

TWILIGHT

2013

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Web Supplement

Jonathan Simms



CREDITS

G-1 (ADMINISTRATION)

Design: Keith Taylor

G-2 (INTELLIGENCE)

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G-3 (OPERATIONS)

Written By: David Ahrens

G-4 (LOGISTICS)

Production Director: Keith Taylor

Editing: Keith Taylor

Layout & Typesetting: Keith Taylor

G-6 (COMMUNICATION)

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NPCs - are character backgrounds which can serve as the basis for NPCs or Player Characters.

JONATHAN SIMMS

The following star NPC is provided to allow GMs to use him in any number of scenarios. Location and event details are intentionally left vague to allow for his introduction in virtually any storyline taking place within the USA. This character is complex enough that it is not recommended he be used as a PC by anyone other than an experienced, advanced player looking for a unique challenge.

SYNOPSIS

Jonathan Simms was that kid in high school that everyone knew and everyone liked. He was the popular kid despite the fact he wasn't a jock. After college and deflated dreams of national television journalism, he enlisted in the US Army where he was involved in the invasion of Iraq with the 3rd Infantry Division. These experiences changed his view of the world. After leaving the army, he became a vagrant until he found religion where his silver tongue, writing talent, and confidence in front of a crowd made him ideal for this new "mission."

A survivor of a close call with a nuclear strike, he has spent his last year as a migrant preacher, sharing his version of God's word with anyone who would listen. He's not a radical nor is he blind to the reality of this new world. But there is no denying his passion for his new found "calling."

JONATHAN SIMMS

Age: 36

Hair/Eye Color/Handedness: Blonde/Brown/Right-handed

Height/Weight/Build/Blood Type: 1.77m/44kg/Slight/O+

Rank: None current, former US Army Specialist (enlisted rank 3)

Attributes: Awareness 6, Coordination 6, Fitness 7, Muscle 7, Cognition 8, Education 7 (Journalism), Personality 9, Resolve 9; CUF 6, OODA 6

Skills: Artisan (Poetry Writing) Competent (7), Climbing Novice (3), Command Competent (4), Deception Competent (5), Driving Competent (4), Fieldcraft Competent (6), Hand-to-Hand Competent (4), Hand Weapons Competent (4), Language – Native (English), Language (Spanish) Professional (8), Longarm Professional (8), Medicine Novice (1), Performance (Dramatic Acting) Professional (11), Performance (Public Address) Professional (12), Persuasion Expert (18), Sidearm Competent (5), Streetcraft Professional (9), Support Weapons Novice (1), Tactics Competent (4).

Wound Thresholds (head/torso/limbs): Slight 1/1/1, Moderate 4/8/8, Serious 8/16/12, Critical 12/24/16

Fatigue Thresholds: Slight 4, Moderate 7, Serious 12, Critical 16

Carrying Capacity: CL 17kg, ML 25 kg, EL 51 kg, DL 102 kg

Movement: Sprint 14m, Run 10m, Trot 8m, Walk 4m, Stagger 2m, Crawl 1m, Travel 5kph

Nutritional Requirements: 1,200 calories per day

Starvation Threshold: 9

Rads: 67

SP: 6/6

Advantages: Aptitude (PER)(3) = All PER checks are done as 3d20L

Disadvantages: Irradiated (2); Aversion (radiation) (1); Near-sighted (4) = -2 max range bands

Equipment Dice: 2

Contacts: 4 information (3 regular, 1 experienced); 2 reinforcement (1 regular, 1 experienced); 3 service (regular); 3 trade (2 regular, 1 elite).

HISTORY

Jonathan Simms was born in 1977 in suburban America. Growing up, he showed a natural ability to thrive in the public eye. He graduated high school as student body president, but his popularity didn't come from the football or basketball team, but rather through the speech and drama clubs.

While he may have had all the ingredients for life on the stage or screen, he aspired to be a national-level journalist. After high school he went on to his local state college and graduated summa cum laude with a degree in Journalism. After several attempts with the national networks failed, he tried his hand at smaller, regional affiliates. Despite his skill and charm, he found nothing but non-paying intern positions and his bills were beginning to pile up. It was at this point that he joined the U.S. Army. Though he could have joined as an officer, he elected to enlist as a private intending to serve only long enough to get out of debt.

Out of basic training, Jonathan went into the infantry arm and was assigned to the 3rd Infantry Division at Fort Stewart, Georgia. It was the end of his first year with the unit that the attacks of September 11th occurred. While some members of the division went forward to Afghanistan, he remained behind continuing to train and hone his skills.

2003 proved to be a pivotal year in Private First Class Simms' life. The 3rd ID was deployed to Kuwait and was part of the spearhead of US forces in the invasion of Iraq. As part of the 2nd Brigade, he was involved in the direct push into the heart of Baghdad. Because of current operations, he was promoted to Specialist, but he was also "Stop-Lossed" for an additional year.

Jonathan separated from the army in 2005, worse for the wear. The events he lived through and the inhumanity he witnessed, all combined to shake him to his core. The violence of combat was more than he ever expected. It didn't matter if it was friendly forces responding to an attack, if it was secular violence pitting neighbors against neighbors, or his unit hunkering down while taking fire. He was now and forever a changed man.

Gone were the days when he longed to be the next Anderson Cooper, along with the days of pride in his appearance. Now Jonathan was in the search for something more, something deeper. The next two years were spent aimlessly taking an odd job here and there making just enough money to scrape by. It was during this period of his life that he often stopped and listened to the wild rantings of street corner and park bench preachers. While he didn't buy into their bizarre messages, he did notice a common theme of help and hope in many of the sermons.

He started writing poetry to help him collect his thoughts. These writings soon turned philosophical and eventually theological. Having found what he considers his new calling, he joined the local branch of a major national faith-based charity. Using this opportunity to meet and help countless new people, he quickly became a favorite of several beneficiaries who would request him by name to help them. Soon he was sharing his poetry and speaking of his interpretation of God's love for mankind.

He was working the suburbs the day the Chinese nukes fell. Though he was far enough away to avoid the immediate damage and destruction of the detonation, he was close enough to get a major dose of radiation and some surface burns. The dose was strong enough that he was incapacitated within minutes and was field triaged by first responders

as beyond saving. The fact that he was able to recover without any human assistance only solidified his new found faith and provided him with all the evidence he required to convince himself that he was chosen, that he was a new, modern prophet. In his mind, God had given him the gifts and tools, shown him the dangerous way of man, and had saved him to help guide mankind back to the light.

He spent this last year as a wanderer, a vagrant reading his poetry in public and preaching his interpretation of God's word. His message doesn't stress a God of vengeance; instead he stresses the fact that mankind has turned away from God and must find its way back. The *Last Year*, he teaches, isn't God's work, but mankind's. His Bible is always at hand, but he supplements his sermons with concepts and ideas pulled from a college-level "Comparative Religions" textbook. Unlike previous "prophets" like Jim Jones, David Koresh or Marshall Herff Applewhite, Jonathan does not promote a radical or controversial message. His message doesn't focus on anger and fear, but rather on mankind's fallibility. He teaches that there is hope, love and understanding if we only change our ways.

Though he promotes a peaceful message, he isn't naïve. He understands the realities of this new world and advocates self-defense and the defense of the weak and exploited, but not at the cost of people falling further and losing more of their own humanity.

He doesn't aim to lead a flock of his own. In some cases, people look to him for leadership and guidance, but he's much more comfortable as a counselor, a guide, or a mentor. Often, he can be found as a member of a refugee camp filled with 4d20 people. NPC types within the camp who can be found supporting him will be: Desperate Housewives, Refugee Homesteaders, Savvy Craftsmen, Small Town Cops, Suburbanite Survivors, Reluctant Trainers, and Paranoid Survivalists.

BASELINE EQUIPMENT

(TOTAL WEIGHT: 32.6.3kg)

EQUIPMENT

Outfit, mild weather (1.3kg)
Raingear (1.2kg)
1 x pair hiking boots (1.7kg)
2 x pair of prescription eyeglasses (--)
1 x pair of prescription sunglasses (--)
1 x Bible (1.0kg)
1 x World Religions Textbook (1.5kg)
2 x large spiral-bound notebooks of notes, poems and sermons (0.5kg)
1 x hard-bound journal (0.3kg)
1 x .380 auto pistol (0.7kg)
3 x .380 auto, 8-round magazines, loaded (0.6kg)
1 x .22 semi-auto rifle (2.1kg)
 1 x sling (0.2kg)
 1 x Mag-1 scope (0.3kg)
36 x additional .380ACP rounds (0.5kg)
100 x .22LR rounds (0.4kg)
1 x Working knife (0.5kg)
1 x Holster (0.2kg)
1 x Sheath (0.1kg)
1 x Frame pack, civilian (2.7kg)
1 x Tent, 2-man, civilian (2.2kg)
1 x Sleeping bag, temperate (1.0kg)
1 x Canteen (1.3kg)
1 x Pocket fishing kit (0.1kg)
1 x Disposable cigarette lighter (--)
1 x Flint and steel (--)
200 x Matches (--)
1 x Compass (--)
1 x Mess kit (0.2kg)
3 x Toilet paper rolls (0.3kg)
1 x Civilian first aid kit (0.8kg)
1 x Multi-tool (0.3kg)
1 x Gun cleaning kit (0.3kg)
1 x Hand flashlight (0.1kg)
8 x Small batteries (--)
3 x candles (0.3kg)
100 x Radiation dosimeters (1.0kg)
1 x wristwatch, basic (1.0kg)
50 x purification tablets (0.2kg)
4 x MRE (4.0kg)
Wild food, balanced (3.6kg)
