

Rugged Adventures PRP Character Sheets #1

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Hauptmann Heinz Von Gortz Prussian Aristocrat & Officer</p> <p>Field Craft: 7 Luck: 6 Driving Ability: 6 Arms: sabre & automatic pistol</p> 	<p><u>Extremely Arrogant:</u> Non German troops under his command take -2 to their morale.</p> <p><u>Dapper Dan:</u> Tries to avoid getting messy</p> <p><u>Excellent Swordsman:</u> Von Gortz holds the title of fencing champion for the Metz military academy (and he has the duelling scar to go with the title). He receives +2 to hit for hand-to-hand combat. No modifier is given on the wounds table for hand-to-hand combat.</p>	<p>Heinz Von Gortz is a young and enthusiastic officer in the German Seebataillon (Marines). Born to a naval family and thoroughly Prussian, he is honourable but none-too bright or imaginative.</p> <p>As a member of the German foreign services, he parades his sense of superiority, confident in his superb military training and aristocratic breeding.</p> <p>Von Gortz views local peasant populations with contempt, does not indulge in hard spirits and punctually writes home to his mother. Gortz also spends his free time penning a manual on proper uniform care for German officers with special instructions for maintaining that 'just ironed' look while in the field.</p>

Suggested Unit: 10 German Marines armed with rifles

Game Notes:

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PRP Stats	PRP Character Traits	Background and Motivation
<p>The Notorious Chun-King Local tin-pot warlord</p> <p>Field Craft: 8 Luck: 7 Driving Ability: 3 Arms: sword & automatic pistol</p> 	<p><u>Self Preservation:</u> Chun King leads from the rear and must remain at rear of any unit he commands. Chun may not charge personally, but he can order charges. He will remain behind. Chun gets 2" extra movement if the unit he is with routs.</p> <p><u>Tactician:</u> Roll D10 before movement. If die roll is 1, 2, or 3 he may move after all other players on the table have moved.</p> <p><u>Huge Joss:</u> If his first luck roll of the game is 1, 2 or 3 Chun has huge joss(luck). He may re-roll any failed luck roll a second time for rest of game. The second die result must be used.</p>	<p>Notorious Chun-King is the local warlord of China Station. He spends most of his time terrorising the peasants and collecting various river tolls and ransoms from anyone he thinks can afford to pay.</p> <p>Chun is recently married to his 6th wife- 30 years younger than he. Chun is a hypochondriac especially obsessed with various obscure aphrodisiacs.</p> <p>Chun-King has an extremely volatile temper. Before the game he must tell the GM how many turns he expects it will take to fulfill his personal objective. If he has not met his objective in time he will lose his temper and vent his anger against his own troops or allies, usually by opening fire on them to give them motivation.</p>

Suggested Unit: 10 Chinese Soldiers armed with rifles & a few sub-machineguns

Game Notes

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Sinister Dr. Koo Criminal mastermind and Arch Occultist (with many flunkies)</p> <p>Field Craft: 5 Luck 8 Driving Ability: 5 Arms: poisonous insects & vials of noxious gas</p> <div style="text-align: center;">  </div>	<p><u>Psychic ability:</u> Dr. Koo is an occult master. He may attempt to project psychic command messages to other figures. The command can't promote suicide. To send a psychic message Koo must be able to see the target. Roll a D10- if the roll is 1, 2 or 3 the attack succeeds and the target figure must act as commanded for 1 turn.</p> <p><u>Mass Hypnosis:</u> Dr Koo may use this ability to disappear and then reappear at a completely new location. He may do so up to 6 times in a game. To do this you must notify the GM that he is disappearing and remove him from the table. He may disappear and reappear during the same turn. He may take 1 figure or a portable object with him when he disappears and reappears.</p>	<p>Criminal mastermind and supreme occultist, Sinister Dr Koo has, for years, been using remote China Station as a base for his secret criminal operations. He has innumerable agents stationed throughout the world and must regularly leave the East to attend to important matters. His proclaimed goal is to cleanse the world of its state of chaos by bringing all nations under a single ruler (himself).</p> <p>Though an accomplished scientist himself and party to the forgotten secrets of the Orient, he has kidnapped many renowned western scientists and has them working on various nefarious projects to further his great scheme. Many of these scientists are believed to be dead.</p> <p><i>IMPORTANT:</i> Dr. Koo never personally engages in crude physical combat!</p>

Suggested Unit: 10 Chinese Hoodlums armed with knives, swords or spears

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Lieutenant Merian Archer of the United States Rocket Corp Dashing Hero</p> <p>Field Craft: 8 Luck: 8 Driving Ability: 7 Arms: automatic pistol</p> 	<p><u>Sure Shot:</u> Merian's base to hit number is modified by +2 when he shoots with his pistol.</p> <p><u>Arial Acrobat:</u> Due to Lt. Archer's advanced training in gymnastics, when he attempts any hazardous manoeuvre the modifier to his luck roll is +1. His luck roll can not be greater than +1</p> <p><u>Brave and Dashing:</u> He is quite popular with the ladies at social gatherings but his bravery does not permit him to retreat from hand-to-hand combat*. If a unit he is with routs from melee, he will remain behind and continue to fight until he is killed or captured. If captured he will continue to taunt he captors.</p> <p>*This rule does not apply to fire fights.</p>	<p>With his flashing blue eyes and toothpaste smile, Lt Archer is a prime example of a USRC trooper. His 'Hollywood' good looks should cause no doubt as to the steel resolve of one of America's finest.</p> <p>Lt. Archer shares the traits typical of the 'men of fire': honesty, bravery, a burning drive to protect the under dog, and of course, a reckless disregard for personal safety.</p> <p>Like most corn-fed members of the USRC, Merian originates from the mid-west heartland of America-Kansas to be specific.</p>

Suggested Unit: 10 Rocket Corp troopers armed with sub-machine guns

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Chief Petty Officer Douglas (Uncle Charley) U.S. Navy Lifer</p> <p>Field Craft: 8 Luck: 7 Driving Ability: 5 Arms: Thompson sub-machinegun</p> 	<p><u>Sixth sense:</u> Charlie may detect concealed enemies or hidden traps that he has not directly seen. He must be within 12" of the danger. He uses a field craft of 4 for this test. If the roll is successful he is told that he has a bad feeling about something.</p> <p><u>Abrasive personality:</u> Charlie is an old salt whose years at sea have made him a little too rough around the edges. Any unit he is commanding has a -2 modifier subtracted from their base morale point.</p>	<p>Crusty old Uncle Charlie is at home on the river gunboats patrolling China. Charlie is the de-facto Captain of his ship, as the ineffectual Captain Barnes relies on his CPO's advice both on-ship and off.</p> <p>Scrappy and a chronic gambler, Charlie always has an eye open for opportunities to make some easy cash on the sly. His sometimes illegitimate sidelines are justified for the sake of his retirement. He knows the locals and has many connections in the seedy waterfront underworld.</p> <p>Charlie can always see to it that the ship is delayed a few days in port, enabling him and his select navy pals to strike out on a lucrative and adventurous, if shady, enterprise.</p>

Suggested Unit: 8 American sailors armed with rifles, 1 shotgun & 1 BAR

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Jasper Gutworth International Scoundrel</p> <p>Field Craft: 3 Luck: 7 Driving Ability: 5 Arms: A small, concealed pistol- max range 8", 4 shots.</p> 	<p><u>Overweight and out of shape:</u> Jasper enjoys fine food a little too much. He moves 3" slower than the normal movement rate except for a combat move which remains the same.</p> <p><u>Self-preservation:</u> Jasper always looks out for himself. He leads from the rear so must lag behind any unit he is with. If being followed he will stay in the middle of his unit. He may not charge, preferring to hang back and shoot his enemies (in the back if possible). If a unit he is with breaks, Jasper gets 2" of extra movement while routing.</p> <p><u>Sixth sense:</u> If he moves within 12" of a trap or hidden enemy roll D10. If die roll is 2 or less he is told he has a bad feeling that something is not right. Sixth sense also helps in poker.</p>	<p>Educated, erudite and cultured, Jasper is a study in contrasts as he is also a dangerous criminal with many nasty habits. His immense size betrays his gluttony but his silky outward manners mask a consummate and ruthless con-man.</p> <p>Jasper prefers to play the chess-master, using his intelligence to con others into doing his dirty work while arranging for the lion's share of the profit to fall to him.</p> <p>Jasper's main flaw is that he overestimates his own intelligence and will usually make a critical mistake that will cost him the game. As such he remains at large and still looking for his 'big prize'.</p>

Suggested Unit: 6 cheap & desperate hoods armed with pistols

Game Notes:

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Bronstein Professional bodyguard and low level spy for hire</p> <p>Field Craft: 5 Luck: 6 Driving Ability: 7 Arms: His large, mallet-like hands & a small pistol</p> 	<p><u>Strong Like Ox:</u> It will take 3 wounds to kill Bronstein. He ignores his first wound result. A killed result still kills him. Anyone hit by Bronstein in hand-to-hand combat adds +1 to their wound table die roll.</p> <p><u>Grappler:</u> Bronstein prefers to make non lethal hand-to-hand attacks. He gets +1 to his base hit number for Non-lethal hand-to-hand attacks. A ‘to hit’ die roll of 1 to 3 always results in his target being grappled. Bronstein may smother a grappled opponent. Roll a D10 if the result is from 1 to 4 his opponent becomes unconscious.</p> <p><u>Nearsighted:</u> Bronstein’s dark glasses are actually prescription lenses. His field craft rating is accordingly low.</p>	<p>A mercenary and spy, Bronstein is a man without a country despite his thick, eastern European accent. If there are ace spies, he is not one of them. Bronstein specialises in petty black marketeering, theft and money laundering. Occasionally, he is employed as a courier by nefarious organisations.</p> <p>Bronstein is a man for hire who doesn’t ask questions and isn’t interested in any causes except himself. No job is too low as long as the money is right. “Anything for a ruble”.</p> <p>Bronstein is humourless and exhibits a nasty temper when drinking-which is most of the time.</p>

Suggested Unit: 8 gangsters armed with concealed weapons, knives & pistols

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Professor Jones Brilliant Archaeologist</p> <p>Field Craft: 6 Luck: 8 Driving Ability: 4 Arms: none normally</p> 	<p><u>Inspired Leadership:</u> Jones is truly admired by his followers for his knowledge and single minded sense of purpose. Any unit directly under his command gets a +2 modifier to their base morale point (He must be with the unit when the morale check is made).</p> <p><u>Misplaced Trust:</u> The professor has the bad habit of assuming everybody shares his noble thirst for knowledge above all else. He can sometimes fall victim to unscrupulous types with ulterior motives. [“There is a temple on that mountain Sahib, and only I can lead you there,” grinned the dirty beggar with the gold tooth.] If Jones fails his field craft roll he must believe the story he is told and act accordingly.</p>	<p>Professor Jones is a scholar driven by his thirst for new discoveries. His passion for uncovering the past has taken him to every remote corner of the world, regularly risking his life and the lives of those who have joined his risk-fraught expeditions.</p> <p>The Prof. is head of the School of Medieval Metaphysics at a respected New England university. His specialty is of course archeology but he is also a master of many languages. When encountering indigenous populations, Jones receives a D10 roll. A result of 4, 5, 6 indicates that he can communicate ‘pidgin style’. e.g. “Me big medicine man, look for plenty large juju place back jungle”. A result of 1, 2, 3 indicates an ability to communicate fluently.</p> <p>Professor Jones is not a fighting man but he is tough and adapts quickly.</p>

Suggested Unit: 6 students (some rifles or pistols), 1 native guide, 2 armed guards w/rifles

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Shanghai Mike No#1 Tong Gangster</p> <p>Field Craft: 7 Luck: 7 Driving Ability: 6 Arms: revolver & big kung-fu</p> 	<p><u>Blind in right Eye:</u> Mike is missing an eye and may not shoot at or spot any enemy units on his right side.</p> <p><u>Sixth sense:</u> Mike has good instincts for survival and may detect any enemy or hidden traps that he has not seen. If he is within 12" of the danger. He uses a field craft of 4 for this test. If this test is passed he is told that he has a bad feeling about something.</p> <p><u>Legendary Fighter:</u> Mike is a master of Martial Arts and may fight up to 8 opponents at once in hand-to-hand combat. He must be alone, not part of unit. He attacks by first rolling against each enemy, one at a time until he misses. Each hit enemy figure rolls for damage. Any surviving enemy may fight back.</p>	<p>Chinese gangster, Shanghai Mike is the ruthless head of the local Tong, with fingers in almost all of the illegal rackets in China Station. He owns the infamous Fan Tan Club, one of the lowest dens of iniquity anywhere in the east.</p> <p>Mike's interests include smuggling opium and guns, white slavery, extortion and trading in black market goods. He always has his ear to the ground and there isn't a crook in China Station who can pull a job without Mike's boys coming around to extract 'squeeze', inevitably led by led by Mike's right hand man, the sadistic Big Head Yang.</p> <p>Mike is also thought to be the ugliest man in town, a fact he is quite sensitive about.</p>

Suggested Unit: 10 Tong armed with knives, pistols or hatchets

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Nick Carson Rugged American Jack of all Trades</p> <p>Field Craft: 7 Luck: 8 Driving Ability: 6 Arms: revolver, machete & bull-whip</p> 	<p><u>Speaks Many Tongues:</u> Nick may lead or rally Chinese troops that are fighting with or allied to the same side as he is on.</p> <p><u>Strong Like Ox:</u> Years of heavy labour have toned Nick's muscles. It will take 3 wounds to kill him. He ignores his first wound result. 'Killed' results will still kill him.</p> <p><u>Master of the Whip:</u> Nick's bull-whip is 7 ft. long and he may make 2 attacks per turn when using it. He may attempt to disarm an opponent with his whip. The disarm Hit number is 2. If the disarm roll fails but the result is 6 or less, a normal hit has occurred and the target figure is suppressed.</p>	<p>Nick Carson has suffered from incurable wanderlust since his discharge from the army after the Great War. An archetypal loner, he never returned home because of a war-time 'dear-john' letter from his childhood sweetheart fiancé.</p> <p>Nick is a tough, no-nonsense kind of guy who quickly earns the respect of fellow working men of all races. While often low on funds, his integrity is never up for sale.</p> <p>Nick has had many careers both on land and off, resulting in a great range of skills. His only constant companion is his faithful bull-dog Brutus.</p>

Suggested Unit: 10 local laborers armed with shovels, machetes & a few firearms

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Throg the Neanderthal Warrior Chief of the Blood Drinker Tribe.</p> <p>Field Craft: 7 Luck 8 Arms: Club, spear & mighty thews of iron.</p> 	<p><u>Extremely Strong:</u> Figures hit by Throg in hand-to-hand combat add an additional +1 to their wounds table die roll.</p> <p><u>Extremely Sneaky:</u> If Throg or his unit begin a game in ambush they remain off table until they attack. An enemy attempting to spot them has their field craft reduced to 1. Throg or a unit he is leading may sneak up on an enemy. Every turn he is moving through any terrain except open or water he must roll his ½ his field craft or less to remain unseen. If he fails this die roll he has been spotted.</p> <p><u>Brave Warrior:</u> Throg will always be the first figure moved into hand-to-hand combat. He checks morale separately and has +1 added to his base morale point</p>	<p>Throg is the Alpha Male of the Blood Drinker Tribe. He rose to this position by killing his predecessor and has killed 3 subsequent challengers so far. Strong and fierce, he fears nothing and holds his position of chief by virtue of cunning and strength. As a warrior and hunter he has no rival. However, this does not mean he can rest easy. The only member of the tribe who comes close to challenging Throg's iron rule is the shaman One Eye. Throg distrusts the crafty One Eye who has his own cadre of loyal warriors.</p> <p>Brutish he may be, Throg is slightly more intelligent than most of his fellow tribe members. Throg is also very protective of his tribe will challenge any man or beast that threatens his people.</p>

Suggested Unit: 10 Neanderthal warriors armed with spears & clubs

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Professor Milo Milktoast Loopy Lepidopterist</p> <p>Field Craft: 5 Luck 8 Driving Ability: 6 Arms: A butterfly net....</p> 	<p><u>Can't Swim:</u> Professor Milktoast never liked the water and now if he finds himself in deep water he must roll a 1 to keep from drowning.</p> <p><u>Absent Minded:</u> Milktoast spends so much time thinking of his butterflies he is usually oblivious to his surroundings and possible dangers. The Professor and any unit he is with must move before any other unit.</p> <p><u>Gymnastics:</u> This a skill earned by crawling out onto many a tree-limb in pursuit of rare specimens. When he is performing a gymnastics move, those shooting at him have -2 subtracted from their base 'to hit' number. He may use gymnastics moves 5 times during a game.</p>	<p>With thick glasses and obsessive enthusiasm Milo Milktoast sets off to brave the hazards of the wilds in order to bring back specimens of the worlds various butterflies. His main goal is to finally prove the existence of the fabled Carnivorous Monarch.</p> <p>When he sees a likely quarry, Milktoast forgets all else and sets off in pursuit leaving the rest of his party behind. He once chased a promising specimen through the suburbs of London for ten blocks before discovering it was only Newton's common moth.</p> <p>Roll d10 every turn. 10 indicates that a specimen has been spotted. Use Random Direction Template. Continue to roll a d10 and a result of 7 or more means he has captured his prey and can return to his group, if he can find them.</p>

Suggested Unit: 4 Western safari types armed with hunting rifles, 6 native bearers w/spears

Game Notes:

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PRP Stats	PRP Character Traits	Background and Motivation
<p>The Dragon Lady Seductress & Femme Fatale</p> <p>Field Craft: 6 Luck: 7 Driving Ability: 5 Arms: Knockout drops, 9” Hair Pins</p> 	<p><u>Persuasive Charms:</u> The Dragon Lady may use her feminine charms to beguile or control any male figure in the game. She must be adjacent to her target. She must roll 4 or less to charm her target. If successful the target figure will believe any suggestion or carry out any orders the Dragon Lady gives, pending the GM’s approval.</p> <p><u>Lousy Sense of Direction:</u> The Dragon Lady spends all her time in town. She tends to get lost out in the country. If she is moving through any non-open terrain and is not on a path use the random direction template to determine the direction she wander off to</p>	<p>The Dragon Lady runs the House of Fallen Flowers. An establishment of ill-repute it is also used as a criminal safe house where kidnap victims and illicit goods are held. She is also an adept of the art of blackmail.</p> <p>Leader of a small Tong organization, Dragon Lady cooperates with the other criminal organizations of China Station. She maintains a low profile so is usually above suspicion whenever the authorities begin searching for missing persons or stolen goods.</p> <p>The Dragon Lady will use her considerable female charms to help her to accomplish her goals.</p>

Suggested Unit: 8 Tong gangsters w/ guns & knives and a few exotic bad girls

Game Notes:

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Seigfreid Holtz Ruthless Adventurer</p> <p>Field Craft: 5 Field Craft: 5 Luck: 6 Driving Ability: 6 Arms: Rifle and Revolver</p> 	<p>Sure shot (with pistols): Seigfreid adds +2 to his base hit number if he is shooting with pistols.</p> <p>Clumsy: Anytime he or a unit he is with is charged Seigfreid must roll a D10 against his luck. If this roll is failed he has gotten a bad case of the shakes and has dropped his weapon (your choice if he was currently holding 2). He may either pick it up next turn or may make non-lethal hand-to-hand attacks. If he passes his luck roll he manages to keep his weapon in his sweaty grip.</p>	<p>Seigfreid has claimed many professions; archaeologist, historian and scholar among them. In truth he is a self-educated man who does have an extensive knowledge on many subjects but his true dedication is the quest for fame and riches.</p> <p>Stealing priceless artefacts is his main pursuit. While preferring legitimate means (because they are safer) he will resort to black mail and murder if necessary to achieve his goals. Back stabbing is his preferred tactic.</p> <p>Seigfreid has wealthy sponsors eager to add the items he seeks to their private collections. He can draw from a large numbered bank account to fund his globe trotting adventures, hiring planes and mercenaries when required.</p>

Suggested Unit: 10 Scruffy local mercenaries armed with assorted firearms.

Game Notes:

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Chun-Kee Warlord Captain & #1 Nephew to Chun-King</p> <p>Field Craft: 9 Luck: 6 Driving Ability: 3 Arms: Sub-Machinegun</p> 	<p><u>Eagle Eye:</u> Chun-Kee has very good vision. His field craft roll reflects this trait.</p> <p><u>Mechanical Incompetence:</u> Chun-Kee does not understand machinery and tends to lose patience when it does not work. Anytime he attempts to start an engine he must roll a D10. On a die roll of 8 or more the engine will not start. If he attempts to repair an engine he must roll a D10. If the die roll is 7 or more he has broken something important and the engine may not be started for the rest of the game.</p>	<p>Chun-Kee is Chun-King's nephew and is considered the most loyal underling on the Warlord's staff. His loyalty is rewarded by being given many critical tasks by his uncle.</p> <p>Fiercely proud, Kee believes in the old customs and considers saving face for the family his most important duty. Chun-Kee hates all western devils and is, in fact, three times the soldier his Uncle is. Only family loyalty keeps him in his place.</p> <p>Chun-Kee will usually follow his Uncle's orders to the letter unless he believes different actions will protect family honour or will provide an opportunity to punish the demanding western devils.</p>

Suggested Unit: 9 Warlord soldiers armed with rifles, 1 heavy machinegun.

Game Notes:

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Captain Barns USN, of the American river gunboat San Mateo</p> <p>Field Craft: 6 Luck: 6 Driving Ability: 6 Arms: 45 service automatic (which once belonged to his father)</p> 	<p><u>Missionary Zeal:</u> Captain Barnes believes God is watching over and protecting him. He has +2 added to his base morale point. He checks morale separately from the rest of his unit. He is known to spend much time reading the good book and preaching to his crew about the twin evils of loose women and alcohol.</p> <p><u>Extreme Morality:</u> Captain Barnes strong beliefs keep his morals higher than the rough crew he commands. Neither he nor any unit his is commanding may shoot at routing enemies. He will not allow any prisoners to be mistreated. Prisoners may be released as long as they promise to behave from now on.</p>	<p>Captain Barnes is new to China and believes that the East should become like America. He is brave and has a strong sense of fair play, law and order. He will not knowingly take part in illegal activities though his limited knowledge of Chinese law and custom and is often taken advantage of by his more ‘savy’ underlings.</p> <p>On shore, he avoids the seedier parts of town, preferring the company of missionaries and the Foreign Ladies Choral Society. Barns habitually attends Sunday services. If he is far enough up-river he will take it upon himself to spread the word of god and attempt to recruit a few new souls into the fold.</p> <p>(Using Bob Hope’s voice), “It’s a good thing Barns is in the navy because they’re used to wet blankets.”</p>

Suggested Unit: 6 rifle armed sailors, 1 lewis gun, 1 sailor w/shotgun, 2 w/sub-machine guns

Game Notes:

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Bertie Brook-Smythe Wealthy Big Game Hunter</p> <p>Field Craft: 9 Luck: 8 Driving Ability: 6 Arms: An expensive, hand crafted hunting rifle with telescopic sight (+4 to regular rifle range)</p> 	<p><u>Tracker:</u> Bertie is skilled at following animals and humans. He may stalk wild animals or will know if a unit recently passed. The GM will determine if any tracks exist and where they are.</p> <p><u>Big Game Hunter:</u> Bertie's profession is hunting large animals and he is an experienced shot. When he hits an animal the animal adds +3 to its wound table roll. If the die roll is greater 10 the animal is dead.</p> <p><u>Abrasive Personality:</u> Bertie tends to put people off with his loud and domineering personality. Any unit he is with has -2 subtracted from their base morale point. If the bearers abandon camp and run off in the night it wouldn't be the first time for Bertie.</p>	<p>Bertie is one of those fellows whose very existence is the reason so many natives hate the white man. An arrogant buffoon to many, Bertie remains a proficient outdoorsman and a tough character.</p> <p>Bertie is the brother-in-law of Professor Milktoast. He helps to fund Milo's expeditions and is leader of these safaris. Extremely wealthy from the ivory trade, Bertie is a man who needs danger and excitement like other men require food. His support of Milo's career has nothing to do with science but is based on his unquenchable desire for action. He also isn't averse to uncovering lost treasure or ancient ruins that he can plunder.</p> <p>Bertie has a beautiful daughter whom he always takes on his adventures.</p>

Suggested Unit: 4 varied Europeans w/rifles, 1 native guide w/musket, 6 native bearers w/spears
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PRP Stats	PRP Character Traits	Background and Motivation
<p>Lo Fat Trusted Peasant Leader</p> <p>Field Craft: 4 Luck: 8 Driving Ability: 3 Arms: Sword & Martial Arts</p> 	<p><u>Huge Joss:</u> If his first luck roll is 1-3 he has Huge Joss and he may re-roll any failed luck rolls for the remainder of the game.</p> <p><u>Ancient Training:</u> Lo Fat's martial arts training enables him to fly up to 12" in a turn or he may run up walls. He may use these special moves 4 times in a game. He may not shoot while using these special moves but may attack in hand-to-hand combat.</p> <p><u>Impetuous:</u> Lo Fat prefers to fight in hand-to-hand combat. When he is within charge range of an enemy he must roll 5 or less to remain under the control of the player. Otherwise, Lo Fat must declare a charge during the movement phase.</p>	<p>As the local militia leader, Lo Fat takes his position very seriously. He has strong anti-western feelings but is not too thrilled by the ravages of the greedy warlords either. He dreams of the day when the common people of China will control their own fate.</p> <p>Lo Fat is well known and trusted by the local peasants and is considered a good and honourable leader. As the peasants think so highly of him, it is not difficult for Lo Fat to form them into effective, though under equipped, defensive units.</p> <p>He tries to placate the dangerous warlord troops when they come into his district, if only to protect his people from their rapacious looting, but he is less civil towards the ever scheming westerners.</p>

Suggested Unit: 10 peasant militiamen w/swords & spears. Some may have older fire-arms.

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PRP Stats	PRP Character Traits	Background and Motivation
<p>One Eye Slinking Neanderthal Shaman</p> <p>Field Craft: 6 Luck: 6 Driving Ability: n/a Arms: Staff w/tiger skull</p> 	<p><u>Sacred Person</u>: One eye has traditional spells he may use to aid his tribe. These spells may be cast once per game and are in effect for one turn only.</p> <p><i>Bravery</i>: the target unit must be in line of sight. When cast this unit will automatically pass any morale checks they must take for this turn</p> <p><i>Heal All Wounds</i>: One Eye must be in contact with the target figure. The spell will reduce a wound to suppressed or remove a suppressed result altogether.</p> <p><u>Blind in Right Eye</u>: One Eye can not spot or fight enemy that are on his right side.</p>	<p>One Eye is the shaman of the Blood Drinker Tribe. He has his own loyal following of warriors who will obey his orders if even if they go against the tribe's war-chief Throg.</p> <p>One Eye is aware that there are outsiders who are different from the members of the Blood Drinkers tribe and he despises them all. He prefers to kill any outsiders who happen to wander into the lands of the Blood Drinkers. He knows secrets to summon ancient horrors that he can sometimes control and send off to do his bidding. He is content to let any chieftain rule as long as they do not interfere with him.</p>

Suggested Unit: 10 or so ferocious sub-humans armed with clubs and spears.

Game Notes:

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Jenny Curtis Bold Aviatrix</p> <p>Field Craft: 8 Luck 8 Driving (Piloting) Ability: 8 Arms: Automatic Pistol, Bull Whip</p> <div style="text-align: center;">  </div>	<p><u>Bush Pilot:</u> Jenny's crate can land or take off in 24" of clear flat terrain anywhere on the table.</p> <p><u>Master of the Whip:</u> Jenny's whip is 6' long and she can make 2 attacks per turn. She may attempt to disarm an opponent with her whip. The hit number is 2. If the die roll misses but is 6 or less then a normal hit has occurred and the target figure is suppressed.</p> <p><u>Extreme Morality:</u> Her mother taught Sunday school and as such, Jenny has higher morals than most westerners. She will not shoot at retreating enemy units. She will not kill or torture prisoners. Any unit she is leading has the same restrictions while she is with the unit.</p>	<p>Jenny is the precocious only daughter of General "Bullwhip" Curtis, commander of the U.S Army Air Corp in the Far East. She inherited her mother's looks and her ferocious father's iron will. While her folks would like nothing better than for Jenny to find a suitable officer husband and settle down to have children, Jenny only craves adventure in the air and seeks it anywhere her wings can take her.</p> <p>Jenny has access to any plane in American service as she un-officially ranks as the Air-Corps top test pilot. As well, the contemporary aircraft of foreign powers are no challenge for her expert piloting skills.</p> <p>Jenny has numerous frustrated suitors both military and civilian.</p>

Suggested Unit: 10 local civilians chaffing beneath the yoke of an oppressive warlord and yearning for freedom. Pitchforks and old muskets would seem likely.

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Big Head Yang Sadistic Tong Thug</p> <p>Field Craft: 8 Luck 8 Driving Ability: 4 Arms: Meat Cleaver & rope</p> 	<p><u>Expert Torturer:</u> Yang is an expert in the art of extracting information or extortion booty. The prisoner under Yang's control must roll a D6 every turn they are at his mercy. The first roll they can resist his demands on a 3 or more. 2nd-4 or more, 3rd -5 or more. 4th- 6 only. A result of 6 always indicates death in the case of non-PRPs.</p> <p><u>Martial Arts Expert:</u> Big Head Yang has a basic hit number of 8 for hand-to-hand combat. He attacks before his enemies may fight back.</p> <p><u>Lousy Sense of Direction:</u> Big Head tends to get lost outside of town. If he is moving through non-open terrain and is not following a path or road use the random direction template to determine which direction he will wander.</p>	<p>The Tong use fear to maintain power and the most feared of all Shanghai Mike's gang is the sadistic Big Head Yang. Yang is second in command under Mike but first when evil deeds are afoot.</p> <p>Yang takes great pleasure in bullying the local populace and because he is a big man there are few among the locals who would dare stand up to him.</p> <p>Big Head Yang is adept at extracting 'squeeze' and information and he is skilled in the use of ropes and knives. His weakness, however, is his superstitious nature. Yang is a firm believer in the demons and devils of Chinese mythology. He will flee in a blind panic at the first sign of something which appears to be ghostly or demonic.</p>

Suggested Unit: 10 tong gangsters armed with hatchets & knives

Game Notes:

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Lady Jane Adventurous Heiress</p> <p>Field Craft: 8 Luck 8 Driving Ability: 5 Arms: custom built hunting rifle</p> 	<p><u>Sure Shot:</u> Lady Jane is a sure shot with a rifle. Any time she is shooting with a rifle she adds +2 to her basic hit number.</p> <p><u>Dapper Dan:</u> Lady Jane may prefer to rough it out in the wild but she is still a lady. She is always concerned about her appearance and tires to avoid messy situations such as going through mud. After any type of a fight Lady Jane should inquire if her hair looks ok still.</p> <p><u>Big Game Hunter:</u> when Lady Jane hits an animal it adds +3 to its wound table die roll. If the modified roll is grater than 10 the animal is immediately killed.</p>	<p>Wealthy adventuress Lady Jane uses her vast inheritance to roam the globe seeking adventure. Safaris in distant lands and expeditions seeking fabled treasures are her specialty.</p> <p>Jane is fluent in many tongues and is a lot tougher than most men assume from her girlish good looks.</p> <p>Lady Jane has befriended local inhabitants in the many lands that she has travelled to and can call on them for information or rely on them to help her out of a tight spot.</p> <p>Upright and honest, Lady Jane finds making friends easy no matter what part of the world she is in and is more comfortable in a canvas tent on the banks of a crocodile infested river than with the London high society from which she hails.</p>

Suggested Unit: 4 faithful native bearers w/rifles, 6 more w/spears

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Merrick Von Stroheim Banished Hollywood Director</p> <p>Field Craft: 5 Luck 8 Driving Ability: 5 Arms: A commanding voice and piercing eyes.</p> 	<p><u>Inspired Leader:</u> Von Stroheim's bigger than life personality is truly admired by his devoted followers. He exhibits a manic charisma and bravery in the single minded pursuit of his art. Any unit directly under his command gets a +2 modifier to their base morale point. (He must be with the unit when the morale check is made).</p> <p><u>Over Weight and Out of Shape:</u> Von Stroheim has spent too much time in the director's chair and has put on a lot of weight. He moves 3" slower than normal move rates except for a combat move which remains 4". He has -1 subtracted from his hand-to-hand combat base hit number.</p>	<p>The bombastic Von Stroheim, exiled from Hollywood for reasons familiar to those who read the scandal sheets, is in China filming his magnum opus, the epic "Lilly of the East" featuring his star Vera Veller. This feature has ballooned into roughly 14 hours of edited film and is massively over budget.</p> <p>Chronically short of funds, Stroheim always has an eye out for new investment capital. Legalities are not an issue.</p> <p>Von Stroheim also clings to the silent film medium, believing that the talkies are a passing gauche fad. At the best of times his temper is bad. Heaven help the fool who suggests that sound might improve his picture.</p>

Suggested Unit: A devoted film crew with assorted extras and laborers. Some firearms may be present.

Game Notes:

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Skip Barry Canuk Bush Pilot for Hire</p> <p>Field Craft: 6 Luck: 8 Driving (Piloting) Ability: 8 Arms: automatic pistol</p> 	<p><u>Fast Runner:</u> Skip used to run bootleg liquor and quickly learned that speed was essential to stay ahead of the law. He uses the native movement table rates.</p> <p><u>Bush Pilot:</u> Skip's aircraft can land or take off with 24" of clear flat terrain anywhere on the table.</p> <p><u>Overly Optimistic:</u> Skip tends to see the silver lining in any situation regardless of how bad things really are. He will always try to raise the spirits of his companions and is the last one to rout. If Skip is with a unit and it routs he must be placed at the rear of the unit where he is most likely to be first attacked by any pursuing enemy.</p>	<p>Ace pilot Skip Barry is a Canadian that flew during the Great War with the Royal Flying Corps.</p> <p>Returning home after the war he was unable to settle into the mediocrity of civilian life and work. His restless spirit brought him back to the freedom of flying. For a time he make a living running bootleg liquor into the United States but trouble soon followed and Skip jumped a tramp steamer bound for China, just ahead of the Mounties and some peeved gangsters.</p> <p>Arriving in China, Skip found that there was a call for experienced pilots in the nationalist forces. Skip made enough money to buy his own plane and when he starts to run low on funds there are always more willing clients.</p>

Suggested Unit: A conglomeration of friendly locals or troops loyal to his employer.

Game Notes:

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PRP Stats	PRP Character Traits	Background and Motivation
<p>Name: _____</p> <p>Description: _____</p> <p>Field Craft: __</p> <p>Luck : __</p> <p>Driving Ability: __</p> <p>Arms:</p> <p>_____</p>		

Unit:

Game Notes: