

Pregenerated Characters

Dr Abigail Elizabeth Joens, aka Montana Drones

Professor of History at Halcyon Hall

Somewhat monotonous lecturer by day, international artefact hunter by night. Dr Abigail takes her role at the all-girl Bennett College very seriously. She also takes great pride and enjoyment in the adventures she undertakes to snatch ancient relics from under the noses of nefarious villains. Unfortunately, she's also come to learn that those artefacts sometimes bite the hand that liberates them. In addition to her historical expertise, Dr Abigail is the College's most prestigious fencing instructor.

Montana Drones uses the Archaeologist or Professor Occupation from the *ACE!* core rules.



Name Montana Drones

Trait/Role Cocky Archaeologist

Health 3 Defence 9

Stat Dice

Smarts 4 (history)

Moves 3 (shooting)

Style 2 (bluffing)

Brawn 3 (brawling)

Gear: Fencing Foil (5 dice, 2 damage), leather shoulder satchel, fedora hat, .45 revolver (pistol)

ACE! ID CARD



Lou Doble

Dean of Art at Halcyon Hall

A student of art from many cultures, Lou has used her studies to learn a great understanding of the motivations and idiosyncrasies of ancient and modern civilisations. Lou's prominence in the art world and connections to many other famous sculptors of her time mean that she can open doors that are often closed to anyone outside of high society. Although great friends, Montana and Lou frequently banter or outright disagree over the traditional perceptions of ancient civilisations and Lou's insightful observations to how those cultures functioned. Lou's position as Assistant Dean is a large part of the reason that Montana and her team are able to lead double lives.

Lou uses either the Socialite Occupation from the *Raiders of the Cutty-sark* adventure, or the Gangster Occupation from the *ACE!* core rules.

ACE! ID CARD

Name Lou Doble

Trait/Role Optimistic Socialite

Health 4 Defence 9

Stat Dice

Smarts 3 (anthropology)

Moves 3 (acrobatics)

Style 4 (wealth)

Brawn 2 (tough)

Gear: Sculpting tools, veiled Eugénie hat, derringer (pistol)

Jonah Henry Jr

Assistant Librarian at Halcyon Hall

An academic dreamer and master of ancient languages, Jonah claims to prefer the quiet and solitude of the college's library to the exciting world of adventure that Montana frequently drags him into. He puts up a fight against Montana's insistence over joining the team every time she comes calling, to the point that it's now something of a ritual between the two. Once onboard, however, Jonah soon bubbles with excitement, his backpack brimming with books as he races to catch everyone up. Short and stocky, his enthusiasm and dogged willpower mean he is more than capable of keeping up with the team despite often trailing in their wake.

Jonah uses either the Detective or Professor Occupation from the ACE! core rules.



ACE! ID CARD

Name Jonah Henry Jr
Trait/Role Clumsy Professor
Health 4 Defence 8

Stat	Dice	
Smarts	4	(history, languages, occultism, theology)
Moves	2	(dodging)
Style	2	(gambling)
Brawn	4	(carrying)

Gear: Backpack of books, umbrella, panama hat



Johnnie Cobbler

Groundskeeper at Halcyon Hall

A talented landscaper and accomplished botanist, there is little that Johnnie doesn't know about flora and the fauna that can inhabit them. If he does find himself lacking in a particular area, he seeks out his auld friend Jonah and slips him a dram or two to secure use of the college library for a short time. Johnnie's expertise concerning the plant and animal kingdoms has saved the life of his colleague's more than once during their expeditions, although he remains extremely humble about the fact. Just don't trample his shrubbery or leave footprints on his lawn or you will soon find yourself on the wrong side of a scathing Scottish tirade.

Johnnie uses either the Botanist Occupation from the *Raiders of the Cutty-sark* adventure, or Ranger Occupation from the *ACE!* core rules.

Name Johnnie Cobbler

Trait/Role Cynical Botanist

Health 3 Defence 12

Stat Dice

Smarts 3 (botany)

Moves 4 (stealth)

Style 2 (disguise)

Brawn 3 (brawling)

Gear: Gardening tools, Webley revolver (pistol), tartan flat cap

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