

# PETERSEN'S ABOMINATIONS

FIVE EPIC TALES OF MODERN HORROR

PRE GENERATED INVESTIGATORS





## JARED KELLY

**Age:** 33    **Occupation:** Artist / Hotel Proprietor

**STR** 40    **CON** 45    **SIZ** 60    **DEX** 60    **INT** 50  
**APP** 75    **POW** 60    **EDU** 60    **SAN** 60    **HP** 10  
**DB:** 0    **Build:** 0    **Move:** 8    **MP:** 12    **Luck:** 70

### Combat

Brawl 25% (12/15), damage 1D3  
 Dodge 40% (20/8)

### Skills

Archaeology 20% (10/4)  
 Art/Craft (Painting) 60% (30/12)  
 Climb 35% (17/7)  
 Credit Rating 40% (20/8)  
 Fast Talk 50% (25/10)  
 Firearms (Handgun) 35% (17/7)  
 Firearms (Rifle/Shotgun) 25% (12/5)  
 First Aid 30% (15/6)  
 History 30% (15/6)  
 Jump 20% (10/4)  
 Language (German) 15% (7/3)  
 Language (English) 60% (30/12)  
 Library Use 45% (22/9)  
 Listen 30% (15/6)  
 Mechanical Repair 15% (7/3)  
 Occult 30% (15/6)  
 Psychology 30% (15/6)  
 Spot Hidden 40% (20/8)  
 Stealth 35% (17/7)  
 Throw 35% (17/7)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

You go to college to study art, meet a pretty girl, and the two of you set out to find your fortune. Sure, things haven't turned out like you expected. You've only sold a few paintings but you do get to meet all sorts of interesting people working as a barista.

Then, from out of nowhere, a letter arrives from a law office saying an uncle you never knew you had has died and left you a hotel in British Columbia. You cashed out your savings and announced that you and Debra were going to start a new life and take up residence in the hotel. You have gathered some friends to go with you to repair and refurnish the property and get things set up.



- **Description:** average height, a bit on the skinny side, messed-up hair.
- **Traits:** optimistic, trusting.
- **Ideology/Belief:** when life hands you an opportunity, seize it with both arms.

### About your companions:

- **Debra Kelly:** your wife. Things have been strained lately as she has been worried about this new hotel venture.
- **Elsa Lemann:** Debra's twin sister. You try to get along but it is clear she doesn't really like you. She is a good cook and that will be good for the hotel.
- **Rob Hardy:** a great guy and a carpenter (useful to have him for the hotel's refit) who has offered to help.
- **Dan Hardy:** Rob's brother. You don't really know him but Dan says he's a great handyman, so he should be useful during the refit.
- **Christy Johnson:** an old friend who jumped in with both feet when you explained your plan to refit and run the hotel as a business. She says she's here to help.



**DEBRA KELLY****Age:** 33    **Occupation:** Store Manager / Hotel Proprietor

**STR** 60    **CON** 40    **SIZ** 50    **DEX** 70    **INT** 70  
**APP** 65    **POW** 55    **EDU** 55    **SAN** 55    **HP** 9  
**DB:** 0    **Build:** 0    **Move:** 9    **MP:** 11    **Luck:** 55

**Combat**

Brawl 35% (17/7), damage 1D3  
 .32 revolver 35% (17/7), damage 1D8  
 Dodge 35% (17/7)

**Skills:**

Accounting 35% (17/7)  
 Charm 40% (20/8)  
 Climb 20% (10/4)  
 Credit Rating 40% (20/8)  
 Drive Auto 40% (20/8)  
 Electrical Repair 35% (17/7)  
 Firearms (Handgun) 35% (17/7)  
 Firearms (Rifle/Shotgun) 25% (12/5)  
 First Aid 30% (15/6)  
 Jump 20% (10/4)  
 Language (German) 35% (17/7)  
 Language (English) 55% (27/11)  
 Law 15% (7/3)  
 Listen 45% (22/9)  
 Navigate 25% (12/5)  
 Persuade 55% (27/11)  
 Psychology 50% (25/10)  
 Occult 15% (7/3)  
 Spot Hidden 60% (30/12)  
 Stealth 35% (17/7)  
 Throw 40% (20/8)

**Bonus:** allocate 30 points to any skills of the player's choice.**Backstory**

A few weeks' ago you led an ordinary life: assistant manager of a small clothing store and thinking about starting a family with your husband Jared. Then, from out of nowhere, Jared has inherited an old hotel in the middle of British Columbia. Just like that.

Somehow, you have been persuaded to leave your job and start a new life remodeling and running the hotel. You've said you'll give a year and if it's terrible, then Jared will sell the hotel and you can get back to civilization. Your twin sister and some of Jared's friends have joined you to help refit the hotel. But is this what you really want?



- **Description:** average height, rosy cheeks, shoulder length blonde hair.
- **Traits:** pragmatic, curious, questioning.
- **Ideology/Belief:** this hotel could be a money pit, when are you going to get the chance to start a family?!

**About your companions:**

- **Jared Kelly:** your husband. He is excited about the hotel—you're starting to grow tired of his enthusiasm.
- **Elsa Lemann:** your twin sister. You love her but nothing you ever do is good enough for her. She is a professional cook, so hopefully you can turn her attention to the hotel's kitchen.
- **Rob Hardy:** seems nice enough and Jared says he's an excellent carpenter (useful to have for the hotel's refit) but, if he's so good, how can he just drop everything to go to British Columbia? Maybe his business wasn't so successful after all.
- **Dan Hardy:** Rob's brother. You don't know him but Dan says he's a great handyman, so he should be useful during the refit. On the flight over he seemed to be flirting with you.
- **Christy Johnson:** one of Jared's old friends (maybe an old sweetheart?). She's agreed to help out getting the hotel straight. You don't trust her.



**ELSA LEMANN****Age:** 33    **Occupation:** Cook

**STR** 50    **CON** 65    **SIZ** 50    **DEX** 60    **INT** 60  
**APP** 60    **POW** 55    **EDU** 60    **SAN** 55    **HP** 11  
**DB:** 0    **Build:** 0    **Move:** 8    **MP:** 11    **Luck:** 55

**Combat**

Brawl 45% (22/9), damage 1D3  
 Kitchen knife 45% (22/9), damage 1D4+2  
 Dodge 30% (15/6)

**Skills**

Accounting 20% (10/4)  
 Art/Craft (Cook) 60% (30/12)  
 Climb 20% (10/4)  
 Credit Rating 40% (20/8)  
 Firearms (Handgun) 35% (17/7)  
 Firearms (Rifle/Shotgun) 25% (12/5)  
 First Aid 50% (25/10)  
 Intimidate 35% (17/7)  
 Jump 20% (10/4)  
 Language (German) 30% (15/6)  
 Language (English) 60% (30/12)  
 Library Use 60% (30/12)  
 Listen 25% (12/5)  
 Mechanical Repair 25% (12/5)  
 Natural World 30% (15/6)  
 Navigate 30% (15/6)  
 Occult 30% (15/6)  
 Psychology 40% (20/8)  
 Spot Hidden 45% (22/9)  
 Stealth 30% (15/6)  
 Throw 30% (15/6)

**Bonus:** allocate 30 points to any skills of the player's choice.

**Backstory**

Family comes first, that's what your mother always said. You had a successful job working at a restaurant when, out of the blue, your twin sister announced she and her husband were moving to British Columbia to run a hotel. Well, they needed you and so you gave up your job and have gone with them. You'll run the hotel's kitchen. After all, your sister needs you; she's already made a mess of her life and it's your Christian duty to keep her on the right track.



- **Description:** average height, pale complexion, long blonde hair.
- **Traits:** mothering, confident in own abilities and opinions.
- **Ideology/Belief:** you always know what's best, even if other people don't see it at first.

**About your companions**

- **Debra Kelly:** your twin sister. You only want the best for her. If you need to move Heaven and Earth to make this crazy hotel idea a success, you will!
- **Jared Kelly:** Debra's lazy husband. He always talks a good game but, so far, he is yet to deliver. Supposedly he's an artist but all you have ever seen him do is serve coffee.
- **Rob Hardy:** Jared says he's an excellent carpenter (useful to have for the hotel's refit) but, if he's so good, how can he just drop everything to go to British Columbia? Did Jared ask for references? You doubt it.
- **Dan Hardy:** Rob's brother. Rob says he's a great handyman but all he's done while traveling is look broody. The only time when he "woke up" was to flirt with your sister. You'll have to watch him.
- **Christy Johnson:** one of Jared's old sweethearts, why she's coming is anyone's guess. Debra thinks she aims to get her hooks back in Jared—perhaps that wouldn't be a bad thing?



**ROB HARDY**

Age: 36

Occupation: Carpenter

STR 70   CON 65   SIZ 60   DEX 70   INT 60  
 APP 50   POW 45   EDU 60   SAN 45   HP 12  
 DB: +1D4   Build: 1   Move: 9   MP: 9   Luck: 50

**Combat**

Brawl                      60% (30/12), damage 1D3+DB  
 Dodge                      35% (17/7)

**Skills**

Art/Craft (Carpentry) 60% (30/12)  
 Charm 30% (15/6)  
 Climb 30% (15/6)  
 Credit Rating 25% (12/5)  
 Drive Auto 30% (15/6)  
 Electrical Repair 30% (15/6)  
 Firearms (Handgun) 20% (10/4)  
 Firearms (Rifle/Shotgun) 35% (17/7)  
 First Aid 30% (15/6)  
 Jump 20% (10/4)  
 Language (English) 60% (30/12)  
 Listen 30% (15/6)  
 Locksmith 20% (10/4)  
 Mechanical Repair 40% (20/8)  
 Natural World 30% (15/6)  
 Navigate 40% (20/8)  
 Persuade 30% (15/6)  
 Psychology 20% (10/4)  
 Spot Hidden 30% (15/6)  
 Stealth 30% (15/6)  
 Track 40% (20/8)  
 Throw 30% (15/6)

**Bonus:** allocate 30 points to any skills of the player's choice.

**Backstory**

Your friend Jared recently inherited an old hotel in British Columbia and has a plan to remodel it and run it as a business with Debra, his wife. Business has been bad for you recently, so you offered your services to help refit the hotel. Hopefully, the money will be good enough to put you (and your brother) back on your feet.

You've brought your brother, Dan, with you. Dan has never had any luck and has struggled in life. He just got out of jail, so this is a chance to put him back on the straight and narrow and help him make something of himself. You've told Jared that Dan is a great handyman—it's a lie but you're sure it'll all work out.



- **Description:** stocky build, unshaven, casual, needs a haircut.
- **Traits:** hard working, amiable.
- **Ideology/Belief:** we all have our crosses to bear.

**About your companions:**

- **Dan Hardy:** your brother. Keeping him with you on this trip means you can keep an eye on him and ensure he doesn't slip back into bad habits. Hopefully jail has been a lesson he won't want to repeat. He seems to be making an effort to be friendly with Debra and Elsa.
- **Debra Kelly:** Jared's wife. You're not sure she is absolutely onboard with this fixing up the hotel scheme. There seems to be tension between her and her sister, Elsa.
- **Jared Kelly:** seems a good guy. He is all fired up to make this project work but is somewhat naive—he has never laid eyes on the hotel. Who knows what'll it'll be like, but you have to admire his courage.
- **Elsa Lemann:** Debra's twin sister. She's a cook and is going to sort out the hotel's kitchen. From what you've seen so far, she is a hardheaded woman who doesn't suffer fools gladly; no wonder she doesn't seem to like Jared.
- **Christy Johnson:** one of Jared's old friends. She seems sweet. Apparently, she is something of an outdoors expert. Must be some bad blood there, given the way Debra and Elsa look at her when she speaks to Jared.



## DAN HARDY

**Age:** 34    **Occupation:** Drifter (ex. Convict)

**STR** 65    **CON** 60    **SIZ** 60    **DEX** 80    **INT** 55  
**APP** 55    **POW** 60    **EDU** 40    **SAN** 60    **HP** 12  
**DB:** +1D4    **Build:** 1    **Move:** 9    **MP:** 12    **Luck:** 55

### Combat

Brawl 40% (20/8), damage 1D3+DB  
.32 revolver 45% (22/9), damage 1D8  
Dodge 40% (20/8)

### Skills

Art/Craft (Acting) 25% (12/5)	Listen 40% (20/8)
Charm 40% (20/8)	Locksmith 50% (25/10)
Climb 20% (10/4)	Mechanical Repair 40% (20/8)
Credit Rating 10% (5/2)	Navigate 30% (15/6)
Electrical Repair 20% (10/4)	Natural World 20% (10/4)
Firearms (Handgun) 45% (22/9)	Operate Heavy Machinery 10% (5/2)
Firearms (Rifle/Shotgun) 35% (17/7)	Psychology 50% (25/10)
First Aid 30% (15/6)	Sleight of Hand 40% (20/8)
Intimidate 50% (25/10)	Spot Hidden 30% (15/6)
Jump 20% (10/4)	Stealth 40% (20/8)
Language (English) 40% (20/8)	Swim 30% (15/6)
	Track 35% (17/7)
	Throw 30% (15/6)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

Working nine to five has never been your gig. There's too much fun to be had; that's why you've always found it hard to stick to one thing. A series of dead end jobs led you to make ends meet through drug dealing and petty crime, which landed you in jail. You're out now and your brother Rob is determined to keep you straight. That's why you are being dragged to the middle of freaking nowhere to help fix up some old hotel. You owe it to your brother to give it a shot. While you are a clean of the drugs now, a part of you wishes you could go back to the old life; things were easier then.

- **Description:** stocky build, bushy beard, and a shaven head. Some tattoos.
- **Traits:** opportunistic, cunning, patient.
- **Ideology/Belief:** there are two kinds of people: those who won't cross the line and those that will. You have never been afraid of crossing the line.



### About your companions

- **Rob Hardy:** your brother. He keeps saying about how this trip will be just like the old days when you used to go hunting with your dad—but you hated all that. Hopefully, out in the wilderness, he'll relax and you won't feel watched all the time.
- **Jared Kelly:** the hotel's new owner. He's a sap. Man, it would be easy to take this guy for a ride but with your brother watching it is probably not worth the risk. Maybe an opportunity will present itself to feather your nest at his expense.
- **Debra Kelly:** Jared's wife. She seems pretty angry with her fool husband. Can't blame her, you hear she had a pretty sweet job she had to jack in on account of her husband's mad scheme. You have made an effort to get to know her and her sister, sharing drinks and laughs on the flight over. A little flirting might lead to something profitable—or, at least some fun.
- **Elsa Lemann:** Debra's twin sister and a cook. While she appears straight laced, she seems to taken a shine to you. She told you her concerns about this whole mad scheme and how she thinks Jared is not good enough for her sister. You nodded and smiled.
- **Christy Johnson:** one of Jared's old friends. Apparently, she is something of an outdoors expert. It makes you chuckle to think about the two sisters being worried that Christy has her sights set on Jared, it's pretty clear to you that men aren't her scene.



## CHRISTY JOHNSON

Age: 32    Occupation: Fitness Instructor

STR 80    CON 80    SIZ 50    DEX 70    INT 55  
 APP 65    POW 50    EDU 65    SAN 50    HP 13  
 DB: +1D4    Build: 1    Move: 9    MP: 10    Luck: 50

### Combat

Brawl                      70% (35/14), damage 1D3+DB  
 Dodge                     40% (20/8)

### Skills

Charm 25% (12/5)  
 Climb 60% (30/12)  
 Credit Rating 35% (17/7)  
 Firearms (Handgun) 20% (10/4)  
 Firearms (Rifle/Shotgun) 25% (12/5)  
 First Aid 70% (35/14)  
 Intimidate 30% (15/6)  
 Jump 40% (20/8)  
 Language (English) 65% (32/13)  
 Library Use 40% (20/8)  
 Listen 25% (12/5)  
 Natural World 40% (20/8)  
 Navigate 35% (17/7)  
 Occult 20% (10/4)  
 Psychology 15% (7/3)  
 Spot Hidden 25% (12/5)  
 Stealth 25% (12/5)  
 Swim 35% (17/7)  
 Throw 40% (20/8)  
 Track 30% (15/6)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

This change of scenery is just what you needed. Your old friend Jared has inherited a hotel in British Columbia and plans to fix it up. He has invited you to help him and his wife get it off the ground, saying he will need your expertise to work as an outdoor pursuits instructor. Given your recent break up with Samantha, you definitely want a fresh start. Helping to get the hotel set up and ready should be great fun.

- **Description:** slim and athletic physique, smart but casual dress, hair tied in a ponytail.
- **Traits:** open minded, independent, cautious.
- **Ideology/Belief:** a change is as good as a rest; life's too short—make things happen!



### About your companions:

- **Jared Kelly:** you are old friends; he's a real a sweetie—always optimistic and up for fun. He has been a real a lifesaver, offering you this opportunity.
- **Debra Kelly:** Jared's wife. She's clearly not totally onboard with the hotel, but her anger seems to be directed at you, which makes no sense. Maybe things are not good between them.
- **Elsa Lemann:** Debra's twin sister and a cook. Nice enough, coming all this way just to help her sister and Jared start their new business. She is a bit standoffish, like she has problem with you or something.
- **Rob Hardy:** Jared's friend and a carpenter. He seems okay but acts very seriously all the time. He could do with lightening up.
- **Dan Hardy:** Rob's brother. A nice guy, you spent time on the flight getting to know him. You wouldn't be surprised if he'd done jail time; he seems to have drifted from job to job and you get the impression he likes an easy life.



## JASON KERNICKY

Age: 29 Occupation: Stockbroker / Boat Owner

STR 50	CON 70	SIZ 50	DEX 50	INT 80
APP 40	POW 60	EDU 60	SAN 60	HP 12
DB: 0	Build: 0	Move: 8	MP: 12	Luck: 50

**Combat**

Brawl	55% (27/11), damage 1D3
Dodge	25% (12/5)

**Skills**

Accounting 50% (25/10)  
 Climb 40% (20/8)  
 Credit Rating 60% (22/9)  
 Electrical Repair 10% (5/2)  
 Firearms (Handgun) 40% (20/8)  
 Firearms (Rifle/Shotgun) 45% (22/9)  
 First Aid 30% (15/6)  
 Intimidate 60% (30/12)  
 Jump 20% (10/4)  
 Language (English) 60% (30/12)  
 Law 40% (20/8)  
 Library Use 60% (30/12)  
 Listen 40% (20/8)  
 Mechanical Repair 20% (10/4)  
 Pilot (Boat) 40% (20/8)  
 Psychology 50% (25/10)  
 Spot Hidden 40% (20/8)  
 Stealth 40% (20/8)  
 Swim 40% (20/8)  
 Throw 20% (10/4)

**Bonus:** allocate 30 points to any skills of the player's choice.

**Backstory**

You are the owner of a luxury yacht called the *Delilah*, enjoying a final journey across the Atlantic with your friends. Unfortunately, the economic climate hasn't been kind to you or your investments, and you have been forced to sell the yacht to a buyer in England. So you are making the most of things by inviting some friends to join you on this last excursion.

- **Description:** thin, angular features, blond hair, and devilish-looking eyes.
- **Traits:** avaricious, self-centered.
- **Ideology/Belief:** losers are never winners. Don't be a loser. You have to know how to protect yourself.
- **Treasured Possession:** gold Rolex watch.

**Your friends:**

- **Isaac Klein:** a successful architect. He seems to have forgiven you—despite the losses he suffered on the investments that you advised him on.
- **Siren:** a singer songwriter whose star is in the ascendance. She's a real party animal.
- **Janice White:** an athlete who lost out on gold at the last Olympics. She has seen her sponsorship start to fall off and hopes you can introduce her to new investors.
- **Eric Huston:** the social network mogul. You made a couple of investments for him some years ago, they didn't pay well but weren't complete disasters either. He could bail out your financial woes without breaking a sweat but he plays things close to his chest. He can be an odd fish at times.
- **Ellen Gray:** actress and star of that hit TV series. She plays in straight in public but you've seen what a crazy and hedonistic lady she is when there are no cameras about.



## ISAAC KLEIN

Age: 32 Occupation: Architect

STR 40 CON 60 SIZ 50 DEX 50 INT 70  
APP 60 POW 60 EDU 80 SAN 60 HP 11  
DB: 0 Build: 0 Move: 8 MP: 12 Luck: 50

### Combat

Brawl 35% (17/7), damage 1D3  
Dodge 35% (17/7)

### Skills

Art/Craft (Architect) 60% (30/12)  
Climb 20% (10/4)  
Credit Rating 55% (27/11)  
Electrical Repair 60% (30/12)  
Firearms (Handgun) 20% (10/4)  
Firearms (Rifle/Shotgun) 25% (12/5)  
First Aid 30% (15/6)  
History 40% (20/8)  
Jump 30% (15/6)  
Language (English) 80% (40/16)  
Law 50% (25/10)  
Library Use 20% (10/4)  
Listen 25% (12/5)  
Locksmith 20% (10/4)  
Natural World 40% (20/8)  
Operate Heavy Machinery 40% (20/8)  
Persuade 40% (20/8)  
Psychology 20% (10/4)  
Science (Engineering) 70% (30/12)  
Sleight of Hand 20% (10/4)  
Spot Hidden 50% (25/10)  
Stealth 40% (20/8)  
Swim 20% (10/4)  
Throw 40% (20/8)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

You are the friend or acquaintance of Jason Kernicky, a stockbroker who has occasionally advised you on some investments. The economic downturn has affected him badly, and he has been forced to sell his luxury yacht. Never one to let things get him down, he has invited you (and some other well-heeled types) to join him on the yacht for its last voyage before he hands the keys over to its new owner in England.



- **Description:** preppy clothing, light brown hair, cultivated stubble.
- **Traits:** cautious, calm under pressure.
- **Ideology/Belief:** take stock before rushing in.

### Your Friends:

- **Jason Kernicky:** you haven't forgiven him for the losses you suffered on the investments that he advised him on. You are going to relish the moment when he is forced to hand over the boat (it has been his pride and joy)—what goes around comes around, you'll enjoy seeing him suffer.
- **Siren:** a singer songwriter whose star is in the ascendance. She's a real party animal.
- **Janice White:** an athlete who lost out on gold at the last Olympics. She keeps pestering you about whether you can introduce her to your associates—she's looking for new sponsors.
- **Eric Huston:** the social network mogul. He's an odd fish. You're not quite sure why he's here, as he hasn't really engaged with anyone or anything. You are hoping to sell him on commissioning your firm to design one of his new buildings but, so far, he's played hard to get.
- **Ellen Gray:** actress and star of that new TV series. She's a crazy lady and wild! Man, the paparazzi would kill themselves to get photos of her on this boat.



## SIREN (A.K.A. LORI WASHINGTON)

Age: 24    Occupation: Musician / Singer

<b>STR</b> 60	<b>CON</b> 50	<b>SIZ</b> 60	<b>DEX</b> 70	<b>INT</b> 70
<b>APP</b> 80	<b>POW</b> 50	<b>EDU</b> 50	<b>SAN</b> 50	<b>HP</b> 11
<b>DB:</b> 0	<b>Build:</b> 0	<b>Move:</b> 8	<b>MP:</b> 10	<b>Luck:</b> 50

### Combat

Brawl	45% (22/9), damage 1D3
.22 auto	30% (15/6), damage 1D6
Dodge	35% (17/7)

### Skills

Art/Craft (Singer/Rap) 60% (30/12)  
 Charm 60% (30/12)  
 Climb 20% (10/4)  
 Computer Use 20% (10/4)  
 Credit Rating 60% (30/12)  
 Fast Talk 70% (35/14)  
 Firearms (Handgun) 30% (15/6)  
 Firearms (Rifle/Shotgun) 25% (12/5)  
 First Aid 30% (15/6)  
 Intimidate 25% (12/5)  
 Jump 30% (15/6)  
 Language (English) 50% (25/10)  
 Library Use 20% (10/4)  
 Listen 40% (20/8)  
 Locksmith 30% (15/6)  
 Occult 10% (5/2)  
 Psychology 40% (20/8)  
 Sleight of Hand 30% (15/6)  
 Spot Hidden 50% (25/10)  
 Stealth 40% (20/8)  
 Swim 40% (20/8)  
 Throw 20% (10/4)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

You are the friend or acquaintance of Jason Kernicky, a stockbroker who has occasionally advised you on some investments. The economic downturn has affected him badly, and he has been forced to sell his luxury yacht. Never one to let things get him down, he has invited you (and some other well-heeled types) to join him on the yacht for its last voyage before he hands the keys over to its new owner in England.



- **Description:** tall and attractive, fashionable and glossy.
- **Traits:** risk taker, extrovert, loud.
- **Ideology/Belief:** show me the money.
- **Treasured Possession:** silver cross on chain around neck.

### Your friends

- **Jason Kernicky:** yes, he did lose you some money in bad investments but you can recover; your latest album has hit the number spot, so you are riding high. Would be nice to see him squirm a little though, it's only fair given his mishandling of your money. Perhaps this trip is his way of saying sorry?
- **Isaac Klein:** an architect. Perhaps Kernicky lost him money too? Perhaps you should find out.
- **Janice White:** an athlete who lost out on gold at the last Olympics. She keeps pestering you about whether you can introduce her to your business associates—she's looking for new sponsors.
- **Eric Huston:** the social network mogul. He's an odd fish and certainly not the life of the party. Man, he should just relax! He's worth a ton of money—if you could cozy up to him who knows what you could get out of it!
- **Ellen Gray:** actress and star of that new TV series. She's a crazy lady and good fun to be with. You bet the paparazzi would kill themselves to get photos of her acting wild on this boat.



## JANICE WHITE

Age: 24 Occupation: Celebrity Athlete

STR 65	CON 60	SIZ 45	DEX 80	INT 60
APP 70	POW 45	EDU 50	SAN 45	HP 10
DB: 0	Build: 0	Move: 9	MP: 9	Luck: 50

### Combat

Brawl	60% (30/12), damage 1D3
Dodge	40% (20/8)

### Skills

Charm 40% (20/8)  
 Climb 50% (25/10)  
 Credit Rating 65% (32/13)  
 Diving 10% (5/2)  
 Fast Talk 20% (10/4)  
 Firearms (Handgun) 20% (10/4)  
 Firearms (Rifle/Shotgun) 25% (12/5)  
 First Aid 40% (20/8)  
 Jump 60% (30/12)  
 Language (English) 50% (25/10)  
 Library Use 20% (10/4)  
 Listen 40% (20/8)  
 Mechanical Repair 40% (20/8)  
 Natural World 30% (15/6)  
 Psychology 30% (15/6)  
 Spot Hidden 45% (22/9)  
 Stealth 50% (25/10)  
 Swim 60% (30/12)  
 Throw 60% (30/12)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

You are the friend or acquaintance of Jason Kernicky, a stockbroker who has occasionally advised you on some investments. The economic downturn has affected him badly, and he has been forced to sell his luxury yacht. Never one to let things get him down, he has invited you (and some other well-heeled types) to join him on the yacht for its last voyage before he hands the keys over to its new owner in England.

- **Description:** athletic, thin, and muscular.
- **Traits:** loud and brash, very confident in own abilities.
- **Ideology/Belief:** supremely self-confident; you have to push yourself hard to attain success.
- **Treasured Possession:** silver Saint Christopher pendant on chain around neck.



### Your friends:

- **Jason Kernicky:** you love him but he thinks you are just a girl after a fun time. You've tried to ask his advice about getting some new sponsors but he keeps giving you the cold shoulder.
- **Isaac Klein:** an architect. You want to meet his business associates, as they'd make great sponsors. You need to convince him that you are worth investing in.
- **Siren:** a singer songwriter whose new album has gone to number one. She's a real party animal and doesn't look after herself. You need to be her friend—that's the only way she will introduce you to her entertainment industry contacts—you do need new sponsors!
- **Eric Huston:** the social network mogul. He's an odd fish and certainly not the life of the party. Man, he should just relax! He's worth a ton of money—if you could cozy up to him who knows what you could get out of it!
- **Ellen Gray:** actress and star of that new TV series. She's a crazy lady and definitely the life of the party. You bet the paparazzi would kill themselves to get photos of her acting wild on this boat.



## ERIC HUSTON

Age: 31    Occupation: Social Network Mogul

STR 50    CON 70    SIZ 50    DEX 50    INT 85  
 APP 40    POW 50    EDU 65    SAN 50    HP 12  
 DB: 0    Build: 0    Move: 8    MP: 10    Luck: 50

*Combat*

Brawl                      35% (17/7), damage 1D3+DB  
 Dodge                     35% (17/7)

*Skills*

Climb 25% (12/5)	Language (Norwegian) 15% (7/3)
Computer Use 80% (40/16)	Law 10% (5/2)
Credit Rating 80% (40/16)	Library Use 50% (25/10)
Electrical Repair 40% (20/8)	Listen 45% (22/9)
Electronics 20% (10/4)	Mechanical Repair 20% (10/4)
Firearms (Handgun) 20% (10/4)	Persuade 30% (15/6)
Firearms (Rifle/Shotgun) 45% (22/9)	Psychology 20% (10/4)
First Aid 30% (15/6)	Science (Mathematics) 70% (35/14)
Intimidate 45% (22/9)	Science (Engineering) 30% (15/6)
Jump 20% (10/4)	Spot Hidden 35% (17/7)
Language (English) 85% (42/17)	Stealth 30% (15/6)
Language (Japanese) 20% (10/4)	Swim 30% (15/6)
	Throw 20% (10/4)

**Bonus:** allocate 30 points to any skills of the player's choice.

*Backstory*

You are the friend or acquaintance of Jason Kernicky, a stockbroker who has occasionally advised you on some investments. The economic downturn has affected him badly, and he has been forced to sell his luxury yacht. Never one to let things get him down, he has invited you (and some other well-heeled types) to join him on the yacht for its last voyage before he hands the keys over to its new owner in England.

- **Description:** pock-marked skin, lanky, pale complexion.
- **Traits:** controlling, laughs at own jokes.
- **Ideology/Belief:** to lose control risks losing everything.

*Your friends:*

- **Jason Kernicky:** he made one to two (bad) investment deals for you back in the day but you are hardly old friends. You are not sure why you accepted his invitation, perhaps you just needed to get away for a few days and it was a convenient distraction. He keeps pestering you about money (like a lot of people do) but there's no way you'd give him the chance to waste your money again.
- **Isaac Klein:** an architect. Seems nice enough but he's ruining your "vacation" by wanting you to let him design one your new office sites.
- **Siren:** a singer songwriter whose new album has gone to number one. She's parties too hard and doesn't look after her health. She keeps offering you booze despite telling her you've been clean for over five years.
- **Janice White:** an athlete who lost out on gold at the last Olympics. She keeps pestering you about whether you can introduce her to your business associates—she's looking for new sponsors.
- **Ellen Gray:** actress and star of that new TV series. She's the life of the party and headed for a big fall one day. You've seen it before with these "celebrities," they are all fun until they overdose or wash up on skid row.



## ELLEN GRAY

**Age:** 28    **Occupation:** Celebrity Actress

**STR** 40    **CON** 50    **SIZ** 50    **DEX** 70    **INT** 60  
**APP** 80    **POW** 60    **EDU** 50    **SAN** 60    **HP** 10  
**DB:** 0    **Build:** 0    **Move:** 8    **MP:** 12    **Luck:** 50

### Combat

Brawl                      50% (25/10), damage 1D3  
 .32 auto                  40% (20/8), damage 1D8  
 Dodge                    40% (20/8)

### Skills

Art/Craft (Acting) 60% (30/12)  
 Charm 60% (30/12)  
 Climb 40% (20/8)  
 Credit Rating 65% (32/13)  
 Disguise 40% (20/8)  
 Fast Talk 40% (20/8)  
 Firearms (Handgun) 40% (20/8)  
 Firearms (Rifle/Shotgun) 25% (12/5)  
 First Aid 30% (15/6)  
 History 20% (10/4)  
 Jump 20% (10/4)  
 Language (English) 50% (25/10)  
 Library Use 20% (10/4)  
 Listen 35% (17/7)  
 Occult 20% (10/4)  
 Persuade 25% (12/5)  
 Psychology 50% (25/10)  
 Sleight of Hand 30% (15/6)  
 Spot Hidden 40% (20/8)  
 Stealth 40% (20/8)  
 Swim 30% (15/6)  
 Throw 20% (10/4)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

You are the friend or acquaintance of Jason Kernicky, a stockbroker who has occasionally advised you on some investments. The economic downturn has affected him badly, and he has been forced to sell his luxury yacht. Never one to let things get him down, he has invited you (and some other well-heeled types) to join him on the yacht for its last voyage before he hands the keys over to its new owner in England.

- **Description:** natural beauty, straight teeth, glowing complexion, cropped blonde hair.



- **Traits:** inquisitive, cocky, wise cracking.
- **Ideology/Belief:** beneath a clean cut appearance hides a raunchy and wicked personality.
- **Treasured Possession:** your mother's silver ring, a family heirloom.

### Your friends

- **Jason Kernicky:** you love him but he thinks you are just a girl after a fun time. You've tried to get close to him but he keeps giving you the cold shoulder.
- **Isaac Klein:** an architect. If Kernicky isn't interested, you could do worse than Klein. Perhaps you need to devote some time to him?
- **Siren:** a singer songwriter whose new album has gone to number one. She's a party animal and you enjoy being around her. You seem to be trying to out one another to see who is the wildest.
- **Janice White:** an athlete who lost out on gold at the last Olympics. She keeps pestering you about whether you can introduce her to your entertainment associates—she's looking for new sponsors.
- **Eric Huston:** the social network mogul. He's an odd fish and certainly not the life of the party. Man, he should just relax! He's worth a ton of money, though.



## WADE BOTELER

Age: 54      Occupation: Security Consultant

STR 80    CON 65    SIZ 55    DEX 70    INT 85  
 APP 75    POW 70    EDU 80    SAN 70    HP 12  
 DB: +1D4    Build: 1    Move: 7    MP: 14    Luck: 45

### Combat

Brawl                      50% (25/10), damage 1D3+1D4  
 .38 auto                  60% (30/12), damage 1D10  
 .30-06 rifle              50% (35/14), damage 2D6+4  
 Dodge                    40% (20/8)

### Skills

Climb 60% (30/12)	Locksmith 40% (20/8)
Computer Use 50% (25/10)	Mechanical Repair 35% (17/7)
Credit Rating 25% (12/5)	Psychology 45% (22/9)
Fast Talk 40% (20/8)	Spot Hidden 45% (22/9)
First Aid 45% (22/9)	Stealth 40% (20/8)
Intimidate 45% (22/9)	Swim 50% (25/10)
Jump 50% (25/10)	Throw 40% (20/8)
Library Use 45% (22/9)	
Listen 40% (20/8)	

**Bonus:** allocate 40 points to any skills of the player's choice.

### Backstory

You served a total of thirty years in the Army as a Non-Commissioned Officer. Following retirement, you gradually moved into the private investigation field, billing yourself as a "Security Consultant" as you never got around to obtaining a P.I. license. Your mother had a stroke a few years ago and now lives in a nursing home, where you make regular visits.

Three weeks ago, a pharmaceutical company called ZyMedBio hired you with the offer of \$23,000 to keep an eye on a "dangerous disgruntled ex-employee" named Marina Kolga. Putting Kolga under surveillance, you quickly saw that she lives a quiet life. Hacking into her computer (she had no security), all you found is that she likes romantic comedies, doesn't watch porn, and is actively looking for a job. You sent your findings to ZyMedBio and a few days ago they asked you to "bring her in for questioning at night." What the heck? That's not what a security consultant does. They said you would only get the rest of the money if you brought her into ZyMedBio—you've been paid \$2750 so far. You are suspicious of ZyMedBio's intentions. Illegal violence is one line you are not yet prepared to cross.



From your investigation, you discovered that Kolga is attending a party being held by her cousin, Chuck Ogle. Your plan is to crash the party, observe Kolga and, ultimately, decide whether to convince her to accompany you to the ZyMedBio offices. If you can talk Kolga into going along with you, you could demand your paycheck when you arrive at ZyMedBio, as well as guarantee her safety by staying with her during the questioning.

### Key People:

- **Marina Kolga (PC):** a young lawyer that ZyMedBio assigned you to keep tabs on. She reminds you of your daughter (now grown up and moved far away).
- **Gus Phillips (PC):** a desk cop you've seen a few times when you had to visit the police station. He's at the party with a woman. You are barely an acquaintance, but you do know his name. Not sure he knows yours.
- **Chuck Ogle (NPC):** the guy throwing the party.
- **Jim Conaty (NPC):** your ZyMedBio contact. He's a skinny guy in his 50s, He's the kind of guy that when you first shook hands, he tried to crush you with his manly grip like it was some kind of testosterone thing. What a loser.
- **Blanche Yurka (NPC):** Conaty's personal assistant. Most of your e-mails and phone calls were from her. You never met her face-to-face.



## MARY FULLER

Age: 44 Occupation: Nurse

STR 55 CON 75 SIZ 50 DEX 75 INT 80  
APP 55 POW 60 EDU 75 SAN 60 HP 12  
DB: 0 Build: 0 Move: 8 MP: 12 Luck: 45

### Combat

Brawl 35% (17/7), damage 1D3  
Dodge 35% (17/7)

### Skills

Charm 45% (22/9)  
Climb 25% (12/5)  
Computer Use 70% (35/14)  
Credit Rating 22% (11/4)  
First Aid 80% (40/16)  
Jump 30% (15/6)  
Library Use 25% (12/5)  
Listen 40% (20/8)  
Medicine 35% (17/7)  
Psychoanalysis 30% (15/6)  
Psychology 40% (20/8)  
Science (Biology) 50% (25/10)  
Science (Pharmacy) 40% (20/8)  
Spot Hidden 30% (15/6)  
Stealth 30% (15/6)  
Throw 30% (15/6)

**Bonus:** allocate 40 points to any skills of the player's choice.

### Backstory

You are a hard-working nurse at a hospital downtown. You were married, twice, but have been divorced for about three years. Your best friend is Sissy Richards, also divorced.

You have a cousin called Chuck Ogle, who has been seriously ill with adult-onset diabetes. Chuck's eyesight had been getting worse and, eight months ago, he had to have both of his legs amputated below the knee. A few weeks ago, he vanished. Your aunt said he was "undergoing treatment" with a pharmaceutical company named ZyMedBio.

Last week, out of the blue, Chuck telephoned and invited you to a party he is throwing. He didn't give much information—you fear the party is Chuck's way of saying goodbye to friends and family before he dies. Nevertheless, you decided to go. Gus Phillips, your best friend's brother and a police officer, was interested in the party for some reason (or maybe he's just interested in you?) and so he is going as your date.



### Key People:

- **Gus Phillips (PC):** – Sissy Richard's brother and a cop. When he heard you were going to a party, he asked if he could come along.
- **Dr. Belinda Norwich (PC):** one of the doctors at your hospital, who is also attending the party. You don't often work directly with her (you are an E.R. nurse and she works with chronic cases).
- **Chuck Ogle (NPC):** your cousin. He was badly sick and has undergone treatment with ZyMedBio. Now he's holding a party and you hope it's not to announce his death.
- **Sissy Richards (NPC):** your best friend. After fifteen years of marriage, she got divorced and ended up with a packet in the settlement, so she is sitting pretty. She owns a small florist shop to keep busy.



## ELLIOT CLAWSON

Age: 32    Occupation: Journalist

STR 60    CON 75    SIZ 80    DEX 55    INT 65  
 APP 70    POW 70    EDU 85    SAN 70    HP 15  
 DB: +1D4    Build: 1    Move: 7    MP: 14    Luck: 45

### Combat

Brawl                      35% (17/7), damage 1D3  
 Dodge                     35% (17/7)

### Skills:

Art/Craft (Photography) 60% (30/12)	Listen 30% (15/6)
Computer Use 60% (30/12)	Locksmith 20% (10/4)
Credit Rating 26% (13/5)	Persuade 65% (32/13)
Electronics 45% (22/9)	Psychology 50% (25/10)
Fast Talk 65% (32/13)	Spot Hidden 40% (20/8)
Jump 40% (20/8)	Stealth 35% (17/7)
Library Use 55% (27/11)	Throw 35% (17/7)

**Bonus:** allocate 40 points to any skills of the player's choice.

### Backstory

You are an investigative reporter for a newspaper. You have been investigating ZyMedBio, a secretive medical research firm that just opened up its doors a few years ago. You started checking them out pretty much just to see if there even was a story to be had—you found out that they:

- Have no government contracts and are privately held.
- They have no products for sale and no obvious source of income, despite having an entire building in your city and over 100 employees.
- They are constantly seeking people for their research studies and experimental procedures.

All of this seemed pretty odd to you, and you were keenly interested in following it up – finding out more information on this weird corporation. But you were stopped cold.

Your editor, Anthony Callison, has been HIV+ for some years and recently his condition progressed to AIDS. Based on your research on ZyMedBio, Callison decided to go to ZyMedBio and sign up for one of their treatments. He said he would do some scouting around while he was there. He was gone about three weeks. When he returned, he announced he was in complete remission and that his latest tests couldn't even identify HIV antibodies in his blood. How is that even possible? He also told you, in no uncertain terms, that ZyMedBio had



no secrets and made it clear that you were to stop your investigation of the firm. What the heck!

Puzzled, worried, and now highly suspicious, last week you got an invitation to a party from Chuck Ogle—one of the ZyMedBio patients you had previously interviewed over the telephone. Chuck was seriously diabetic and had both his feet amputated several months ago. You know he underwent treatment at ZyMedBio, so going to the party might be a good chance to pump Chuck again about ZyMedBio without violating Callison's orders to stop your investigation.

### Key People:

- **Gus Phillips (PC):** you're a little surprised to see him at the party. Phillips is a cop; not a friend but an acquaintance you've met via the job. Maybe there is more to this ZyMedBio thing than you thought if the police are interested.
- **Chuck Ogle (NPC):** he was badly sick when you conducted a telephone interview with him, just before he undertook treatment with ZyMedBio.
- **Anthony Callison (NPC):** your editor. Once dying from AIDS, he is now in remission. He was treated at ZyMedBio and now won't let you investigate the company further.



**BELINDA NORWICH****Age:** 42    **Occupation:** Doctor

STR 45    CON 40    SIZ 55    DEX 70    INT 70  
 APP 75    POW 70    EDU 90    SAN 70    HP 9  
 DB: 0    Build: 0    Move: 7    MP: 14    Luck: 45

Brawl                      25% (12/5), damage 1D3  
 Dodge                     35% (17/7)

**Skills**

Charm 40% (20/8)  
 Credit Rating 36% (18/7)  
 First Aid 65% (32/13)  
 Law 25% (12/5)  
 Library Use 35% (17/7)  
 Listen 35% (17/7)  
 Medicine 75% (37/15)  
 Persuade 40% (20/8)  
 Psychology 40% (20/8)  
 Science (Biology) 45% (22/9)  
 Science (Chemistry) 55% (27/11)  
 Science (Pharmacy) 50% (25/10)  
 Spot Hidden 45% (22/9)  
 Stealth 30% (15/6)  
 Throw 30% (15/6)

**Bonus:** allocate 40 points to any skills of the player's choice.

**Backstory**

You are a doctor who works in a large hospital. You are idealistic but flatter yourself that you have a realistic view of the world. You are involved in research for sickle-cell disease (SCD). You want to improve lives and provide medical care.

Recently, one of your sickle-cell patients told you he was going to ZyMedBio for a free treatment protocol. SCD is permanent and not particularly treatable; thus, you were intrigued. Your patient came back after the treatment, saying he was "cured." You asked him to come in for a checkup but he never did. You had your secretary call him a couple of times, and apparently he was doing fine. Didn't even have an ongoing drug regimen or anything, which is amazing and, to your mind, impossible.



Having tried and failed to discuss the matter with ZyMedBio directly, you are puzzled and want to know more about the treatment. A nurse at your hospital, Mary Fuller, mentioned that her cousin (Chuck Ogle) had undergone a similar treatment with ZyMedBio. Apparently, Ogle is having a party, which you have decided to attend in the hope that you can gather some details about ZyMedBio and its treatments.

**Key People:**

- **Mary Fuller (PC):** a nurse at your hospital. She is also, usefully, a cousin of this Chuck Ogle guy who is throwing the party.
- **Chuck Ogle (NPC):** you have been told he was critically ill and went to ZyMedBio for treatment. Now he's holding a party, which you have crashed. You want to pump him for information about his treatment and ZyMedBio.



## MARINA KOLGA

Age: 29    Occupation: Lawyer

STR 45    CON 90    SIZ 60    DEX 55    INT 65  
 APP 65    POW 65    EDU 65    SAN 65    HP 15  
 DB: 0    Build: 0    Move: 7    MP: 13    Luck: 45

**Combat**

Brawl                    25% (12/5), damage 1D3  
 Dodge                    35% (17/7)

**Skills**

Credit Rating 28% (14/5)	Psychology 40% (20/8)
Fast Talk 50% (25/10)	Science (Biology) 40% (20/8)
History 35% (17/7)	Spot Hidden 45% (22/9)
Law 85% (42/17)	Stealth 40% (20/8)
Library Use 40% (20/8)	Swim 55% (27/11)
Listen 35% (17/7)	Throw 45% (22/9)
Persuade 60% (30/12)	

**Bonus:** allocate 40 points to any skills of the player's choice.

**Backstory**

Your grandmother has dementia and you think your mother is beginning to show signs of dementia too. You have nightmares about losing your memory and fear that you will suffer from early-onset dementia.

Six months ago, you were fresh out of law school and unemployed. Out of the blue, a medical research company called ZyMedBio made contact and offered you a well-paying job, with standard corporate benefits. You couldn't refuse. You assumed you would be the company's liaison with an outside law firm but you were amazed to learn that you were expected to take care of all the company's legal operations. In reality, it turned out that all you did was shuffle papers in a small side office. It was trivial legal work and so dull you thought of leaving, despite the nice pay. You rarely had a chance to meet with or talk to other company personnel and didn't make any friends.

A month ago, the company sent you memo stating that you would be required to "voluntarily participate" in test programs. When you asked the Vice President, Mr. Conaty, how you could be required to volunteer he responded that the voluntary part was picking *which* test program. You couldn't believe it and so refused to sign up for any of the "voluntary" medical experiments.

The next day, when you came into work, your keycard didn't work and your things were in a box by the door. A security person met you, handed you a check for three months' pay and asked you to leave. You were out.



The guy who lives down the street, Charles Ogle, was a patient at ZyMedBio—you know this because you processed his forms. Tonight, you see lights and music coming from his house and a lot of cars in the street. He must be having a party. This is your chance to crash the party. You have an excuse—you are his neighbor, plus you worked for ZyMedBio when he was being treated. This could be your chance to find out what was going on; maybe Ogle can give you some info?

**Key People:**

- **Jim Conaty (NPC):** your former boss at ZyMedBio and Vice President in charge of all non-scientific company matters. He was one of those annoying fit older men, obsessed with taking a 2-mile run every. He constantly boasted of his cycling vacations. If only you had had the opportunity to snoop around his office and the research wing of the building, you might have discovered just what these test programs were about.
- **Blanche Yurka (NPC):** your boss's personal assistant. Mostly you interacted with her. She was a bird-like, quick-moving, middle-aged woman.
- **Chuck Ogle (NPC):** lives down your street, and underwent experimental treatment at ZyMedBio. You intend to crash his party to find out just what is going on at ZyMedBio.



## GUS PHILLIPS

Age: 42 Occupation: Police Officer

STR 70 CON 60 SIZ 65 DEX 55 INT 70  
APP 45 POW 70 EDU 70 SAN 70 HP 12  
DB: +1D4 Build: 1 Move: 7 MP: 14 Luck: 45

### Combat

Brawl 45% (22/9), damage 1D3+1D4  
.38 auto 50% (30/12), damage 1D10  
Dodge 35% (17/7)

### Skills

Credit Rating 32% (16/6) Navigate 40% (20/8)  
Drive Auto 50% (25/10) Persuade 40% (20/8)  
Fast Talk 40% (20/8) Psychology 40% (20/8)  
First Aid 30% (15/6) Spot Hidden 30% (15/6)  
Intimidate 45% (22/9) Stealth 40% (20/8)  
Law 40% (20/8) Swim 30% (15/6)  
Listen 45% (22/9) Throw 40% (20/8)  
Mechanical Repair 40% (20/8)

**Bonus:** allocate 40 points to any skills of the player's choice.

### Backstory

You've been a cop for twenty years. Your commander, Chief Dawson, isn't your favorite guy but he recently announced his retirement due to terminal cancer, and you wouldn't wish that on anyone. He took medical leave and an interim chief was appointed.

Recently, you were investigating a case of assault that occurred in the parking lot of ZyMedBio, a medical research company. A man (Andrew Lucio) had been badly mauled; his wounds indicated that dogs or coyotes had bitten him, but he also had suffered deep slash wounds, like from a knife. The guy was delirious and the hospital said no one could talk to him. You went to ZyMedBio and talked to the Head of Security, Wesley Rice, who confirmed that a security guard found Lucio at around 10.30 p.m. and called for an ambulance. The guard did not see the incident, which took place in a camera blind spot. You put the investigation on a back burner, waiting for Lucio to recover, so he could explain what had happened.

Last week, Chief Dawson unexpectedly returned. He said his cancer was cured and he was back in the saddle. You never heard of anyone getting better from Stage IV pancreatic cancer! You spoke with him and he said he'd been treated at ZyMedBio but wouldn't go into specifics. Then, he transferred your partner to the gang unit and moved you to a desk job. He completely closed down the ZyMedBio investigation. Something is up.

While visiting your sister, her best friend, Mary Fuller,



mentioned that she was going to a party for her cousin, Chuck, who had been on some treatment program at ZyMedBio. Thinking this might be a chance to find out a little more about the company (without alerting Chief Dawson), you asked if you could escort Mary to the party. She said yes, so you are going as her date.

### Key People:

- **Mary Fuller (PC):** your sister's friend and a trained nurse. She is also Chuck Ogle's cousin. You don't know if she sees you romantically but she did agree to let you escort her to Chuck's party.
- **Elliott Clawson (PC):** a newspaper reporter you've had run-ins with in the past. He's good at his job and not dangerously anti-cop.
- **Wade Boteler (PC):** an unlicensed investigator. You know him because he has shown up at the station a few times to wriggle out of being an investigator without a license. What's he doing here?
- **Sissy Richards (NPC):** your sister. She's divorced and owns a small florist shop.
- **Chuck Ogle (NPC):** Mary Fuller's cousin. He was critically ill and went to ZyMedBio for treatment. Now he's holding a party. You want to pump him for information about ZyMedBio.
- **Chief Dawson (NPC):** your boss. He had terminal pancreatic cancer and went to ZyMedBio for treatment. Now he claims to be cured. He is acting suspiciously and you dare not take official action.



## JESSICA ANDERSON

**Age:** 48    **Occupation:** Scientist (Geo-Chemistry) and Team Leader

**STR** 55    **CON** 45    **SIZ** 65    **DEX** 60    **INT** 80  
**APP** 60    **POW** 75    **EDU** 90    **SAN** 75    **HP** 11  
**DB:** 0    **Build:** 0    **Move:** 6    **MP:** 15    **Luck:** 45

### Combat

Brawl                      25% (12/15), damage 1D3  
Dodge                      30% (15/6)

### Skills

Climb 20% (10/4)  
Credit Rating 44% (22/9)  
Firearms (Handgun) 20% (10/4)  
Firearms (Rifle/Shotgun) 25% (12/5)  
First Aid 30% (15/6)  
Intimidate 65% (32/13)  
Jump 20% (10/4)  
Language (Latin) 30% (15/6)  
Language (English) 90% (45/18)  
Library Use 70% (35/14)  
Listen 20% (10/4)  
Mechanical Repair 10% (5/2)  
Natural World 70% (35/14)  
Persuade 40% (20/8)  
Psychology 20% (10/4)  
Science (Chemistry) 70% (35/14)  
Science (Geology) 80% (40/16)  
Science (Mathematics) 60% (30/12)  
Spot Hidden 65% (32/13)  
Stealth 20% (10/4)  
Swim 20% (10/4)  
Throw 20% (10/4)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

Project Nergal is an experimental drill, designed to penetrate the Earth's crust, based on a former oil platform in the North Sea. The scope of the project includes the collection and refinement of a new energy source, named "Rolot gas" after its discoverer Dr. Simon Roylott, who also happens to be the project's leader. The project has expanded astronomically. It now boasts extensive government funding and backing from Gerald Winestep, Secretary of State for Business, Energy, and Industrial Strategy. Dr. Roylott has installed a nuclear reactor to power the drill to previously-unknown depths. The project's executive director



is Piers Goldman, a civil servant, who handles logistics and non-scientific concerns.

You and a team of experts have been sent to the Devil's Hole Platform to audit the project and determine if it is: value for money, safe, and likely to succeed in its mission. Your report is expected to either close down the project or essentially green light further investment. You are to be given access to all parts of the platform without question.

- **Description:** slim, graying hair, angular face, with a stern countenance.
- **Traits:** inquisitive, bossy.
- **Ideology/Belief:** science heralds a limitless future but must be kept free of political interference.

### External Auditors

- **You**, scientist (geo-chemistry) and team leader
- **Phillip Swann**, scientist (nuclear physicist)
- **Terry Douglas**, oceanographer
- **Trisha Hickey**, personnel consultant
- **Victor Mann**, systems and processing engineer
- **Clarice Williams**, Member of Parliament



## PHILLIP SWANN

**Age:** 52    **Occupation:** Scientist (Nuclear Physicist)

**STR** 50    **CON** 70    **SIZ** 65    **DEX** 65    **INT** 75  
**APP** 55    **POW** 60    **EDU** 85    **SAN** 60    **HP** 13  
**DB:** 0    **Build:** 0    **Move:** 6    **MP:** 12    **Luck:** 50

### Combat

Brawl                      25% (12/15), damage 1D3  
Dodge                      32% (16/6)

### Skills

Charm 45 (22/9)  
Climb 30% (15/6)  
Computer Use 45% (22/9)  
Credit Rating 40% (20/8)  
Electrical Repair 30% (15/6)  
Firearms (Handgun) 20% (10/4)  
Firearms (Rifle/Shotgun) 25% (12/5)  
First Aid 30% (15/6)  
Jump 20% (10/4)  
Language (Latin) 20% (10/4)  
Language (English) 85% (42/17)  
Library Use 40% (20/8)  
Listen 25% (12/5)  
Mechanical Repair 30% (15/6)  
Natural World 30% (15/6)  
Persuade 40% (20/8)  
Psychology 15% (7/3)  
Science (Engineering) 50% (25/10)  
Science (Mathematics) 60% (30/12)  
Science (Physics) 70% (35/14)  
Spot Hidden 60% (30/12)  
Stealth 40% (20/8)  
Swim 20% (10/4)  
Throw 20% (10/4)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

Project Nergal is an experimental drill, designed to penetrate the Earth's crust, based on a former oil platform in the North Sea. The scope of the project includes the collection and refinement of a new energy source, named "Rolot gas" after its discoverer Dr. Simon Roylott, who also happens to be the project's leader. The project has expanded astronomically. It now boasts extensive government funding and backing from Gerald Winestep, Secretary of State for Business, Energy, and Industrial Strategy. Dr. Roylott has installed a nuclear



reactor to power the drill to previously-unknown depths. The project's executive director is Piers Goldman, a civil servant, who handles logistics and non-scientific concerns.

You and a team of experts have been sent to the Devil's Hole Platform to audit the project and determine if it is: value for money, safe, and likely to succeed in its mission. Your report is expected to either close down the project or essentially green light further investment. You are to be given access to all parts of the platform without question.

- **Description:** slim muscular physique, graying hair, and spectacles.
- **Traits:** adventurous, gregarious.
- **Ideology/Belief:** science has the answers to all of mankind's problems.

### External Auditors

- **You**, nuclear physicist
- **Jessica Anderson**, scientist (geo-chemistry) and team leader
- **Terry Douglas**, oceanographer
- **Trisha Hickey**, personnel consultant
- **Victor Mann**, systems and processing engineer
- **Clarice Williams**, Member of Parliament



## TERRY DOUGLAS

Age: 45 Occupation: Oceanographer

STR 65 CON 60 SIZ 70 DEX 60 INT 70  
APP 50 POW 60 EDU 80 SAN 60 HP 13  
DB: +1D4 Build: 1 Move: 6 MP: 12 Luck: 55

### Combat

Brawl 25% (12/15), damage 1D3+DB  
Dodge 32% (16/6)

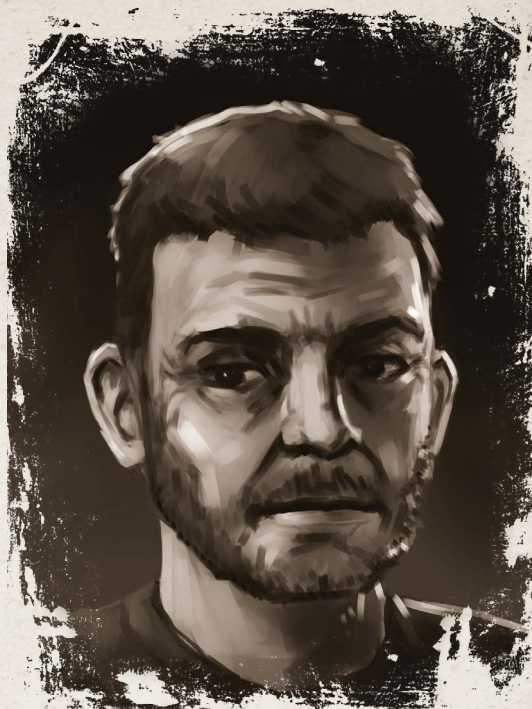
### Skills

Climb 40% (20/8)  
Computer Use 15% (7/3)  
Credit Rating 35% (17/7)  
Diving 40% (20/8)  
Fast Talk 35% (17/7)  
Firearms (Handgun) 20% (10/4)  
Firearms (Rifle/Shotgun) 25% (12/5)  
First Aid 30% (15/6)  
Jump 20% (10/4)  
Language (English) 80% (40/16)  
Library Use 30% (16/6)  
Listen 25% (12/5)  
Natural World 70% (35/14)  
Psychology 15% (7/3)  
Science (Biology) 70% (35/14)  
Science (Botany) 60% (30/12)  
Science (Chemistry) 60% (30/12)  
Spot Hidden 45% (22/9)  
Stealth 40% (20/8)  
Swim 50% (25/10)  
Throw 20% (10/4)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

Project Nergal is an experimental drill, designed to penetrate the Earth's crust, based on a former oil platform in the North Sea. The scope of the project includes the collection and refinement of a new energy source, named "Rolot gas" after its discoverer Dr. Simon Royslott, who also happens to be the project's leader. The project has expanded astronomically. It now boasts extensive government funding and backing from Gerald Winestep, Secretary of State for Business, Energy, and Industrial Strategy. Dr. Royslott has installed a nuclear reactor to power the drill to previously-unknown depths. The project's executive director is Piers Goldman, a civil servant, who handles logistics and non-scientific concerns.



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- **Description:** stocky and broad chested, short cut hair, round face.
- **Traits:** risk taker, cheerful.
- **Ideology/Belief:** mankind has been nothing but bad news for the planet.

### External Auditors:

- **You**, oceanographer
- **Jessica Anderson**, scientist (geo-chemistry) and team leader
- **Phillip Swann**, nuclear physicist
- **Trisha Hickey**, personnel consultant
- **Victor Mann**, systems and processing engineer
- **Clarice Williams**, Member of Parliament



## TRISHA HICKEY

**Age:** 42    **Occupation:** Personnel Consultant

**STR** 65    **CON** 70    **SIZ** 55    **DEX** 60    **INT** 80  
**APP** 65    **POW** 50    **EDU** 70    **SAN** 50    **HP** 12  
**DB:** 0    **Build:** 0    **Move:** 7    **MP:** 10    **Luck:** 60

Brawl                      45% (22/9), damage 1D3  
Dodge                      30% (15/6)

### Skills

Accounting 25% (12/5)  
Charm 50% (25/10)  
Climb 30% (15/6)  
Credit Rating 45% (22/9)  
Fast Talk 40% (20/8)  
Firearms (Handgun) 20% (10/4)  
Firearms (Rifle/Shotgun) 25% (12/5)  
First Aid 50% (25/10)  
Intimidate 50% (25/10)  
Jump 30% (15/6)  
Language (English) 70% (35/14)  
Language (Dutch) 20% (10/4)  
Law 35% (17/7)  
Library Use 40% (20/8)  
Listen 50% (25/10)  
Psychology 60% (30/12)  
Spot Hidden 60% (30/12)  
Stealth 50% (25/10)  
Swim 30% (15/6)  
Throw 30% (15/6)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

Project Nergal is an experimental drill, designed to penetrate the Earth's crust, based on a former oil platform in the North Sea. The scope of the project includes the collection and refinement of a new energy source, named "Rolot gas" after its discoverer Dr. Simon Roylott, who also happens to be the project's leader. The project has expanded astronomically. It now boasts extensive government funding and backing from Gerald Winestep, Secretary of State for Business, Energy, and Industrial Strategy. Dr. Roylott has installed a nuclear reactor to power the drill to previously-unknown depths. The project's executive director is Piers Goldman, a civil servant, who handles logistics and non-scientific concerns.

You and a team of experts have been sent to the Devil's Hole Platform to audit the project and determine if it is:



value for money, safe, and likely to succeed in its mission. Your report is expected to either close down the project or essentially green light further investment. You are to be given access to all parts of the platform without question.

- **Description:** average height, smart business suit, and dark hair in a bob.
- **Traits:** domineering, tunnel vision.
- **Ideology/Belief:** everyone has secrets that can be used to get what you want.

### External Auditors:

- **You**, *personnel consultant*
- **Jessica Anderson**, *scientist (geo-chemistry) and team leader*
- **Phillip Swann**, *nuclear physicist*
- **Terry Douglas**, *oceanographer*
- **Victor Mann**, *systems and processing engineer*
- **Clarice Williams**, *Member of Parliament*



## VICTOR MANN

**Age:** 49    **Occupation:** Systems and Processing Engineer

**STR** 80    **CON** 70    **SIZ** 65    **DEX** 50    **INT** 70  
**APP** 55    **POW** 55    **EDU** 85    **SAN** 55    **HP** 13  
**DB:** +1D4    **Build:** 1    **Move:** 6    **MP:** 11    **Luck:** 55

### Combat

**Brawl** 55% (27/11), damage 1D3+DB  
**Dodge** 35% (17/7)

### Skills

**Charm** 15% (7/3)  
**Climb** 20% (10/4)  
**Credit Rating** 40% (20/8)  
**Electrical Repair** 65% (32/13)  
**Electronics** 40% (20/8)  
**Firearms (Handgun)** 45% (22/9)  
**Firearms (Rifle/Shotgun)** 45% (22/9)  
**First Aid** 30% (15/6)  
**Intimidate** 15% (7/3)  
**Jump** 20% (10/4)  
**Language (English)** 85% (42/17)  
**Law** 30% (15/6)  
**Library Use** 40% (20/8)  
**Listen** 20% (10/4)  
**Mechanical Repair** 75% (37/15)  
**Operate Heavy Machinery** 40% (20/8)  
**Persuade** 25% (12/5)  
**Psychology** 10% (5/2)  
**Science (Engineering)** 70% (35/14)  
**Science (Mathematics)** 55% (27/11)  
**Spot Hidden** 25% (12/5)  
**Stealth** 20% (10/4)  
**Swim** 30% (15/6)  
**Throw** 20% (10/4)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

Project Nergal is an experimental drill, designed to penetrate the Earth's crust, based on a former oil platform in the North Sea. The scope of the project includes the collection and refinement of a new energy source, named "Rolot gas" after its discoverer Dr. Simon Roylott, who also happens to be the project's leader. The project has expanded astronomically. It now boasts extensive government funding and backing from Gerald Winestep, Secretary of State for Business, Energy, and Industrial Strategy. Dr. Roylott has installed a nuclear reactor to power the drill to



previously-unknown depths. The project's executive director is Piers Goldman, a civil servant, who handles logistics and non-scientific concerns.

You and a team of experts have been sent to the Devil's Hole Platform to audit the project and determine if it is: value for money, safe, and likely to succeed in its mission. Your report is expected to either close down the project or essentially green light further investment. You are to be given access to all parts of the platform without question.

- **Description:** short and a little overweight, broad shoulders, hair in a crew cut.
- **Traits:** easy going, bit of a comedian.
- **Ideology/Belief:** hates injustice and bullies.

### External Auditors:

- **You**, systems and processing engineer
- **Jessica Anderson**, scientist (geo-chemistry) and team leader
- **Phillip Swann**, nuclear physicist
- **Terry Douglas**, oceanographer
- **Trisha Hickey**, personnel consultant
- **Clarice Williams**, Member of Parliament



## CLARICE WILLIAMS

**Age:** 36    **Occupation:** Member of Parliament

**STR** 80    **CON** 65    **SIZ** 45    **DEX** 80    **INT** 65  
**APP** 70    **POW** 50    **EDU** 60    **SAN** 50    **HP** 11  
**DB:** +1D4    **Build:** 1    **Move:** 8    **MP:** 10    **Luck:** 60

### Combat

Brawl                      35% (17/7), damage 1D3+DB  
Dodge                      40% (20/8)

### Skills

Charm 55% (27/11)  
Climb 40% (20/8)  
Credit Rating 40% (20/8)  
Fast Talk 50% (25/10)  
Firearms (Handgun) 20% (10/4)  
Firearms (Rifle/Shotgun) 25% (12/5)  
First Aid 40% (20/8)  
History 25% (12/5)  
Intimidate 40% (20/8)  
Jump 40% (20/8)  
Language (English) 60% (30/12)  
Law 15% (7/3)  
Library Use 40% (20/8)  
Listen 40% (20/8)  
Persuade 30% (15/6)  
Psychology 45% (22/9)  
Sleight of Hand 40% (20/8)  
Spot Hidden 40% (20/8)  
Stealth 40% (20/8)  
Swim 30% (15/6)  
Throw 20% (10/4)

**Bonus:** allocate 30 points to any skills of the player's choice.

### Backstory

Project Nergal is an experimental drill, designed to penetrate the Earth's crust, based on a former oil platform in the North Sea. The scope of the project includes the collection and refinement of a new energy source, named "Rolot gas" after its discoverer Dr. Simon Roylott, who also happens to be the project's leader. The project has expanded astronomically. It now boasts extensive government funding and backing from Gerald Winestep, Secretary of State for Business, Energy, and Industrial Strategy. Dr. Roylott has installed a nuclear reactor to power the drill to previously-unknown depths. The project's executive director is Piers Goldman, a civil servant, who handles logistics and non-scientific concerns.



You and a team of experts have been sent to the Devil's Hole Platform to audit the project and determine if it is: value for money, safe, and likely to succeed in its mission. Your report is expected to either close down the project or essentially green light further investment. You are to be given access to all parts of the platform without question.

- **Description:** diminutive yet athletic, prominent nose, long blonde hair.
- **Traits:** pretends to understand things even when she doesn't, cunning.
- **Ideology/Belief:** find the angle to improve your position and standing.

### External Auditors Team:

- **You**, Member of Parliament
- **Jessica Anderson**, scientist (geo-chemistry) and team leader
- **Phillip Swann**, nuclear physicist
- **Victor Mann**, systems and processing engineer
- **Terry Douglas**, oceanographer
- **Trisha Hickey**, personnel consultant






## PRE-GENERATED GANG INVESTIGATORS

Provide each player with the following background.

You are an initiated member of the SE13 gang, based in Pleasant Grove, southeastern Dallas. You answer to the gang's leader, Long Horn.

Recently, a splinter gang calling themselves SE14 has been making waves in the neighborhood and attempting to establish their own turf, leading to all-out war. Street violence has increased and everyone in SE13 and SE14 is a target; other neighboring gangs are also getting pulled into the situation and crossfire.





## "DIGGER" (A.K.A. ANTONIO JIMENEZ)

Age: 26    Occupation: SE13 Gang Member

STR 80    CON 65    SIZ 60    DEX 70    INT 70  
APP 65    POW 60    EDU 45    SAN 60    HP 12  
DB: +1D4    Build: 1    Move: 9    MP: 12    Luck: 60

**Special:** immune to Sanity losses from "routine" brutality

### Combat

Brawl	65% (32/13), damage 1D3+1D4
Large knife	60% (32/13), damage 1D8+1D4
.32 revolver	50% (25/10), damage 1D8
Dodge	35% (17/7)

### Skills

Charm 55% (27/11)  
Climb 60% (30/12)  
Credit Rating 10% (5/2)  
Drive Auto 50% (25/10)  
Firearms (Handgun) 50% (25/10)  
Firearms (Rifle/Shotgun) 25% (12/5)  
Firearms (SMG) 30% (15/6)  
Intimidate 50% (25/10)  
Jump 20% (10/4)  
Language (Spanish) 60% (30/12)  
Language (English) 45% (22/9)  
Listen 25% (12/5)  
Locksmith 30% (15/6)  
Mechanical Repair 45% (22/9)  
Psychology 40% (20/8)  
Spot Hidden 30% (15/6)  
Stealth 30% (15/6)  
Throw 40% (20/8)

**Bonus:** allocate 20 points to any skills of the player's choice.

### Backstory

You are respected in the gang, having earned your place by taking out a rival gang leader all by yourself. Being headstrong is both your strength and weakness; you take risks and sometimes win big but the day may come when you lose big. For now, life is good and you have money in your pocket and Princess on your arm. Long Horn, your gang's leader, is looking old and weak—perhaps it's time for you to step up.



- **Description:** muscular physique, large gang tattoos on upper body and neck, shaved head.
- **Traits:** risk taker and headstrong, quick to anger.
- **Ideology/Belief:** life is what you make it, look for an opportunity and seize it.
- **Significant People:** Princess, your current girlfriend; you helped her to murder her sister's killer.

**Player Notes:**



## "TACO" (A.K.A. EMILIO CASTILLO)

Age: 19    Occupation: SE13 Gang Member

STR 55    CON 80    SIZ 45    DEX 70    INT 80  
APP 70    POW 55    EDU 55    SAN 55    HP 12  
DB: 0    Build: 0    Move: 8    MP: 11    Luck: 50

**Special:** immune to Sanity losses from "routine" brutality

Brawl	45% (22/9), damage 1D3
Pocket knife	45% (22/9), damage 1D4
.38 auto	40% (20/8), damage 1D10
Dodge	35% (17/7)

### Skills

Charm 60% (30/12)  
Climb 60% (30/12)  
Credit Rating 10% (5/2)  
Drive Auto 30% (15/6)  
Electrical Repair 15% (7/3)  
Firearms (Handgun) 40% (20/8)  
Firearms (Rifle/Shotgun) 25% (12/5)  
Firearms (SMG) 20% (10/4)  
Intimidate 25% (12/5)  
Jump 45% (22/9)  
Language (Spanish) 60% (30/12)  
Language (English) 50% (22/9)  
Listen 50% (25/10)  
Mechanical Repair 30% (15/6)  
Natural World 30% (15/6)  
Psychology 35% (17/7)  
Science (Biology) 20% (10/4)  
Science (Mathematics) 35% (17/7)  
Spot Hidden 30% (15/6)  
Stealth 40% (20/8)  
Throw 50% (25/10)

**Bonus:** allocate 20 points to any skills of the player's choice.

### Backstory

You like to model yourself on "wiseguys" you've seen in the movies but often this backfires and your gang brothers think you are all talk and no bite. You feel you have earned your place but no one seems to take you seriously, and you wish you could find a way to prove your "heart" and build respect in the gang. Everyone knows you are clever but you want people to fear you.



- **Description:** very short hair beneath a baseball cap, a little shorter than average, and a babyish face.
- **Traits:** something of a joker, you try to restrain yourself but, sometimes, can't help but fool around.
- **Ideology/Belief:** wants respect from his gang brothers most of all.
- **Treasured Possession:** your gun, it's your ticket to adulthood.

**Player Notes:**



## "LUCKY" (A.K.A. ELENA VEGA)

Age: 23    Occupation: SE13 Gang Member

STR 45    CON 70    SIZ 45    DEX 85    INT 85  
APP 65    POW 60    EDU 65    SAN 60    HP 11  
DB: 0    Build: 9    Move: 8    MP: 12    Luck: 80

**Special:** immune to Sanity losses from "routine" brutality

Brawl	50% (25/10), damage 1D3
Medium knife	50% (25/10), damage 1D4+2
.22 auto	35% (17/7), damage 1D6
Mace spray	50% (25/10), stunned for 1D6 rounds
Dodge	50% (25/10)

### Skills

Art/Craft (Acting) 45% (22/9)  
Charm 60% (30/12)  
Climb 40% (20/8)  
Credit Rating 10% (5/2)  
Drive Auto 30% (15/6)  
Fast Talk 50% (25/10)  
Firearms (Handgun) 35% (17/7)  
Firearms (Rifle/Shotgun) 25% (12/5)  
Firearms (SMG) 15% (7/3)  
Intimidate 50% (25/10)  
Jump 25% (12/5)  
Language (Spanish) 65% (32/13)  
Language (English) 60% (30/12)  
Listen 45% (22/9)  
Locksmith 25% (12/5)  
Occult 40% (20/8)  
Psychology 40% (20/8)  
Spot Hidden 45% (22/9)  
Stealth 55% (27/11)  
Throw 30% (15/6)

**Bonus:** allocate 20 points to any skills of the player's choice.

### Backstory

You knew you'd always end up in the gang, just like your brother before you. Now, with your brother in jail, the gang is only family (your parents having kicked you out onto the streets long ago). Nowadays, you have to stand up for yourself and you'd rather die than let a man belittle you—a few fools who thought they could control you learned their lesson the hard way.



- **Description:** short spiky hair, lots of jewelry, long painted nails.
- **Traits:** harsh, calculating, and fearless.
- **Ideology/Belief:** the gang is your family—you would be lost without it.
- **Significant People:** your brother, "Jam," who has always been there for you.

**Player Notes:**



## "PRINCESS" (A.K.A. LUCIA RIVERA)

Age: 21    Occupation: SE13 Gang Member

STR 60    CON 65    SIZ 50    DEX 70    INT 75  
APP 80    POW 70    EDU 60    SAN 70    HP 11  
DB: 0    Build: 0    Move: 8    MP: 14    Luck: 50

**Special:** immune to Sanity losses from "routine" brutality

### Combat

Brawl 45% (22/9), damage 1D3  
Straight razor 45% (22/9), damage 1D4+1  
.32 auto 45% (22/9), damage 1D8  
Dodge 55% (27/11)

### Skills

Charm 55% (27/11)  
Climb 30% (15/6)  
Computer Use 35% (17/7)  
Credit Rating 10% (5/2)  
Drive Auto 25% (12/5)  
Fast Talk 65% (32/13)  
Firearms (Handgun) 45% (22/9)  
Firearms (Rifle/Shotgun) 25% (12/5)  
Firearms (SMG) 15% (7/3)  
First Aid 40% (20/8)  
Jump 25% (12/5)  
Language (Spanish) 60% (30/12)  
Language (English) 60% (30/12)  
Listen 35% (17/7)  
Natural World 30% (15/6)  
Psychology 45% (22/9)  
Read Lips 30% (15/6)  
Spot Hidden 55% (27/11)  
Stealth 50% (25/10)  
Throw 25% (12/5)

**Bonus:** allocate 20 points to any skills of the player's choice.

### Backstory

You spent your life avoiding trouble but trouble found you anyway when your little sister was shot and killed by a stray bullet not meant for her. Consumed with despair, your family couldn't heal the hurt you'd suffered and so you turned to the boys on the corner, who made you feel whole once more. You joined the gang and, with the help of your new family, put a bullet in the head of the man who killed your sister. At times, you wish you could put this life of violence behind you.



- **Description:** long dark hair (usually tied back), plenty of makeup, various tattoos on arm and neck.
- **Traits:** accusatory, doesn't like to back down and lose "face."
- **Ideology/Belief:** an eye for an eye makes sense.
- **Significant People:** Digger, your boyfriend. He helped you track down and kill your sister's murderer.

### Player Notes:



## "FROSTY" (A.K.A TYLER WASHINGTON)

Age: 32    Occupation: SE13 Gang Member

STR 70    CON 90    SIZ 55    DEX 55    INT 80  
APP 60    POW 60    EDU 65    SAN 60    HP 14  
DB: +1D4    Build: 1    Move: 7    MP: 12    Luck: 45

**Special:** immune to Sanity losses from "routine" brutality

### Combat

Brawl	60% (30/12), damage 1D3+1D4
Machete	60% (30/12), damage 1D8+1D4
.38 auto	55% (27/11), damage 1D10
Dodge	27% (13/5)

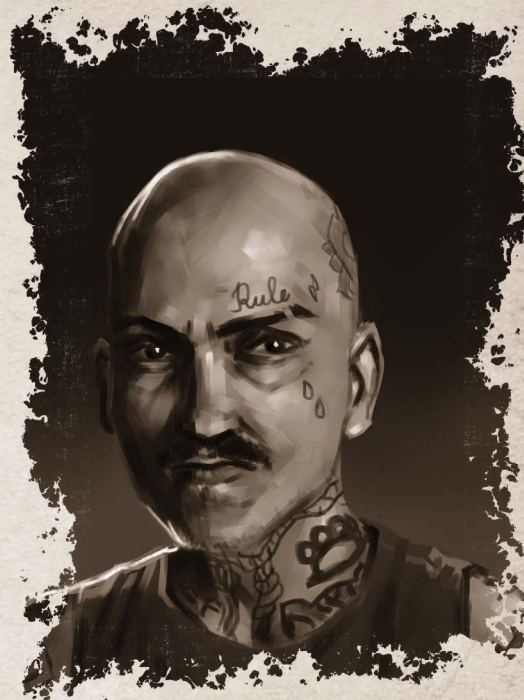
### Skills

Climb 35% (17/7)  
Computer Use 30% (15/6)  
Credit Rating 10% (5/2)  
Drive Auto 45% (22/9)  
Firearms (Handgun) 55% (27/11)  
Firearms (Rifle/Shotgun) 30% (15/6)  
Firearms (SMG) 25% (12/5)  
Intimidate 50% (25/10)  
Jump 40% (20/8)  
Language (Spanish) 65% (32/13)  
Language (English) 60% (30/12)  
Library Use 45% (22/9)  
Listen 40% (20/8)  
Mechanical Repair 35% (17/7)  
Persuade 40% (20/8)  
Psychology 50% (25/10)  
Spot Hidden 50% (25/10)  
Stealth 55% (27/11)  
Throw 35% (17/7)

**Bonus:** allocate 20 points to any skills of the player's choice.

### Backstory

You're a tough one. They call you "Frosty" because you are cold and without remorse. Life on the streets has taught you one lesson: kill or be killed. You owe your life to your gang brothers and sisters and you repay that debt every day; loyalty to the gang is everything. You would think nothing of cutting down anyone who disrespects you and your "family."



- **Description:** shaved head, mustache, large gang tattoos on your upper body, neck, and face.
- **Traits:** cold-blooded, callus.
- **Ideology/Belief:** uncompromisingly loyal to the gang.
- **Significant People:** Long Horn, SE13's leader, who you respect above all others.

**Player Notes:**



## "BUZZSAW" (A.K.A. LUCAS REYES) (REAL NAME: GABRIEL MONTEZ)

**Age:** 24    **Occupation:** SE13 Gang Member  
(Undercover Cop)

**STR** 70    **CON** 75    **SIZ** 65    **DEX** 60    **INT** 85  
**APP** 50    **POW** 60    **EDU** 80    **SAN** 60    **HP** 14  
**DB:** +1D4    **Build:** 1    **Move:** 7    **MP:** 11    **Luck:** 55

**Special:** immune to Sanity losses from "routine" brutality

### Combat

Brawl                      60% (30/12), damage 1D3+1D4  
 Glock 17 auto            60% (30/12), damage 1D10  
 Dodge                      30% (15/6)

### Skills

Art/Craft (Acting) 55% (27/11)  
 Charm 35% (17/7)  
 Climb 30% (15/6)  
 Computer Use 35% (17/7)  
 Credit Rating 10% (5/2)  
 Disguise 65% (32/13)  
 Drive Auto 45% (22/9)  
 Electrical Repair 20% (10/4)  
 Fast Talk 55% (27/11)  
 First Aid 50% (25/10)  
 Firearms (Handgun) 60% (30/12)  
 Firearms (Rifle/Shotgun) 45% (22/9)  
 Firearms (SMG) 25% (12/5)  
 Intimidate 35% (17/7)  
 Jump 25% (12/5)  
 Language (Spanish) 80% (40/16)  
 Language (English) 70% (35/14)  
 Library Use 30% (15/6)  
 Listen 45% (22/9)  
 Psychology 40% (20/8)  
 Spot Hidden 55% (27/11)  
 Stealth 50% (25/10)  
 Throw 35% (17/7)

**Bonus:** allocate 20 points to any skills of the player's choice.

### Backstory

Not long out of the police academy, you were moved into undercover work to infiltrate SE13, a powerful gang operating in the Pleasant Grove neighborhood of Dallas. You have spent two years in the gang, earning trust and establishing



relationships. So far, you have managed to avoid murdering anyone but you have had to come close to it on a few occasions to keep your cover. Sometimes the lines blur and you forget you are a cop. You want out but your bosses think you are too valuable collecting evidence. You know, sooner or later, you'll be faced with an impossible decision—loyalty to the gang or the police—which way will you fall when it happens?

- **Description:** Broad shoulders, shaved head, goatee, and a couple of small gang tattoos on your upper arms.
- **Traits:** observant, plays the role of a hell raiser when in a group.
- **Ideology/Belief:** you hate gang culture and wish to live a normal life again.
- **Treasured Possession:** Saint Christopher pendant given to you by your father.

### Player Notes: