

Dylan Fontaine, Semi-Successful Hollywood Agent and Professional Lapdog

Your family has been connected in Los Angeles going back two generations. You like to pretend that you're a serious player, a big-time mover-and-shaker, but no one in the family has ever really made it big. Your uncle had a minor TV career, and you have a modest agency, but no big names on your roster. Your wife, Shirley, was your biggest client, until her comedy-soap "Out of Order" was cancelled in its second season.

Since then, you've had to work twice as hard to keep her happy. Shirley came to LA with big expectations of stardom and all that it entailed. It was fine when she was working, but she's been out-of-work for years and still maintains the same expensive tastes.

You've managed to get her one or two opportunities to read for a part since "Out of Order", but nothing has come of them, which just sparks bitter arguments between the two of you as to whether it's your failure to find the right role, or her failure to win it.

You usually let her win those arguments. You know Shirley isn't really a very nice person, but she's the most beautiful woman who ever looked at you twice and she's twenty years younger than you. Looking like you do, with your meager track-record, Shirley is as good as you're going to get, so better to put up with the barbed remarks and work harder to keep her in champagne.

You can't afford to go on holiday to the Hamptons like you used to, so instead you're taking camping trip to a little place called the Sunshine Falls Wilderness Retreat. Sounds okay, and if nothing else it's simple - there won't be any chances for Shirley to splash out on expensive meals and spa treatments.

Other Characters

Shirley Fontaine, Your (Younger) Wife and (Out-Of-Work) Client: Shirley really had something, when you first met her. But whatever spark of ambition or talent there was has been slowly eroded away by disappointment and booze. Every now and again, her charm flares up again and you love her all the more, but it's rarer and rarer.

Still, you're terrified of her leaving you, and fawn over her every whim as best as you can - though every now and again her nastiness is just a little too much, and you snap back, generally causing a sulk which lasts for days or until you buy her something.

Roleplaying Tips

Human doormat. Dylan is nice, if somewhat insecure, guy who lets his wife treat him like dirt. He's actually at his best out of Shirley's shadow - he genuinely loves to help people out and get things done, part of what makes him a decent agent. But he lacks self-confidence when it comes to getting what he wants. Dylan would spend four hours arguing on the phone to get a client a booking at a premium restaurant so they could get "noticed" ...and then let someone else cut in front of him at the queue to Burger King.

Obsession: Being needed. By Shirley when there's no one else, but Dylan is a compulsive helper.

Rage Stimulus: Shirley's thoughtlessness. Dylan bites it down as much as he can, but sometimes the anger bubbles up.

Fear Stimulus: Being alone.

Noble Stimulus: Helping people. Dylan doesn't like being in the spotlight, but he loves to be depended on, to be the loyal second-in-command or the mover-and-shaker behind the scenes.

His Obsession skill is "Fifty-Hour Work Week" - Dylan works very hard at a job which he isn't very good at to keep Shirley happy. His skill allows him to go without sleep or even ignore physical injuries and inconveniences temporarily to get done what needs to be done.

Body: 50 "Easily Overlooked"

Struggle: 15

General Athletics: 30

Fifty-Hour Work Week: 50

Speed: 50 "Fast-Paced"

Dodge: 30

LA Driver: 30

Do Two Things at Once: 20

Mind: 60 "Smarter than he's given credit for"

Notice: 45

Conceal: 30

Hollywood Trivia: 30

Soul: 60 "A good listener"

Manage Clients (Charm): 45

You look lovely, dear (Lie): 45

Skill Notes:

Do Two Things At Once: While rolling any normal action in a stressed environment (like combat) if you succeed with a roll which is also under your DTTAO skill, then you get a second action. This only grants one additional action per round (eg. As a mugger attempts to take Dylan's watch, he rolls dodge. His dodge roll is 12, under his DTTAO skill of 20. He decides to use his second "free" action to break into a run using general athletics while the mugger is flatfooted by his skilled evasion.).

Violence: OH 1F

Isolation: 1H 1F

Self: 2H 1F

Helplessness: 3H 1F

Unnatural: OH OF