

Name: Velma Dinkley  
Occupation: Meddling Kid  
Age: 18

CHARACTERISTICS:

STR:	9	DEX:	14	INT:	17	Idea roll:	85%
CON:	16	APP:	15	POW:	16	Luck roll:	85%
SIZ:	8	EDU:	14			Know roll:	70%
Damage Bonus:	none						
SANITY POINTS:	85						
HIT POINTS:	12						
MAGIC POINTS:	16						

SIGNIFICANT SKILLS:

Anthropology 40%, Archeaology 45%, Astronomy 15%, Biology 20%, Chemistry 10%, Computer Use 30%, Credit Rating 20%, Dodge 28%, First Aid 40%, Geology 15%, Hide 25%, History 40%, Library Use 50%, Occult 25%, Persuade 25%, Psychology 20%, Read Chinese 50%, Read English 85%, Read Latin 20%, Sneak 30%, Spot Hidden 65%

WEAPONS:

Fist/Punch	50%	1d3
Head Butt	10%	1d4
Kick	25%	1d6
Grapple	25%	special

ROLE-PLAYING NOTES

Your parents are Marine Biologists and you inherited their intelligence and inquisitiveness. You ace all your classes which leaves you lots of time to "experiment" with Shaggy, and to solve mysteries, which is your great love. You want to know what is at the bottom of everything! You value Fred for his ability to devise traps for the "ghosts," though you wish Shag and Scooby would stop getting caught in them (even if they do always seem to catch the culprit anyway.) You like Daphne, even if she does always manage to find the secret trapdoors the hard way.

Quotes:

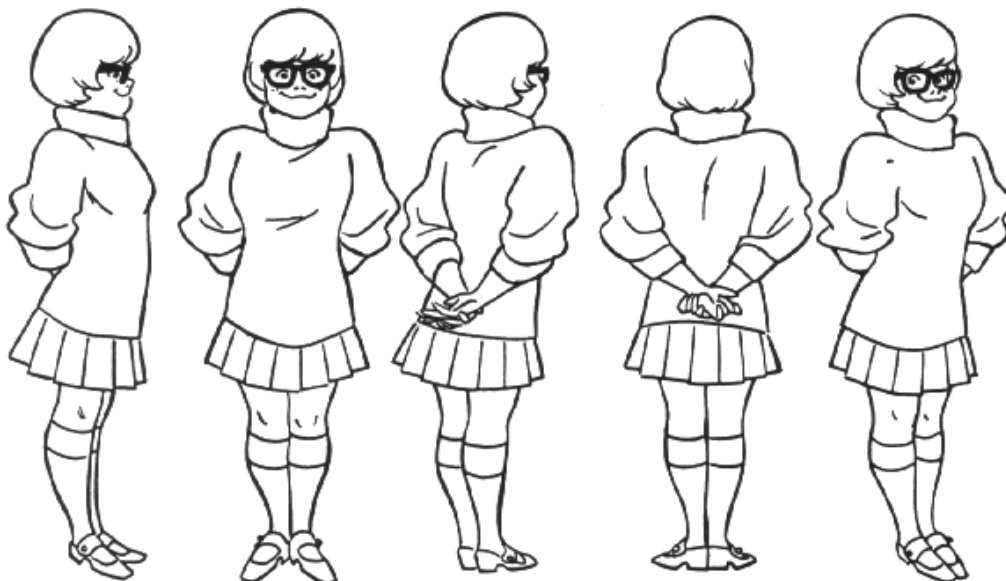
"JINKIES!"

"Look, guys, a clue!"

GAMEMASTER'S NOTE: Velma is extremely nearsighted. If deprived of her glasses, reduce all applicable skills by half.

**Velma**

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Name: "Danger-Prone" Daphne Blake  
Occupation: Meddling Kid  
Age: 19

CHARACTERISTICS:

STR:	10	DEX:	16	INT:	11	Idea roll:	55%
CON:	15	APP:	17	POW:	13	Luck roll:	65%
SIZ:	10	EDU:	11			Know roll:	55%
Damage Bonus:	none						
SANITY POINTS:	65						
HIT POINTS:	13						
MAGIC POINTS:	13						

SIGNIFICANT SKILLS:

Accounting 15%, Cheerleading 50%, Credit Rating 45%, Dodge 32%, Hide 25%, Listen 35%, Occult 15%, Speak French 15%, Persuade 65%, Ride 30%, Set Off Trap 50%, Sneak 20%, Swim 30%

WEAPONS:

Fist/Punch	40%	1d3
Head Butt	10%	1d4
Kick	25%	1d6
Grapple	15%	special

ROLE-PLAYING NOTES

You are Fred's girlfriend and your family is even wealthier than his! Velma is your best friend and you have a motherly affection for Shag and Scooby. You love mysteries even if the other are better at solving them than you are. People call you "danger-prone," but you know that's silly; you just have some bad luck now and again. You are fascinated with the supernatural and keep a ouija board in the Mystery Machine. Monsters are scary, and probably icky as well.

Quotes:

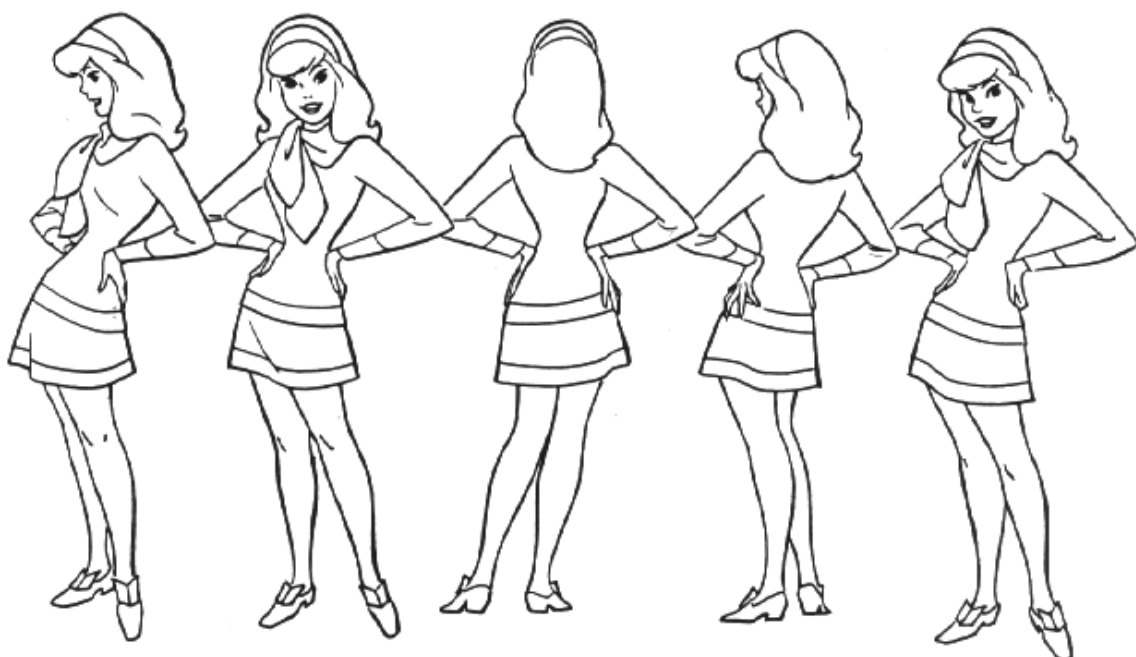
"Eeeeeeeek!!!"

"Jeepers, guys!"

GAMEMASTER'S NOTE: Daphne's "Set Off Trap" skill operates automatically in any situation the gamemaster sees fit.

**Daphne**

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Name: Norville "Shaggy" Rogers  
Occupation: Meddling Kid  
Age: 18

#### CHARACTERISTICS:

STR:	9	DEX:	12	INT:	13	Idea roll:	65%
CON:	14	APP:	11	POW:	12	Luck roll:	60%
SIZ:	11	EDU:	12			Know roll:	60%
Damage Bonus:	none						
SANITY POINTS:	50						
HIT POINTS:	13						
MAGIC POINTS:	12						

#### SIGNIFICANT SKILLS:

Anthropology 20%, Bargain 35%, Conceal 25%, Credit Rating 10%, Disguise 25%, Dodge 30%, Eat Voraciously 60%, Ethno-pharmacology 55%, Fast Talk 40%, Flee in Panic 65%, Hide 25%, Jump 35%, Occult 15%, Pharmacy 40%, Read English 60%, Sneak 20%, Spot Hidden 40%

#### WEAPONS:

Fist/Punch	40%	1d3
Head Butt	10%	1d4
Kick	25%	1d6
Grapple	25%	special

#### ROLE-PLAYING NOTES

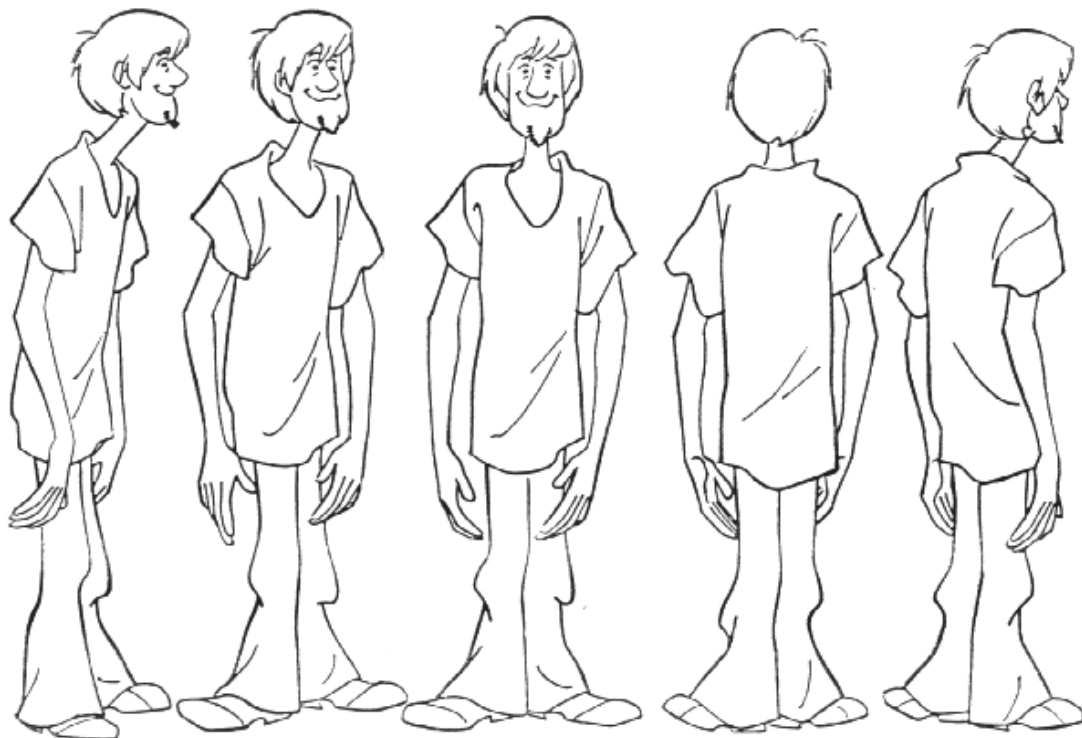
You are interested in two things: food and consciousness expansion. The later pastime may explain why you are always the first to see the ghosts. Familiarity with the supernatural (even when it proves to be a fake) has not bred contempt: the creepies still scare the willies out of you! Your courage is as thin as you are and must be nurtured with ample quantities of food, especially Scooby-Snacks. You and Velma are sort of a couple, though you remain a bit fuzzy on the whole "date" thing. Your ambition is to attend UC Berkeley, study Ethno-Pharmacology, and go to the Amazon for some really weird drugs.

#### Quotes:

"ZOICKS, Scoob!"  
"Like, wow, dig these crazy costumes!"  
"Scooby-Doo, where are you?"

## Shaggy

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Name: Freddy Jones  
Occupation: Meddling Kid  
Age: 19

CHARACTERISTICS:

STR:	14	DEX:	16	INT:	13	Idea roll:	70%
CON:	14	APP:	16	POW:	14	Luck roll:	70%
SIZ:	15	EDU:	13			Know roll:	65%
Damage Bonus: +1d4							
SANITY POINTS: 70							
HIT POINTS: 15							
MAGIC POINTS: 14							

SIGNIFICANT SKILLS:

Accounting 20%, Bargain 20%, Climb 55%, Computer Use 25%, Conceal 15%, Credit Rating 35%, Devise Elaborate Trap 60%, Dodge 35%, Drive Auto 50%, Jump 35%, Mechanical Repair 40%, Persuade 20%, Read English 65%, Scoff at Supernatural 30%, Sneak 20%, Spot Hidden 50%, Swim 35%, Throw 35%

WEAPONS:

Fist/Punch	60%	1d3+1d4
Head Butt	10%	1d4+1d4
Kick	35%	1d6+1d4
Grapple	35%	special

ROLE-PLAYING NOTES

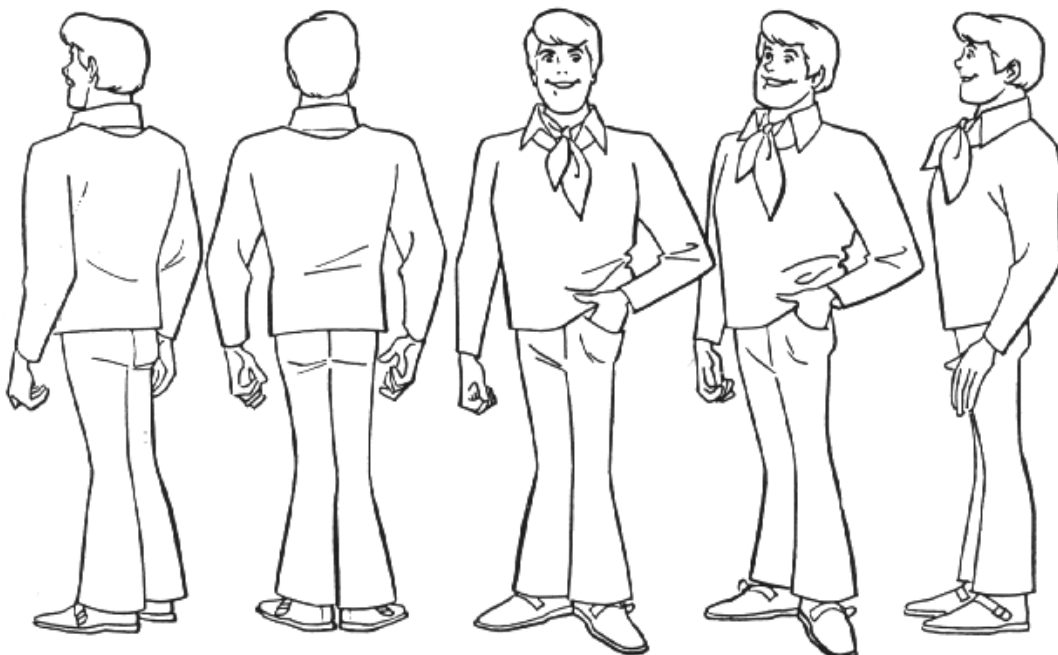
You and Daphne have been a steady couple for years, although you have more interests in common with Velma, who is usually the most helpful in resolving the mysteries. Shaggy is a good friend and he always has something to feed the group's head. You do the driving and tend to take the lead in the investigations, although you never really order anyone around. You are quite skeptical of the supernatural and think Daphne's fascination with it is silly. You know there is always a rational explanation for everything.

Quotes:

"I think this is a clue!"  
"Come on gang, let's go!"  
"Not so fast! There's a mystery here to be solved!"

**Fred**

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Name: Scooby-Doo  
Occupation: Meddling Great Dane  
Age: 6

CHARACTERISTICS:

STR:	15	DEX:	16	INT:	15	Idea roll:	35%
CON:	13	APP:	14	POW:	15	Luck roll:	75%
SIZ:	13	EDU:	5			Know roll:	15%
Damage Bonus:	+1d4						
SANITY POINTS:	65						
HIT POINTS:	13						
MAGIC POINTS:	15						

SIGNIFICANT SKILLS:

Climb 30%, Disguise 25%, Dodge 30%, Eat Voraciously 85%, Fine Manipulation with Forepaws 25%, Flee in Panic 60%, Hide 20%, Jump 20%, Read English 20%, Sneak 20%, Speak English 50%, Sneak 20%, Track by Scent 75%, Walk Erect 30%

WEAPONS:

Fist/Punch	25%	1d3+1d4
Head Butt	25%	1d4+1d4
Kick	25%	1d4+1d4
Bite	30%	1d8

ROLE-PLAYING NOTES

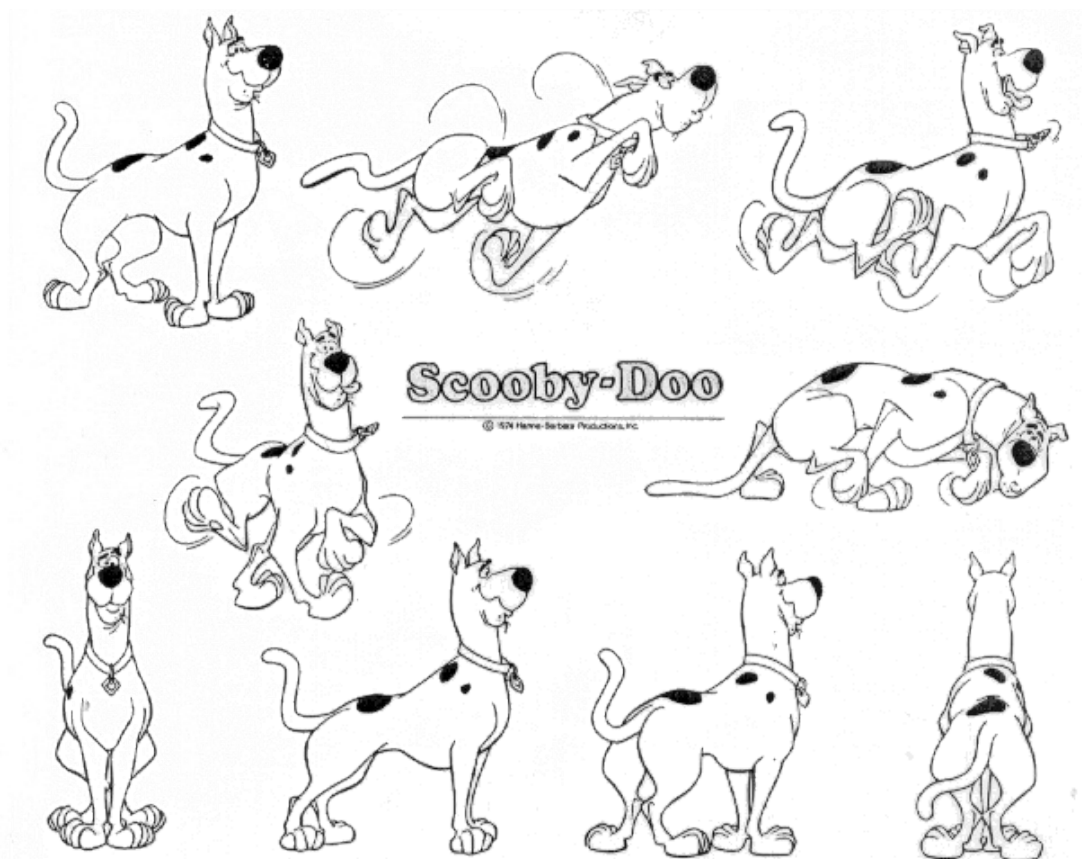
You are loyal to three things: to Shaggy, to his friends, and to your stomach, not necessarily in that order. Your unusual abilities (for a Great Dane) are put in the service of solving mysteries, even though you must often be bribed with your special Scooby-Snacks. Anything spooky scares the wits out of you. Oh, Shaggy's got a pizza! You had better go eat it before he finishes tying his bib on...

Quote:

"Ragg-gee!"

"Rooby-Dooby-Dooooooooo!"

GAMEMASTER'S NOTE: Scoob must roll for each use of his Fine Manipulation, Speak English, and Walk Erect skills. Failure means that said skill did not work at all.



## THE MYSTERY MACHINE (circa late-1960s)

WEIGHT: 2.6 tons	LENGTH: 14'2"
MAX. SPEED: 60 mph	WIDTH: 6'1"
HEIGHT: 6'2"	ENGINE: 6-cylinder
RANGE: 300 miles	MILEAGE: 15 (city) / 18 (hwy) mpg
MAX # OF PASSENGERS: 6	
SAFE SPEEDS (no Drv roll): 0-40	
RISKY SPEEDS (make Drv roll): 40-60	
HANDLING: +15 (add to Drv skill)	
ARMOR BONUS: +2	
HIT POINTS: 40	
DAMAGE: 5D6	

With the front of a VW bus, the body of a Citroen Camionette, the rear of a Chevrolet van, the Mystery Machine is a unique vehicle well suited for the transient lifestyle of our hapless investigators. It has two racks on the roof to carry oversized items, a removable couch-like back seat that can fit three people, and a large enough workspace in the back to carry Velma's radar device. Its funky flower design is sure to garner attention and help reduce the stress on those cold dark nights during an investigation.

### ROLE-PLAYING NOTES

The Mystery Machine was bought by Daphne's money, fixed up by Fred, equipped by Velma, and decorated by Shaggy and Scooby. For this reason, your whole gang sees the Mystery Machine as being an essential part of Mystery Inc's lifestyle and work. It's a haven from the elements (natural and supernatural) and a mode of travel. Without the Mystery Machine, you would be not only stranded physically, but it's likely that your investigations would suffer from the lack of the resources which you have carefully packed inside the van. (Whether it be that map of the North Carolina coast hidden in the glove compartment or that box of Scooby Snacks under the driver's seat.) As long as the van exists, your business of Mystery Inc has the best office in the world of ghosthunting.... a mobile one.

**GAMEMASTER'S NOTE:** While the Mystery Machine is a valuable tool, it's also a somewhat unreliable one. Here are some stats to use for the "Machine."

Flat tire: 10%  
Flat tire on a deserted country road: 30%  
Overheated radiator: 10%  
Overheated radiator near a haunted house: 23%  
Headlights problems: 5%  
Headlight problems while traveling through fog: 29%  
Steering problems: 3%  
Steering problems when Daphne is driving: 65%  
Brakes failing: 8%  
Drive away with a zoom in the nick of time: 80%

