

James Daniels

“Always do right. It will gratify some and astonish the rest.”
-Mark Twain

You never really meant to become the hero of Edwood High. It just sort of happened that way. Not that you don't like the role of being sort of a frontier Sheriff amidst the outlaws around. It's just that you worry that people assume that you think you're better than anyone else. And you're not, really. I mean, sure, you're captain of the football team and the star quarterback. And you're the class president. And valedictorian. But you just work hard to achieve what you want. That's all there is to it.

As for being the self-made hero of Edwood High, well *someone* had to do it. So why not you? You first came to San Inguon two years ago. Your father is a Colonel in the Army, so you've learned to adjust to moving from one place to another every couple of years. Mom never learned to adjust, which is why she's living in New York now. But you've always sort of enjoyed being able to wipe the slate clean and start over.

In any case, when you first arrived in San Inguon, you knew there were going to be problems. Edwood High was being terrorized by a gang calling itself “The Killers,” any while they weren't killing anybody, they certainly were giving a lot of people grief. It seemed like not a day went by without someone getting stuffed into a locker, or someone's car getting soaped, or some sort of vindictive prank. The members of The Killers were J.D. Koln, Nick Kerensky, and Robert Sherman, all of them bullies.

But you had an advantage over them. Nick was the biggest of The Killers, but you're a little bigger than he is. Combine this with the fact that you've learned how to fight from growing up on various military bases, and you could probably take any of them in a fight. They know this, and they're scared to death of you. Because you're the only person who could stop them.

But you couldn't stop them alone. If there's one thing you've learned in life, it's that you can't win by trying to do everything yourself. No one is perfect at everything; the key to success is finding people to help you who are good at the things you aren't. You were good at intimidating The Killers, and they'd stop doing whatever prank they were pulling when you were around. But what you needed were people to help you figure out what The Killers would do next.

So you got together with Timmy Carroll, who is the brightest kid in school, and Tony Turrelli, who has been the object of their pranks for so long that he knows what they'll do sometimes before they even do it. These two had been hanging around you anyway, partially because when you were around, The Killers were too afraid to do

anything. So you decided to form your own gang. The Good Guys. Your job was to stop The Killers from pulling their pranks on the undefended students of Edwood High.

Admittedly, so far it hasn't worked real well. The Killers have been up to a lot of pranks, including stealing The Ceremonial Throw Pillow (a pillow stitched with the names of all of the graduates of Edwood High who died in World War I and which was kept in a glass case in Edwood High). The Good Guys have always shown up just after everything happened, or even worse, never found out about the prank until it was too late. Still, you're doing some good. From what you've heard, J.D. is really angry at the thought of anyone upsetting his plans to terrorize the town, and wants nothing more than to show you up. That's why he's challenged you to a drag race today at two pm.

You're pretty sure that you'll handily beat him at the race. Your car handles really well, and you've got Timmy working on ways to soup it up even more. Still, it's only a show of power. It's not like if you win, J.D. will decide to give up and turn over a new leaf. And you're sure he'll be up to no good today. Well, that just means that today's your chance. You've got to show The Killers and the town that good will ultimately prevail over evil, that goodness will win over darkness, and that The Good Guys will ultimately stop The Killers.

And if you don't, good luck getting elected as class president next year.

Stock Quote: "We can't let them get away with this!"

Mannerisms: James is the ultimate Boy Scout. Good to a fault, he is a hyper-achiever who, once he gets a goal in his sights, does whatever he can to attain it. At least, whatever he can that seems fair, within the rules, and doesn't offend everyone.

People You Know:

J.D. Koln: Leader of The Killers. The quintessential juvenile delinquent. Mean, vindictive, and violent. Definitely someone to watch like a hawk, just in case he does something.

Robert Sherman: The brains of The Killers. A really smart kid, which makes it all the more painful to see him turn to such a life of... well, not really crime, but you know what you mean.

Nick Kerensky: The muscle of The Killers. Big and strong, and the only member of The Killers who might take you out in a fair fight. Not that you think he'd fight very fair.

Timmy Carroll: The class science geek. He never goes anywhere without at least a few books on chemistry or physics or such. He's incredibly brilliant, although a little lacking in common sense. Still, he makes a great member of The Good Guys.

Tony "Scooter" Turrelli: A nice guy, once you get past his big mouth. Tony's constantly wisecracking, insulting people, or making really awful puns. Still, he's a nice guy at heart, and he knows The Killers better than anyone else (as the usual butt of their pranks). He's a member of The Good Guys.

Mark Sturvin: The richest kid at Edwood High. He's the son of Harold Sturvin, one of the richest men in San Inguon. You really don't know Mark too well; he hangs around Robert a lot.

Mary Jenkins: J.D.'s girlfriend. You don't understand how she could possibly go out with someone like that.

Teresa Kerensky: Nick's younger sister. She used to be a bit of a tomboy, but now she's gotten interested in boys in a big way. You don't think there's a guy in all of Edwood High that she hasn't made a pass at in the last two weeks.

Catherine Thomas: A loner. She usually keeps to herself. You don't really know her that well.

Margaret Smith: The class airhead. Still, she's incredibly cute, and that's good enough for most people.

Laura Fetner: Your girlfriend. She's the head Cheerleader at Edwood High, and one of the most desirable girls in school. You're going out with her because you were the only guy in class who actually got up the courage to ask her out. She's been acting weird lately. On the last day of school, she looked like she was on the verge of a nervous breakdown all day. When classes were finally over, you never saw anyone run home that fast. Worried, you went to her place to check on her. She was in her room, resting, and you asked her if she was feeling up to going to a movie. And she got this look on her face, this really strange look, like asking her to a movie was the last thing in the world she expected, and it horrified her. You were about to ask her what the deal was when she suddenly snapped back into her old self and said she'd love to. She seemed pretty normal for the rest of the night. Still, she really looks a lot paler and seems nervous to the point of jumpiness. You'd better make sure she's alright.

Wendy Mitchell: Reporter for the school newspaper. She knows all of the gossip in town and is pretty fun to hang around, just so long as you realize that anything you say could end up in the school paper. She's going out with Tony.

Colonel Fred Daniels: Your father. He's a great guy, a lot of fun to hang around and a really devoted and caring dad.

Adele Siegelski: Principal of Edwood High. Tony calls her Miss Siegheilski, which you think is pretty unfair. Sure, she's strict, but when you try to run a school where The Killers roam around at will and disrupt things, you have to be strict.

Darla Hotchkins: School nurse. She is incredibly attractive. If she wasn't eight years older than you, you'd love to go out with her.

Goals:

1. Stop The Killers. Find out what they're planning, and try to keep them from doing it. Try to make the town see how terrible they are, and try to convince them to change their ways. Most of all, don't let them hurt any innocents. If they want to hurt each other, fine, you won't get in the way. Dad says never kill an enemy who is slowly committing suicide.

2. Check out Wendy. Something's wrong, but you have no idea what. Try to help her through whatever it is she's going through.

3. Right every wrong, help out the weak, that sort of thing. Remember, you're the ultimate Boy Scout. Never let any evil occur that you could help prevent.