

HOW TO USE THESE SHEETS

These sheets are designed to be used with the Foe Generator tables. Each one is a half-sheet sized character sheet for one of the archetypes listed in the Appendix. Set your PDF viewer to print multiple pages, and select the pages you need printed. Easy as that!



COVERT OPERATIVE

ATTRIBUTES

Cha **9** Dex **8** Mind **9** Spirit **7** Str **7** **MOVE** Run **8** **24**

Name _____ Possibilities **3**
 Race **Human** Cosm **Core** Earth _____ Affiliation _____
 Personality _____ Drive _____

DAMAGE

Toughness **9** Shock **2** Wounds **7** Dodge **3** Melee **0** Unarmed **0**
 Armor **9** **2** **7** **3** **0** **0** **0**

DEFENCES

WEAPONS & ATTACKS

Weapon	Skill	Damage	Range	Notes
Unarmed	Unarmed	Str		
Walther PPK	Fire Combat	12	10/25/40	Small

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+3	
Fire Combat	Dex	+2	
Unarmed	Dex	+1	
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit		
Maneuver	Dex		
Taunt	Cha	+2	
Trick	Mind	+3	
Other	Attribute	Adds	Value
Reality	Spirit	+2	
Computers	Mind	+1	
Ev. Analysis	Mind	+2	
Find	Mind	+3	
Land Vehicles	Dex	+2	
Lockpicking	Dex	+2	
Persuasion	Cha	+2	
Stealth	Dex	+3	
Streetwise	Cha	+2	
Willpower	Spirit	+1	

ARMOR

Source	Axiom	Adds
riMesh clothes	T 24	+2

OTHER GEAR

Item	Axiom	Notes
Lockpicks	T 23	Lockpicking is Favored

PERKS & SPECIAL ABILITIES

Perk	Effect
Indomitable	Active Defences are Favored
Linguist	Speak any language enough to get by
Negation	Spend a Possibility to negate a foe's Possibility on an attribute or skill test.
Gloater	When taunt or intimidation are Approved, affect the entire party without a Multi-Target penalty. Affected heroes lose a random card from their hand.

Vulnerable
 4
 Skinned
 4
 1
 Wound Tracker
 6
 10

POWER PLAYER



Name _____ Possibilities 3

Race Human Cosm Core Earth Affiliation _____

Personality _____ Drive _____

ATTRIBUTES

Cha Dex Mind Spirit Str **MOVE**

10 7 9 9 6 Run

7 9

DAMAGE

Toughness Shock Wounds Dodge Melee Unarmed

Armor

6 9 3

DEFENCES

WEAPONS & ATTACKS

Weapon	Skill	Damage	Range	Notes
Unarmed	Unarmed	Str		
Hold-out Pistol	Fire Combat	12	10/25/40	Small

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Fire Combat	Dex	+1	
	Dex		
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex		
Taunt	Cha	+3	
Trick	Mind	+3	
Other	Attribute	Adds	Value
Reality	Spirit	+2	
Computers	Mind	+1	
Find	Mind	+1	
Persuasion	Cha	+3	
Prof (politics)	Mind	+3	
Streetwise	Cha	+5	
Willpower	Spirit	+2	

ARMOR

Source	Axiom	Adds

OTHER GEAR

Item	Axiom	Notes
Cell phone	T 23	
Laptop computer	T 23	

PERKS & SPECIAL ABILITIES

Perk	Effect
Linguist	Speak any language enough to get by
Wealthy	+2 to acquisition tests.
Insidious	On a successful Approved Action, discard a random Destiny card from each of the affected player characters' Action Pools.
Minions	May transfer any hit to a lackey within a few meters if they succeed at a reality test.

Vulnerable

Skinned

Wound Tracker



MAGICAL DABBLER

ATTRIBUTES

Cha 6 Dex 7 Mind 10 Spirit 10 Str 7 **MOVE**
Run 21

Name _____ Possibilities 3
 Race Human Cosm Core Earth Affiliation _____
 Personality _____ Drive _____

DAMAGE

Toughness 7 Shock 10 Wounds 3 Dodge 0 Melee 0 Unarmed 0
 Armor 7

DEFENCES

WEAPONS & ATTACKS

Weapon	Skill	Damage	Range	Notes
Unarmed	Unarmed	Str		
Hold-out Pistol	Fire Combat	12	10/25/40	Small

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Fire Combat	Dex	+1	
	Dex		
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+2	
Maneuver	Dex		
Taunt	Cha	+2	
Trick	Mind	+2	
Other	Attribute	Adds	Value
Reality	Spirit	+3	
Alteration	Mind	+3	
Apportation	Spirit	+2	
Conjuration	Spirit	+2	
Divination	Mind	+3	
Find	Mind	+3	
Persuasion	Cha	+1	
Streetwise	Cha	+2	
Willpower	Spirit	+2	

ARMOR

Source	Axiom	Adds

OTHER GEAR

Item	Axiom	Notes
Magical Supplies	M10	Spell components and grimoire

PERKS & SPECIAL ABILITIES

Perk	Effect
Realm Runner	Ignore first disconnection; ignore 4 points of reconnection penalties.

SPELLS

Spell	Axiom	Skill(DN)	Range	Duration	Effect	Good	Outst.
Detect Magic	6	Div (10)	25m	Conc.	Sense spells & type	50m, sense caster	Dispel is Favored
Dispel Magic	9	Alt (will)	25m	Instant	Removes 1 spell effect	2 effects	All effects
Scrambler	9	Alt (10)	50m rad	10 min	Scrambles surveillance	100m radius	Erases pres; 1 hr
Scry	8	Div (will)	500 km	Conc.	See target & 5m rad.	25m radius	Target unaware

↳ Vulnerable
 ↳ Skinned
 ↳ Wound Tracker
 ↳

WILD TALENT



Name _____ Possibilities 4 _____
 Race Human Cosm Core Earth Affiliation _____
 Personality _____ Drive _____

ATTRIBUTES

Cha **9** Dex **7** Mind **9** Spirit **10** Str **7**

MOVE
Run **21**

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness **7** Shock **10** Wounds **3** Dodge **0** Melee **0** Unarmed **0**

Armor **7**

Weapon	Skill	Damage	Range	Notes
Unarmed	Unarmed	Str		
Hold-out Pistol	Fire Combat	12	10/25/40	Small

SKILLS

ARMOR

OTHER GEAR

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Fire Combat	Dex	+1	
	Dex		
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex		
Taunt	Cha		
Trick	Mind	+3	
Other	Attribute	Adds	Value
Reality	Spirit	+3	
Ev. Analysis	Mind	+1	
Find	Mind	+2	
Persuasion	Cha	+1	
Science	Mind	+2	
Stealth	Dex	+2	
Willpower	Spirit	+3	
(Psionics)		+5	

Source	Axiom	Adds

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Adaptation	Ignore violations of personal axioms when determining disconnection tests.

PSIONIC POWERS

Power	Axiom	Skill(DN)	Range	Duration	Effect	Good	Outst.

↳ Vulnerable
↳ Skinned
↳ Wound Tracker
↳



WARRIOR

ATTRIBUTES

Cha _____ Dex _____ Mind _____ Spirit _____ Str _____ **MOVE**

6 8 7 8 9 8 24

Name _____ Possibilities ³ _____
 Race _____ Cosm _____ Affiliation _____
 Personality _____ Drive _____

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness _____ Shock _____ Wounds _____ Dodge _____ Melee _____ Unarmed _____
 Armor _____
 11 2 8 3

Weapon	Skill	Damage	Range	Notes
Longsword	Melee	Str+3		
Short Bow	Missile	11	10/25/40	

SKILLS

ARMOR

OTHER GEAR

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Melee Weapon	Dex	+4	
Missile Weapon	Dex	+2	
Unarmed	Dex	+1	
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+2	
Maneuver	Dex	+2	
Taunt	Cha	+1	
Trick	Mind		
Other	Attribute	Adds	Value
Reality	Spirit	+1	
Beast Riding	Dex	+1	
Find	Mind	+1	
Survival	Mind	+1	
Tracking	Mind	+1	

Source	Axiom	Adds
Chain mail	T 10	+2

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Whirlwind	Ignore 2 points of Multi-Targeting penalties.

- Ⓝ Vulnerable
- Ⓛ Stymied
- Ⓜ Wound Tracker

WARLEADER



Name _____ Possibilities 3
 Race _____ Cosm _____ Affiliation _____
 Personality _____ Drive _____

ATTRIBUTES

Cha 9 Dex 8 Mind 8 Spirit 9 Str 8 **MOVE**
 Run 24

DAMAGE

Toughness 10 Shock 2 Wounds 9 Dodge 3 Melee 0 Unarmed 0
 Armor 10 2 9 3

DEFENCES

WEAPONS & ATTACKS

Weapon	Skill	Damage	Range	Notes
Longsword	Melee	Str+3		
Short Bow	Missile	11	10/25/40	

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Melee Weapon	Dex	+2	
Missile Weapon	Dex	+2	
Unarmed	Dex	+1	
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+1	
Maneuver	Dex	+2	
Taunt	Cha	+2	
Trick	Mind	+2	
Other	Attribute	Adds	Value
Reality	Spirit	+1	
Beast Riding	Dex	+1	
Find	Mind	+3	
Persuasion	Cha	+3	

ARMOR

Source	Axiom	Adds
Chain mail	T 10	+2

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Rally	Spend a Possibility to negate 2 Shock from all allied characters within the sound of their voice.
Minions	May transfer any hit to a lackey within a few meters if they succeed at a reality test.

Vulnerable 3
 Skymind 4
 Wound Tracker 1
3
6
10



PRIEST

Name _____ Possibilities ³ _____
 Race _____ Cosm _____ Affiliation _____
 Personality _____ Drive _____

ATTRIBUTES

Cha **7** Dex **7** Mind **8** Spirit **12** Str **7** **MOVE**
 Run **21**

DAMAGE

Toughness **9** Shock **2** Wounds **12** Dodge **3** Melee **0** Unarmed **0**

DEFENCES

WEAPONS & ATTACKS

Weapon	Skill	Damage	Range	Notes
Staff	Melee	Str+2		Two-Handed

ARMOR

Source	Axiom	Adds
Elven Chain	12	+2

OTHER GEAR

Item	Axiom	Notes

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Melee Weapon	Dex	+2	
	Dex		
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex		
Taunt	Cha	+2	
Trick	Mind		
Other	Attribute	Adds	Value
Reality	Spirit	+2	
Faith	Spirit	+5	
Find	Mind	+2	
Scholar	Mind	+2	
Willpower	Spirit	+3	

PERKS & SPECIAL ABILITIES

Perk	Effect
Minions	May transfer any hit to a lackey within a few meters if they succeed at a reality test.

SPELLS

Spell	Axiom	Skill(DN)	Range	Duration	Effect	Good	Outst.

Vulnerable **3**
 Skymind **4**
 Wound Tracker **3**
10



CYBER-INQUISITOR

ATTRIBUTES

Name _____ Possibilities 3

Race Human Cosm Cyberpapacy Affiliation _____

Personality _____ Drive _____

Cha Dex Mind Spirit Str MOVE

8 7 9 11 7 8 24

DAMAGE

Toughness Shock Wounds Dodge Melee Unarmed

Armor

9 2 11 3

DEFENCES

WEAPONS & ATTACKS

Weapon	Skill	Damage	Range	Notes
Unarmed	Unarmed	Str		
GodLight Laser	Energy	14	50/100/500	Small

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Energy Weap.	Dex	+2	
Unarmed	Dex	+1	
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex	+1	
Taunt	Cha	+3	
Trick	Mind	+3	
Other	Attribute	Adds	Value
Reality	Spirit	+2	
Computers	Mind	+2	
Ev. Analysis	Mind	+1	
Faith	Spirit	+5	
Find	Mind	+3	
First Aid	Mind	+2	
Persuasion	Cha	+3	
Willpower	Spirit	+2	

ARMOR

Source	Axiom	Adds
Body Plating	T 26	+2

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Gloater	When taunt/intimidation approved, target whole party for free; Affected targets lose a Destiny card
Cyberware	Effect
Encrypted Comms	Connect to GodNet without detection

MIRACLES

Miracle	Axiom	Faith DN	Range	Duration	Effect	Good	Outst.
Bless	9	10	5m rad	3 rounds	+1 to 1 attribute	1 minute dur.	+2 to attribute
Curse	9	Faith	25m	3 rounds	-1 to all totals	-2 to totals	-3 to totals
Lightning Strike	16	Dodge	100m	Instant	2 r cast; 20 dmg, AP 4	+1 BD	+2 BD

↳ Vulnerable
↳ Skinned
↳ Wound Tracker
↳



EDEINOS WARRIOR

ATTRIBUTES

Cha 5 Dex 9 Mind 6 Spirit 8 Str 10 MOVE 9 27
Run

Name _____ Possibilities 3
 Race Edeinos Cosm Living Land Affiliation _____
 Personality _____ Drive _____

DAMAGE

Toughness 12 Shock 2 Wounds 8 Dodge 3 Melee 0 Unarmed 0
 Armor

DEFENCES

WEAPONS & ATTACKS

Weapon	Skill	Damage	Range	Notes
Bite & Claws	Unarmed	Str+2		
Hrocket-shoot Spear	Melee/Missile	Str+2	10/20/40	

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Melee Weapon	Dex	+4	
Missile Weapon	Dex	+1	
Unarmed	Dex	+4	
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+1	
Maneuver	Dex	+1	
Taunt	Cha		
Trick	Mind		
Other	Attribute	Adds	Value
Reality	Spirit	+1	
Beast Riding	Dex	+1	
Faith	Spirit	+1	
Find	Mind	+1	
Stealth	Dex	+2	
Survival	Mind	+2	
Tracking	Mind	+2	

ARMOR

Source	Axiom	Adds	Item	Axiom	Notes
Hrocket-root armor	Sp 11	+2			

OTHER GEAR

PERKS & SPECIAL ABILITIES

Perk	Effect
Whirlwind	Ignore 2 points of Multi-Targeting penalties

Vulnerable 3
 Skinned 4
 Wound Tracker 3 KO



EDEINOS OPTANT

Name _____ Possibilities 3

Race Edeinos Cosm Living Land Affiliation _____

Personality _____ Drive _____

ATTRIBUTES

Cha _____ Dex _____ Mind _____ Spirit _____ Str _____

MOVE

Run _____

8 9 6 11 10 9 27

DAMAGE

Toughness _____ Shock _____ Wounds _____ Dodge _____ Melee _____ Unarmed _____

Armor

12 2 11 3

DEFENCES

WEAPONS & ATTACKS

Weapon	Skill	Damage	Range	Notes
Bite & Claws	Unarmed	Str+2		
Hrockt-shoot Spear	Melee/Missile	Str+2	10/20/40	

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Melee Weapon	Dex	+2	
Missile Weapon	Dex	+1	
Unarmed	Dex	+3	
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+1	
Maneuver	Dex		
Taunt	Cha		
Trick	Mind		
Other	Attribute	Adds	Value
Reality	Spirit	+1	
Faith	Spirit	+4	
Find	Mind	+2	
Survival	Mind	+3	
Tracking	Mind	+1	

ARMOR

OTHER GEAR

Source	Axiom	Adds	Item	Axiom	Notes
Hrockt-root armor	Sp 11	+2			

PERKS & SPECIAL ABILITIES

Perk	Effect

MIRACLES

Spell	Axiom	Faith	DN	Range	Duration	Effect	Good	Outst.
Bless	9	10	5m rad	3 rounds	+1 to 1 attribute	1 minute dur.	+2 to attribute	
Healing	10	10	Touch	Instant	Heal 1 Wound/all Shock	2 Wounds	3 Wounds	
Strike	12	10	Touch	3 rounds	+1 damage to weapon	+2 damage	+3 damage	

Vulnerable

4

Skimmed

4

Wound Tracker

1

5

6

KO



BATTLEGROUP COMMANDER

Name _____ Possibilities 3

Race Human Cosm Nile Empire Affiliation _____

Personality _____ Drive _____

ATTRIBUTES

Cha Dex Mind Spirit Str **MOVE**

1 0 0 1 0 Run

DAMAGE **DEFENCES**

Toughness Shock Wounds Dodge Melee Unarmed

Armor 3

WEAPONS & ATTACKS

Weapon	Skill	Damage	Range	Notes
Unarmed	Unarmed	Str		

- 5 Vulnerable
- 4
- 5 Stymied
- 4
- 1 Wound Tracker
- 5
- 5
- KO

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+2	
Fire Combat	Dex	+2	
Unarmed	Dex	+2	
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+2	
Maneuver	Dex	+1	
Taunt	Cha	+1	
Trick	Mind		
Other	Attribute	Adds	Value
Reality	Spirit	+2	
Find	Mind	+2	
Land Vehicles	Dex	+2	
Persuasion	Cha	+1	

ARMOR

Source	Axiom	Adds

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect	
Bolster	Spend a Possibility to counter any Disadvantage affecting allies on the current Drama card	
Minions	May transfer any hit to a lackey within a few meters if they succeed at a <i>reality</i> test.	
Pulp Power	Effect	Limitations:

VAMPYRE



Name _____	Possibilities ³ _____
Race <u>Undead</u> Cosm <u>Orrorsh</u>	Affiliation _____
Personality _____	Fatal Flaw _____
True Death _____	

ATTRIBUTES

Cha	Dex	Mind	Spirit	Str	MOVE
10	9	8	8	11	Run 9 27

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness **11** Armor **10** Shock **3** Wounds **0** Dodge **0** Melee **0** Unarmed **0**

Weapon	Skill	Damage	Range	Notes
Bite	Unarmed	Str+1		Grapple on Good success.

SKILLS

ARMOR

OTHER GEAR

- 2 Vulnerable
- 4
- 2 Sapped
- 4
- 1 Wound Tracker
- 2
- 2
- KO

Combat	Attribute	Adds	Value
Dodge	Dex	+2	
Unarmed	Dex	+3	
	Dex		
	Dex		

Source	Axiom	Adds

Item	Axiom	Notes

Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex	+2	
Taunt	Cha		
Trick	Mind	+2	

PERKS & SPECIAL ABILITIES

Other	Attribute	Adds	Value
Reality	Spirit	+1	
Find	Mind	+3	
Persuasion	Cha	+3	
Stealth	Dex	+3	
Willpower	Spirit	+2	

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Fear	Upon first seeing, a hero must test willpower or Spirit or become Very Stymied.
Blood-Drinker	+4 damage from holy objects. If they feed during the scene, all other Wounds heal at the end of the scene.
Mesmerism	Interaction using <i>persuasion</i> vs. <i>willpower</i> . Take control of an Ord on Outstanding success.
Undead	Immune to poison and effects which require breathing, eating or other "living" processes.



WEREWOLF

Name _____ Possibilities 3

Race Beast-Person Cosm Orrorsh Affiliation _____

Personality _____ Fatal Flaw _____

True Death _____

ATTRIBUTES

Cha **5** Dex **1/7** Mind **5** Spirit **8** Str **4/10** MOVE Run **11** **33**

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness **17** Armor **3** Shock **8** Wounds **3** Dodge **0** Melee **0** Unarmed **0**

Weapon	Skill	Damage	Range	Notes
Bite/Claw	Unarmed	Str+2		

SKILLS

ARMOR

OTHER GEAR

- 2 Vulnerable
- 4
- 2 Savinied
- 4
- 1 Wound Tracker
- 2
- 2
- KO

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Unarmed	Dex	+3	
	Dex		
	Dex		

Source	Axiom	Adds
Furry hide		+3

Item	Axiom	Notes

Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex	+3	
Taunt	Cha		(10)
Trick	Mind		

PERKS & SPECIAL ABILITIES

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Lycanthrope	Silver does +4 damage; Wounds inflicted by other types of weapons heal at the end of the Scene.
Human Form	When in human form, -4 to Dex/Str (second value) and no access to Special Abilities

Other	Attribute	Adds	Value
Reality	Spirit	+2	
Find	Mind	+5	
Stealth	Dex	+2	
Tracking	Mind	+5	



WERE-BAT

ATTRIBUTES

Cha 5 Dex 11/7 Mind 5 Spirit 8 Str 12/8 MOVE 11 33
Run

Name _____ Possibilities 3
 Race Beast-Person Cosm Orrorsh Affiliation _____
 Personality _____ Fatal Flaw _____
 True Death _____

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness 14 Shock 2 Wounds 8 Dodge 3 Melee 0 Unarmed 0

Weapon	Skill	Damage	Range	Notes
Bite/Claw	Unarmed	Str+2		

SKILLS

ARMOR

OTHER GEAR

Vulnerable 2
 Savinned 4
 Wound Tracker 1
2
3
4
5
6
7
8
9
10

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Unarmed	Dex	+3	
	Dex		
	Dex		

Source	Axiom	Adds
Furry hide		+2

Item	Axiom	Notes

Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex	+3	
Taunt	Cha		(10)
Trick	Mind		

PERKS & SPECIAL ABILITIES

Other	Attribute	Adds	Value
Reality	Spirit	+2	
Find	Mind	+3	
Stealth	Dex	+2	
Tracking	Mind	+5	

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Lycanthrope	Silver does +4 damage; Wounds inflicted by other types of weapons heal at the end of the Scene.
Human Form	When in human form, -4 to Dex/Str (second value) and no access to Special Abilities
Echolocation	Ignore all darkness penalties
Flight	Move 11

Snake-Person



Name _____ Possibilities 3

Race Beast-Person Cosm Orrorsh Affiliation _____

Personality _____ Fatal Flaw _____

True Death _____

ATTRIBUTES

Cha 7 Dex 12/8 Mind 7 Spirit 10 Str 12/8 MOVE Run 12 36

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness 15 Armor 3 Shock 10 Wounds 3 Dodge 0 Melee 0 Unarmed 0

Weapon	Skill	Damage	Range	Notes
Bite/Claw	Unarmed	Str+2		On Good or better success, poison does +1BD

SKILLS

ARMOR

OTHER GEAR

- 2 Vulnerable
- 4
- 2 Savinied
- 4
- 1 Wound Tracker
- 2
- 2
- KO

Combat	Attribute	Adds	Value
Dodge	Dex	+3	
Unarmed	Dex	+3	
	Dex		
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+2	
Maneuver	Dex	+3	
Taunt	Cha	+2	
Trick	Mind		
Other	Attribute	Adds	Value
Reality	Spirit	+3	
Find	Mind	+5	
Stealth	Dex	+2	
Tracking	Mind	+3	

Source	Axiom	Adds
Scales		+3

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Lycanthrope	Diamond does +4 damage; Wounds inflicted by other types of weapons heal at the end of the Scene.
Human Form	When in human form, -4 to Dex/Str (second value) and no access to Special Abilities
Squeeze	Once a snake-person has grappled a target they may make a barehanded attack for Str+2 damage.



FISH-CREATURE

Name _____ Possibilities ³ _____
 Race Beast-Person Cosm Orrorsh Affiliation _____
 Personality _____ Fatal Flaw _____
 True Death _____

ATTRIBUTES

Cha Dex Mind Spirit Str MOVE

4 10/6 7 8 4/10 10 Run 36

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

Armor

15 3 8 3

Weapon	Skill	Damage	Range	Notes
Bite/Claw	Unarmed	Str+2		

SKILLS

ARMOR

OTHER GEAR

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Unarmed	Dex	+3	
	Dex		
	Dex		

Source	Axiom	Adds
Scales		+3

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex	+1	
Taunt	Cha		(10)
Trick	Mind		
Other	Attribute	Adds	Value
Reality	Spirit	+2	
Find	Mind	+3	
Stealth	Dex	+4	
Tracking	Mind	+3	

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Human Form	When in human form, -4 to Dex/Str (second value) and no access to Special Abilities
Aquatic	Breathe underwater; Move 15 underwater; +2 to defence/maneuver in the water

Vulnerable

3

4

Sapient

3

4

Wound Tracker

1

3

6

10



WERE-TIGER

Name _____ Possibilities ³ _____
 Race Beast-Person Cosm Orrorsh Affiliation _____
 Personality _____ Fatal Flaw _____
 True Death _____

ATTRIBUTES

Cha **7** Dex **13/9** Mind **5** Spirit **8** Str **13/9** MOVE **13** Run **39**

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness **15** Armor **2** Shock **8** Wounds **3** Dodge **0** Melee **0** Unarmed **0**

Weapon	Skill	Damage	Range	Notes
Bite/Claw	Unarmed	Str+2		

SKILLS

ARMOR

OTHER GEAR

- 2 Vulnerable
- 4
- 2 Savinied
- 4
- 1 Wound Tracker
- 2
- 2
- KO

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Unarmed	Dex	+3	
	Dex		
	Dex		

Source	Axiom	Adds
Furry hide		+2

Item	Axiom	Notes

Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex	+3	
Taunt	Cha	+3	
Trick	Mind		

PERKS & SPECIAL ABILITIES

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Lycanthrope	Silver does +4 damage; Wounds inflicted by other types of weapons heal at the end of the Scene.
Human Form	When in human form, -4 to Dex/Str (second value) and no access to Special Abilities
Darkvision	Ignore 4 points of darkness penalties

Other	Attribute	Adds	Value
Reality	Spirit	+2	
Find	Mind	+5	
Stealth	Dex	+5	
Tracking	Mind	+5	

SHAPESHIFTER



Name _____	Possibilities <u>3</u>
Race <u>Shapeshifter</u>	Cosm <u>Orrorsh</u>
Personality _____	Affiliation _____
True Death _____	Fatal Flaw _____

ATTRIBUTES

Cha	Dex	Mind	Spirit	Str	MOVE
10	8	7	8	9	Run 24

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness	Armor	Shock	Wounds	Dodge	Melee	Unarmed
9	0	7	3	0	0	0

Weapon	Skill	Damage	Range	Notes

SKILLS

ARMOR

OTHER GEAR

Vulnerable

4

Symtied

4

Wound Tracker

1

6

6

KO

Combat	Attribute	Adds	Value
Dodge	Dex		
Unarmed	Dex	+3	
	Dex		
	Dex		

Source	Axiom	Adds

Item	Axiom	Notes

Interaction	Attribute	Adds	Value
Intimidate	Spirit		
Maneuver	Dex	+2	
Taunt	Cha		
Trick	Mind	+5	

PERKS & SPECIAL ABILITIES

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Fear	Upon first seeing true form, a hero must test willpower or Spirit or become Very Symtied.
Shapeshifting	Assume a humanoid form as a simple action. Gain that form's natural weapons. If they duplicate a particular individual, the difficulty to see through their disguise is their persuasion +4.
Baffling	When <i>trick</i> is approved, may affect the whole party & each affected hero loses a random card.

Other	Attribute	Adds	Value
Reality	Spirit	+3	
Find	Mind	+2	
Stealth	Dex	+5	

GHOUL LORD



Name _____ Possibilities — _____
 Race Undead Cosm Orrorsh Affiliation _____
 Personality _____ Fatal Flaw _____
 True Death _____

ATTRIBUTES

Cha Dex Mind Spirit Str MOVE
 Run

4 9 5 7 10 11 33

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

10 9 3

Weapon	Skill	Damage	Range	Notes
Bite/Claw	Unarmed	Str+2		

SKILLS

ARMOR

OTHER GEAR

- 2 Vulnerable
- 4
- 2 Sapped
- 4
- 1 Wound Tracker
- 2
- 2
- KO

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Unarmed	Dex	+3	
	Dex		
	Dex		

Source	Axiom	Adds

Item	Axiom	Notes

Interaction	Attribute	Adds	Value
Intimidate	Spirit	+2	
Maneuver	Dex	+3	
Taunt	Cha	+2	
Trick	Mind	+2	

PERKS & SPECIAL ABILITIES

Other	Attribute	Adds	Value
Reality	Spirit	+2	
Tracking	Mind	+5	

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Fear	Upon first seeing, a hero must test willpower or Spirit or become Very Stymied.
Carrion-Eater	Immune to poison & disease
Minions	May transfer any hit to a lackey within a few meters if they succeed at a <i>reality</i> test.



OCCULTIST

ATTRIBUTES

Cha **4** Dex **7** Mind **10** Spirit **10** Str **6** MOVE **7** **21**
Run

Name _____ Possibilities **3**
 Race **Human** Cosm **Orrosh** Affiliation _____
 Personality _____ Fatal Flaw _____
 True Death _____

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness **6** Shock **10** Wounds **3**
 Dodge **0** Melee **0** Unarmed **0**
 Armor **0**

Weapon	Skill	Damage	Range	Notes
Ritual dagger	Melee	Str+1		

SKILLS

ARMOR

OTHER GEAR

Vulnerable **4**
 Stymied **4**
 Wound Tracker **1**
6
9
KO

Combat	Attribute	Adds	Value
Dodge	Dex	+2	
Melee Weapon	Dex	+1	
	Dex		
	Dex		

Source	Axiom	Adds

Item	Axiom	Notes
Sanctum	M 13	Spellcasting is Favored, costs a Corruption test

Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex		
Taunt	Cha	+2	
Trick	Mind	+3	

Perk	Effect
Insidious	On a successful Approved Action, discard a random Destiny card from each of the affected player characters' Action Pools.

Other	Attribute	Adds	Value
Reality	Spirit	+3	
Alteration	Mind	+5	
Divination	Mind	+5	
Scholar	Mind	+3	
Willpower	Spirit	+5	

PERKS & SPECIAL ABILITIES

MAGIC

Spell	Axiom	Skill(DN)	Range	Duration	Effect	Good	Outst.
Diminish	10	Alt (will)	40m	3 rounds	-2 to one attribute	-4 to attribute	-4, No reroll on 20
Enhance	10	Alt (attr)	40m	3 rounds	+1 to one attribute	+2 to attribute	+3 to attribute
Fear	10	Alt (will)	50m	Instant	Stymied with fear	Very Stymied	V. Stymied, 2 Shock
Possibility Rend	15	Div (will)	Touch	Instant	Destroy 1 Possibility	+ Stymied/Vuln.	+ 1 Poss (2 total)
Protective Circle	9	Alt (12)	2m dia.	Conc.	Super. beings may not cross	-4 to powers	No power use
Scry	8	Div (will)	500 km	Conc.	Look in on target (5m rad.)	25m rad.	Unaware of observe
Speak with Dead	12	Div(10)	Touch	5 min	Get answers from a corpse	Dead can't lie	Must answer

SERIAL KILLER



Name _____	Possibilities ³ _____
Race <u>Human???</u> <u>Cosm</u> <u>Orrorsh</u>	Affiliation _____
Personality _____	Fatal Flaw _____
True Death _____	

ATTRIBUTES

Cha	Dex	Mind	Spirit	Str	MOVE
8	10	8	10	9	Run 10 30

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

Armor

9 12 3

Weapon	Skill	Damage	Range	Notes

SKILLS

ARMOR

OTHER GEAR

Combat	Attribute	Adds	Value
Dodge	Dex	+2	
Melee Weapon	Dex	+5	
	Dex		
	Dex		

Source	Axiom	Adds

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Interaction	Attribute	Adds	Value
Intimidate	Spirit	+2	
Maneuver	Dex		
Taunt	Cha	+3	
Trick	Mind	+3	

Other	Attribute	Adds	Value
Reality	Spirit	+3	
Find	Mind	+3	
Stealth	Dex	+3	
Tracking	Mind	+5	
Willpower	Spirit	+2	

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Insidious	On a successful Approved Action, discard a random Destiny card from each of the affected player characters' Action Pools.
Vengeful	When you take a Wound, next action against the offender is Up.

Vulnerable

4

Sapient

4

Wound Tracker

1

6

6

KO

