

ARCHETYPE5





CATHERINE L'HERISSE (DILETTANTE)

"You know how to whistle don't you? Just put your lips together, and blow."

ATTRIBUTES

Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

SKILLS

Driving d4, Fighting d4, Healing d4, Investigation d6, Notice d6, Persuasion d8, Shooting d6, Stealth d4, Taunt d6

DERIVED STATISTICS

Charisma +2; Pace 6; Parry 4; Toughness 5

HINDRANCES

- **Dark Secret:** Catherine murdered her abusive husband. If anyone finds out, it's the Big House with the "heated" chair for her.
- Stubborn: She always wants her way.
- Impulsive: She doesn't always think things through.

EDGES

- Attractive: Catherine is quite a looker. +2 Charisma.
- Comfortable: She inherited a fair amount from her husband's insurance and estate.
- Rich: Catherine starts play with \$450 (3 x her "Comfortable" wealth of \$150).

GEAR

Clutch purse, notepad and pen, checkbook, .25 automatic pistol with full clip, box of 92 additional .25 rounds, used sedan, \$124.

BACKGROUND

"Cat" has always been a looker, but her first husband was a real peach. He'd kiss with his fists when he had too much to drink—and he always had too much to drink. One night, she had enough, and to make a long story short, inherited a fairly large estate. Nobody knows the truth, and if it ever comes out, she won't just be ruined—she'll get the chair. Still, she found she gets a kick out of the danger and looks for ways to catch that same thrill again.

WEAPON STATS								
Weapon	Range	RoF	Damage	AP	Wt	Notes		
Star Pocket (.25)	10/20/40	1	2d6-1	—	2	Shots 8, Semi-Auto, –1 to be		
						Noticed if hidden		



JOHNNY THIBODEUX (GRIFTER)

Quote: "Wanna bet on it?"

ATTRIBUTES

Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

SKILLS

Fighting d4, Gambling d6, Notice d6, Knowledge (Occult) d4, Shooting d4, Spellcasting d8, Streetwise d6, Taunt d8

DERIVED STATS

Charisma -2; Pace 6; Parry 4; Toughness 5

HINDRANCES

- Poverty: Times are tough all over.
- Overconfident: Nothing is beyond Johnny's abilities—nothing.
- Smart Mouth: He's constantly cracking wise.
- Quirk: There's nothing Johnny T won't try to bet on.

EDGES

- Arcane Background: Grifter. Johnny's vice has always been gambling. Now he just gambles on bigger stakes!
- Moxie: Johnny's a little full of himself. He adds +2 to all Taunt rolls and can use Taunt to resist Tests of Will.

GEAR

Loaded dice, flask (usually empty), switchblade, \$69.

BACKGROUND

"Johnny Thibs" has always had a weakness for the dice or cards or the track. If he could bet on it, he was in. Now he's figured out a way to swindle some jazz out of the Other Side. The power's a kick, but he's still gotta feed the gambling habit. That means picking up jobs Johnny would have turned his nose up at not long ago. Still, getting paid to toss a little mojo isn't a bad gig. Most of the time.

		POWE	RS	-1-1-1-1				
Power	Cost	Range	Duration	n Damage/Effect				
Bolt	1-3	12/24/48	Instant	2d6 damage				
Boost/Lower Trait	2	Smarts	3 rds	Increase/decrease attribute or skill by 1 die type (2 with a raise)				
Deflect	2	Touch	3/1rd	–2 to be hit (–4 with a raise)				
WEAPON STATS								
Weapon	Range I	RoF Damage	AP Wt	Notes				
Switchblade	-	— Str+d4		-2 to Notice if hidden				



JEAN LAVEAUX (HOUNGAN)

Quote: "You can't see the eyes of the demon 'til him come callin'."

ATTRIBUTES

Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

SKILLS

Fighting d6, Healing d4, Intimidation d6, Knowledge (Occult) d6, Notice d6, Shooting d4, Streetwise d6, Voodoo d8

DERIVED STATS

Charisma 0; Pace 6; Parry 5; Toughness 5

HINDRANCES

- Poverty: Times are tough all over.
- Vengeful (Major): Jean holds a serious grudge...the kind that can end with a New Orleans "parade."
- Loyal: He doesn't abandon his friends.
- Cautious: Jean likes to know what he's getting into.

EDGES

- Alertness: Jean has always had a keen eye and ear for what goes on around him. +2 Notice.
- Arcane Background: Voodoo. Jean has been able to talk to the loas since he was a youngster.

GEARS

Talismans, gris-gris, sawed-off shotgun and 25 shells, \$33.50.

BACKGROUND

Lots of folks in the Quarter look to Jean—sometimes for advice, sometimes for a bit of hoodoo. They know they can trust him to heal the sick and bring a little light to the darkness. But he doesn't like being taken advantage of, and Legba help the fool who crosses him or his pack.

			POWE	RS		
Power Confusion	Cost	t	Range Smarts		uration Instan	0
Healing	3		Touch		Instan	t 1 wound, 2 w/raise
			WEAPON	STAT!	5	
Weapon Sawed-Off shotgun	Range 5/10/20	RoF 1–2	Damage 1-3d6	AP —	Wt 6	Notes Shots 2, +2 to Shooting rolls



MILES WALLACE (PRIVATE DICK)

Quote: "I've seen it all before, mister...Okay, I've never seen that."

ATTRIBUTES

Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

SKILLS

Driving d4, Fighting d6, Intimidation d6, Investigation d8, Notice d6, Persuasion d6, Shooting d6, Streetwise d8

DERIVED STATS

Charisma 0; Pace 6; Parry 5; Toughness 5

HINDRANCES

- Heroic: Miles can't turn down a sincere request for help.
- Poverty: Times are tough all over.
- **Rebellious:** Miles can't hide the fact that authority figures rub him the wrong way. His Charisma is –2 when dealing with these rubes.
- Stubborn: Once he's made up his mind about something there's no changing it.

EDGES

• Investigator: As a trained detective, Miles adds +2 to Streetwise, Investigation, and Notice rolls made to find clues.

GEAR

Shoulder holster (-1 to Notice if hidden), 2 spare magazines for pistol, 100 spare rounds (.45), notepad and pen, \$30.

BACKGROUND

Miles tried the police gig for a while but couldn't stomach all the rules. Now he makes a fair living as a private dick, but he's not so good he can turn down a job yet. Worse, he's a sucker for a sob story, especially when it comes to dames...

WEAPON STATS

Weapon	Range	RoF	Damage	AP	Wt	Notes		
Colt 1911 (.45)	12/24/48	1	2d6+1	1	4	Shots 7, Semi-Auto		



WALTER GORDON (PATENT SCIENTIST)

Quote: "Don't touch that. I'm not quite sure what it does!"

ATTRIBUTES

Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

SKILLS

Driving d4, Fighting d4, Knowledge (Physics) d8, Notice d6, Repair d8, Shooting d6, Weird Science d8

DERIVED STATS

Charisma 0; Pace 6; Parry 4; Toughness 5

HINDRANCES

- Poverty: Times are tough all over.
- Delusional (Minor): Machines of all kinds like to be spoken to politely while being used.
- Curious: Walter is extremely inquisitive.
- Schmuck: Walter is extremely gullible and trusting.

EDGES

- Arcane Background: Patent Science. Walter has always had an affinity for strange tech.
- New Power: Walter developed the electrostatic particle coating recently (the armor power).

GEAR

Repair kit, goggles, \$64.

BACKGROUND

Walter knows a little about a lot, and even a lot about some subjects. His inventing career hasn't taken off the way he thought it would, but he's managed to make a buck or two with his gizmos. Until Walt makes that sale, he takes side jobs as a "consultant" to make ends meet.

POWERS								
Power	Cost	Range	Duration	Damage/Effect				
Burst (Plasma gun)	2	Cone Template	Instant	2d10 damage				
Armor (Electrostatic coat)	2	Touch	3/1 round	+2 Armor, +4 with a raise				



RAYMOND DEVILLE (HARROWED)

Quote: "You look the other way too often and you'll run into a brick wall."

ATTRIBUTES

Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

SKILLS

Driving d4, Fighting d8, Intimidation d6, Lockpicking d4, Notice d6, Shooting d6, Streetwise d6, Stealth d4

DERIVED STATS

Charisma 0; Pace 6; Parry 6; Toughness 6

HINDRANCES

- Poverty: Times are tough all over.
- Code of Honor: Ray brought his ethics back from the grave with him.
- Loyal: He never abandons a friend in need.
- Vengeful (Minor): Ray avenges any wrong against himself or his friends.

EDGES

- Harrowed: Ray saw the inside of a coffin once. He still doesn't really understand what's going on but he's slowly figuring it out. +2 to Fear tests, immune to normal Fatigue, can only be killed by a head shot.
- Cat Eyes: +2 to visual Notice rolls, no modifiers for Dim or Dark lighting.

GEAR

Used lockpicks, trench knife, Luger pistol with 1 spare magazine and 100 extra rounds, \$13.50.

BACKGROUND

Ray was a prize fighter—actually more of a stepping stone for better fighters. Still, he wouldn't take a dive to save his life…literally. The Black Hand put a bullet in him after he won the wrong fight. Just like in the ring, he didn't stay down. Now Ray does muscle work to make the rent, but one day he'll find the mook who plugged him...

WEAPON STATS								
Weapon	Range	RoF	Damage	AP	Wt	Notes		
Luger (9mm)	12/24/48	1	2d6	_	3	Shots 8, Semi-Auto		
Trench Knife	_	_	Str+d4	1	1	Includes brass knuckles*		
*Brass Knuckles	- /	—	Str+d4	-	-	Can do nonlethal damage at no attack penalty		



DESMOND QUINN (ARCANE DETECTIVE)

Quote: "I've seen things you can't imagine—and don't want to."

ATTRIBUTES

Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

SKILLS

Fighting d6, Investigation d8, Knowledge (Occult) d6, Notice d6, Persuasion d4, Shooting d6, Streetwise d8



DERIVED STATS

Charisma 0; Pace 6; Parry 5; Toughness 5

HINDRANCES

- Poverty: Everyone's short on cash these days and Desmond is no exception.
- Delusional (Minor): There is a supernatural explanation to nearly every mystery.
- Impulsive: When an idea hits, Desmond runs with it.
- **Night Terrors:** The horrors he's seen makes sleep one unending nightmare. When he grabs some shuteye for the night, he must make a Spirit roll or suffer a level of Fatigue.

EDGES

- Arcane Resistance: Mystic tattoos give Des +2 to Trait rolls to resist opposed powers and 2 points of Armor against damage causing powers.
- **Brave:** Desmond has been through enough scrapes that it takes a lot to scare him. He receives +2 to all Fear tests.

GEAR

S&W revolver, notepad and pen, shoulder holster (-1 to spot), flashlight, wristwatch, box of .38 bullets (100), \$35.

BACKGROUND

Desmond's investigations have taken him into places most people don't visit even in their nightmares. Some less experienced folks scoff at his methods, but he's learned to rule nothing out and be prepared for anything. After all, even Sherlock Holmes said: "When you have eliminated the impossible, whatever remains, however improbable, must be the truth."

			WEAPON	STAT!	5	
Weapon	Range	RoF	Damage	AP	Wt	Notes
S&W revolver (.38)	12/24/48	1	2d6		1	Shots 6

STANLEY FARRIS (HOBO)

Quote: "Hey, as long as this ain't nothin' illegal, five bucks is five bucks."

ATTRIBUTES

Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

SKILLS

Fighting d6, Healing d4, Lockpicking d4, Notice d6, Repair d4, Stealth d6, Streetwise d6, Shooting d4, Survival d6, Tracking d4



DERIVED STATS

Charisma -2; Pace 6; Parry 5; Toughness 5

HINDRANCES

- Poverty: Everyone's short on cash these days and Stanley is no exception.
- Destitute: In fact, he's not just broke, he's flat busted. All he owns are the clothes on his back.
- Heroic: He might be down on his luck, but Stanley can't turn a blind eye to folks in need.
- **Outsider:** Stanley don't fit into polite society. To anyone not on the streets, or in otherwise similar circumstances, he has -2 Charisma.

EDGES

- Luck: You wouldn't know it from his circumstances, but Stanley's always had a bit of luck in his back pocket. Draw an extra Benny at the beginning of each session.
- **Scavenger:** Stanley has a knack for picking up a useful item up from garbage bins. Once per session, he can "remember" he has a much-needed item stored somewhere in his many pockets.

GEAR

None.

BACKGROUND

Most folks see Stanley as just one of the faceless victims of the Great Depression. People tend to overlook him in a crowd, mostly because they don't want to be reminded how far there is left for them to fall themselves. However, he's weathered his own storms and emerged, if not on top, then at least alive. His tattered clothes and rough look make most observers underestimate him--which is a dangerous mistake. Stanley has picked up a wide range of skills—both legal and not-so-legal—just to make sure he can keep food on his plate!



HENRY TATE (REPORTER)

Quote: "C'mon! Spill it. You and I both know there's more going on here."

ATTRIBUTES

Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

SKILLS

Driving d4, Fighting d4, Investigation d6, Notice d6, Shooting d4, Stealth d6, Streetwise d8, Taunt d8



DERIVED STATS

Charisma -2; Pace 6; Parry 4; Toughness 5

HINDRANCES

- Poverty: Everyone's short on cash these days and Henry's no exception.
- Curious: Henry can't pass up a story, no matter how small.
- Doubting Thomas: There's a logical explanation for everything if you just keep digging.
- Smart Mouth: Not everyone appreciates Henry's quick wit. He suffers a -2 Charisma—and tends to shoot off his yapper at all the worst times!

EDGES

- Connection (NOPD): He's got an inside source with the cops.
- **Danger Sense:** Henry can smell trouble a mile away. Okay, maybe a few yards. Regardless, he gets a Notice roll (–2) to wise up to an ambush or surprise attack.
- Moxie: He's got a talent for taking Joes down a notch or two. He adds +2 to all Taunt rolls and can use Taunt in place of Smarts or Spirit when resisting Tests of Will.

GEAR

Camera, 5 rolls of film, flashlight, notepad and pencil, \$45.

BACKGROUND

Henry is always looking for the next big scoop. Freelance reporters don't have an easy life of it, and papers only pay for the best stories. With a friend in the NOPD, Henry has a little bit of an edge on some of the other newshounds out there. When that fails, he relies on quick wits and fast talk, but having a tongue that's sharp enough to draw blood is often a two-edged sword for him. His mouth gets him into more trouble at least as often as it wheedles the facts out of a source.

