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So here are ninety-two NPCs to help you flesh out Bedlam. Many of them are characters we mention in the main "Bedlam City" sourcebook (yes, you will finally get to see stats for Count Skankula). But at least as many are completely new. Use them in whatever cruel, depraved way you like best. Feel free to bend, fold, spindle and mutilate.

HOW TO USE THIS BOOK

Neither a complete campaign setting nor an absolutely comprehensive guide to every last interesting person in Bedlam, this book is more of a grab-bag filled with useful bits and pieces. We frankly don't want to crowd the GM by giving you detailed information on each and every person of importance in the City of Now. We want the GM to have the freedom to design some of Bedlam's movers and shakers. So use the NPCs here wherever they work best, but don't feel like you have to wait for us to put out another supplement before you start building your own.

The characters in this book are grouped into sections by theme. So all the cops are in one part, all the doctors are in another, all the ice-cream men are in a third. In order, the categories are: Wait-Staff, Cops, Prison Guards, Parole Agents, Civil Servants, City Contractors, Security Guards, Lawyers, Doctors and Nurses, Entrepreneurs, Ice Cream Men, Entertainment Personalities, Martial Artists, Vigilantes, Criminals, Religious Figures, High Society, and Low Society (by which we mean bums and winos).

HUH? WHAT THE HELL DOES "THE MAIN BOOK" MEAN?

Glad you asked! A lot of the characters in this book have ties to things in the book

"Bedlam City." Sometimes we'll have to direct you to that book for more information on a topic. If we say "the main book" we always mean "Bedlam City." The only other book we'll make reference to is "Straight Out of Bedlam" (the Bedlam City Companion) and we'll always refer to it by name.

When we make reference to something in "Bedlam City," we'll do it in this format: "for optional rules to simulate booger-eating, see the charts and tables on Pages 856-932 of the main book."

Of course that's just an example. There are no charts or tables on booger-eating, snot-gobbling, mucus-munching or any other such activities in the main book. We're saving that for our Christmas Special!

BUT BEDLAM SUCKS! DO I HAVE TO USE THAT STUPID SETTING?

I'm afraid so. It would be great if you could just take these NPCs and use them in any superhero campaign. They're pretty well constructed and they'd fit right into most other games. A lot of these characters are closely tied to Bedlam, and their back-stories may make reference to neighborhoods or institutions or other NPCs from the main book, but there's no reason why an enterprising GM couldn't just leave those parts out or change them.

Unfortunately, we can't let you do that. And we're also going to have to insist that you never buy any other company's products again, ever. Now go out and load yourself up with Plain Brown Wrapper Games' publications. Be sure to buy each one at least twice. And please accept our apologies for the inconvenience.

ENTREPRENEURS

Harry Grubb

PL: 5

Str: 10 (+0) **Dex:** 10 (+0)

Con: 10 (+0) **Int:** 14 (+2)

Wis: 16 (+3) **Cha:** 14 (+2)

Initiative: 0 **Attack Bonus:** 0

Defense: 0 **Toughness Save:** 0

Fortitude Save: 2 **Reflexes Save:** 0

Willpower Save: 5

Skills: Bluff 7 (+9), Craft (Structural) 3 (+5), Diplomacy 4 (+6), Intimidate 6 (+8), Knowledge (Business) 7 (+9), Knowledge (Civics) 6 (+8), Knowledge (Current Events) 2 (+4), Knowledge (Streetwise) 3 (+5), Knowledge (Theology and Philosophy) 4 (+6), Notice 5 (+8), Profession (real estate manager) 8 (+10), Sense Motive 5 (+8)

Feats: Contacts, Connected, Distract (linked to Intimidate), Skill Mastery (Bluff, Intimidate, Knowledge [Business], Knowledge [Civics])

Background: The Pennington and Smirlock families own most of Hardwick Park. But they don't really feel much like running these properties. So they both employ the firm of Drago and Grubb Ltd. to manage their affairs for them. They do not know and do not wish to know about any of the dubious things that Messrs. Drago and Grubb have to do to squeeze a profit out of these buildings.

Harry Grubb handles the firm's financial arrangements. He leaves the really heavy stuff (intimidation, legbreaking and so forth) to his partner, Link Drago, and tries to find out as little about it as possible. This does not mean his hands are clean. He shortchanges tenants on heat, repairs, water and anything else he can steal back from them. Instead of paying to repair an

unsafe building or fix a blatant health-code violation, he bribes the building inspectors, even when that's only slightly cheaper. People have died as a result of his willful negligence. And whenever somebody tries to make a fuss, he turns their case over to Mr. Drago.

A superb accountant, Mr. Grubb knows a thousand ways to move money around under the table and he works very hard to keep the Penningtons' and the Smirlocks' investments safe. He hopes they'll one day recognize his gifts and put him in charge of something even bigger. He has absurd dreams of one day being welcomed into their social circle, of being able to shake off the muck he's had to crawl through.

Grubb is a great pale tumor of a man, who wheezes as he speaks. His voice is deep and slow. Like many obese people he seems weirdly emotionless, because it's hard to read his expression under all that fat.

While he wears plus-size polyester blend dress shirts, he actually has very refined taste. He just dresses this way to save money.

Drago and Grubb keeps its offices on the second story of a shabby 19th century brick building (the FBI office occupies the floor above them—a fact which causes Mr. Grubb absolutely no anxiety at all). The office looks like something out of an Edward Gorey book, or a Dickens novel. Grubb has spent nothing at all on decorating it. It's ancient, smoke-stained wallpaper is peeling and the copper ductwork shows. But he actually knows everything there is to know about interior decoration. His home in Greely Point is a study in quiet, understated good taste.

CRIMINALS

Arlo Gump



PL: 4

Str: 10 (+0) **Dex:** 16 (+3)
Con: 12 (+1) **Int:** 14 (+2)
Wis: 14 (+2) **Cha:** 12 (+1)
Initiative: 4 **Attack Bonus:** 4
Defense: 4 **Toughness Save:** 1

Fortitude Save: 1 **Reflexes Save:** 4
Willpower Save: 2

Skills: Bluff 4 (+5), Climb 4 (+4), Craft (Chemical) 5 (+7), Craft (Electronics) 6 (+8), Craft (Mechanical) 7 (+9), Craft (Structural) 5 (+7), Disable Device 7 (+10), Escape Artist 3 (+5), Knowledge (Streetwise) 5 (+7), Knowledge (Technology) 3 (+5), Notice 4 (+6), Search 4 (+6), Sense Motive 2 (+4), Stealth 2 (+5)

Feats: Assessment, Beginner's Luck, Contacts, Improvised Tools, Master Plan, Skill Mastery (All Four of His Craft Skills)

Background: A consummate professional (so he assures you) Arlo Gump has been serving Bedlam's criminal community as a technical consultant for thirty years. It never made him rich, or even moderately successful. He lives in crappy apartments in the Meadows or on Ash Street when he isn't in jail. His body is a mass of old injuries from brawls and police beatings and jobs gone wrong. He has three kids scattered around the country, but they barely know him. It's been close to six years since he's had a girlfriend and it looks increasingly as though there will be no one to mourn him when he dies. Which may be soon. It was all totally worth it, he says, and grins. Just to be an outlaw, to know that he bows to no man's law (except the Mafia's, of course, and the rules of prison).

Safecracking is Gump's specialty, but he can handle nearly any sort of technical crime that doesn't require a computer. Retrofitting stolen cars,

Religious Figures

Reverend Cleveland Wallace

PL: 5

Str: 10 (+0) **Dex:** 10 (+0) **Con:** 10 (+0)

Int: 10 (+0) **Wis:** 12 (+1) **Cha:** 14 (+2)

Initiative: 0 **Attack Bonus:** 0

Defense: 0 **Toughness Save:** 0

Fortitude Save: 0 **Reflexes Save:** 0

Willpower Save: 0

Skills: Diplomacy 5 (+7), Gather Information 1 (+3), Intimidate 4 (+6), Knowledge (Civics) 3 (+3), Knowledge (Current Events) 3 (+3), Knowledge (Theology and Philosophy) 2 (+2), Perform (Oratory) 7 (+9), Profession (Baptist Minister) 8 (+9), Sense Motive 3 (+4)

Feats: Connected, Contacts, Distract (Linked to Bluff), Fascinate (Linked to Perform), Inspire, Leadership

Background: Wolverton's most prominent Baptist minister, Reverend Wallace is the Reverend Willie Boggs' arch rival (see the main book, Page 209). The Baptist Church has always been more staid than the Church of God in Christ, and Reverend Wallace's congregation includes many of Wolverton's older and stodgier members. His church offers sermons and singing without any rolling in the aisles, speaking in tongues or all that other distracting Pentecostal stuff. It's also far more conservative. Brotherhood and tolerance aren't the major themes of Reverend Wallace's sermons. Instead he's all about blood, thunder and the lake of fire.

In particular, he hates gay people, and bellows from the pulpit about the need to expunge homosexuality from the black community. It's a scourge forced on us by the white man, he claims, just like

aids and crack. There were no gay brothers back in Africa.

He's also an anti-Semite, hates Koreans and wants Arabs rounded up and killed (although he has no problem with the neighborhood's black Muslims). But this takes a back burner to his anti-gay crusade.

A plump little white-haired man with a huge gap between his front teeth, Reverend Wallace lacks his rival's raw charisma and often seems stiff and ill at ease. His racism and homophobia have led him to say foolish things in public and have garnered him some bad press over the years. There are people who say his rhetoric has fueled more than one ugly hate-crime.

But no one could accuse him of being corrupt. He's as upright as Willie Boggs is crooked and lives by his own stern rules. His house in Wolverton is tiny and he spends almost nothing on himself, funneling it all back into the ministry.

Councilman Righteous Townsend (see the main book, Page 42) is Willie Boggs' biggest political enemy and this has made him Reverend Wallace's natural ally. Between the two of them, they might just be able to break Willie's hold over the neighborhood. But this won't come without a price.

Townsend is gay himself and is starting to have reservations about his allegiance with Reverend Wallace. What he doesn't know is that unlike Willie, Reverend Wallace has taken large donations from both Rock Johnson and Lincoln Stone (see the main book, Page 231 to learn more about Wolverton's reigning crime lords). He hasn't spent any