

Jeff Younger

Archetype - Sidekick

Stats

Strength-6

Moves-6

Smarts-6

Health-6

Abilities

Animal Friend - Sma+2

This is used to befriend any animal, including angry ones and wild ones.

Best Friend - Hea+1d6

The character can make friends with anyone if the roll succeeds.

Diplomat - Sma+3

This character has a wonderful ability to make people stop arguing and patch things up.

Level-Headed - Hea+3

The character rarely loses his or her cool, no matter how stressed or angry the others may be.

Magician - Mov+2

This Ability helps the character to do any cool slight-of-hand tricks.

Wallflower - Hea+2

This helps the character to go unnoticed, especially in a crowd.

Lucky - Proper Stat+1d6

This is a very special ability that you, as a player, can only use once per game (so use it wisely!). If you make a bad roll, this ability allows you a do-over.

Story-wise, it means that your character often has great luck, especially during the crunch. Make the same roll you just made, but add one more die, even if you rolled four dice before because you used an Ability. If it's better than your previous roll, it counts! However, if this roll is worse than the one before, well, sorry; you still have to use this roll. It's okay to take Kid Points with this Ability, too, if one of your teammates offers them.

Background Concept—

Jeff is totally the "Joe Average" kind of guy; he rarely disturbs the status quo. He gets along fine with everyone he meets, and tries to keep the peace with all the people that he knows (he hates conflict!). His Dad is an accountant and his Mom is the receptionist at Clutch's Dad's auto dealership (he and Clutch are second cousins, twice removed). Even his hobbies are a little ordinary; he hikes, collects coins, admires Criss Angel, David Blaine, and Penn & Teller, and reads lots of mystery novels. The only unusual thing about Jeff is his amazing ability to save the Clique when they think all is lost.

