

Wireless
Communication
Earrings



ONE OF MANY

By Alexander Douglas Rockey

Presents...



Dag Goodwin Security, Techie and Gofer.

He's quick footed and quick witted, but his confidence can be easily run down.

Though he feels like an outsider with being the "new guy", Dag actually fits right in with the team. They needed someone who is dexterous with the ever expanding electronic tech. He brought it, plus the ability to be quick, to the table. This is while being equally eager as the team to help those in need. Though, they sometimes need to return the favor.

It's not like he always had such good friends. As expected, his skills came with a cost. Many children bullied him for his stereotypical "nerd" interests, choosing speed over strength, preferring to help people and just generally being "different". To make matters worse, some would greatly exaggerate any mistakes he made. While these have mostly wavered, the mental scars remain. Even though he takes medication for it, his spirits still need occasional lifting. If fallen, he becomes sluggish and unfocused. Generally, though, he is usually upbeat, uplifting & up for it. Beyond that, in the uncommon times when his morals are brought up far beyond his normal disposition, he can outperform his own expectations & that of many others. Thankfully, the opposite doesn't have nearly as an extreme reaction, for he hates death and killing.

Though that comes from his anxiety (and can affect it), he has also made it a strength. Whenever a defense is needed, he has put a major amount of energy into using strictly non-lethal equipment and means. This includes his skills with computers, for some of his electric items are even "smart" enough to make necessary adjustments to stay non-lethal. Don't jump to conclusions, though, for he can stop someone just as well compared to those who risk potentially lethal means. If that doesn't slow them down, he can likely outrun them. Useful, for he is also into security. A rent-a-cop instead of a real cop, where real guns are not allowed.

This follows into related interests of his, lights and cameras. Despite not being any more afraid of the dark than the average person, he's keen on & collects a variety of lighting. His favorite part of electronics is working with and on various cameras. When not working on those, he has a hobby of combining the two for making art. His other hobbies are running and cycling, for he knows sitting for long is bad for a person. Sometimes, though, he "does" both. For he has built himself a small collection of vehicles he modified for speed. Similar to himself, they are more about high speed power in a light weight, high tech package, rather than big, loud and torque heavy.

Despite his seemingly weak physique & feeble feelings, he's always up for helping others.

....
Turn your BB
Boy into a non
lethal flechet
firing gun!
"Little AIRo
[Hand-drawn sketch of a BB gun]

Dag's
'Uni-pod'
Camera mono-
pod and staff



Don't
Forget the
other one!

SHUNT
GUN
Non-lethal
system
Information
[Hand-drawn sketches of a shunt gun and its components]



Recharge 'Shock Shot',
'Cut-less, & 'eFlares'!
[Hand-drawn sketches of a 'Shock Shot' device, 'eFlare' devices, and 'Cut-less' devices]





Shopping List:
• Cheap little glass bottles of sanitizers.
Silver plating
or .22LR bullets.
Herbal medicine ingredients.
NEEDLES!!



Aisha Coorahna

Paramedic, precisionist & peculiar.
She's a natural gifted doctor and a blessing in disguise.

A hidden gem at risk of being mistaken for coal. Her personality, on the surface, may seem very macabre and dark, like her native Australian skin tone, but she is more of a white witch. An irregular interest in the macabre, morbid, maybe immoral and mostly murky matters. In other words, subjects and objects that the average person sees as "dark", or sinister. Yet, what she focuses on are not inherently harmful on their own, but what a person does with them. Think of it like a woman being marked as an evil witch brewing, when she was actually making life-saving medicine. She uses the dark subjects in a positive way and she knows some are just normal parts of life. Studying the dead to save the living, for example.

If you can't get past being prejudiced towards her, then you better hope you are never in need of her miracle working ability to save lives. She might be the only doctor in the house. That is more likely than it seems, for she decided to leave the stuffy office of appointments and go straight to those in need. A field physician on foot or a paramedic on the move. She does use ambulances, but those are also not to be misled by appearance. For she prefers precision over speed, making them more about control and cornering. Think of it as a sports car that can handle a stretcher and a curve.

Likewise, a handle in precision is what she too holds. This can be useful outside of medicine, on top of that. It could be targeting weak spots to greatly increase the effectiveness of her tools for defense. Brewing up accurate medication from proven natural medicine. Ensuring complete sanitation from pathogens. Making a delicate, intricate repair on a vehicle. Yes, she is also adept at diagnosing vehicle problems, like some medical mechanic. As can be seen, there is more to her than what's on the surface.

As mentioned, she can make natural medicines. Though she does use typical pharmaceuticals, she also has extensive expertise in natural and herbal medicine. That is, what actually works and not "fads". Next, is the sanitation. Though she is no "freak" when it comes to cleanliness, she is still enough of a "germaphobe". Just like those germs, one should never focus only at the surface level. There could be more bad bacteria lying beneath, but one should also not forget that there is good bacteria too.

Don't take her at face value, as she might be the last defense in the fight for your life.



Preparation Refill:
- Electrostatic sanitizers
- Anecdote & 'poison' Darts.
- Jells for Aloe
- Variable blade
- Lighter fuel.



TRACKER
For Shotguns
□ Non-lethal □



Bait & Lure
Natural Foods
Great for
Wildlife watching

Holt Harwood

Explorer, wrangler & close-quarters.

Down-to-earth outdoorsman who is seriously serious.

A staid, unflinching appearance of no laughing matters. Hard to envision someone with seemingly such little emotion to be filled with nothing more than ire and hostility. Yet, he is determined to help any person and animal alike. An outdoorsman by nature, he will go searching for those in trouble, rather than wait. Not that it isn't out of the question, for he will patiently wait in one spot if the need calls for it. Otherwise, he prefers being in motion. Not necessarily high speed motion, but more about traversing rough terrain and the difficult to access. Whether it be off-road driving, hiking, exploring, climbing, or similar activities. There are very few out of reach places that he can't give a helping hand in. Though, there is a chance you won't be able to find him.

Apart from traveling far into the wilderness, he is also adept at being inconspicuous. His quiet, unspoken nature makes him great at hiding, plus his skill with camouflage. Despite these qualities and his choice of clothes, he isn't the sniper or rifle hunter one might suspect. While proficient with various firearms, he mainly uses shotguns and similar designed pieces, including line launcher and arrow gun versions. However, none are the main focus of his fighting skills. Rather, close range and melee are. Despite the use of tools instead of dedicated weapons, he is practically a master swordsman. This is only hindered by the choice of melee tools and lesser focus on ranged attacks. Although, much of his previous skills can help with this. He can go seemingly invisible, use a grapple and rope, track them down, use a whip, or even employ help from animals, all in order to get in close for the attack. Likewise, he's an excellent wrangler of other creatures. A talented animal handler, trainer and whisperer, even if very much wild.

While possible to see him as tame, there are a few oddities about Holt. For one, those glasses. You'd think someone stern as he is, wouldn't wear dark sunglasses literally all the time, no matter the situation or lighting conditions. Some sort of eye condition? Similar to his preference for brown clothes, he also doesn't wear anything other than full length pants & proper footwear. Something happened in his past? Neither of which he gives any information on. Not exactly a chatterbox, but when he does talk, it's likely to be short and sweet, to the point and with proper grammar, even a little bit verbose.

I hope he doesn't send the wrong message, for he just might appear in unexpected places, without a sound, ready and poised to help any human or animal alike.

Sharpening
Stone

World Atlas

History

1. Durendal 2. Holy Lance

Off-Road Tire
Guide & Parts
Catalogue



Lenticular Lens
Use and care guide

Bullet-Proof Grade

Polycarbonate



Terri Skih

Aviator, improviser & funster.

She may be conserving, but she spares none on living.

Oh, Terri, possibly the complete opposite to Holt? Sure, she also enjoys traveling long distances and getting into high places, but she does so by flight. Whether it be by ordinary aircraft or crafting her own jet pack, she's likely to figure it out. Yeah, she's a crafty one, all right. Useful, considering she is also rather stingy, thrifty, economical, even "cheap". If she can build, create, or improvise it, she likely will. And she has gotten quite good at this "improvising". MacGyver, eat your heart out! Though sparse with spare change, she has plenty of life to give. A rather energetic, happy-go-lucky and comedic gal.

Not afraid to laugh and make others happier. Not to say she can't go serious when the serious gets going, she's just louder and odder over top of it. Of course, she can go over the top of a lot, being the springy and jumpy type she is. A wide variety of aircraft have been under her wings, including wingsuits. Her favorite, though, seems to be a "jump jet" she crafted herself. Essentially, it is a "jet pack" more suitable for increased jumping than sustained flight. At least it doesn't require expensive fuel! If higher heights are needed, she has access to an ultralight autogyro that looks more like a wingless, two-seat biplane with a little bit of helicopter. Though that is meant to be more of an economical way to have an aircraft, she is capable of being either a fighter, bomber or both!

It's kind of her schtick when the rough gets roughing. Additionally, she still continues her other themes with that schtick - including a literal "slapstick"! One of her so-called "guns" is a surprisingly powerful, full-auto, high-speed air gun - or "pneumatic automatic". Self made, of course. Likewise, she also has a four-round "potato cannon" that actually fires fireworks, like some sort of homemade rocket launcher. She even modified a confetti "revolver" to fire little burst-flare "pocket rockets". Explosives, however, she limits herself on.

The improvised kind are more of a last ditch, desperate time thing. Most of the time, she sticks to common, affordable, easier to obtain gunpowder, fireworks & compressed gasses. Like her only real gun, a reliable pistol, often paired with an odd firework "grenade". She does own one real bomb, but only because it is (supposed to be) a worthless "dud". Her family's past ancestry in "Western Asia" might think that too of "her", but she doesn't let that get her down. If people are bringing down others, she will spring into action!

She will take them down a notch, then bring the poor victim's spirits back up! *Huzzah!!*



Tilda Beaufort

Powerhouse, machinist & womanish.
She's truly womanly, despite contrarily muscly, bulky and skillfully.

You've more than definitely heard of the age-old stereotype of the woman being weak and vulnerable, yada yada, blah blah, etc.. It's become so common and well heard of, it has sown a big, varied family of different "strong female" tropes. Tilda seems to have likely fallen within the rarest type. She is thoroughly feminine, womanly and ladylike (french, too!). Yet, she is strong of body and will, while having the large physique to match. Not the common kind portrayed in popular media, though. She isn't illogically thin for how strong she is, nor absurdly toned muscles for show & attraction. No, she is more realistic, practical, pure-strength, untuned muscle kind of way. Kind of fat, but not obese or far into BBW territory, but still some feminine curves. She's a lady who can pull her own weight, and plenty more.

She may not be much of a cook, but she can really "cook up" a good build, ladies! Greatly expanding on typical female hobbies and skills - like gardening and sewing -, she is excellent at construction, metalwork and machining. There is some demolition in there, too. Boy, she even has a full-on gown for work! A very heavy duty dress, mind you, practically overbuilt to the point of being armor. Likewise, she also has a shield. Though, it's less for herself and more for protecting others. There is at least a little motherly instinct in her, but she uses it to be protective and nurturing of anyone in trouble, child and adult alike. If anyone is tearing down others smaller than them, she will build up defenses, then cut the attackers down to size.

While ingenious in demolition and dexterous in destruction, she is more into fabrication. Her favorite tools are literally tools. From simple lifting gloves to heavy hauling trucks. Some, she even modified or made herself. Like the previously mentioned "heavy duty dress", there is a tendency to "overbuild" some items. This includes her self-made "Homewrecker" that launches mini wrecking balls or a ramset-nail gun overdone into a machine gun; oops! Boy, she has even taken real guns and turned them into tools. Examples include a semi-auto shotgun used to dislodge slag in iron kilns or an experiment in making a legit machine gun into an auto-feed ramset-nail gun, but for screws. That last one may have been a bit excessive. In spite of all her excessive non-female qualities, she's still in touch with her feminine side, even if a little typical and contrasting.

Nonetheless, she will break down barriers, build up others and lift burdens.



Zack Wamblee

“Zack” Zitkaduta (zih-KAH-doo-TAH)

Gunsmith, lifeguard & aquatics.

Surprisingly calm and laid back for having such contradicting interests.

Even though they have a few noticeable differences, he became Dag’s good friend. Sure, he uses real guns, but he’s also very safety conscious. Combine that with his calm demeanor and maybe Dag finds Zack helps calm his anxiety? While situations of improper or lack of safety can break Zack’s mild mood, he ain’t yelling at, giving heck or generally over exaggerating Dag’s mistakes. Keep his head above water, so to speak. In fact, he will make sure troubled people, when going up “that” creek, do indeed have a paddle - and life preservers! Having come from a hunting and fishing community with a large lake, he has become a very skilled swimmer, diver and general boater. He also “swims against the current” when it comes to stereotypes of Native Canadian Aboriginal, of which he is. Oddly enough, his hair turned white-gray at a young age and he keeps it short. That last part is likely to keep it ready for swimming and safety reasons. He really does like to be prepared for a variety of situations. Might be why he wears a lightweight trench coat while using wetsuits as daily clothing.

It’s another safety thing of his, being ready to handle various conditions that could pop up. Wonder if that could be why he has a differing hobby in acting? It would allow him to change his conduct to match the circumstances. Likewise, he has become adept at imitation, both for entertainment and for work, the former like an undercover cop.

Speaking of cops, he is a master gunsmith and marksman with extensive firearm knowledge. Mainly for hobby, target practice and competition shooting, rather than hunting or general killing. That is a last-line-of-defense need. He continues on with safety, such as using rubber bullets or even a strong blast from a vortex air cannon. If the situation does call for a real gun and bullets, he still tries to find other means. Fear, injury or shooting something else that would stop them. He’s accurate enough to hit with very specific means. When concentrating less on accuracy, he can also use guns with rapid fire - such as to use a hail of bullets to scare attackers away or keep them in hiding. Mind you, all of these varying abilities and equipment could possibly create a “jack of all trades, master of none” situation.

This includes how a few of his melee tools double as range, since he puts more focus on guns than melee. Focus, however, is one of his strongest points; once he has focused onto a target, it’s difficult for him to miss. The same goes for noticing dangers, abnormalities and general safety concerns. His other best skill would be his swimming that was mentioned earlier.

An athletic swimmer with a knack for both guns and safety, he keeps his head above water, ready for whatever act is thrown his way.

DANGER

AVOID AT ALL COST OR IT WILL COST YOU DEARLY!

Do not approach, avoid interactions, don't hire and deny any "job" offers!



Vincent

The self-proclaimed "leader".
Megalomaniac, power hungry, and controlling. Very smart and tech savvy, but tries hiding it by acting manly and masculine. Will always blame failures on others and is why he always has an escape plan.

ATO

"Auto Task Operator"
A robot by Vincent. Presumably, his attempt at a design for a mass produced army of robots, but that would be way too difficult. Uses explosive weapons or rapid fire energy guns. Unhuman, robotic & obedient.



Candice

The so-called "doctor" of the team, but more of a cosmetic surgeon and druggist. Plus a skilled chemist. Often uses drugs, acids, and even fire. Wears a protective, skin tight suit. Has also been known to use seduction. Her beauty is only skin deep.

Sid

The big, strong, and manly muscle member. Always has armor on, even if it isn't obvious. Apart from using his strength, also operates heavy firearms and armored vehicles. Let actions speak louder than words.



"Shade"

The assassin and thief of the team. Very mysterious & unknown; he or she keeps changing disguises. Prefers melee over ranged, often with concealed or hidden weapons & tools. Will hide identity and get the job done, regardless of safety.

Hermes

A hateful, extroverted and hermit of a man. Either uses traps, hiding, fear or other means to keep people away, but has proven to be extremely skilled in melee, if one is unlucky enough to get close to him.

