

People are strange

BY DAVIDE FRANCESCHI



R

The following is a list of Non-Playing characters that can be used at will in your Rockopolis RPG stories. You can use them as they are presented or change them in any way that fits your needs.

Their descriptions include a Character Sheet, which outlines them according to Rockopolis RPG rules, a description of the

character and their peculiarities, and some adventure cues that include this character. Many have been the inspirations for these Characters, but none of them are meant to be a representation of any real person.

If you see similarities with someone you know... it means that you know some really strange people, let me tell you.

<i>Norman Mansfield</i>	3	<i>Jasmine Brown</i>	21
<i>Simon Darby</i>	6	<i>Danny Gibson</i>	24
<i>Talia Mosser</i>	9	<i>Daniel Minus</i>	27
<i>Ehu</i>	12	<i>Donald MacDonald</i>	30
<i>Otto Mad</i>	15	<i>William Ivory</i>	33
<i>Kaja Kellerman</i>	18	<i>Thompson Anderton</i>	36



NAME Norman Mansfield

STAGE NAME AB_Norm

EXPERIENCE 4



SOULS

1 2 3 4

METAL



PUNK



BLUES



GLAM



RELATIONSHIPS

Loves his son 3

Loves his collection of historical picks 1

Loves cutting and chopping wood 3

Hates debt collection guys 2

Hates his son's mother 2

Hates his son's stepfather 1

SKILLS

Poet

Defender

Hulk



INSPIRATION



FEATS

Fixer 1

Knowledge in the musical community 2

Knowledge in the slums 1

Convincing 1

Great Manager 1

Sound Engineer 2

Doctor 1

Meditation 1

MUSES

Bacchus 3

Ilúvatar (satanism) 2

Jökulhlaup 1

Malaphar 1

100\$

MONEY

EQUIPMENT

Collection of historical picks

Shabby camper

Axe

Framed pic of his son

3 gas tank

R

Norman is a man of about 50 years of age, very tall and strong. He has a prominent belly, and his shoulders are broad; he gives the impression of a man still in his full strength. Before he retired to live alone, he was a record producer.

His bad management of his vices, unfortunately, has also badly ruined his ability to manage the record business, ending up accumulating a lot of debts. His "6-6-6 Records" was taken over twelve years ago after his bankruptcy, despite having managed to produce a few successful records with Bands that then passed on to other producers. Norman's ability to recognize talent and guide it to the pro world was not enough to avoid the disaster caused by his addictions.

This was added to the divorce, which occurred at about the same time, after which his wife Mila prevented him from seeing his son Sam, who was only 8 years old at the time.

He tries to see him at least once a month, in secret, not resigning himself to not knowing anything about it, even though he can no longer have an active part in his life.

In recent years, in fact, the father figure father has been replaced by that of James, the stepfather.

He currently lives in a shabby campervan on the edge of a rather isolated wooded area.

All around the camper there are some cut tree trunks, in a sort of clearing whose extension is gradually growing: when Norman gets angry he goes out to chop wood, the only activity that seems to keep him under control.

The reasons for anger, unfortunately, are frequent, and Norman never lacks firewood or wood to use in any other way. Sometimes he even sells the leftovers of his "production".

He rarely receives any visit, and most of them are debt collection agents or tax collectors. Not that they ever get away with cashing anything: Norman would probably never touch a person, but he doesn't mind destroying something, and the sight of such a big man smashing things is enough to make almost anyone give up. Besides, Norman is obviously peniless, and whatever he manages to put his hands on, he uses to buy something to drink and to expand his collection of picks a little at a time. This is what he cares about most of all the messy and half-broken paraphernalia in his motorhome: an album similar to those used by coin collectors, with pockets full of picks of different shapes and colours, all meticulously catalogued by manufacturer and year of manufacture. Under some of them, a short caption illustrating which band used them and in what period. A small case with a dark velvet bottom contains the memorabilia of the collection: picks actually used by big Rock Stars, each with a small tag.

The collection is what helps Norman to reflect, sometimes even calm down. His meditation always starts and ends here.

Norman doesn't care much about his current living condition: he's far from having found peace or final balance, but here he knows he's not hurting anyone with his worst behavior, and he's perfectly capable of taking care of himself. Of course, never having a penny is a problem, especially if there is always someone ready to ask you to pay a debt.

His nickname, which he used even when he was still working on the stages, comes from the disguise he loved to wear at carnival during the happiest times of his life: big and tall, he used to dress like Frankenstein and pretended to be angry. The connection with one of the greatest comedy films of all time was almost immediate.

Adventure cues

The gift

Norman's son Sam is a rock lover. Norman has "spied on him" and has noticed that he buys Rock records and stops to listen to any street musician who plays Rock. Both Mila and James, however, hate Rock, mostly because of Norman's past and what that world (which they consider "corrupt") has caused to the family.

Norman would like to give his son a gift: having a real Rock Band playing for his twentieth birthday, which will take place within a few days. The party will be in the garden of his mother's house, and she already has a DJ for the occasion. Norman thinks the Band of the Characters would be ideal for the party, but convincing his mother is practically impossible. James could perhaps be a little more accommodating, but one thing is very important: nobody, not even Sam, must know that the gift comes from his father. If he knew, he would tell his mother, and that would cause quite a few problems. What nobody knows is that Sam has already acquired his first Muses: Jökulhlaup 1 and Bacchus 1.

Norman doesn't have any money to offer the Characters for help, but he can promise them some contacts among those he has left behind (both in music and the slums). He can, otherwise, offer to act as a sound engineer for a concert or follow the recording of an album (he is very capable), or offer to return the favor in another way.

Boomerang

Years ago, Norman had given one of the most important picks in his collection to the guitarist of a Band as a good omen. The Band, the Boar Eaters, was produced by his label and seemed to have a very promising career ahead of it. The collapse of the activity, however, happened after a short time, and the Band became partly protagonist of it: they took the already recorded tracks of one of their albums and brought them to another record company, with which they released the album, which was a good success. Maybe that record wouldn't have been enough to save Norman's label anyway, but it's since then that he would at least want to take back the pick.

The Characters could help him, in exchange for the above. Getting the pick back, though, won't be easy: the Band's guitarist jealously keeps it at home, using it only in the most important musical moments. Moreover, the whole Band is made up of rather black-hearted and not very recommendable individuals:

Carter "Big Fork" Jameson - Drummer

Metal 3, Punk 2, Blues 1, Glam 2 - Las Vegas 2, Kama Sutra 2

Christos "Javelin" Anakouli - Singer

Metal 3, Punk 3, Blues 1, Glam 1 - Malaphar 1, Berserk 3

Giulie "Adrenaline" King - Bassist

Metal 3, Punk 1, Blues 3, Glam 2 - Masoch 1, Kama Sutra 1, Mach 2

Andrew "Crunch" Weber - Guitarist

Metal 3, Punk 3, Blues 1, Glam 1 - Jökulhlaup 2, Stormbringer 1, Ifrit 2



NAME Simon Darby

STAGE NAME The White Bishop

EXPERIENCE 3



SOULS

1 2 3 4

METAL	●	□	□	□
PUNK	●	□	□	□
BLUES	□	□	□	●
GLAM	□	□	□	●

RELATIONSHIPS

Loves "Pure people" 2
 Loves himself 3
 Loves god 2
 Hates "the sinners" 3

SKILLS

Intuition
 Defender
 Stir up the souls

INSPIRATION

14



FEATS

Natural born leader 3
 Solo (homily) 3
 Great Manager 1
 Knowledge in the slums 2
 Convincing 3
 Diplomat 1
 Meditation 1
 Lawyer 1

MUSES

Ilùvatar (god) 2
 Ilùvatar (himself) 4
 Bacchus (holy wine) 1

5000\$ (+ church's financial revenues)

MONEY

EQUIPMENT

Bible
 Bible (with personal notes)

Simon is a frightening man, despite his physique and appearance. He's almost sixty years old and he's definitely tiny, but what gives him an aura of strength and fear is his unshakable faith: it's what he draws energy from, as well as his most dangerous weapon.

He holds the office of Bishop in a medium-sized town, and since he took office he has begun to gather around him a group of priests who he has then carefully sorted out in several nearby towns.

In this way he has, over the years, created a network of fanatics almost as much as him, ready to follow his directives without a blink. Practically, he has created a sect within his own religious organization.

This man is interested only in these two things: his own creed (which has taken a perverse turn from that of his original religion) and his own position within it.

He believes, in fact, that he is the last envoy of his own god, the one who has the real purpose of "straightening" a world now completely distorted.

How? By any possible means.

He divides the whole humanity into two sides: those who are with him, and those against him.

He is the most exquisite of people with those who are on his side, whether they openly admit it or have no idea of his ways and purposes, but simply share all his ideals.

He is actively committed to ensuring that the lives of those on his side are satisfying and successful: even if he is unwilling to give up a crumb of his purposes in order to achieve that result, if this commitment does not contradict his vision and does not hinder him, he is willing to take some serious burden for his followers.

With "sinners", however, he is the most inflexible of hounds.

He stalks them, undermining the social aspects of their lives, trying to weaken their moral, psychological and physical resistance, until they give in and become members of his sect.

He is not impatient: he knows very well it can take a long time to "convert" others, but his determination always makes him strive with all his might towards that goal, no matter how far it is.

Of course, it can happen that someone manages to remain immune to his efforts, but he only rarely throws in the towel.

When he finally does, it may happen that the unrepentant sinner disappears from circulation, leaving no trace.

Surely nobody will miss them.

Simon has taken it literally that the sacred texts are to be interpreted in a non-literal way.

With this idea in mind, he managed to bend every sentence, every passage, to his own will. He feels no different from those who follow the sacred scriptures sequentially: simply, he alone knows the true meaning of those words.

His relationship with Rock music?

Like everything else, music is an instrument in the hands of the only god that Simon unconsciously recognizes: himself.

Rock music represents a double-edged sword: on the one hand it's a spur to rebellion, to insolence, to rejection of the rigid commands that Simon wants to impose. He despises Rock for this.

On the other hand, precisely because of these characteristics, Rock is addressed to those who most of all risk being refractory to the teachings of the Bishop.

Being able to gain control of this music, making it an instrument of conversion, is one of the objectives that Simon has been pursuing for a long time.

During the last years, he has founded several Rock Bands whose only purpose was conversion, and he is slowly reaping what he sown.

Adventure cues

Rock campus

Simon has set up a campus with some Rock stars (all from his personal “crew”) who will form the budding rockers. The Characters have been invited, given their tendency to sin, along with many other Bands.

The formation offered by this campus, in fact, will tend to become more and more an indoctrination.

It won't be a blatant thing, on the contrary: the “Stars” will try to mask their intent as much as possible with what may seem like normal Rock “lessons”.

A careful eye, however, will detect the signs that indicate what this is really about.

One of the things that might arouse suspicion, for example, is that none of those present can in any way leave campus or communicate with the outside world.

Will the Characters be able to learn something, or will they first have to try to escape or defend themselves in some way from the assaults (including physical assaults, if the psychological ones don't work) by Simon's followers?

Slave of the lord

Simon, months ago, decided it was time to move on to more decisive and effective methods with a girl he had been trying in vain to convert for some time.

He had her kidnapped and kept her in one of the many buildings that the church owns in the city. No one knows exactly how many buildings the cult to which he belongs owns, and few people would dream of ordering a sweeping search of these premises.

A superficial investigation is the best one can expect, and that is exactly what happened, without being able to find a trace.

Simon's smart.

The young woman is treated with all respect, but it is impossible for her to leave the building, which is watched by some of the members of Simon's private sect. He visits her himself whenever he can, trying to carry on his work of persuasion.

He has kidnapped the girl because, despite his being impenetrable to any kind of sexual attraction, he is convinced that the girl's incredible beauty hides an angelic nature. His conversion therefore becomes an absolutely personal matter for Simon: if he could succeed where not even god succeeded (in the conversion of the beautiful rebel angel, Lucifer), Simon would know he could even overcome what is written in the sacred texts.

He could even write his own, strong in the conviction that he has now reached a higher degree than that of the god he worships.

The girl's family, a young rocker, has never resigned itself to the disappearance of her daughter, just as the Characters, former Band mates of the victim, have not. Since they already had problems with Simon in the past, they never trusted him. And they're perfectly right not trusting him, even if just on an unconscious level.

NAME Talia Mosser

STAGE NAME Iron horse Lady

EXPERIENCE 5



SOULS

1 2 3 4

METAL	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
PUNK	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
BLUES	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
GLAM	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RELATIONSHIPS

Loves Rock 3
Hates Rock 3
Loves fighting 2

SKILLS

Flash
Hulk
Defender
Chest Beating
Metal Energy



INSPIRATION

2

FEATS

Pilot 3
Gunfighter 3
Fixer 3
Lawyer 1
Lockpicker 2
Convincing 3
Athlete 3
Knowledge in the slums 3
Natural born leader 3

MUSES

Spartacus 1
Jökulhlaup 1
Berserk 1

2000\$

MONEY

EQUIPMENT

Motorcycle
Motorcycle wear
Metal bars
Military equipment
Lockpicking tools

R

Talia is a very strong woman. Not only in her physique: her temperament makes her the most fearsome leader of a motorcycle gang that many have ever seen.

She's in her 40s, and she has a background in the special forces of the army. She fought for a few years, then retired (some say after stealing a large sum of money from a war booty) and started working as a bounty hunter.

Her training and her inclination to consider everyone around her as tools to achieve her goals made her a deadly machine at hunting down and smoking out her targets.

Talia doesn't admit it with many people, but she also loved that job because she liked the feeling of locking her prey in a corner and watching them despair as their end became more and more clearly inevitable.

It was during one of these "hunts", as she called them, that she came across the main body of what is now her gang: those criminals were certainly not up to her height, but their attempts to save themselves had amused her and even engaged her a bit. She liked it.

It was a shame that people like that ended up behind bars over a few bucks. Under her guidance, she thought, they could become much more skillful and make much more money.

And so it was: instead of bringing them to justice, Talia took under her "wing" that group of people who, since then, have started to respect her without ever ceasing to be terrified by her.

This is how Talia runs the gang (which, over the years, has gathered many other more or less capable criminals, many of them women): what counts above all else is her authority. No one would dare to challenge her: whoever has tried to do so has ended

up with such an end that new attempts are absolutely out of the question.

Talia is no fool, though: she knows when it's time to loosen the strings a little and let her gang vent. That's why she sometimes does what some parents do with their children: she takes them to the playground and leaves them free to do what they want.

Sure, for this gang a playground is a small town, a few hundred souls practically helpless in the face of the brutality of those people, but for her this makes no difference.

Riding her bike, she takes them to the country chosen as a victim, then leaves them alone for three days.

When she returns, the gang has let off enough steam, and once back at the main office, Talia's authority returns to being what dominates everything and everyone.

It can happen that some members don't come back from these "out-of-town trips". For Talia this is not a problem: the important thing is that the reason is that those who are missing are simply lifeless.

No one abandons Talia and leaves on their own two feet.

Only once has it happened, and it still burns her so badly that she represses any attempt to do the same with hellish fury.

Talia loves Rock.

It's the only thing that can unleash her, make her forget the inflexible military that has always been in her mind.

That's why Talia is also afraid of it.

Complete disinhibition is something she shuns all her life, and is, among other things, the main cause of the only betrayal she has ever suffered without being able to take revenge. With these premises, Talia tries to limit herself to listening to songs that she likes but doesn't drive her crazy, played by good but not awesome bands.

The biggest risk for a Rock Band is to be TOO MUCH appealing for her.

Adventure cues

The concert

Talia had a chance to listen to the Characters' Band, and she loved it. Almost too much. Almost.

She decided that it's better not to listen to it again, she prefers not to take unnecessary risks, but chance would have it that just one of the days when she gives her gang the "free ride", the Band plays in the city that has been chosen as a "sacrifice". Tough luck, huh?

Talia decides to stay and listen to the concert, to finally decide whether she likes the Band too much or not. If she decides for "too much", it could be a big problem for the Band.

Luckily for The Characters, the gang absolutely doesn't want Talia to stay in town. That day is their only chance of freedom in about six months, and having their boss around absolutely ruins that chance.

So they may decide to help the Band get rid of Talia's problem... or they may consider that getting rid of the Band is the best way to solve the problem.

It's up to the Master to decide which way the gang will choose and to the Players to decide how to deal with that.

Rivals

Arriving in the city where she has established her gang's headquarters, Talia has annihilated and kicked out the gang that previously resided there. Nothing new, it's quite a common practice.

The leader of the expelled gang, however, is a relative of one of the Characters, and is trying to organize to try to regain his position in the city.

He has the support of other gangs from other cities, though virtually none of them will ever openly take sides against Talia if a direct confrontation should occur.

The woman's fame is capable of holding off anyone who might want to intervene.

The boss "in exile", therefore, will also ask for the help of the Band, aware of the biker's weak point.

In exchange, he will promise the Characters a series of concerts at various biker's club venues around the country. There are dozens and dozens of possible dates, a real national tour with a huge audience.

Given the fame of those clubs, the reward is definitely worth it.

Going up against Talia and openly confronting her, though, is a risk that few sober people would take.

No problem for the Characters, then: even not considering the Muses, you could hardly call them "sober".

NAME Ehu

STAGE NAME God of Rock

EXPERIENCE ∞



SOULS

1 2 3 4

METAL
PUNK
BLUES
GLAM

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

INSPIRATION

14



FEATS

WHATEVER YOU CHOOSE

RELATIONSHIPS

Loves Rock 10

SKILLS

ALL OF THEM

MUSES

ALL OF THEM (fixed value = 3)

Does it really need it?

MONEY

EQUIPMENT

Do you think it will need it?



Ehu is a god. A God of Rock, to be precise. Not THE God of Rock, because there isn't only one. It's just one of many, and its description applies to every other one. It can happen, sometimes, that we talk about "the Gods of Rock". In these cases, many people mistakenly think that we are referring to those artists who have marked the history of Rock, and in some cases this may be true, but sometimes the reference is to real gods who have in Rock their sphere of action and influence.

A God of Rock is born, or maybe it's better to say "takes shape", when one or more Bands begin the road to a success that will make them milestones in the history of music. The God of Rock does not know, however, which Band(s) is/are its own, and wanders the world in search of the reason of its birth.

When it manages to find "its" Band, this will break through and achieve undying fame. When it can't find it, unfortunately, the Band will face a difficult life, in the shadow of other less talented but luckier formations, without ever receiving the right recognition. At least, not until the God finds them.

If it succeeds only after the Band has dissolved, the success will be posthumous, like when some great artists are "rediscovered" too late.

What are the "powers" of a God of Rock? First of all, a God of Rock inspires musicians: when a God of Rock is nearby (or, even better, in the audience of a concert), whoever plays Rock experience an increase in their abilities. They will be able to perform more complex songs, at speeds previously not possible and with a sound worthy of the greatest. Even without the need for Inspiration, the Rocker in its presence will be as they have always dreamed of being. A God of Rock, moreover, can give musi-

cians the inspiration (not the Inspiration) necessary to compose songs destined to become eternal.

Finally, a God of Rock is a master of every instrument, a perfect performer and a supreme connoisseur. A God of Rock is, to all intents and purposes, an absolutely perfect rocker, and in terms of play he has all the skills related to all Souls.

Unfortunately, a God of Rock is also the sum of all the vices and flaws of a Rocker. A God of Rock, in fact, has ALL Muses at fixed level 3 (they can neither rise nor fall: a God can never be completely prey to a Muse).

In addition, a Rock God is incredibly uneven and unreliable. The Souls of a God of Rock do not remain unchangeable: every day, the Master will roll 1 D6 for each Soul. The result will be the value of that Soul for that day.

Yes, a God of Rock can have a Soul with a value of 5 or 6. It's a God, after all.

There are a lot of questions about the Gods of Rock.

What other powers do they have?

Do they have a gender?

Do they eat and sleep?

Can they die?

Can they fall in love?

Do they poop?

Do they get along with other Gods of Rock?

Can they have children with humans?

What about animals (given Zeus' track record, better to ask)?

What about other Gods of Rock?

If there are Gods of Rock, are there also Gods of Pop, Soul, Reggae and Trap? No, come on, not Trap...

Unfortunately, none of these questions has a certain answer, also because practically no one is aware of the existence of these incredible beings.

It will be up to the Master and, why not, the Players to decide and/or discover the truth behind these crazy beings.





Adventure cues

The doubt

Ehu is looking for its band.

It has been wandering around for years, driven by a call as strong as its own essence, and finally feels it has come close to its goal.

Too bad it can't really understand if the Band it's been looking for since it was "born" is the one of the Characters or another similar Band, which operates more or less in the same area. It's been observing the two Bands for some time, but it just can't realize what its life goal is.

So it makes a decision. Reveal itself to the two Bands and let them show it everything they can do.

The Band that will be able to convince it is destined to a bright career and will be able to leave a huge and deep footprint in the history of Rock. The other one will remain just one of the many.

Will the Characters be able to convince it or will they see the opportunity of their life fade away before their eyes?

Genie in a bottle

Ehu has been kidnapped.

Who knows how, a Band has managed to realize its nature. They haven't yet discovered all the details of this incredible being, but they have understood that as long as it's with them, the performances will be incredibly better and the resulting success will be much greater than they could ever achieve with their own strength.

For the Band, that's enough.

The Band that kidnapped it is certainly not the one that Ehu is looking for, so it's not its destiny to mark Rock history, but until the God is able to free itself Ehu can't dedicate any time to its innate search.

How do you imprison a God of Rock?

And how does a God of Rock behave when it is a prisoner?

How was it possible that the Band understood the nature of the being they decided to kidnap?

It will always be up to the Master and the Players to find the answers to these questions. They may also find the answer to another question: can a God of Rock, for the gratitude of having been saved by a kidnapping, change its deepest and innate nature and recognize the Band who saved it as "its own" Band, the one it has been seeking to bring eternal success upon?

Who knows...

NAME Otto Mad

STAGE NAME Summer of love

EXPERIENCE 5



SOULS

1 2 3 4

METAL	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
PUNK	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BLUES	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GLAM	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RELATIONSHIPS

Loves Rock 3
Loves Rock Bands 3
Hates lounge music 2

SKILLS

Metal energy
Blues energy
Punk energy
Glam energy

Rockopolis

INSPIRATION

5

FEATS

Brilliant guitarist 3
Solo 1
Covers lover 2
Knowledge in the musical community 1

MUSES

Stormbringer 4
Bacchus 3
Spartacus 1
Mach 1

200\$

MONEY

EQUIPMENT

Guitar
Headphones
Walkman
Bus keys
Gun
Lighter (he's had it since 1997)
Something to drink or to swallow

R

Otto is just an overgrown kid, a 29-year-old man who still has the approach to life of a primary school child. Curiously enough, that's the same age of the children he accompanies to school every day.

A huge fan of any Metal Band and a fine connoisseur of all things Rock, Otto can't go long without listening to music from the headphones he always keeps on his head. Headphones that are always connected to a cassette walkman, now many years old.

Listening to Rock is his main occupation even when he does his daily work: despite being the bus driver who takes the kids to the local primary school, in fact, his concentration will be more and more busy following guitar solos than watching the road.

Add to this his well-known addiction to narcotics and hallucinogens, as well as a far from academic interest in alcohol, and you have the best school bus driver ever seen.

If you're still in doubt, remember that while he is not a particularly skilled driver, Otto will never disdain a speed challenge. Sure, the vehicle he has at his disposal is what it is, but he will always do his best to make his opponent eat his dust.

After all, it's not a big deal if the children get to school a little later, and they always save time by not having to unbuckle their seat belts, since there are none on the bus seats.

He has attended an incredible number of concerts, and he talks about some events that happened before he was born (if you take his age for real) as if he had directly witnessed them.

It's undeniable that Otto doesn't look old, but you may nearly suspect that he's at least thirty years older than he claims. Who knows how he manages to keep his

looking as it is...

Don't try asking him for ID, though. He doesn't have one. Nor he has a driver's license, too

Otto is, basically, a good person. He's certainly dangerous, even if only because he drives a rather heavy vehicle without the necessary expertise, but he would never intentionally hurt anyone.

At most, he could spank some overly impertinent children, but in that case the aim would be educational.

He doesn't get along very well with his father, a military man who despises his lifestyle, but is so often so stoned that he has never developed a real relationship of hatred towards him.

Live and let live, although Paul McCartney, the Wings and Guns N'Roses would say otherwise.

Sometimes, however, his foolish life puts him in trouble: it has happened several times that Otto found himself without a roof over his head, and was forced to seek asylum from friends.

Sometimes even from the families of the children he transports.

With the children, at least, the relationship is serene. Being little more than a big boy, in fact, Otto has no difficulty in understanding the mentality of the boys and girls, and although their musical tastes leave him disgusted, he gets along quite well with them.

Also because, apparently, one of them is a former schoolmate of his who has failed the classes so many times it's almost incredible.

Despite his contempt for authority, Otto shows some respect for the two who, in essence, allow him to keep his job despite everything: the principal of the school and the superintendent.

Adventure cues

On the road

Metallica have appeared in town, but their bus is damaged (and irreparable) and the location where they were supposed to play is impassable due to a fire.

Otto has always been a fan of theirs, and when he knows about this situation he develops a dream: to have the notorious Metal Band play a concert on his bus while he takes the kids to school.

Besides being a unique and unparalleled musical event, in fact, if this were to happen it would also be a perfect "real music" lesson for the kids, with their mobile phones full of music by crappy artists.

The problem, as is easily imaginable, is to convince the principal, the superintendent and the children's families. It's very unlikely, in fact, that you can make such an event happen without the whole city noticing a school bus with such a famous Heavy Metal Band playing on it.

He doesn't have much time, and the Band of the Characters, of which Otto is a very close friend, could help him.

If the band succeeded, it would get the unique opportunity to play a song or two at the opening of Metallica's first and only "On the road" concert.

That's quite a bit...

Every bouquet has its thorn

Otto is engaged.

He recently asked his girlfriend to marry him and she accepted with enthusiasm. Unfortunately, however, when she found out that Otto called the notoriously noisy and destructive Characters' Band to play at the wedding, the situation got very tense between the two of them.

For the Band, the occasion of Otto's wedding is be not to be missed: among the guests, given the acquaintances of the driver, there will be several celebrities and some musical impresarios, a couple of which of international level.

The hooks created in such a context, which happens only once in a lifetime, would be envied by any Rock Band.

The Characters could try to help Otto win back his beauty before she irrevocably decides to call off the wedding, or they could promise her a completely different repertoire.

In the latter case, they might even betray her expectations during the party, probably causing the marriage to fail within the first twenty-four hours of its life.

NAME Kaja Kellerman

STAGE NAME Double K

EXPERIENCE 2



SOULS

1 2 3 4

METAL	●	□	□	□
PUNK	□	●	□	□
BLUES	□	□	●	□
GLAM	□	□	□	●

RELATIONSHIPS

Hates her son 1
Loves her son 2
Loves her political party 2

SKILLS

Stir up the souls
Glam energy
Blues energy



INSPIRATION

7

FEATS

Natural born leader 3
Kick-ass voice 1
Lawyer 3
Diplomat 3
Convincing 3
Knowledge in the slums 1
Experienced composer 1

MUSES

Jökulhlaup 2
Masoch 2

10000\$ (+ almost infinite funds)

MONEY

EQUIPMENT

Pen - recorder
Button - camera
Pen - recorder
GPS beacon
Earpiece
Beeper



Kaja Kellerman is a powerful woman. Powerful enough to use state resources for personal business. Not yet powerful enough, according to her.

Kaja aims high. Only the highest position can satisfy her, only the highest office in the country.

Why settle for less than it?

Although she is quite young, just over thirty years old, she has already built a respectable political career, a large group of supporters and loyal "followers". These are one of her most impressive strengths: her "organization" is branched out, including children from wealthy and reknown families, that she personally selects from high school.

This sort of personal army, which she also uses for party affairs when they coincide with her own interests, is both a fearsome force and one of the pillars of her political power.

The families from which her subordinates come are all in some way politically linked to her, if only because of the hope that their heirs can follow her in the political ascent that she will evidently have.

She does not lack human resources, then. Nor does she lack economic resources, to put it bluntly: in addition to the support of the families mentioned above, she has the support of her party and the possibility of access to state funds, given her political connections.

The only family with which she shows difficulty is her own. Her son, in particular, is a fair thorn in her side: although she loves him, in her own way, the needs of a child just over four years of age are not suited to her hectic political life, and when she is forced to give up a fragment of her constant activity, this is used by her political opponents (on the opposite or same side) to discredit her skills on the field or indica-

te her inadequacy to continue within the ranks of politics.

Kaja is faithful to the ideals of her party, especially because they're what glue together the whole substratum of people who support her and give her strength. Even when her personal ideas are not truly represented in those promoted by her party, Kaja still plays her part and remains faithful.

She knows it is the best thing for her and her career.

Besides her son, Rock is one of Kaja's very few "weak points".

When she was very young, in fact, she had a period of great infatuation with various Glam Bands, which she tried to imitate in terms of appearance and music production.

Kaja, in fact, has recorded, albeit in a rather homemade way, several albums and videos through which, at the time, he hoped to break through.

Now she's working enormously hard to ensure that this material is not found and used against her in politics.

The web, of course, hides almost everything in its meanders, but she managed to prevent some elements, the most "compromising" ones, from being swallowed by the web.

Unfortunately for her, they fell into the hands of someone who should not have had them.

A woman jealously keeps four videos that could make Kaja's career very difficult. This woman, Natalia, let Kaja know a while ago that she owned those videos.

She never gave any indication that she wanted to use them to blackmail or ruin her, but Kaja knows that as long as they are in her hands, everything she has ever worked for will be in danger, and is determined to retrieve them.



Adventure cues

Lullaby

The Band has a vehicle that they use to move around and bring equipment to concerts. During one of the last outings of this vehicle, unbeknownst to the Band members, a child snuck aboard and fell asleep in a place where it is virtually impossible to see him. It was Kaja's son, who escaped for a few seconds from the babysitter on duty right when they were close to the Band's vehicle.

The Characters will notice the little stowaway only several hours later, when his mother will have issued an alarm and moved (both physically and politically) most of his personal militia.

She has already declared that it is a kidnapping linked to her political activity, and that she will have no respite, as a mother and as a representative of the institutions, until she will have served, as she said, "the worst and most terrible punishments of hell to those who have been guilty of that ignoble gesture".

The Characters have to choose.

Risk bringing the child back, trying to explain that it was an accident and suffering, in case they are not convincing enough, the terrible and disproportionate wrath of Kaja?

Leave the child where no one can see, taking responsibility for what may happen to him? Keeping the child with them, waiting for a propitious moment to bring him back, aware that the search will continue and that, if he was then found in their company, they would certainly have no possible excuse?

Preventive treatment

Kaja is tired of taking risks and waiting for Natalia to make a move or decide to use the videos in her possession.

She knows that sooner or later this will happen, and she'd rather intervene beforehand than try to run for cover when it's too late.

Natalia, it seems, is one of the biggest fans of our Characters' Band.

Collector of Rock music, in recent times she is the biggest supporter of the Band, coming to finance out of her own pocket some of their performances and making an incredible publicity to everything the Band does.

Kaja notices this attitude and decides to contact the Characters.

Given Natalia's passion, it could be easy for them to get hold of the videos and hand them over.

If they do, they will open all the events of the next election campaign, which will take place all over the state and will have huge funds to finance all the planned activities (Band concerts included, therefore).

What will the Characters decide to do?

NAME Jasmine Brown

STAGE NAME JB

EXPERIENCE 3



SOULS

1 2 3 4

METAL



PUNK



BLUES



GLAM



RELATIONSHIPS

- Loves her guitar 1
- Loves her friends 1
- Loves Rock 3
- Hates Rock haters 1

SKILLS

- Fortunate
- Glam energy
- Iconic
- Metal energy



INSPIRATION

12

FEATS

- Convincing 2
- Dexterity in theft 1
- Diplomat 1
- Solo 2
- Great Manager 1
- Kick-ass voice 1
- Brilliant guitarist 1

MUSES

- Malaphar 2
- Kama Sutra 1
- Ifrit 1

50\$

MONEY

EQUIPMENT

- Guitar
- Microphone



R

Jasmine is a dreamy rocker, one of those who has always dreamed of making it through and who will never stop chasing her dream.

At just over thirty years of age, however, there have already been many failures, and although her unshakeable goal gives her enormous strength, it's not easy to make ends meet.

She is therefore forced to do occasional jobs, in which she sometimes fails because of excessive enthusiasm or because she gets caught up in the music and, in the distraction, ends up making a few messes. But she doesn't let herself be held back and is always ready for a new adventure.

She has also tried to record albums, in the past. She's got a pretty good voice and she's good on guitar, but that's not enough to get the recognition she's looking for. With the Bands she manages to put together, then, things rarely go on long enough.

She always ends up creating complicated or twisted situations, from which it becomes difficult to get out and which, in the end, make everyone angry.

Another of her many problems is her Muses: it's true that there aren't many of them and that she has so far managed to keep them within a quite manageable threshold, but the fact is that when she gives in to a Muse, her behaviour is absolutely out of control.

And not out of control like the others: when Jasmine gives in to the Muses, things around her become a chaotic vortex that, usually, you can only begin to unravel the next day.

Thanks to the Muse Kama Sutra and the fact that she is a rather pretty girl, though quite fleshy, she has had several partners, with whom things have practically always gone disastrously.

In some of these cases, especially at the

time of breakups, the other two Muses often got involved.

Malaphar made sure that she never had trouble remembering her old flames, thanks to the "souvenirs" she always managed to get from them.

Ifrit is why she thinks of them as "old flames".

Her Muses, incredibly, are also what always makes her so recognizable and in sight that she always ends up finding someone to give her a job.

They're not always work positions in the musical field (and in any case it would change little, since she would always find a way to make everything fail), but they are what often helps her to overcome some economically difficult moments.

The unshakeability of her dream inevitably transfers also in her relationships with others: Jasmine is incredibly capable of inserting Rock music in any kind of discussion, regardless of the subject matter. She is absolutely competent about it, and many people admit that when she talks about her idols and their songs, listening to her is a pleasure.

Her passion is clear from her words and her extravagant gestures, and although it's not uncommon to hear her say seemingly bumpy and meaningless phrases, you can be sure that from a conversation with her you always get to learn something new about Rock.

The involvement and passion she creates when she talks is so strong that quite a few people have decided to jump headlong into Rock music after just a single chat with her.

Some even managed to build a career of their own startint from there.

She's not jealous of them, on the contrary, she's happy with their success, because she knows that one day hers will come too.

Adventure cues

The pick

Recently, Jasmine became aware of one of the few news in the world of Rock of which she was unaware: there was a pick that passed from hand to hand to the best Rock guitarists in the world.

All those whose name will be forever engraved in the history of Rock have sooner or later taken that pick, and it seems certain to Jasmine (though she doesn't have any confirmation of this) that if she gets to take it, her dream will finally come true.

In this period she is accompanied by another guitarist a bit older than her, very similar to her in her extravagance and incredible ability to make trouble.

Kyla Solidd seems to be the companion, in music as well as in the strange situations of her life, that Jasmine has always been waiting for.

Jasmine and Kyla have therefore got it into their heads to get the pick, which has probably been forgotten in some old and historic recording studio, and are willing to do anything to get it.

The problem is only one: the Characters are playing in that studio, and the unwanted intrusions of these two chicks are causing quite a few problems to their recording sessions. Since these cost practically all the money the Band had, they have to find a way to stop the two women from bothering them, but the more they do that, the more the two will convince themselves that the Characters have the pick and that they reject them for it.

What would happen if the Characters found out about the pick? Would they also believe the legend that excited Jasmine so much?

The substitute teacher

Jasmine's going through a period of work withdrawal, and she's in trouble. When she gets the chance to take the place of an unsuspecting substitute teacher called to work at a private school, she doesn't miss it.

Jasmine is the absolutely perfect person to teach everything about Rock and to transmit to the students the incredible passion that animates her.

Jasmine is also the absolutely least suitable person to teach any other school subject.

The Characters, friends of Jasmine, are invited by her to play in the school where she teaches, to have the students listen to a "real" Rock Band and give them the opportunity to try to play together with someone "competent".

When they enter the school, however, it is they who "expose" the friend with one of the school caretakers, who obviously gets suspicious and decides to report everything to the principal.

As she walks the corridors at a determined pace, she also declares that the Characters themselves are clearly accomplices, and will they in turn pay for what happened.

Will they find a way to stop her? If so, what other trouble will this cause?



NAME Danny Gibson

STAGE NAME Lethal weapon

EXPERIENCE 3



SOULS

1 2 3 4

METAL	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
PUNK	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BLUES	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
GLAM	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RELATIONSHIPS

- Loves bribes 2
- Loves his job 2
- Hates meddling people 2
- Hates other armed people 2

SKILLS

- Intuition
- Fortunate
- Defender



INSPIRATION

8

FEATS

- Gunfighter 3
- Invaluable keyboardist 3
- Tireless drummer 2
- Athlete 1
- Knowledge in the slums 3
- Convincing 1
- Lawyer 1
- Pilot 3
- Fixer 2



MUSES

- Malaphar 1
- Mach 1
- Las Vegas 2
- Berserk 3

2000\$

MONEY

EQUIPMENT

- Police badge
- Service revolver
- Hidden gun
- Switchblade
- Recorder

Danny Gibson is one tough cop. One of those guys with his gun always ready, his fist always tight, his adrenaline always pumping. Danny Gibson is also one of the dirty, corrupted cops.

Danny has a rocker background: multi-instrumentalist, when he was young he played in a Band that managed to get some notoriety. The relationship with the other musicians was great: they weren't just his Band, they were also his best friends.

All the other members, however, at a certain point abandoned the music, forced to escape for some crimes committed. Danny, who was already going to the academy to become a policeman at the time, was very disappointed.

The experience with his Band mates undoubtedly marked him, but not in the way it is easy to imagine: the fugitive members came back years later, when Danny had reached the rank of Sergeant. They had new names, and a new business to run: they had become professional criminals and ran a small organization trying to make their way among the various local mafias.

It didn't take long before Danny was assigned to start investigating this new gang in town, and so he and his then colleague, Dexter Colt, set out to track down the former musicians (without Danny knowing who they were). The investigation took months of work, the newcomers were pretty good, but in the end the two cops finally confronted those they were looking for.

Danny recognized them at once, and so did the gangsters. When he realized that Dexter was holding his friends at gunpoint and that the situation would have soon taken a turn for the worse, Danny decided in an instant: his

friends would come first. Out of the blue, before his partner could realize what was happening, Danny put the gun to his head and shot him.

Since then, Danny has done everything he can to obstruct the investigation of his friends. Under the pretense that they had killed his colleague, he was able to hold the reins of the team dealing with them, and given his position he is able to minimize any damage police activities may do to those of the criminals.

The combination sounds perfect. From time to time, rather rarely, old friends still meet and play together. The criminals, now with a very well organized and extensive structure, run several clubs, and on the more exclusive evenings it can happen that Danny performs alongside the others.

Given the extreme confidentiality and exclusivity of the clubs, and the iron fist that the criminals use against any whistleblower, Danny has managed to make his connection with the new bosses of the local mafia go completely unnoticed.

When he's not busy "chasing" his friends, though, Danny's a pretty good investigator. Given the important mission he's usually on, when he's handed over a few more cases it's mostly pretty small stuff. Even in those cases, though, he works very hard.

Many people call him a mastiff, and there are many Rock Bands whose members have ended up in Danny's hands after giving their Muses a little too much vent.

Some of them tried to rebel against the arrest, and found their faces a little redesigned. Danny Gibson doesn't go easy.



Adventure cues

The hound

Characters, you know, tend to get into trouble.

This time the trouble is big enough to get Danny Gibson's attention, and for the Band this is a serious problem.

Whatever their guilt (probably related to the Muses, though it wouldn't be surprising that it was something committed in a moment of complete sobriety), the investigator is already on the trail of the members involved, and it won't be long before "justice" catches up with them.

They could turn themselves in, avoiding a series of trouble and reducing their sentence, but with the next gigs coming up it would mean stopping the Band's career, possibly even forever.

But how can you escape a capable, determined and dangerously cop, eagering to teach a lesson to criminals (those who are not his friends, at least)?

A night at the club

In the past, Danny has investigated some of the Characters.

It doesn't matter what the investigation led to, whether it led to arrest or nothing at all; what matters is that there is a history between Danny and the Characters.

Now, the Characters' Band has managed to get a gig at a very exclusive club. The club belongs to more than shady guys who are known to be criminals of some importance.

When they're on stage they see something they never would have imagined: Danny is in the club, and after listening to our people's music with a little interest, he goes off with the owners. At a certain point, they also see several piles of money changing hand.

As soon as the performance is over, Danny disappears behind a little door together with his friends and the Characters don't see him anymore.

Who could have imagined that inflexible policeman would get mixed up with criminals of that caliber?

This information might be perfect to teach that pain in the ass the lesson the Characters have long wanted to teach him.

If the Characters rejoice too, it's not necessarily as good as they imagine it to be.

In fact, the sound engineer at the club has noticed the looks of the band and suspects they were looking right at the cop.

He doesn't know, however, about their history with him, and decides to inquire a bit before telling everything to his bosses.

At the first few questions from the sound engineer, the Characters will realize that he understood what they were staring at. It's easy to imagine the mobsters don't want the information about Danny to get out.

Will they find a way to get their revenge on the cop without ending up with a pair of concrete shoes?

NAME Daniel Minus

STAGE NAME Done

EXPERIENCE 2



SOULS

1 2 3 4

METAL	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
PUNK	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BLUES	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GLAM	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RELATIONSHIPS

- Loves his dogs 2
- Loves his commitments 2
- Hates telephone exchanges 2
- Hates being in a rush 3

SKILLS

- Hulk
- Defender



INSPIRATION

3

FEATS

- Kick-ass voice 2
- Flutist 1
- Covers lover 1
- Perfect wingman 2
- Lockpicker 1
- Convincing 2



MUSES

- Jökulhlaup 3
- Mach 1
- Masoch 1
- Malaphar 1
- Spartacus 2

300\$

MONEY

EQUIPMENT

- Dice
- Lockpicking tools
- Flute

R

Daniel is an insipid Role-Playing Games publisher.

A pretty big man (and pretty fat, to be honest), the bald Daniel is one who lives his life running constantly between commitments.

Commitments that, unfortunately, never seem to end, as he keeps on getting new ones.

Always prey to different interests that follow one another at a very fast pace, Daniel is prey to a life over which he has only minimal control.

His main job is as a publisher of Role-Playing Games, under the Minus Games brand.

To be more precise, he would like that to be his main job, but he cannot keep himself focused enough to make the activity work as it should.

So he has to devote himself to other activities, which end up taking up a lot more time than he would like.

He should devote more time to writing, but how do you do that if you also have to do craft work?

So he should do more woodworking, but how do you do that if you have to do translations?

He should then translate more, but how do you do it if you have to write lyrics to some songs?

This vicious circle has kept him pretty much nailed down for years now.

Maybe he doesn't even mind it that much.

Among the thousands of passions that animate him, Rock has always played an important role.

For years, in fact, he's been spending time between one band and another, jumping here and there in search of a line-up with which to get some recognition.

He has some musical skills: he's a decent singer, and he has a past of classical studies on transverse flute (even if he hasn't

played the instrument for a long time).

He has sung almost all the sub-genres of Rock, but his favorite is still Metal, where he manages to express himself at his best. Unfortunately, his activity as a publisher, which leads him to go to trade fairs, often leaves him without voice.

As everybody knows, that's the best condition for singing.

The fact is that not dedicating himself to music for the time that would be necessary (as he does with all the other activities he undertakes), he can't carry on his musical projects long enough to allow them to take off.

This leaves him in a state of perpetual desire to do more, which causes him to embark on more and more new projects.

These, too, will inevitably be dropped shortly afterwards due to lack of time and/or momentary new passions.

The only positive note is that his enthusiasm for projects, new and old, provides him a lot of energy.

The Muses, in turn, are an incredible spur, even if it has learned to keep them more or less at bay.

It still happens quite often that explosive situations are created because of them, but the effects are definitely more and more contained: when you have little time to devote to vices, you also have little time to do damage.

In this case, his many commitments are keeping Daniel safe from himself.

Perhaps that's why he tries to turn his Muses into cues for his work: he doesn't want to become a professional burglar (he doesn't even have the skills, in fact), but why not try to publish a game about the noble art of opening locks?

Or, better still, why not publish a game in which vices are also the greatest spur of the characters involved?

Adventure cues

The writer

The Band of the Characters has just formed, and is made up of complete novices. Daniel has the chance to hear them at their very first performance, and decides they could be useful to him: he's looking for new inspirations to write more Rock adventures for his games.

Nothing better, as a basis for writing, of adventurous events told by those who have experienced them firsthand.

They must be stories about Rock, but also about vices and excesses, of course. How can you instigate a novice band to indulge their worst impulses to get good material out of them?

Simple: Daniel is quite good at lying, and has the enormous good fortune to be the namesake of a well-known fiction writer.

If you introduce yourself to the Band and make them think you're the famous novelist, it might be easier to convince the Characters.

A book about their deeds written by a name of such caliber, in fact, could launch the Band and its music, allowing them to reach levels of fame that they can only dream of.

Don't you wonder how they'll take it when they find out they've ended up in an adventure module for a Role-Playing Game, rather than a book with a worldwide distribution?

The meteor

Daniel has decided it's time to get it over with all his little daily activities and challenges. He wants, for once, to "go bang", and he wants to do it with Rock.

One concert, just one, made with the highest level of adrenaline. With the highest level of his Muses. He wants to "burn himself", shine all the light that his energy allows him to produce and extinguish immediately afterward. The important thing is to leave a luminous imprint in the eyes of those who will have looked at him. He needs, however, a Band to accompany him, and that of the Characters seems perfect.

When he proposes to the Band, he promises that he will take care of the whole organization. This is true up to a certain point: starting to let himself go to his Muses a bit too early, he will create a lot of trouble that will end up involving the Band too.

He'll also promise that he won't try to steal the scene from the singer, on the contrary; the two of them can easily divide the parts, as long as Daniel has enough space on stage. This is also a promise he won't keep to the end: once prey to his vices, he will do everything to get the audience's attention on himself alone.

On the other hand, that's how he intends to "get it over with": to make for the last time (and maybe for the first time in his life) as much mess as possible, and then whatever happens, happens.

Living two weeks at most is worth giving up his future freedom. Or, why not, his very own life.



NAME Donald MacDonald

STAGE NAME Big Mac

EXPERIENCE 6



SOULS

1 2 3 4

METAL

● □ □ □

PUNK

● □ □ □

BLUES

□ □ ● □

GLAM

□ □ ● □

INSPIRATION

2



FEATS

- Great Manager 3
- Sound engineer 3
- Gunfighter 2
- Knowledge in the slums 1
- Convincing 1
- Fixer 1

RELATIONSHIPS

Hates the competition 3

Loves his menu 3

SKILLS

Catch me if you can

Iconic

Poet

Precise

MUSES

Berserk 2

Kama Sutra 2

Las Vegas 1

Malaphar 1

5000\$

MONEY

EQUIPMENT

Memo from the motherhouse

Donald is not just one. Donald is many. You can find a Donald in every restaurant in their chain, smiling exactly like every other one.

Donald has only one way of thinking and one way of talking to customers. Donald also has one goal: to make sure that their restaurant chain is always at the top.

He is willing to do almost anything to achieve this, or at least everything that the motherhouse approves as a plan of action.

The restaurants in Donald's chain, which are low-cost and of very low quality, are scattered throughout practically every city.

Donald's face is one of those best known to adults and children.

To some of them, especially children, such a face sometimes provokes reactions of terror. They are the only ones, perhaps, to see behind the mask, behind the makeup (which Donald wears abundantly) that tries to hide a terrifying, totalitarian despot-like temperament.

The "throne" of restaurants (at least those of low cost and quality) has, however, recently been usurped by an opposing chain.

The competing company, in fact, has recently scattered its restaurants all across the country, and the queen's crown that is their very distinguishable logo shines on every street from an impressive number of billboards.

Since the fast food public does not decide where to eat on the basis of quality criteria, it goes without saying that greater exposure to advertising has been followed by a greater influx of customers.

In the last two months, the queen of burgers has also become the queen of low standards restaurants.

Donald is willing to do anything to regain

his position of market dominance.

He and all the other Donalds, who form the main army corps for the re-conquest of the market, are absolutely firm in their aim: to ensure that within a year you will no longer see a crowned burger throughout the country.

That is why the motherhouse is working on a plan that includes sabotage, political alliances, direct physical intervention and lots and lots of advertising.

Donald is the perfect man (or creature) to carry out such a plan: the ability of all Donalds to think in unison, as detached cells of a single organism, as semi-independent neurons of a single, gigantic hive brain, makes them the perfect soldiers.

Their ability to manage employees and clients also makes them the perfect smiling face that needs to be exposed to the public as this project is transformed into concrete actions.

Rock, in all this, is just one of the many tools at Donald's disposal. Since many people like it, it's easy to hear it playing in its restaurants while people stuff themselves with chips.

Sometimes dedicated musical events are also created, involving the best known and most popular Bands in the local area.

Fame is all that matters, especially at this time.

It is no coincidence, in fact, that Rock Bands have had to exhibit together with artists coming from the most varied musical genres.

Rockers are generally not very happy to play immediately before or after to rappers, ballroom dancing musicians, raeggaeton bands and anything else that can bring audience to the clubs.

On the other hand, Donald is one of the few who has no problem paying the Bands. Burgers are good money, apparently.





Adventure cues

The conversion

Donald needs a new advertisement, one with impact, that can show that his restaurants can do things that no other restaurant is capable of doing.

Donald had an idea that he thinks is very good: to show how his restaurants' menus are great at changing people for the better.

Who would refuse the chance to serve themselves in a restaurant where what you eat can both do you good and make you a better person?

Now he needs someone to make the transformation he wants to advertise.

Who better than the Characters, a receptacle of vices and reprehensible behaviors, to be the living proof of how this "conversion" works?

They have already proven, in the past, to be very bad individuals. If even the worst of the rebels can only change when subjected to the food provided by Donald, it is clear that there is hope for all.

The Band is therefore contacted by Donald. In exchange for a fair amount of money (at least, by the Band's standards), the Characters are asked to write sweet and cheerful songs, very different from those created so far.

Children's songs.

Songs for families.

Songs for couples.

Songs dedicated to Donald's burgers.

Of course, the Band might refuse to be "bribed" like that. In that case, Donald is determined to get the result he's looking for anyway.

Even by force, if necessary.

At the court of the queen

The Band has a minimum of notoriety, mainly due to its behavior to the point of illegality. Sometimes beyond that point.

Donald's rival restaurant chain would never hire such a Band to play in their own premises.

That's exactly why Donald wants to hire the Band to perform in clandestine, surprise concerts in enemy restaurants.

Performances of a few minutes, organized and timed to perfection.

Go inside, play, go outside.

The problem is that the competitor would not accept without some form of retaliation. If, then, the Queen herself decides that her personal intervention is necessary, things would get complicated for the Characters.

No one knows her well, but the Queen is said to be as ruthless as all the Donalds put together.

NAME William Ivory

STAGE NAME Baking Bread (BB)

EXPERIENCE 4



SOULS

1 2 3 4

METAL

● □ □ □

PUNK

□ ● □ □

BLUES

□ □ ● □

GLAM

● □ □ □



INSPIRATION

5



FEATS

- Chemist 3
- Doctor 2
- Fixer 1
- Convincing 2
- Gunfighter 1
- Experienced composer 1

RELATIONSHIPS

- Loves his family 2
- Loves his job 1
- Hates his old life 2

SKILLS

- Poet
- Intuition

MUSES

- Bacchus 1
- Berserk 3

4000\$

MONEY

EQUIPMENT

- Chemistry set
- Gun

R

William is a very special baker. His bread is good, and his pizza satisfying, but that's not what makes him so sought after by a lot of people.

William, in fact, is a very good chemist who has been creating drugs of various kinds for a long time now. These are his true flagship products, his creations of the highest quality that many people envy him.

The way he deals is also special. The drugs are directly mixed with his food products, and the doses correspond to specific quantities of food, adapted to the use his clients make of them.

Do you want to get high for one night? A pizza will be fine.
You want an escort that lasts a few days? Take two kilos of bread and, if you really want to, add a couple of baguettes.
He also recently added a gluten-free product line to cater for celiac addicts. Many have appreciated his attention to his customer needs.

This hasn't always been his job: in the past, William was a university professor of chemistry. He hated that job. It was his pupils, among whom there were a lot of young people who used a wide variety of drugs, who suggested the idea of dedicating themselves to that much more rewarding activity. He immediately loved the idea.

What took him some time was to find a way to produce drugs of excellent quality that were, at the same time, resistant to the high temperatures of the ovens in which he cooks his products.

Someone, in the past, raised doubts about why some of his customers went to buy bread with a disproportionate amount of money. William, in fact, is a man without scruples.

Anyone who goes against him is doomed to a miserable end.

Over the years, there have been some who have tried to bring William down from his throne as drug king. Some of them have been wiped out, and nobody even remember their name anymore. Others have simply been "bought": money is not a problem, and sometimes it is easier to give a few bribes than to create huge lakes of blood. It's way easier to clean up afterwards.

Recently, he has also started to "export" his products. He has had to hire a large number of helpers for his ovens, and now he is able to meet the demands of a huge number of customers, even far away from his production laboratory. With a daily production of almost two tons, William is working like he never did before.

Of course, he is no longer at the heart of the bakery's production engine. By now his role is more focused on management, but he has hired a lot of excellent collaborators to be able to return to the flour every now and then. He likes it, it gives him a lot of satisfaction to be able to work directly those products that have been possible only thanks to his brilliant mind. In addition, some customers love to shop and see him covered in flour, and he's fine with that.

What does William have to do with Rock? Nothing, in fact, as a musical genre it leaves him quite indifferent. He loves classical music, of which he has an immense collection of vinyl records. When he is at home he listens to them often, and even when he is at work he almost always has a CD with some orchestra playing.

Adventure cues

A floury remembrance

William is the former drug dealer of one of the Characters. When he had just entered the drugs market, before he had the brilliant idea of combining them with flour and other ingredients, William was dealing like many others.

At that time, his management skills weren't as refined as they are now, and he screwed up a bit.

In one of them, he found himself selling a batch of bad drugs that made a lot of customers sick.

It was a mistake that could compromise his career in that field forever, and William was able to put the blame on someone else.

To be precise, he framed one of the Characters.

The Character therefore found themselves having to deal with a large number of "dissatisfied clients," far from friendly.

When, before entering the rehearsal room for a session, the Band went to the bakery and saw William behind the counter, the Character was incredibly surprised.

Even William: he had no idea that the former client was still in the area, he was convinced that they had escaped to avoid dealing with what he had set them up.

Seeing them there and knowing he was recognized, almost immediately sent him into a state of paranoia. He suspects retaliation from the Character and, why not, the whole Band. A man in his position is used to expect enemies, dangerous people who are willing to do anything.

He won't wait for an action by the Characters to come and do nothing: if they go looking for him, he won't be unprepared. If they don't go looking for him, he will probably decide to be the one to look for them, just to avoid taking risks.

Guinea pigs

Recently, one of William's regular clients asked him to create a very special drug: he wants a drug that makes musicians infinitely more capable than they already are.

William has accepted: he likes challenges, and he knows that satisfying that client would bring him a fair amount of money.

He can't, however, do the tests he would need directly on his customer's Band.

He has his eye on the Characters' Band, which for various reasons is very similar (also in terms of physical resemblance of the members) to that of his customer.

Sucks to be the them, huh?

William may decide to ask the Characters if they agree to be his guinea pigs and get paid for it.

Or he may decide to administer the drugs without the Characters' knowledge.

Master's choice.



NAME Thompson Anderton

STAGE NAME Multidimensional Array

EXPERIENCE 1



SOULS

1 2 3 4

METAL	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PUNK	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
BLUES	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GLAM	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RELATIONSHIPS

Hates been chosen to do something important 1
 Loves freedom 1
 Hates the guys with the earpiece 3

SKILLS

Acrobat
 Hulk
 Flash
 Catch me if you can



INSPIRATION

6

FEATS

Hacker 3
 Fixer 1
 Gunfighter 3
 Solo 1
 Athlete 3
 Fashion master 1
 Meditation 1
 Pilot 2

MUSES

Spartacus 4
 Masoch 1
 Berserk 2

500\$

MONEY

EQUIPMENT

Guns
 Lots and lots of guns
 Laptop
 Vintage cellphone
 Black leather jacket coat
 Sunglasses



Thompson is a regular employee of a major computer company.

One of those who works in a cubicle identical to everyone else, spending the day in front of a grey monitor like the suit he wears day after day. A pretty boring man, you may say.

Few people know, however, that Thompson is an excellent hacker, one of the best. One of those who knows languages and codes, who writes his own software and who studies the situations in front of him in order to overcome them.

Unfortunately he suffers from hallucinations, in which he is the "chosen one" (a role for which he is far from grateful) that should lead humanity to an awakening that will free it from the inhuman control of machines.

The numerous conspiracy sites that infest the web have found fertile ground in his mind, and he is now a convinced conspiracy theorist.

The fact that he has ended up under the eye of the government for some of the crimes committed in the grip of conspiracy delirium does not help these paranoia of his.

Since Agent Htims has been investigating his crimes and searching for him, his beliefs have become increasingly entrenched.

Every time he sees someone wearing an earpiece, the same one Htims wears, he freaks out.

Above all, he is convinced that Htims is a very important member of the conspiracy that is trying to destroy him.

He also suspects that it's not his real name, and for once he may be right about something.

Htims, for his part, carries out his research relentlessly, despite a very curious medical condition that leads him to find the

smell of other people, his colleagues with earpieces excluded, repulsive.

Thompson has met in person other people who firmly believe they are victims of these phantom conspiracies, and together they live complex group hallucinations in which they fight to survive in dark and apocalyptic adventures.

That is why both he and the others have decided to acquire skills that will allow them to defend themselves against the agents with earpieces and to survive the assaults they imagine they are constantly receiving.

The problem is that, sometimes, this group of deranged people end up hurting someone really badly, in the belief that they are a "villain" who has it in for them.

The more these acts multiply, the greater Htims' efforts become.

The fact is, unfortunately, the group seems to be really good at not getting caught by him.

Htims tried to infiltrate one of his own within the group, but apart from a brief moment when he seemed to be about to capture them, there were no other positive results whatsoever.

In all this madness that animates Thompson's existence, one of the things that has remained unchanged in his life is his passion for Rock.

Thompson goes to as many concerts as he can, even though he always tries to go unnoticed and unleash a ruckus when his paranoia convinces him that some agent with an earpiece is on his tail.

The belief that Htims and the agents with the earpieces can hide behind anyone, since, in Thompson's mind, they can take possession of any human body, doesn't make things any easier.

It may not seem like it at first sight, but Thompson is now a public danger.



Adventure cues

Blackmail

Thompson went to listen to a concert of the Characters' Band, and was very impressed by a sentence in the lyrics of a song.

He recognized a very strong clue that the Band is involved in the conspiracy that threatens him and his friends, and decided that the Band must be stopped.

So he uses his computer skills to penetrate into the personal account of one of the Characters. It's easy to imagine that he was able to find something that could incriminate someone that prey to their Muses just as the Character is.

He doesn't trust the police much, so he decides to do it himself: he wants to blackmail the Characters to make them tell him everything they know about the conspiracy they're involved in.

Who are Htims and the agents with the earpiece?

Who's sending them?

How many other people are involved?

Who are they?

Unfortunately for the Band, this blackmail comes just on the eve of an important date: within a few days, in fact, the jury of a contest in which the group participated must assess whether the Characters are up to represent the region in a prestigious contest to be held in the state capital.

If inconvenient things came out on the account of one of the members, the Band could certainly say goodbye to the selection.

The problem is that they have no idea what Thompson is asking of them. It's not even easy to fool him by telling him made-up lies: he's paranoid, but he's very good with research tools, and he'll expose the lies in a matter of seconds.

The trap

Agent Htims contacts the band.

He has come up with a plan to capture Thompson, and he needs some Rock Bands to participate in the bait-event he wants to organize.

It's the kind of event Thompson would not fail to attend.

The Band would have about half an hour of performance time, but if they helped organize and set it up, they could gain more time.

In Htims' plan there isn't a role of great importance for the Band, but there are easily two possibilities: the Characters can try to get more space on stage (maybe making sure that other musicians don't show up), or they can earn the limelight by getting a prominent role in the capture of the wanted, although Htims tries not to leak too much information about the real purpose of the event or how he intends to capture the dangerous man.

Htims knows that such a plan is risky, but he cares very little about the lives of others.

Perhaps Mr. Anderton has a point when he says that Htims is a strange man.