

## David Carlburg

**Heroic Mercenary Leader**

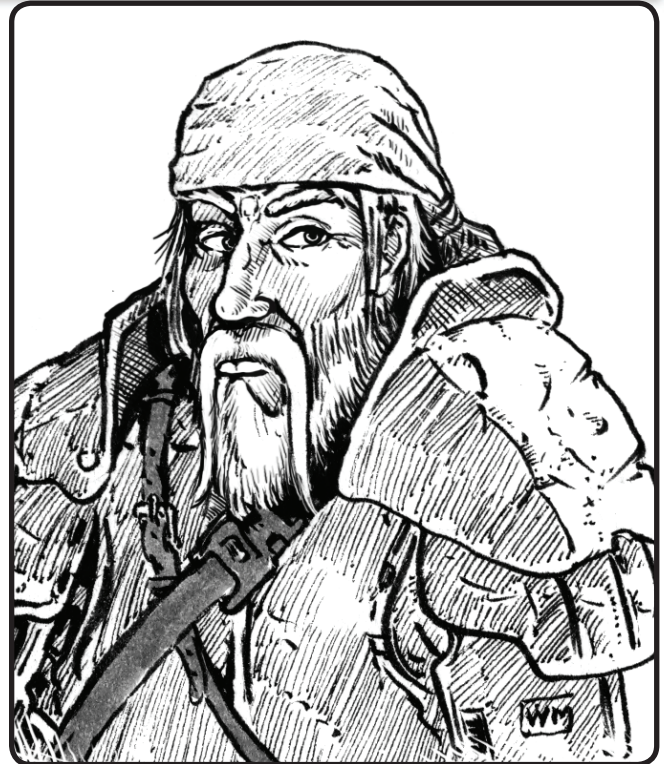
The Mutant Epoch RPG Crossroads Region Gazetteer NPC

Type: **Pure Stock Human** EF: **936** Rank: **8**  
 Caste: **Non-Profit Commander** Faction: **Pro NF and LF**  
 Gender: **Male** Age: **48**  
 Read/ Write?: **Yes** Do Math?: **Yes**  
 Personality: **Idealistic and Noble** Swim Ability: **Strong**  
 Sexual Orientation: **Heterosexual** Height: **198cm**  
 Handed: **Left** Weight: **94kg**  
 Religion: **Cultural Christian, but lacks faith**  
 Languages Spoken: **English, some Spanish**

Endurance: **116 /**  
 Strength: **84** (+10 dmg/+50% throw range)  
 Agility: **79** (-10 DV/+1.25 meters movement)  
 Accuracy: **121** (+22 SV)  
 Intelligence: **88**  
 Willpower: **84**  
 Perception: **96** (+3 initiative)  
 Appearance: **48**

**Defense Value: -71** **Armor worn:** Dodge skill 4 pts -14/ Heavy  
 Combat armor + helmet -47 / Agility -10  
**Movement: 7.25m or 5.5m armored**

**Initiative: +3** **Base Strike Value: 01-93**



Attack Mode	Strike Value	Rate	Range	Damage	Ammo/Uses	Skill Points
Martial Arts	01-108	2	Melee	2d6+17	-	6pt
Auto-Pistol	01-113	2	250m	d20+6	20/	3pt
Pulse Rifle	01-123	4	800m	d12+8	25 bursts/	4pt
Razor Sword	01-113	2	Melee	d20+31	-	5pt

**Skills:** Dodge 4pts (-14 DV)/Stealth 4pts/ Climb 4pts/ Grapple 2pts/ Martial Arts 6pts/ Weapon Expert: Rifles 4pts, Swords 5pts, Pistols 3pts/ Barter/ Driver 4pts/ Pilot 2pts/ Junk Crafter 3pts/ Medic 2pts/ Negotiating 4pts/Navigate by Stars / Wilderness Survival

**Valuables:** Gold relic watch worth 600+3d100sp/ 200+d100gp, d100sp, diamond ring worth 1000+d1000sp/ relic baseball card collection worth 500+2d100sp.

**Clothing and Equipment:** 2 full spare auto-pistol magazines, 4 full power cells, d6 drained power cells, silk boxer shorts, fur cloak made from a two headed wolf, relic cowboy boots, advanced communicator, d6 advanced frag grenades, d6 anti-toxin injectors, advanced binoculars, laser scalpel hidden in leg seam of trousers.

**Description:** Clad in dark gray heavy combat armor, brandishing his pulse rifle and calling out orders to his chosen men and women, David Carlburg looks every bit the heroic leader. This middle aged, yet remarkably fit, pure stock leader is everything he seems and stands for. Truly, in an age of selfish looters, ruthless warlords, clashing factions and brutal daily survival, a man like Carlburg is rare, memorable, and in great need.

As mentioned on page 316, Carlburg leads a group of hand picked or chosen warriors who he and his assistants

have observed and approved of. Excavators who turn to heroes and earn a name for themselves, and are consistently to be on the side of right, plus have skills in bringing about good outcomes to bad situations, are all eligible to join his ranks by invitation only. This invitation comes by way of a senior Carlburg chosen agents, or the man himself, usually in a saloon or slop house location. To be asked to join is a great honor. Once signed up, the heroes will travel the region, and sometimes beyond, to defeat wickedness and injustice, bring aid and comfort to the downtrodden and needy, and spread the message of unity for all the strains of humanity.

David Carlburg was once a Scout in the Northern Freehold forces, but grew frustrated with the slow pace of daring-do and so turned to freelance heroism. He and his small squads work only for food, shelter and the chance to teach the youths of a community right from wrong. He has a wife and three children living secretly in Overpass, although due to threats on his life, and those of all who follow or love him, he rarely gets to see them in person and instead uses a set of advanced communicators with vid links to chat with his family nightly.

Carlburg is aware of his growing age, the white in his beard and long mustache, and keen to find a successor to his noble organization.