

FLASH GORDON

ARCHETYPES





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DWARF — “FLISK”

Ever since the brutal battle with the hawkmen that took the life of Prince Roga, son of King Nurid, the ruling body of the mountain dwarfs has been left in some disarray. While a call for revenge against the hawkmen initially motivated your people to find ways to strike back against Vultan and his band of winged warriors, the unifying voice of the Earthman known as Flash Gordon convinced you all to channel your anger and turn, instead, against Ming the Merciless, the venomous spider at the center of the web that has been responsible for so much pain and bloodshed.

You recently set out on foot with a small band of elite mountain dwarf champions in search of elusive pockets of freedom fighters with whom you hope to ally yourselves and aid in the effort to eventually dethrone the emperor.

As your people spend most of their lives in torch lit caverns deep beneath the planet's surface, you tend to be highly suspicious of others, but once trust is gained, you prove to be a reliable ally.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d6, Persuasion d6, Stealth d6, Survival d4

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Airsick, Cautious, Clueless

Edges: Extraction

Gear: S-shaped boomerang (Range 10/20/40, Damage: Str+d6), short sword (Str+d6), 400M.

Special Abilities:

- **Low Light Vision:** Dwarf eyes are accustomed to the dark of their original subterranean homelands. They can see in all but pitch black conditions and ignore attack penalties for Dim and Dark lighting.
- **Small:** Dwarfs average about four feet tall. Their diminutive size subtracts 1 from their Toughness.



GIANT — “JAQAMOBAN”

You, like so many of your fellow southern polar giants, often found yourself at odds with the rash and egomaniacal attitude and actions of your king, Naquk, but because of his fanatical loyalty to Ming the Merciless, few (unlike yourself) have dared to oppose him. Those who do speak out have no choice but to then flee the frozen kingdom, settling far out of Naquk’s reach, forever branded a traitor to the frozen kingdom and the empire.

Due to your size, it is nigh impossible to disappear among the smaller folk of the equatorial kingdoms. While some of your kind seem happy to accept the many challenges (everything from ducking through doorways to squeezing into man-sized vehicles), other giants opt for lives of contemplative isolation in mountaintop hermitages.

You have chosen to keep traveling, living like a fugitive on the run and occasionally assisting the Freemen whenever the opportunity presents itself.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d6

Skills: Athletics d8, Fighting d10, Intimidation d6, Notice d4, Stealth d6

Cha: -2; **Pace:** 6; **Parry:** 7 or 6 (axe);

Toughness: 10 (1)

Hindrances: All Thumbs, Phobia (Minor — Open Water), Wanted (Major — Treason)

Edges: Brawny, Frenzy

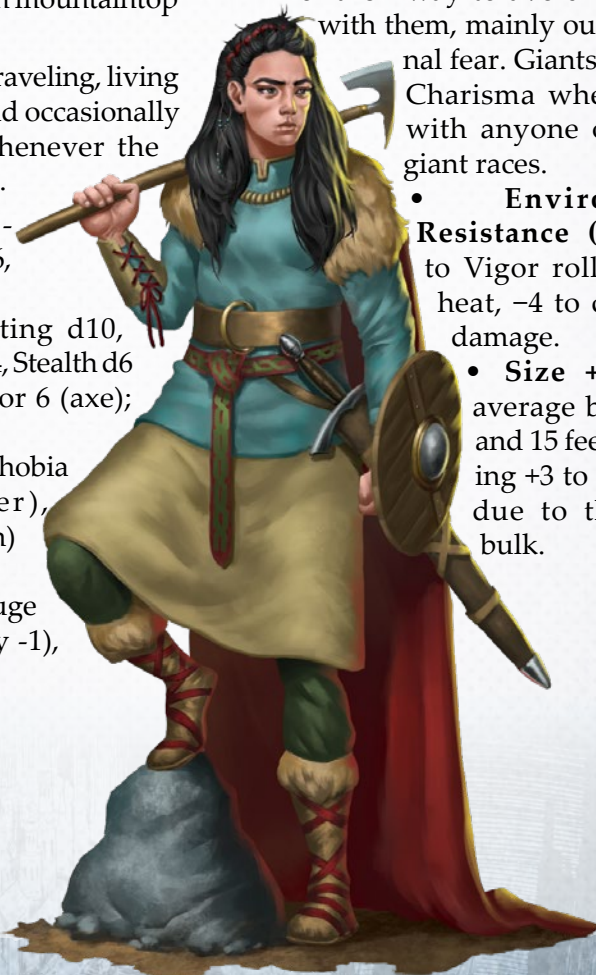
Gear: Leather armor (+1), huge axe (Str+d10, AP 1, Parry -1), 350M.

Special Abilities:

- **Big:** Giants are -2 to use equipment and weapons designed for smaller beings (if a Trait roll is required). Equipment and resources for their size (including food) cost double the listed price. Lastly, giants cannot wear gear sized for smaller races, including armor.
- **Environmental Weakness (Heat):** -4 to Vigor rolls to resist heat, add +4 to heat-based damage.
- **Outsider:** Most giant races keep to the cold extremes of Mongo, rarely venturing into the more populated areas. When they do, they tend to stick out like sore thumbs, towering over most others. Because of this, many people find giants frightening and often go out of their way to avoid interacting with them, mainly out of irrational fear. Giants suffer a -2 Charisma when dealing with anyone other than giant races.

• **Environmental Resistance (Cold):** +4 to Vigor rolls to resist heat, -4 to cold based damage.

- **Size +3:** Giants average between 12 and 15 feet tall, gaining +3 to Toughness due to their great bulk.



HAWKMAN — “RYLA”

While you were but a nestling when Ming first claimed the throne, you have grown up to witness both the subjugation of your people as well as the rising tide of rebellion that has spread through Sky City since Flash Gordon and his allies convinced your king to join the fight.

Now, you are a lieutenant in the First Lancers, the greatest fliers in Vultan's army, and with that lofty and respected position, comes a great number of responsibilities, especially for someone like you who divides your time between proudly serving in the Sky City air force and secretly contributing to the underground efforts of the Freeman.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d8

Cha: +0; **Pace:** 6; **Parry:** 6 or 7 (spear); **Toughness:** 7 (1)

Hindrances: Impulsive, Loyal, Obligations (Major—First Lancers)

Edges: Brawny, Steady Hands

Gear: Leather armor (+1), Light pistol (Range 12/24/48, Damage 2d6, RoF 1), spear (Str+d6, Parry +1, Reach 1), 500m.

Special Abilities:

- **Flight:** Hawkmen can fly at their basic Pace and have a Climb of 0.
- ***Note:** Ryla's leather armor, Light pistol and spear were received from her enlistment in the First Lancers.



EARTHLING — “CAPTAIN ARTIE SCOTT”

A decorated soldier in the United States Army and a celebrated member of the World Space Council, you volunteered (drew the shortest straw) to pilot a prototype, atomic-powered rocket ship (the Oppenheimer II) to discover what happened to the rogue scientist, Dr. Hans Zarkov who disappeared into outer space some time ago.

Once free of Earth’s gravitational field, you detected and then pursued a faint trail of energized quantum particles that led you across the gulf of space and onto the surface of an alien world. Beyond your spacecraft’s hatch, you quickly discovered that you felt invigorated by the primal planet’s highly oxygenated atmosphere and empowered by its reduced gravity.

Back on planet Earth, some of your army buddies often jokingly referred to you as “Great” Scott and never before has this felt more appropriate.

Now allied with a band of Tropicant rebels (as well as the vivacious, raven-haired Princess Admira), you are certain that your search for Zarkov will soon prove successful and with his help, you just might be able to get off this strange planet and return home.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d6, Persuasion d6, Piloting d8, Shooting d6, Stealth d6

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

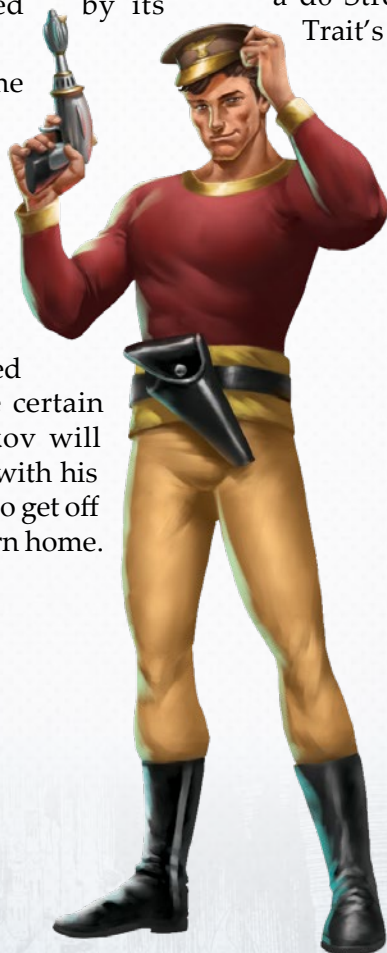
Hindrances: Amorous, Heroic, Obligations (Minor—Find Zarkov)

Edges: Ace, Attractive, Rocket Jock

Gear: Clasp knife (Str+d4), ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1), goggles, 260M.

Special Abilities:

- **Gravitationally Graced:** Mongo is approximately one half the diameter of Earth but has a slightly lower gravitational density. Visiting Earthlings start with a d6 Strength. This increases the Trait’s maximum a step as well.



LION MAN — “THEMBA”

You played the subjugated obedience game long enough, and after years of bowing and scraping to Ming’s sadistic whims, you are now a wanted lion man. It isn’t that you just decided to turn your back on the empire; it’s that you once singlehandedly dispatched an armed band of Ming’s secret police, tearing their throats out with your own paws. They had threatened to harm members of your pride, even aggressively restraining one of your cubs. And when all was said and done, you stood trembling over their shattered bodies, their blood dripping from your claws and one of your eyes horrifically burned out of its socket by a ray gun blast.

They say that time heals all wounds and while your eye is long gone, the empty socket hidden away beneath a leather eye patch, the mental scars of that vicious, adrenaline-fueled attack will never fade. Knowing that you are capable of such rage, you withdrew from your pride, assumed an alias, and became a free agent, selling your claws to the highest bidder, especially when the desired targets are linked to Ming. You are frequently approached by members of the Freeman and asked if you might be interested in working for them in a more permanent capacity, and while those offers have been tempting, you are content to continue to work for whoever offers the heaviest purse of gold mingols.

At least for the time being.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4, Shooting d6, Stealth d8, Streetwise d4, Tracking d4

Cha: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: Greedy (Minor), One Eye, Stubborn

Edges: Ambidextrous, Berserk

Gear: Leather armor (+1), Atom pistol (Range 5/10/20, Damage 2d10, RoF 1, HW), 175M.

Special Abilities:

- **Claws:** Lion men have retractable claws that do Str+d6 damage.
- **Low Light Vision:** The eyes of lion men amplify light. They can see in all but pitch black conditions and ignore attack penalties for Dim and Dark lighting.

• **Racial Enemy:** Lion men and shark men are hereditary enemies suffering -4 Charisma when dealing with each other.

• **Size +1:** Lion men are slightly larger than average sized Mongonians.



LIZARD MAN — “YITHANIR”

They hate you. They’ve always hated you. Not your own people, but the rest of them. The ones from the surface. They fear you and believe you will do them harm and maybe even eat them if given half the chance.

They’re not wrong.

Your subterranean kingdom, ruled by the Grand Dragon, is a mystery to most of Mongo and you all prefer it that way.

However, not all lizard men wish to continue like this. Some of you have been overcome by curiosity knowing there’s a whole world up there to be seen, touched, and tasted. It’s not that those with the desire to leave the Kiran caverns are forbidden to do so, it’s that for many, the safety and security of the nest is more than enough. Beyond the cave mouths lie untold dangers. It is better to remain in the dark tunnels, only venturing outside when the larders need replenishing.

But you are curious and you have witnessed Ming’s cruelty firsthand. Every third month, well-armed and well-armored imperials enter the tunnels and capture lizard men for use in the fighting pits. You have watched as friends have been dragged off in cruel nets, stunned to unconsciousness with shocksticks, never to be seen or heard from again.

The last time that happened, you followed them out and watched as they boarded their airships and rocketed west to Mingo City. You crouched in silence for what seemed like hours and then opted to set off by foot on a fool’s errand to rescue those prisoners from Ming’s clutches.

And what makes you think that you alone could make a difference? Because you were born with rare talents. Talents of the mind that make you special and perhaps capable of finding and freeing your reptilian comrades from their cells.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d6
Skills: Athletics d8, Fighting d8, Notice d4, Psionics d8, Stealth d6, Survival d4, Thievery d6

Cha: -2; **Pace:** 6 or 7 (fork); **Toughness:** 7 (2)

Hindrances: Cautious, Curious, Vow (Minor—Rescue prisoners of Ming)
Edges: Arcane Background (Psionics)

Psionic Powers: *Confusion, fear, healing.* **Power Points:** 10

Gear: Fork (Str+d8, Parry +1, Reach 1), 425M.

Special Abilities:

- **Armor:** Thick warty skin grants them +2 Armor.
- **Environmental Resistance (Heat):** Vigor rolls made to resist the effects of heat are made at +4 and damage from heat or fire-based attacks is reduced by 4.
- **Environmental Weakness (Cold):** -4 to Vigor rolls to resist cold, add +4 to cold-based damage.
- **Natural Weapons:** The claws, tails, and teeth of the lizard men allow them to scratch, slap, or bite in combat for Str+d4 damage. Lizard men can make an additional Fighting attack with their tail but suffer the normal multiple action penalty.
- **Outsider:** The reputation and habits of lizard men make them unwelcome company among all but their own kind. They have the Outsider Hindrance, suffering -2 Charisma with any but their own kind.
- **Wall Walkers:** Lizard men can move up any rough horizontal surface at their normal Pace. When hunting they often cling to stalactites and drop down on their prey from above.



MONGONIAN — “SERGEANT VELGIS”

You were born into a middle class family of gem sellers in Mingo City and grew up pledging your allegiance and obedience to the imperial flag of Ming the Merciless. Eventually, after years of schooling, you set your sights on the military, joining the army in the hope of following in your grandfather's footsteps and becoming a tank mechanic and driver, perhaps even a member of the Fifth Company, Ming's crack desert legion.

After months of training, your dream came true and eventually you were off driving armotanks in the Fiery Desert and engaging with guerrilla fighters. At first, you proudly obeyed your superiors and won battle after battle until your uniform began to hang heavy with medals, but things changed once maneuvers took you into populated areas and the victims at the barrels of your guns began to resemble innocent families and even children while larger targets transformed from bunkers and ammunition stores into private residences and schools.

You were finished with military life and when the opportunity presented itself, you climbed out of your burning tank and walked off alone into the desert, an apparent casualty of war. Unfortunately, your actions did not go unobserved and a superior officer (and long-time rival), Captain Maki, witnessed your desertion and has taken it upon himself to hunt you down.

While your parents know that you still live, they happily keep your secret as well as one of their own: not long after you enlisted, your mother and father became acquainted

with Count Bulok of the Freeman and now help equip various revolutionary cells with untraceable power crystals for use in weapons and other devices needed in the revolt against Ming.

Because of Ming's odd mandate that no man in the kingdoms of Mongo may let his hair grow, blending in with the rest of the population has proven rather easy for you.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d8, Fighting d6, Notice d6, Persuasion d6, Repair d8, Shooting d6, Stealth d4

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

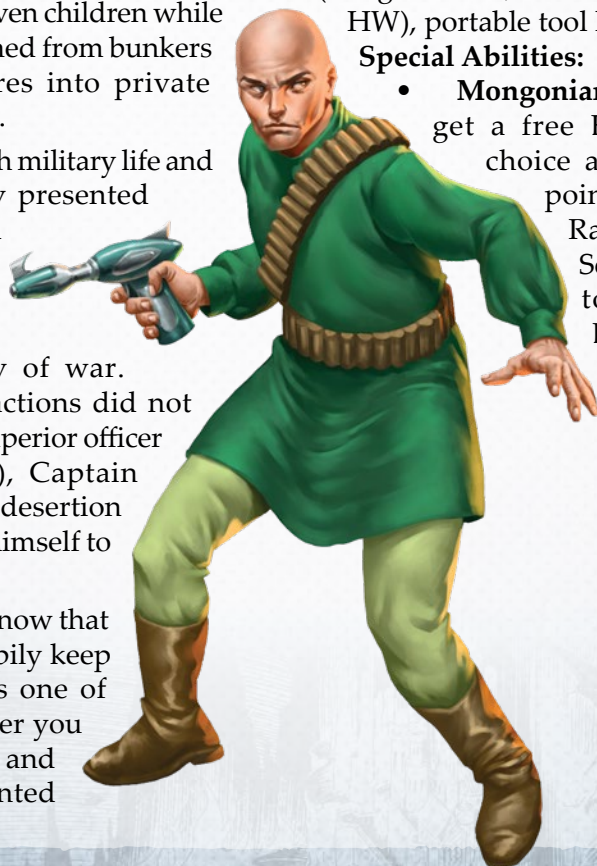
Hindrances: Enemy (Minor), Heroic, Impulsive

Edges: Ace, Danger Sense

Gear: Clasp knife (Str+d4), Atom pistol (Range 5/10/20, Damage 2d10, RoF 1, HW), portable tool kit, 35M.

Special Abilities:

- **Mongonian:** Mongonians get a free Edge of their choice and two more points of positive Racial Abilities. Sergeant Velgis took Ace and Danger Sense.



ROBOT — “MC-43-70I” AKA “ROCKY”

You were constructed and activated in Steeltown, thus your Mingo City (“MC”) prefix. Originally designed and programmed to work on the rocket assembly lines (particularly the more potentially dangerous (at least to organics) arm of the construction process), you were liberated by a group of Powermen who then reprogrammed you with the assistance of an Earth scientist named Zarkov (who you affectionately refer to as “uncle”).

You still retain all data in regards to rocket construction and maintenance (down to the last nut, bolt, and acetylene weld). Your left arm was also recently augmented with a built-in ray gun pistol, though the color doesn’t quite match the rest of your gilded, imperial paint scheme.

Encounters from previous battles have affected your systems and given you a unique understanding of sarcasm, which you use to full effect. Your skill set has made you a valuable member of the rebellion who seem to accept you as one of their own despite your synthetic make up.

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Driving d4, Fighting d4, Healing d6, Knowledge (Rockets) d6, Notice d8, Piloting d4, Repair d8, Shooting d4, Taunt d8

Cha: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 10 (4)

Hindrances: Big Mouth, Quirk (Sarcasm), Wanted (Major)

Edges: Moxie

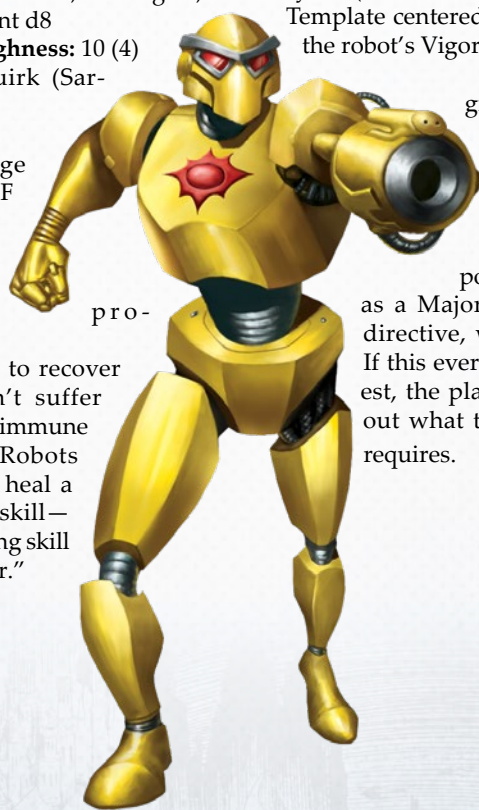
Gear: Ray gun pistol (Range 12/24/48, Damage 2d6+2, RoF 1), portable tool kit, 150M.

Special Abilities:

- **Armor:** A robot’s metal body provides great protection. They gain +4 Armor.
- **Construct:** Robots add +2 to recover from being Shaken, don’t suffer wound modifiers, and are immune to poison and disease. Robots cannot heal naturally. To heal a robot requires the Repair skill—which is used like the Healing skill only with no “Golden Hour.”

- **Dependency:** The robot must recharge via electric charging stations or power crystals at least one hour each solar day. Failure to do so results in Fatigue each day that can lead to Incapacitation. Each level is recovered with an hour of recharging.
- **Environmental Weakness (Electricity):** Robots suffer +4 additional damage from electrical attacks and have a -4 penalty to resist other electrical effects.
- **Outsider:** Most Mongonians treat robots as property rather than sentient, independent beings. Laws protecting others do not apply to them. This is a Major version of the Outsider Hindrance though robots suffer the same -2 to Charisma.
- **Programming:** Androids begin with a free d6 in one skill, representing their original programmed role. “Rocky” selected Knowledge (Rockets).
- **Self-Destruct!** Should a robot become Incapacitated it can make the ultimate sacrifice and voluntarily annihilate itself with devastating consequences. The resulting explosion destroys the robot utterly. It also inflicts 4dX damage on anyone (friend or foe) within a Medium Burst Template centered on the robot, where X is the robot’s Vigor die type.

- **Vow:** Robots are programmed with a particular purpose. Player character robots have broad directives such as serving a particular manufacturing division, kingdom, or political faction. This counts as a Major Vow to that particular directive, which must be followed. If this ever causes a conflict of interest, the player and GM must figure out what the robot’s programming requires.



SHARK MAN — “PRANASHA”

The terrible battle with the savage lion men left your city atomized and your people homeless and scattered across the globe. Some shark men reluctantly allied with the undersea kingdom of Coralia, putting aside decades of strained relations. Some still loyal to the crown swam into Ming’s arms, finding positions within his royal navy. Still others sought out the resistance known as the Freemen.

It was the inspiring words and actions of a blond-haired surface dweller from another world that led you to also sign on with the rebellion.

While the tensions between your people and the lion men remain, the promise of a Mongo without Ming at its heart has given both sides something much greater to fight for.

Perhaps someday, your people will have their revenge against those who took a w a y your home in a flash of nuclear fire, but until then, all that anger is better suited the for the shadow war against the empire.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d8, Fighting d8, Intimidation d6, Notice d4, Shooting d6, Stealth d8, Survival d4

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Big Mouth, Overconfident, Stubborn

Edges: First Strike (Improved)

Gear: Atom pistol (Range 5/10/20, Damage 2d10, RoF 1, HW), dagger (Str+d4), long sword (Str+d8), diving helmet (+3), 75M.

Special Abilities:

- **Semi-Aquatic:** Shark men are airbreathers but are well-suited for life

underwater. They can remain underwater for up to 15 minutes without air and add +2 to swimming based Athletics rolls. They typically wear specialized diving helmets of transparent metal when traveling long distances underwater. The helmets provide one hour of fresh, breathable air before they must be recharged.

- **Dependency (Water):** Shark men must immerse their bodies in water for one hour out of every 24. Those who do not are automatically Fatigued each day until Incapacitated. The day after that, they die. Each hour spent recovering in water (or via an appropriately calibrated healo-ray) restores a level of Fatigue. Shark men who must work on land for prolonged periods usually employ hydration suits that neutralize the effects of dehydration.

- **Low Light Vision:** A shark man’s underwater vision is about 10 times better than that of a human being thanks to specialized optical tissues made up of mirrored crystals. This means they ignore penalties for Dim and Dark lighting, allowing them to see clearly in all but pitch black conditions.

- **Racial Enemy:** Shark men and lion men are hereditary enemies, suffering a –4 Charisma when dealing with each other.

- **Toughness:** Shark man skin is made of a matrix of hard, tooth-like structures called placoid scales. These structures add +2 to their Toughness.

