

# Appendix: Character Backgrounds

Dr. Vicent Moore

## Mingolian, Professor of Archeology at Mongo University

Dr. Moore's passion for archeology and history has led him to the life of an academic professor. A specialist in ancient cultures and myths from the various cultures of Mongo. But, Mongo being the world it is, the professor can take care of himself in a pinch. And a professor who knows how to get what he is looking for.

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Traits:

- Sense of accountability, and believes the actions of others are his responsibility.
  - Academically stubborn, tends to think he has all the answers.
  - Creative, inventive, but always willing to work.
  - Untraditional, irregular, always questioning.
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Dr. Moore's travels through the world of Mongo, seeing the results of Ming's tyranny first hand along with this sense of accountability has led to his involvement with the Freeman of Mongo. He uses his position at the university to look for artifacts and information throughout Mongo that might aid them. He also has been known to use his archeology expeditions as a conduit to aid in the shipment of relief supplies, equipment, and weapons to the Freeman.

### Adventure Motivation

After learning from JaqaMobah about the discovery of an old Mongo Observatory thought to be destroyed by a mungoquake in Frigia, the doctor recruited his allies and friends to head to the frozen North.

There, he hopes to find the spaceoscope and the information it contains about a rumored "mysterious planet". A planet apparently teeming with Mongo-like life. But one that only appeared in the sky every hundred years or so due to its elliptical orbit.

If this planet is real, they might find allies there. Allies that might help free Mongo from the grasp of Ming. But if Ming discovers this first, Ming could use the resources to truly become ruler of the Universe..

Flisk. Just Flisk.

## Mountain Dwarf. Miner. Expert "Spelunker".

Flisk loves life underground. Specifically, under the mountains. "That's where all the good stuff is", a phrase he is fond of. To make a living, Flisk freelances his skills as a geophysics, seismologist, and gemologist. Pretty much his knowledge of the "elegance of dirt". Another phrase he is proud of.

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Traits:

- Loyalty to the clan. But most importantly, to his family and friends.
  - Stubborn, willful, and gruff. Like all dwarves.
  - Creative, inventive, but always willing to work.
  - Ambitious, greedy, like all good dwarfs.
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Always suspicious of "outsiders", especially Hawkman, Flisk begrudgingly works with the denizens of Mongo to find gem mines. Though, in reality, he's secreting the locations of the best mines back to his dwarven people. The dwarves are mining gems to help pay for attacks on the Hawkman, attempting to recover what's been lost to countless, petty skirmishes instigated by Ming. Flisk believes the Hawkman should stay in the skies and never come down. And if they do, they are fair game. "Taste like chicken", is yet another saying he is fond of (though he has never really eaten one).

### Adventure Motivation

Since encountering and building a friendship with Dr. Moore and Jaq, Flisk and the dwarves have begun to funnel gems to the Freeman to aid them in their attempt to rebel against Ming.

Recently, General Klytus "convinced" Flisk to spy for him. To provide information on Dr. Moore and this upcoming expedition. In return, he told Flisks he would "encourage" Ming to lessen some of the restrictions on the Dwarves. Including those around the Dwarf's ability to mine in the Mingo Mountains. Flisk, while wary of Klytus, agrees. He doesn't like or trust Klytus but he doesn't see any alternative. If it helps the Dwarfs to provide information on some worthless old ruins to Klytus, what could be wrong with that. Besides, it's not like Klytus leaves room to say "no".

## Captain Alex Veldis

Smuggler, Rouge, Thief, and “Handsome Ace Pilot” (At Least According to Alex)

Alex was just another victim of the constant warfare on Mogo. His mother, killed, was from some village, in some provinces, in the wastes of Frigia. His father, he was told, was a soldier of Ming. But that didn't stop Alex from using his quick reflexes to become one of the best pilots on Mogo. Thrown out of Mingo Military Academy and fired from various businesses for “extracurricular activities”, Alex has managed to scrape up enough mingocreds to purchase his own ship, the Bombshell.

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Traits:

- Conceited, arrogant, and believes in his skills.
  - Charming, roguish, The center of attention.
  - Loyal, honorable, but only in the end.
  - Feels out-of-place, lost, alone. An alien on an alien world.
  - Looking for answers to his heritage. Which is why he works with the Doc whenever possible.
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Or so he thought. Fifteen years later, Alex is still “paying off” the Bombshell. Repairs, upgrades, bribes, and fees, all kept him from making a profit? More so, it kept him from making the final payment to Klytus. Yes, Klytus, the self-anointed emperor's right hand and his investor.

Recently, the professor (a regular off-the-book type client) contacted Alex. The professor wanted to contract Alex to shuttle him and a small expedition up to Frigia. More so, to the wastelands of Frigia. A simple but profitable trip. There and back. And with this one last trip, he should have enough mingocreds to pay Klytus off once and for all. And good riddance to the pain the Mingolian @#\$\$%^&.

## Adventure Motivation

Alex is in the business of the love of flying. Profits are good, and adventures are fantastic, but being in the air is what makes him happy. His goal is to get out from under Klytus, own the Bombshell outright, and choose the cargo he hauls. Not that he is particularly picky, mogocreds are mogocreds. But sometimes Klytus pushes even Alex's small sense of morals with the cargo he forces upon Alex. Also, be able to pick those jobs that allow him to look for clues to his past for while Alex looks like a mongolian, he is not. He's not sure what he is.

Klytus is aware of Alex's desire to be free. To be out on his own and uses that desire to keep Alex under his control. Klytus is the source of Alex and Bomshell's problems; leaks, fines, unexpected transport fees, and such. Klytus wants to keep Alex under his control when Klytus needs him. For when he needs to haul prisoners, slaves, weapons, and equipment to where they could be most useful and in secret.

## JaqaMobah, “Jaq”

### Scout, Explorer, Adventurer, and Giant Activist

JaqaMobah is a Giant. One without a home. Forced to wander Mogo on his own. But then again, that's how he likes it. Free to explore. Free to be who he was meant to be. Jaq. Just Jaq.

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Traits:

- Calm, and peaceful but has a warrior's heart.
- Passionate, honorable, and always willing to help.
- Traditional, spiritual, believes the needs of others come before his needs.
- Tribal. Believes the needs of the tribe come first. And his friends are his tribe.

From an early age, JaqaMoba, or “Jaq”, was an oddity even amongst the Giants. Always wondering. Always exploring. The frozen wastelands of the Ice Kingdom of Naquk fascinated him. Then he discovered the lands beyond. There he was truly awestruck. In these other lands, Jaq experienced the diversity of Mogo, their philosophies, religions, and cultures.

## Adventure Motivation

Being a bit of an enigma amongst giants, Jaq's wandering soul drives him to explore the larger world of Mogo. This aspect of his personality is why he enjoys a friendship with Professor Moore, Fisk, and Bembo. They provide him with the ability to visit a variety of locations on Mogo. And while there, learn about their history and culture. These cultural experiences are what Jaq sends back to his people at home. To expose them to a world that could be. A world free of the corrupt King Naquk, and a world free of Ming. The true power behind the throne of Naquk.

Then, the giants will be free once and for all.

## Bembo

### Hunter, Mercenary, Member of the Freeman, Pridemate to Themba

The Land of the Lion Men is a rolling grassland encompassing all the eye can see. Scattered with shrubs and open canopies of trees folding into temperate forests. Warm, sunny, and dry followed by periods of thirst-quenching rain. A land teeming with game to hunt. A land free. Or at least it was.

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#### Traits:

- Inquisitive, analytical, questions everything.
  - Challenging, intrusive, and a tad meddling.
  - Futurist, believes the "old ways" are guides, not laws
  - Faithful, truehearted, devoted to pride and those he deems part of it.
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With the rise of Ming and his demands of tribute, the Lion Men lost their freedom. With that, their heritage and their pride. Ming's subscription to the Lion Men into his endless wars broke Bembo. Broke his faith in the King, in the lords, but not in the Lion Men. Bembo's frustration led to him leaving his pride, to live amongst the stars. Along with Themba, living as their ancestors lived. Wandering, hunting, and surviving off the land. It was during these wanderings that Bembo encountered the Freeman and their desire for a free Mongo.

#### Adventure Motivation

Through Freeman, Bembo along with Themba began "escorting" Dr. Moore, Flisk, and Jaq on their expeditions. Especially those expeditions that also double as transport of gems and weapons to the Freeman. What drives Bembo is simple, to free the Lion Men from Ming's control. Or at the very least, set an example of how a Lion Man should live. Free.

## Themba

### Hunter, Mercenary, Pridemate to Bembo, Free

Themba lives for the thrill of the hunt. For the smell of blood. For the taste of a fresh kill. The way all Lion Men should live. Free to hunt the lands.

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#### Traits:

- Conceited, arrogant, and believe in her skills.
  - Combative, aggressive, and always ready for a fight.
  - Greedy, lover of all things shiny.
  - Loyal, devoted 100% to Bembo. But only to Bembo.
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Themba is one of the most successful hunters in her pride and in the Land of the Lion Men. This has not come without a price. Themba is often combative around others, even with her own pride. She tends to see everything as black and white. Often, she is described as barbaric.

Themba does have a softer side but only when it comes to "pretty" things. Those pretty things usually take the form of shiny jewels contained within even shinier jewelry. It doesn't matter that the jewelry belongs to others. This has led to an odd friendship between Themba and Flisk, one that grew out of their shared love of gems.

#### Adventure Motivation

Themba's motivation is simple, where Bembo goes, she goes. She enjoys traveling with the Doctor because he often gets himself into trouble. The trouble usually requires a heavy claw to get out of. Then there is Flisk, an odd little man but one who knows where to find the best "shinnies". Themba is driven by his lust to prove his strength in battle. To prove that the Lion Men are superior fighters. Finding "pretties" along the way doesn't hurt.

## MC-43-701 aka "Rocky"

### **Mechanic, Electrician, Pilot, Dreamer**

MC-43-701 worked on the line. Working to assemble rockets for the man, the myth, the one, and only Ming. Working daily to install control panels, flight stabilizers, and power harnesses. But also dreaming. Dreaming of, well, not sure but Rocky knows he has dreams. Big ones.

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Traits:

- Sentient, childish, new to this notion of "life".
  - No filter, pretty much says whatever comes to his mind.
  - Dreamer, romantic, comes across just a tad bit crazy.
  - Loyal, and devoted, especially to those he becomes attracted to.
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Rocky understands how things work, mechanically at least. From that, he works to make them better, and more efficient. Because what's wrong with things working better? Often MC-43-701 would begin tweaking things on the production line, causing delays since nobody knew about his "enhancements". And these enhancements, while potentially good, would cause problems with other systems down the line. The technicians could never fully understand why MC-43-701 would do this and ultimately, they decided to shut him down and recycle him for parts.

It was there he was discovered by Alex. Looking for some spare parts for the Bombshell, ones he can acquire "cheaply". Thinking he would be useful, Alex hauled MC-43-701 out with the rest of the parts he found and began reassembling him. The problem was, Alex couldn't find all the original parts as such, just used what he could find. Not that MC-43-701 was ever "stable", the re-initiation and use of old spare parts caused MC-43-701 to be self-aware. Also independent, talkative, and completely in love with Alex.

### **Adventure Motivation**

Rocky is his own person, free to act as such though he has a strong allegiance to Captain Veldis. Cap saved him and in a sense, gave birth to him. At least in his eyes. Due to this, he is strongly protective of the captain. He serves as the mechanic of the Bombshell which, oddly enough, mimics the quarks in Rocky.

Lately though, since the beginning of this latest venture with the Doc, Rocky has had a soft humming appear in his head. A slight one, and behind his right sensor in his head, but there nonetheless. He keeps this to himself though, no need to worry the Cap about it.