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Subject: Non-Player Characters

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 22:52:23 GMT

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As mentioned in the brainstorming over the weekend, here is where we'll find the proposed non-player characters, (NPC). Everyone please create a character or two and post them here. It doesn't have to be as intense as your own character application, but get the basic facts down. Name, occupation, who the person is intended for, things like that. Once everyone has posted a character, we'll see what we have and chose a few, even compromising and mixing traits if needed. These characters will not be "owned" by any one player. They will be more like the canons, free for all to use.

Looking forward to seeing what you all come up with!

Posted by Lillehafrue

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Subject: Re: Non-Player Characters

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 22:52:46 GMT

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Well, here's my suggestion for a companion for Gordon.

Name: Alysha (Ali) Dale

Gender: Female

Age: 24

Birth date: December 3, 2044

Nationality: New Zealand

Height: 5' 6"

Eye Color: Brown

Hair Color: Brown

Hair Style: wavy, just below the shoulders

Unique Marks: Two tattoos - cherub on the small of her back and Celtic Cross on her right upper arm. Scar on her left fore arm from when she fell through the glass of a door as a teenager.

Bio:

Alysha is the daughter of Anthony and Cristin Dale. She is the middle daughter. Her older sister, Ella, is 28 and a school teacher. Her younger sister, Hailey, is 21 and is a student a photography student at the University of Canterbury. Hailey has a double major of photography and

management, as she plans on joining the family business like Alysha. The Dale's youngest child, Ethan, is seventeen. The family lives in Akaroa Village outside of Christchurch.

Alysha also attended the University of Canterbury. She graduated a year ago with a Master of Science in Biological Sciences. Upon graduating she joined Dale Scenic Cruises, a business started by her grandfather. The company runs scenic boat tours, and dolphin cruises out of Akaroa Harbor. Anthony is now running the business full time and with the help of his wife manages the six boat fleet. Alysha serves as one of the guides on the dolphin cruises, which feature an opportunity for customers to swim with the native Hector Dolphins.

Alysha is outgoing and energetic. Growing up near the water, she loves to swim and go sailing. She was a member of the school paper, making editor her last year of secondary school. She also did Orienteering. In her free time she likes to read and watch movies - comedy and drama being her favorites.

Posted by Icarus1982

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Subject: Re: Non-Player Characters

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 22:53:03 GMT

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Someone for Scott? This is just a loose representation. I figure once we decide on a character, we'll develop him/her together and fit them into the storyline.

Name: Rachel Stone

Age: 29

Hair: Deep auburn red, loose natural curls, hangs to the middle of her back.

Eyes: Hazel

Build: Tall around 5'11", medium build.

Rachel is the new cargo pilot in charge of deliveries to Tracy Island. She doesn't come for every trip, only on occasion as a fill in pilot. She is spirited and outgoing, very friendly. She lives in Christchurch, NZ, the daughter of two teachers. Her older brother is married and has two children.

She enjoys flying, often taking vacations to places she has to fly to get there. Rachel likes the outdoors, camping, hiking, fishing, things along that line. She isn't afraid to get her hands dirty. She's good at her job and she knows it, yet not cocky, just confident. She has dreams of one day running her own Air Guide service, taking tourists to remote places around the world.

Posted by Lillehafrue

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Subject: Re: Non-Player Characters

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 22:53:26 GMT

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Here's another possible NPC (I was going to use her in another RP, but things changed there & I left it.):

Name: Sally Addams

Age: 45

Birthdate: May 5, 2023 (the same as Dianne's)

Height: 5' 10"

Weight: slim; she doesn't own a scale

Hair: platinum blonde, shoulder length, straight

Eyes: brown

Best feature: her legs; she was going to be a ballerina, but a fall that broke her ankle ended that ambition

Marital status: widowed (her husband died of cancer of the liver several years ago), no children

Family: one brother, who lives some distance from her current location

She knew Dianne in high school, when her family moved to Greenville from Chicago. When she met Dianne, and found out they were the exact same age, she used to joke that they were actually fraternal twins, separated at birth. They became good friends, but their ways parted when Dianne went to medical school, and Sally to pharmacy school. They kept up a regular, but sporadic correspondence. When Dianne's husband was killed and later blamed for the bombing, Sally supported her friend, saying, "You wouldn't have fallen in love with a man who could be capable of doing that kind of thing."

Sally will move to Christchurch to work for the pharmaceutical company from which Dianne gets her drugs. Dianne will be delighted to have a friend from her schooldays living nearby and, from time to time, will visit her.

Sally is an intelligent, vivacious woman, who loves to joke around. Whenever she send Dianne a letter or an email to Dianne, she always includes a joke.

Posted by Hobbeth

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Subject: Re: Non-Player Characters

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 22:53:51 GMT

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Here's a possible former girlfriend for Virgil.

Name: Lily Grahams

Age: 27

Hair: Chestnut brown, wavy, shoulder length

Build: Medium, slightly overweight

Height: 5' 4"

Only child of a single mum, she's been spoilt all her life. Had a relationship with Virgil seven years ago, has a girl named Natasha whom she claims is Virgil's daughter. She is trying to contact Virgil to force him to support them, knowing he's the son of a multi-billionaire.

She works as a sales assistant in a furniture store, and supplements her income working in a fish and chip shop during the evening.

She is ruthless and determined, and wants extra money, having huge credit card debts to pay off.

Posted by scuppy3

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Subject: Re: Non-Player Characters

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 22:54:09 GMT

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I can't see this happening. The boys are more responsible than that, Virgil especially. He wouldn't fall for a spoiled princess type of girl. He likes one with a brain and can think for herself, hence his relationship with Elise. He'd never get hooked up with a gold-digger like this.

Posted by Lillehafrue

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Subject: Re: Non-Player Characters

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 22:54:28 GMT

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Just a suggestion. I was thinking this could be when Virgil was a lot younger, and that when he found out what she was like he dumped her. Something like that.

Posted by scuppy3

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Subject: Re: Non-Player Characters

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 22:54:43 GMT

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Why don't we involve a few more agents? Perhaps a romance could spring up, or one of the agents might turn traitor for some reason, or a spouse or close relation might find out about their involvement with International Rescue.

Here's one off the top of my head:

Name: Jack Bernstead

Age: 50

Hair colour: Dark brown, with flecks of grey.

Build: Medium, slightly overweight.

Lives in New Mexico, with his wife Linda (aged 38) and their two children Douglas (aged 13) and Nerine (aged 11). Works as a farmer. Became an agent a few months after International Rescue started; was an old schoolmate of Jeff Tracy's. Linda knows about IR as well.

One day Nerine finds out about their connection with IR and in spite of her parents' warnings, she tells her best friend, Julia. She just can't keep a secret!

I've left it at that; if we do take that up it will probably be changed a bit anyway. What happens as a consequence could be decided later.

Anyway, what do you think?

Posted by scuppy3

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Subject: Re: Non-Player Characters

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 22:55:21 GMT

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I'm not sure what Jack could bring to the agents, other than being a pair of watchful eyes, but then the same could be said of Jeremiah Tuttle, couldn't it?

As for the girl giving the secret away, it can be dismissed as she was lying, trying to make her father look better than he is (I don't think her parents would be so lax as to let her find out the connection between the Tracys and IR. She might, however, find out that her father is an agent.)

I have an idea for use in a girlfriend for Gordon: a real-life mermaid!

Clicky!

Hopefully this gives you the link to the double amputee who had a functioning mermaid tail made for her by the special effects people who worked on LotR. If not, I'll see if I can find the right link.

But it could be cool for Gordon to have a girlfriend like this, perhaps even someone who was in

the hydrofoil crash with him.

ETA: Updated to a new link that's actually active. Old one was gone.

Posted by Tikatu

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Subject: Re: Non-Player Characters

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 22:56:07 GMT

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Thinking about the agents, I wonder exactly how involved most of them are with IR.

Anyway, I was thinking about the earthquake rescue where Rommel was examined, and Dianne called an agent who was a vet to assist her. Perhaps we could involve the vet more?

How about scientists or engineers whom Brains and Tin-tin call from time to time if they have any problems they can't solve by themselves?

Posted by scuppy3

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Subject: Re: Non-Player Characters

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 22:57:05 GMT

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Quote:I can't see this happening. The boys are more responsible than that, Virgil especially. He wouldn't fall for a spoiled princess type of girl. He likes one with a brain and can think for herself, hence his relationship with Elise. He'd never get hooked up with a gold-digger like this.

Quote:

Just a suggestion. I was thinking this could be when Virgil was a lot younger, and that when he found out what she was like he dumped her. Something like that.

I was going over some of the NPCs that were suggested here, and I think we should go with some of them. This one caught my eye as being kind of feasible. The boys weren't always the most responsible people when they were younger (Alan and the rocket and Colorado U, anyone?), and it is conceivable that Virgil might have hooked up with someone like this briefly, only to find out she was both a gold-digger and was sleeping around, then dumped her.

We don't really have many subplots that involve the canons without involving the recruits (except for the Scott/Gordon war that was just recently completed - and the Jeff/John one coming up soon). This could be a subplot worth pursuing for Virgil. What do you all think?

ETA: Also wanted to say that I'm going to start including Sally Addams in a few posts. I like the idea of Dianne having a friend nearby.

Posted by Tikatu

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Subject: Re: Non-Player Characters

Posted by [artisticrainey](#) on Wed, 25 Jul 2012 22:57:48 GMT

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Well seeing as Dianne is introducing Sally I thought I'd list the two friends of Scott's that were introduced in the one post I did.

Name: Bill Harris

Birthday: May 2, 2035

Age: 33

Family: Bill is married to Jennifer (Jen). They have two little boys( Bill Jr.(Billy), Joshua (Josh)). They are expecting a third child, a little girl, in January.

Bill's father is deceased. Bill has a little sister, Melissa (Missy), who recently married a lawyer in NYC. Missy and Scott dated at one point. The relationship was ended by Missy. Their mother is still alive.

Occupation: Major in the Air Force. Bill is currently stationed at the Air Force Academy as an instructor.

Other Info: Bill and Scott met in college. They were good friends, spending a lot of time together. They served in the Air Force together and have kept in touch over the years.

Messenger name is FlyingAce35

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Name: Ted Suarez

Age: 34

Birthday: September 11, 2034

Occupation: Lawyer

Ted went to college and was friend with Bill and Scott. He's from a Catholic family. He just recently got married. His wife and him went to Las Vegas and eloped to avoid having to have a Catholic wedding that his mother would have insisted on.

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That's as much as I've figured out for them. If anyone uses them, feel free to add background information to them as wanted, though please don't add any more siblings for Bill.

Posted by starrynebula

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Subject: Re: Non-Player Characters  
Posted by [Tikatu](#) on Thu, 26 Jul 2012 04:35:17 GMT  
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Looking at the NPCs again, why not make Jack (or maybe his wife, or both) our veterinarians?

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