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THE ODDBALLS

BY PAUL KING

This is a group of friends who met in high school. For various reason, they were not well liked by most of the classmates, and they banded together to form their own group. They were dubbed the 'Oddballs' by their classmates because they were such a disparate group.

They all have had brushes with the law doing illegal actions. They still keep in contact with each other, sometimes assisting each other in one scam or another.

ALICIA QUINNLEY

Alicia has always been considered a geek by her peers. She prefers spending time with her computer than most other people. While not a stunning beauty, she is good looking, and there were many boys that asked her out. The occasional date led nowhere, as Alicia's mind was more on what she could do online than the here-and-now.

As she got older, the constant ridicule began to irritate her, so she began to lash out. Since most of her classmates were online, and had personal web pages, she began hacking and defacing their sites. She heard the outrage over these incidents, but no one seemed to be able to determine who was doing this vandalism.

By the time she was a junior in high school, she was able to hack into most systems and get whatever information she wanted. She was still ridiculed by her peers, but it was more subdued. People began to put one and one together: make fun of Alicia and something nasty happens to your website, email or computer.

Because of her natural computer abilities, Alicia was able to land jobs with companies in computer support and/or software creation. She didn't deal well with authority though, and was fired for

insubordination. She now spends much of her time at her parent's home hacking into commercial sites and stealing credit card numbers.

Alicia Quinnley (Smart Hero 5); CR 5; Medium-size Humanoid; HD 5d6 + 5; hp 25; Mas 12; Init +2; Spd 30 ft.; Defense 14, touch 14, flat-footed 12 (+2 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (-1 damage) or +4 ranged; FS 5 ft. x 5 ft.; Reach 5 ft.; AL Oddballs; Fort +1, Ref +1, Will +3; AP 2; Rep +2; Str 9, Dex 14, Con 12, Int 19, Wis 14, Cha 12

Occupation: Student (Computer Use, Knowledge [technology], Research)

Skills: Computer Use +21, Craft (Electronic) +14, Craft (Mechanical) +14, Decipher Script +12, Knowledge (Arcane Lore) +12, Knowledge (Earth and Life Sciences) +14, Knowledge (History) +14, Knowledge (Physical Sciences) +14, Knowledge (Popular Culture) +12, Knowledge (Technology) +15, Repair +14, Research +13

Feats: Builder (Craft [Electronic], Craft [Mechanical]), Dodge, Educated (Knowledge [Earth and Life Sciences], Knowledge [History], Knowledge [Physical Sciences], Knowledge [Technology]), Gearhead

Talents (Smart Hero): Exploit Weakness, Plan, Savant (Computer Use)

Possessions: Wealth +6, notebook computer (upgraded)

Appearance: 5'5", 137 lbs., shoulder-length brown hair, brown eyes

GEORGIANA RICHARDS

Georgiana was a child star on a soap opera for several years. However, she aged and soap needed her role to stay young, so she was replaced. This caused her to be a bit bitter towards the entertainment industry, as she liked all the attention she was receiving.

As she got older, she discovered that her good looks still got her attention, especially from the guys. She was a popular person because of her good looks...though there were several girls that hated her because of it. She was able to breeze through school not because of her brains, but because she was able to con teachers in taking it easier on her.

After high school, Georgiana began running scams. “Hi, I’m collecting for Make-A-Wish...”, “Hi. My brother has cancer, and I’m trying to collect money for his treatments...” and the like. She almost got caught by the police when some people began to complain, but she was able to fast talk her way out of that incident.

She now spends her time doing small-scale scams in the rural and sub-urban areas where people are a bit more naïve and trusting.

Georgiana Richards (Charismatic Hero 5); CR 5; Medium-size Humanoid; HD 5d6 - 5; hp 18; Mas 9; Init +0; Spd 30 ft.; Defense 12, touch 12, flat-footed 12 (+2 class); BAB +2; Grap +1; Atk +1 melee or +2 ranged; FS 5 ft. x 5 ft.; Reach 5 ft.; AL; Fort +2, Ref +3, Will +1; AP 2; Rep +7; Str 9, Dex 10, Con 9, Int 14, Wis 10, Cha 18

Occupation: Celebrity (Bluff)

Skills: Bluff +15, Disguise +14, Gamble +2, Gather Information +14, Intimidate +14, Knowledge (Behavioral Sciences) +10, Knowledge (Popular Culture) +10, Knowledge (Streetwise) +10, Perform (Dance) +14, Perform (Sing) +14

Feats: Confident, Creative (Perform [Dance], Perform [Sing]), Deceptive, Renown, Trustworthy

Talents (Charismatic Hero): Charm, Dazzle, Fast Talk

Possessions: Wealth +9,

Appearance: 5’10”, 154 lbs., waist-length red hair, green eyes

JONATHAN GRANGER

Jonathan has been a ‘jock’ for most of his life. All throughout school he played football, from Li'l Gridders on up to being the captain of the varsity football team. Not a very personable young man, Jon used his physical presence to cow people. It was through this intimidation that he became the captain of the team...folks were afraid what he'd do to him if they didn't nominate him for the position

His high school had an Army JROTC program, which his father, another physical person, ‘encouraged’ his son to join. He did so, and his physique became even more honed than it was from years of football. He liked the physicality of what the Army presented that, after graduation, he enlisted.

Jon spent a few years in the Army, honing his body more. He fell in love with the firepower of the M16, and spent time perfecting his ability to shoot the rifle. He still bullied people into doing what he wanted them to, and this was his downfall. Finally, several people in his company had enough of his torment and the turned him into the First Sergeant. For his actions, he was court martialed and given a Dishonorable Discharge.

When he got home, his father read him the Riot Act for his actions. Not in the mood to put up with his father's berating yet again, Jon beat his father to a bloody pulp and moved out.

Jonathan Granger (Strong Hero 3 / Soldier 2); CR 5; Medium-size Humanoid; HD 3d8 + 2d10 + 10; hp 38; Mas; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13 (+1 Dex, +3 class); BAB +4; Grap +7; Atk +8 melee (1d6+5 non-lethal unarmed) or +8 melee (1d4+5 lethal unarmed) or +6 ranged (2d8+2 M16A2); FS 5 ft. x 5 ft.; Reach 5 ft.; SQ Weapon Focus (M16A2), Weapon Specialization (M16A2); AL Oddballs; Fort +6, Ref +4, Will +1; AP 2; Rep +0; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 8

Occupation: Military (Knowledge [Tactics], Survival)

Skills: Climb +9, Demolitions +5, Intimidate +3, Jump +6, Knowledge (Tactics) +10, Survival +8, Swim +6

Feats: Advanced Firearms Proficiency, Brawl, Combat Martial Arts, Improved Brawl, Personal Firearms Proficiency

Talents (Strong Hero): Improved Melee Smash, Melee Smash

Possessions: Wealth +6, M16A2

Appearance: 6’2”, 243 lbs., light brown hair in a crew cut, brown eyes

RAFAEL MORALES

Rafael comes from a rather affluent family. To his parents sorrow, he did not follow in their footsteps and study to become a doctor. He has always liked fast cars, and was taking his father's car out on joy rides even before he turned 16. When the family got a helicopter, he pestered his parents until they finally relented to let the pilot teach him how to fly.

He spends his days mostly at the local race track, entering whenever he can. As a way to appease his parents, he flies helicopter for the local EMT service.

Rafael Morales (Fast Hero 3 / Speed Demon 2); CR 3; Medium-size Humanoid; HD 5d8 - 5; hp 21; Mas 8; Init +3; Spd 40 ft.; Defense 18, touch 18, flat-footed 18 (+3 Dex, +5 Class); BAB +3; Grap +3; Atk +3 melee or +6 ranged; FS 5 ft. x 5 ft.; Reach 5 ft.; SQ hit the weak spot, uncanny dodge 1; AL Oddballs; Fort +0, Ref +8, Will +1; AP 2; Rep +1; Str 10, Dex 17, Con 8, Int 12, Wis 11, Cha 14

Occupation: Adventurer (Drive, Pilot)

Skills: Balance +9, Drive +14, Jump +2, Knowledge (Popular Culture) +7, Knowledge (Streetwise) +7, Pilot +14, Repair +9, Tumble +11

Feats: Acrobatic, Personal Firearms Proficiency, Vehicle Dodge, Vehicle Expert, Vehicle Specialization (Civilian Cars) Talents (Fast Hero): Improved Increased Speed, Increased Speed

Possessions: Wealth +6,

Appearance: 5'7", 135 lbs, swarthy skin, black hair slicked back into a pony tail

ROBERT MICHAELS

Robert is petty thief. He has been in and out of juvenile hall more times than he cares to admit. At an early age, he began lifting items off of teachers and fellow students, and shoplifting at the local stores. His antics have not changed since school. However, he has learned to be a bit more careful in his thieving, because he doesn't want to go to jail.

Robert Michaels (Fast Hero 5); CR 5; Medium-size Humanoid; HD 5d8; hp 26; Mas 10; Init +3; Spd 35 ft.; Defense 18, touch 18, flat-footed 18 (+3 Dex, +5 class); BAB +3; Grap +4; Atk +4 melee (1d4/19-20 knife) or +6 ranged (2d6 Beretta 92F); FS 5 ft. x 5 ft.; Reach 5 ft.; AL Oddballs; Fort +1, Ref +6, Will +1; AP 2; Rep +1; Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 9

Occupation: Criminal (Hide, Sleight of Hand)

Skills: Balance +11, Escape Artist +13, Hide +13, Knowledge (Streetwise) +10, Move Silently +13, Sleight of Hand +13, Tumble +11

Feats: Dodge, Mobility, Nimble, Personal Firearms, Run, Stealthy

Talents (Fast Hero): Evasion, Increased Speed, Uncanny Dodge 1

Possessions: Wealth +6, Beretta 92F

Appearance: 5'9" 164 lbs., short black hair, green eyes

STEPHEN ABBOTT

Stephen is the son of a poor farmer, and has always had a bit of a wild streak in him. He wasn't well liked in grade school or most of junior high because his hygiene wasn't that great and he smelled.

As a way to vent his frustrations from lack of friendship, he joined the boxing team. This allowed him to beat people up, and get away with it...for the most part. He was cited several times for unsportsmanlike conduct for hitting below the belt and hitting the back. This didn't stop him from continuing such tactics when the referee wasn't looking.

However, by his sophomore year, he gained popularity because of one important reason: he could host keggers on his dad's farm without being harassed by adults. Stephen discovered that he liked beer, and became drunk at almost all such events.

He spends his time now doing odd security jobs, roughing folks up that get in his way and drinking his paycheck away.

Stephen Abbott (Tough Hero 4 / Bad-Ass Barroom Brawler 1); CR 5; Medium-size Humanoid; HD 4d10 + 1d12 + 10; hp 43; Mas 14; Init +0; Spd 30 ft.; Defense 14, touch 14, flat-footed 14 (+4 class); BAB +4; Grap +7; Atk +9 melee (1d8+3 non-lethal unarmed) or +9 melee (1d4+3 lethal unarmed); FS 5 ft. x 5 ft.; Reach 5 ft.; SA Streetfighting +1d4 1/round; SQ DR 2/-, rage 1/day; AL Oddballs; Fort +6, Ref +1, Will +2; AP 2; Rep +1; Str 17, Dex 10, Con 14, Int 10, Wis 12, Cha 9

Occupation: Rural (Handle Animal, Survival)

Skills: Bluff +1, Craft (Mechanical) +3, Drive +3, Handle Animal +1, Intimidate +3, Knowledge (Streetwise) +3, Survival +9

Feats: Brawl, Combat Martial Arts, Improved Brawl, Streetfighting

Martial Arts Styles: Boxing (Strength)

Martial Arts Maneuvers: Body Blow

Talents (Tough Hero): DR 1/-, DR 2/-

Possessions: Wealth +6,

Appearance: 5'4", 212 lbs., no hair, hazel eyes

BLACK DRAGON CLAN

The Black Dragon Clan has heard about the exploits of the Oddballs, and is about to approach them to see if they would be interested in joining. They are a small gang at the moment, but are seeking to increase their ranks and the area they control. Founded by Ki Lo Ni, he is always looking for people of talent to recruit.

KI LO NI

Ki Lo Ni was born in Hawaii of Japanese immigrants. While his father tried to instill in his son the value of a trained mind and body using martial arts, Ki preferred the all-out style of Kajukenbo.

Ki was involved in numerous street fights on the islands. Some thought he was trying to win an invite to the Hanmei. It is unknown if such an invitation occurred, but many doubt it.

The third time one of his street fights was broken up, Ki ran, because he knew he'd go to jail if caught again. He fled to the mainland of the US, and has been doing enforcer type jobs for various gangs. He has now recently started his own gang, the Black Dragon Clan, and is seeking new members.

Ki Lo Ni (Strong Hero 3 / Kajukenbo Master 3 / Banger 10); CR 16; Medium-size Humanoid; HD 16d8 + 16; hp 91; Mas 12; Init +2; Spd 30 ft.; Defense 25, touch 23, flat-footed 24 (+1 Dex, +3 Str, +9 class, +2 equipment); BAB +13; Grap +16; Atk +18 melee (1d8+5/19-20 non-lethal unarmed) or +18

melee (1d4+5/19-20 lethal unarmed) or +14 ranged (2d6 MAC Ingram M10); FS 5 ft. x 5 ft.; Reach 5 ft.; SA Streetfighting +1d4 1/round; SQ Commission, Contraband, Gang Signs, Ganglord, Street Cred, Turf +3; AL Excitement, Blood In Blood Out; Fort +13, Ref +8, Will +5; AP; Rep +15; Str 16, Dex 13, Con 12, Int 12, Wis 10, Cha 14

Occupation: Adventurer (Move Silently, Survival)

Skills: Bluff +12, Climb +9, Concentration +8, Drive +6, Intimidate +12, Jump +9, Knowledge (Current Events) +11, Knowledge (Streetwise) +11, Move Silently +5, Sense Motive +10, Spot +10, Survival +4

Feats: Brawl, Brute, Combat Martial Arts, Home Turf, Improved Brawl, Improved Combat Martial Arts, Information Network, Leadership, Streetfighting, Thrill Seeker

Martial Arts Styles: Kajukenbo

Martial Arts Maneuvers: Ridgehand

Martial Arts Masteries: Accurate Punch 1, Accurate Punch 2

Talents (Strong Hero): Improved Melee Smash, Melee Smash

Possessions: Wealth +23, light undercover shirt, MAC Ingram M10

Appearance: 5'2", 132 lbs, short dark hair, dark brown eyes

FEATS USED

Home Turf (from Blood and Guts: Inside Vossberg Supermax) – +1 to hit and +2 to following skills in home territory: Gather Information, Hide, Knowledge (Streetwise), Knowledge (Tactics), Navigate, Spot, Survival

Information Network (from Blood and Fists: Hong Kong Knights) – Each follower the character devotes to keeping tabs on things grants a +1 to Gather

Information or Spot skill checks. However, there will still be costs associated for information, so the character must still pay the usual “fee” to obtain information.

Leadership (from Blood and Fists: Hong Kong Knights) – Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.

MARITAL ARTS STYLES USED

Boxing (from Blood and Fists) – You are proficient in punch attacks and suffer no attacks of opportunity when making such attacks. You provoke no attacks of opportunity for Grapple attacks and may feint as a Move action. This feat adds Bluff and Intimidate to your list of class skills. Boxing is an external style whose attacks are modified by either Strength or Dexterity (chosen when you first take this feat). Boxing is a non-aesthetic martial art.

Kajukenbo (from Blood and Fists: Hong Kong Knights) – You are proficient in punching and kicking attacks and are considered armed when making such attacks. This feat adds Balance, Bluff and Intimidate to your list of class skills. Kajukenbo is an external martial arts style whose attacks are modified by Strength. Kajukenbo is a combination style that contains elements of Karate, Jujutsu, Kenpo and Kung Fu

MARTIAL ARTS MANEUVERS USED

Body Blow (from Blood and Fists) – Each time you hit with this attack, the target suffers normal punch

damage and must make a Fortitude save (DC 15 + your strength modifier). Failure means the target takes a –1 Dodge penalty to her Defense for the rest of the encounter. Like Dodge bonuses, these penalties stack. Every five rounds (30 seconds), the target “recovers” one point of Defense until her Defense returns to normal. The target’s Defense may not be reduced below her flat-footed value by this feat. However, if the target’s Defense *is* reduced to its flat-footed value, she is flat-footed for all combat purposes until she manages to recover at least one point of Defense. You may only use this feat once per round, but you may make additional, non-Body Blow attacks, provided that you have the ability to make multiple attacks. *Special:* Characters with the Endurance feat gain a +4 to their saving throws against this maneuver’s effect.

Ridgehand (from Blood and Fists) – Your punch damage is increased by one die size (e.g. from 1d6 to 1d8), and you add one-and-a-half times your Strength modifier to the damage. You may only use this feat once per round, but you may make additional, non-Ridgehand attacks provided that you have the ability to make multiple attacks.

MARTIAL ARTS MASTERIES USED

Accurate Punch 1 (from Blood and Fists) – You gain a +1 Base Attack Bonus to the designated attack.

Accurate Punch 2 (from Blood and Fists) – You gain a +1 Base Attack Bonus to the designated attack.

CLASS ABILITIES EXPLAINED

Gang Signs – You add your banger levels to the roll of any Knowledge (streetwise) skill check dealing with gangs, including checks to identify gang signs.

Street Cred – At level, the banger adds his Reputation bonus to Charisma skill checks in his home turf, or in situations involving others of his chosen allegiance(s), including those with the gang affiliation feat. These skills include Bluff, Diplomacy, Gather Information, and Intimidate.

Turf - Gangs have carefully defined turf and defend it viciously often marking their turf with gang signs in the form of graffiti. The banger adds this bonus to attack and skill bonuses granted by his home turf feat. Obviously, this means that one gang can expand its power by expanding the size of its turf or reducing the turf of a rival gang and this is often the source of gang warfare.

Contraband – One of the advantages of “rank” in a gang is control over illicit sales of contraband. Depending on where your character’s turf is, this could be drugs on the neighborhood corner, or cigarettes in a prison where smoking is prohibited. You add your reputation bonus to your wealth score.

Commission – You have entered the ruling council of your gang’s organization and you may, in consultation with the other members of the commission, order murders and otherwise influence gang affairs. You add half your banger level to your reputation when dealing with characters that possess a gang allegiance as well as those who possess the gang affiliation feat. Your control over contraband sales also adds this bonus to your wealth.

Ganglord – You are a very high-ranking member of your criminal gang and only other characters that have the ganglord class ability will dare question your decisions. You add your banger level to your reputation and your absolute control of large segments of contraband sales adds your banger level to your wealth as well. You may also kill members of your own gang with impunity, suffering no leadership penalty for the deaths of your fellow gang members (see the Leadership feat for more information).

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