

For converting into your favorite RPG rules.

Main NPC

Milava Eleonora Baranov, Wife of Simon

Milava Eleonora Baranov was just an ordinary Russian peasant near Smolensk in 1723 C.E., when a strange man appeared in her life. He was charming, and told her stories of fantastic worlds that were beyond belief. When he put a small, white pyramid-like crystal into her hand, it flashed and a thrill went up her arm. After that, he courted her and promised to show her the wonders of the universe. Finally, after he provided an ample dowry to her parents, he wedded her and together they travelled the Fringepaths.

She did see many wonders and sights. She also learned how to use a carbine and grenades. She was a crack shot and could take out opponents at long range when she had to. All the while she was nursing her babies. All her children know what a rifle shot sounds like and what kick it has.

When they settled down in the Pocket Stop, she was the one that found a place to build their compound and coordinated the building of its defenses. She is the tactical genius of the family, and head farmer.

Attributes:

Strength	Fair	Intelligence	Average
Constitution	Fair	Wisdom	Average
Dexterity	Good	Charisma	Good

Experience: Journeyman

Health: Average

Skills:

Shooting: Master

Knowledge (Farming): Expert

Knowledge (Tactics): Expert

Persuasion: Very Skilled

Equipment:

Heavy Rifle: A .50 cal. sniper rifle with scope nicknamed “Миротворец” AKA “The Peacemaker”.

Light Pistol: 9mm pistol, ammunition for both.

When in combat mode, she wears high tech body camouflage armor, ranked Medium.

When not defending her family, she dresses herself in various styles that reflect a dozen different cultures. When working the fields, she opts for the more traditional dress of her home.

Mook NPC

Rattus Minions of Grizzly Bear

Sly and always ready with a quick explanation, the minions of Grizzly Bear are expert spies. They will use every method to get what they want, social, stealth, and if need be, violence. They can be both charming as well as threatening.

Attributes:

Strength	Mediocre	Intelligence	Fair
Constitution	Average	Wisdom	Average
Dexterity	Good	Charisma	Good

Experience: Experienced

Health: Average

Skills:

Persuasion, Intimidation, Notice, Burglary, Research, Sneaking, Shooting, Fighting, Climbing

Equipment:

A fine kilt, vest with many pockets for casual encounters.

Light Blade: A short knife 10cm long

Light Pistol: A one-shot .12 caliber pistol

Notebook, pencil, various small bags. Normally carries around 40 Trade Schilling, about \$60 equivalent.

When on an operation, they have a gray stealth suit for nighttime operations (+2 Sneaking), large caliber multi-shot pistol, Light Pistol, .22 caliber, 4 rounds, climbing gear (+2 Climbing), burglary tools (+2 Burglary), pry bar, and short lengths of rope, suitable for binding wrists and ankles together.

Critter

Tyrannotitan

The ancestor to the Giganotosaurus, the Tyrannotitan is a formidable predator. 3.5m tall at the hip, and between 11.4m to 12.3m long. Can move faster than a running human, and along with a wicked bite, it has long claws on its forelimbs that it also uses to attack its prey with. Known to hunt in packs of two to three individuals. The few Tyrannotitans near the Visitor Center represent the last of their species.

Attributes:

Strength	Great	Intelligence	Poor
Constitution	Good	Wisdom	Fair
Dexterity	Average	Charisma	Average

Health: Amazing

Skills:

Fighting: Expert

Intimidation: Master

Tracking: Master

Sneaking: Very Skilled

Animal Attributes:

Scaly hide: Light

Bite: Heavy

Claw: Medium

Size: Huge

