



ARCHETYPES



PINNACLE
ENTERTAINMENT GROUP





ARCHETYPES

EAST TEXAS UNIVERSITY

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THE CHEERLEADER

Your mother groomed you for one thing: to be a star. Dancing, singing, and pageantry were thrust upon you at an early age and you walked away with many awards and titles.

You really came into your own during high school when you joined the cheerleading squad. You loved the athleticism and teamwork; your mom loved that her little girl was getting the fame she deserved.

Your senior year you applied to lots of different colleges, but with East Texas University only a couple hours away you knew in your heart that it was the one for you. After careful consideration, you and your mom decided on a Meteorology major. That gives you the best chance of appearing on television, where you can really be discovered.

Best of all is that you nailed summer tryouts and earned a place on the ETU cheerleading team! You get to keep doing what you love in front of a whole new crowd.

Go Ravens!



GAME STATISTICS

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

College Major: Meteorology

Skills: Climbing d6, Fighting d4, Knowledge (Meteorology) d4, Notice d4, Persuasion d8, Stealth d4, Streetwise d6, Swimming d6

Academics: -1; **Charisma:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Anti-Technology Aura, Big Mouth, Overprotective Parent

Edges: Acrobat, Attractive

Semester Allowance: \$500

Gear: Purse, laptop, pepper spray, smartphone, mid-sized car (Acc/TS: 20/40, Toughness: 11(3), Crew: 1+4, Used Car Glitch: Temperamental).

Extracurricular Activities: Athlete (Cheerleader—add +1 to all Agility rolls)

THE RODEO QUEEN

You grew up on a real Texas ranch. From the time you can remember you were out exploring creeks or pastures. Your daddy taught you how to hunt and how to ride, but it came naturally. You always had a connection with nature. Daddy likes to tell the story about the time you soothed an out-of-control stallion with a simple gesture of your hand and calming whispers.

Helping your family breed and ride horses competitively turned you into a very strong individual, both mentally and physically. In high school the tomboy blossomed into an attractive rodeo queen, but the hard work waiting back home kept you grounded.

During your high school senior year you suffered an accident while out riding alone on the ranch. You'd always planned on ranching like your parents, but while recuperating in the hospital you had a change of heart. Now you want to go into the medical field and help others the way you were helped. Now you're enrolled at East Texas University to wrangle up a pre-med degree.

GAME STATISTICS

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

College Major: Pre-Med

Skills: Fighting d4, Healing d4, Knowledge (Medicine) d4, Notice d6, Persuasion d4, Riding d8, Shooting d6, Survival d4, Throwing d4, Tracking d4

Academics: —; **Charisma:** +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

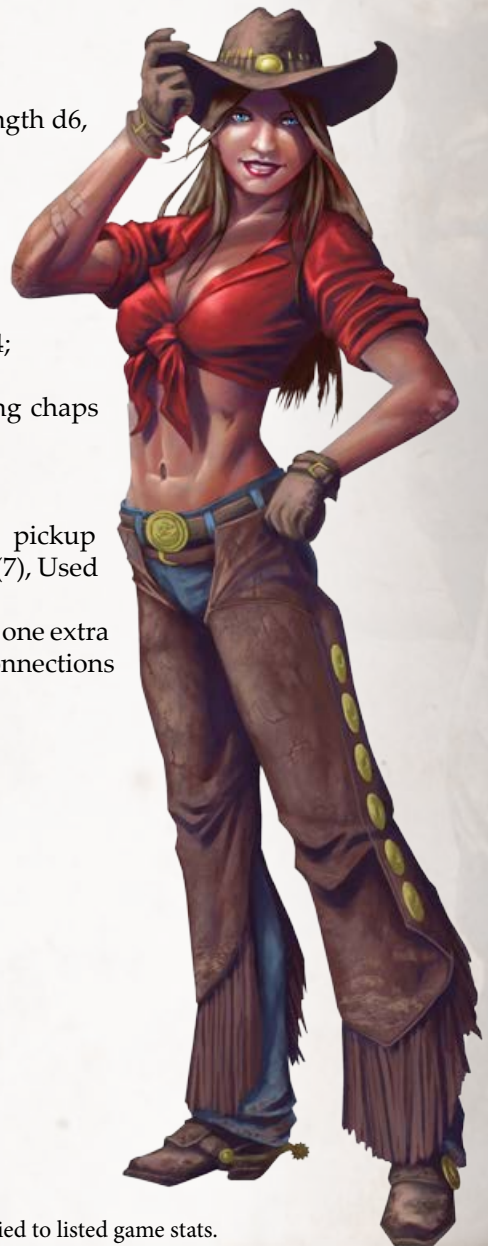
Hindrances: Code of Honor, Quirk (wears riding chaps as a casual accessory), Trouble Magnet (Minor)

Edges: Attractive, Healer

Allowance: \$500

Gear: Laptop, smartphone, cowgirl hat, used pickup truck (Acc/TS: 20/40, Toughness: 12 (3), Crew: 1+2(7), Used Car Glitch: Gas Guzzler).

Extracurricular Activities: Volunteer (Hospital—one extra Benny per game session and one-time use of Connections Edge at +2)



Extracurricular Activities modifiers and benefits are not applied to listed game stats.

THE ACTIVIST

You lived a pretty normal life, right up to high school. That's when you became aware that a friend's family faced serious economic hardship. You—just a teenager—organized a successful fund raiser. The gratitude on their faces affected you more deeply than you would have imagined. That was your awakening. You can make a difference, be it with problems down the street or around the world.

For the remainder of high school you became involved in various movements challenging injustice. Sadly, some protests turned unruly so you also learned a thing or two about first aid and self defense even though you despise violence. You have a big heart—maybe too big—and you can't just sit on the sidelines when people need help.

You realized that there is a need for people with the legal know-how to navigate the justice system on behalf of the "little guy." East Texas University's student court offers hands-on experience that will look great on your law school applications.



GAME STATISTICS

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

College Major: Pre-Law

Skills: Fighting d4, Healing d4, Investigation d6, Knowledge (Law) d6, Notice d6, Persuasion d8, Streetwise d6, Taunt d6

Academics: —; **Charisma:** —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Bad Eyes (Minor), Heroic, Pacifist (Minor)

Edges: Common Bond, Luck

Allowance: \$500

Gear: Tablet computer, smartphone, used compact car (Acc/TS: 10/36, Toughness: 10(3), Crew: 1+3, Used Car Glitch: Slick Tires).

Extracurricular Activities: Part Time Job (Easy—ETU Computer Lab, +\$50)

Extracurricular Activities modifiers and benefits are not applied to listed game stats.

THE GEEK

Science fiction, fantasy, the weird and supernatural, you have always loved them. In fact, your whole family is like that. On vacations, you didn't go to the beach or the mountains, you went to Area 51 looking for UFOs or to the geek Shangri-La, ComicCon.

It's weird other people don't see these things as easily as you do, but you've always had a sixth sense about you. Everyone said your family was crazy, so to prove them wrong you started studying psychology. Turned out you really liked it and it even helped unveil a hoax or two.

Once you had decided on your major, there was no other choice for college other than ETU. Cryptid Weekly lists it on the top ten hot spots worldwide every year, and there's even a rumor the Big Thicket is home to Hogzilla. This is going to be the best four years of your life!

GAME STATISTICS

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6

College Major: Psychology

Skills: Driving d4, Fighting d4, Investigation d8, Knowledge (Occult) d4, Knowledge (Psychology) d8, Notice d8, Persuasion d4, Streetwise d4, Swimming d4

Academics: —; **Charisma:** —; **Pace:** 6; **Parry:** 4;

Toughness: 5

Hindrances: Bad Eyes (Minor), Curious, Second Fiddle

Edges: Danger Sense, Psychically Sensitive, Test Taker

Allowance: \$500

Gear: Tablet computer, smartphone, used midsize car (Acc/TS: 20/40, Toughness: 11(3), Crew: 1+4, Used Car Glitch: Engine Leaks).

Extracurricular Activities: Teacher's Aide (\$100 + Connections—as a Teachers Aide)



Extracurricular Activities modifiers and benefits are not applied to listed game stats.

THE WILD CHILD

Being a foster child most of your adolescence, you felt different from everyone else—that you didn't belong. Other kids might have tried to change themselves to fit in. You, on the other hand, did your best to stand out—especially when it came to fashion or mainstream culture.

The system wrote you off as a lost soul of misguided youth, but most saw you as a rough and tough chick who could knock anyone's teeth down their throat. After you and your fashions were profiled in the anti-mainstream fashion magazine *Teen Anarchy*, suddenly your classmates—and even adults—treated you differently. For the first time you saw respect rather than fear, and it got you thinking about the possibility of a real future after high school.

East Texas University is just about the last place you expected to end up, but it's the only one that offered a scholarship. You keep reminding yourself you always wanted to stand out like a fiery blaze of red against a stonewashed blue jean society. You figure you can push the envelope in creativity and fashion while you party it up...at least until the money runs out or your grades catch up with you. Whatever happens, you know it's gonna be a wild ride.

GAME STATISTICS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

College Major: Fashion

Skills: Fighting d6, Gambling d4, Intimidation d6, Knowledge (Fashion) d6, Notice d6, Persuasion d6, Shooting d4, Streetwise d6, Swimming d4

Academics: —; **Charisma:** +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

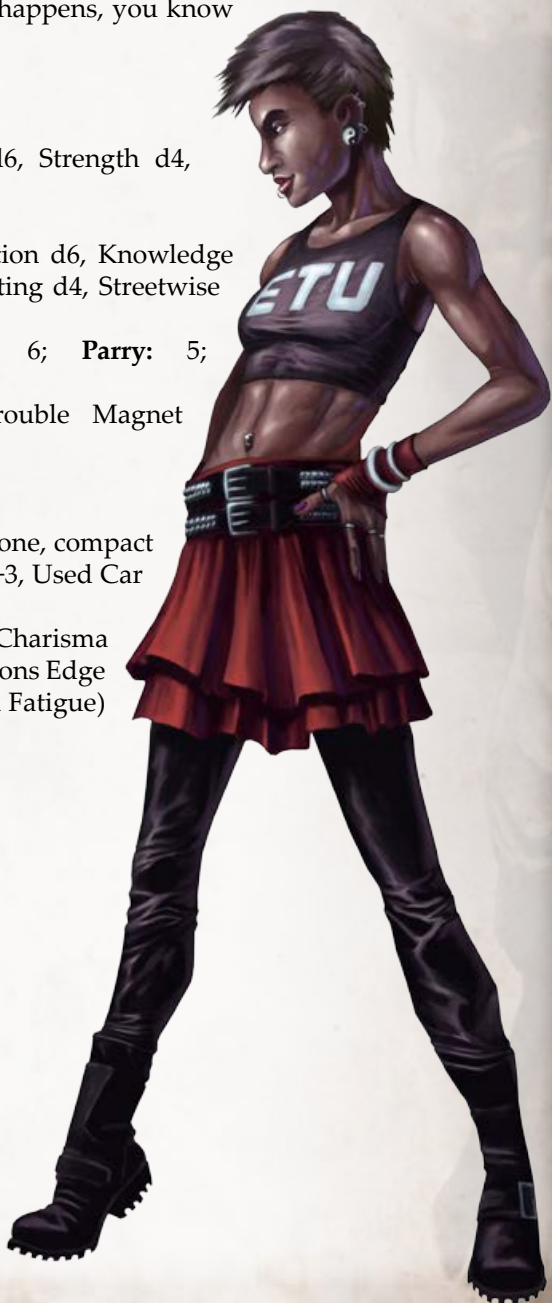
Hindrances: Arrogant, Party Animal, Trouble Magnet (Minor)

Edges: Attractive, Brave, Multitasker

Allowance: \$500

Gear: Satchel, laptop, pepper spray, smartphone, compact car (Acc/TS: 10/36, Toughness: 10 (3), Crew: 1+3, Used Car Glitch: Gremlins).

Extracurricular Activities: Party Hardy (+2 Charisma with student body and one use of the Connections Edge with them, -1 Academics), Fitness (+2 to avoid Fatigue)



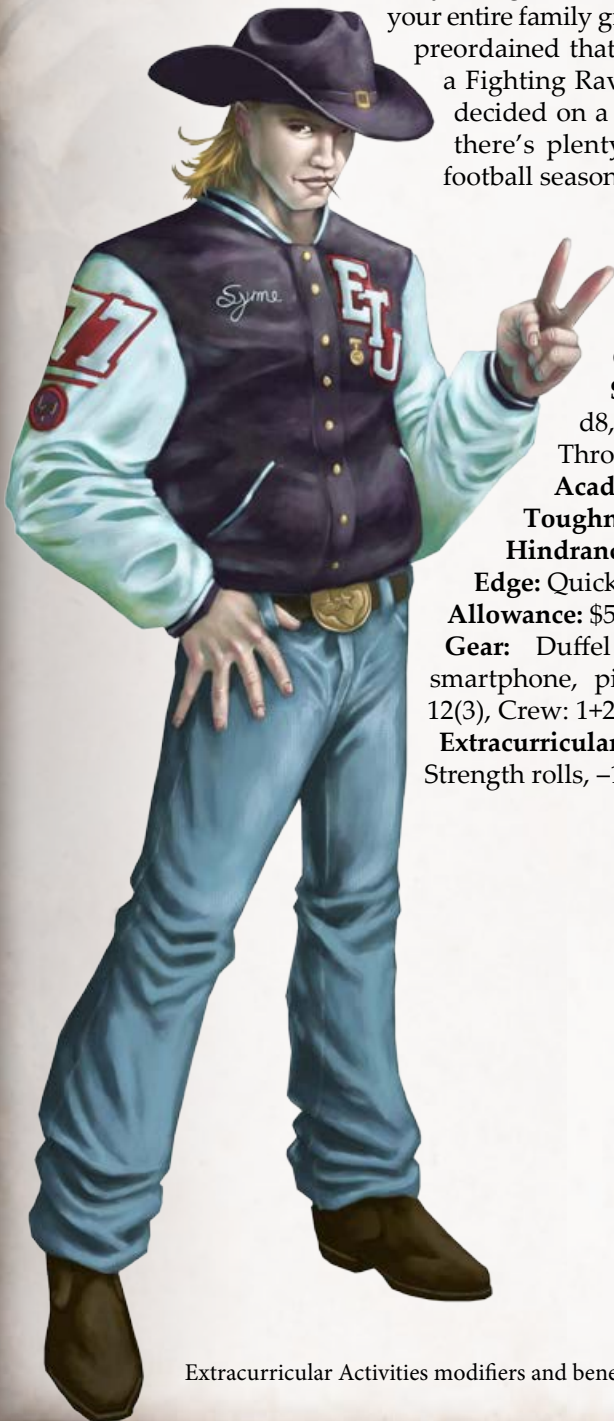
Extracurricular Activities modifiers and benefits are not applied to listed game stats.

THE JOCK

You're the son of a fifth generation cattle rancher deep in the heart of Texas. You learned at a very young age that nothing is ever simple in life, and that you had to work hard for every inch you gained and even harder to keep it.

You exploded onto the sports scene during high school as a star athlete where football soon became your true sport of choice. Your physique and skills broadened exponentially as did your ego and attitude towards those you called "smart folk," up until you needed a tutor to graduate high school.

Many collegiate scholarships were thrown your way but since your entire family graduated from East Texas University, it was preordained that you too spread your wings and become a Fighting Raven. With a full ride to ETU, you haven't decided on a major yet but as far as you're concerned, there's plenty of time to figure that out...right after football season.



GAME STATISTICS

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

College Major: Undecided

Skills: Climbing d6, Driving d4, Fighting d8, Notice d4, Riding d6, Shooting d6, Throwing d8, Swimming d4

Academics: -2; **Charisma:** -; **Pace:** 6; **Parry:** 6;

Toughness: 5

Hindrances: A.D.H.D, Overconfident, Stubborn

Edge: Quick

Allowance: \$500

Gear: Duffel bag, laptop, baseball bat (Str+d6), smartphone, pickup truck (Acc/TS: 20/40, Toughness: 12(3), Crew: 1+2(7), Used Car Glitch: Lead Foot).

Extracurricular Activities: Athlete (Football-add +1 to all Strength rolls, -1 Academics)

Extracurricular Activities modifiers and benefits are not applied to listed game stats.

THE LOCAL

You were raised right here in Pinebox by your father. Money was often tight, seeing as how your dad's antique store is too far off the beaten path for most big city shoppers. You worked in that store since you were old enough to make change and you spent countless hours researching old-fashioned and in some cases downright bizarre items that passed through.

Being a well-liked local with the patience to listen to every old recollection, legend, and tall tale, you've developed an extensive historical knowledge of the area. You also learned the knack for story-telling, including the importance of putting drama before truth. Be that as it may, with your passion for local history you hope to be the one who finally unlocks the mysteries of the mound builders at Indian Mounds State Park. You've enrolled into East Texas University with hopes of majoring in archeology.

GAME STATISTICS

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

College Major: Archaeology

Skills: Fighting d4, Investigation d6, Knowledge (Archaeology) d4, Knowledge (Local) d6, Notice d8, Repair d6, Shooting d4, Streetwise d6

Academics: —; **Charisma:** —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: 'Fraidy Cat, Poverty, Quirk (tall tales)

Edges: Be a Zebra, Local Favorite, McGyver

Allowance: \$250

Gear: Backpack, laptop, genuine U.S. Army Jeep (Acc/TS: 10/32, Toughness: 12(3), Crew: 1+3, Used Car Glitches: A Few Horses Shy, Loud Muffler), smartphone.

Extracurricular Activities: Part-Time Job (Easy—antique store—extra \$50)



Extracurricular Activities modifiers and benefits are not applied to listed game stats.

THE STRANGER IN A STRANGE LAND

You grew up in Hong Kong knowing only the crumbling white cement walls of orphanages throughout the cities suburbs. Having no family to speak of, you gravitated towards life on the streets, finding refuge only in one of the many local street gangs, the Cāng Gui or Blue Demons.

Wanting a better life, you stowed aboard a cargo ship headed for Houston, Texas where you were quickly scooped up by local immigration officials. Lucky for you, a caring couple took you in before deportation proceedings could take place. In this loving environment you adopted your new parents' religion and vowed to follow the loving tenets of a higher power.

While in high school you officially became a US citizen. You also discovered a talent for drawing unique representations of architectural designs and buildings. You enrolled into East Texas University where you hope to make your parents proud and leave your ruthless past behind.

GAME STATISTICS

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

College Major: Architecture

Skills: Climbing d4, Driving d4, Fighting d6, Intimidation d4, Knowledge (Architecture) d6, Lockpicking d6, Notice d6, Persuasion d4, Stealth d6, Swimming d4

Academics: —; **Charisma:** -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

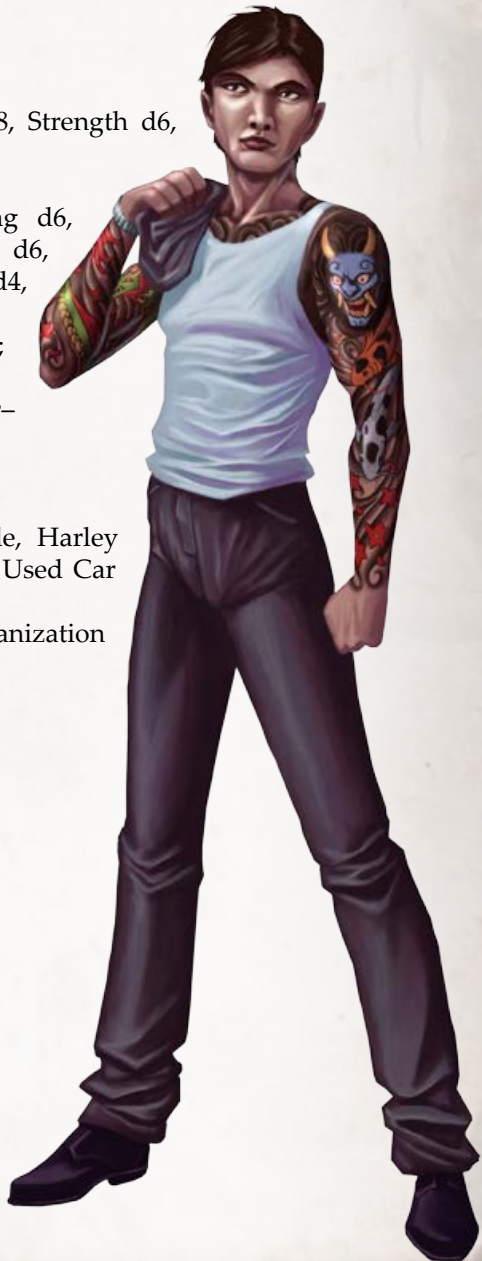
Hindrances: Clueless, Outsider, Vow (Minor-religion)

Edges: Devout, Martial Artist

Allowance: \$500

Gear: Duffel bag, bible, laptop, motorcycle, Harley (Acc/TS: 18/30, Toughness: 10(2), Crew: 1+1, Used Car Glitch: Loud Muffler), smartphone.

Extracurricular Activities: Student Organization (Martial Arts club, +1 Fighting)



Extracurricular Activities modifiers and benefits are not applied to listed game stats.

THE GAMER

Your parents knew very early on in your adolescence that you were growing up to be one very special child. At the age of five, your cognitive and mental capacity scores on the Dunbar's Child IQ test were almost off the charts.

In high school you fit the mold of the stereotypical nerd. You gravitated towards chemistry, mathematics, and computer programming, and you were socially awkward—especially around girls. A love of games is one of the few things you have in common with other teens, so you tend to talk about them a lot. Putting your computer programming knowledge to good use, you even designed and developed your very own first person shooter entitled “Banditos in Arms.”

Many first-rate universities tried to recruit you, but it was a letter from East Texas University's Chemistry Department that made you decide to become an ETU Raven. Being the inventor of the next Nobel Prize winning chemical compound would be very exciting, or at least that's what your letter alluded to.

GAME STATISTICS

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

College Major: Chemistry

Skills: Fighting d4, Gambling d4, Investigation d8, Knowledge (Chemistry) d8, Knowledge (Computer Programming) d8, Notice d6, Repair d6

Academics: +2; **Charisma:** -1; **Face:** 6; **Parry:** 4; **Toughness:** 4

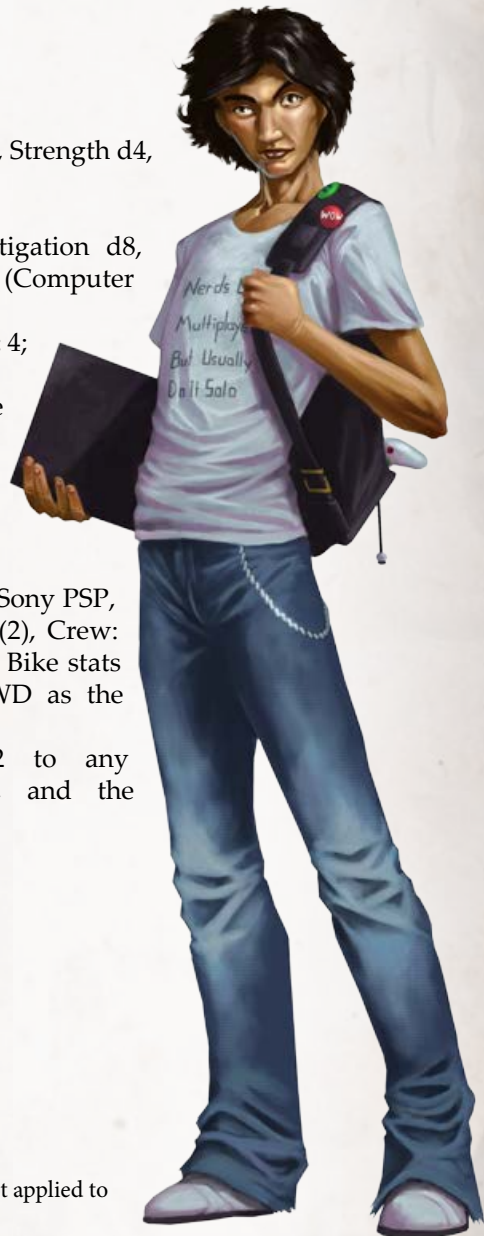
Hindrances: Habit (Minor—makes game references to real-world events), Phobia (Minor—talking to members of the opposite sex in social situations), Small

Edges: Jack of all Trades, Test Taker

Allowance: \$500

Gear: Messenger bag, laptop, smartphone, Sony PSP, Vespa scooter (Acc/TS: 15/32, Toughness: 8(2), Crew: 1, Glitch: The Dean approves using the Dirt Bike stats without the additional Toughness and 4WD as the vehicle's “glitch”.)

Extracurricular Activities: Gaming (+2 to any Knowledge roll concerning lore, myth, and the supernatural).



Extracurricular Activities modifiers and benefits are not applied to listed game stats.

THE JOURNALIST

You called the Big Apple home. As a teen you became involved in urban exploration and eagerly explored the hidden areas of Manhattan's concrete jungle. Your curiosity led you to many interesting and risky adventures but none more dangerous than the time you were fourteen and trapped in an allegedly haunted abandoned warehouse. Coming out relatively unscathed and with photographic evidence of a possible apparition, your thirst for the supernatural was ignited.

You applied to a number of colleges, but an intriguing article about the mysterious disappearance of a group of students from East Texas University put that college in your sights. You soon discovered more interesting leads online (fightingravens.com) and knew you had to have feet on the ground. East Texas is a totally different world than New York. With luck though, you can put your nose for a good story to use and uncover Pinebox's secrets.

GAME STATISTICS

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

College Major: Journalism

Skills: Climbing d4, Fighting d4, Knowledge (Journalism) d6, Investigation d4, Lockpicking d6, Notice d6, Persuasion d6, Stealth d6, Streetwise d6

Academics: —; **Charisma:** —; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Stubborn, Phobia (Minor—being trapped)

Edges: Alertness, Luck

Allowance: \$500

Gear: Backpack, binoculars, digital camera, laptop, pepper spray, smartphone, motorcycle, street bike (Acc/TS: 20/36, Toughness: 8 (2), Crew: 1+1, Used Car Glitch: Hard to Crank).

Extracurricular Activities: Student Organization (student newspaper, +2 to Knowledge (Journalism))



THE SORORITY SISTER

A native of Long Beach, California and an only child, in many ways you led a enviable childhood. Your father, a member of the state legislature, provided well for the family. Quite well.

You learned the basics of politics the way other kids learn about football or how to do laundry. Your campaign for high school class president was a landslide victory, not that it was ever in much doubt considering your popularity. Still, you liked the thrill of victory and the respect and attention from being important. It was that victory that sold you on following in your daddy's footsteps.

Your ideal college required three things: a strong political science department, a chapter of your mother's sorority, and a campus far from the constant media scrutiny on your family back in California. East Texas University fit these requirements nicely and the sisters of Alpha Omega have already welcomed you as a legacy and member.

GAME STATISTICS

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

College Major: Political Science

Skills: Driving d6, Fighting d4, Investigation d6, Knowledge (Political Science) d6, Notice d6, Persuasion d6, Streetwise d6, Swimming d6

Academics: -; **Charisma:** +4; **Pace:** 6; **Parry:** 4; **Toughness:** 5

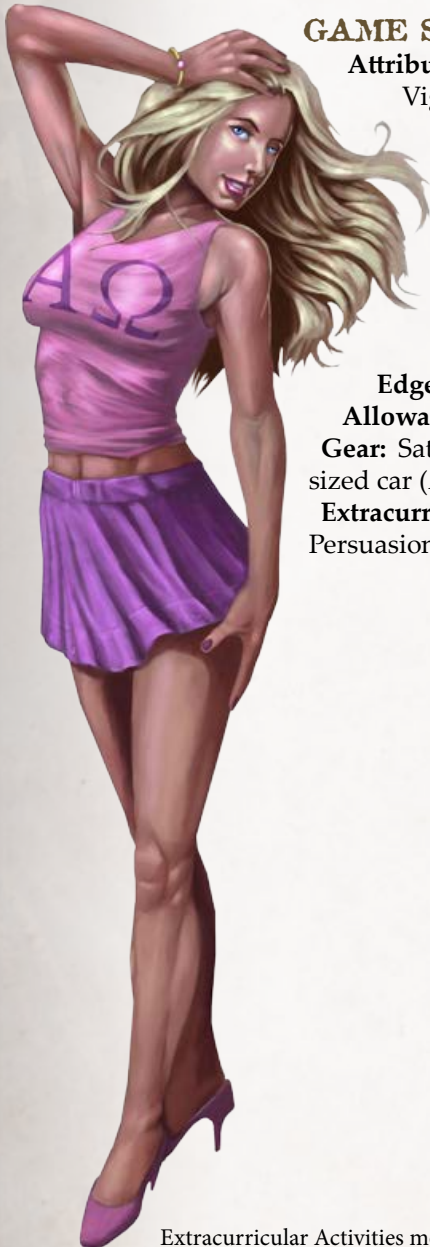
Hindrances: Enemy (Minor—family political opponent), Overconfident, Quirk (perfect hair always)

Edges: Attractive, Noble

Allowance: \$1000

Gear: Satchel, laptop, hairspray, cosmetics, smartphone, mid-sized car (Acc/TS: 20/40, Toughness: 11(3), Crew: 1+4).

Extracurricular Activities: Sorority (Connections and +2 to Persuasion with Alpha Omega sorority, -1 Academics)



Extracurricular Activities modifiers and benefits are not applied to listed game stats.

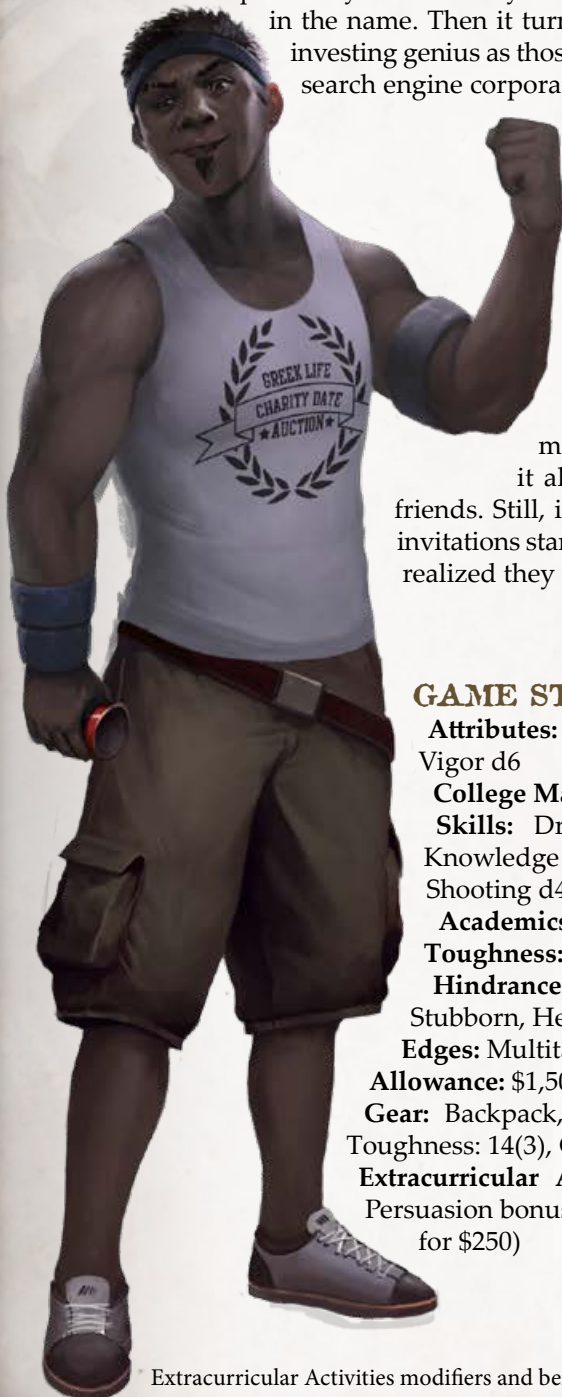
THE FRATERNITY BROTHER

You didn't grow up with money, far from it. Your family worked hard for everything they had and you worked equally hard hoping to get an academic or athletic scholarship to go to college to make a better life for yourself. Unfortunately, while you were good at both, you didn't excel at either. The prospects for college looked bleak.

Then last Christmas your grandmother bought everyone in the family lottery tickets, and as they say on that old show, "Next thing you know, ol' Jed's a millionaire." Of course, it didn't seem like it was going to last as your dad thought he was some kind of investing genius and put nearly all the money into a couple of companies with "tech" or "ware" in the name. Then it turned out your dad actually was some kind of investing genius as those companies were soon bought out by a major search engine corporation, and suddenly you had to hire people to count your money.

You keep thinking the whole thing is going to fall apart at any moment, and so while the money is here you're going to college like you wanted. ETU was the only school to even look at you seriously when you didn't have money, so despite being able to go anywhere you wanted it was the only place for you.

You wanted to keep a low profile and your money secret, but your new roommate blabbed it all over campus claiming you two were best friends. Still, it was kind of cool when the fraternity party invitations started arriving, though slightly less so when you realized they were addressed to both of you.



GAME STATISTICS

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

College Major: Business

Skills: Driving d4, Fighting d4, Investigation d6, Knowledge (Business) d6, Notice d6, Persuasion d6, Shooting d4, Stealth d4, Streetwise d6, Swimming d4

Academics: —; **Charisma:** —; **Pace:** 6; **Parry:** 4;

Toughness: 5

Hindrances: Annoying Roommate (Big Mouth), Stubborn, Heroic

Edges: Multitasker, Rich, Filthy Rich

Allowance: \$1,500

Gear: Backpack, laptop, smartphone, SUV (Acc/TS: 20/40, Toughness: 14(3), Crew: 1+7).

Extracurricular Activities: Fraternity (Connections and +2 Persuasion bonus with fraternity, -1 Academics), Tutoring (+2 for \$250)

* Extracurricular Activities modifiers and benefits are not applied to listed game stats.



FIGURE FLAT INSTRUCTIONS

To use, cut around the outside, fold along the interior lines, and use a glue stick to secure the title flap to the inside flap of the first illustration so that it forms a triangle. You can also cut only the two color sides and slot them into a typical board game base. Look for additional Figure Flats for friends, enemies, and horrors of ETU at www.peginc.com.

Modern Minis for East Texas University and Degree of Horror



CHEERLEADER, RODEO QUEEN, ACTIVIST, GEEK, WILD CHILD



JOCK, LOCAL, STUDENT, GAMER, JOURNALIST



CAST IN 28MM HIGH QUALITY PEWTER, THE ETU MINIS ARE SCULPTED BY DAVID SODERQUIST, KNOWN FOR BRONZE AGE MINIATURES.



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