

Robert Sherman

“Hold it the greatest sin to prefer existence to honor,
and for the sake of life to lose the reasons for living.”

-Juvenal

You were born on a planet far, far away. Your father knew of the impending disaster on the planet, and shuttled you off to Earth when the council elders ignored his please. Landing in a small field in northern Arizona, the yellow sun of Earth gave you new, incredible powers....

Yeah, right. You wish. Your father is an accountant who would only find out about impending planetary disaster if the Wall Street Journal wrote about it. As for super-powers, you can touch your tongue to your nose. Big deal.

God, life around San Inguon can be so damned boring. It's a small town where everybody seems to know everybody else. Nobody new, nothing exciting, nothing interesting. Sometimes you think you'll die from boredom.

That's why you joined The Killers. That's the name of J.D. Koln's gang. You, J.D. and Nick Kerensky all go around causing mischief, starting trouble, terrorizing kids and the geekier high school students, and generally making a nuisance of yourself. It's all in fun, and nobody gets hurt. At least, so far. You're starting to get worried about J.D.

I mean, when you were first part of his gang, it was all in fun. Evil fun, to be sure, but there's not much other fun in a town where a major pastime is watching trucks go down the highway and guessing where they're headed. The gang would do things like put bubblegum in the lock of C.J. Nickel's 5 & Dime, so after he closed at night he couldn't get it open the next morning; stuffing Timmy Carroll in a locker and letting him out just late enough that he'd be tardy for class (and he's such the good student that that gets to him more than anything else); letting air out of Principal Siegelski's tires; that sort of thing.

Of course, it isn't as easy as it sounds. Everybody knows that The Killers are behind the mischief; you don't really make any secret of that. So Sheriff Barnes is always trying to keep an eye on you, and threatens to throw you in jail “to teach you a lesson.” And Principal Siegelski always talks about suspending you. So you need to keep a watchful eye to keep from getting caught. And then, of course, there are The Good Guys.

The Good Guys. Isn't that the most pathetic name for a gang you've ever heard? I mean, Justice League of America- *that's* a cool name. But “The Good Guys”? Pretty pathetic. Anyways, it's a gang made up of two of the butts of The Killers' jokes, and one crusader that wants to stop The Killers from having any fun. The two butts are Timmy Carroll and Tony Turrelli. Timmy's the class geek. Great at science, pitiful at sports, you

know the type. He's not a bad guy, but everything about him screams, "Pick on me!" I mean, some of the times he saw you coming, he put himself in his locker, just to get it over with. You've got to admire that, in a pathetic sort of way. Tony, on the other hand, is the class clown. Always there with a joke or a cutting insult. Unfortunately for him, sometimes he makes J.D. the butt of his jokes. J.D.'s not a bad guy, but he *really* doesn't like people making fun of him. So Tony is on the terrorize list as well.

The crusader and leader of The Good Guys is James Daniels. He moved here a couple of years ago, and he's taken the town by storm. Straight A student, politest guy you ever met, quarterback and captain of the football team, dating the head cheerleader; if a guy could have more going for him, you don't how. Even worse is that he's not arrogant about it. If he were arrogant, you could stand it. But he's so damn humble, it drives you crazy. Anyways, he decided that he should put a stop to the pranks you've been doing, so he formed his little gang with the idea of keeping The Killers out of trouble. Normally, J.D. and Nick would get together and teach someone like that a lesson, but James is a big, scary guy. Nobody in his right mind wants to take him on. So for now, the gang has been sort of avoiding him.

But things are getting weird. J.D.'s been getting... more intense, you guess you'd say. He gets these headaches, and when he feels them coming on, you and Nick have learned to stand back, because J.D.'ll suddenly explode in anger, talking about the kind of things he'll do to James and the others. Sometimes he'll even come up with some sort of idea, and get you to help him out. That's your job in The Killers. J.D. comes up with the plans, and it's your idea to figure out how to make them work. Nick's job is then to do whatever is needed to get the plan to work.

And even when J.D. doesn't have one of his headaches, he's still a lot more strident and intense than he used to be. There's a fire in his eyes. You've seen it, and you really don't like it. He's a lot more violent, more willing to beat someone up rather than scare them, more willing to break things. Christ, you've even seen him hit Mary once.

Oh, boy. Mary. Mary is J.D.'s girl. Just keep telling yourself that. Mary loves J.D., J.D. loves Mary, they're happy together. What you feel for Mary doesn't matter. Sure, she's kind, caring, supportive, and you feel like you could do anything when she's around. It doesn't matter. She's going out with J.D. She loves J.D. Besides, what could she every see in you? I mean, she's into the James Dean Rebel Without A Cause sort of thing that J.D. does. You're a rebel, sure, but you're planning to get out of the rebel thing in a couple of years, go off to college, get a degree in business, and set up a nice middle class existence for yourself like your father. J.D. doesn't care about that sort of thing. He's wild, impulsive, that sort of thing. Christ, she probably just sees you as some sort of hanger-on who's not really into the rebellion thing. And she's right.

Why are you even kidding yourself? She probably doesn't even think about you. She probably only knows your name because you're always by J.D.'s side. Sure, you've driven her back to Hines' Orphanage when J.D. needed to be somewhere else. And you

two have talked, which is why you know how kind and caring she can be. But she loves J.D. You can fantasize about saving her from villain's clutches all you want, about dressing up in your super outfit and using your secret powers to stop the horrible fiends from having their way with her, then the two of you going off and getting married and living the rest of your days happily ever after. But it's all just fantasy. The reality is that she'll be with J.D. for the rest of her life. So get over it.

Focus instead on the gang. Keep your mind off her by trying to get ready for the drag race today. Yeah, a drag race. You're kind of annoyed at J.D. for that. He goes off and challenges James to this big drag race down I-42 to show The Good Guys who's really in charge. Except that J.D. doesn't have a car, so guess who's car he going to borrow? Yours. So you'd better get her in top shape for this afternoon. Nick's father runs a gas station, so you and Nick are going to put your heads together and see if you can figure out how to soup her up enough so that she can leave whatever James is driving in the dust. You're pretty sure that J.D. will want to drive her, so you'd better make sure that J.D. can drive, too. The last thing you need is the car you saved two summers for to end up smashed beyond repair.

Stock quote: "Oh, boy. This is gonna be good."

Mannerisms: Robert is the typical teenager who has read far too many comic books. He lives for danger, and has a mildly soiled reputation for hanging around J.D. so much. When it comes down to the crunch, however, he'll do his best to act heroic.

People You Know:

J.D. Koln: Leader of The Killers.

Nick Kerensky: Third member of The Killers. A really nice, big-hearted guy who gets teased a lot because he's big and a little slow. He's cool to hang out with, though, and he understands cars in a way that you probably never will.

James Daniels: Leader of The Good Guys.

Timmy Carroll: Science geek. Member of The Good Guys.

Tony Turrelli: Class clown. Member of The Good Guys.

Mark Sturvin: One of your best friends outside The Killers. He's the son of Harold Sturvin, the richest man in town, so everyone assumes Mark is a stuck-up little rich boy. In fact, he's a pretty cool guy to hang out with, and he's never flashy about his money. Mark really wants to be part of The Killers, and you think he'd be a great member. You'll have to see what J.D. thinks.

Mary Jenkins: J.D.'s girlfriend. The most beautiful woman you've ever known. You're hopelessly in love with her. She loves J.D.

Theresa Kerensky: Nick's younger sister. She's cute, but Nick's incredibly over-protective of her. You hear the last guy she went out with ended up in a cast after Nick found out. Be very careful what you say or do with her, or Nick might get angry. You don't want to see Nick angry. Not at you, anyways.

Catherine Thomas: One of the girls at Edwood High.

Margaret Smith: Class airhead. Mark is overjoyed ever since he finally got her to go out with him. You're not too sure her intentions are good; Mark reeks of money, and she may be taking him for a ride. Keep an eye on her.

Laura Fetner: Head Cheerleader. All-around perky girl. Needless to say, she's going out with James Daniels.

Wendy Mitchell: She's going out with Tony. Wants to be a star reporter, and is writing for the Edwood High paper.

C.J. Nickels: The old geezer who runs the 5 and Dime in town. He's the frequent butt of The Killers' jokes.

Sheriff Barnes: A pretty decent sheriff. Luckily, he hasn't caught you red-handed, so he hasn't done anything to you other than give a stern warning. Make sure he doesn't catch you doing anything wrong.

Adele Siegelski: Principal of Edwood High. One of the strictest people you've ever had the displeasure of knowing. Some of the students call her "Siegheil"ski behind her back. That's pretty cool; you wish you'd thought of that.

Goals:

1. Help out The Killers. Try to come up with ways to implement J.D.'s ideas into action. Help make sure that you win the drag race this afternoon. Make sure that the Sheriff and the Principal don't catch you in the middle of some mischief. Try to show everybody how pathetic The Good Guys are. Generally, cause havoc.

2. Keep and eye on Mark. Mark's a cool kid, and he seems to look up to you. He's sort of a sidekick to you. You'd like to see him as part of The Killers, so help him get in. And make sure that Margaret Smith isn't just looking to freeload off of him.

3. Get Mary to fall in love with you. Well, this isn't a goal you're going to do anything to help implement. I mean, she loves J.D., J.D. loves her, and you'd really have to be a bastard to try to break them up. Still, it would be nice if she were to fall in love with you. Really nice.