### **Name: Elsie Costello**

**Occupation:** Aviatrix (specializing in air racing)

Age: 30 Sex: Female

**Archetype:** Explorer

Residence: Los Angeles, California

Birthplace: Detroit, Michigan

 STR 45
 CON 70
 SIZ 60
 DEX 65
 INT 75

 APP 95
 POW 80
 EDU 70
 SAN 80
 HP 26

 DB: none
 Build: +0
 Move: 8
 MP: 16
 Luck: 70

#### Combat

## Attacks per round: 1

Brawl 50% (25/10), damage 1D3 9mm Auto 65% (32/13), damage 1D10

Dodge 32% (16/6)

# Skills

Accounting	30%	Library Use	20%
Appraise	05%	Listen	45%
Art/Craft (painting)	05%	Mechanical Repair	50%
Charm	55%	Natural World	10%
Climb	20%	Navigate	70%
Credit Rating	40%	Occult	05%
Disguise	05%	Persuade	35%
Drive Auto	40%	Pilot (Aircraft)	86%
Electrical Repair	50%	Psychology	10%
Fast Talk	05%	Ride	05%
First Aid	30%	Sleight of Hand	10%
History	05%	Spot Hidden	70%
Intimidate	15%	Stealth	35%
Jump	36%	Survival (Forest)	10%
Language (French)	55%	Swim	20%
Language (English)	70%	Throw	20%
Law	05%	Track	10%

# Pulp Talents

**Iron Liver:** May spend 5 Luck to avoid the effects of drinking excessive amounts of alcohol (negating penalty applied to skill rolls).

**Night Vision:** In darkness, reduce the difficulty level of Spot Hidden rolls and ignore penalty die for shooting in the dark.

Strong Willed: Gains a bonus die when making POW rolls.



#### **Connections**

Captain Katz (United States Army Air Service); Carl McDermott, Buster Valle, Eugene Flanagan, George Finch (all pilots and they are all Elsie's past romantic lovers); McDermott's Aerodrome (airfield & mechanics).

### Backstory

- **Personal Description:** Elsie Costello has a big personality stuffed into her compact frame of five feet four inches tall and with a weight of 121 pounds. She has maple blond hair in a bob haircut, green eyes, and a shapely freckled face.
- Ideology/Beliefs: Elsie is independent. She feels she has been let down by others in the past, so she takes care of herself first. She has had several romantic relationships in the past, but she isn't one to settle down and marry. She wants to explore life before settling down (if ever). She likes to shout, 'WAZOOO!" as her battle cry (especially when flying).
- **Significant People:** She idolized her father, Roy Costello, who is no longer with her. It was her father that taught her how to fly and he passed his love for aviation to her. She still wears his flight jacket (it's her good luck charm). She often talks to her plane as if it was her father; it helps her to process some of the more difficult situations she has to deal with.
- **Meaningful Locations:** McDermott's Aerodrome. Carl McDermott and Elsie go way back to their days as kids. They grew up together and were lovers for a brief summer but remained forever friends. Elsie was practically raised by the McDermott's when her father passed away.
- **Treasured Possession:** Her racing airplane, 'Swiftsure.' She and her father built the airplane piece by piece. She knows every inch of the plane. When not in use, the plane is stored at a private hangar at McDermott's Aerodrome.
- **Traits:** Easily bored, tenacious, and independent.
- Encounters with Strange Entities: Elsie has seen strange creatures while high above the clouds in the lower atmosphere. These creatures were the size of horses but were insect-like. She doesn't know what they were [GM Note: they were mi-go] and she's glad they didn't seem to notice her [GM Note: they did].

#### Gear & Possessions

She usually has her wrist watch, a flapped holster, a .9mm automatic pistol, her flying cap & goggles, and her 'good luck' flight jacket. She has access to a full tool box, a 3-cell flashlight, and 2 boxes of 9mm ammo (100 each) as needed.