



NEW FRONTIERS

CHARACTER DECK — SHEET 1



1



Minnie

Story: 12 Grains
Genre: Post-apocalyptic science fiction
Role: Survivor-researcher
Defining Trait: precise, resilient
Special Ability or Object: Rule of Twelve rice ration and nanite research
Frontier: Station Topaz

2



Adam Jones / Paul Newburg

Story: 12 Grains
Genre: Post-apocalyptic science fiction
Role: hidden ally-scientist
Defining Trait: burdened, determined
Special Ability or Object: Adams Program and survival knowledge
Frontier: Station Topaz

3



Jacob

Story: A Grimm Expression
Genre: Fairy-tale satire
Role: bewildered traveler
Defining Trait: sarcastic, adaptable
Special Ability or Object: modern tourist caught in Grimmany
Frontier: Grimmany

4



The Bookwurm

Story: Bookwurm
Genre: Whimsical literary fantasy
Role: magical gourmand
Defining Trait: eccentric, clever
Special Ability or Object: eats books and tastes genres
Frontier: The Great Library

5



Klax

Story: Dragon Towers
Genre: Comic dragon fantasy
Role: dragon tower-lord
Defining Trait: proud, hungry
Special Ability or Object: fire breath and tower
Frontier: Dragon Kingdom

6



Grax

Story: Dragon Towers
Genre: Comic dragon fantasy
Role: dragon tower-lord
Defining Trait: boastful, hungry
Special Ability or Object: fire breath and tower
Frontier: Dragon Kingdom

7



Prism Man

Story: Dynamic Duos
Genre: Superhero comedy
Role: retiring superhero-auctioneer
Defining Trait: multifaceted, generous
Special Ability or Object: transferable powers
Frontier: Superpower Auction

8



Sir Wellworth

Story: Falling for Love
Genre: Romantic fantasy
Role: desperate suitor
Defining Trait: dramatic, hopeful
Special Ability or Object: enchanted champagne flutes
Frontier: Moonlit Ballroom

9



Sarah

Story: Ghost of a Chance
Genre: Gothic supernatural romance
Role: haunted heroine
Defining Trait: yearning, brave
Special Ability or Object: golden mirror
Frontier: Haunted Manor

10



Robert

Story: Ghost of a Chance
Genre: Gothic supernatural romance
Role: spectral beloved
Defining Trait: mysterious, tender
Special Ability or Object: ghostly presence in the mirror
Frontier: Haunted Manor



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NEW FRONTIERS

CHARACTER DECK — SHEET 2



11



Gunter

Story: Long Distance
Genre: speculative afterlife satire
Role: call monitor
Defining Trait: cranky, observant
Special Ability or Object: headset and monitored calls
Frontier: Celestial Call Center

12



Major Farrow

Story: TARP
Genre: time-travel comedy
Role: commanding officer
Defining Trait: rigid, capable
Special Ability or Object: modified billy club
Frontier: Temporal Rut Patrol

13



Sgt. Widget

Story: TARP
Genre: time-travel comedy
Role: junior officer
Defining Trait: eager, bumbling
Special Ability or Object: jump apparatus and helmet
Frontier: Temporal Rut Patrol

14



Reginald Wolfe

Story: TARP
Genre: time-travel comedy
Role: temporal jumper
Defining Trait: grief-stricken, desperate
Special Ability or Object: butterfly exception license
Frontier: a repeating day in time

15



AND-E

Story: The Android's Last Day
Genre: science fiction
Role: android protagonist
Defining Trait: curious, compassionate
Special Ability or Object: countdown display
Frontier: Future Metropolis

16



Dr. Simeon Freude

Story: Not All Heroes
Genre: superhero satire
Role: therapist
Defining Trait: analytical, weary
Special Ability or Object: counseling office and notebook
Frontier: Hero Therapy Practice

17



Linbart

Story: Onion Boy
Genre: comic fantasy
Role: unlikely hero
Defining Trait: meek, sincere
Special Ability or Object: immunity and living quill
Frontier: Castle Kitchen Kingdom

18



Flickswizzle

Story: Onion Boy
Genre: comic fantasy
Role: eccentric wizard
Defining Trait: irritable, inventive
Special Ability or Object: chaotic spells and potions
Frontier: Castle Workshop

19



Ray

Story: The Demon Dollar
Genre: dark supernatural fiction
Role: tempted student
Defining Trait: impulsive, conflicted
Special Ability or Object: cursed dollar bill
Frontier: Moral Crossroads

20



Phillip Fortuna / The Sower

Story: The Sower
Genre: speculative moral fantasy
Role: secret benefactor
Defining Trait: purposeful, mysterious
Special Ability or Object: seed satchel and silver pendant
Frontier: Chain of Consequences



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NEW FRONTIERS

CHARACTER DECK — SHEET 3



21



Ethel

Story: Wishes Like Apples
Genre: magical realism fable
Role: mysterious guide
Defining Trait: patient, wise
Special Ability or Object: wish-granting apples and old tree
Frontier: Orchard of Wishes

22



Edward Stein

Story: Bridging the Gap
Genre: science fiction romance
Role: test subject and narrator
Defining Trait: lonely, sincere
Special Ability or Object: teleportation experiment
Frontier: Quantum Research Clinic

23



Tim

Story: Subway Survey
Genre: odd speculative comedy
Role: ordinary commuter
Defining Trait: skeptical, curious
Special Ability or Object: survey form and subway map
Frontier: Underground City

24



Esme

Story: Ghost of a Chance
Genre: gothic supernatural romance
Role: rival presence
Defining Trait: sharp, unsettling
Special Ability or Object: whispered secrets
Frontier: Haunted Manor

25



Bender

Story: Long Distance
Genre: speculative afterlife satire
Role: veteran office worker
Defining Trait: cynical, dry-witted
Special Ability or Object: desk station and call records
Frontier: Celestial Call Center

26



Cumulus

Story: Lunatics
Genre: lunar adventure fantasy
Role: moon-born ally
Defining Trait: airy, dreamy
Special Ability or Object: lunar travel gear
Frontier: Emerald Moon Colony

27



Percel

Story: Narrated
Genre: metafiction fantasy
Role: narrative troublemaker
Defining Trait: theatrical, meddlesome
Special Ability or Object: story awareness
Frontier: The Written World

28



Max Horst

Story: Subway Survey
Genre: odd speculative comedy
Role: mysterious questioner
Defining Trait: intense, eccentric
Special Ability or Object: impossible questionnaire
Frontier: Underground City

29



Beldon

Story: Dragon Towers
Genre: comic dragon fantasy
Role: would-be hero
Defining Trait: earnest, outmatched
Special Ability or Object: sword and stubborn courage
Frontier: Dragon Kingdom

30



Eric

Story: Dynamic Duos
Genre: superhero comedy
Role: sidekick friend
Defining Trait: witty, opportunistic
Special Ability or Object: memory erasure ability
Frontier: Superpower Auction



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