

# RISUS ROGUES GALLERY

*Edited by Hank Harwell*

The Gallery follows this format:

Genre

Name

One-Sentence Description/Profession

Submitted by

Clichés

Description

Story

Hook

Adventure Ideas

Miscellaneous Notes

Genres:

(C) Cthulhu

(V) Victorian/Edwardian Era

(F) Fantasy

(P) Pulp

(S) SciFi

(SW) Star Wars

(CP) Cyberpunk

(M) Modern

(E) Espionage

(HA) Comedy, Toon

(SH) Superhero

## **1. (V) *Roger Rickson, Librarian in the British Museum Library***

(Submitted by Florian Edlbauer [florian\\_edlbauer@yahoo.com](mailto:florian_edlbauer@yahoo.com))

Clichés:

Bookworm (4)

Athlete (3)

Kleptomaniac (2)

Scotch Whisky connoisseur (1)

Description: A man in his 30's, moustache, slightly above medium height. Very agile for a librarian. Dresses in dark colors.

Story: Though quite capable in his job and well-read, Roger has been an athlete in his youth, which comes in handy as he has recently taken to breaking into other people's houses by night! Since his wife died a year ago, he has felt such a desire to rob others of what is dear to them... The one other vice he indulges in is an occasional Scotch after one of his nightly sorties.

Hook: Proud of his twisty moustache.

Adventure ideas:

1. Possible ally. As the adventurers frequent the library, he might overhear they are interested in the owner of a certain house he has recently broken into.
2. As an old friend, PCs might have to help/rescue him.
3. However, if the PCs talk loudly about their treasures in the library reading room, he might visit them instead.

## **2. (V), (C)      *Armington Lewis, Globetrotter Psychiatrist.***

(Submitted by Jokin González [armingtonlewis@yahoo.es](mailto:armingtonlewis@yahoo.es))

Clichés:

Proud of it NorthAmerican Psychiatrist (4);

Life caring gunman (3);

Lucky dandy (2);

Babelfish\* (1)

Description: Young doctor, brown haired and green eyed, not so tall, not so small... Always elegantly dressed (too much elegantly for an American), and always with a smile in his face.

Story: Mr. Lewis wrote his last exam of Medicine in the Boston University a few years ago. He came to Europe looking for a deeper knowledge, by the hand of great psychiatrists, as Mr. Freud and Mr. Jung. But it's hard for a young doctor to be known amongst the people, and get enough clients. In fact he has a job as teacher of Biology in a College, by which he hardly earns the enough money to live with the dignity deserved to a doctor.

Hook: In spite of being a fairly acute shooter, he never uses his revolver for killing another person. He learned that a doctor must always protect human life. Even the mean and evil doer's life.

Adventure ideas:

1. Armington may be the PCs consultant in health and psychiatric affairs (including hypnosis, an emerging and valuated technique at that time).
2. Or he can be the family doctor of one (or more) of the PCs.
3. On the other hand, PCs can meet Mr. Lewis at his role of High School teacher: At any literary meeting with other intellectuals, or if the behavior of a student makes necessary a report to his father.

*\*Miscellaneous Notes: Babelfish: This cliché is used when a PC needs to test his foreign language skills. If any language is supposed to be known no roll is necessary. But if character faces a new language, he may check this cliché.*

*If successful it represents that he is able to communicate with others, due to the resemblances of the new language with another one the character knows, or to the logical application of some basic linguistic rules. This cliché doesn't allow to speak so fluently, nor to read (and fully understand) any text more complex than a Pub sign or soap label... (but is really useful for traveling campaigns or arcane book seekings)*

## **3. (C) *Larry Lombardi, Escape Artist Extraordinaire***

(Submitted by Guy Hoyle [ghoyle1@airmail.net](mailto:ghoyle1@airmail.net))

Clichés:

Famous Escape Artist/Daredevil (5)

Dyed-In-The-Wool Skeptic (3)

Secret Spiritualist (2)

Story: Making his fortune and his fame escaping from submerged cabinets, walking tightropes across deep canyons, and escaping from the lightless catacombs beneath the tombs of the Pharaohs, Larry Lombardi secretly wishes to contact the spirit of his beloved dog Rover. Seeking proof of the afterlife, he exposes phony table-levitating mediums, knuckle-rapping con-men, and others who would use trickery to play upon the grief of others.

Hook: Fame is an awesome burden.

Adventure ideas:

1. While investigating a phony fortuneteller, Larry stumbles upon a much greater crime (kidnapped heiress, anarchist plot to blow up something, white slave ring, coven of witches bent on summoning the Thing With No Nose, etc.)
2. During a performance, something unusual happens (someone kidnapped, dead body in the trunk Larry was supposed to escape in, ghost appears on stage, dead body falls onto the stage, someone tries to shoot Larry, etc.)

**4. (M), (P) *Shamus Killduggon, Antiquity Dealer and Cultural Ambassador for the Limerick Republican Army.***

(Submitted by jcwmbes [isjohnm@is.cityu.edu.hk](mailto:isjohnm@is.cityu.edu.hk))

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Antique hunter (2)  
Darts athlete (2)  
Irish dancer (1)

Story: Mostly just looking for that pot of gold over the rainbow.

Killduggon trotted over to old Blighty to avoid potato blight and cultural persecution from his next-door neighbors in Limerick. Fleet of foot, with a supernatural nose for the trail of gold, and plenty of resourcefulness when it comes to the lending/recovery business, our Shamus can kick arse with grace to be sure.

Hook. Devoutly religious with many strange romano-celtic rituals to keep the guilt at bay.

Adventure ideas: Too many to mention.

**5. (M), (P) *Hans Oberyodle, Financial Security Consultant (Safe Breaker)***

(Submitted by jcwmbes [isjohnm@is.cityu.edu.hk](mailto:isjohnm@is.cityu.edu.hk))

Clichés:

Rock climber (4)  
Clockwork mechanic (3)  
Alpine soldier (2)  
Linguist (1)

Description/Story: Blond, lederhosen wearing tanned and rugged professional thief. A total fascination in overcoming any security system, rustic or high tech, before and up to the present day (1900's). Belly laughs in the face of avalanches, a master of verbal disguise, and able digest the gristliest of sausages.

Hook: Trouble deciding whose side he's on (very indecisive).

Adventure ideas: Can be seen on the side of good or evil. Can be swayed in any direction eventually. Will definitely be drawn to any scheme that involves breaking into places and grabbing the loot. Definitely open to money laundering and cross border smuggling schemes.

**6. (M), (P), (C) *Laurie "Grease" King, Airplane Mechanic***

(Submitted by Hank Harwell [cleireac@netzero.net](mailto:cleireac@netzero.net))

Clichés:

Crackerjack Mechanic (5)\*  
Trivia-Spouting Baseball Fan (3)  
Pilot (2)  
Ballroom Dancer (1)

Description: Age 24, slight build, medium-length dishwater-blond hair (usually pulled back or hidden under a baseball cap), brown eyes.

Story: "Grease" (short for "Grease monkey") is the only female airplane mechanic in the San Francisco Bay area. Her gender however does not negate her ability to keep in the air nearly any airplane ever made. She is the daughter of one of the best mechanics around, and learned her way around an engine practically before she could read.

Laurie is in reality a very attractive young woman, but her usual dress (coveralls and a baseball cap) and the large amount of engine grease covering her face often discourage all but the most persistent suitors.

While she loves what she does, she harbors a secret fantasy to be Fred Astaire's dancing partner...

Hook: A Female in a Male world...

Adventure Ideas: The PC's may have need of her skills in order to keep their plane flying. She may also be a source of information for the PC's of any activity going on in the hangars/at the airport.

*\*Miscellaneous Notes: The Crackerjack Mechanic cliché requires the use of at least a standard mechanic's tool kit. However, if she can scrounge up some bailing wire and chewing gum, she might be able to make do (GM's discretion).*

## **7. (M), (P), (C) Butch Hiacinth, Circus Strongman and Exotic Florist**

(Submitted by jcwmbes [isjohnm@is.cityu.edu.hk](mailto:isjohnm@is.cityu.edu.hk))

Clichés:

Circus Strongman (4)

Engineer (2)

Tracker (2)

Ethnobotanist (2)

Butch is a budding and slightly dawning dark horse. Born in the depths of Borneo after his father's circus took a wrong turn, Butch has developed a "wild" range of skills. The archetypal strongman, large, muscular, shaven head, wide black mustache, leopard skin leotard, hairy shoulders, he has also developed a taste for the culinary delights of exotic plant gathering. Rare panaceas, cold cures, and recreational supplements are expertly collected and administered by this overbearing billiard ball crusher.

Hook:

Unfortunately, Butch has a squealing terror of the sight of creepy crawlies (insects, arachnids, and small rodents).

Adventure idea:

As a goody: Hey you! That plant belongs in a conservatory!

As a baddy: Poisoner, drug baron, over-sensitive thug.

## **8. (M), (P), (C) Rick "Bubbles" Bauer, Salvage Diver**

(Submitted by Hank Harwell [cleireac@netzzero.net](mailto:cleireac@netzzero.net))

Clichés:

Diver (4)\*

Carousing Seaman (3)

Poker-Faced Card Sharp (2)\*\*

Ship's Cook (2)\*\*\*

Description: Slightly rotund, short man with fair skin, bright red hair and green eyes

Story: “Bubbles” is probably one of the most competent salvage divers on the coast. The company he works for is the one that is usually sought after for most complicated operations, partly because of Bauer’s reputation. He is an ex-navy diver, with a few war stories he is quite willing to share.

He was married, but his wife contracted a debilitating illness, and Bubbles took up cooking in order to help around the house. When his wife died, he returned to what he knew best – diving – although he does help around the galley. If anyone were to criticize his cooking, he breaks down, remembering how much his late wife (Emma) loved his cooking....

Hook: Defensive about his cooking skills

Adventure Ideas: PC’s may recruit Bubbles for a salvage operation, or they may get into a fight with him in a seedy dockside bar...

*Miscellaneous Notes:*     *\*Diver requires standard diving equipment*  
                                  *\*\* Poker-Faced Card Sharp requires playing cards*  
                                  *\*\*\* Ship’s cook requires equipment dependant on type of meal desired:*  
                                      *Simple = Basic ingredients and common utensils*  
                                      *Medium = Fresh foodstuffs and standard kitchen*  
                                      *Complex = Fully stocked kitchen, restaurant quality*

## **9. (M), (P), (C), (E) Prinzessin (Princess) Elida di Rezco di Vasena, Italian Secret Agent**

(Submitted by Hank Harwell [cleireac@netzero.net](mailto:cleireac@netzero.net) )

Clichés:

Italian Noble (4)

Secret Agent (4)

Diplomat (2)

Femme Fatale (1)

Description: The Princess has long, dark brown hair with large hazel colored eyes. Her appearance makes her look much younger than her 32 years.

Story: Princess Elida is the premiere agent in the service of the Italian Government. Her youthful appearance as well as her notoriety as a member of the Italian aristocracy provide the perfect cover for an intelligence agent: she’s too obvious to be dangerous. The Princess uses her wealth, age, and reputation as a bored, well-traveled socialite to her advantage. She sails aboard her private yacht, the *Espérance*, to places of interest and reports on them to her superiors in Rome.

She is, as befits her station, very well cultured, accustomed to the finer things and passionate about her country. She hopes one day to see Italy return to her position as a major world power, and will do what she can to accomplish this goal. Although a devoted monarchist, she is above all a pragmatist and will ally herself to the party that will increase Italy’s influence and world standing.

When entertaining, the Princess favors wearing slippers adorned with priceless Medici buckles. She is very possessive of these buckles and would willingly sacrifice the shoes in order to save the buckles.

Hook: Extreme (but not fanatical) dedication to her cause

Adventure Ideas: Princess Elida could be a recurring character in any espionage or pulp adventure game possibly as a friendly competitor to the causes of the PC’s.

*Miscellaneous Notes:*     *Based on a character from the book The Spy Paramount, by E. Phillips Oppenheim (1934)*

### **10. (F) Tambor the Lame, Proprietor, "The Broken Leg" Playhouse and Inn**

(Submitted by Hank Harwell [cleireac@netzero.net](mailto:cleireac@netzero.net) )

Clichés:

Actor (5)

Entertainer (4)

Innkeeper (3)

Description: Tambor is a slight man in his mid-fifties, with graying black hair and deep blue eyes. It has been said that he has "a presence" about him...

Story: Tambor was once a great actor, until an accidental fall off of the stage during a performance of "The Shepherd of Wakefield" (often referred to as "The Woolly Play" by superstitious thespians; it was perhaps his greatest role!) left him with a severely broken left leg. Unfortunately, it was not set properly, leaving Tambor with a painfully crippled leg. Forced to retire from the stage, Tambor traveled to the frontier city of Stonegate to escape the sorrow of his past. But there, he became determined that he should bring civilization to the "uncultured" citizens of Stonegate and introduce them to the pleasures of the theater. As a result, he opened the Broken Leg Playhouse. Sadly, he overestimated the interest of the Stonegate residents in the theater. This reality forced Tambor to convert some of his boxes for the more well-to-do patrons into rooms. The resulting "inn" helps to pay the bills.

Often, Tambor will hire traveling players to perform productions on his stage. He also contracts entertainers for variety acts.

Hook: Crippled left leg

Adventure Ideas: 1. An actor is found murdered after a performance. Was he a royal spy, a philanderer, or was he simply just a really \*bad\* actor?  
2. The PC's take rooms in the inn, but their money is stolen in the night by burglars. They will not be able to pay, and Tambor employs them on his stage (as either actors or stagehands) to pay off the debt.

### **11. (M), (P), (HA) UNCLE BOOZY, The Clown That Stalks The Night**

(Submitted by Guy Hoyle [ghoyle1@airmail.net](mailto:ghoyle1@airmail.net))

Clichés:

Circus Clown (4)

Two-Fisted Crimebuster (4)

Struggling Writer of Clown Mysteries (3)

Description: Uncle Boozy is a grinning, staggering circus clown. Crime makes Uncle Boozy sad. When Uncle Boozy's friends have crime happen to them, Uncle Boozy takes to the night, a grinning, staggering clown of vengeance. Uncle Boozy would like to be a writer, but he can't seem to make a living at it. When Uncle Boozy's mystery-clown novels get rejected, Uncle Boozy gets drunk and takes to the night, a grinning, staggering clown who vandalizes the publisher's office.

Hook: Drinks because he can't sell any clown-mystery books to publishers.

### **12. (M), (CP), (SH), (HA) Steve "Blackboard" Belkin, Skateboarding Pizza Deliveryman and Crimefighter**

(Submitted by JRice)

Extreme Pizza Delivery (4), Skateboarding Anti-commercialist (4),  
Shoegazer (2)\*

Steve is serious about Pizza delivery. During the day, he prides himself on the fact that he has only ever been late for a delivery ONCE (and memory of that once will flare his temper). By night, Steve becomes "Blackboard", a chain-swining, ramp-riding dark-do-gooder with a sworn oath to fight white-collar crime! Steve writes decent (in his mind) music which he'd love to do full-time, but will never sign with those self-interested back-stabbing big-label scum that serve only to repress TRUE artists!

Adventure Ideas:

1. Blackboard delivers Pizza to an executive meeting, where he overhears a plot by corporate execs to tear down the local skate-park and put up a strip-mall.
2. A gang that Blackboard is familiar with signs with a small label to write indie rock. Blackboard refuses to listen to it. ...And, good thing... the corporate execs put subliminal messages into the recordings; Blackboard's friends all start shopping at the local mall, and Blackboard smells trouble!
3. Blackboard happens to deliver pizza to a birthday party where Boozy is performing. And--what a coincidence--just then, the party is crashed by a gang that steals the birthday girl. She turns out to be the daughter of a big publishing conglomerate executive... Moral quandary!

*\* Miscellaneous Notes: Shoegazer is a style of slow indie rock music, heavy on guitar and super-heavy on reverb. Imagine a long-haired punk singing about being depressed while staring at his shoes.*

### **13. (M), (HA) Big Dave, Geologist** (Submitted by Mike Munsil [mikemunsil@earthlink.net](mailto:mikemunsil@earthlink.net))

Loud, burly plaid-and-tan wearing Woodsman (3)(never gets lost in the woods, knows bears by name, can light a fire in the rain)

Droning Geologist (4)(can put people to sleep with the sound of his voice, lethal with a rock pick, digs fast, can climb up sheer cliffs but not down)

Bubba (3)(has a never-ending supply of beer, belches loudly, chases women but never catches them)

Description: Burly, loud and addicted to plaid shirts and tan pants with built-in beer pockets. Will speak for hours about the contributions rocks make to "Life as We Know It" and beer. Pokes around in the dirt while drinking beer. Did I mention the beer?

### **14. (M), (HA) Nicholas Weatherby** (Submitted by Jens Reineking [j\\_reineking@gmx.de](mailto:j_reineking@gmx.de))

Genius Inventor [4]  
Stuntman (2)  
Eco Activist (2)

Hook: Overconfident. And then has to struggle to stretch himself to reach the set goal - or at least to iron his misjudgment out.

Tale: Heir of the family fortune, Nicholas never had to work for or worry about money. Instead he dived into study and research of all things strange and out-of-mainstream. After several forced

rebuilds of his study, he took some training as a stuntman to avoid further breaking of bones, but some scars remain.

From his early teens on, he appeased his conscience by giving money to some obscure charities, finally landing in the Eco movement where he finally began to do something himself.

Sometimes he has flights of brilliance (double pumps), thus being able to turn nothing into something (like MacGyver).

He's a Brit.

Adventure Ideas: An obvious starter for a story would be some tour with his fellow eco activists or some grand invention that gets him into trouble.

*Notes: Can be played serious or silly. In serious mode, his inventions are in the lines of Tony Stark or Reed Richards. In silly mode, he's more like Gyro Gearless or Uncle Wisebottom and his nephew Nick (from [www.gpf-comics.com](http://www.gpf-comics.com)). Nick for example once turned a remote control accidental into a laser while trying to fix it.*

## Cliche Index

actor.....	Tambor the Lane
soldier, alpine.....	Hans Oberyodle
antique hunter.....	Shamus Killduggon
athlete.....	Roger Rickson
babelfish.....	Armington Lewis
dancer, ballroom.....	Laurie "Grease" King
bookworm .....	Roger Rickson
bubba.....	Big Dave
seaman, carousing.....	Rick "Bubbles" Bauer
circus clown.....	UNCLE BOOZY
circus strongman.....	Butch Hiacinth
mechanic, clockwork.....	Hans Oberyodle
geologist, crackerjack.....	Laurie "Grease" King
athlete, darts.....	Shamus Killduggon
diplomat.....	Prinzessin (Princess) Elida di Rezco di Vasena
diver.....	Rick "Bubbles" Bauer
geologist, droning.....	Big Dave
dyed-in-the-wool skeptic.....	Larry Lombardi
eco activist.....	Nicholas Weatherby
engineer.....	Butch Hiacinth
entertainer.....	Tambor the Lane
ethnobotanist.....	Butch Hiacinth
famous escape artist/daredevil.....	Larry Lombardi
femme fatale.....	Prinzessin (Princess) Elida di Rezco di Vasena
inventor, genius.....	Nicholas Weatherby
gunman, life caring.....	Armington Lewis
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noble, italian.....	Prinzessin (Princess) Elida di Rezco di Vasena



kleptomaniac.....	Roger Rickson
linguist.....	Hans Oberyodle
loan shark.....	Shamus Kilduggon
lucky dandy .....	Armington Lewis
pilot.....	Laurie “Grease” King
poker-faced card sharp.....	Rick “Bubbles” Bauer
psychiatrist, proud of it northamerican. . .	Armington Lewis
rock climber.....	Hans Oberyodle
scotch whisky connoisseur.....	Roger Rickson
secret agent.....	Prinzessin (Princess) Elida di Rezco di Vasena
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Laurie is in reality a very attractive young woman, but her usual dress (coveralls and a baseball cap) and the large amount of engine grease covering her face often discourage all but the most persistent suitors.

While she loves what she does, she harbors a secret fantasy to be Fred Astaire's dancing partner...

Hook: A Female in a Male world...

Adventure Ideas: The PC's may have need of her skills in order to keep their plane flying. She may also be a source of information for the PC's of any activity going on in the hangars/at the airport.

*\* Notes: The Crackerjack Mechanic cliché requires the use of at least a standard mechanic's tool kit. However, if she can scrounge up some bailing wire and chewing gum, she might be able to make do (GM's discretion).*

## **7. (M), (P), (C) Butch Hiacinth, Circus Strongman and Exotic Florist**

(Submitted by jcwmbes [isjohnm@is.cityu.edu.hk](mailto:isjohnm@is.cityu.edu.hk))

Clichés:

Circus Strongman (4)

Engineer (2)

Tracker (2)

Ethnobotanist (2)

Butch is a budding and slightly dawning dark horse. Born in the depths of Borneo after his father's circus took a wrong turn, Butch has developed a "wild" range of skills. The archetypal strongman, large, muscular, shaven head, wide black mustache, leopard skin leotard, hairy shoulders, he has also developed a taste for the culinary delights of exotic plant gathering. Rare panaceas, cold cures, and recreational supplements are expertly collected and administered by this overbearing billiard ball crusher.

Hook:

Unfortunately, Butch has a squealing terror of the sight of creepy crawlies (insects, arachnids, and small rodents).

Adventure idea:

As a goody: Hey you! That plant belongs in a conservatory!

As a baddy: Poisoner, drug baron, over-sensitive thug.

## **8. (M), (P), (C) Rick "Bubbles" Bauer, Salvage Diver**

(Submitted by Hank Harwell [cleireac@netzzero.net](mailto:cleireac@netzzero.net))

Clichés:

Diver (4)\*

Carousing Seaman (3)

Poker-Faced Card Sharp (2)\*\*

Ship's Cook (2)\*\*\*

Description: Slightly rotund, short man with fair skin, bright red hair and green eyes

Story: “Bubbles” is probably one of the most competent salvage divers on the coast. The company he works for is the one that is usually sought after for most complicated operations, partly because of Bauer’s reputation. He is an ex-navy diver, with a few war stories he is quite willing to share.

He was married, but his wife contracted a debilitating illness, and Bubbles took up cooking in order to help around the house. When his wife died, he returned to what he knew best – diving – although he does help around the galley. If anyone were to criticize his cooking, he breaks down, remembering how much his late wife (Emma) loved his cooking....

Hook: Defensive about his cooking skills

Adventure Ideas: PC’s may recruit Bubbles for a salvage operation, or they may get into a fight with him in a seedy dockside bar...

Notes:    *\*Diver requires standard diving equipment*  
          *\*\* Poker-Faced Card Sharp requires playing cards*  
          *\*\*\* Ship’s cook requires equipment dependant on type of meal desired:*  
                  *Simple = Basic ingredients and common utensils*  
                  *Medium = Fresh foodstuffs and standard kitchen*  
                  *Complex = Fully stocked kitchen, restaurant quality*

## **9.       (M), (P), (C), (E) Prinzessin (Princess) Elida di Rezco di Vasena, Italian Secret Agent**

(Submitted by Hank Harwell [cleireac@netzero.net](mailto:cleireac@netzero.net) )

Clichés:

Italian Noble (4)

Secret Agent (4)

Diplomat (2)

Femme Fatale (1)

Description: The Princess has long, dark brown hair with large hazel colored eyes. Her appearance makes her look much younger than her 32 years.

Story: Princess Elida is the premiere agent in the service of the Italian Government. Her youthful appearance as well as her notoriety as a member of the Italian aristocracy provide the perfect cover for an intelligence agent: she’s too obvious to be dangerous. The Princess uses her wealth, age, and reputation as a bored, well-traveled socialite to her advantage. She sails aboard her private yacht, the *Espérance*, to places of interest and reports on them to her superiors in Rome.

She is, as befits her station, very well cultured, accustomed to the finer things and passionate about her country. She hopes one day to see Italy return to her position as a major world power, and will do what she can to accomplish this goal. Although a devoted monarchist, she is above all a pragmatist and will ally herself to the party that will increase Italy’s influence and world standing.

When entertaining, the Princess favors wearing slippers adorned with priceless Medici buckles. She is very possessive of these buckles and would willingly sacrifice the shoes in order to save the buckles.

Hook: Extreme (but not fanatical) dedication to her cause

Adventure Ideas: Princess Elida could be a recurring character in any espionage or pulp adventure game possibly as a friendly competitor to the causes of the PC’s.

Notes:    *Based on a character from the book The Spy Paramount, by E. Phillips Oppenheim (1934)*

## **10. (F) Tambor the Lame, Proprietor, "The Broken Leg" Playhouse and Inn**

(Submitted by Hank Harwell [cleireac@netzero.net](mailto:cleireac@netzero.net) )

Clichés:

Actor (5)

Entertainer (4)

Innkeeper (3)

Description: Tambor is a slight man in his mid-fifties, with graying black hair and deep blue eyes. It has been said that he has "a presence" about him...

Story: Tambor was once a great actor, until an accidental fall off of the stage during a performance of "The Shepherd of Wakefield" (often referred to as "The Woolly Play" by superstitious thespians; it was perhaps his greatest role!) left him with a severely broken left leg. Unfortunately, it was not set properly, leaving Tambor with a painfully crippled leg. Forced to retire from the stage, Tambor traveled to the frontier city of Stonegate to escape the sorrow of his past. But there, he became determined that he should bring civilization to the "uncultured" citizens of Stonegate and introduce them to the pleasures of the theater. As a result, he opened the Broken Leg Playhouse. Sadly, he overestimated the interest of the Stonegate residents in the theater. This reality forced Tambor to convert some of his boxes for the more well-to-do patrons into rooms. The resulting "inn" helps to pay the bills.

Often, Tambor will hire traveling players to perform productions on his stage. He also contracts entertainers for variety acts.

Hook: Crippled left leg

Adventure Ideas: 1. An actor is found murdered after a performance. Was he a royal spy, a philanderer, or was he simply just a really \*bad\* actor?  
3. The PC's take rooms in the inn, but their money is stolen in the night by burglars. They will not be able to pay, and Tambor employs them on his stage (as either actors or stagehands) to pay off the debt.

## **11. (M), (P), (HA) UNCLE BOOZY, The Clown That Stalks The Night**

(Submitted by Guy Hoyle [ghoyle1@airmail.net](mailto:ghoyle1@airmail.net))

Clichés:

Circus Clown (4)

Two-Fisted Crimebuster (4)

Struggling Writer of Clown Mysteries (3)

Description: Uncle Boozy is a grinning, staggering circus clown. Crime makes Uncle Boozy sad. When Uncle Boozy's friends have crime happen to them, Uncle Boozy takes to the night, a grinning, staggering clown of vengeance. Uncle Boozy would like to be a writer, but he can't seem to make a living at it. When Uncle Boozy's mystery-clown novels get rejected, Uncle Boozy gets drunk and takes to the night, a grinning, staggering clown who vandalizes the publisher's office.

Hook: Drinks because he can't sell any clown-mystery books to publishers.

## **12. (M), (CP), (SH), (HA) Steve "Blackboard" Belkin, Skateboarding Pizza Deliveryman and Crimefighter**

(Submitted by JRice)

Extreme Pizza Delivery (4), Skateboarding Anti-commercialist (4),  
Shoegazer (2)\*

Steve is serious about Pizza delivery. During the day, he prides himself on the fact that he has only ever been late for a delivery ONCE (and memory of that once will flare his temper). By night, Steve becomes "Blackboard", a chain-swining, ramp-riding dark-do-gooder with a sworn oath to fight white-collar crime! Steve writes decent (in his mind) music which he'd love to do full-time, but will never sign with those self-interested back-stabbing big-label scum that serve only to repress TRUE artists!

Adventure Ideas: 1. Blackboard delivers Pizza to an executive meeting, where he overhears a plot by corporate execs to tear down the local skate-park and put up a strip-mall.

2. A gang that Blackboard is familiar with signs with a small label to write indie rock. Blackboard refuses to listen to it. ...And, good thing... the corporate execs put subliminal messages into the recordings; Blackboard's friends all start shopping at the local mall, and Blackboard smells trouble!

3. Blackboard happens to deliver pizza to a birthday party where Boozy is performing. And--what a coincidence--just then, the party is crashed by a gang that steals the birthday girl. She turns out to be the daughter of a big publishing conglomerate executive... Moral quandary!

*\* Notes: Shoegazer is a style of slow indie rock music, heavy on guitar and super-heavy on reverb. Imagine a long-haired punk singing about being depressed while staring at his shoes.*

### **13. (M), (HA) Big Dave, Geologist**

(Submitted by Mike Munsil [mikemunsil@earthlink.net](mailto:mikemunsil@earthlink.net))

Loud, burly plaid-and-tan wearing Woodsman (3)(never gets lost in the woods, knows bears by name, can light a fire in the rain)

Droning Geologist (4)(can put people to sleep with the sound of his voice, lethal with a rock pick, digs fast, can climb up sheer cliffs but not down)

Bubba (3)(has a never-ending supply of beer, belches loudly, chases women but never catches them)

Description: Burly, loud and addicted to plaid shirts and tan pants with built-in beer pockets. Will speak for hours about the contributions rocks make to "Life as We Know It" and beer. Pokes around in the dirt while drinking beer. Did I mention the beer?

### **14. (M), (HA) Nicholas Weatherby**

(Submitted by Jens Reineking [j\\_reineking@gmx.de](mailto:j_reineking@gmx.de))

Genius Inventor [4]

Stuntman (2)

Eco Activist (2)

Hook: Overconfident. And then has to struggle to stretch himself to reach the set goal - or at least to iron his misjudgment out.

Tale: Heir of the family fortune, Nicholas never had to work for or worry about money. Instead he dived into study and research of all things strange and out-of-mainstream. After several forced rebuilds of his study, he took some training as a stuntman to avoid further breaking of bones, but some scars remain.

From his early teens on, he appeased his conscience by giving money to some obscure charities, finally landing in the Eco movement where he finally began to do something himself.

Sometimes he has flights of brilliance (double pumps), thus being able to turn nothing into something (like MacGyver).

He's a Brit.



Adventure Ideas: An obvious starter for a story would be some tour with his fellow eco activists or some grand invention that gets him into trouble.

*Notes: Can be played serious or silly. In serious mode, his inventions are in the lines of Tony Stark or Reed Richards. In silly mode, he's more like Gyro Gearless or Uncle Wisebottom and his nephew Nick (from [www.gpf-comics.com](http://www.gpf-comics.com)). Nick for example once turned a remote control accidental into a laser while trying to fix it.*

## **15. (SF), (F) Jameih I'Kta**

(Submitted by Jens Reineking [j\\_reineking@gmx.de](mailto:j_reineking@gmx.de))

Clichés: Uplifted Gorilla (4); Gentleman Mobster (3); Amateur Actor (3); Voice Manipulist [1]

Hook: Extremely passionate about his appearance - as well in daily life as on stage. This can get extreme reactions from him if he perceives an insult. And, as with most fresh uplifted species, this kind of stress enforces the animal side.

Tale: His tribe is the first experiment in magical uplifting. Because he didn't like the magical research facility, he struck a deal with the organized crime and they got him out. His physique and his voice made him soon a valued member of the 'family'. Trying to blend in, he invested heavily in clothing and social activities, especially acting.

He's arrived in Atamar with the mission to check out the possibility of bringing organized crime to Atamar. So far, he's enjoying himself immensely – Atamarians simply don't care that he's a four hundred pound gorilla.

*Notes: Uplifting (see David Brin) means giving a species a boost and making it intelligent. So he can speak, think, and go the forward leaning walk of a great ape.*

*Voice Manipulist would be something like the ability of the Bene Gesserit (Frank Herbert/Dune) - can manipulate, influence and command other beings.*

## **16. (F), (HA) Barnacle Bob**

(Submitted by Guy Hoyle [ghoyle1@airmail.net](mailto:ghoyle1@airmail.net))

Cliches: Singing Pirate (4); Wildly Improvisational Taven Brawler (3); Ex-Member of Thorny Cove Repertory Theatre (3); Impersonator of Long-Lost Royalty (2)

Hook: Occasionally recognized as fraud by family of long-lost aristocrats he impersonated; still has nightmares about his days as a cabin boy.

Tale: Barnacle Bob's early childhood prepared him for two things he would excel in later on in life: pretending to be someone else, and fleeing for his life. He was often mistaken for someone else, particularly various missing members of various ruling families. He was very happy to encourage the mistake, which did not endear him to his newfound "family" when they inevitably realized the mistake. So Bob learned early on that making a hasty retreat was often the better part of valor.

Bob's misadventures soon led him to a life in the theater, where he began to broaden his performing skills. He particularly loved musical theater, and soon found himself a member of the Thorny Cove Repertory Theater, where almost all the plays were about pirates (Thorny Cove being a community founded and populated by ex-pirates). There were pirate musicals, pirate tragedies, pirate comedies, pirate operas, and pirate ballets (co-produced by the Thorny Cove Pegleg Ballet Company).

Bob's past caught up with him again when a patron of the arts recognized him as the pretender to the

throne of a Kovali arch-dukedom, which caused Bob to flee for his life in the first available ship. Unfortunately, the ship was a pirate ship, and Bob had two choices: walk the plank, or serve as cabin boy. To this day, Bob has nightmares about his stint as the cabin boy of the "Scuttlefish". However, he soon won the crew over with his wide knowledge of pirate songs, and his one-man version of such Thorny Cove faves as "Seven Whores for Seven Pirates", "Kiss Me, Mate", and "Damn Pirates!". Within a year, Barnacle Bob (as he was christened after an unfortunate keelhauling incident) had won his place in the "Scuttlefish" crew and was accepted as a full-fledged pirate (and leader of their Saturday-night choral ensemble).

*Notes: This was the character I played in S. John's Risus game at A-Kon, set in his world of Uresia, using his Risus rules. The only change I've made is adding a D6 because of the hook.*

## Cliche Index

actor.....	Tambor the Lame
Amateur Actor.....	Jameih I'Kta
soldier, alpine.....	Hans Oberyodle
antique hunter.....	Shamus Killduggon
athlete.....	Roger Rickson
babelfish.....	Armington Lewis
dancer, ballroom.....	Laurie "Grease" King
bookworm .....	Roger Rickson
bubba.....	Big Dave
seaman, carousing.....	Rick "Bubbles" Bauer
circus clown.....	UNCLE BOOZY
circus strongman.....	Butch Hiacinth
mechanic, clockwork.....	Hans Oberyodle
geologist, crackerjack.....	Laurie "Grease" King
athlete, darts.....	Shamus Killduggon
diplomat.....	Prinzessin (Princess) Elida di Rezco di Vasena
diver.....	Rick "Bubbles" Bauer
geologist, droning.....	Big Dave
dyed-in-the-wool skeptic.....	Larry Lombardi
eco activist.....	Nicholas Weatherby
engineer.....	Butch Hiacinth
entertainer.....	Tambor the Lame
ethnobotanist.....	Butch Hiacinth
famous escape artist/daredevil.....	Larry Lombardi
femme fatale.....	Prinzessin (Princess) Elida di Rezco di Vasena
inventor, genius.....	Nicholas Weatherby
Gentleman Mobster.....	Jameih I'Kta
gunman, life caring.....	Armington Lewis
innkeeper.....	Tambor the Lame
dancer, irish.....	Shamus Killduggon
noble, italian.....	Prinzessin (Princess) Elida di Rezco di Vasena
kleptomaniac.....	Roger Rickson
linguist.....	Hans Oberyodle
loan shark.....	Shamus Killduggon
lucky dandy .....	Armington Lewis
pilot.....	Laurie "Grease" King
poker-faced card sharp.....	Rick "Bubbles" Bauer
psychiatrist, proud of it northamerican. .	Armington Lewis
rock climber.....	Hans Oberyodle
scotch whisky connoisseur.....	Roger Rickson
secret agent.....	Prinzessin (Princess) Elida di Rezco di Vasena
secret spiritualist.....	Larry Lombardi

cook, ship's.....	Rick "Bubbles" Bauer
skateboarding anti-commercialist.....	Steve "Blackboard" Belkin
shoegazer.....	Steve "Blackboard" Belkin
woodsman, loud, burly plaid-and-tan wearing.....	Big Dave
struggling writer of clown mysteries.....	UNCLE BOOZY
extreme pizza delivery.....	Steve "Blackboard" Belkin
stuntman.....	Nicholas Weatherby
tracker.....	Butch Hiacinth
trivia-spouting baseball fan.....	Laurie "Grease" King
two-fisted crimebuster.....	UNCLE BOOZY
Uplifted Gorilla.....	Jameih I'Kta
Voice Manipulist.....	Jameih I'Kta

## RISUS ROGUES GALLERY

*Edited by Hank Harwell & Joe Mucchiello*

The Gallery follows this format:

Genre  
Name  
One-Sentence Description/Profession  
Submitted by  
Clichés  
Description  
Story  
Hook  
Adventure Ideas  
Notes

Genres:

(C) Cthulhu  
(V) Victorian/Edwardian Era  
(F) Fantasy  
(P) Pulp  
(S) SciFi  
(SW) Star Wars  
(CP) Cyberpunk  
(M) Modern  
(E) Espionage  
(HA) Comedy, Toon  
(SH) Superhero

### **1. (V) *Roger Rickson, Librarian in the British Museum Library***

(Submitted by Florian Edlbauer [florian\\_edlbauer@yahoo.com](mailto:florian_edlbauer@yahoo.com))

Clichés:

Bookworm (4)

Athlete (3)

Kleptomaniac (2)

Scotch Whisky connoisseur (1)

Description: A man in his 30's, moustache, slightly above medium height. Very agile for a librarian. Dresses in dark colors.

Story: Though quite capable in his job and well-read, Roger has been an athlete in his youth, which comes in handy as he has recently taken to breaking into other people's houses by night! Since his wife died a year ago, he has felt such a desire to rob others of what is dear to them... The one other vice he indulges in is an occasional Scotch after one of his nightly sorties.

Hook: Proud of his twisty moustache.

Adventure ideas:

1. Possible ally. As the adventurers frequent the library, he might overhear they are interested in the owner of a certain house he has recently broken into.
2. As an old friend, PCs might have to help/rescue him.
3. However, if the PCs talk loudly about their treasures in the library reading room, he might visit them instead.

### **2. (V), (C) *Armington Lewis, Globetrotter Psychiatrist.***

(Submitted by Jokin González [armingtonlewis@yahoo.es](mailto:armingtonlewis@yahoo.es))

Clichés:

Proud of it NorthAmerican Psychiatrist (4);

Life caring gunman (3);

Lucky dandy (2);

Babelfish\* (1)

Description: Young doctor, brown haired and green eyed, not so tall, not so small... Always elegantly dressed (too much elegantly for an American), and always with a smile in his face.

Story: Mr. Lewis wrote his last exam of Medicine in the Boston University a few years ago. He came to Europe looking for a deeper knowledge, by the hand of great psychiatrists, as Mr. Freud and Mr. Jung. But it's hard for a young doctor to be known amongst the people, and get enough clients. In fact he has a job as teacher of Biology in a College, by which he hardly earns the enough money to live with the dignity deserved to a doctor.

Hook: In spite of being a fairly acute shooter, he never uses his revolver for killing another person. He learned that a doctor must always protect human life. Even the mean and evil doer's life.

Adventure ideas:

7. Armington may be the PCs consultant in health and psychiatric affairs (including hypnosis, an emerging and valuated technique at that time).
8. Or he can be the family doctor of one (or more) of the PCs.
9. On the other hand, PCs can meet Mr. Lewis at his role of High School teacher: At any literary meeting with other intellectuals, or if the behavior of a student makes necessary a report to his father.

*\* Notes: Babelfish: This cliché is used when a PC needs to test his foreign language skills. If any language is supposed to be known no roll is necessary. But if character faces a new language, he may check this cliché.*

*If successful it represents that he is able to communicate with others, due to the resemblances of the new language with another one the character knows, or to the logical application of some basic linguistic rules. This cliché doesn't allow to speak so fluently, nor to read (and fully understand) any text more complex than a Pub sign or soap label... (but is really useful for traveling campaigns or arcane book seekings)*

### **3. (C) Larry Lombardi, Escape Artist Extraordinaire**

(Submitted by Guy Hoyle [ghoyle1@airmail.net](mailto:ghoyle1@airmail.net))

Clichés:

Famous Escape Artist/Daredevil (5)

Dyed-In-The-Wool Skeptic (3)

Secret Spiritualist (2)

Story: Making his fortune and his fame escaping from submerged cabinets, walking tightropes across deep canyons, and escaping from the lightless catacombs beneath the tombs of the Pharaohs, Larry Lombardi secretly wishes to contact the spirit of his beloved dog Rover. Seeking proof of the afterlife, he exposes phony table-levitating mediums, knuckle-rapping con-men, and others who would use trickery to play upon the grief of others.

Hook: Fame is an awesome burden.

Adventure ideas:

1. While investigating a phony fortuneteller, Larry stumbles upon a much greater crime (kidnapped heiress, anarchist plot to blow up something, white slave ring, coven of witches bent on summoning the Thing With No Nose, etc.)
2. During a performance, something unusual happens (someone kidnapped, dead body in the trunk Larry was supposed to escape in, ghost appears on stage, dead body falls onto the stage, someone tries to shoot Larry, etc.)

### **4. (M), (P) Shamus Kilduggon, Antiquity Dealer and Cultural Ambassador for the Limerick Republican Army.**

(Submitted by jcwmbes [isjohnm@is.cityu.edu.hk](mailto:isjohnm@is.cityu.edu.hk))

Clichés:

Loan shark (5)

Antique hunter (2)

Darts athlete (2)

Irish dancer (1)

Story: Mostly just looking for that pot of gold over the rainbow.

Killduggon trotted over to old Blighty to avoid potato blight and cultural persecution from his next-door neighbors in Limerick. Fleet of foot, with a supernatural nose for the trail of gold, and plenty of resourcefulness when it comes to the lending/recovery business, our Shamus can kick arse with grace to be sure.

Hook. Devoutly religious with many strange romano-celtic rituals to keep the guilt at bay.

Adventure ideas: Too many to mention.

**5. (M), (P) Hans Oberyodle, Financial Security Consultant (Safe Breaker)**

(Submitted by jcwmbes [isjohnm@is.cityu.edu.hk](mailto:isjohnm@is.cityu.edu.hk))

Clichés:

Rock climber (4)

Clockwork mechanic (3)

Alpine soldier (2)

Linguist (1)

Description/Story: Blond, lederhosen wearing tanned and rugged professional thief. A total fascination in overcoming any security system, rustic or high tech, before and up to the present day (1900's). Belly laughs in the face of avalanches, a master of verbal disguise, and able digest the gristliest of sausages.

Hook: Trouble deciding whose side he's on (very indecisive).

Adventure ideas: Can be seen on the side of good or evil. Can be swayed in any direction eventually.

Will definitely be drawn to any scheme that involves breaking into places and grabbing the loot.

Definitely open to money laundering and cross border smuggling schemes.

**6. (M), (P), (C) Laurie "Grease" King, Airplane Mechanic**

(Submitted by Hank Harwell [cleireac@netzero.net](mailto:cleireac@netzero.net))

Clichés:

Crackerjack Mechanic (5)\*

Trivia-Spouting Baseball Fan (3)

Pilot (2)

Ballroom Dancer (1)

Description: Age 24, slight build, medium-length dishwater-blond hair (usually pulled back or hidden under a baseball cap), brown eyes.

Story: "Grease" (short for "Grease monkey") is the only female airplane mechanic in the San Francisco Bay area. Her gender however does not negate her ability to keep in the air nearly any airplane ever made. She is the daughter of one of the best mechanics around, and learned her way around an engine practically before she could read.

Laurie is in reality a very attractive young woman, but her usual dress (coveralls and a baseball cap) and the large amount of engine grease covering her face often discourage all but the most persistent suitors.

While she loves what she does, she harbors a secret fantasy to be Fred Astaire's dancing partner...

Hook: A Female in a Male world...

Adventure Ideas: The PC's may have need of her skills in order to keep their plane flying. She may also be a source of information for the PC's of any activity going on in the hangars/at the airport.

*\* Notes: The Crackerjack Mechanic cliché requires the use of at least a standard mechanic's tool kit. However, if she can scrounge up some bailing wire and chewing gum, she might be able to make do (GM's discretion).*

## **7. (M), (P), (C) Butch Hiacinth, Circus Strongman and Exotic Florist**

(Submitted by jcwmbes [isjohnm@is.cityu.edu.hk](mailto:isjohnm@is.cityu.edu.hk))

Clichés:

Circus Strongman (4)

Engineer (2)

Tracker (2)

Ethnobotanist (2)

Butch is a budding and slightly davinician dark horse. Born in the depths of Borneo after his father's circus took a wrong turn, Butch has developed a "wild" range of skills. The archetypal strongman, large, muscular, shaven head, wide black mustache, leopard skin leotard, hairy shoulders, he has also developed a taste for the culinary delights of exotic plant gathering. Rare panaceas, cold cures, and recreational supplements are expertly collected and administered by this overbearing billiard ball crusher.

Hook:

Unfortunately, Butch has a squealing terror of the sight of creepy crawlies (insects, arachnids, and small rodents).

Adventure idea:

As a goody: Hey you! That plant belongs in a conservatory!

As a baddy: Poisoner, drug baron, over-sensitive thug.

## **8. (M), (P), (C) Rick "Bubbles" Bauer, Salvage Diver**

(Submitted by Hank Harwell [cleireac@netzero.net](mailto:cleireac@netzero.net) )

Clichés:

Diver (4)\*

Carousing Seaman (3)

Poker-Faced Card Sharp (2)\*\*

Ship's Cook (2)\*\*\*

Description: Slightly rotund, short man with fair skin, bright red hair and green eyes

Story: "Bubbles" is probably one of the most competent salvage divers on the coast. The company he works for is the one that is usually sought after for most complicated operations, partly because of Bauer's reputation. He is an ex-navy diver, with a few war stories he is quite willing to share.

He was married, but his wife contracted a debilitating illness, and Bubbles took up cooking in order to help around the house. When his wife died, he returned to what he knew best – diving – although he does help around the galley. If anyone were to criticize his cooking, he breaks down, remembering how much his late wife (Emma) loved his cooking....

Hook: Defensive about his cooking skills

Adventure Ideas: PC's may recruit Bubbles for a salvage operation, or they may get into a fight with him in a seedy dockside bar...

Notes:    *\*Diver requires standard diving equipment*  
          *\*\* Poker-Faced Card Sharp requires playing cards*  
          *\*\*\* Ship's cook requires equipment dependant on type of meal desired:*  
                  *Simple = Basic ingredients and common utensils*  
                  *Medium = Fresh foodstuffs and standard kitchen*  
                  *Complex = Fully stocked kitchen, restaurant quality*

**9.        (M), (P), (C), (E) Prinzessin (Princess) Elida di Rezco di Vasena, Italian Secret Agent**

(Submitted by Hank Harwell [cleireac@netzero.net](mailto:cleireac@netzero.net) )

Clichés:

Italian Noble (4)  
Secret Agent (4)  
Diplomat (2)  
Femme Fatale (1)

Description: The Princess has long, dark brown hair with large hazel colored eyes. Her appearance makes her look much younger than her 32 years.

Story: Princess Elida is the premiere agent in the service of the Italian Government. Her youthful appearance as well as her notoriety as a member of the Italian aristocracy provide the perfect cover for an intelligence agent: she's too obvious to be dangerous. The Princess uses her wealth, age, and reputation as a bored, well-traveled socialite to her advantage. She sails aboard her private yacht, the *Espérance*, to places of interest and reports on them to her superiors in Rome.

She is, as befits her station, very well cultured, accustomed to the finer things and passionate about her country. She hopes one day to see Italy return to her position as a major world power, and will do what she can to accomplish this goal. Although a devoted monarchist, she is above all a pragmatist and will ally herself to the party that will increase Italy's influence and world standing.

When entertaining, the Princess favors wearing slippers adorned with priceless Medici buckles. She is very possessive of these buckles and would willingly sacrifice the shoes in order to save the buckles.

Hook: Extreme (but not fanatical) dedication to her cause

Adventure Ideas: Princess Elida could be a recurring character in any espionage or pulp adventure game possibly as a friendly competitor to the causes of the PC's.

Notes:    *Based on a character from the book The Spy Paramount, by E. Phillips Oppenheim (1934)*

**10. (F) Tambor the Lane, Proprietor, "The Broken Leg" Playhouse and Inn**

(Submitted by Hank Harwell [cleireac@netzero.net](mailto:cleireac@netzero.net) )

Clichés:

Actor (5)  
Entertainer (4)  
Innkeeper (3)

Description: Tambor is a slight man in his mid-fifties, with graying black hair and deep blue eyes. It has been said that he has "a presence" about him...

Story: Tambor was once a great actor, until an accidental fall off of the stage during a performance of "The Shepherd of Wakefield" (often referred to as "The Woolly Play" by superstitious thespians; it was perhaps his greatest role!) left him with a severely broken left leg. Unfortunately, it was not set properly, leaving Tambor with a painfully crippled leg. Forced to retire from the stage, Tambor traveled to the



frontier city of Stonegate to escape the sorrow of his past. But there, he became determined that he should bring civilization to the “uncultured” citizens of Stonegate and introduce them to the pleasures of the theater. As a result, he opened the Broken Leg Playhouse. Sadly, he overestimated the interest of the Stonegate residents in the theater. This reality forced Tambor to convert some of his boxes for the more well-to-do patrons into rooms. The resulting “inn” helps to pay the bills.

Often, Tambor will hire traveling players to perform productions on his stage. He also contracts entertainers for variety acts.

Hook: Crippled left leg

Adventure Ideas: 1. An actor is found murdered after a performance. Was he a royal spy, a philanderer, or was he simply just a really \*bad\* actor?  
4. The PC’s take rooms in the inn, but their money is stolen in the night by burglars. They will not be able to pay, and Tambor employs them on his stage (as either actors or stagehands) to pay off the debt.

### **11. (M), (P), (HA) *UNCLE BOOZY, The Clown That Stalks The Night***

(Submitted by Guy Hoyle [ghoyle1@airmail.net](mailto:ghoyle1@airmail.net))

Clichés:

Circus Clown (4)

Two-Fisted Crimebuster (4)

Struggling Writer of Clown Mysteries (3)

Description: Uncle Boozy is a grinning, staggering circus clown. Crime makes Uncle Boozy sad. When Uncle Boozy's friends have crime happen to them, Uncle Boozy takes to the night, a grinning, staggering clown of vengeance. Uncle Boozy would like to be a writer, but he can't seem to make a living at it. When Uncle Boozy's mystery-clown novels get rejected, Uncle Boozy gets drunk and takes to the night, a grinning, staggering clown who vandalizes the publisher's office.

Hook: Drinks because he can't sell any clown-mystery books to publishers.

### **12. (M), (CP), (SH), (HA) *Steve "Blackboard" Belkin, Skateboarding Pizza Deliveryman and Crimefighter***

(Submitted by JRice)

Extreme Pizza Delivery (4), Skateboarding Anti-commercialist (4),  
Shoegazer (2)\*

Steve is serious about Pizza delivery. During the day, he prides himself on the fact that he has only ever been late for a delivery ONCE (and memory of that once will flare his temper). By night, Steve becomes "Blackboard", a chain-swining, ramp-riding dark-do-gooder with a sworn oath to fight white-collar crime! Steve writes decent (in his mind) music which he'd love to do full-time, but will never sign with those self-interested back-stabbing big-label scum that serve only to repress TRUE artists!

Adventure Ideas: 1. Blackboard delivers Pizza to an executive meeting, where he overhears a plot by corporate execs to tear down the local skate-park and put up a strip-mall.

2. A gang that Blackboard is familiar with signs with a small label to write indie rock. Blackboard refuses to listen to it. ...And, good thing... the corporate execs put subliminal messages into the recordings; Blackboard’s friends all start shopping at the local mall, and Blackboard smells trouble!

3. Blackboard happens to deliver pizza to a birthday party where Boozy is performing. And--what a coincidence--just then, the party is crashed by a gang that steals the birthday girl. She turns out to be the daughter of a big publishing conglomerate executive... Moral quandary!

*\* Notes: Shoegazer is a style of slow indie rock music, heavy on guitar and super-heavy on reverb. Imagine a long-haired punk singing about being depressed while staring at his shoes.*

### **13. (M), (HA) Big Dave, Geologist**

(Submitted by Mike Munsil [mikemunsil@earthlink.net](mailto:mikemunsil@earthlink.net))

Loud, burly plaid-and-tan wearing Woodsman (3)(never gets lost in the woods, knows bears by name, can light a fire in the rain)

Droning Geologist (4)(can put people to sleep with the sound of his voice, lethal with a rock pick, digs fast, can climb up sheer cliffs but not down)

Bubba (3)(has a never-ending supply of beer, belches loudly, chases women but never catches them)

Description: Burly, loud and addicted to plaid shirts and tan pants with built-in beer pockets. Will speak for hours about the contributions rocks make to "Life as We Know It" and beer. Pokes around in the dirt while drinking beer. Did I mention the beer?

### **14. (M), (HA) Nicholas Weatherby**

(Submitted by Jens Reineking [j\\_reineking@gmx.de](mailto:j_reineking@gmx.de))

Genius Inventor [4]

Stuntman (2)

Eco Activist (2)

Hook: Overconfident. And then has to struggle to stretch himself to reach the set goal - or at least to iron his misjudgment out.

Tale: Heir of the family fortune, Nicholas never had to work for or worry about money. Instead he dived into study and research of all things strange and out-of-mainstream. After several forced rebuilds of his study, he took some training as a stuntman to avoid further breaking of bones, but some scars remain.

From his early teens on, he appeased his conscience by giving money to some obscure charities, finally landing in the Eco movement where he finally began to do something himself.

Sometimes he has flights of brilliance (double pumps), thus being able to turn nothing into something (like MacGyver).

He's a Brit.

Adventure Ideas: An obvious starter for a story would be some tour with his fellow eco activists or some grand invention that gets him into trouble.

*Notes: Can be played serious or silly. In serious mode, his inventions are in the lines of Tony Stark or Reed Richards. In silly mode, he's more like Gyro Gearless or Uncle Wisebottom and his nephew Nick (from [www.gpf-comics.com](http://www.gpf-comics.com)). Nick for example once turned a remote control accidental into a laser while trying to fix it.*

### **15. (SF), (F) Jameih I'Kta**

(Submitted by Jens Reineking [j\\_reineking@gmx.de](mailto:j_reineking@gmx.de))

Clichés: Uplifted Gorilla (4); Gentleman Mobster (3); Amateur Actor (3); Voice Manipulist [1]

Hook: Extremely passionate about his appearance - as well in daily life as on stage. This can get extreme reactions from him if he perceives an insult. And,

as with most fresh uplifted species, this kind of stress enforces the animal side.

Tale: His tribe is the first experiment in magical uplifting. Because he didn't like the magical research facility, he struck a deal with the organized crime and they got him out. His physique and his voice made him soon a valued member of the 'family'. Trying to blend in, he invested heavily in clothing and social activities, especially acting.

He's arrived in Atamar with the mission to check out the possibility of bringing organized crime to Atamar. So far, he's enjoying himself immensely – Atamarians simply don't care that he's a four hundred pound gorilla.

*Notes: Uplifting (see David Brin) means giving a species a boost and making it intelligent. So he can speak, think, and go the forward leaning walk of a great ape.*

*Voice Manipulist would be something like the ability of the Bene Gesserit (Frank Herbert/Dune) - can manipulate, influence and command other beings.*

## **16. (F), (HA) Barnacle Bob**

(Submitted by Guy Hoyle [ghoyle1@airmail.net](mailto:ghoyle1@airmail.net))

Cliches: Singing Pirate (4); Wildly Improvisational Taven Brawler (3); Ex-Member of Thorny Cove Repertory Theatre (3); Impersonator of Long-Lost Royalty (2)

Hook: Occasionally recognized as fraud by family of long-lost aristocrats he impersonated; still has nightmares about his days as a cabin boy.

Tale: Barnacle Bob's early childhood prepared him for two things he would excel in later on in life: pretending to be someone else, and fleeing for his life. He was often mistaken for someone else, particularly various missing members of various ruling families. He was very happy to encourage the mistake, which did not endear him to his newfound "family" when they inevitably realized the mistake. So Bob learned early on that making a hasty retreat was often the better part of valor.

Bob's misadventures soon led him to a life in the theater, where he began to broaden his performing skills. He particularly loved musical theater, and soon found himself a member of the Thorny Cove Repertory Theater, where almost all the plays were about pirates (Thorny Cove being a community founded and populated by ex-pirates). There were pirate musicals, pirate tragedies, pirate comedies, pirate operas, and pirate ballets (co-produced by the Thorny Cove Pegleg Ballet Company).

Bob's past caught up with him again when a patron of the arts recognized him as the pretender to the throne of a Kovali arch-dukedom, which caused Bob to flee for his life in the first available ship. Unfortunately, the ship was a pirate ship, and Bob had two choices: walk the plank, or serve as cabin boy. To this day, Bob has nightmares about his stint as the cabin boy of the "Scuttlefish". However, he soon won the crew over with his wide knowledge of pirate songs, and his one-man version of such Thorny Cove faves as "Seven Whores for Seven Pirates", "Kiss Me, Mate", and "Damn Pirates!". Within a year, Barnacle Bob (as he was christened after an unfortunate keelhauling incident) had won his place in the "Scuttlefish" crew and was accepted as a full-fledged pirate (and leader of their Saturday-night choral ensemble).

*Notes: This was the character I played in S. John's Risus game at A-Kon, set in his world of Uresia, using his Risus rules. The only change I've made is adding a D6 because of the hook.*

**17. (F), (HA) Ginsu the Keen, a Dreed gourmand who roams the world in search of the ultimate dining experience, defending himself with a bewildering variety of cutlery.**

(Submitted by Guy Hoyle [ghoyle1@airmail.net](mailto:ghoyle1@airmail.net))

Cliches: Roving Buffet Demon (4), Avid but Haunted Connoisseur of the Culinary Arts (4), Well-Armed Cutlery-Wielding Blade-Flinging Martial Artist (4)

Hook: Once tasted the best food in the world in a dream, now tormented to roam the world in search of it.

Tale: Ginsu the Keen grew up in the fragrant bread-baking district in Jubilation, one of Dreed's city-states. He was an enthusiastic participant in many of the cooking contests of Dreed, a taste-tester in some of the finest kitchens in the land. Once, however, he succumbed to temptation, and accepted a bribe during a crucial bake-off, and his vote delivered the verdict into the hands of an unworthy chef. Guilt-ridden, the gourmand dreamed one night that he was visited by the Arbiters, who served him up a banquet fit for the gods. In the dream, he tasted the very best food in all of Uresia. He could not eat enough of it. Ginsu woke up with the memory of the food on his tatsebuds, and feathers from his half-devoured pillow in his mouth. Suddenly and permanently ravenous, he knew that he would never be sated by the taste of ordinary food. He must search all of Uresia if need be in search of the elusive dish that he tasted in dreams that night. Ginsu is always armed with cutlery which he pilfers, borrows, or buys from whatever land he is in, and he has learned to use it both defensively and offensively in the mean streets of whatever town he finds himself in.

**18. (F), (HA) Ombre**

(Submitted by "Yragael" <email not available>)

Cliches: Streetwise freelance thief (4), Acrobatic darts-throwing-and-dagger wielding martial artist (3), Disturbing shadow wizard [2]

Side Kick: Shadow elemental (3)

Hook: Ombre is amnesiac and he cannot stand bright light as it hurts his eyes, and more specifically the sun, which can also harm his skin.

Tale: Ombre is a slim middle sized human, he is very pale and even though he gives the impression to be very ill he still proves to be very agile and athletic, and one of the best thieves in the city. Ombre chose his name shortly after he woke up in a dark alley, not remembering anything of his past and of the world, and bearing a dark scar of a mysterious shape on his chest. Being without food or shelter and not knowing anybody, he had to rely to theft to survive. Very soon he realised that he was very good at it, stealing, and he discovered that he had a most incredible asset in his endeavour: a shadow elemental appears from his scar whenever he summons it and serves him in his best interest. The Scar also gave Ombre the power to manipulate the shadows at a low level.

However Ombre developed an aversion to bright light, which hurts his eyes, and to the sun in particular, which as well as hurting his eyes can harm his skin easily. Whenever seen during the day Ombre always wears a thick cloak under which he protects himself from the sun.

His talent as a thief and his 'oddity' made him well known in the underground world. This allowed him to do a few well-paid jobs and to become very streetwise.

Though he is building a good reputation in his field, Ombre is tormented by his amnesia. He feels that his life is going nowhere. He has got questions that need an answer. Who is he? Where does he come from? And what is that scar on his chest?

## **19. (F), (HA) Balabar Gree**

(Submitted by Guy Hoyle [ghoyle1@airmail.net](mailto:ghoyle1@airmail.net))

Cliches: Remarkably Unremarkable-appearing Rogue (4), Sometime Beggar (3), Tight-fisted Street Survivalist (3), Persistent Ladies' Man (1)

Questing Dice (Lookin' for love in all the wrong places): [ ] [ ] [ ] [ ] [ ]

Hook: Notoriously tight-fisted with his loot until the "right girl" comes along (the "right girl" being someone completely unsuited to life on the streets).

Tale: Balabar Gree grew up hungry on the streets of Pork Hill. He followed gang after gang as a sort of mascot, never actually a member of any particular group, yet learning the tricks of the trade from a number of sources. Balabar learned to sham muteness, deafness, lameness, and a variety of other complaints by observing beggars after he saw how much they could make in an afternoon by preying on the mercy of others. He learned to hoard his wealth by example, after he watched seemingly callous and cunning thieves and beggars lose their hard-earned cash in bars, games of chance, and in confidence rackets. His features are generally unmemorable, which has helped him escape the law on more than one occasion ("He was sort of average; no, no distinguishing features; no, he was just wearing sort of ordinary clothes...")

Balabar has a soft spot (in his heart, maybe, or his head), for beautiful maids of other social classes. He has fallen hard for a princess, a sorceress, a rich merchant's daughter, a Magic Girl from Madame Ona's school, and others who are not suited to the grim life of a beggar and thief. Though he has squandered huge sums of money on all of them, Balabar's heart and wallet have been broken every time. Nevertheless, he keeps trying, hoping that one day he'll meet the lady of his dreams. Whether he'll leave the streets to join her, or he'll convince her to share his life of roguery, remains to be seen.

## **20. (P) Carson Hill (Famed adventurer and world-traveling archaeologist who believes he's the reincarnation of an Egyptian prince)**

(Submitted by Guy Hoyle [ghoyle1@airmail.net](mailto:ghoyle1@airmail.net))

Famous archaeologist and explorer (4)  
Brooding reincarnation of pharaoh Horus-Re (4)  
Variety of well-trained birds [2]

Hook: Past life keeps interfering with his present life.

Story: Carson Hill's interest in ancient Egypt began when he was a small boy, but it actually began thousands of years before that. Hill is the reincarnation of an Egyptian pharaoh, Horus-Re, who was murdered by the priest Ankhetamun, his rival for the hand of Princess Selaya. One of Carson Hill's earliest dreams was of being mummified while still alive. The vividness of his dreams led to his study of archaeology, Egyptology in particular.

Hill's life was surrounded by omens involving birds of prey, the sun, Egypt, and the Nile. He developed a keen interest in falconry, including an almost empathic bond with these birds of prey. Fortune-tellers and mediums uniformly told him of his existence as a mighty but forgotten Egyptian ruler named Horus-Re. As a man of science, he scoffed at all this, knowing that there was no such ruler as Horus-Re. However, on a dig in Egypt, Hill discovered the forgotten tomb of Horus-Re. The many artifacts and inscriptions within the tomb awakened his knowledge of his true nature, as a reincarnation of the mysterious warrior-pharaoh. He recognized that many of the events of his life as Carson Hill reflected events in the life of Horus-Re.

Watched over by his faithful birds, Carson Hill broods on both the past and the future, waiting for destiny to fulfill itself. Watched over by his beloved falcons (symbols of the Egyptian god Horus, King of the Gods), he has accepted a job as museum curator to prepare for his beloved, and his murderer.

(Egyptian Pharaohs were regarded as incarnations of falcon-headed Horus, God of the Sun and King of the Gods. The “Forgotten Pharaoh”, Horus-Re, was noted in his time for his rapport with birds of all kinds, especially the falcons of Horus. He fell in love with the betrothed of Ankhetaun, his chief priest. The cuckolded priest gave each of the lovers a potion that induced a death-like trance and had them mummified while still alive, pronouncing a curse upon them, and himself.)

The falcons, while seemingly intelligent, aren't really supernatural in and of themselves. They respond very well to Hill, can figure out in general most of what he wants, and at least a few of them tend to follow him around wherever he goes, even in the city.

## **21. (P), (C) Jack Cardigan (Formerly dead psychic detective obsessed with avenging unsolved murders)**

(Submitted by Guy Hoyle [ghoyle1@airmail.net](mailto:ghoyle1@airmail.net))

Murdered detective returned from the dead (4)  
Medium obsessed with avenging murder victims [2]  
Glib Ex-cop (3)  
Questing Dice: Avenging the dead [ ] [ ] [ ] [ ] [ ]

Hook: The mob keeps trying to kill him

When you're plummeting to the bottom of a river, your hands securely tied behind your back and your feet in a bucket of concrete, you can imagine some pretty strange things. Jack Cardigan, late of the city police's anti-racket squad, tried to imagine waking up in his own bed, next to his girlfriend Charlene. Of course, Charlene was probably the one who betrayed Cardigan to the mob, but at this moment Cardigan would have hugged an armload of mackerel. Unfortunately, Boss Zuccone's men were meticulous cement mixers – after all, they had had a lot of practice – and Cardigan's feet were firmly embedded in bricklayer's mortar when the bucket hit bottom.

But Cardigan's imagination must have been better than he thought. As his lungs began to give out, he heard the sound of--- singing? Music playing? No, a voice like the roaring thunder of blood in his ears. A voice that could have belonged to God Himself. It was calling his name.

“John Cardigan---“

“Call me Jack!” It must have been a dream; how could he talk with the foulness of the river rushing into his lungs?

God ignored his witticism. “John Cardigan, I offer you a choice. You may remain here for all eternity, your fate unknown, your resting place unhallowed, your soul unshriven...”

“I hear an ‘or’ coming up!” It must be a dream, Cardigan told himself, because there ain't no bubbles when I talk!

“Or, you may walk once more amongst mortals, an avenger of those like yourself, whose lives were taken from them unjustly, their spirits unquiet, a plague upon the living.”

Cardigan figured he had nothing to lose, so he took God up on his offer.

Jack Cardigan doesn't work on the anti-racket squad anymore; he's a private gumshoe now, with a crummy office in a bad part of town. Like any other detective, he takes pictures of cheating husbands and tracks down missing property. But sometimes, he remembers what the river-bottom tastes like, and what it's like not to breathe, and he wonders if that was really God who gave him a choice.

Then he realizes that he hasn't breathed in hours, and his heart only beats when he wants it to, and that there's still a contract out on his life. He takes a deep, satisfying pull on his cigarette and glances up at his next client, the dancer with legs that won't quit. Her name is Deedee, and he didn't hear her come in; that's because her kind doesn't open the door. Deedee wants him to find out who put the slug in the back of her head and ruined her hair-do.

It's a living, as they say.

## Cliché Index

actor.....	Tambor the Lame
Amateur Actor.....	Jameih I'Kta
soldier, alpine.....	Hans Oberyodle
antique hunter.....	Shamus Killduggon
archeologist.....	Carson Hill
athlete.....	Roger Rickson
babelfish.....	Armington Lewis
dancer, ballroom.....	Laurie "Grease" King
birds.....	Carson Hill
bookworm .....	Roger Rickson
Brooding reincarnation of pharaoh Horus-Re .....	Carson Hill
bubba.....	Big Dave
seaman, carousing.....	Rick "Bubbles" Bauer
circus clown.....	Uncle Boozy
circus strongman.....	Butch Hiacinth
mechanic, clockwork.....	Hans Oberyodle
geologist, crackerjack.....	Laurie "Grease" King
athlete, darts.....	Shamus Killduggon
detective.....	Jack Cardigan
diplomat.....	Prinzessin (Princess) Elida di Rezco di Vasena
diver.....	Rick "Bubbles" Bauer
geologist, droning.....	Big Dave
dyed-in-the-wool skeptic.....	Larry Lombardi
eco activist.....	Nicholas Weatherby
engineer.....	Butch Hiacinth
entertainer.....	Tambor the Lame
ethnobotanist.....	Butch Hiacinth
ex-cop.....	Jack Cardigan
explorer.....	Carson Hill
famous escape artist/daredevil.....	Larry Lombardi
femme fatale.....	Prinzessin (Princess) Elida di Rezco di Vasena
inventor, genius.....	Nicholas Weatherby
Gentleman Mobster.....	Jameih I'Kta
gunman, life caring.....	Armington Lewis
innkeeper.....	Tambor the Lame
dancer, irish.....	Shamus Killduggon
noble, italian.....	Prinzessin (Princess) Elida di Rezco di Vasena
kleptomaniac.....	Roger Rickson
linguist.....	Hans Oberyodle
loan shark.....	Shamus Killduggon
lucky dandy .....	Armington Lewis
medium.....	Jack Cardigan
pilot.....	Laurie "Grease" King
poker-faced card sharp.....	Rick "Bubbles" Bauer
psychiatrist, proud of it northamerican. .	Armington Lewis
rock climber.....	Hans Oberyodle
scotch whisky connoisseur.....	Roger Rickson
secret agent.....	Prinzessin (Princess) Elida di Rezco di Vasena
secret spiritualist.....	Larry Lombardi
cook, ship's.....	Rick "Bubbles" Bauer
skateboarding anti-commercialist.....	Steve "Blackboard" Belkin
shoegazer.....	Steve "Blackboard" Belkin



woodsman, loud, burly plaid-and-tan wearing.....	Big Dave
struggling writer of clown mysteries.....	Uncle Boozy
extreme pizza delivery.....	Steve "Blackboard" Belkin
stuntman.....	Nicholas Weatherby
tracker.....	Butch Hiacinth
trivia-spouting baseball fan.....	Laurie "Grease" King
two-fisted crimebuster.....	Uncle Boozy
Uplifted Gorilla.....	Jameih I'Kta
Voice Manipulist.....	Jameih I'Kta