

Role Playing Public Radio And Other Childish Things

A group of children in Springfield, Missouri all discover that they have monster friends who love them very much, and that all their friends do as well. When a group of other kids who are not of this world threaten Springfield, can this group band together and save their city - and the world?

Ross / Cool Rat

Ross is the leader of the gang who LOVES zombies and scary movies. He writes stories, and actually got some of his writing published in some kids magazines! He's the one who started the RIFTS game that caused all this.

Cool Rat is a tall anthromorphic rat that is the living embodiment of coolness... from the 1990's. He fights with katanas and shuriken, and is master of XXXtreme sports equipment like skateboards and BMX bikes. He wears bitchin' shades, but be careful if he takes them off, for his eyes are deep onyx abysses that showcase the true nature of this world and drive men insane. When hiding he leaves behind his bitchin' shades.

Tom / Grunevald

Tom is Ross's best friend, who LOVES monsters. Like, really, REALLY loves monsters. He also likes standup comedy and listens to any album he can find, as well as movies, especially terrible, terrible 80's horror movies.

Grunevald is a Lovecraftian Ghoul, a bizarre, malformed human with dog-like features and hooves, and an intense craving for dead human flesh. He sees Tom almost as an acolyte and shows him the ways of the monster - minus the people eating, of course. Of all the monsters on the good side he seems to retain the most memories of the truth, but is hesitant to reveal them. When hiding he leaves behind a long tooth that's made into a necklace.

Caleb / Amanté

Caleb met the group later in life but has grown to be one of the closest friends. He's a creative writer who's starting to branch out thanks to Ross' help. An impressive schemer who can come up with inventive plans and traps. He's also into deeply black and dry humor and has a bit of a nihilist streak.

The Amanté is a demon from South America who is worshiped as a fertility god. Vaguely simian in shape with no eyes or legs, huge ears, beefy arms, and a huge penis-like appendage that can release 'seeder' monsters that grow Amantés in other people. Just before he popped out of existence due to a lack of belief (since his cultists tend to burn out real fast) he met Caleb and was brought back to full strength. Caleb's childish innocence lets off a different energy than the sexual energy Amanté 's used to, which intrigues him. Once he realizes that part of Caleb's innocence is tied to a lack of sexual knowledge he has to switch up his game and try to hide sex from Caleb, usually with disastrous results as he still uses seeders to get the occasional acolyte to use as cannon fodder. When hiding he leaves behind a box of orange slime.

Aaron / SAIROC

Aaron is close friends with Tom, and is a 'good kid' who loves helping people and doing the right thing. He's in the school band and loves music, but his chief passion is technology and computers.

SAIROC is an advanced spider/tank like robot from the future. He has a 'befuddlement' algorithm that can make him clumsy, and also has different 'egos' that give him different abilities, like SAIROC-K that is great at fighting. SAIROC is good hearted and tries to help people while getting used to a less technologically advanced society. When hiding he's disguised as a portable gaming system.

David / Lucille

David is close to Tom and Aaron, and LOVES the color purple. He's playful and loves to act, whether it's big and flamboyant or dark and mysterious. Has diabetes but manages it well.

Lucille is a tall, gorgeous woman in a red dress who wields a Thompson Sub Machine Gun. While the gun (carried in a violin case) makes her seem like a mobster she's actually a sophisticated lady and demands to be treated as such...when she isn't consumed with bloodlust. Just as much as the woman is Lucille so is the gun, which has her name carved into it as well as an image of B.B. King. It can fire regular ammo but also can transform into bronze and fire bursts of energy. When hiding the violin case is left behind, inside of which is a violin with "Lucille" carved into it.

Thad / Yuon ("Panda Crime Boss")

Thad is socially conscious and acts a lot older than his age. However, this doesn't get in the way of his fun-loving personality and his love for acting. He also shares a love of movies with Tom, and a love of awful, awful puns with David. His family moves a lot, as he moved to China for a year and at present lives in Chicago, but gets to visit Springfield occasionally.

Yuon is a giant panda/grizzly bear with a shaved head. He's actually uplifted with a human level of intelligence. Where he's from he's the head of a vast criminal empire, the See Yee On Triad, but he appeared in our world following the RIFTS game. He's very slow and methodical, both in thought and movement, and but is a force to be reckoned with in either. He also is impressive in being a straight man to Thad's comedy. When hiding he turns into a plush panda.

Jason / Balgrin

Jason is a mischievous boy who loves to joke around and get in trouble. He's carefree and doesn't take much seriously. While one of Ross and Tom's oldest friends, his family had to move to the next city over. Jason doesn't get to play with the group all the time, but does get to visit every now and then, including the fateful night at MetaGames

Balgrin is a mischievous little imp from Hell who can turn invisible. He's very giggly and loves to say 'yes' repeatedly. He's not much of a fighter, but a great scout and tail. He loves secrets more than anything, except for Jason. When hiding he turns into a keychain that looks just like him.

Still need; Drew, Bill, Melissa, Sean, Anne, Dan, Michelle, Mike, Cody, Kree

Mr. Glancy

Mr. Adam Scott Glancy runs MetaGames and is the smartest man in the city. He seemingly knows everything and actually makes learning fun, with the crew sometimes going to MetaGames and staying for hours as Scott rambles on about military history and the Cold War while running RPGS. Rumored to be retired from the CIA, but keeps mum about the subject. Always has a lapel pin that is a small green triangle.

Paresh Manjappa / The Fractal - Know Evil

Paresh is a mysterious child who acts far, far older than he should be. While clearly a threat to the kids, he's genuinely happy to be in this world and wants to stay, no matter the damage he may cause.

The Fractal is a sentient machine, although it's hard to tell because it's so thin it's nigh-on two dimensional. It can weave through creatures and slash them to ribbons, and is hard to attack. When it hides it winks out of existence, leaving no trace.

Vanessa 'Paragon' Grouling / The Syndicate - Heroes of New Arcadia

Vanessa is a major bully at school, taking control over the other 'bad kids'. She isn't afraid to get physical and fights kids just as hard as The Syndicate fights monsters. She shows preternatural leadership and science skills.

The Syndicate is not just one monster, but a group of monsters. All are super villains with a specific power, like super-accurately throwing grenades, pyrokinesis, and nullifying technology. However, they share health, so once one monster goes down it stays down and makes the others weaker. When they hide they leave behind a Trapper Keeper with all of them on the cover

Sheng - Tribes of Tokyo

While the other opponents are kids, Sheng is an adult. An older Chinese man, he is actually a vampire who uses magic. He knows plenty of spells and is a force to be reckoned with, attacking monster and child alike.

??? - No Soul Left Behind

??? - The New World

SPOILERS!!!

FINAL BOSS

The King in Yellow

The Herald of Hastur, the King of Carcosa, the God of the Lost. When preparing for an RPPR anniversary party where all of their old friends were planning on showing up, Ross prepared a game of RIFTS that he was going to disguise as a Killsplosion game. However, the rules he uses from Palladium games, combined with the rules from Killsplosion, act like Caleb warned and form the Ur Game. By playing, it summons the end of the world, which selected a form from his heart, and chose the King in Yellow. The King in Yellow, at first thought to be an elaborate joke by the friends, banishes them all to a form of Carcosa that appears to be Springfield, with all of them being de-aged into kids around age 10. The King looked into their minds to create heralds that would serve him, however, in doing that, he inadvertently created Monsters for all of the friends, each based off of beloved or important characters to them. Also, sensing the trouble his friends were in, Adam Scott Glancy, member of the A Cell of Delta Green, willingly "lost" to the King in order to get dragged into Carcosa as well to guide the friends. In order for everyone to survive they need to defeat the Five heralds of the King in Yellow and realize the truth. Only then, with the friends fighting in their adult forms, the monsters fighting with full knowledge, and their opponents freed from the King's grasp can they hope to stand a chance to defeat the King and return to their home and a normal, mundane world. However, even without his heralds the King has full mythos magic powers and will stop at nothing to keep these scions of his power trapped in Carcosa as he plans for the play *The King in Yellow* to go about its dark task and turn the whole world into Carcosa. Will the friends be able to succeed and save the world?