Hobby (board games)-14   [1]
Hobby (card games)-14   [1]
Hobby (role playing games)-15   [2]
Juggling-9   [½]
Language (English, native)-15   [1]
Musical Instrument (guitar)-13   [½]
Photography/TL7-12   [½]
Professional Skill (magazine management)-14   [2]
Singing-16   [4]
Sports (golf)-8   [½]
Swimming-15   [1]
Typing-11   [2]
Writing-15   [4]

NOTES
Although no longer an official part of Pyramid Magazine, if you take a quick look through the archives, it is easy to see that the spirit of Scott Haring lingers on. This man defined Pyramid. And so, given his history, it seemed only fitting to invite him into the fold of the Pyramidians Project.

BIOGRAPHY
Scott D. Haring was born in Tulsa, OK, in 1958. He has two younger sisters. His family moved briefly to Houston, TX, in 1965, where an overburdened public school skipped him a grade, and he started a lifelong love affair with the Houston Astros, who played in an Astrodome that was within walking distance of his house. But after six months, they moved again, this time to New Orleans, LA. They were just in time for Hurricane Betsy, one of the strongest and most damaging hurricanes in U.S. history to date. His family returned to Houston on New Year's Day, 1967, where he spent the rest of his childhood.

Upon high school graduation, he went to Texas A&M University to study chemical engineering, primarily because his father was a chemical engineer. It didn't take long before

the just-turned-17 freshman discovered many different ways you could not attend class, most of them related to gaming.

After three semesters, he was invited not to return. After a year back in Houston working menial jobs and living at home, he applied for readmission, and graduated in 1980 with a renewed dedication and a degree in journalism.

After two years at the New Braunfels Herald-Zeitung newspaper, Scott parlayed his friendship with Steve Jackson (whom he met in college at Society for Creative Anachronism events) into a job at Steve Jackson Games. He worked at Steve Jackson Games from 1983 to 1987, working primarily in the Car Wars line, and edited Autoduel Quarterly. In 1987 he moved to Lake Geneva, WI, to take a job with TSR, Inc., and in 1989, they transferred him to Los Angeles, CA, to help out with a new West Coast division.

The West Coast division imploded in 1990, and Scott and a partner started The Gamer, an independent game magazine that enjoyed only minor success before eventually folding. In 1993, he took an opportunity to return to Texas and work again at Steve Jackson Games, taking over their new Pyramid magazine with issue #4, continuing into its online incarnation. He also served as Managing Editor starting in 1994, and did his share of editing and game development in the GURPS and In Nomine lines, as well as the successful Illuminati: New World Order trading card game. He left Steve Jackson Games in 1998, returned late in the year to edit Pyramid on a freelance basis, and left Pyramid and Steve Jackson Games (seemingly) for good in early 2000. He has not been particularly active in the game business since, doing some work for GameCodex.com and Cybergames.com and writing for Comics Retailer and other magazines.

Scott met his wife, Louise, at a game convention in 1995. Louise and Scott knew each other in college, and even dated one summer, but she eventually married Scott's roommate - another man named, oddly enough, Scott. That marriage had broken up when she saw his name on a game convention flyer (NanCon '95 in Houston) and contacted him. They were engaged in 1997, and married in 1998. The couple lives in Buda, TX (a small town just south of Austin destined to be swallowed up by suburban sprawl) with a menagerie of five cats, two rats, a dog, and a rabbit. Louise has three sons by a previous marriage who live with their father, but visit on a regular basis on weekends, holidays, and summer vacation. The boys are 13, 10, and 8.

Updates in Version 1.1:

- Reworded memory quirk to be a legal quirk
- Corrected (and raised) *Language (English)* skill
- Reworked *Professional Skill (editor)* and *Professional Skill (interviewing)* as other skills – raised *Administration* skill, *Language (English)* skill to reflect this.
- Total of character points were not a whole number (*personal preference here*) – added ½-point to swimming skill to compensate.

Johnson, Keith

SJGames Title: Assistant Webmaster
Aliases: Reverend Keith Johnson
Born: 27 September 1971   **Age**: 29
Ht: 5'10"   **Wt**: 310#   **Sex**: Male
Nationality: American
Residence: Kentfield, California
Description: A large man with long dark brown hair, a thick beard, and wears glasses over his blue gray eyes.

Attributes   [10]
ST: 9   **IQ: 12**
DX: 10   **HT: 10**

Advantages   [22]
Clerical Investment (Minister, *The Universal Life* Church) [5]
Light Hangover   [2]
Luck (standard)   [15]

Disadvantages   [-31]
Bad Sight (correctable)   [-10]
Cowardice (minor, no will roll to avoid)   [-1]
Fat (50% higher than normal)   [-10]
Poverty (struggling)   [-10]

Quirks   [-5]
♦ Compulsive Behavior (buying roleplaying games)   [-1]
♦ "I'll be off the computer in a minute!"   [-1]
♦ Extremely relaxed   [-1]
♦ Odious Personal Habits (turns every subject into a
   political/gaming/spiritual discussion)   [-1]
♦ Delusion: Taoist   [-1]
♦ Reputation: "Kira's assistant" (+0, small group, 9-) [0]

Skills   [38]
Artist-10   [1]
Bard-12   [2]
Computer Operation/TL7-15   [6]
Computer Programming/TL7-13   [6]
Diplomacy-10   [1]
Driving/TL7 (automobile)-9   [1]
Electronics Operation/TL7 (computers)-12   [2]
Guns (pistols, familiar with .22 pistol)/TL7-12   [1]
History-11   [2]
Hobby (role playing games)-15   [4]
Language (English, native)-12   [0]
Literature-11   [2]
Occultism-12   [2]
Philosophy (Chuang-Tzu Taoism)-11   [2]
Photography/TL-11   [1]
Research-12   [2]
Theology (Taoist / Buddhist)-11   [2]
Writing-11   [1]

Quote
"Confronted with the sheer magnitude of life, I choose to laugh."

Biography
Keith Johnson has always felt that his life was absolutely normal. Extremely normal. So normal, that it didn't possibly make any sense that he had this life and other people didn't. His parents don't shoot smack, beat their kids, preach ignorance, hate people, or a wide variety of other antisocial behaviors. Every day he would watch the news with his dad, and see people that were either extremely disadvantaged or wealthy. His father impressed his children to remember history and to always enjoy a good book. His mother taught him to live a life of tolerance and moderation.

After watching the constant cycles that seemed to occur in history, Keith couldn't help but to be disturbed as to how most history books end. They seemed to clearly indicate that modern humanity lives in a golden age, one of reason and ultimate knowledge. The tone from those books seemed to portray the majority of humans in the past as primitive and ignorant, with only the modern man in a stage of

enlightenment. He looked back at the constant cycles and tone of history, and looked again at the conclusion that these books described. Is humanity really in an Information Age when only one fifth of the entire population has used a telephone? Just how do you separate bias and value judgements from your perceptions and see the worlds as it truly is?

That was the day he realized that humanity is just as enlightened today as it was thousands of years ago. The only difference now is that we bombard ourselves with radiation to remove cancer, instead of tying a fish to our legs to ward off the Black Plague. Keith had no doubt that in the future his descendants would look at him as a primitive that had no concept of the 'truth' or 'reason'. When he thought about that, and the essential similarity in life, he lost exactly what truth was. If everyone was enlightened, then the concept of enlightenment is meaningless, as there would be no such thing to differentiate enlightenment from ignorance.

Religion, science, and even the sensory input that was entering his brain simply seemed pointless and arbitrary. The philosophy of Hume wrecked his trust in his own senses, and reading the words of the Buddha taught that the human mind and body was nothing more than a variety of factors that happened to cross paths at the same time. Your own thoughts, the Buddha taught is simply a byproduct of external factors that aren't really you. In fact, nothing is really *you*. Frankly, if Keith couldn't prove that his consciousness was nothing more than random factors that appears to form a central intelligence, then what could he believe in?

The works of philosophers like Lao-Tzu, Hereclitus, Dogen, and Chuang-Tzu provided a simple but stable anchor for his beliefs, as didn't force him to accept a conclusion that he couldn't disprove. In fact, he found that using logic to demolish the value of logic gave him a tremendous sense of peace. After a few short years, Keith felt that he wandered far from the path of normalcy that his parents wanted for him. He was a 'devout' agnostic, experimented in college, and came to the conclusion that playing roleplaying games for nearly two decades gave him more pleasure than striving to become a millionaire. Ultimately, despite trying to rebel, he noticed that his life pretty much had taken the exact same path as his father's had. Instead of trying to be radical, he simply decided to enjoy life, and go whatever direction it chose to take him.

Ultimately, Keith felt that the path of moderation was the direction to go. He kept going to school and eventually graduated from University of California at Davis with a Bachelors degree in English and a minor in Religious Studies. He even met Robin, his wife, at during a crossover game of Mage: the Ascension. After a three-year romance, they got married on Muir Beach, just north of the Golden Gate Bridge. After five years, they are expecting their first child in November 2000.

Keith has been an avid gamer, computer user and geek ever since he has been a small child. When Steve Jackson Games offered a volunteer position for a GURPS NetRep, he accepted. He viewed it as a challenge to his programming skills, and after working there for several months, they offered him the chance to work for the company. Given the chance to work for a company he respects, he gladly accepted a telecommuting assistant webmaster position, and learned a lot of the tricks of the trade from his boss, Jacqueline Hamilton (a.k.a., Kira). Having worked for SJ Games for a year and a half, he is hoping that he can continue to work there for quite a long time.

Keith has just turned 29, and is looking forward to losing the rest of his hair, having his kid calling him an old man, and can't wait to see the constellation of Orion rise in the sky again.

What If?

Keith Cthulhupunk
Setting: While still at UC Davis, Keith spends a few days in the library. In an effort to piece together the nature of the universe, he stumbles upon a copy of the Malleus Maleficarum while searching for a copy of the Tao Te Ching. Intrigued by the interesting pictures he checks the book out of the library, and accidentally alerts the Cult of Azathoth to his presence. Like a typical college student he doesn't bother reading the book, however the Cult continues to monitor him. Eventually, the library sends him a huge late fine and Keith simply pays for the cost of the book out of his tuition.

A few years later, Keith is working for a game company and is given an art project to design a strange occult logo for Pyramid Magazine. After digging through his closet, he finds the abused copy of the Malleus Maleficarum and starts scanning the most interesting pages. When he starts altering the scans in PhotoShop, he starts to figure out exactly how important the book in his scanner really is. The shapes of the pixels blast his mind with images of R'yleh and the Mi-Go, and he becomes painfully aware of the sheer magnitude of the Mythos. Little does he know, that is when the Cult of Azathoth strikes . . .

Mechanics: Replace Clerical Investment for Mythos Awareness, and Guns with Mythos Lore 9- [1]

Keith the Viking
Setting: While all of the other Vikings are off raiding, Keith the Yellow has decided to guard his village and perfect his wood carving style. As a Skald, he feels it is his duty to maintain the cultural heritage of his people, and being at the business end of a sharpened axe isn't his idea of expanding his horizons. He would rather stay in the village and carve new chessboards. The fact that no one else in the village has any idea how to play doesn't seem to affect Keith's desire to create new game pieces.

Keith has one motto: "Live forever, or die trying." Needless to say, it gets him in endless trouble with his fellow Vikings. Not to mention his countless debates with the elders of the village that Odin is nothing more than a personification of male fears, and Thor is symbolic of the Viking male's impotence.

After a long and healthy debate while severely intoxicated, Keith the Yellow is cast out of the village, and told to earn a place in Valhalla in order to regain the respect of his

community. Clearly this places Keith's intense desire for self-preservation in direct conflict with his minimal desire to return to the village. Unfortunately, he has to travel across the snowy Scandinavian landscape to find another village to set down roots with only carving knife at his disposal.

Mechanics: Replace Clerical Investment for Longevity, and Guns with Knife 10- [1], Computer Operation and Computer Programming for Literacy, Electronic Operation for Woodworking 10- [2], remove Photography to increase Artist 11- [2], remove Bad Sight and replace it with Reputation: Coward -2.

Keith: Traveller
Setting: Keith is an employee of Tukera, and works as a systems administrator for the Pride of Delphi Subsidized Liner, operating between the Spinward Marches and Deneb sectors. In reality, Keith spends the vast majority of his time rebooting crashed personal computers or plugging in peripherals for the crewmen who have no grasp of how a computer or power cord works. He is essentially working tech support and travelling through space. With some free time to visit strange new worlds, how could you go wrong?

Unfortunately, Captain Schmidt doesn't appreciate that Keith spends his spare time playing Sid Meier's Spinward Marches on the central computer core for the ships. One day, the Captain tries to delete the game from the computer, only to mangle the star-chart beyond repair. Unfortunately, the navigator grabs the star chart from the game and feeds in the coordinates to the jump drive. Next stop: miss-jump.

Mechanics: Simply adjust the TL of the skills.

Updates in Version 1.1:
- Updated personal information
- Changes quirk (…avoids pain…) to *Cowardice* with no will roll
- Added explanation of *Clerical Investment*
- Added specialization for *Philosophy* and *Theology*
- Corrected Guns entry

McCoy, Beth

SJGames Title: IN NOMINE Line Editor
Aliases: Archangel Beth
Born: 05 November 1971   **Age**: 29
Ht: undisclosed   **Wt**: undisclosed   **Sex**: Female
Nationality: American
Residence: New Hampshire
Description: undisclosed – but see picture.

ATTRIBUTES   [20]
ST: 9   **IQ: 11**
DX: 13   **HT: 9**

ADVANTAGES   [59]
Appearance (attractive)   [5]
Charisma +1   [5]
Luck (Standard) *How d'ya think I got the Patron, eh?* [15]
Patron (spouse, supplies comfortable wealth, 15-)   [30]
Strong Will +1   [4]

DISADVANTAGES   [-121]
Bad Sight (nearsighted, correctable)   [-10]
Dependent (infant daughter, loved one, 15-)   [-96]
Laziness   [-10]
Stubbornness   [-5]

QUIRKS   [-5]
♦   Caries baby a lot (to the point of weak wrists)   [-1]
♦   Mac Fanatic   [-1]
♦   Ovo-lacto Vegetarian (very minor affect on life)   [-1]
♦   Sense of Duty: Cats   [-1]
♦   Talks about **In Nomine** a lot   [-1]

SKILLS   [79]
Animal Handling (cats)-10   [2]
Area Knowledge (Dover/Durham)-12   [2]
Artist-13   [8]
Bicycling-12   [½]
Bow-10   [½]
Brawling-12   [½]
Computer Operation/TL7 (Macs)-15   [8]
Driving/TL7 (automobile)-12   [1]
Fencing-11   [½]
Hobby (fantasy and science fiction literature)-15   [5]
Hobby (role playing games - GURPS, IN NOMINE)-15   [5]
Language (English, native)-16   [5]
Literature-10   [2]
Occultism-11   [2]
Professional Skill (mother, caregiver)-12   [4]
Research-15   [2]
Riding (horses)-11   [½]
Singing-10   [2]
Speed Reading-14   [8]

Swimming-12   [½]
Theology-10   [2]
Veterinary/TL7-11   [4]
Writing-17   [14]

BIOGRAPHY
Born November 5th, 1971, in Austin, Texas, Elizabeth McCoy now resides in New Hampshire. In her high-school years, she determined that she would never be a "mundane" and therefore began flaunting this... This eventually, via the SJG-BBS, led to her snaring her spouse, Walter Milliken (clearly showing that she does, indeed, have the *luck* advantage).

The most recent addition to this family is Iolanthe McCoy, born Feb 17, 2000, via quasi-emergency C-section (Iolanthe's due-date was April 14). If she were designing herself as a character, she would optimize her attributes. She feels that the points she's sinking into skills are just obscene

What If?

Fantasy Beth
No change to attributes; she feels that would seem like cheating. Add Literacy and Magery-1 to the advantages. Note

that the spousal Patron is now a Magery-3 wizard. Depending on tech level, give Bad Sight the pre-glasses cost in Disadvantages. Remove the more modern skills (or change the tech levels on them) and add the skills Needlecraft-10 and Thaumatology-11. As a mage, she would have spells in the Animal and Healing colleges. The animal college would include Shapeshift (tiger)-14. Most healing spells known (to the limits of her Magery) would be of skill level 12-14 as well.

Archangel Beth

In an **In Nomine** setting, Beth could be the Archangel of Archives or the Demon Princess of Nitpicking (depending on whom you ask). These write-ups can be found on the **Steve Jackson Games** web archives.

and

As these are on Steve Jackson Games' official web sites, they will not be repeated in this volume. A more point frugal version of her in the In Nomine universe is found below.

In Nomine Beth

As **Beth, Bright Lilim of Creation**, make the following changes:

Attributes: ST:13, DX:15, IQ:17, and HT:13.

Advantages: add *Power Investiture (corporeal): 2, Power Investiture (ethereal): 4, Power Investiture (celestial): 3*. Change appearance to *Beautiful*. Remove *Patron* and add *Ally (Elohite of Lightning)*. Add *Role (5, writer/editor)*.

Disadvantages: add *Reduced Perception*.

Quirks: remove weak wrists. Add "*Grudge against Mammonites*."

Skills: adjust skills to reflect new attribute levels.

Description: One of the rare "double-daughter" Daughters of Lilith, this Beth is the product of a Lilim mother and a Balseraph "father" who talked Beth's mother into purchasing a child with him from his Prince, Mammon. The pair, despite technically being Free Lilim, were Geas-bound (often due to resonance use from the Bal: "you owe me") into assisting the Balseraph in his get rich quick schemes. He wasn't that _successful_ a Balseraph of Greed, and the trio lived in fear of the Prince noticing the failures and taking exception to them.

However, in her guise of a schoolgirl, Beth discovered the Net. And an Elohite of Lightning whom made, well, a lot of *sense* to a young Lilim who had been raised around a Mammonite. Tired of the lies and constant scrabbling for wealth, she jumped at the chance to take on some _other_ kind of job for a change. When he found out her plans to travel, her Balseraph sire tried to resonate her back into compliance, but for once, the lies didn't stick. She was off.

The Elohite, after observing its most fascinating redemption candidate for a while, decided that really, she matched Creation pretty well. Writing, drawing, and a bit of a slacker. (Bad habits die slow and hard.) So he prevailed upon a Servitor of Creation (in service to Lightning) to invoke Eli, and, well, the rest is history.

Beth is not really suited to Lightning, or much of anyone else, for that matter. Not finances-savvy enough for Trade, too attitudinal for Novalis, not violent enough for Michael and still a bit lazy for Jean. She does fine with Creation, though, and the Council eventually decided to let her stay "just Creation." However, she _is_ supposed to stick with the Elohite (her Ally) and **he** makes reports to his Archangel, so it's not like she's *really* running loose.

Naturally, it's easier for them to hang around together if they have a Role relationship, and since producing relatives can be a bit odd, they got married. (Not something they were adverse to anyway...) They're considering petitioning to contribute to the creation of a reliever sometime in the future...

Updates in Version 1.1:
- Reworded some quirks to fit 'mental nature' requirement
- Removed designator on *Theology* (it is, by definition, various)

PUNCH, SEAN M.

SJGames Title: GURPS Line Editor
Aliases: Dr. Kromm
Born: 27 July 1967   **Age**: 33
Ht: 5'11"   **Wt**: 195#   **Sex**: Male
Nationality: Canadian
Residence: Montréal, Québec
Description: Brown hair (with a long braid in back), fair skin, green eyes. Heavy-boned and stocky, and a tad heavier than he would like to be, but not visibly overweight. Neatly dressed, and wearing eyeglasses.

ATTRIBUTES   [40]
ST: 11   **IQ: 13**
DX: 10   **HT: 10**

ADVANTAGES   [16]
Acute Hearing +1	[2]
Less Sleep (7hrs/night)	[3]
Light Hangover	[2]
Sensitive	[5]
Strong Will +1	[4]

DISADVANTAGES   [-36]
Addiction (caffeine; see p. CII162)	[-5]
Bad Sight (myopia/astigmatism, correctable)	[-10]
Broad-Minded	[-1]
Curious	[-5]
Migraine (infrequent)	[-5]
Odious Personal Habit (chatty and verbose)	[-5]
Stubbornness	[-5]

QUIRKS   [-5]
♦ Computer addict (esp. computer games/Internet)	[-1]
♦ Intolerance (unintelligent or uneducated people)	[-1]
♦ Bipolar personality (mild, under control)	[-1]
♦ Orderly to a fault	[-1]
♦ Wine snob	[-1]

SKILLS   [35]
Administration-13	[2]
Area Knowledge (Halifax, NS)-12	[½]
Area Knowledge (Montréal, QC)-12	[½]
Bard (public speaking)-13	[2]
Chemistry/TL7-10	[½]
Computer Operation/TL7-14	[2]
Computer Programming/TL7-10	[½]
Electronics Operation/TL7 (Computers)-13	[2]
Hobby (computer games)-13	[1]
Hobby (oenology)-13	[1]
Hobby (role playing games)-14	[2]
Language (French)-11	[½]
Language (English, native)-14	[1]

Mathematics-12	[2]
Physics/TL7-12	[2]
Professional Skill (game design)-14	[4]
Research (Fr. Writing)-13	[1½]
Teaching-13	[2]
Typing-12	[4]
Writing-14	[4]

NOTES

This is Sean in early 2001, after working for almost 6 years as a game designer. If encountered in 1995, many of his Scientific skills would be higher (Computer Programming-12, Mathematics-13, and Physics-14 would be suitable) but his skills related to writing and game design would be lower (English-13, Games (Roleplaying)-13, Professional Skill (Game Design)-12, and Writing-12 would be fair). Note that Sean's wife, Bonnie, should count as either a low-point-value Ally or a competent Dependent; the net point cost is zero either way.

A larger-than-life version of Sean would see his personable, outgoing nature, reflected here with the Sensitive advantage and points in Public Speaking, enhanced with one or more of Charisma, Fashion Sense, or Rapier Wit – all traits of which he has been accused in real life. Likewise, one could justify

many skills at levels higher than default level but below the half-point level, including Bicycling, Boating, Brawling, Carousing, Streetwise, and Swimming. An illuminated version of Sean might see his real-life friends in the Bank for International Settlements and NORAD elevated to the level of full-fledged Contacts.

BIOGRAPHY

Sean was born in the Nova Scotia city of Halifax in 1967. His upbringing was in no way unusual, although as the son of a schoolteacher, he enjoyed supplemental home education, which gave him an edge (and good grades) at public school. Like most Nova Scotian kids, he spent his summers on the North Atlantic learning the basic lessons of boating, swimming, fishing, and sailing; however, he did not continue to pursue these activities in adult life.

From his mid- to late teens, Sean became fairly active in the local "punk" scene – at least such as it was in a small city like Halifax. He spent a great deal of time hanging around the streets; therefore, he had an unusual amount of contact with crime, drugs, and violence. In the end, this lifestyle lost what little appeal it held and Sean entered one of the local universities (Dalhousie).

Initially a chemistry student, Sean changed his major to physics after the deaths of his two younger sisters in 1985 and 1986 inspired him to rethink his choices on a great many matters. He graduated with a B.Sc. in physics in 1990, married his wife, Bonnie, the same year, and then moved to Montréal, Québec to pursue graduate studies in physics. He was awarded his M.Sc. in physics in 1992 and immediately began work on his Ph.D.

Sean's physics career came to an abrupt halt in 1995 when his graduate funding expired and his graduate supervisor died of a sudden heart attack. His Ph.D. plans in pieces, Sean sought work to make ends meet. An avid roleplayer since his preteen years, he was thrilled when Steve Jackson of Steve Jackson Games unexpectedly offered him a job working in the roleplaying games industry. This has been his occupation ever since.

Today, Sean telecommutes from his home in Montréal, Québec, where he lives with Bonnie and their four cats. His primary tasks for SJ Games are recruiting writers and maintaining rules consistency for a line of RPG products. He spends far too much of his downtime playing computer games or chatting with his friends online. He also has a fairly active social life, and finds time to pursue his interest in fine wines and spirits -- a hobby that is barely affordable for someone in his line of work.

ENCOUNTERED

In person, Sean is most likely to be encountered in Montréal, usually at a cocktail party, dinner party, or similar social event. He loves to talk and is a bit of a flirt, and will not avoid a conversation or even a raging debate about a subject he finds interesting -- notably food and drink, politics, religion, science, and technology. He is liable to snub those who are preoccupied with the banal; he finds talk of cars, sports, television, and everyday work too boring for words. Online, Sean can be encountered either as the representative of Steve Jackson Games, on the prowl for skilled freelance writers and editors, or as a gamer, playing all manner of first-person shooters and electronic roleplaying games. Sean is hardly the heroic type, but adventurers who happen to need work as editors or writers might find him a useful contact. As well, he is a trained physicist who can sometimes bring a useful scientific perspective to a problem.

What If?

Sean 'fnord' Punch
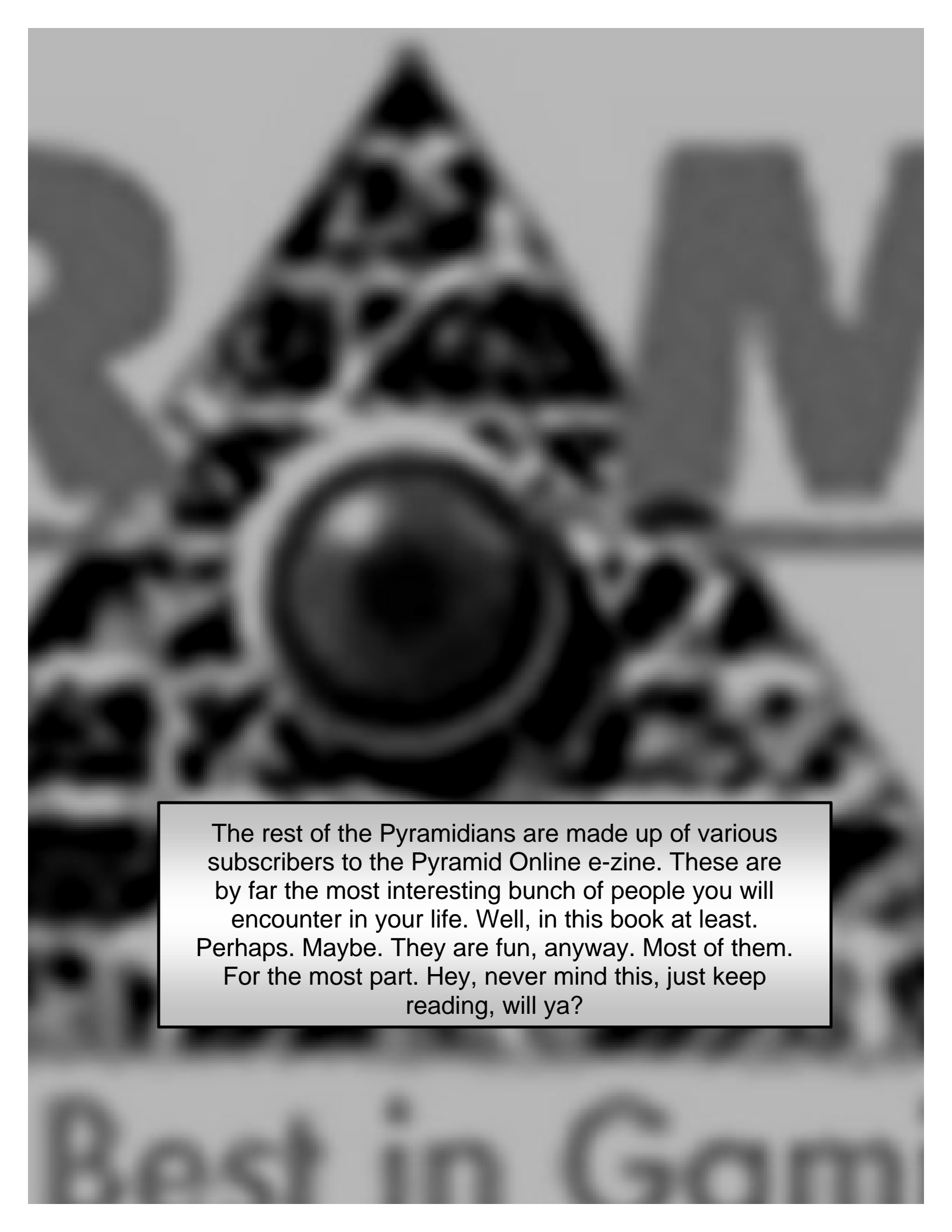
Sean's employer, Steve Jackson Games, often depicts itself as a cabal of Secret Masters involved in an Illuminated global conspiracy. As far as everyone knows, this is a fiction -- a marketing shtick. On the other hand, if SJ Games really was part of The Conspiracy, then they might be hiding in plain sight. That might explain the U.S. Secret Service raid. As one of the more long-term employees of the SJ Games, Sean would almost certainly be involved with The Conspiracy. He does know an awful lot of people in international agencies, from the Bank for International Settlements to NORAD. His father really is a member of not one but three semisecret orders of knighthood based in France and Spain. And this telecommuting . . . well, it means that no one actually sees him go to work.

Dr. 'Science!' Kromm

Sean's online identity is "Dr. Kromm." The name comes from a fictional mad scientist character, which Sean has played many times over his years as a roleplayer. What if Dr. Kromm is the real Sean Punch? Kromm would be Sean writ large: science nut, computer addict, and insanely curious -- an expert on most kinds of crazy and dangerous science. Kromm's home would hide a secret laboratory in which all manner of insane experiments might take place, up to and including reanimating the dead and building mind-control lasers. Unlike most mad scientists, however, Kromm is not sinister or evil, and does not have designs on the world; instead, he is impulsive, curious to a fault, and generally unaware of the obvious criminal and military applications of his work.

Updates in Version 1.1:
- It's Nova Scotian kids, not Nova Scotia kids.
- Corrected cost of Language (English).

The rest of the Pyramidians are made up of various subscribers to the Pyramid Online e-zine. These are by far the most interesting bunch of people you will encounter in your life. Well, in this book at least. Perhaps. Maybe. They are fun, anyway. Most of them. For the most part. Hey, never mind this, just keep reading, will ya?

CAMBIAS, JIM

Aliases: None
Born: 1966   **Age**: 34
Ht: 6'3"   **Wt**: 195   **Sex**: Male
Nationality: American
Residence: Massachusetts
Description: a tall, balding Caucasian man with hazel eyes and brown hair.

ATTRIBUTES   [10]
ST: 10   **IQ: 13**
DX: 9   **HT: 9**

ADVANTAGES   [43]
Ally (Dr. Diane Kelly, all the time)   [0]
Claim to Hospitality (friends and relations)   [1]
Contacts (archaeologist, completely reliable, 9-)   [3]
Contacts (astrophysicist, completely reliable, 9-) [3]
Contacts (biochemist, completely reliable, 9-)   [3]
Contacts (computer programmer, completely reliable, 9-) [3]
Contacts (game designer, completely reliable, 9-)   [3]
Contacts (mathematician, completely reliable, 9-)   [3]
Contacts (physician, completely reliable, 9-)   [3]
Contacts (sci-fi writer, completely reliable, 9-)   [3]
Manual Dexterity +1   [3]
Versatile   [5]
Wealth (comfortable, starting wealth only)   [10]

DISADVANTAGES   [-95]
Allergies (various, minor)   [-1]
Bad Sight (correctable)   [-10]
Code of Honor (contemporary gentleman)   [-5]
Curious   [-5]
Dependent (Emily Cambias, loved one, 12-)   [-64]
Laziness   [-10]

QUIRKS   [-4]
♦   Impatient   [-1]
♦   Rationalist   [-1]
♦   Somewhat shy   [-1]
♦   Strong but idiosyncratic political views   [-1]

SKILLS   [35]
Administration-12   [1]
Alchemy/TL7-9   [½]
Archaeology-11   [1]
Area Knowledge (Chicago, IL)-12   [½]
Area Knowledge (New Orleans, LA)-13   [1]
Area Knowledge (Triangle Region, NC)-13   [1]
Area Knowledge (World)-13   [1]
Astronomy/TL7-11   [1]
Bard-12   [1]
Computer Operation/TL7-13   [1]

Cooking-13   [1]
History-13   [4]
Hobby (role playing games)-14   [2]
Hobby (strategy games)-13   [1]
Language (French)-11   [½]
Language (English, native)-14   [1]
Literature-13   [4]
Occultism-12   [1]
Physics/TL7-11   [1]
Planetology-11   [½]
Savoir-Faire-12   [½]
Scuba-11   [½]
Speed Reading-12   [1]
Sports (fencing)-9   [2]
Swimming-9   [1]
Weird Science-9   [½]
Writing-14   [4]
Zoology-10   [½]

NOTES
This is Jim Cambias about the year 2000; before 1996 he has no Dependent and fewer Contacts, and his Writing skill probably isn't as high. As written, he's most suitable for a modern-day horror, mystery or conspiracy campaigns,

especially one involving science or academia. He would also be an interesting choice for a time-travel campaign. Cambias can either be a player-character or a helpful NPC with useful information. His lack of combat skills can be a handicap in an action-oriented scenario, but he's sufficiently nosy to get involved anyway, and his large web of Contacts can lead him to almost any situation.

BIOGRAPHY

James Leslie Cambias was born in New Orleans in 1966, and retained a strong affection for the city throughout his life. He was introduced to roleplaying games and science fiction at an early age, and quickly discovered an interest in creating stories and adventures. Cambias was educated at the University of Chicago, where he studied the history of science. It was at Chicago that he met Diane Kelly. After a brief stint working for a small publisher in New Orleans, Cambias returned to Chicago, then moved with Kelly to North Carolina, where she attended graduate school at Duke University. The two were married in 1991. A lack of publishing jobs in the area led Cambias to turn to writing full-time. He began submitting articles to gaming magazines, and wrote his first book in 1992. By the mid-1990s he had established himself as part of the stable of writers working for Steve Jackson games on various projects. He moved to Ithaca, New York with Kelly and their infant daughter in 1997, then to Massachusetts in 2000. In that year he began selling science fiction stories, and started to devote more of his time to fiction writing.

What If?

Jim In Space

In a futuristic setting, give Cambias the Space Sickness disadvantage in place of Bad Sight; replace Archaeology with Xenology and Zoology with Xenobiology. Writing skill may be replaced by whatever is most appropriate for the setting: Video Production or Sensie Interface, for example. Adjust the TL of his skills to fit the campaign. If Panimmunity is available to the middle class he'll have it, and in a world with widespread cybertechnology he'll probably have an interface jack or a chip slot.

Jim of The Rings

In a high fantasy setting, Cambias would have the advantage of Literacy, and would almost certainly know a smattering of magic, though he's unlikely to have Magic Aptitude. Switch Astronomy/TL7 to Astrology, Physics/TL7 to Thaumatology, Weird Science to Weird Magic. Sport fencing becomes the actual combat skill. Replace Planetology and Scuba with Naturalist and Riding, and add 5 or 10 points' worth of spells, mostly learned at the 1/2 point level. His education level and literacy might call for a level of Status.

Jim of The Lost Ark

For a "cinematic" or heroic version, give Cambias the additional advantages of Luck and High Pain Threshold, raise DX and HT to 10, improve all his scientific skills to 12 and add the Science! skill at 10. In a game of superpowers, he would probably be a psionic super, with telekinesis and ESP powers, and perhaps teleportation.

Updates in Version 1.1:

- added 'all the time' to *Ally*
- shifted *Allergies* from a *quirk* to a 1-point disadvantage (allergies are not mental and so cannot be a quirk)
- **Jim In Space** uses a *Sensie interface*, not a *Sensei interface*
- Changed *Code of Honor (personal)* to *Code of Honor (Contemporary Gentleman)*
- Raised *Administration* skill by one point as a compensation for the loss of *Professional Skill (writer)*

COOK, BRIAN

Aliases: TechRat
Born: undisclosed   **Age**: undisclosed
Ht: 6'3"   **Wt**: 290#   **Sex**: Male
Nationality: American
Residence: Tampa, Florida
Description: a rather average-looking Caucasian male. Brown shoulder-length hair, hazel eyes, wears gold-rimmed glasses. Tends to dress in "slacker mode" - T-shirt, over shirt, and comfortable jeans. Has recently taken to wearing a mustache and beard, but these are by no means permanent additions to his appearance.

ATTRIBUTES   [85]
ST: 12   **IQ: 14**
DX: 11   **HT: 11**

ADVANTAGES   [95]
Alcohol Tolerance	[5]
Ally Group / small group, online only, 12-	[20]
Appearance (attractive, one hour preparation -60%)	[2]
Collected	[5]
Deep Sleeper	[5]
Eidetic Memory	[30]
Less Sleep +1	[3]
No Hangover	[5]
Sanctity	[5]
Security Clearance (world power, currently inactive -100%)	[0]
Single-Minded	[5]
Wealth: Comfortable	[10]

DISADVANTAGES   [-107]
Addiction / Caffeine	[-5]
Addiction / Tobacco	[-5]
Allergic Susceptibility +1 (penicillin and variants, potentially lethal)	[-5]
Bad Back (normal)	[-15]
Bad Sight (correctable)	[-10]
Compulsive Spending	[-5]
Dependent (Kendar, daughter, loved one, <25 points, 9-)	[-32]
Fat (50% higher than normal)	[-10]
Migraine +1	[-5]
Phobia (mild, dogs)	[-5]
Unfit	[-5]
Workaholic	[-5]

QUIRKS   [-5]
- ♦ Coffee snob   [-1]
- ♦ Devoted Sluggite   [-1]
- ♦ Favors dark colors   [-1]
- ♦ Prefers organized messes to neatness   [-1]
- ♦ Vow: Raise daughter to be gamer-girl/anime fan   [-1]
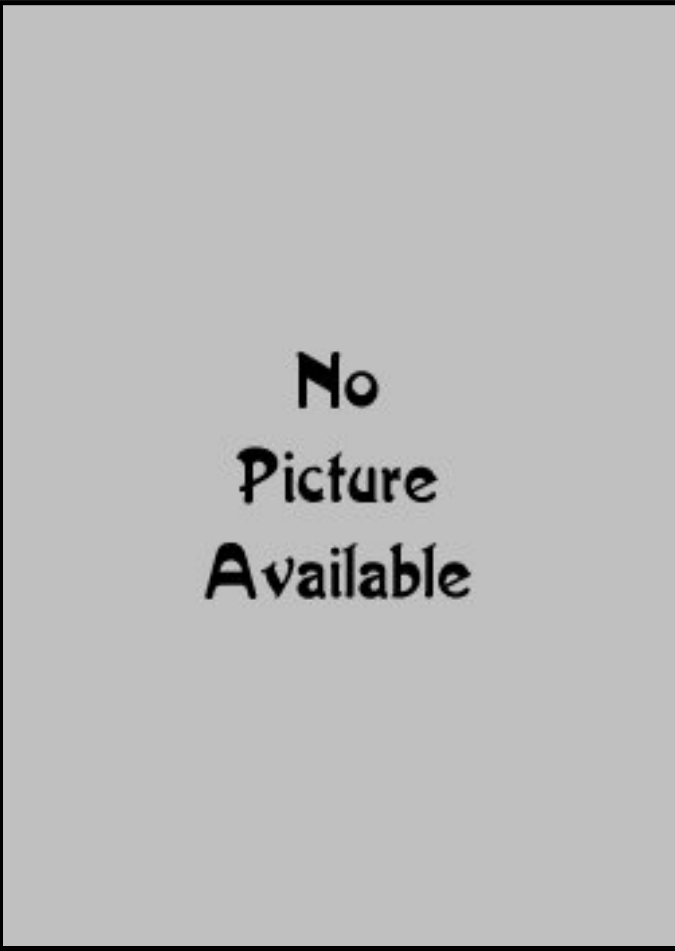
SKILLS   [31]
Accounting-12	[¼]
Administration-14	[½]
Animal Handling-13	[1]
Area Knowledge (Internet/Web)-14	[½]
Area Knowledge (Tampa Bay, FL)-14	[½]
Bard-14	[1]
Broadsword-10	[1]
Chess-13	[¼]
Computer Operation/TL7-16	[2]
Computer Programming/TL7-13	[1]
Cooking-14	[½]
Cryptanalysis/TL7-13	[1]
Dancing-11	[2]
Driving/TL7 (automobile)-11	[1½]
Electronics Operation/TL7 (computers)-16	[3]
Fast-Talk-14	[1]
Guns/TL7 (pistol)-12	[½]
History-12	[½]
Hobby (role playing games)-14	[½]
Intelligence Analysis-12	[½]
Karate-8	[½]
Knife-10	[½]

Language (French)-12	[¼]
Language (English, native)-14	[0]
Mathematics-12	[½]
Merchant-16	[3]
Research-14	[¾]
Scrounging-14	[½]
SIGINT Collection/Jamming/TL7-12	[½]
Speed Reading-14	[1]
Survival (urban)-13	[½]
Swimming-15	[½]
Teaching-13	[½]
Traffic Analysis/TL7-12	[½]
Typing-10	[½]
Writing-15	[2]

NOTES

Appearance (attractive): Brian is borderline attractive naturally, and has been known to turn female (and gay male) heads in a positive way with effort. This is a mechanical representation of the classic advantage "Cleans Up Purty".

Allergy: Brian is allergic to all forms of penicillin, and even small doses will likely kill him without medical intervention. This limits his options medically to some extent.

BIOGRAPHY

Born in Washington DC, Brian spent his very early years in the suburbs surrounding the capitol of the United States. At the age of three, his parents made the decision to move to Florida - which he took as a slight, as he was not consulted on the matter. With the exception of his term of military service, he has lived in the Tampa Bay area since then.

At an early age, he demonstrated having a remarkable memory, and his parents encouraged him to follow whatever subjects caught his attention. He learned to read by the age of three, and was dabbling with algebra and other 'advanced' math before third grade thanks to his mother, an amateur mathematician herself. Growing up in a fairly small town, Brian exhausted the resources of the local library near his tenth birthday, having read everything in it that was of interest to him.

As an only child growing up in a community of mostly older people, Brian was what psychologists call 'incompletely socialized' and never learned how to get along well with others his age - though he carried himself well in the company of adults. Neighbors often described him as being a "small adult." He was mature before his time. Aptitude testing qualified him for an accelerated learning program, and to skip the third grade entirely.

This certainly had its drawbacks, though. The conflict between wanting to be a 'normal kid' and the fact that, in many ways, he wasn't came to a head in seventh grade in the form of a slight nervous collapse. He withdrew from all but the barest minimum of social interactions both in school and out, focusing more inward and becoming more convinced by the day that he wasn't as good as everyone thought he was.

Lengthy counseling and strong support from family and what few friends he had pulled him through this stage, but when he came out the other side, he was a much different person than he had been. His aptitude for writing and story-craft manifested early on, and would spend most of his school years inventing and destroying fictional worlds and people instead of doing the work he was supposed to be doing. The flickering creative spark within him came and went frequently, with frustrating results, and when he discovered roleplaying games he found an outlet for those energies that writing for his own amusement lacked. His first gaming experiences were with second-edition Dungeons and Dragons and Gamma World, though he found both of those systems lacking in the style he preferred, and he abandoned RPGs for lack of interest within a year.

High school was a transformational experience, in many ways. Having more control over what he learned gave Brian the freedom to follow his interests; these were almost exclusively the hard sciences and business education. Coming from a blue-collar background, Brian's drive had been to rise above that, and his work to date had focused on business and management with the goal of continuing that in college and the real world.

College, however, wasn't meant to be as he was without money and was unwilling to burden himself with high debts in the form of tuition loans. Brian decided that his best chances of achieving a college education would be to take the U.S. Air Force up on their offer of a college fund in exchange for a few years of his life. He enlisted in April of 1990, picking up two stripes in exchange for a six-year enlistment, and went to tech school in San Angelo, Texas after graduating Basic Training. During this time, he qualified for his security clearance, which was necessary for the technical specialty that had been chosen for him. Upon graduation from tech school, he found himself assigned to the 6981st Electronic Security Group at Elmendorf Air Force Base, just outside Anchorage, Alaska. His military career was cut short, though, by his often-caustic and non-deferential personality; within a year of his arrival on-post, he was honorably discharged as "not suited for military life."

While living in Alaska, both before and after the end of his term of service, Brian again fell into roleplaying, this time under different systems that were far more to his liking than his previous foray. GURPS, Champions, Cyberpunk 2.0.2.0., and the FASA Star Trek RPG were quick additions to his gaming library, and he went from a mild interest to a serious one in fairly short order. GURPS, in particular, appealed to him due to its infinite customizability.

Returning to Florida in early 1992, Brian found his way into the retail sector, working his way into store management after proving his abilities as a salesman. He attributed his success to the fact that he consciously rejected the stereotype of the "say-anything salesman" and dealt with his customers honestly. "If I'm going to lie," he said on several occasions, "it's going to be for a better reason than 3% commission." His goal, though, was to find his way into the high-tech industry... a daunting task without a degree. What he had was patience, and while supporting himself in retail he set about learning as much as

he could about computers and telecommunications, building on his years as an amateur enthusiast.

That patience paid off when he was hired into the most thankless job in the world - telephone technical support. His career as a salesman and store manager helped in many ways, most notably in having prepared him for the sort of end-users that would be calling him on a daily basis. He quickly mastered the skill of translating tech-speak to English (and, on occasions, French) and the art of educating clients on more than just the basics of computer operation. When the Internet craze began in earnest, Brian was firmly ensconced in his element - telecommunications - as front-line support for his company's Internet products. Quarterdeck was an early victim of the browser wars, and a high-level lack of focus led to that company's eventual dissolution. Landing on his feet, Brian moved into the world of contract work, taking assignments that catered to his talents and where he could learn even more, culminating in his present position as a helpdesk technician and operational support analyst for a software company headquartered in Tampa, Florida.

All work and no play makes for an overstressed puppy, though, and Brian didn't neglect his personal life. After a string of fizzled "not-quite-relationships" he quite unexpectedly met and married someone he loved very much, and together they produced a daughter, Kendra. In the fall of 2000, though, the marriage ended under mostly amicable conditions.

What If?

Captain Cook
Had he been more able to deal with the military, it's quite conceivable that Brian might have worked his way up into the officer ranks. He's the first non-officer veteran in his family in three generations. He remains of the opinion that this is because he didn't have the time. While he's not a combat-capable character (he wouldn't be in his field) he makes an excellent Contact for PCs in an end-of-the-Cold-War GURPS Special Ops scenario - or an equally competent counter-intelligence foil in an Espionage setting.

TechRat, Fixer for Hire
In a Cyberpunk setting, what's better to have than a fixer who's living a double life as a drone in the MegaCorps? Add some points for Computer Hacking and Streetwise, exchange the Ally Group for Contacts in high and low places, and replace the Dependent with a Secret Identity. His temperament isn't one suited for high-stakes work, preferring lower-level jobs and a reputation for absolute reliability.

First and Ten
An utter dislike for the high school football coach was Brian's sole reason for not trying out. While hardly fast on his feet, his overall bulk could be used to turn him into an effective collegiate offensive or defensive lineman. After this sort of training, he would make an excellent intimidating brick working for a medium-level crime lord whose 'other skills' as shown above give his employer an edge on the mean streets of an Autoduel, Y2K or Technomancer setting.

CUNNIUS, DAVID

Aliases: Cap'n Q
Born: 31 January 1959　　　　**Age**: 41
Ht: 5'8½"　　**Wt**: 286#　　**Sex**: Male
Nationality: American (German, Native American, Swedish, and Dutch heritage)
Residence: Pittsburgh, PA
Description: Pale skin, brown hair, brown eyes, and glasses, full beard and mustache. Dave looks like either a stereotypical computer nerd or a biker out of his leathers, depending on how recently he's gotten a haircut.

ATTRIBUTES　　　　　　　　　　　　[35]
ST: 10　　　　**IQ: 14**
DX: 10　　　　**HT: 9**

ADVANTAGES　　　　　　　　　　　　[4]
Acute Hearing +1　　　　　　　　　　　　[2]
Light Hangover　　　　　　　　　　　　[2]

DISADVANTAGES　　　　　　　　　　[-62]
Bad Sight (correctable)　　　　　　　　　[-10]
Combat Paralysis　　　　　　　　　　　[-15]
Compulsive Behavior (playing games)　　　[-5]
Dependency (antidepressant drugs, common, daily, missed dose causes Chronic Depression)　　　[-7]
Fat (50% higher than normal)　　　　　　[-10]
Poverty (poor)　　　　　　　　　　　　[-15]

QUIRKS　　　　　　　　　　　　　[-5]
♦　Incompetence (driving automobiles)　　[-1]
♦　Procrastinates　　　　　　　　　　　[-1]
♦　Sloppy housekeeper　　　　　　　　　[-1]
♦　Staid　　　　　　　　　　　　　　[-1]
♦　Uncongenial　　　　　　　　　　　[-1]

SKILLS　　　　　　　　　　　　　[40]
Acting-12　　　　　　　　　　　　　[½]
Area Knowledge (Berks County, PA)-14　　[1]
Area Knowledge (Pittsburgh, PA)-14　　　[1]
Area Knowledge (Web)-13　　　　　　　[½]
Artist-11　　　　　　　　　　　　　[½]
Bow-12　　　　　　　　　　　　　[16]
Chemistry/TL7-11　　　　　　　　　[½]
Chess-14　　　　　　　　　　　　　[1]
Computer Operation/TL7-15　　　　　　[2]
Computer Programming/TL7-12　　　　　[1]
Cooking-13　　　　　　　　　　　　[½]
First Aid/TL-13　　　　　　　　　　[½]
Fishing-13　　　　　　　　　　　　[½]
Guns/TL7 (rifle)-11　　　　　　　　　[½]
History-11　　　　　　　　　　　　[½]
Hobby (role playing games)-15　　　　　[2]

Hobby (strategy games)-15　　　　　　　[2]
Language (German)-12　　　　　　　　[½]
Language (English, native)-14　　　　　[0]
Mathematics-12　　　　　　　　　　　[1]
Musical Instrument (clarinet)-11　　　　[½]
Musical Instrument (saxophone)-11　　　[½]
Musical Notation-13　　　　　　　　　[½]
Performance-12　　　　　　　　　　　[½]
Physics/TL7-11　　　　　　　　　　　[½]
Psychology-11　　　　　　　　　　　[½]
Research-14　　　　　　　　　　　　[2]
Swimming-14　　　　　　　　　　　[½]
Teaching-12　　　　　　　　　　　　[½]
Wrestling-9　　　　　　　　　　　　[1]
Writing-13　　　　　　　　　　　　[1]

David Alan Cunnius was last employed as a computer programmer, but has been living on disability benefits since 1984. He lives alone in a one-bedroom apartment in Pittsburgh, Pennsylvania. He spends much of his time playing computer games or "surfing" the World Wide Web. His parents and his younger brother and sister live in Berks County, Pennsylvania. He was raised as a Lutheran and considers himself a committed Christian, but seldom discusses some aspects of his personal theology.

BIOGRAPHY
Dave was born in Reading, Pennsylvania, and was raised on a farm owned by his maternal grandfather. He learned to read before entering kindergarten, and had a stellar academic career up until his sophomore year of college. He earned several merit badges in the Boy Scouts, and performed with the school band. In his junior year in high school, he was listed in Who's Who Among American High School Students. He played the evil Duke Frederick in his Senior Class Play production of Shakespeare's <u>As You Like It</u>. He started college at Carnegie-Mellon University in Pittsburgh, Pennsylvania as Chemistry

major, but later switched to Mathematics with an emphasis on computers.

Mid-way through his sophomore year, Dave was felled by a flu-like illness and missed three weeks of classes. His efforts to make up the lost time burned him out, and he was forced to withdraw from college. Faced with academic failure for the first time in his life, he fell into a deep depression. He returned to C-MU in the fall, but a failed romance turned his depression chronic. He was put on academic probation at the end of his second sophomore year, and dropped out the next semester to avoid academic suspension.

Dave spent the next three years as a "migrant programmer", drifting from project to project and eventually being fired either for poor productivity, or because the project ended. His clinical depression was finally diagnosed in 1984, qualifying him for welfare benefits and eventually for disability.

What If?

PC Dave

In any campaign, Dave's disadvantages and skills should be adjusted to bring him up to a playable point value for a PC. As written, he makes a better NPC, Contact, or Dependent. One way to *really* boosts Dave's point value would be to break out his Role-playing and Strategy Games skills into individual skills for the 200+ conventional games and 40+ computer games he has collected.

Fantasy Dave

In a fantasy campaign, Dave would probably become an alchemist. He would likely have the True Faith advantage as well.

Madness Dave

In the world of [**MADNESS**] (from the .fnord message board), Dave's "depression" is a cover; he starts out as Imperial Intelligence Agent-in-Place "Q", reporting directly to Hereditary Colonel Sir Morgan O'Lathlann of the Far Eastern Domains. His work during the post-election crisis led to a commission as a Hereditary Captain, and a promotion to Hereditary Lieutenant. Shortly after that, Dave's latent psychic sensitivity was triggered by the approach to Earth of the Terror From Beyond Space. He was drafted into the expedition into the Dreamscape, but was mind-controlled by TFBS and apparently absorbed by it.

Space Dave

In a futuristic campaign, Dave wouldn't change much. Advances in medical science could eliminate several of his disadvantages, but he'd be a high risk for a virtual reality addiction.

DYBEDAHL, CALLE

Aliases: None
Born: 28 October 1969   **Age**: 31
Ht: 6'4"   **Wt**: 190#   **Sex**: Male
Nationality: Swedish
Residence: Jakobsberg, a suburb of Stockholm
Description: Tallish, longhaired, and bearded. Nearly always wears black jeans and a black shirt or sweater of some kind. When outdoors, usually wears an ankle-long black leather coat, black boots and occasionally a fairly wide-brimmed black hat.

ATTRIBUTES [30]
ST: 10   **IQ:** 13
DX: 10   **HT:** 10

ADVANTAGES [17]
Clerical Investment (Wicca)	[5]
Cool	[1]
Courtesy Rank (Private First Class)	[1]
Wealth (comfortable)	[10]

DISADVANTAGES [-17]
Addiction (caffeine; see p. CII162)	[-5]
Careful	[-1]
Intolerance ('lusers')	[-5]
Sense of Duty (coven)	[-5]
Uncongenial	[-1]

QUIRKS [-5]
- *Always* dresses in black [-1]
- Anti-rules extremist when roleplaying [-1]
- Emacs bigot [-1]
- Refuses to apply Computer Operation skill to Microsoft products [-1]
- Tea addict [-1]

SKILLS [40]
Bicycling-11	[2]
Computer Operation/TL7-13	[1]
Computer Programming/TL7-13	[4]
Electronics Operation/TL7 (cryptography systems)-11	[½]
Electronics Operation/TL7 (radar)-11	[½]
Guns/TL7 (sub-machine guns)-11	[½]
History-10	[½]
Language (English)-14	[4]
Language (French)-11	[½]
Language (Swedish, native)-15	[2]
Linguistics-9	[½]
Literature-12	[2]
Mathematics-12	[2]
Occultism-11	[½]
Professional Skill (Unix Systems Administration)-18	[12]
Research-11	[½]
Swimming-10	[1]
Theology-11	[1]
Typing-12	[4]
Writing-12	[1]

BIOGRAPHY

The night when Calle was born a storm blew the roof off of the maternity ward where his mother lay. Much later, a friend of his suggested that this was "God's way of saying he had changed his mind".

All through nine years of school, he was pretty much your typical nerd. At the age of five, he taught himself to read by watching educational children's shows on TV ("Fem myror är fler än fyra elefanter"), and after that he preferred to stay indoors and read over going out and be beaten up by the other kids. In the subjects that interested him, he invariably got top grades. In the subjects that didn't interest him, he invariably got passing grades, often to his teachers' great frustration, since they knew he could do better.

At the start of the fall term in 1982, the "Recess Activity Hall" (or whatever you should call it in English) had purchased the first Swedish roleplaying game. Since the lady responsible for

the recess activities soon realized that this wasn't a game that could be played in half an hour, she let Calle buy it for next to nothing. He got two friends together, and they started to play, with Calle as GM. He's been Game Mastering ever since.

Having finished his compulsory nine years and voluntary three years of school, he did military service. In theory, what he did there is classified, but it's not very hard to get him to talk about it anyway.

Out of the service, he worked as a night watchman for a couple of months. Then, he managed to get a better job in the support department for the newly started Dell Sweden. During this time, he developed a surprisingly intense loathing for computer users.

He left Dell to attend University and study mathematics. After two years of solid math he gave it up. Not only had he realized that the job market for mathematicians is somewhat limited, he had also for the first time in his life met people who was clearly more intelligent than he was. A few were not only generally smarter, but also *much* more talented when it came to mathematics. The realization that there was no way to compete with those people for the few fun jobs available played a large part in his giving up math.

After that, he spent half a year as the first full-time clerk for the newly state-approved Swedish Association for Board and Roleplaying Games. This was great fun, but was unfortunately time-limited. When it was over, Calle went back to University as a literature student, planning to eventually try a career in journalism. To his own surprise, this suited him just fine and he spent the next three years as a pretty promising student and started thinking about applying for postgraduate studies leading to a Ph.D.

Those plans suddenly came to nothing in the summer of 1996.

Back in 1990, when he first moved to Linköping and started studying at the Linköping University, he found something called Lysator Academic Computer Society. They had a room that was in theory the air-filter for a bomb shelter, in which they kept a bunch of Unix machines -- and, most important of all, they had an Internet connection. The Internet was *much* more fascinating than the old FidoNet BBSs he had used to play around with. He started spending a lot of time in Lysator's windowless hole in the ground. Eventually he wanted something fixed when none of the administrators had time to do it, so he asked for the root password and fixed it himself. After which he was, of course, considered one of the administrators.

In 1995, the Internet started penetrating to the public. In 1996, it exploded. Lots of companies started searching desperately for people with either Internet or Unix experience. By that time, Calle had six years' worth of both, and was a much better SysAdmin than he himself realized. Asked by a friend of his father's, he took a job over the summer break as a Unix SysAdmin.

To his own great surprise, he found two things. First, that he was really, really good at it. Significantly better than anyone else in the company who had hired him. Second that he liked it. A lot. When the summer ended, he just asked his boss to transform the temporary employment contract into a permanent one, something the boss was more than happy to do. The literature studies were simply left behind, and he still has a nearly complete Master's Thesis waiting for the finishing touches.

Since then he has changed job a few times, getting significant pay raises every time. He has met one or two others who are as good at handling Unix machines as he is (and one of them is now his girlfriend). Over the net, he's in contact with others who are at the same skill level or higher. The specific method of contact is similar to how The Network is described in Illuminati: if you can get at it, you belong there.

At one point in time, he came into contact with a Wiccan coven. He liked them, they liked him, and he joined. You don't need to know more than that.

What If?

Fantasy
In a fantasy world, Calle will be a wizard of the non-adventuring type. He'll quite likely be a specialist in some vaguely repulsive branch of magic, such as making magic items by binding demons into them.

Illuminati
In a modern-day conspiracy game, Calle knows far more than he ought to, and should be suspected (but only suspected) of belonging to some sort of behind-the-scenes group.

Cyberpunk
In a cyberpunk game, Calle is pretty much like how he is today. He'll be working for a medium-size corporation, and be a specialist in obscure but high-end equipment. He'll be connected to one or more semi-secret loosely knit groups of other specialists, all working for more personal freedom.

Science Fiction
Calle belongs in universes that are realistic or darkish. In *Star Trek* he plain does not exist. In *Star Wars* he died when the first Death Star blew up, while muttering something about how he told them not to put that stupid self-destruct button there. In *Babylon 5*, he's a computer specialist or a Psi Corps interrogator.

Updates in Version 1.1:
- added actual rank to *Courtesy Rank* advantage
- added *Addiction to Caffeine*
- *Intolerance* towards 'lusers' not 'losers'
- removed *Variations* section (not needed)

EDELSTEIN, DAVID

ATTRIBUTES [65]

ST:	10	IQ:	14
DX:	11	HT:	11

ADVANTAGES [2]
Language Talent +1 [2]

DISADVANTAGES [-48]
Bad Sight (correctable) [-10]
Dependent (wife, loved one, <25 points, 6-) [-12]
Distractible [-1]
Dreamer [-1]
Intolerance (whiners) [-5]
Sense of Duty (friends) [-10]
Uncongenial [-1]
Weak Will -1 [-8]

QUIRKS [-5]
♦ Constantly buys new books, even though he hasn't read
  half the books he already [-1]
♦ Dislikes nerds and geeks, tries not to be one [-1]
♦ Sometimes sarcastic [-1]
♦ Spends too much time on the computer! [-1]
♦ Suffers mild nervous twitches [-1]

SKILLS [62]
Area Knowledge (Baltimore, MD)-12 [0]
Area Knowledge (Dallas, TX)-12 [0]
Area Knowledge (Korea)-12 [0]
Area Knowledge (San Francisco, CA)-12 [0]
Artist-11 [½]
Bicycling-10 [½]
Boxing-12 [4]
Computer Operation/TL-14 [1]
Computer Programming/TL7 (BASIC, HTML)-11 [½]
Cooking-12 [½]
Driving/TL (automobile)-11 [1½]
First Aid/TL-13 [½]
Guns/TL7 (pistol)-12 [½]
Guns/TL7 (rifle)-13 [1]
History-11 [½]
Hobby (Games - Board/Card/War/RPGs)-15 [4]
Judo Art-11 [2]
Judo-13 [16]
Karate-12 [8]

TOTAL CHARACTER POINT VALUE: 76

No Picture Available

Knife-10 [½]
Language (English, native)-15 [0]
Leadership-11 [0]
Linguistics-12 [2]
Mathematics-11 [½]
Motorcycle-10 [½]
NBC Warfare/TL7-12 [½]
Orienteering/TL7-12 [½]
Research-13 [1]
Savoir-Faire (dojo)-13 [½]
Savoir-Faire (military)-13 [½]
SIGINT Collection/Jamming/TL7-11 [½]
Swimming-10 [½]
Teaching-12 [½]
Traffic Analysis/TL7-11 [½]
Typing-10 [½]
Writing-14 [2]

Maneuvers
Arm or Wrist Lock-14 [½]
Back Kick-9 [0]
Breakfall-12 [0]
Disarming-13 [0]
Ear Clap-8 [1]
Elbow Strike-12 [1]
Ground Fighting-12 [1]
Jab-9 [0]
Kicking-11 [1]
Knee Strike-12 [½]
Riposte (karate)-12 [1]
Shuto-10 [1]
Stamp Kick-12 [1]
Sweeping Kick-12 [2]

GLENN, JON

TOTAL CHARACTER POINT VALUE: 70

Aliases: Bigjon
Born: undisclosed   **Age**: early thirties
Ht: 6'3"   **Wt**: undisclosed **Sex**: Male
Nationality: American
Residence: Louisiana
Description: A tall, burly man in his early thirties, with a beard and a ponytail. Doesn't quite qualify for the Overweight disadvantage, but is stocky enough that he doesn't look very tall unless you have some point of reference. (i.e.: standing next to him, or by some object that gives a you sense of scale). Brown hair and bloodshot blue eyes. Usually dressed in jeans and a printed t-shirt. The choice of t-shirts almost always shows that he's a sci-fi fan. Is rarely seen without a button-encrusted book-sack filled with game books.

ATTRIBUTES [40]
ST: 12   **IQ**: 13
DX: 10   **HT**: 9

ADVANTAGES [90]
Alertness +1	[5]
Ally Group (gaming group, 9-)	[10]
Combat Reflexes	[15]
Eidetic Memory - Level 1	[30]
Extra Hit Points +3	[15]
Night Vision	[10]
Patron (parents, no special abilities or powers, 9-)	[5]

DISADVANTAGES [-103]
Compulsive Spending +1	[-5]
Dependent (niece, loved one, <25 points, 9-)	[-24]
Hard of Hearing	[-10]
Laziness	[-10]
Odious Personal Habits (slob)	[-5]
Phobia (mild, heights)	[-10]
Poverty (struggling)	[-10]
Reduced Fatigue -3	[-9]
Reputation ('gamer,' -1 reaction, large group, all the time)	[-5]
Sense of Duty (friends and family)	[-5]
Shyness (mild)	[-5]
Stubbornness	[-5]

QUIRKS [-5]
♦ Addiction to coffee	[-1]
♦ Favors Ale & Stouts over Pilsners	[-1]
♦ Likes Classic Rock & Folk – and Filk! – music	[-1]
♦ Likes short women	[-1]
♦ Mildly superstitious	[-1]

SKILLS [46]
Area Knowledge (New Orleans)-13	[½]
Area Knowledge (Santa Fe)-13	[½]
Area Knowledge (World)-13	[½]
Axe Throwing-9	[½]
Bicycling-9	[½]
Bow-8	[1]
Brawling-10	[1]
Camouflage-13	[½]
Carpentry-13	[½]
Computer Operation/TL7 (DOS/Windows)-13	[½]
Conspiracy Theory-10	[½]
Driving/TL7 (automobile / lt. truck)-11	[3½]
Electronics Operation/TL7 (computer)-13	[1]
Electronics Operation/TL7 (stage lights)-13	[1]
Fast-Draw (slung rifle)-10	[½]
Fast-Talk-12	[½]
First Aid/TL-13	[½]
Guns/TL7 (pistol)-11	[½]
Guns/TL7 (rifle)-11	[½]
Guns/TL7 (shotgun)-13	[2]
Hiking-12	[16]
History-12	[1]
Hobby (military gear)-13	[½]
Hobby (miniatures and models)-13	[½]
Hobby (role playing games)-14	[1]
Intimidation-12	[½]
Language (English, native)-13	[0]

Literature (fantasy/sci-fi)-16/10	[½]
Occultism-12	[½]
Orienteering/TL7-12	[½]
Professional Skill (stagehand)-12	[½]
Research-13	[1]
Scrounging-13	[½]
Sport (bowling)-10	[2]
Staff-9	[2]
Stealth-10	[1½]
Survival-12	[½]
Tactics-12	[1]
Theology (comparative)-11	[½]
Wrestling-9	[1]

NOTES

The nickname "Bigjon" helps distinguish him from his friends, "Tall John" and "John Lite." Tall John is 6'5", and John Lite is only 6'1"). The constant bloodshot eyes are from a camping trip on cross-country skis in New Mexico. He broke his sunglasses early in the trip and managed to nearly go snow-blind... Eidetic Memory is taken not as a point crock, (a +1 to IQ would be cheaper, and boost will and sense rolls), but as a way to cover being a walking encyclopedia without an absurd number of hobby & trivia skills. Friends who've managed to sneak up on him can attest to the Combat Reflexes. At the moment, his girlfriend is in the "Ally Group," but if things keep going well, she will end up as an Ally in her own right. She is a "loved one" for the purposes of Dependents, but she's well over 50 points, herself. Depending on the local computer job market, he may be loosing the struggling disadvantage soon.

In his own games Bigjon uses the optional "HP = ST, Fatigue = HT" rules. For the purposes of consistency, this is applied with Reduced Fatigue, Extra Hit Points.

What If?

A Point in Time

Bigjon very nearly didn't move back from Santa Fe. Drop the Patron and Dependent, and switch the appropriate Area Knowledge's. Ally Group changes to (Old College Buddies) instead of (Gaming Crew). Replace Sport: Bowling with Skiing, and add points to bring it up to 11. Add another level or two to health, and reduce the points in hiking to keep the same skill level. Also, reverse the levels in Shotgun and Rifle, given the differences in terrain and hunting styles between New Mexico and Louisiana. Theatrical skills likely go up, and Carousing gets added. Finances don't improve, though. Character cost goes to 90 or 100 points depending on the boost to HT.

Big 'Cyberpunk' Jon

For a Cyberpunk game, use the New Mexican version with the following modifications: Ally Group is now a Nomad gang. Hiking is replaced with Motorcycle. Theatrical and scientific skills (except maybe Occultism) go away and the points go into combat skills. The computer skills go into Mechanic.

Big Bad Voodoo Jon

Jon has seen some damn strange stuff in his time, so a GURPS:Voodoo version of him could work as well. Most of the weirdness happened out west, so again start with the new Mexican version and add two levels of Initiation, plus Ritual Magic and Paths to bring the point total up to around 150.

Updates in Version 1.1:

- Changed *Social Stigma (gamer)* to *Reputation (gamer)*
- Added split skill level for *Literature* specialization

HEIDEMANN, MARTIN

Aliases: Knight of the Guide
Born: 09-January-1958   **Age**: 43
Ht: 6'0"   **Wt**: 190#   **Sex**: Male
Nationality: German
Residence: Berlin, Germany
Description: brown eyes, dark hair (most of it gone)

ATTRIBUTES   [30]
ST: 10   **IQ: 13**
DX: 10   **HT: 10**

ADVANTAGES   [10]
Wealth (comfortable)   [10]

DISADVANTAGES   [-31]
Bad Sight (correctable)   [-10]
Compulsive Behavior (purchase more GURPS books)   [-5]
Compulsive Spending   [-5]
Incompetence (music, but likes filk)   [-1]
Sense of Duty (family)   [-5]
Stubbornness [-5]

QUIRKS
♦   Careless about clothing   [-1]
♦   Likes to travel   [-1]
♦   Openly favors legalization of drugs and prostitution   [-1]
♦   Prefers misdirection to outright lies   [-1]
♦   Swims 30 minutes every day   [-1]

SKILLS
Administration-12   [1]
Bicycling-9   [½]
Carousing-10   [2]
Computer Operation/TL7-12   [½]
Diplomacy-11   [1]
Driving/TL7 (automobile)-9   [½]
History-13   [4]
Hobby (games)-13   [1]
Hobby (science fiction and fantasy)-13   [1]
Language (English)-11   [½]
Language (German, native)-13   [0]
Law-15   [8]
Mathematics-10   [½]
Physics/TL-10   [½]
Research-12   [1]
Savoir-Faire-12   [½]
Swimming-12   [4]
Teaching-11   [½]
Writing-12   [1]

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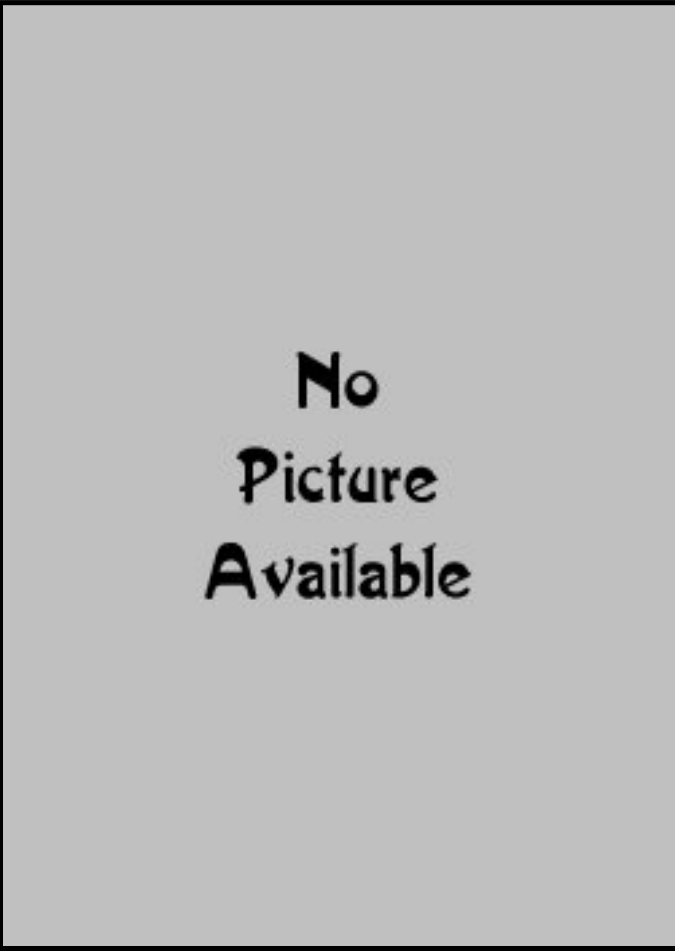
BIOGRAPHY
I grew up in Braunschweig, Frankfurt/Main, Kassel (started school there), Dortelweil (close to Frankfurt/Main), Krefeld, Bremen, Frankfurt/Main (now at the university studying law and political science) and then went to Berlin in 1984 to become a lawyer. I am also a notary (European style, not American).

Likes to travel overlaps with compulsive spending, traveling is something I spend serious money on. I do dress okay in the office, but in my personal life I sometimes have to be reminded that something really has to be replaced. Legalization of prostitution means something different than in the United States. It is no crime in Germany and is currently legal. However, prostitutes can't sue for their money; they can't have access to unemployment insurance or social security, and so on.

HENDRICKS, JAN

Aliases: Johannes Henricus Gerardus Hendriks
Born: 31 December 1965   **Age**: 35
Ht: 6'4"   **Wt**: 250   **Sex**: Male
Nationality: Netherlander
Residence: Hintham, The Netherlands
Description: Rather average looking chap.

ATTRIBUTES [15]

ST:	11	IQ:	13
DX:	9	HT:	8

ADVANTAGES [17]

Charisma +1	[5]
Language Talent +1	[2]
Wealth (comfortable)	[10]

DISADVANTAGES [-35]

Dependency (insulin, diabetic)	[-5]
Fat (50% higher than normal)	[-10]
Odious Personal Habits (rude jokes and unspecified)	[-5]
Shyness (mild)	[-5]
Stuttering (actually, a related 'illness')	[-10]

QUIRKS [-1]

♦ dislikes potatoes [-1]

SKILLS [20]

Computer Operation/TL7-13	[1]
Computer Programming/TL7-15	[8]
Hobby (card games)-12	[½]
Hobby (role playing games)-12	[½]
Language (English)-16	[6]
Language (German)-12	[½]
Language (Dutch, native)-14	[0]
Orienteering/TL7-12	[1]
Punning-12	[1]
Satire-9	[½]
Sports (water polo)-8	[1]

NOTES

Reputation: Only at work and in the gaming environment
Status: Liked, but considered weird
Marital state: Unmarried. No girl friend.
Sexual preference: straight
Favorite sports: (*to do*) Water Polo [inactive after 15 years of sub-national level play] (*to watch*) Water Polo, Ice hockey, American Football. *No Soccer*, or *Sucker* as he calls it.

BIOGRAPHY

J.H.G. Hendriks was born and raised in 's-Hertogenbosch. He was christened Johannes Henricus Gerardus Hendriks, but is called Jan. He's very sensitive about the way his name is pronounced; "yun" is the closed correct English pronunciation. He went through the usual schools and managed to grow fat. He plays Water Polo, one of the only sports he actually likes.

He never really had to study hard in school. This fact ensured that he failed miserably in University (Aeronautics & Space Technology) and in polytechnic (Environmental Technology). During University he *accidentally* came in contact with RPGs (*Oog des Meester*), which contributed to his failure. After that he took the easy road and became a programmer. He is now programming for an insurance company.

He's not fond of traveling or socializing; he will do so only if he has to. In February 2000 he went to Boston to attend a performance of his favorite opera, <u>Akhenaten</u> by *Philip Glass*. He spends a lot of time talking with friends and thinking up new ideas. He will sometimes start something, but doesn't finish most of them.

Updates in Version 1.1:

• Corrected cost of *Stuttering* disadvantage.

KJØNNØY, LEIF

Aliases: None
Born: undisclosed　　　　**Age**: 28
Ht: 6'4"　　**Wt**: 240#　　**Sex**: Male
Nationality: Norwegian
Residence:
Description: see extended description, below.

ATTRIBUTES　　　　　　　　　　　[30]
ST: 12　　　　**IQ:** 12
DX: 10　　　　**HT:** 9

ADVANTAGES　　　　　　　　　　　[32]
Appearance (attractive)	[5]
Extra Hit Points +3	[15]
Illuminated (realistically, a delusion...see below)	[0]
Light Hangover	[2]
Mathematical Ability	[10]

DISADVANTAGES　　　　　　　　　　[-89]
Bad Back (normal)	[-15]
Bad Sight (nearsighted, correctable)	[-10]
Compulsive Behavior (play role playing games)	[-5]
Cowardice (may be swapped for pacifism)	[-10]
Delusion (minor, "I am illuminated")	[-5]
Honesty	[-10]
Incompetence (singing, to spare friends, he doesn't)	[-1]
Intolerance (intolerant people)	[-5]
Klutz	[-5]
Laziness	[-10]
Low Self Image (may explain some other disadvantages)	[-10]
Oblivious	[-3]

QUIRKS　　　　　　　　　　　　　　[-5]
♦　Enjoys trashy movies	[-1]
♦　Pedestrian by birth and by choice	[-1]
♦　Prefers a nocturnal lifestyle	[-1]
♦　Reads a lot, prefers good SF	[-1]
♦　Usenet junkie	[-1]
♦　Lesbian trapped in a man's body	[0]

SKILLS　　　　　　　　　　　　　　[79]
Area Knowledge (home town)-12	[1]
Astronomy/TL7-10	[1]
Bardic Lore (science fiction and gaming anecdotes)-11	[2]
Bicycling-10	[½]
Boating-8	[½]
Cartography/TL7-11	[1]
Chemistry/TL7-10	[1]
Computer Operation/TL7-12	[1]
Computer Programming/TL7-16	[6]
Conspiracy Theory-11	[4]
Driving/TL7 (automobile)-9	[1]
First Aid/TL7-12	[1]
Hiking-9	[2]
History-11	[2]
Hobby (board games)-12	[1]
Judo-7	[½]
Karate-9	[2]
Language (English)-15	[8]
Language (German)-10	[½]
Language (Norwegian, native)-15	[3]
Literature-10	[1]
Mathematics-16	[6]
Motorcycle-9	[½]
Mythos Lore-10	[2]
Nuclear Physics/TL7-13	[12]
Occultism-11	[1]
Performance-11	[1]
Philosophy (specialization required)-10	[1]
Physics/TL7-15	[10]
Powerboat-8	[½]
Research-11	[1]
Skating-7	[½]
Skiing-7	[½]
Strategy-10	[1]
Writing-12	[2]

DESCRIPTION

Leif has shoulders that are wider than his waist. His skin is fair and will tan (somewhat) if given the chance. This is, however,

the wrong part of the world for that to happen on its own. Besides, he cannot be bothered to try.

He has blond hair worn somewhere between shaved off (in summer) and just long enough to look messy. He has blue/gray eyes and usually wears glasses. He sometimes wears contacts.

He can usually be found wearing deceptively normal clothes – black or blue jeans in relatively good repair, unexceptional T-shirts (and sweaters, jackets, etc as demanded by local weather). Sometimes, however, he will feature clothes or accessories with weird designs or slogans (Miskatonic University T-shirt, Illuminati pin, etc).

Updates in Version 1.1:

- *Philosophy* requires a specialization. I have been unable to contact Mr. Kjønnøy to discover just what specialization he uses. As such, I have indicated that it is needed in the skills list.

Aliases: Robert Andrew Knop Jr.
Born: 1968   **Age**: 32
Ht: undisclosed **Wt**: undisclosed **Sex**: Male
Nationality: American
Residence: California (?)
Description: undisclosed – see pictures.

ATTRIBUTES [40]
ST: 11   **IQ: 13**
DX: 10   **HT: 10**

ADVANTAGES [2]
Musical Ability +2   [2]

DISADVANTAGES [-36]
Bad Sight (correctable)   [-10]
Dependent (wife, 26-50 points, loved one, 6-)   [-6]
Honesty   [-10]
Overweight   [-5]
Truthfulness   [-5]

QUIRKS [-5]
♦ Compulsively on time or even early   [-1]
♦ Extreme cat person   [-1]
♦ Phobia: dog slobber   [-1]
♦ Procrastinator   [-1]
♦ Science fiction fan and roleplaying gamer   [-1]

SKILLS [40]
Astronomy/TL7-13   [4]
Bard-11   [½]
Bicycling-10   [1]
Computer Operation/TL7 (UNIX systems)-15   [4]
Computer Programming/TL7-14   [6]
Electronics/TL7-10   [½]
Juggling-9   [½]
Mathematics-12   [2]
Musical Instrument (violin)-13   [1]
Musical Instrument (viola, default from violin)-12 [0]
Musical Notation-13   [1]
Performance-12   [1]
Physics/TL7-15   [8]
Research-15   [6]
Swimming-11   [½]
Teaching-13   [2]
Unicycle-10   [1]
Writing-12   [1]

BIOGRAPHY
This is Robert (commonly called just Rob) at the end of the 20th century, when he is 32 years old and four years out of graduate school and well into his post-doc.

Rob was born in New Haven, CT in 1968, and moved to Berkeley, California in 1977 when his mother entered graduate school at the University of California. He had a reasonably happy and uneventful childhood, in which he acquired many of the affinities that would shape his adult life. He begin playing the violin at age 5, and acting as a servant and street urchin in Shakespeare productions during summers in junior high school. Throughout high school he discovered a joy in programming computers and acting in amateur theatrical productions. He attended Harvey Mudd College, where he graduated with honors in Physics, and went on to obtain a Ph.D. in Physics from Caltech, where he worked in the field of Infrared Astrophysics.

Throughout college and graduate school, he played his violin (and later viola) in orchestras and chamber ensembles, and also acted in numerous community theater productions (even directing a handful). Upon leaving Caltech, he went to a postdoctoral position with the Supernova Cosmology Project at the Lawrence Berkeley National Laboratory, close to the home where he'd grown up. He was involved in the project that made the startling discovery in 1998 that the expansion of the universe is accelerating, and considers among his more dubious accomplishments the following quote from the April 21, 1998 issue of the <u>New York Times</u>:

"This is ulcer time," said Dr. Robert A. Knop, one of the astronomers, as he reached for another handful of corn chips. *"You get the feeling the universe is trying to prevent us from discovering the truth."*

Despite this quote, Rob resisted adding the Gluttony disadvantage to his character template. In the summer of 2000, Rob married his wife, Alyson Ahern Knop. As the century draws to a close, he continues to work at LBNL, and is in the process of applying for faculty positions in Physics and Astronomy across the country.

ENCOUNTERED

Although it will depend on the context in which you encounter him, Rob will come across as a reasonably outgoing, friendly, and normal person. He has many pastimes which are traditionally considered nerdy, but he does not come across as especially nerdy in common conversation; it is only as you get to know him that you realize he's a computer nerd, a science fiction nerd, and a cat nerd. Many people encounter Rob only online. Here he is more likely to be wearing his nerdism on his sleeve and more likely to be frothing at the mouth. He tends to froth about the horrors of Microsoft, the drawbacks of proprietary software and standards, the dangers of intellectual property laws that are increasingly favoring the power of large corporate entities over individual freedom and expression and so forth.

What If?

The Masked Nerd

Rob becomes The Masked Nerd, a unicycle riding cape-wearing crusader who wears clip-on sunglasses over his nose-bridge-taped glasses. Rolling around the world to rescue the downtrodden and provide technical assistance to other nerds in need. His most notable skills are "Science!" and the ability to get any computer anywhere to do anything he wants.

Timespan

Rob is a Spanner from the Aquarian Cusp, and a loyal member of the Continuum. (cf: "Continuum" from Aetherco.) At Span-1, he is in a corner in Berkeley, California. At Span-2, he joins the Engineers Fraternity, and gets involved in watching the development of computer technology throughout the 20th Century. At Span-3, he runs a corner in rural Minnesota. It is believed that he attains at least Span-5.

Swashbucklin' Rob

Rob is the brainy gadgeteer sidekick to a flamboyant Swashbuckling hero from the Italian Renaissance. If only he hadn't been traipsing about the world engaging in numerous unlikely adventures, he might have managed to mention to somebody that he noticed Jupiter's moons even before Galileo did – although as it was, he was just as happy not to attract too much attention from the Church.

KOLJONEN, RISTO

Aliases: Kristofor
Born: 22 July 1982   **Age**: 18
Ht: 5'10"   **Wt**: 150#   **Sex**: Male
Nationality: Finnish
Residence: Porvoo
Description: Long blonde hair, white skin, dark blue eyes. His of medium build.

ATTRIBUTES   [20]
ST: 10   **IQ:** 13
DX: 10   **HT:** 9

ADVANTAGES   [7]
Composed   [5]
Light Hangover   [2]

DISADVANTAGES   [-34]
Bad Sight (correctable)   [-10]
Extra Sleep   [-3]
Imaginative   [-1]
Phobia (mild, insects)   [-10]
Reputation (Heavy Metal enthusiast, -2 reaction, large group,
all the time)   [-10]

QUIRKS   [-5]
♦   Always wears black clothes   [-1]
♦   Fastidious   [-1]
♦   Has a habit of blaming the USA and current NWO for
    everything wrong in the world   [-1]
♦   Tries to avoid physical or unpleasant labor at all cost [-1]
♦   Utilitarian altruist   [-1]

SKILLS   [50]
Area Knowledge (Finland)-12   [½]
Area Knowledge (Porvoo)-13   [1]
Bicycling-11   [2]
Chemistry/TL7-10   [½]
Computer Operation/TL7-12   [½]
Computer Operation/TL-12   [½]
First Aid/TL7-12   [½]
History-10   [½]
Hobby (role playing games)-13   [1]
Judo-12   [16]
Karate-12   [16]
Language (English)-11   [½]
Language (Swedish, default from Finnish)-7 [0]
Language (Finnish, native)-13   [0]
Occultism-11   [½]
Philosophy (requires specialization)-10   [½]
Photography/TL7-11   [½]
Professional Skill (Laboratory assistant)-11 [½]
Professional Skill (Production artist)-11   [½]

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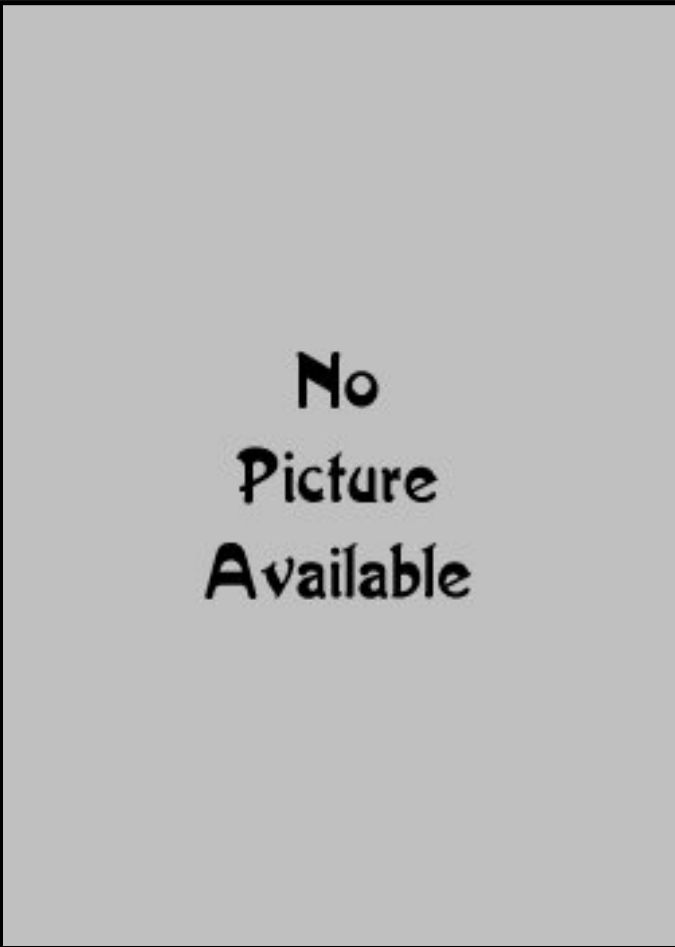
Psychology-10   [½]
Research-11   [½]
Savoir-Faire (Dojo, Judo)-13   [1]
Skating-8   [1]
Skiing-7   [½]
Sports (Pesäpallo)-10   [2]
Theology-10   [½]

Maneuvers
Axe Kick-9   [1]
Back Kick-9   [1]
Breakfall-12   [0]
Kicking-10   [0]

BIOGRAPHY
Risto Koljonen is a graphics student in Porvoo Vocational College. He is the first child of his parents, Heikki and Eiri Koljonen. He has one younger brother, Lauri and a younger sister Riikka. They have orange colored cat named Jackie.

Risto was born in Lahti, Finland. They moved when he was 2 weeks old to a small village near Porvoo called Monninkylä. His mother hated the place and so after two months they moved again. They lived in a condominium in Porvoo until, in

1993 they moved in to their current residence, a house few kilometers from their old apartment.

He has never really liked school of any sort. He had to be forced to go to daycare and pre-school. In the first day of school he cried on the stairs of the elementary school that he had to go to. He was never very social child, so he had only few good friends. He was bullied a bit in the elementary school. At the 5th grade he started to listen heavy music and started to grow his hair, he also started to practice martial arts, but he was always too lazy to continue them for very long so he had to start them allover few times.

His cousin had introduced him to roleplaying games fairly early, when he was about 11.

In school he was always the odd one in the class. The one with long hair and who played something called roleplaying games. The one who seemed like a Satan worshipper.

This did not bother him, actually he sort of enjoyed it. And he had friends that were same sort of people, so he did not care what other people thought of him.

When he went to lukio (the Finnish equivalent for high school) the martial arts had almost completely fallen out from his hobby list and roleplaying and live-roleplaying had become his main hobbies.

After one year he quit, feeling that he wasn't going to pass and because he was very tired of studying.

So he to transferred to Porvoo Vocational College.

He had, since 8th grade, wanted to study communications or media. Or at least something that would let him express his creativity. But since he hadn't passed the tests for that kind of schools in the 9th grade he had had to go to Porvoo's lukio.

Now in Porvoo Vocational College he wanted to get to the graphics department, but since he hadn't applied there, he went to the study to be a lab assistant. He hated being there, although even the teachers said that he was one of the best of the class, a thing that had never been said to him. In the beginning of next semester he asked to get to the graphics department and at last it happened. No longer does he feel depressed about school, although it's still quite hard to get out of the bed sometimes.

Risto had been baptized to the Finnish Evangelic-Lutheran Church at birth, like most Finns. But he never felt it to be his faith. The influences from his parents were very open and free. His father was an old communist who had quit the faith; his mother was an unbeliever. This resulted in a rather non-religious upbringing with some anti-Christian overtones from various influences (such as music, RPGs and friends). This made him think that it wasn't really his faith at all. After all, he couldn't stand behind a religion that had caused such grief and misery around the world. And for he had always been interested in history he started to look deeper to other religions and noticed that many neo-pagan religions upheld a lot of what he felt dear. So he resigned from the church as soon as he turned 18. But because he always has kept himself open for new ideas and because Finland doesn't have official pagan religions (and for part his just too lazy to really practice it frequently) he hasn't bound himself to any particular one although he is very much attracted to Asatru and Celtic beliefs.

Ideals are almost everything to him. He thinks egoistic people, who are running almost everything, taint that world. And that the planet is really suffering because of them too and many things could be fixed if people just had the will.

He would like to see Star Trek sorts of utopia really come to be, but doesn't think it will be possible any time soon. He doesn't believe in marriage and hopes that there would really be such thing as true love, although he has been disappointed in this. He admits that his imagination and thinking have been bit influenced by roleplaying and other stuff, but doesn't think there's anything bad in that.

What If?

Fantasy Risto
In a fantasy setting he would probably be either a member of the Guard or a knight. But whatever profession he would be in he would always be one of the "good guys", but he would be ready to do even horrible deeds if he thought it would be for a noble goal.

Castle Falkenstein Risto
In the world of Castle Falkenstein he would be found in the anarchistic movement. Probably a son of a quite wealthy family so that he'd have a broad education. He wouldn't be in a very high place but more of a petty officer sort of position, but still near the ones in charge to give them ideas. He would be a fanatic believer in Marxist ideals.

Cyberpunk Risto
In Cyberpunk setting Risto is much more egoistic, but still he has (at least to Cyberpunk standards) high morals. He is a Fixer or a Netrunner and a very good one. He's escaping reality when ever possible, through drugs and/or the Net. When the uprising against the corporate rule starts he will be there to fight the evil corps in any ways possible, without putting himself in much danger.

Updates in Version 1.1:
- *Philosophy* requires a specialization. I have been unable to contact Mr. Koljonen to discover just what specialization he uses. As such, I have indicated that it is needed in the skills list.
- *Social Stigma (Metalist)* changed to *Reputation* of same value.
- *Computer Operations* does not use specialization – all lumped into one skill.
- *Savoir-Faire (dojo)* only needs to be purchased one time.

LADAGE, DAVID

TOTAL CHARACTER POINT VALUE: 21

Aliases: Darwin, K. David Ladage, Speed Racer
Born: 06 October 1968   **Age**: 32
Ht: 6'1"   **Wt**: 315#   **Sex**: Male
Nationality: American (French, German, Irish and Native American heritage)
Residence: Marion, IA (just outside of Cedar Rapids)
Description: Brown hair, light skin, hazel eyes. David is a rather large man, but does not come off as imposing or intimidating in any way.

ATTRIBUTES [20]
ST:	11	IQ:	12
DX:	9	HT:	10

ADVANTAGES [21]
Claim to Hospitality (medium family, four states)	[2]
Contacts (US Navy Intelligence, usually reliable, 9-)	[4]
No Hangover	[5]
Security Clearance (world power, top secret or higher, no longer active)	[0]
Wealth (comfortable)	[10]

DISADVANTAGES [-41]
Bad Sight (very minor, reading only, no penalties, may get headaches if reading without correction)	[-1]
Bad Temper	[-10]
Fat (50% higher than normal, would be the 20-pt version, but has a very large frame)	[-10]
Sense of Duty (close friends, family, United States)	[-10]
Truthfulness	[-5]
Unfit	[-5]

QUIRKS [-4]
♦ A general lack of good fashion sense	[-1]
♦ Alcohol Intolerance	[-1]
♦ Elf-curse - see below	[-1]
♦ Net/computer Junkie	[-1]

SKILLS [25]
Acting-10	[½]
Administration-10	[½]
Area Knowledge (Cedar Rapids, IA)-11	[½]
Area Knowledge (Pacific Rim)-11	[½]
Area Knowledge (San Diego, CA)-11	[½]
Area Knowledge (San Francisco, CA)-11	[½]
Chess-11	[½]
Computer Operation/TL7 (DOS/Windows based PCs)-12	[1]
Computer Programming/TL7 (BASIC)-10	[1]
Computer Programming/TL7 (dBase, Clipper)-10	[1]
Computer Programming/TL7 (Pascal)-10	[1]
Cooking-11	[½]
Darts-10	[2]
Driving/TL7 (automobile)-8	[½]
First Aid/TL7 -11	[½]
Guns/TL7 (pistol)-11	[1]
Hobby (Poetry)-14	[3]
Hobby (Role Playing Games)-14	[3]
Hobby (Sci-fi and Fantasy Literature)-13	[2]
Language (English, native)-12	[0]
Leadership-11	[1]
Pottery-10	[½]
Professional Skill (systems administrator)-11	[1]
Savoir-Faire (United States military)-11	[1]
Seamanship/TL7-11	[½]
Teaching-10	[½]
Writing-10	[½]

ELF CURSE

David is quite sure that the fact that he has always loves Elves has cursed him. Any time he plays an Elf in a game of any kind (*Bloodbowl*™, *GURPS*, etc), the dice will conspire against him.

In *Bloodbowl*, he once had to roll 12d6 for his team. Each '1' that appeared on the dice would cause one player to not be available in the next drive. He lost 11 players on that roll… You can calculate the odds of that one if you would like.

BIOGRAPHY

K. David Ladage is a Computer Systems Support Analyst for Rockwell Collins Avionics in Cedar Rapids, Iowa. He is the sole computer support for Manchester Operations. He is married (Angela), has one dog ('Fibber,' a Keeshond) and two children from before his marriage. His daughter, Robyn, lives with his ex-wife and his son was put up for adoption at birth. David is the oldest of his siblings.

David was born in Cedar Rapids, Iowa to Kenneth and Rosemary Ladage. He soon moved. By the time he graduated from high school he had lived and attended school in Florida, Georgia, Iowa, Kentucky, Maryland, Michigan, North Carolina, South Carolina, Tennessee, Virginia and West Virginia.

David's parents were divorced when he was ten years old. Discovering this truth rather by accident, David contacted his father and made arrangements to move from Florida to Virginia and live with his dad. They settled in Alexandria for a while before making plans to return to the place of origin: Iowa.

David graduated from Cedar Rapids Prairie High school in 1986 with a C+ average (he did no homework, aced all his tests and managed to average out to a passing grade). He was accepted into the University of Iowa, where he managed to have a basic mental breakdown. Nearly killing himself, he left school and returned home. Getting a low-paying job, he took a good, close look at his life and made some choices.

Joining the Navy in mid-1987, he shipped out to basic training in December of that year. He did well in Basic Training earning the honors of Academic Award Winner for both his company and division. In his Class 'A' school (Data Processing Technician) he also did well and reported for his first duty station in April of 1988 - The **USS RANGER** (CV-61). Later he would serve at **SIMA** (Shore Intermediate Maintenance Activity) in San Diego and the **USS CARL VINSON** (CV-70).

Quickly advancing from E1 (Seaman Recruit) to E-5 (Second Class Petty Officer), David did fairly well in the Navy until he managed to thoroughly upset his chain of command. The details on that are not important, just suffice it to say that for the last couple of years he was in the navy advancement to E6 was simply not an option. David left the navy in 1997 after having served just less than ten years.

Arriving back in Cedar Rapids, Iowa on Easter Sunday of 1997, David quickly found work as a Network Systems Engineer with Entre Information Systems in Hiawatha, Iowa. He designed and built small-business networks for about a year before he moved on to Rockwell Collins.

He met Angela in 1997. She was the friend of an old Navy buddy living in Columbus, Ohio. They kept in touch over the phone (one month's phone bill was $375) were engaged and eventually married in 1998. They purchased a house in Marion, Iowa where they live today.

David's father (and that side of the family) is very Catholic. His Grandmother was one of those people that were upset when the Catholic Church stopped giving mass in Latin. David's mother (and that side of the family) is very Baptist. Old regular, southern Baptist to be precise. Thus, his religious upbringing was a little strange. He was never sure when he went to Church if it was going to be a "sit down, shut up, don't make a noise" experience or a "don't worry about it, nobody is going to hear you over the 'amen' crown in the front pew" experience. Eventually he decided that neither path was right for him, and so was baptized in 1997 in Faith Lutheran (ELCA) Church in Marion. This is the same church that he and his wife were married in.

What If?

Fantasy Dave

In a fantasy campaign, David will more than likely be the 'honorable rogue' type. He will not be the leader; he is more the Merry Man than Robin Hood. He will have a simple, possibly contrived sense of honor that demands that he maintain the balance of power in the land.

Madness Dave

In the recent fnord message board game of Madness, David was also known as Baron K. David Ladage, Chancellor to Emperor Acosta I, Earl and Protector of the City of Cedar Rapids, Holder and Keeper of the Sacred Star of Five Seasons. His modus operandi was that of a well meaning but bumbling fool that had been given far more authority than he was ready for. He was also the one to initiate the Darkshell Protocols (go read the board, I am not even going to attempt to explain that here…)

Space Dave

David loves space and space settings. In a space setting, he would most likely fit the Star Trek or Star Wars molds. In Star Trek, he would be happy and content being a computer systems type on a large starship. In Star Wars, he would be one of the rebels, but not a main player. He would be good working in the Intel rooms dissecting information.

Updates in Version 1.1:

- Corrected a few format errors
- *Computer Operation* does not use specialization – lumped them all together.
- *Bad sight* is not a valid quirk, changed to a minor disadvantage.
- Added explanation of *Elf Curse*.
- Corrected some Biography information.

MARTIN, PETER

ATTRIBUTES   [40]
ST: 10   **IQ: 13**
DX: 9   **HT: 12**

ADVANTAGES   [34]
Appearance (attractive)   [5]
Charisma +1   [5]
Contacts (Local Police Department; usually reliable, 9-)   [2]
Deep Sleeper (takes longer to fall asleep, has the combat
reflexes combination without having combat reflexes)   [5]
Less Sleep +1   [3]
Sanctity   [5]
Strong Will +1   [4]
Versatile   [5]

DISADVANTAGES   [-93]
Absent-Mindedness (attention deficit disorder)   [-15]
Compulsive Behavior (reading)   [-5]
Compulsive Spending (game products only)   [-4]
Disciplines of Faith (devout Protestant)   [-5]
Edgy (borderline paranoid)   [-5]
Honesty (does not apply to speed limits)   [-9]
Incompetence (all musical skills)   [-1]
Klutz (results usually embarrassing)   [-5]
Oblivious   [-3]
Odious Personal Habits (opinionated, self-righteous)   [-5]
Pacifism (cannot harm innocents)   [-10]
Sense of Duty (friends and family)   [-5]
Stubbornness   [-5]
Uncongenial   [-1]
Unfit   [-5]
Unluckiness   [-10]

QUIRKS   [-5]
♦   "Avenging Angel" complex   [-1]
♦   Cautious   [-1]
♦   Interested in Military/Police stuff (weapons, gear, elite
    forces, and tactics in particular)   [-1]
♦   Avid reader   [-1]
♦   Doesn't Watch TV   [-1]
♦

SKILLS   [42]
Area Knowledge (Crystal Lake, IL)-12   [½]

No Picture Available

Area Knowledge (Lake County, IL)-12   [½]
Area Knowledge (McHenry County, IL)-12   [½]
Area Knowledge (Woodstock, IL)-13   [1]
Artist-11   [1]
Broadsword (Dagohir Weaponry)-9   [2]
Computer Operation/TL7-13   [1]
Conspiracy Theory-12   [4]
Cooking-12   [½]
Driving/TL7 (automobile)-12   [15]
Hobby (political debate)-13   [2]
Hobby (role playing games)-13   [2]
Holdout-11   [½]
Intimidation-11   [½]
Language (English, native)-14   [1]
Mathematics-10   [½]
Savoir-Faire-12   [½]
Stealth-10   [3]
Tactics-12   [2]
Writing-14   [4]

ADDITIONAL QUIRKS

Peter has a *lot* of quirks. Others (not listed above) that he submitted to this project include: doesn't drink alcohol, smoke, or use illegal drugs; enjoys long trips; likes computers and the internet, especially email; doesn't like baked or mashed potatoes, or catsup; combs hands through hair when bored or nervous; fidgety; procrastinator; likes 80's hair metal, heavy metal, hard rock, and some of the new rap/metal mishmash, symphonic music, Celtic music (especially bagpipes) and little else; comic book geek; gamer; marginal movie buff; pessimistic and never leaves the house without his wristwatch.

BIOGRAPHY

Peter is a young man living in a small Midwestern town with his parents. He currently works as a warehouse picker, but plans to go back to College to obtain an English Degree soon (fall semester). He was considering police work until his most recent job as a security guard gave him a taste of a somewhat related field and he thought twice. He hasn't completely eliminated the possibility however.

Peter is a somewhat odd study in contrasts. On the one hand, he is an almost fanatical Religious Conservative. He listens to talk radio, discounts the credibility of television news to the extent that he won't even watch it, is a member of the NRA, and attends church on a weekly basis. He would vote Democrat only if the Democratic candidate were more conservative than the Republican was, and then with great suspicion. He also has what is best described as an "Avenging Angel Complex"; that is, he tends to have very strong knee-jerk reactions to injustice or cruelty, and will at the very least say something about it, regardless of the social consequences.

On the other hand, as opinionated as he tends to be, he bears no ill will or intolerance against those he disagrees with (he simply thinks they're wrong) and is quite happy to maintain friendships with people he has radically-different views from. Also, in stark contrast to the typical conservative, Peter isn't particularly concerned with acquiring massive wealth. In fact, he'd rather reach middle-class levels and stop there. (He'd rather not deal with the IRS any more than he has to, even if it means a slightly lower standard of living.)

He's also a gamer, if a somewhat recent one, having acquired his first roleplaying book (The GURPS Basic Set, 3e) in high school. His only meaningful talents of any consequence lie in his ability to write and draw, so he's decided to cultivate that. His reasoning follows that his unluckiness and klutz would probably get him killed as a cop. Peter also tends to have the odd tendency to belong to groups of friends that overlap only at him, despite his efforts to correct this odd and slightly disturbing situation.

Peter isn't much of a threat. At least until you decide to start arguing with him. He will generally try to "play nice" for a while, but if pressed he can be the proverbial brick wall. He is stubborn, opinionated, strong willed, and somewhat articulate, which makes him hard to ever convince of anything once he's made up his mind.

His online alias comes from a superhero he designed back in High School; a wandering Time- and Dimension- hopper. His other common screen name, Azakai, is the name of the protagonist in a fantasy novel he's started writing and will likely never finish. The Unfit disadvantage will likely only last a few more weeks; his new job requires 20-30 miles of walking a day.

What If?

Peter in a Fantasy Setting

Peter will probably spend a considerable amount of time buying up both his broadsword and stealth skills. Actually, it's not too much of a reach to apply the Holy Warrior template from GURPS Warriors to him if the GM wants a rather unusual paladin. His tendency to be opinionated may drive others crazy, but he is genuinely compassionate, and extremely loyal to those he trusts and respects enough to consider friends. This would not, however, deter him in his effort to learn as many ways to Smite The Evil as he can.

Cyberpunk Peter

Peter would make an interesting take on the stereotypical annoying hacker. He believes strongly in freedom, justice, democracy, and capitalism, and would be anxious to help in any effort to strengthen these ideals or weaken opposition to them. He's probably more likely to be a government or corporate agent than a freelancer, given his honesty, and personality. His klutziness also wouldn't apply in cyberspace, making his powerful mind all the more dangerous. Unlike many net runners, he enjoys the study and implementation of tactics, which may or may not give him an edge against black IC, etc.

Autoduel Peter

The PCs will hear rumors for months of a strange, lone duelist preying on cycle gangs and driving like a maniac. Then one day, they will encounter a sports car, bristling with weapons and flying the American flag.

IOU Peter

Peter is an interesting choice for a starting fresh-thing. He will most definitely be an English Student. However, in defiance of the rest of the department, he will display a disturbing tendency to hang out with students from WUSE and COUP and will somehow befriend George the Janitor and the Bio-Ogre. Mayhem will ensue.

In Nomine Peter

Can you say "Ofanite?" Peter will most likely serve Fire or Judgment (though his dislike of Catholicism will be a constant bone of contention if he chooses the latter)

Aztec Peter

Peter, appalled by the human sacrifices and unable to keep quiet about it, will last about 8 seconds before dying horribly.

Reign of Steel Peter

Peter will be a failed product of zone Brisbane's. He was supposed to be utterly devoid of opinions.

Updates in Version 1.1:

- Removed two redundant *driving* skills
- Lumped his *Vow*, *Code of Honor* and a quirk into *Disciplines of Faith*.

MICHALAK, MATTHEW

Aliases: Dark Lord of Chatter, Michalak, Dark Tyrant of the Carpathians, Prince Mikhailek
Born: 1977   **Age**: 23
Ht: 6'0"   **Wt**: 140#   **Sex**: Male
Nationality: American
Residence: Denver, CO
Description: a quite thin and pale young man, with chestnut hair, rimless glasses, and eyebrows that meet in the middle. Likes to be clean shaven and have short hair, but often lets his hair grow for months at a time.

ATTRIBUTES [30]

ST:	9	IQ:	13
DX:	10	HT:	11

ADVANTAGES [31]

Ally (sister)	[5]
Charisma +1	[5]
Claim to Hospitality (extended family)	[2]
Claim to Hospitality (fandom)	[5]
Contacts (parents)	[4]
Patron (parents)	[10]

DISADVANTAGES [-57]

Attentive	[-1]
Bad Sight (correctable, nearsighted)	[-10]
Cheap Drunk	[-1]
Chronic Depression (only after personal setback)	[-8]
Compulsive Behavior (reading)	[-5]
Imaginative	[-1]
Odious Personal Habits (nerd)	[-5]
Pacifism (cannot harm innocents)	[-10]
Poverty (struggling)	[-10]
Proud	[-1]
Sense of Duty (family)	[-5]

QUIRKS [-5]

- ♦ Goes by his last name online and real life too at times [-1]
- ♦ Pack Rat [-1]
- ♦ Thrifty [-1]
- ♦ Uses many British terms and exclamations [-1]
- ♦ Wears Shirts with Collars and Slacks nearly all the time [-1]

SKILLS [57]

Accounting-13	[4]
Area Knowledge (Denver, CO)-12	[½]
Area Knowledge (World)-14	[2]
Bicycling-11	[2]
Black Powder Weapon (rifle)-11	[2]
Boating-9	[½]
Bow-7	[½]
Carpentry-12	[½]
Cartography/TL7-11	[½]
Chemistry/TL7-10	[½]
Chess-12	[½]
Climbing-11	[4]
Computer Operation/TL7-13	[1]
Cooking-14	[2]
Detect Lies-10	[½]
Diplomacy-11	[1]
Driving/TL7 (automobiles)-11	[3½]
Economics-10	[½]
Electronics Operation/TL7 (ham radio)-11	[½]
Fast-Talk-11	[½]
Fencing-9	[1]
First Aid/TL7-12	[½]
Fishing-13	[1]
Gardening-12	[½]
Guns/TL7 (pistol)-11	[½]
Guns/TL7 (rifle)-12	[1]
Hiking-10	[1]
History-12	[2]
Hobby (board games)-13	[1]
Language (English, native)-14	[1]
Law-10	[½]
Literature-12	[2]
Mathematics-10	[½]

Occultism-12	[1]
Orienteering/TL7-11	[½]
Physics/TL-10	[½]
Riding (horses)-10	[2]
Savoir-Faire-12	[½]
Speed Reading-11	[½]
Survival-13	[2]
Swimming-11	[2]
Theology (Catholic)-15/9	[½]
Typing-13	[8]

NOTES

The above represents Michalak circa AD 2000. It is a somewhat conservative view of him; various people have commented that his memory, intelligence, and creativity are all extraordinary. So a case might be made for giving him Eidetic Memory [30], IQ 14 [15 more], or versatile [5], particularly in a cinematic campaign. When he was younger he was definitely shy [-5] and for a while he had a secret (gay) [-5]. In a campaign where magic or psychic powers are real he could have those as well because he was born with a caul.

BIOGRAPHY

Michalak (Mish ah-lack, Matthew Daniel) was born into an ethnically diverse family in 1977 (though he sometimes jokes about being born in 1882). His father was then a pilot and was often away for long periods. Mainly his mother raised him until 1986 when she had to start working in 1986 due to the bankruptcy of Frontier Airlines, after which he raised himself. There were benefits to being the son of an Airline employee, Michalak often got the chance to travel with his father and family, visiting every state west of the Mississippi River by age 12.

Michalak displayed an intense interest in books from the age of 7 on, when he got sick and was given a Hardy Boys Mystery. Within two years he was reading everything from H.P. Lovecraft to Lewis Carroll. Combined with a somewhat shy nature he became quite withdrawn from his piers.

Things changed when he got into Regis Jesuit High School. There for the first time he was introduced to roleplaying games and science fiction fandom. He had previously invented his own roleplaying games and been fascinated by D&D as shown in <I>E.T.</I>. By the time he went away to college he had even more books and over 200 roleplaying books. He enjoyed his two years in college, but was under a lot of stress. He was realizing that he was gay and did not deal with it very well since he had been raised strictly Catholic. He ended up dropping out before the school could throw him out.

More recently he is again a student, this time in accounting, and occasionally writes short GURPS based roleplaying articles. (Who's Who 1) Michalak is quite often found on the Pyramid boards, where sometimes he is the "Dark Tyrant of

the Carpathians, Prince Mikhailek." His main purpose in life appears to be the collecting of books, particularly semi obscure ones, to fill his apartment in Denver Colorado.

EQUIPMENT

He pretty much always has a pen and some paper along with him, either for notes or writing down ideas. He rarely carries anything more dangerous than a belt or pocketknife with him. Though was he to believe his life to be in immediate danger he might carry a sword cane or something equally quirky. The

On the Pyramid Message Boards (.fnord), a spontaneous shared world story/role playing game erupted inspired by the **Decision 2000** election madness and a story from **The Onion** (http://www.theonion.com). This game, dubbed **MADNESS**, as of this writing is still going on. This was an early map of that game. Duke Michalak controlled most of the Western United States.

items regularly carried in his car include a good quality tool set, cooking equipment for camping, a sleeping bag, and various kinds of soda pop.

ENCOUNTERED

The first time a person meets Michalak he is likely to act somewhat more outrageously fanish than normal. He does not do well with meeting lots of people at once and this is his way minimizing stress. Unless he happened to be doing something especially messy before he will be wearing "business casual" type clothing, a long sleeved cotton shirt (green, blue, black, or red) with gray, khaki, or black trousers.

Both online and offline he loves to discuss many subjects, but not sports. In addition he is somewhat inclined to take the position of a Devil's Advocate whenever a person expresses a strong belief in something.

When he can he is quite helpful and generous. Always offering soda, rides, help with little projects, and loaning

books. (Though not money, he is nobody's fool.) He plays up the fact that he is always looking to mooch food, though he will repay in work and being helpful if he can. He can be found hanging out with the local fans, the Denver Area Science Fiction Association and occasionally at the gay coffeehouse.

What If?

Michalak is an odd person, so who can say what might happen or have happened given different circumstances? A different school, a part in a play, or a book could have easily changed his life at the right moment. Particularly given his place in history he could have easily ended up a computer millionaire had he grown up in a more urban area. Why might a time traveler want to interfere with him? Perhaps down the line someone discovers his massive unpublished work on politics and decides this is the person to prevent the societal breakdowns in 2027. Or in other worlds he was the political boss that hurt a cause the future is dedicated to, like world government, and they would rather he become a writer or professional fan.

Lord of Carpathia

Due to his fictional persona it is easy to imagine him as a mad sorcerer intent upon some mysterious goal. He is the sort that would like to hide his goal, pretend to be after one thing while really going after another. Additionally his sanity is not terribly solid even in a normal world, what would happen if exposed to a few things man was not meant to know? Either he would become obsessed with sheltering mankind from the horrors beyond time or become a servant of them. Either way he could be a frightening foe.

Bibliophile and Patriot

If given the chance to travel through time he would likely jump at it. This even knowing all the problems of the past. With knowledge of the future he becomes a formidable manipulator of events. The era and place he would most likely travel to would be the enlightenment and the American Colonies of Britain respectively. He would quite enjoy the chance to make America come out better (as he sees it) and would fit right in with the progressive groups of the time. He would also try to attract W. A. Mozart to the United States or Britain.

The Silent Foe

The sense to duty he has towards his family is one of the few things that might make him a more adventurous person in the here and now. If for example someone got away with hurting Michalak's sister he would go after him with a considerable amount of dedication. He would not grandstand or say he was doing so, he would simply set out to try and kill or otherwise punish the offender without getting caught. As with most gamers and mystery fans he could call on an impressive knowledge of police procedure, anonymous cruelties, and clever ways to kill.

Updates in Version 1.1:
- Added split-skill levels for *Theology (Catholic).*

SAMUELS, ARTHUR

Aliases: None
Born: Undisclosed   **Age**: Undisclosed
Ht: Undisclosed **Wt**: Undisclosed **Sex**: Male
Nationality: Undisclosed
Residence: Undisclosed
Description: Undisclosed

ATTRIBUTES   [85]
ST: 13   **IQ: 14**
DX: 10   **HT: 11**

ADVANTAGES   [20]
Appearance (attractive)   [5]
Deep Sleeper   [5]
Mathematical Ability   [10]

DISADVANTAGES   [-95]
Bad Sight (correctable)   [-10]
Fat (50% higher than normal)   [-10]
Gluttony   [-5]
Laziness   [-10]
Lecherousness   [-15]
No Depth Perception   [-10]
Odious Personal Habit (overbearing; interrupts a lot)   [-10]
Pacifism (self-defense)   [-15]
Slow Healing   [-5]
Truthfulness   [-5]

QUIRKS   [-5]
♦   Argumentative   [-1]
♦   Aspires to be a comic   [-1]
♦   Atheist   [-1]
♦   Diet Coke addict   [-1]
♦   Doesn't drink alcohol   [-1]

SKILLS   [20]
Acting-12   [½]
Bard-12   [½]
Boxing-10   [2]
Chess-13   [½]
Computer Operation/TL7-13   [½]
Computer Programming/TL7-16   [2]
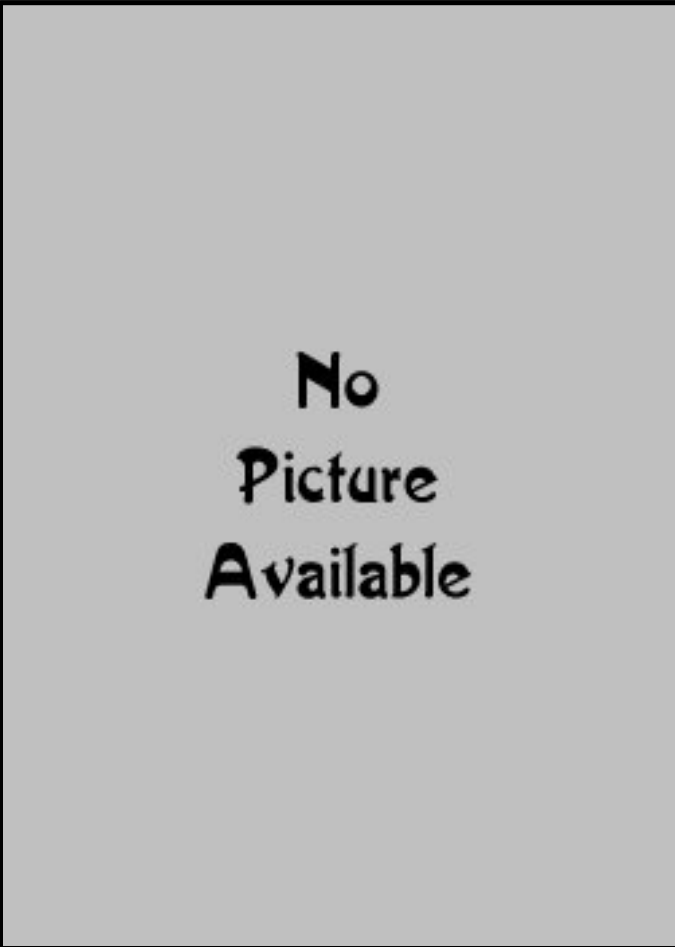
Driving/TL7 (automobile)-10   [1]
Gambling-15   [½]
Guns/TL7 (rifle)-11   [½]
Hobby (car wars)-13   [1]
Hobby (GURPS)-13   [1]
Judo-9   [2]
Karate-10   [4]
Mathematics-15   [1]
Musical Instrument (electric guitar)-11   [½]
Performance-12   [½]
Physics/TL7-12   [1]
Punning-12   [½]
Typing-9   [½]

Updates in Version 1.1:
•   Added ½-point in *Bard* and *Performance* skill.

SHUMWAY, GORDON

Aliases: Cracked Polystyrene Man
Born: 1976   **Age**: 24
Ht: 5'9"   **Wt**: 200#   **Sex**: Male
Nationality: American
Residence: Eastcoast United States
Description: A solidly-built man with short dark blond hair.

ATTRIBUTES [80]
ST: 13   **IQ: 13**
DX: 11   **HT: 11**

ADVANTAGES [0]

DISADVANTAGES [-25]
Extra Sleep +1	[-3]
Imaginative	[-1]
Nosy	[-1]
Reduced Manual Dexterity -1	[-3]
Responsive	[-1]
Weak Will -2	[-16]

QUIRKS [-5]
♦ Hates Cigarette Smoke	[-1]
♦ Likes to Exercise	[-1]
♦ Loves Water	[-1]
♦ Rarely Drinks Alcohol	[-1]
♦ Sweet Tooth	[-1]

SKILLS [16]
Bicycling-10	[½]
Brawling-10	[½]
Computer Operation/TL7-15	[4]
Cooking-12	[½]
Driving/TL7 (automobile)-9	[½]
Hiking-9	[½]
Language (Spanish)-11	[½]
Language (English, native)-13	[0]
Research-13	[2]
Running-11	[4]
Sports (soccer)-9	[½]
Swimming-10	[½]
Wrestling-10	[1]
Writing-12	[1]

BIOGRAPHY
Shumway was born in the Midwest, but moved to the East Coast early enough that he can now fit in effortlessly. After many years of high-quality education, culminating with a BA cum laude from a top-three liberal arts college, Shumway bounced around aimlessly. He currently works as a lackey to other lackeys, doing repetitive administrative tasks for the money that keeps him housed and fed and supplied with lovely gaming products. He's still bouncing.

EQUIPMENT
Shumway is not likely to carry anything of value or use. On his way to work, he carries a small duffel bag containing his lunch, a notebook, and whatever book he is currently reading at the time. He carries less than $20.

What If?

Cracked Fantasy Man
In a Medieval fantasy setting, Shumway might have been a blacksmith. Replace his Computer Operation skill with Blacksmith-14; put his points from Driving and Bicycle into Riding (Horse)-10; replace Research with Merchant-13; choose an appropriate language from the game world and replace Spanish with it.

Cracked Red-shirt Man
Shumway would make a good red-shirted corpse.

SMITHSON, BRIAN

Aliases: None
Born: 1978   **Age**: 22
Ht: 6'0"   **Wt**: 145#   **Sex**: Male
Nationality: American
Residence: Bossier City, Lousiana
Description: a slim, clean-shaven man with light brown hair, blue eyes and pale skin, usually dressed casually.

ATTRIBUTES   [25]
ST: 10   **IQ: 14**
DX: 9   **HT: 9**

ADVANTAGES   [113]
Ally Group (extended family, large group, 15-)   [90]
Animal Empathy   [5]
Composed   [5]
Manual Dexterity +1   [3]
Sanctity   [5]
Versatile   [5]

DISADVANTAGES   [-73]
Addiction (caffeine)   [-1]
Bad Sight (correctable, nearsighted)   [-10]
Cowardice   [-10]
Disciplines of Faith (Christian)   [-5]
Distractible   [-1]
Insomniac (normal)   [-10]
Pacifism (self-defense)   [-15]
Poverty (struggling)   [-10]
Sense of Duty (friends and companions)   [-5]
Shyness (mild)   [-5]
Uncongenial   [-1]

QUIRKS   [-5]
♦   Bites lip when nervous   [-1]
♦   Dislikes heights, stinging insects, hospitals, medicine and
    oceans   [-1]
♦   Non-competitive   [-1]
♦   Somewhat lazy and prone to making snap decisions   [-1]
♦   Walks and drives quickly   [-1]

SKILLS   [22]
Appreciate Beauty-11   [1]
Area Knowledge (Shreveport/Bossier City)-13   [½]
Artist-12   [1]
Bicycling-8   [½]
Computer Operation/TL7-14   [1]
Driving/TL7 (automobile)-10   [4]
Heraldry-12   [½]
Hobby (animation)-12   [½]
Photography/TL7-13   [1]
Professional Skill (advertising)-12   [½]

Professional Skill (production artist)-13   [1]
Professional Skill (theater operations)-13   [1]
Swimming-8   [½]
Typing-12   [8]
Writing-13   [1]

BIOGRAPHY

This represents Brian at present day. Though Animal Empathy may seem cinematic, it actually fits – even those animals that habitually hate or fear people often befriend him. Sanctity represents the fact that Brian is one of those guys who everyone gets along with. Gamemasters may wish to replace it with a positive Reputation as "a nice guy" if they feel the advantage is cinematic.

Brian's Disciplines of Faith represents a set of principles to which he tries to adhere. Most of these boil down to the Golden Rule (or "be nice to people") though there are some others (don't drink, smoke or use illicit drugs, pray daily, etc.). This sometimes makes a "doormat" of Brian and can be somewhat disadvantageous.

His Cowardice doesn't reflect a shying away from physical confrontations so much as a desire to abstain from physical

injury. This manifests mainly in his avoidance of needles, bees, oceans (jellyfish!) and the like.

His Professional Skills cover various jobs he's had, including his current one as a graphic artist. Theater Operations (M/E) governs the ins and outs of working various pieces of theater equipment such as popcorn poppers and projectors.

At various times, Brian has had other skills, but due to disuse, they do not appear on his current character sheet. For example, he had a half-point or so in Musical Instrument (trombone) and Musical Notation in 7th and 8th Grade, and in 12th Grade, he could justify a half-point in Latin.

Born in late 1978, Brian was too late for Generation X and too early for Generation Y. His father left he and his mother when Brian was still an infant. For a time, he lived with his mother in Bossier City, Louisiana. When Karla remarried in 1981, Brian suddenly gained a stepfather and two older stepsisters; over time, two more brothers and two more sisters would join the family (some on his mother's side, some on his father's).

The Dowling household was a strict one (Mike was military) and a Christian one, influences that shaped Brian's life and outlook. Over the years, Brian would grow to become an intelligent and intensely creative individual, albeit a reserved and bookish one (in school, he was "the smart kid" or "the kid who can draw" until he finally became "the sarcastic guy" in high school).

After graduating high school in 1996, Brian attended Louisiana State University in Shreveport where he won several art awards before graduating in 2000. He then set his sights on moving to Dallas or Austin, Texas. After examining the costs of living of these cities and the salary of an entry-level graphic designer, he finally decided to remain in Shreveport/Bossier for a few years to gain experience and therefore qualify for a decent wage. He now lives in Bossier City and works as a graphic artist for an advertising agency.

ENCOUNTERED

Brian may be found at work (he now works full-time at the MSP Group, a press and graphic design house) or at home. He works standard eight-to-five hours, alternating between National Mail-It and The Advocate Advertising Group. He is an avid moviegoer and often sees films despite the foreknowledge that they will be not good.

What If?

Brother Brian

Brian can be placed into a fantasy or medieval setting with little trouble. He can, of course, always be an artist, whether sculpting for the bishop's cathedral or painting murals in the king's chambers. Or, Brian could make a good herald, toiling away over the royal rolls of arms or painting insignia onto the shields and personal effects of the royalty. For a more adventure-worthy Brian, make him a cleric of a benevolent deity. Even Brian might be convinced to face danger and the unknown in the name of his god.

Madness Brian

In the "Madness" play-by-post game on the .fnord Pyramid discussion group, Brian was a member of the Texas Provisional Council after that state seceded from the United States following the aftermath of the botched 2000 presidential election.

This Brian started out as a rebel in the Northern parishes of Louisiana after Benjamin Acosta claimed imperial rule over the South. Eventually, eight separate rebellions combined forces in Texas, and Brian's Louisiana group was invited to join, as well. North Louisiana was annexed into the newly formed Republic of Texas, and the nine rebel leaders formed the Provisional Council (ProvCon) to rule until such time as a president could be duly elected. Brian served as Speaker of the Texas Provisional Council, which meant that he had to interact regularly with the other leaders as well as cook up appropriate propaganda.

This version makes the following changes from the statistics above: Raise DX to 10 and HT to 11. Drop the Ally Group, and add Charisma +2. Drop Cowardice and Poverty and reduce Shyness to quirk level . Add the skills Administration-12, Area Knowledge (North Louisiana)-14, Area Knowledge (Texas)-13, Bard-14, Diplomacy-14, Guns-12, Leadership-13, Politics-13 and Tactics-11, and increase his Advertising skill to 14 (for propaganda).

Updates in Version 1.1:

- Removed reference to two jobs – he finally got full time work ☺
- Added *Bard-14* to **Madness Brian**.

TROTSKY

Aliases: Trotsky *is* an alias
Born: 1967   **Age**: 33
Ht: 5'6"   **Wt**: undisclosed **Sex**: Male
Nationality: British
Residence: undisclosed
Description: Briton with long but receding dark brown hair and full beard

ATTRIBUTES   [20]
ST: 9   **IQ:** 14
DX: 8   **HT:** 10

ADVANTAGES   [5]
Disease-Resistant   [5]

DISADVANTAGES   [-11]
Distractible   [-1]
Phobia (mild, large bodies of water)   [-10]

QUIRKS   [-5]
♦ Committed atheist   [-1]
♦ Determined to remain single and unattached   [-1]
♦ Doesn't drive   [-1]
♦ Highly skeptical of the paranormal   [-1]
♦ Uses the pseudonym 'Trotsky' despite not being a
   follower of Trotskyism   [-1]

SKILLS   [27]
Acting-13   [½]
Anthropology-11   [½]
Archaeology-12   [1]
Astronomy/TL7-11   [½]
Computer Operation/TL7-14   [1]
History-12   [1]
Hobby (gaming)-14   [2]
Hobby (skeptical literature)-13   [1]
Language (English, native)-14   [0]
Literature-11   [½]
Mathematics-11   [½]
Naturalist-12   [1]
Paleontology-12   [1]
Performance-14   [2]
Physics/TL-11   [½]
Physiology/TL7 (human)-12   [2]
Professional Skill (histology)-15   [4]
Professional Skill (pathology)-12   [½]
Psychology-11   [½]
Research-13   [1]
Theology-11   [½]
Typing-7   [½]
Writing-13   [1]
Zoology-14   [4]

This picture is not of the Pyramidian Trotsky – it is of the Communist (*Trotskyist*) Trotsky whom, despite the name, has nothing what-so-ever to do with the Pyramidian Trotsky that this character sheet represents. Thank you.

BIOGRAPHY

Surprisingly, 'Trotsky' is not really a deceased leader of international communism. He is, in fact, a full-time histologist and part-time writer of moderately obscure roleplaying supplements. He grew up on a goat farm in northern England - although he is not, in fact, a goat. He attended a rather naff boarding school consisting largely of a bunch of wooden huts on a windswept moor. The school was closed forever when all the huts burnt down a couple of years after he left. Trotsky next attended a public school (as the British call private schools) which was far more fun. It was closed forever when it went bankrupt a couple of years after he left. Then he went to Hull University. This one bucked the trend of closing forever a couple of years after he left.

Trotsky has degrees in zoology and cellular pathology and presently works at a hospital in southern England. In 1990, while attending a gaming meeting at a London pub, he was

mistakenly identified as a dead communist and the name has stuck despite being self-evidently inappropriate. Aside from gaming (well, duh, he's a Pyramidian…), science fiction and zoology, Trotsky's other hobby is reading skeptical magazines and attending meetings on the subject. However, his sole contribution to this literature is a short histological article demonstrating that, in all probability, a particular woman had not been radio-tagged by space aliens.

What If?

High Weirdness

As an active skeptic, in a High Weirdness campaign, Trotsky is a Normalness Magnet and actively repels anything even remotely supernatural or otherwise inexplicable to modern science. This can be combined with embarrassingly high levels of Anti-Psi, Magic Resistance and other appropriate abilities, depending on the specific campaign. Basically, if anything weird was going on, when Trotsky arrives on the scene, it will become mundane and/or obviously fake.

Furthermore, normal and entirely plausible things happen to him regularly, which is a big contrast to most player characters, let's be honest…

Trotsky the Duck

If Trotsky were a duck in a Glorantha campaign (RuneQuest™ or Hero Wars™, take your pick) he would obviously have to be a cursed duck, since he doesn't like water. Presumably he has been cursed because of his atheism, which goes against the normally theist culture of the Gloranthan duck people. But he does get to use cool Zzaburi magic, with particular emphasis on magic that deals with biological manipulation (mostly healing and detect life/sickness/etc. type spells, but also some combat magic that he uses only in self-defense). Replace pathology and histology skills with herbalism, diagnosis or other appropriate low-tech medical and biological skills. In this form, Trotsky's most prized possession is a complete copy of Anaxial's Roster, a Dara Happan compendium that lists and describes almost all significant creatures of the northern Gloranthan continent.

UNDERKOFFLER, CHAD

Aliases: Herr Doktor Nebechadnessar Wolfgang Von Unterkoffler, Master of the Heaviside Layer, The Man with the Aetheric Heart
Born: **Age**:
Ht: **Wt**:   **Sex**: Male
Nationality: American (Euro-mutt descent)
Residence: Washington, D.C.
Description: Like Willy Wonka on crystal-meth, baby...

ATTRIBUTES   [20]
ST: 10   **IQ: 13**
DX: 10   **HT: 9**

ADVANTAGES   [45]
Ally (fiancée, all the time)   [0]
Charisma +1   [5]
Eidetic Memory   [30]
Single-Minded   [5]
Versatile   [5]

DISADVANTAGES   [-45]
Bad Sight (correctable, nearsighted and astigmatism) [-10]
Compulsive Spending (serious)   [-10]
Fat (obese)   [-20]
Sense of Duty (family, close friends)   [-5]

QUIRKS   [-5]
♦ Delusion: "I have a mild version of Compartmentalized Mind" and "I have powers."   [-1]
♦ Honesty   [-1]
♦ Imaginative   [-1]
♦ Manic-Depressive   [-1]
♦ OPH: Pontificates   [-1]

SKILLS   [12]
Appriciate Beauty-11   [1]
Bard-13   [½]
Computer Operation/TL7-13   [½]
Hobby (comic books)-13   [½]
Hobby (dancing)-11   [½]
Hobby (role playing games)-13   [½]
Hobby (science fiction)-13   [½]
Hobby (trivia)-13   [½]
Literature-12   [1]
Occultism-13   [½]
Poetry-14   [2]
Research-13   [1]
Swimming-14   [½]
Teaching-12   [½]
Theology-12   [1]
Writing-12   [½]

ADDITIONAL QUIRKS

Chad has a *lot* of quirks. Quirks in addition to those listed include: argumentative; coffee/tea addict; curious; dislikes math and things that look like math, mathophiliacs, etc.; prefers to wear only purple or black; insomnia-sleepbanking; internet addict; OPH: silly; OPH: loud; OPH: formulates theories out loud; and typo-prone.

BIOGRAPHY

Chad Underkoffler grew up in southwestern Pennsylvania. He attended Canon-McMillan High School ('89), and graduated as a Type A personality with a 4.1 GPA. Flashforward four years: Chad graduates from the Pennsylvania State University (BA- English '93) as a Type B personality with a 2.67 GPA. What happened? He woke up to Life.

He learned many things of value in his classes, he learned many things in his classes that still coil and twist in his mind, toxic, courage-killing, waiting for exorcism. He learned even more outside his classrooms-- things that opened him up to a wider, better, more lush world. He also picked up terrible habits, to replace the ones he'd shed. This snake changed the

pattern of his scales, but not without a nearly delicious, tearing pain, rubbing up against the obstacles in his path.

After a year of living at home, quit his job, picked up, and moved to Washington DC within the span of three days. He's been there ever since. Washington, DC has an entirely different mentality than the rolling green hills of suburban/rural Pennsylvania. Indeed, the "Inside the Beltway" mentality fascinates him, as does the vast multicultural stew that is the Nation's Capital. Since his youth, he always felt that DC was beautiful, literally and figuratively. Now he's also seen that it's ugly, literally and figuratively. But most interesting of all, the ugliness and the beauty coexist-- just as it does everywhere on this world.

It's changed him. He's recovered most of the positive aspects of his long-buried Type A past and fused them with his new Type B outlook. The result is greater than the sum of its parts. He is currently completing a Master's degree at Johns Hopkins University (MS- ITS'01). He works as an editor for a telecommunications industry standards body.

His interests are varied, wild, all-encompassing. He believes that the purposes of life are to learn, to think, to do, and to laugh. He writes poetry and fiction and reads voraciously. He dances polka, salsa, swing, and strictly ballroom. He is xenophilic. He enjoys thinking about logic, philosophy, religion, magic, myth. His favorite concept is "wonder."

He has written a number of gaming articles for **Pyramid Magazine**, and contributed to several **Unknown Armies** books.

What If?

Fantasy Chad
Chad will mostly likely be a storyteller or scribe. He would probably have a level of Magery, and would be most likely to specialize in Knowledge and Movement magics.

Space Chad
Chad will probably be a journalist, artist, or scholar of some sort; one that would jump at the chance for interplanetary travel and would attempt to utilize the highest technology he could in his work.

Illuminated Chad
Simply, Chad is Illuminated. He's odd in that while he can *see* the intricate web of plots all around him, he has very little interest in unraveling them further, exploiting them, or announcing them to the world. He'll discuss them if asked, but who's going to come up to him on the street and ask him about the Templars?

Psionic Chad
PsiChad's ESP – especially Psychometry-- would be powerful (Power 8+) and at expert level or higher (12+). He would have mild Telepathy and mild PK abilities. His goal is to get to a point where he can use the Psi skill of Levitation.

Super Chad
Chad would be a minor flying brick of sufficient DR to shrug off a good punch (DR 10) and double his current strength. He would also have a low-power energy blast with the Limitations of Only When Enraged and Uses Fatigue. He'd probably go under the name "Rage" and would wear a black oilskin duster over a black singlet with a red hood and body stripe.

Political 'Election 2000' Chad
Chad is Dimpled and might be Swinging, but would not be either Pregnant or Hanging... Well, he might be Pregnant if it's a GURPS Politics/GURPS Bio-Tech crossover. Since he's not suicidal, the only ways to get him Hanging would be a Vertigo-like sort of thing, or for autoerotic asphyxiation, if it were a GURPS Politics/GURPS Sex crossover.

Herr Doktor (Castle Falk)
My name is Doktor Nebuchadnezzar Wolfgang von Unterkoffler. I am the Master of the Heaviside Layer, where the lightning and thunder waltz at my command. I was born in Bavaria long ago, the son of gently-born folk, and that is all you need know. Built broadly, wide-shouldered and barrel-chested, I keep my salt-and-pepper hair and Vandyke in perfect trim. My skin is quite fair, which makes my intense green eyes seem to burn with an eldritch foxfire. I wear only shades of black and violet, with a trace of gold ornamentation. I tend to simple, elegant styling in my dress. My most treasured possession is a satchel of tools crafted of Faerie gold, specially forged by the finest craftsmen of the Dwarfhold of Vesuvio Vente. Currently, I value no person nearly as highly. My current residence is my Ethership, *Viridian*, cruising the interplanetary voids.

I count my courage, my courtesy, and my honor my Virtues; my Vices are their mirror-images: stubbornness, snobbery, and pride. If I had to describe myself briefly, I'd have to say that I am both brilliant and arrogant. I enjoy nothing more than immersing myself in the great arts, sciences, and mysteries of humanity, but politics, business, and anarchists bore me to tears. I value my good word over all things-- even over my treasured Faerie gold toolset, because it is my sacred bond. After that, I believe in personal freedom and try to respect the sanctity of life.

My Proudest moments include the time when I saved the life of the Lunar Magma Entity by transferring it to earth via my Weird Science; the time I saved the world by assembling and coordinating the American Dreamers against the Terror From Beyond Space during the Madness; and the time I saved several continua by seizing the Star-Spangled Throne, proclaiming myself Tyrant-Emperor of the United States, to thus meaningfully and symbolically participate in a ritual to fuse the disparate Americas into one cohesive whole, ending the Madness.

I have a natural air of command [Charisma GD], and my senses are rather acute [Perception GD] even to the point where I have strong sense of the currents in the magickal aether [Sorcery GD]. As appropriate for one of gentle birth, I

am well-versed in proper manners [Social Graces GD]. Unfortunately, this sense of propriety does not count for much among my usual crowd [Connections PR]. I took my doctorate at Ingolstadt [Education GR] and am renowned as an inventor and clockwork engineer [Tinkering EXC]. My steely nerve [Courage EXT] makes me a fierce combatant; although as a gentleman I have neglected my pugilistic skills [Fisticuffs PR], my enemies should not come within reach of my blade or the range of my revolver.

Chief among those enemies is my Nemesis: High Negotiator Broderick Grimm, of the Republic of the Boundless Sea, who had been a thorn in my side for some time before his untimely and gruesome death. Heh. His continual babble about political systems, his propensity to order unprovoked attacks on anyone or anything within his sight, and his wanton disregard for human life in service to his imperialist desires all sickened me.

I Regret nothing more on this earth than the fact that his actions forced me to slaughter dozens of RBS soldiers to protect myself. I do not like to kill, and being compelled to do so enrages me.

My closest allies are my Italian manservants: Umberto, who is my pilot, chauffeur, and reservoir of common sense, and Vittorio, my factotum, valet, and sounding board, despite his insolent manner. I count the Lady Aylinn of House von Kaese as my ally, and am on personal terms with a variety of individuals of provenance both fair and foul.

My romantic life is not a subject for discussion. It was long ago, in another country, and if she is not dead now, I shall act as though she is. I hope that when I finally gain recognition for my genius [Social Goal] and usher in a new age of personal freedom based on my clockwork technology [Professional Goal], God will grant me the grace of allowing me to forget the name of Helga Sturmfausten utterly [Romantic Goal].

Someone has published a packet of lies about my earlier life at : http://web.tampabay.rr.com/techrat/heavysid.html. I would ignore it if I were you.

Herr Doktor (Castle Falk, Mastermind)

Charisma [GD]	Connections [PR]
Courage [GR]	Education [GR]
Fisticuffs [PR]	Perception [GD]
Social Graces [GD]	Sorcery [GD]
Tinkering [GR]	

INVENTIONS DISCLOSED THUS FAR:

- **Aetheric Mesh**
  (a defensive metallic net charged with both electricity and ectoplasm)
- **Alkahest Sprayers**
  (creates a defensive cloud of Universal Solvent)
- **Astral-Aetheric Synergizing Enhancer**
  (improves clairvoyance)
- **Brass Automata**
  (Alpha through Omega)
- **The Bronze Turtle**
  (a clockwork tank filled with surprises)
- **Clockwork Aetheric Shield**
  (protects the sanctity and security of one's mind)

- **Clockwork Centurions**
  (nigh undefeatable in lots of 100; fold quickly if one of their numbers falls)
- **Clockwork Dragon**
  (breathes phlogiston)
- **Clockwork Fliedermaus**
  (can bite a man's head clean off his body)
- **Clockwork Owl**
  (*whirr-click* Hoot! *click-whirr*)
- **Etheric Shock Cannon**
  (throws bolts of pure etheric force)
- **The Etheric Televocalizer**
  (allows verbal communication over great distances)
- **The Ethership Viridian**
  (can travels the vast gulfs of interplanetary space)
- **Hypersonic Parabolic Steam Whistle**
  (allows a focused beam of sonic mayhem)
- **Hyper-Electric Collimating Harpoons**
  (can call down the lightning from a clear sky)
- **The Hyper-Ley Collimator**
  (an armature around the Washington Monument that allowed the collection of geomantic energies)
- **The Lambent Cannon**
  (a gigantic solar collector and redirector)
- **Magneto-Etheric Continua Spanning Engine**
  (used to translate across universes)
- **The Ornithopter *SUNBAT***
  (an emergency life ship, heavily defended and lightly armed)
- **Personal Ornithopter Packs**
  (wings to fly with)
- **Radium Rays**
  (fires beams of pure actinic energy)
- **The Steam Agonizer**
  (a punishment cell sine qua non)
- **Unicorn Sphere**
  (a protected aetheric/astral dreamscape and portal)
- **The Zeppelin *SUNHAWK***
  (destroyed over the Pacific isle of Kavachi)

Viridian

The Herr Doktor's ethership, capable of interplanetary travel.

Size: Huge (crew of 10 humans and 50 Brass Automata)

Description: A giant zeppelin seemingly constructed of green lunar-steel plates, with lots of brass and silver rivets and flanges. The gondola is of a black glassy substance with green lunar-steel trim.

Powered By: Three pulsing Radium-Furnaces, that heat hissing boilers of phlogiston, distilled water, and alkahest which are then intermixed to generate a steam of vitalized ether. This arcane steam powers the Herr Doktor's Infernal Engines.

Operation Time: A full month in atmosphere before needing to top off its tanks of raw ether from the interplanetary void; in interplanetary void, unlimited due to ether ramscoops.

Controlled By: Ebony, crystal glass, and brass control panels, with knife-switches and colored levers.

Moves With: Lift provided by Cavorite-Enhanced Antigravitic Engines and vitalized ether in the "gasbag" cells; lateral movement provided by Ether/Aether Dynamic Impellers.

Armed With:
- Etheric Shock Cannon
- Radium Ray Projector
- Hypersonic Parabolic Steam Whistle
- Hyper-Electric Collimating Harpoons

Defended By:
- Aetheric Mesh
- Alkahest Sprayers
- The Heavy Lunar-Steel Armor

Carries:
- 3 units of Clockwork Centurions
- Clockwork Dragon
- Clockwork Fliedermaus
- Clockwork Owls
- The Etheric Televocalizer
- A number of Ornithopters (including the _Sunbat_)
- ...And much more!

Updates in Version 1.1:
- Both Chad and the Herr Doktor received a complete re-write.

WILLIAMS, BOLIE IV

Aliases: None
Born: 1970   **Age**: 30
Ht: 6'1"   **Wt**: 280#   **Sex**: Male
Nationality: American
Residence: Houston, TX
Description: A large, friendly man with short dark-blond hair and blue-green eyes.

ATTRIBUTES   [65]
ST: 11   **IQ: 14**
DX: 11   **HT: 10**

ADVANTAGES   [60]
Ally (wife, 12-)   [10]
Ally Group (family, small group; 12-)   [20]
Appearance (attractive)   [5]
Mathematical Ability   [10]
Versatile   [5]
Wealth (comfortable)   [10]

DISADVANTAGES   [-138]
Bad Sight (nearsighted, correctable)   [-10]
Careful   [-1]
Compulsive Behavior (internet surfing)   [-5]
Dependent (baby daughter, loved one, all the time) [-96]
Dreamer   [-1]
Intolerance (stupid people)   [-5]
Overweight   [-5]
Sense of Duty (friends and companions)   [-5]
Truthfulness   [-5]
Unfit   [-5]

QUIRKS   [-5]
♦   Dresses down   [-1]
♦   Drives too fast   [-1]
♦   Emphatically Texan   [-1]
♦   Loud Voice   [-1]
♦   Reads voraciously   [-1]

SKILLS   [63]
Area Knowledge (Houston, TX)-15   [2]
Area Knowledge (State of Texas)-14   [1]
Artist-12   [1]
Carpentry-14   [1]
Chess-14   [1]
Computer Operation/TL7-16   [4]
Computer Programming/TL7-15   [1]
Driving/TL7 (automobile)-12   [3½]
Engineer/TL7 (electrical, DC power)-15   [6]
Engineer/TL7 (hydraulic power)-17   [10]
Engineer/TL7 (structural)-16   [8]
Guns/TL7 (pistol)-14   [2]
Guns/TL7 (rifle)-12   [½]
Guns/TL7 (shotgun)-13   [1]
Hobby (bridge and related card games)-14   [1]
Hobby (role playing games)-14   [1]
Juggling-11   [1]
Language (English, native)-14   [0]
Language (French)-12   [½]
Mathematics-18   [6]
Mechanic/TL7 (automobile)-13   [0]
Metallurgy/TL7-13   [2]
Physics/TL7-13   [2]
Swimming-12   [½]
Teaching-13   [1]
Typing-12   [2]
Writing-14   [2]

BIOGRAPHY

Bolie's life has been relatively charmed. His parents were caring and attentive, he went to good schools and did well, and he married a wonderful wife and has a healthy baby girl. He has lived his whole life in Houston, Texas, with the exception of two years in Austin for graduate school.

Bolie went to private schools his entire life, his parents wanting to give him the best head start they could. He started

out in a Montessori school. He moved to The Awty International School for third through sixth grade where he studied along with the children of French citizens working in the United States. He learned some French there, though forgot most of it later. After that, he moved to St. John's where he focused on math and science.

Bolie went to Rice University for college, following in his parents' footsteps. He majored in mechanical engineering (like his father) and economics (his mother was a CPA). As he neared the end of his college years, he desperately looked around for an alternative to work. He found it in graduate school. He moved to Austin and spent two years hanging out and working on analyzing magnetic fields for toroidal field magnets for fusion reactors. The work was interesting even if the project was not well funded while he was there. He finished up, graduated, and returned to Houston, now with no choice but to work.

Rather than jump right into a real job, he took a job as a UNIX SysAdmin at Rice University working with some of his old classmates. The collegiate atmosphere worked well for Bolie who never did like to get up in the morning. The job was fun and he learned more about computers. After only about nine months, though, he was seduced by a corporate recruiter and made a foolish decision to leave academia and move into the "real world."

Bolie spent the next two years working as a Lotus Notes administrator for two different companies. While the work wasn't hard and the pay was good, the job was just not satisfying. Even though he wasn't on the help desk, he ended up doing a lot of high-tech janitor work. He tried to move into programming, but was too lazy to develop the programming skills on his own.

Eventually, he got out of system administration and moved back into engineering where he could do creative work without having to help the computer illiterate get their email. He went to work for Cameron Controls designing control systems for sub-sea drilling and production control systems. His father works for Cooper Cameron, the parent company for Cameron Controls, so confusion was rampant when another Bolie started.. Even though it doesn't pay as well, his job satisfaction is higher. Unfortunately, the oil industry is a cyclical one and there is always a certain level of uncertainty, but he's been in his job for over two years and

EQUIPMENT

When travelling, Bolie is usually driving his 1993 Crown Victoria which has an assortment of tools in the trunk suitable for working on cars or other, similar equipment. The car itself is an old police car complete with spotlight. He is often carrying his bag (to and from work) which holds his planner, a yo-yo, a multi-tool, a book or two, pens and pencils, and other assorted things that a modern day office worker carries. When travelling with his baby, he'll also be supplied with an assortment of diapers, wipes, burp-clothes, and other baby necessities.

At his home, Bolie has access to more tools, his 10mm Glock, his computer, and a large assortment of science-fiction books, and gaming books.

A NOTE FROM BOLIE WILLIAMS

I exaggerated a few advantages and disadvantages since GURPS advantages and disadvantages generally refer to extreme cases. I am slightly nearsighted and have an affinity for math. My engineering skills aren't that high but that's how it works out using GURPS rules. That's okay, I'll just show my boss and get a raise.

What If?

Following are notes for adapting me in other genres. Unfortunately, with a family and a technical job, Bolie doesn't make a great adventurer without some changes. He could be a useful contact or ally, though.

GURPS Traveller

Bolie would make a good engineer at a starship building corp. Just replace engineering skills with appropriate Engineering skills. For a most adventurous character, make him the engineer on a family owned tramp trader.

Autoduel

Instead of drilling rigs, Bolie is an engineer at Uncle Albert's, designing the new generation of vehicular weaponry. While not a duelist himself, he does own a decent car and fantasizes about heading for the Ring! He has a healthy respect for his skin, though, and so works instead on the gadgets and gizmos used by the big name Duelists.

Updates in Version 1.1:

- Conforms to the write-up on his web page. Made some point-cost corrections.

WOOD, JOHN

Aliases: Elv
Born: 17 July 1964   **Age**: 36
Ht: 5'11½"   **Wt**: 240#   **Sex**: Male
Nationality: English (some Flemish and Spanish heritage)
Residence: Oxford, England
Description: a plump, genial man who tends to put people at their ease quickly. He has near-black hair and beard, brown eyes, and wears glasses.

ATTRIBUTES   [30]
ST: 10   IQ: 13
DX: 10   HT: 10

ADVANTAGES   [25]
Jack of All Trades +1 (knowledge-based skills only)   [5]
Mathematical Ability   [10]
Wealth: Comfortable   [10]

DISADVANTAGES   [-73]
Bad Sight (correctable)   [-10]
Dependent (daughter, loved one, <0 points, 9-)   [-32]
Dependent (mother, loved one, <0 points, 6-)   [-16]
Fat (50% higher than normal)   [-10]
Shyness (mild)   [-5]

QUIRKS   [-5]
♦ Apologizes all the time   [-1]
♦ Stutters when nervous   [-1]
♦ Tells bad jokes without restraint   [-1]
♦ Tries too hard not to hurt people   [-1]
♦ Very stubborn over things he considers important   [-1]

SKILLS   [22]
Area Knowledge (Oxford)-12   [½]
Artist-10   [½]
Bicycling-9   [½]
Computer Operation/TL7-14   [2]
Computer Programming/TL7-16   [4]
Driving/TL7 (automobile)-9   [½]
Hobby (gaming)-13   [1]
Hobby (symbolism)-12   [½]
Language (French)-11   [½]
Language (German)-11   [½]
Language (English, native)-15   [2]
Mathematics-13   [½]
Performance-11   [½]
Poetry-11   [½]
Professional Skill (software design)-14   [4]
Riding (horses)-9   [1]
Singing-10   [1]
Teaching-12   [1]
Writing-12   [1]

BIOGRAPHY

John Wood lives with his wife Alison, their daughter May (born April 2000), and good friend Richard Horrocks. John works part-time as a software engineer for Oxford Metrics, primarily designing embedded systems. He divides the rest of his time between fatherhood and writing (including work for BITS and Steve Jackson Games, even though he has no cats).

An unexpected late arrival, John was the only child of nurse Jenny Wood (then 42) and her hospital secretary husband Eric (47). His first word was "jug", which rather set the tone for things to come. At school he refused to co-operate with what he saw as a pointless regime and was soon branded a "problem". Nicknamed the Eiffel Tower for his determination to stand when They wanted him to sit, years passed before Jenny and a new teacher managed to persuade him that school could be fun.

Once motivated John quickly caught up, displaying an interest in almost everything but especially Mathematics and English. At 12 he was asked to read his humorous account of the Flood to the school, a move his teachers later regretted as he proceeded to turn every assignment into a joke. Socially he was a loner, cultivating an image as an eccentric partly to keep

people away from his home life, where his father had started to act strangely. He sang with the choir and acted a little but otherwise concentrated on his studies and achieved the best results in the school's history.

John went to university following the death of his father (whose behavior had been the result of a brain tumor). At Oxford he threw himself into student life with abandon, drinking too much and studying too little in an attempt to make up for lost time. He met several others who shared these priorities, including fellow-mathematician Richard, and six of them formed a comedy rock band with John as lead vocalist and lyricist. Their concerts grew ever more ambitious, culminating in a two-hour farewell extravaganza featuring twelve additional singers and state-of-the-art computer graphics -- or at least, two ZX Spectrums wired up to large TV sets.

John was unemployed for some time following final exams, partly because he couldn't decide what to do next. He had finally discovered computers while at college (it was love at first byte) and used the time to teach himself Z80 assembler; he and Richard then became freelance games programmers. John stopped writing and designing computer games in 1994, prompted by stress-related illness. On July 4 he left the entertainment industry for the staider world of scientific and technical computing, joining Oxford Metrics, a company providing equipment to study motion. Ironically the results of his work are now being used for special effects in films such as The Phantom Menace and games such as Perfect Dark...

Recently John has been active in Re-evaluation Counseling. This has made him more aware of human nature (including his own) and allowed him to make several important decisions -- to start writing for publication, to work only four days a week, to get married (after more than a decade with Alison), and to raise a child. His Worthy Goals for the future include a second child, wider publication and a lessening of oppression based on class and gender. He still likes to make people laugh, or failing that, groan.

What If?

Psionics/Illuminati
Both of John's grandfathers were Lodge members and there is evidence that his maternal grandmother had ESP. In an Illuminated campaign he will manifest these abilities as well and be either a pawn or victim of the conspiracy.

Supers
John is not keen on running around (even when dressed in spandex) and would best fit the role of "sympathetic villainous mastermind", acting behind the scenes to plot the downfall of global capitalism using his (enhanced) computer skills and psychic abilities.

Fantasy
In a low- or no-mana setting, John may well be a scribe or lord's officer (one, perhaps, who acts against the system in subtle ways). In other worlds he is likely to study magic with an emphasis on colleges such as Communication & Empathy, Knowledge, and Mind Control, plus possibly Food or Illusion & Creation.

Space/Traveller
A scientist dabbling in many fields, John loves looking for patterns and coming up with theories. Given sufficient funds he can be a patron, hiring the PCs to investigate his ideas (and getting them to the wrong place at the right time).

ZEIGLER, JON

Aliases: None
Born: 1965   **Age**: 35
Ht: 6'2"   **Wt**: 220#   **Sex**: Male
Nationality: American
Residence: Central Maryland
Description: A stocky, bearded man with dark hair and glasses, normally in denim jeans and a polo shirt or sweater.

ATTRIBUTES   [25]
ST: 10   **IQ:** 13
DX: 11   **HT:** 8

ADVANTAGES   [20]
Security Clearance / Top Secret/Special Intelligence   [10]
Wealth: Comfortable   [10]

DISADVANTAGES   [-38]
Bad Sight (correctable)   [-10]
Laziness   [-10]
Overweight   [-5]
Sense of Duty (family and friends)   [-5]
Weak Will -1   [-8]

QUIRKS   [-5]
Affectionate to loved ones   [-1]
Avoids tasks he doesn't feel competent for   [-1]
Distractible   [-1]
Strongly dislikes even implicit criticism   [-1]
Tolerant   [-1]

SKILLS   [34]
Astronomy/TL7-11   [1]
Computer Hacking/TL7-12   [3½]
Computer Operation/TL7-14   [2]
Computer Programming/TL7-13   [4]
Cryptanalysis/TL7-12   [2]
Cryptography/TL7-12   [2]
Cryptology/TL7-12   [2]
Driving/TL7 (automobile)-10   [1]
History-11   [1]
Hobby (role playing games)-13   [1]
Hobby (simulation games)-14   [2]
Intelligence Analysis-11   [1]
Language (English, native)-15   [2]
Literature-11   [1]
Mathematics-11   [1]
Musical Instrument (piano)-10   [½]
Poetry-11   [½]
Politics-12   [1]
Research-12   [1]
Stealth-11   [2]
Teaching-11   [½]
Writing-13   [2]

No Picture Available

BIOGRAPHY
Jon F. Zeigler was born in Ohio in 1965. After attending the Ohio state university system and earning a bachelor's degree in mathematics, he spent over a decade working for the US Department of Defense. He is currently an IT consultant specializing in cryptology and network security. He and his wife and two children live in central Maryland. His politics are weakly libertarian (he tends to get off the bus about two blocks after Ayn Rand gets on). He is a member of a very small religious minority. He hopes eventually to utilize his love of history and fantasy fiction in a full-time writing job. He is resigned to never being a Great Man in History, although when he considers that people like Jesus and Alexander the Great were already dead at the age of 35, this doesn't bother him so much.

EQUIPMENT
Always carries a personal laptop computer with him, except when working in a classified environment.

NOTES

Mr. Zeigler's dependents rarely interfere with his "adventuring" life, and so are considered to contribute to his Sense of Duty rather than being full-fledged Dependents.

What If?

Mr. Zeigler has a number of fictional alter egos, many of which are female. He tries not to think about what this might indicate about his subconscious mind. Some of these include:

The Archer

A tall, taciturn man with a Very Large Bow. Tends to keep his head when all about him are losing theirs. Bears an uncanny resemblance to Armand Assante.

The Bard

Tall, willowy redheaded woman with short sword at one hip and lute over her shoulder. Normally watches the more flamboyant people around her and then composes epic poetry about them.

The Explorer

Retired senior member of the Scout Service, who enjoys hanging out in bars and spinning stories about the thousand or so alien worlds he's seen.

The Knight

Retired Imperial Navy officer, who despises the aristocracy and yet keeps getting promoted higher into it after every adventure.

The Priestess

Short, rather ordinary-appearing girl with an air of mystery about her. Terrible in a combat situation, but very good at thinking her way out of such situations in the first place. Enjoys divine favor but spends much of her time arguing with her deity.

Updates in Version 1.1:

- Corrected body weight by removing some 110 pounds… sorry about that ☺

SJ GAMES ONLINE POLICY

(UPDATED OCTOBER 23, 2000)

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