

MORGAN STEVENS



BOBBY THOMPSON



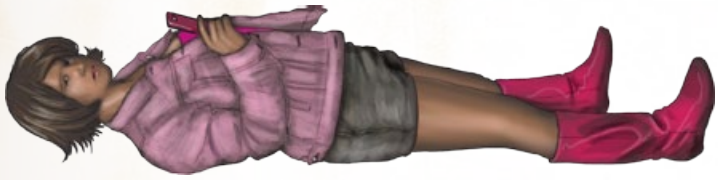
CHRIS JANSEN



TERRY McNAMARA



KELLY FRANKLIN



R. H. MISTEN



MORGAN STEVENS



BOBBY THOMPSON



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R. H. MISTEN



**MORGAN STEVENS**

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d6, Notice d6, Lockpicking d4, Psionics d6, Shooting d6, Stealth d6, Streetwise d6

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** All Thumbs, Bad Luck, Cautious

**Edges:** Arcane Background (Psionics), Danger Sense

**Powers:** *Armor, bolt*

**Power Points:** 10

**Gear:** MP3 player, LED mini-flashlight, lockpicks, sleeping bag, \$25

**CHRIS JANSEN**

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Driving d4, Fighting d6, Guts d6, Healing d4, Notice d6, Shooting d8, Stealth d4, Survival d4, Throwing d4

**Charisma:** 0; **Pace:** 4;

**Parry:** 5; **Toughness:** 6

**Hindrances:** Lame, Loyal, Doubling Thomas

**Edges:** Berserk, Nerves of Steel

**Gear:** Survival knife

(Str+1d4, +1 to Survival rolls), flashlight, lighter, \$200

**KELLY FRANKLIN**

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

**Skills:** Driving d4, Fighting d4, Guts d8, Healing d8, Investigation d6, Notice d6, Persuasion d6

**Charisma:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Hindrances:** Heroic, Poverty (Minor), Pacifist (Minor)

**Edges:** Common Bond, Healer, Luck

**Gear:** Cellular phone, \$10

**MORGAN STEVENS**

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d6, Notice d6, Lockpicking d4, Psionics d6, Shooting d6, Stealth d6, Streetwise d6

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** All Thumbs, Bad Luck, Cautious

**Edges:** Arcane Background (Psionics), Danger Sense

**Powers:** *Armor, bolt*

**Power Points:** 10

**Gear:** MP3 player, LED mini-flashlight, lockpicks, sleeping bag, \$25

**CHRIS JANSEN**

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

**Skills:** Driving d4, Fighting d6, Guts d6, Healing d4, Notice d6, Shooting d8, Stealth d4, Survival d4, Throwing d4

**Charisma:** 0; **Pace:** 4;

**Parry:** 5; **Toughness:** 6

**Hindrances:** Lame, Loyal, Doubling Thomas

**Edges:** Berserk, Nerves of Steel

**Gear:** Survival knife

(Str+1d4, +1 to Survival rolls), flashlight, lighter, \$200

**KELLY FRANKLIN**

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

**Skills:** Driving d4, Fighting d4, Guts d8, Healing d8, Investigation d6, Notice d6, Persuasion d6

**Charisma:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Hindrances:** Heroic, Poverty (Minor), Pacifist (Minor)

**Edges:** Common Bond, Healer, Luck

**Gear:** Cellular phone, \$10

**BOBBY THOMPSON**

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

**Skills:** Fighting d4, Guts d6, Notice d4, Shooting d4, Stealth d6, Throwing d6, Taunt d4

**Charisma:** 0; **Pace:** 6;

**Parry:** 4; **Toughness:** 4

**Hindrances:** Young, Poverty, Stubborn

**Edges:** Luck, Fleet-Footed, Quick

**Gear:** Swiss army knife (Str+1), \$10

**TERRY McNAMARA**

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Driving d4, Fighting d8, Guts d6, Intimidation d6, Lockpicking d4, Notice d4, Shooting d6, Stealth d4, Streetwise d4

**Charisma:** -1; **Pace:** 6;

**Parry:** 6; **Toughness:** 7

**Hindrances:** Overconfident, Habit (Minor: Compulsive Gambler), Enemy (Minor: Loan Shark)

**Edges:** Bravery, Sweep

**Gear:** .38 revolver (Range 12/24/48, Dam 2d6, RoF 1, Shots 6, Revolver), deck of cards, dice, \$10

**R. H. MISTEN**

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

**Skills:** Driving d4, Fighting d4, Guts d8, Investigation d6, Knowledge (Occult) d6, Notice d6, Spellcasting d8, Shooting d4

**Charisma:** 0; **Pace:** 6;

**Parry:** 4; **Toughness:** 5

**Hindrances:** Curious, Bad Eyes (Minor), Delusional (Minor: Sees the paranormal everywhere)

**Edges:** Arcane Background (Magic), Alertness

**Powers:** *Deflection, smite*

**Power Points:** 10  
**Gear:** Night vision videocam (halves darkness modifiers), digital recorder, cell phone, notebook, \$100

**BOBBY THOMPSON**

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4

**Skills:** Fighting d4, Guts d6, Notice d4, Shooting d4, Stealth d6, Throwing d6, Taunt d4

**Charisma:** 0; **Pace:** 6;

**Parry:** 4; **Toughness:** 4

**Hindrances:** Young, Poverty, Stubborn

**Edges:** Luck, Fleet-Footed, Quick

**Gear:** Swiss army knife (Str+1), \$10

**TERRY McNAMARA**

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

**Skills:** Driving d4, Fighting d8, Guts d6, Intimidation d6, Lockpicking d4, Notice d4, Shooting d6, Stealth d4, Streetwise d4

**Charisma:** -1; **Pace:** 6;

**Parry:** 6; **Toughness:** 7

**Hindrances:** Overconfident, Habit (Minor: Compulsive Gambler), Enemy (Minor: Loan Shark)

**Edges:** Bravery, Sweep

**Gear:** .38 revolver (Range 12/24/48, Dam 2d6, RoF 1, Shots 6, Revolver), deck of cards, dice, \$10

**R. H. MISTEN**

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

**Skills:** Driving d4, Fighting d4, Guts d8, Investigation d6, Knowledge (Occult) d6, Notice d6, Spellcasting d8, Shooting d4

**Charisma:** 0; **Pace:** 6;

**Parry:** 4; **Toughness:** 5

**Hindrances:** Curious, Bad Eyes (Minor), Delusional (Minor: Sees the paranormal everywhere)

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