



# THE JANUARY BOYS

## CHAPTER THE SEVENTH

**O**n a cold, snowy day in early January, six orphans arrived at the Candlewick Home for the Unwanted and Unloved more or less at the same time. They quickly found themselves lumped together by earlier arrivals and staff. Somehow the stupid adults assumed just because they all arrived together, they must be destined to be oh-so-wonderful friends. They quickly picked up the title *The January Boys*, and were assigned adjacent rooms, the same dining table, and the same chore routes. More irritating still for half the Boys is that they are, in fact, girls.

These pregenerated characters are ready to play if your players don't have time to make up their own orphans from scratch.



# DOROTHY ("DOTTY") DRUEY

*She Sees Dead People*

QUOTE: "Shuuuu! Stop talking! People will think I'm a *nutter* if you keep talking to me in class!"

IMAGE: A huge-eyed girl who looks perpetually like a half-drowned cat, even when bone dry. She's cutting her eyes to the left and looking quite worried about what she sees, invisible to everyone else. Her coat is much too big for her and the sleeves hang down well past her hands, making it look suggestively like an unbound straightjacket.

PERSONALITY: Dotty seems crazy. She's always starting and jumping because of people nobody else can see, and then shouting at them for frightening her. She has a firm policy that if persuasion doesn't work, running away very fast is the next best option.

She's really quite nice, even if she comes over as morbid rather than crazy when you realize the stuff she sees, and the invisible people she's talking to, aren't just painted on the inside of her own skull but rather upon the thin membrane between life and death.

## STATS AND SKILLS

**Feet 3** (P.E. +2, Kicking +0, Dodging +2 )

**Guts 3** (Wind +0, Courage +2, Wrestling +0)

**Hands 2** (Shop +0, Punching +0, Block +0)

**Brains 3** (Out-Think +2, Remember +0, Notice +0, *Twilight Eyes* +2)

**Face 4** (Charm +2, Putdown +0, Connive +2, *Graven Speech* +2)

## CREEPY SKILLS

**Twilight Eyes 2d** (Useful: see dead people).

**Graven Speech 2d** (Attacks; Useful: harangue the dead).

Dotty can see dead people, and she can yell at them until they do what she wants. She's quite persuasive, or at least her voice so annoys the dead that they obey her. There are usually enough aimless spooks around that in a tight spot she can demand that one conk a foe of hers in the head with a teapot or something.

ECHOES: Old Photographs 3d; Smell of a Coming Storm 2d; Being Blinded by Her Own Hair 2d; Tinkling Music Box Song 2d; Wet, Squelchy Earth 1d.



# KARL KRAKOV

## *The Amazing Rhino-Skin Kid*

QUOTE: "What are you staring at, smoothface?"

IMAGE: Karl is a thick, wide-shouldered boy with short, prickly hair and jug-handle ears. But his most notable feature is the thick grey skin that covers his whole body, giving him a rough, inhuman appearance. He's ugly and thick and unsettling, and he's glaring right at you like he knows it and he's daring you to make a crack about it.

PERSONALITY: Karl is an angry kid, and who can blame him? He looks like a giant calloused fist. Which is apt, considering how willing he is to get into fights, which he usually wins—not by being bigger or stronger or punchier, but by taking everything the other guy can dish out and not backing down *ever*.

### STATS AND SKILLS

**Feet 2** (P.E. +0, Kicking +0, Dodging +0, *Rhinoskin +0*)

**Guts 5** (Wind +2, Courage +2, Wrestling +2, *Rhinoskin +0*)

**Hands 4** (Shop +0, Punching +2, Block +0, *Rhinoskin +0*)

**Brains 2** (Out-Think +2, Remember +2, Notice +0, *Rhinoskin +0*)

**Face 1** (Charm +0, Putdown +0, Connive +0, *Rhinoskin +0*)

### CREEPY SKILLS

**Rhino Skin 0d** (Defends; Tough x5).

Karl is blessed and cursed with thick rough grey skin like that of a rhino, and it's made him as thick and tough on the inside as on the outside. He's got one rank of Tough in all his hit locations, and this makes him pretty dramatically resilient, even if it makes his life a steaming pile of cruel drama.

ECHOES: Wrapped Up in Something, Almost Smothering 3d; the Scent of Drink on Someone's Breath 2d; Tumbling So He Can't Tell Which Way is Up 2d; Thornless Roses 2d; Whispered Promises 1d.

# PRICILLA PETTY

*She Hates You*

**QUOTE:** “Why don’t you go stick your head in an anthill and die so the ants can eat your face off, because at least then you’ll be a use to someone!”

**IMAGE:** Pricilla would be pretty, if she weren’t perpetually scowling like the whole world has disappointed her. She wears a dress (only a little bit patched) with sunflowers on it, and carries a dolly with only one eye. She herself has one eye closed tight, and the other is popped wide, veiny, horrible.

**PERSONALITY:** Pricilla is all rage and spite and hate contained in a cute little girl body. She has a truly scandalous vocabulary, and a tongue so sharp the French would put it on crackers and serve it with a dry wine. While she does hate everybody, she recognizes the difference in “US” and “THEM” and reserves the extra special hate for “THEM.”

## STATS AND SKILLS

**Feet 2** (P.E. +2, Kicking +0, Dodging +0)

**Guts 3** (Wind +0, Courage +2, Wrestling +0)

**Hands 2** (Shop +0, Punching +0, Block +0)

**Brains 3** (Out-Think +2, Remember +0, Notice +2)

**Face 4** (Charm +0, Putdown +2, Connive +2, *Evil Stinkeye* +2)

## CREEPY SKILLS

**Evil Stinkeye 2d** (Attacks, Useful: inflict bad luck; Gnarly x2).

Pricilla’s power lets her bring misfortune and tragedy to people who annoy her. Which, considering just how many people annoy her, might make one wonder just how much of the tragedy of Candlewick might be her doing. Some of her curses manifest as lasting reductions in ability or immediate accidents (they inflict damage), while some are more circumstantial. The better the roll, the more precisely she can define just what happens to the people she hits with her whammy. See page 43 of *MONSTERS AND OTHER CHILDISH THINGS* for the ways a Useful ability can be used.

**ECHOES:** Tears of Frustration 3d; Overhearing Bad Things Said About Her 2d; Shadows Hiding People’s Faces 2d; Painfully Bright Light 2d; a Mumbled Nursery Rhyme 1d.

# EDWARD PINKERMINE

## *The Spiderleg Boy*

QUOTE: "Sure, I'll lend you a HAND."

IMAGE: A sallow, skinny boy in shorts with big boots. He wears a striped, bulky, oversized sweater in need of mending. In his left hand he's holding a suitcase. In his right hand, a baseball glove. And peeking out from behind him, holding an apple up near his face, is one of his hideous hairy clawed spider legs. He has three more sprouting from his back, usually hidden under the sweater.

PERSONALITY: Edward is so sarcastic, sometimes he finds it hard not to sass snidely, even when he wants to be sincere. If someone asks him if he wants ice cream, he'll say, "Oh, ICE CREAM. Sounds GREAT. Yeah, SURE I'd LOVE some," and then look worried.

### STATS AND SKILLS

**Feet 2** (P.E. +0, Kicking +0, Dodging +0)

**Guts 3** (Wind +0, Courage +2, Wrestling +0)

**Hands 4** (Shop +2, Punching +0, Block +0, *Spider Legs* +3)

**Brains 3** (Out-Think +2, Remember +2, Notice +2)

**Face 3** (Charm +0, Putdown +2, Connive +0)

### CREEPY SKILLS

**Spider Legs 3d** (Attacks; Defends; Useful: extra sets of hands).

Edward has four long, multi-jointed, hairy, hard spider legs sprouting from his back on either side of his spine. The clawed legs are dexterous, and Edward makes good use of the extra set of hands. This gross deformity can be hidden fairly well under a sweater or coat, but as Edward says, "Oh yeah, I LOVE being all knotted up under this thing. It's GREAT FUN not being able to move properly."

ECHOES: Scent of Lavender and Sage 3d; A Man in a Dark Blue Suit 2d; Aching Knuckles 2d; the Taste of Really Sour Pickles 2d; Birdsong at Night 1d.

# HOWARD (“H.P.”) POGUE

*Draws with the Colors out of Space*

QUOTE: “I made you a peekture.”

IMAGE: A round, florid boy always carrying a lunch pail full of crayons and a notebook filled with scrap paper and doodles and drawings. His clothes are marked with smears of color from his drawing, his fingernails stained a rainbow with waxy scrapings. Even his lips are stained with color, because of his habit of absent-mindedly nibbling on his crayons while drawing. His eyes are mostly hidden behind big, thick, plastic-framed glasses that definitely make a certain statement. That statement is, “My eyeglasses were bought and paid for by a badly-run charitable institution.”

PERSONALITY: H.P. comes over as blithe and somewhat dim, but he’s not. He’s just good at deflecting people away from making fun of his glasses or weight by getting them to make fun of his intelligence. He knows he’s bright, so insults to his brain don’t bother him because he knows they’re not true. But when someone calls him “Fatty McFat Fat!” And asks, “What happened to your parents? Did you *eat* them?” It really hurts. When people make fun of his weight, he sometimes draws pictures of them. Pictures of them *and sharks*.

## STATS AND SKILLS

**Feet 1** (P.E. +0, Kicking +0, Dodging +0)

**Guts 3** (Wind +0, Courage +0, Wrestling +0)

**Hands 3** (Shop 2, Punching +0, Block +0)

**Brains 5** (Out-Think +2, Remember +2, Notice +2, *Crayons of Doom* +2)

**Face 3** (Charm +2, Putdown +0, Connive +2)

## CREEPY SKILLS

**Crayons of Doom 2d** (Attacks; Useful: drawn stuff happens; Awesome x2).

When H.P. wants to, he can draw things and make them come true. There are some limits to this, because the things he draws have to be at least possible. He can’t draw alien space invaders coming down and melting the whole town. Well, he *can* draw this, but it won’t happen. It takes him awhile to complete one of these drawings (5 – width hours), and the effects last until he makes another magic drawing or tears it up. See page 43 of *MONSTERS AND OTHER CHILDISH THINGS* for other uses of a Useful ability.

ECHOES: Wavering Glint of Reflected Light 3d; Gasping for Breath 2d; Frying Sausages 2d; Smiling When It Hurts 2d; Ochre 1d.

# JOSIE WROUGH

*Joe Joe the Wolf Girl*

QUOTE: “Growl! Bark! Woof! Pant pant! Ha ha, I’m just kidding.”

IMAGE: Josie is a tall, fit, athletic, and good-looking girl. Except it’s hard to see how good looking she is, under all that hair. She could be The Wolfman’s daughter, except she’s not bothered by silver bullets (at least, no more than anyone else would be). She hunches a little, the way tall people sometimes do, and prefers trousers to dresses because they’re easier to move in.

PERSONALITY: Josie is *nice*, which makes her sort of painful to be around. She’s so obviously different, so obviously a freak, and people are so blatantly cruel to her, you find yourself wincing and cringing sympathetically. Yet she always seems to smile, and never seems to get her feelings hurt. Of course, her smile is somewhat *toothier* than a normal smile, and people who make fun of her do tend to suffer a statistically-unlikely number of tragedies (missing pets, destroyed property, and the occasional midnight attack by wild dogs). Yet Josie smiles and sometimes seems simple to the point of idiocy. A smart observer might ask himself a question about wolves and the kind of clothing they might prefer, were they to mix with sheep.

## STATS AND SKILLS

**Feet 4** (P.E. +2, Kicking +0, Dodging +2)

**Guts 3** (Wind +2, Courage +2, Wrestling +0, *Thick Lustrous Coat* +1)

**Hands 4** (Shop +0, Punching +0, Block +0, *Claw/Claw/Bite* +1)

**Brains 2** (Out-Think +2, Remember +0, Notice +2, *Nose That Knows* +2)

**Face 2** (Charm +2, Putdown +0, Connive +0)

## CREEPY SKILLS

**Nose That Knows 2d** (Useful)

**Claw/Claw/Bite 1d** (Attack, Gnarly)

**Thick Lustrous Coat 0d** (Defends, Tough)

Josie’s Creepy Skills are pretty simple. She’s got hair all over, which on her torso (played here by the Guts hit location and stat) is thick enough to provide protection to the tune of Tough 1. Her nose is keen enough to track by scent, smell what you had for lunch last Friday, and know that you’re mad about something. Finally, those teeth and claws aren’t just for show. They can tear somebody up pretty badly.

ECHOES: The Smell of Fallen Leaves 3d; How Good It Feels to Run 2d; Feeling Hot and Feverish 2d; a Pressure Around Her Throat 2d; Unabashed Stares 1d.