

A Gallery of Scoundrels,

Do-Gooders, and Ne'er-Do-Wells

By: Gabriel
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Fantasy (heavily D&D-inspired)

Ivan

Madman (4), Fearless Mercenary (3),
Outdoorsman (2), Werewolf Half-breed (1)

Tools: axe, antler dagger, kilt, heavy boots, jerky

Jill (pronounced "Yill")

Dashing Adventurer (3), Swordsman (3),
Snappy Dresser (2), Slick Idiot (2)

Tools: longsword, pomade, extra outfit made of
fine silk

Romeo

Nature's Voice [3], Outdoorsman (2), Animal
Allies (2)

Tools: flute, antler knife, birdseed, willow bark
scrolls

Andred Hoksdoottir

Shield Maiden (4), Midwife (2), Over-Protective
Viking Mother (2), Tale-spinner (2)

Tools: shield, axe, scale mail, medicinal herbs,
sweets, wipes

Xanthru

Hunter of Thing With Squids for Faces (4),
Extra-Planar Mentalist [2], Zen Floutist (2)

Tools: silver scimitar, blowgun with poisoned
darts, trophies, bone flute

Victoria Dalmont

Noble Warrior (4), Valiant Spirit (3), Would-Be
Nobility (2), Elegant Dancer (1)

Tricks

Nimble-Fingered Sel'duk (SoB) (3), Cheat (3),
Son-of-a-Djinn [2]

Hook: Monstrous Appearance

Riss

Weapons Master (4), Sly Fox-Changer (3), Dirty
Fighter (2), Walking Witticism (1)

Tools: sais, bastard sword, bolas, boomerang,
foil, mace, flail, dashing apparel

Syl

Wise-girl Fence (4), Rogue Sorceress (3), Half-
Dürkalf Frost Queen (2), Classy Thief (2)

Hook: Magic is never subtle, and requires
specially prepared pieces of black quartz as a
focus

Tools: ill-gotten gains, black quartz pendant,
lock picks, poison ring, half a bundle of
cigarillos

Liza

Willies-Giving Sorceress (3), Priestess of
DEATH! [2], Evil Overlord (2)

Sidekick: "Goethe" [Hellhound (2), Shadow
Magic (1)]

Tools: unholy symbol, ritual trappings, leather
& ring "armor," extra well done doggy treats

Eva

Pickpocket (4), Elven Acrobat (3), Lipstick
Lesbian (2), Tricky Fighter (1)

Tools: dagger, razor ring, pepper bombs, Elvish
rope, lipstick

Sama

Stealth Monkey (4), Kung-Fu Acrobat (3),
Wild-Woman Battle Devi [2]

Hook: Must dance to any music heard

Fielding

Occult Researcher (4), Field Archaeologist (3), Dog Lover (2), Ex-Army Boxer (1)

'Jay

Feral Half-Elf Druid [3], Scrapper (2), Haunting Floutist (1)

Shieldmates: Forest Critter Swarm (3)

Miska

Catman Hunter [3], Woodland Ninja (3), Dashing Rogue (1)

Misha

Catwoman Enchantrix [3], Independent Woman (3), Child of the Forest (1)

Blyx (Ridley Scott's "Legend")

Goblin Huntsman (4), Striving Shakespearean Poet (3), Ambitious Wasteland Captain (2)

Questing Dice: Serve Darkness 5/5

Xanthea Silversong

Woodland Protector (4), Elvish Scout [2], Cat Lover [1]

Tools: trail rations, dressing tools, hatchet, bow & arrows, heavy blanket, catnip

Dr. Silas Redgrave

Hypocratic Physician (4), Gruff Vet. (2), Woodsman-in-a-Pinch (2), Afflicted Lycanthrope [2]

Hook: Must shift to wolfman every night of the full moon and kill, or be stuck as a mindless, ravaging beast until the next full moon.

Tools: black doctor's bag, lots of wolfsbane, journal (mostly notes about treating lycanthropy), old service [setting-appropriate weapon]

Milbrook Hornswoggle

Knower of Things (4), Gnomish Merchant (3), Lady's Man (2), Loutist (1)

Tools: cart o' stuff with a "pad" in the back, notebooks, treatises, scrolls, Gnomish "lute," nice wardrobe

Melrock Hickoryfist

Minotaur Bloodletter [3] Culinary Aficionado (2), Reluctant Jungle-Gym (2)

Tools: trophy scars, battle axe, spice set

Diira Qolsuthram

Flashy Circus Acrobat (3), Adventurous Water Elemental [2], Run-away Nobility (2), Expert Liar (1)

Tools: flashy clothing, stage jewelry, REAL jewelry, solid necklace (not a torque) that indicates noble house, carrots

Covahl Plexish

Demon Prince [3], Huntsman (3), Devilish Negotiator [1]

Hook: Demonic Inheritance (weakness to blessed things, aversion to holiness and those with faith)

Tools: recurved horn-tipped ebony longbow with obsidian-tipped raven-feather-fletched arrows, signet ring, form contracts

Nyles

Sailor (3), Sea Witch [2], Slick-Tongued Smuggler (2), Improvisational Shipwright (2)

Hook: Magic depends on naturally occurring saltwater

Petunia (Poison Elves)

Psionic Faerie [3], Great Warrior (3), Kink-tacular Nympho (1)

Lucky Shots 3/3

Hook: Tiny

Tools: her-sized halberd, short sword, leather & ring bikini, thigh-high boots, focus crystals

Sophie Childs

Stumbling but Sharp-Minded Apprentice (4), Sagacious Reader (3), Shrewd Hagglers (2), Animal Lover (1)

Tools: arcane primers, notebooks, ribbon-bound action/romance serials, animal treats

Dairean

Paladin of the Green [3], Well-Mannered Satyr (3), Forester (2)

Hook: Code of Conduct/Bond of Duty

Tools: battleaxe, stout self-bow, leather armor with embossed tree of life, ocarina

My'ira Laiqua

Well-Read Bard (3), Wailing Battle-Mage [2], Rousing Public Speaker (2), Trained Fighter (1)

Tools: long sword, lavish lyre, annals

Justin Archimedes

Outdoorsman (4), Forest Defender (3), Masterful Tracker (3)

Charlotte Caldwell

Defender of the Downtrodden (3), Reformed Street Thief (2), Fiery-Eyed Paladin [2], Nice Lady (1)

Lucky Shots 3/3

Hook: Code of Conduct (Celibacy)

Tools: blessed long sword, breastplate with chain skirt, faithful steed, simple clothing

Mordred

Undead Slayer (4), White Necromancer [2], Surprisingly Nice Guy (2)

Tools: blessed water, salt, chalk, white ash stakes, torches, bastard sword, antiseptic herbs, bag of jelly candies

The Marquises

(after Tom Waits's "Small Change Got Rained on With His Own .38")

Max

Small-Time Mastermind (4), Knife-Fighter (3), Wise-Guy (3)

Ulysses

Half-Orc Tough (3), Teamster (3), Equal Rights Activist (2), Sportsman-Like (2)

Micah

Mechanical Genius (4), Inventor (3), Chemist (2)

Hook: Foot-in-Mouth Disease

Ruby

Smooth-Talker (4), Racketeer (3), Yenta (2), Bar Wench (1)

Nick

Thug (3), Pick-Pocket (3), Connected Guy (2)

Alex

Cat Burglar (3), Unwitting Psychic [2], Raven-Haired Half-Elf Beauty (2)

Quest: Love-Struck Teenager 5/5

Tools: lock picks, climbing claws, tool roll, slinky black clothing, hand crossbow, stone-biter bolts, lustrous black hair

Small Change

Liar, Liar, Pants-on-Fire (4), Street Urchin (3), Skin-of-his-Teeth Pickpocket (2)

SOMETHING FAMILIAR

Nimble

Sneaky Li'l Sumbitch Rat (3), Super-Strength [2]

Lucky Shots 6/6

Quest: Save Jorlason's Ass ("owner") 5/5

Sharilaya

Average Cat (i.e. Princess of Everything, Especially You) (4), Magical Helper [2]

Lucky Shots 6/6

Quest: Prove Feline Superiority 5/5

Hook: Fastidious

Leonardo

Go-Getter German Shepherd (4), Super-Bark [2]

Lucky Shots 3/3

Quest: Stick with Michael (owner) 5/5

Skraven

Necromantic Touch [3], "Quoth the" Kind of Raven (3), Magical Helper [1]

Hook: Wilting Presence

DIABLO I & II

Rosetta

Zen Archer (3), Sister of the Sightless Eye [2], Treasure Hunter (2)

Lucky Shots 3/3

Vandal

Peerless Fighter (4), Driven Hero (3), Weekend Weaponsmith (2)

Lucky Shots 3/3

Mordred II

Eldritch Magus [3], Cryptic Sage (3), Herbalist (1)

Michael

Devout Paladin of the Light [3], Fearless Warrior (3), Natural Leader (2)

Hook: Selfless Martyr

Rowan

Noble Barbarian [4], Survivalist (2)

Missy

Elementalist [3], Occultist (2), Playful Scamp (2)

Nike

Acrobatic Fighter (3), Amazon Warrior [2], Independent Woman (2)

Quest: Protect Jungle Home 5/5

Ostean

Investigative Necromancer [3], Morbid Aristotelian Philosopher (2), Dog Lover (2)

Kulavar

Force of Nature [2], Totemic Lycanthrope [2], Emersonian (2)

Silence

Vengeful Assassin (4), Hardened Soldier (3), Acrobatic Infiltrator (2)

Quest: Mage-Killer 5/5

Modern +

Neriel

Angel that Tripped [3], Sculptor (2)

Divine Intervention 6/6

Tools: hammer, chisels, sandpaper, angelic
raiment, glorious Morningstar

Joshua

Urban Shaman (4), Street Rat (3), Philosophy
major (2), Seer (1)

Ace (cyberpunk)

Ace Decker [4], Shooting-Range Regular (2),
Rollerblade Enthusiast (1)

Hook: Over-Confident

Fantasy Flight Games's "Redline"

Marie O'Bannon

Bygone Pirate Queen (4), Smooth Talker (3),
Crack Shot (2)

Quest: Daredevil 5/5

Chuckie-T

Snake-Eyed Trader (4), Survivor (3), Wasteland
Scrounger (2), Gunman (2)

Hook: Pariah (Mutant)