

BOBBY THOMPSON



TERRY McNAMARA



R. H. MISTEN



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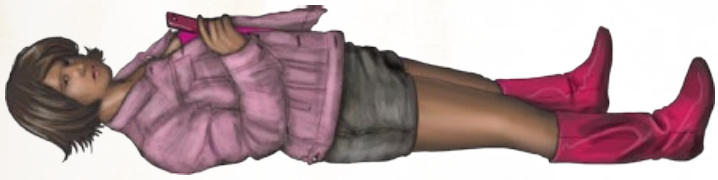
MORGAN STEVENS



CHRIS JANSEN



KELLY FRANKLIN



MORGAN STEVENS



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KELLY FRANKLIN



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, Doubting 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, Doubting 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: Brawny, Sweep

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

R. H. MILSTEN

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: Brawny, Sweep

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

R. H. MILSTEN

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

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