



DR. VINCENT (VIN) MOORE

Name: Dr. Vincent (Vin) Moore

Profession: Professor of Archaeology at Mongo University

Race: Mongolian

Bennies: 4

CHA: 0 Pace: 6 Parry: 5

Toughness: 5

Description:

Dr. Moore's passion for archaeology and history led him to the life of an academic professor. A specialist in ancient Mongo cultures and myths but also an explorer who has a knack for getting in and out of trouble

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.
- Nontraditional, irregular, always questioning.

Dr. Moore's travels the world of Mongo, seeing the results first hand of Ming's tyranny. His sense of accountability has led to his involvement with the Freeman of Mongo. Dr. Moore uses his position at the university to look for artifacts and information throughout Mongo that might aid the Freeman. Also he uses his expeditions as a conduit to aid in the shipment of relief supplies, equipment, and weapons to the Freeman.

ATTRIBUTES

Agility: d8 Smarts: d10 Spirit: d6
Strength: d4 Vigor: d6

SKILLS

Unskilled: d4-2
Archaeology: d8 Athletics: d4
Fighting: d6 Knowledge: d4
Languages: d6 Notice: d6+4
Persuasion: d4 Research: d6+2
Shooting: d4 Stealth: d6+2
Thievery: d6+2

WEAPONS

- **Atom Pistol. (5/10/20).** DMG: 2d10, RoF: 1, 5 Shots per clip. Special: Permanent injury if incapacitated
- **Knife, Clasp.** DMG: STR+d4
- **Sword, Short.** DMG: STR+d6

Wounds: ○ ○ ○

Atom Charges: ○ ○ ○ ○ ○

Reload: ○ ○ ○ ○ ○

Reload: ○ ○ ○ ○ ○

HINDRANCES

- **Heroic (Major).** Vin will put himself in front of danger to prevent his friends and party from being hurt.
- **Impulsive (Minor).** When Vin is on an archaeology dig, Vin tends to make rash decisions to recover the artifacts.
- **Enemy (Minor).** He will always target or attack those trying to raid an archaeology site.

EDGES and ADVANCES

- **Alertness.** Vin has a keen eye. A +2 to notice checks.
- **Linguistics.** Vince gets a d6 in knowing unknown languages.
- **Investigator.** When in an ancient ruin, receives a +2 bonus to Notice, 'Stealth, and Thievery.

GEAR

Atom Charges x2	Backpack
Boots	-Archaeologist
Cold Weather Gear	Tool Kit
Gloves	-Canteen
Rope (50ft)	-Compass
Goggles	-Flashlight
	-Lantern



THEMBA

Name: Themba

Profession: Hunter, Mercenary, Pridemate to Bembo, Free

Race: Lionman

Bennies: 4

CHA: 0 Pace: 6 Parry: 5

Toughness: 5 (7 if Berserk)

Description:

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.

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.

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.

ATTRIBUTES

Agility: d10 Smarts: d6 Spirit: d4
Strength: d8 Vigor: d6

SKILLS

Unskilled: d4-2
Athletics: d6 Fighting: d6
Intimidation: d4 Knowledge: d4
Notice: d6 Riding: d4
Shooting: d8 Stealth: d8
Survival: d6 Thievery: d6

WEAPONS

- **Bow.** (12/24/48). DMG: 2d6, RoF: 1, Special: Minimum Strength of 6 to use
- **Sword, Flaming.** DMG: STR+d8 (+2 if flame activated, 20 crystal charges)
- **Dagger, Clasp.** DMG: STR+d4
- **Claws.** DMG: STR+d6. Special: natural, retracting)

Wounds: ○ ○ ○

Bow: ○ ○ ○ ○ ○

○ ○ ○ ○ ○

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○ ○ ○ ○ ○

Net: ○

HINDRANCES

- **Overconfident (Major).** Themba believes (and acts) like they will always win.
- **Greedy (Minor).** Themba has an eye (and fingers) for shiny things.
- **Stubborn (Minor).** It’s always their way.
- **Racial Enemy (Sharkmen).** Themba will always attack Sharkmen first.
- **Size +1.** They are slightly larger than Mongolians.

EDGES and ADVANCES

- **Berserk.** After being shaken or wounded, melee attacks are Wild Attacks and toughness gets a +2. A Critical failure means a random target is hit. Last, until there are no more foes.
- **Ambidextrous.** Ignore the -2 when using a weapon in the offhand.
- **Low Light Vision.** Themba sees in total darkness and ignores the penalty.
- **Strong.** Begins with a d6 in strength.

GEAR

Quiver (20 arrows)	Backpack
Boots	-Canteen
Cold Weather Gear	-Compass
Gloves	-Flashlight
Compas	-Lantern
Goggles	-Lockpick



BEMBO

Name: Bembo

Profession: Hunter, Mercenary,
Member of the Freeman,
Pridemate to Themba

Race: Lionman

Bennies: 4

CHA: 0 Pace: 6 Parry: 5

Toughness: 5

Description:

With the rise of Ming and his demands for tribute, the Lion Men lost their freedom, their heritage, and their pride. Ming's subscription to the Lion Men broke Bembo's faith. Bembo's frustration led him to live among the stars. Along with Themba, they wandered, hunted, and survived off the land.

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.

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.

ATTRIBUTES

Agility: d8 Smarts: d4 Spirit: d6
Strength: d6 Vigor: d6 (+2 Healing)

SKILLS

Unskilled: d4-2
Athletics: d6 Fighting: d6
Healing: d4 Knowledge: d4
Medicine: d4 Notice: d4
Shooting: d10 Stealth: d6
Survival: d8

WEAPONS

- **Ray Gun.** (24/48/96). DMG: 2d8, RoF: 1, 20 Shots per crystal
- **Net gun.** (5/10/20). If successful, the target is entangled. If raised, entangled. 1 charge.
- **Daggar, Clasp.** DMG: STR+d4
- **Claws.** DMG: STR+d6. Special: natural, retracting)

Wounds: ○ ○ ○

Ray Gun: ○ ○ ○ ○ ○

○ ○ ○ ○ ○

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Reload: ○ ○ ○ ○ ○

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HINDRANCES

- **Overconfident (Major).** Bembo believes (and acts) like they will always win.
- **Loyal (Minor).** To his people, particularly Themba.
- **Vow (Minor).** Working to free the Pridelands from Ming's control.
- **Racial Enemy (Sharkmen).** Bembo will always attack Sharkman.
- **Size +1.** They are slightly larger than Mongolians.

EDGES and ADVANCES

- **Alertness.** +2 to notice
- **Fast Healer.** +2 to Vigor rolls when healing.
- **Strong.** Bembo begins with a d6 in strength

GEAR

x1 Ray Gun	Backpack
Crystal	-Canteen
Boots	-Compass
Cold Weather Gear	-Flashlight
Gloves	-Lantern
Pan Manacles	
Rope (50ft)	
Goggles	



JAQMOBAH (JAQ)

Name: JaqMobah (Jaq)

Profession: Scout, Explorer, Adventurer, and Giant Activist

Race: Giant

Bennies: 4

CHA: -2 Pace: 6 Parry: 7

Toughness: 10 (6+3+1)

Description:

JaqaMobah is a Giant. Not just in size but in the heart. And one without a home. Forced to wander Mongo on his own as an outcast from his home due to a “disagreement” with the King. But then again, that’s how he likes it. Free to explore. Free to be who he was meant to be. Jaq. Just Jaq.

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 among Giants. Jaq's wandering soul drove him to explore the larger world of Mongo. This aspect of his personality is why he enjoys a friendship with Professor Moore, Fisk, and Bembo. They provide him with an opportunity to learn about various histories and cultures. Jaq uses these experiences to show the giants a world that could be. One free of the corrupt King Naquk.

ATTRIBUTES

Agility: d6 Smarts: d4 Spirit: d6

Strength: d12 Vigor: d8

SKILLS

Unskilled: d4-2

Athletics: d8 Fighting: d10

Intimidation: d6 Knowledge: d4

Notice: d4 Shooting: d6

Survival: d8

WEAPONS

- **Huge Axe.** DMG: STR+d10
- **Spiked Gauntlets.** DMG: STR+d4

Wounds: ○ ○ ○

HINDRANCES

- **Wanted (Major).** In the Kingdom of Naquk for speaking out against the King and Ming.
- **Water Phobia (Minor).** -1 on all rolls when on water.
- **All Thumbs (Minor).** -2 on electronic and mechanic skill checks.
- **Big.** -2 to use equipment.
- **Weakness (Heat).** +4 from heat damage and -4 to resist heat damage.
- **Outside.** Charisma has a -2

EDGES and ADVANCES

- **Brawny.** Toughness +1 due to size and thick skin.
- **Frenzy.** Roll a second fighting die for one melee attack and take the higher of the two.
- **Resistance (Cold).** -4 from cold damage and +4 to resist cold

GEAR

Boots	Backpack
Cold Weather Gear	-Canteen
Gloves	-Compass
Rope (50ft)	-Flashlight
Goggles	-Lantern



ALEX VELDIS

Name: Alex Veldis

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

Race: Human

Bennies: 4

CHA: +2 Pace: 6 Parry: 5

Toughness: 5

Description:

Alex was just another orphan of Mogo. His mother, deceased, was from a small village in Frigia. Growing up on the streets of Mingo City, Alex used his quick wit and reflexes to become one of the best pilots. Thrown out of the Mingo Military Academy for “extracurricular activities”, Alex has managed to scrape up enough mingocreds to purchase his ship, the Bombshell.

Traits

- Conceited, arrogant, and skillful.
- Charming, roguish, The center of attention.
- Loyal, honorable, but only in the end.
- Feels out-of-place, lost, alone like on an alien world.
- Looking for answers to who he is.

Alex is constantly in debt from upkeep of the Bombshell and paying bribes, fees, and the occasional gambling loss. Most of his debts tend to be owed to Klytus. Yes, Klytus, the self-anointed emperor's right hand and his original “investor”.

ATTRIBUTES

Agility: d10 Smarts: d6 Spirit: d6
Strength: d6 Vigor: d6

SKILLS

Unskilled: d4-2
Athletics: d6 Driving: d4
Fighting: d6 Gambling: d6
Knowledge: d4 Notice: d4
Persuasion: d4 Piloting: d8
Shooting: d8 Stealth: d6
Thievery: d8

WEAPONS

- **Ray Gun Pistol.** (12/24/48). DMG: 2d6+2, RoF: 1, 20 shots per clip.
- **Knife, Clasp.** DMG: STR+d4
- **Sword, Short.** DMG: STR+d6

Wounds: ○ ○ ○

Ray Gun: ○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

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Reload: ○ ○ ○ ○ ○

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HINDRANCES

- **Heroic (Major).** Vin will put himself in front of danger to prevent his friends and party from being hurt.
- **Amorous (Minor).** You see beauty in everyone. -2 to resist tricks and tests of will.
- **Obligation (Minor).** Debt to Klytus that you are trying to “pay” off.

EDGES and ADVANCES

- **Ace.** Ignore -2 penalty points for boating, driving, or piloting rolls. Spend Bennies to soak damage to a vehicle.
- **Rocket Jock.** Can fire weapon system per action while piloting.

GEAR

X1 Ray Pistol	Backpack
Crystal	-Repair Toolkit
Boots	-Canteen
Cold Weather Gear	-Compass
Gloves	-Flashlight
Goggles	-Lantern

Name: Dr. Vincent (Vin) Moore

Profession: Miner. Expert "Spelunker".

Race: Dwarf

Bennies: 4

CHA: 0 Pace: 6 Parry: 5

Toughness: 5 (6-1)

Description:

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, gemologist, and his knowledge of the "elegance of dirt". Another phrase he is proud of.

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.

Always suspicious of "outsiders" and 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.

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).

ATTRIBUTES

Agility: d8 Smarts: d4 Spirit: d6

Strength: d6 Vigor: d8

SKILLS

Unskilled: d4-2

Athletics: d6 Fighting: d6

Intimidation: d4 Knowledge: d4

Notice: d6 Persuasion: d4

Science: d6 Shooting: d4

Stealth: d4 Survival: d6

WEAPONS

- **Boomerang.** (10/20/40). DMG: STR+d6 Special: Minimum agility of d8. If it misses, Flisk can do an Agility check to catch it.
- **Autograpnel.** (6/12/24). DMG: 2d4. 10 charges. 50 yards of rope.
- **Axe.** DMG: STR+d6

Wounds: ○ ○ ○

HINDRANCES

- **Curious (Major).** Always wants to know the answer (and what's around the corner as it might kill you). Especially in the underground, always wants to know what makes up the "dirt"
- **Airsick (Minor).** Needs to make a vigor check when he boards an airship. If he fails, -2 to all rolls for 5 rounds after he gets off.
- **Cautious (Minor).** Flisk never makes a rash decision, they take his time to make one.

EDGES and ADVANCES

- **Crystal Sensitivity.** Flisk can detect natural energy crystals within 3 spaces. Can also detect levels in crystals and recharging units.
- **Low Light Vision.** Sees in total darkness, and ignores penalty.
- **Small.** -1 to Toughness

GEAR

Atom Charges x2	Backpack
Boots	- Gem cutting tools
Cold Weather Gear	- Chem-torch
Gloves	- Climbing gear
Rope (50ft)	- Compass
Goggles	



THAROS

Name: Tharos

Race: Hawkman

Bennies: 4

CHA: 0 Pace: 6 Parry: 5

Toughness: 5 (7 if Berserk)

Description:

Description

Traits

- Traight

History

ATTRIBUTES

Agility: d10 Smarts: d6 Spirit: d6

Strength: d6 Vigor: d6

SKILLS

Unskilled: d4-2

Athletics: d6 Fighting: d6

Gambling: d6 Intimidation: d6

Knowledge: d4 Notice: d4

Shooting: d8 Stealth: d8

Survival: d8 Thievery: d4

WEAPONS

- Bow.** (12/24/48). DMG: 2d6, RoF: 1, Special: Minimum Strength of 6 to use
- Sword, Flaming.** DMG: STR+d8 (+2 if flame activated, 20 crystal charges)
- Dagger, Clasp.** DMG: STR+d4

Wounds: ○ ○ ○

Arrows ○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

HINDRANCES

- Overconfident (Major).** Tharos believes (and acts) like they will always win.
- Greedy (Minor).** Tharos has an eye (and fingers) for shiny things.
- Stubborn (Minor).** It's always their way.

EDGES and ADVANCES

- Berserk.** After being shaken or wounded, melee attacks are Wild Attacks and toughness gets a +2. A Critical failure means a random target is hit. Last, until there are no more foes.
- Ambidextrous.** Ignore the -2 when using a weapon in the offhand.
- Flight.** Can fly at their basic movement rate and have a climb of 0

GEAR

Quiver (20 arrows)

Boots

Gloves

Goggles

Backpack

-Canteen

-Compass

-Flashlight

-Lantern



TALANA

Name: Talana

Race: Hawkman

Bennies: 4

CHA: 0 Pace: 6 Parry: 5

Toughness: 5

Description:

Dr. Moore's passion for archaeology and history led him to the life of an academic professor. A specialist in ancient Mongo cultures and myths but also an explorer who has a knack for getting in and out of trouble

Traits

- Trait

Background.

ATTRIBUTES

Agility: d10 Smarts: d6 Spirit: d6

Strength: d8 Vigor: d66

SKILLS

Unskilled: d4-2

Athletics: d6 Fighting: d8

Healing: d6 Knowledge: d4

Medicine: d8 Notice: d4

Shooting: d10 Stealth: d6

Survival: d6

WEAPONS

- **Ray Gun.** (24/48/96). DMG: 2d8, RoF: 1, 20 Shots per crystal
- **Net gun.** (5/10/20). If successful, the target is entangled. If raised, entangled.1 charge.
- **Daggar, Clasp.** DMG: STR+d4

Wounds: ○ ○ ○

Ray Gun: ○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

Reload: ○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

○ ○ ○ ○ ○

Reload: ○

HINDRANCES

- **Overconfident (Major).** Talana believes (and acts) like they will always win.
- **Loyal (Minor).** To his people, particularly Tharos.
- **Vow (Minor).** Working to free their father from Ming's control.

EDGES and ADVANCES

- **Fast Healer.** +2 to Vigor rolls when healing.
- **Agile.** Talana begins with a d6 in Agility.
- **Flight.** Can fly at their basic movement rate and have a climb of 0

GEAR

x1 Ray Gun
Crystal
Boots
Gloves
Goggles

Backpack
-Canteen
-Compass
-Flashlight
-Lantern



“ROCKEY” (VL-4)

Name: “Rockey” (VL-4)

Profession: Mechanic, Electrician, Pilot, Dreamer

Race: Robot

Bennies: 4

CHA: -2 Pace: 6 Parry: 5

Toughness: 9 (5+4)

Description:

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?

The problem is, that his enhancements don’t always “enhance” as expected.

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.

Rocky is his own person, free to act as such. Alex saved him from a scrap heap years ago and now Rocky has a strong sense of allegiance to him. Or is it love? Obsession?. He serves as the mechanic of the Bombshell which, oddly enough, mimics the quarks in Rocky.

ATTRIBUTES

Agility: d8 Smarts: d8 Spirit: d4

Strength: d8 Vigor: d6

SKILLS

Unskilled: d4-2

Athletics: d4 Driving: d6

Electronics: d6 Fighting: d6

Focus: d4 Knowledge: d4

Notice: d4 Piloting: d6

Repair: d8 Science: d6

Taunt: d4 (+2) Weird Science: d8

WEAPONS

- **Electro-Shock Gun.** (12/24/48). DMG: None, RoF: 1, 8 charges. Special: After a hit, The target must make a Vigor roll or be stunned)
- **Gauntlets.** DMG: STR+d4

Wounds: ○ ○ ○

Shock Charges: ○ ○ ○ ○ ○

○ ○ ○

HINDRANCES

- **Vow.** Rocky will protect Alex at all costs.
- **Wanted (Major).** By Mass Corporation so they can dissect him.
- **Big Mouth (Minor).** Rocky has a habit of revealing plans and secrets.
- **Quirk (Minor).** Sarcastic. To the point of being annoying.
- **Dependency.** Must recharge 1/day or suffer fatigue each day.
- **Weakness (Electric).** +4 additional damage from electrical attacks and -4 to reset them.

EDGES and ADVANCES

- **Moxie.** +2 to Taunt rolls. Rocky can use Taunt instead of Spirit or Smart when resisting a test of wills.
- **Armor.** Metal skin, +4 to Toughness.
- **Construct.** +2 to recover from being shaken, doesn’t suffer wound modifier. Rocky must be repaired instead of healed.

GEAR

Built in repair toolkit