

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!



SOLDIER

| | | | | |
|-------------|-------|------|----------------------------|-------------|
| Name | | | Possibilities ³ | |
| Race | Human | Cosm | Core Earth | Affiliation |
| Personality | | | Drive | |

ATTRIBUTES

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

DAMAGE

Toughness

Shock Wounds

Dodge Melee Unarmed

12

Armor

4

10

3

DEFENCES



WEAPONS & ATTACKS

| WEAPONS & ATTACKS | | | | | |
|-------------------|-------------|--------|----|----------|-------|
| Weapon | Skill | Damage | | Range | Notes |
| Unarmed | Unarmed | Str | | | |
| Glock 9mm | Fire Combat | | 13 | 10/25/40 | |
| Combat Knife | Melee | Str+1 | | | |

SKILLS

| Combat | Attribute | Adds | Value |
|---------------|-----------|------|-------|
| Dodge | Dex | +2 | |
| Fire Combat | Dex | +3 | |
| Melee Weapon | Dex | +3 | |
| Unarmed | Dex | +2 | |
| Interaction | Attribute | Adds | Value |
| Intimidate | Spirit | +3 | |
| Maneuver | Dex | | |
| Taunt | Cha | | |
| Trick | Mind | | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | +1 | |
| Find | Mind | +1 | |
| First Aid | Mind | +1 | |
| Land Vehicles | Dex | +1 | |
| Persuasion | Cha | +2 | |
| Stealth | Dex | 1 | |
| | | | |
| | | | |
| | | | |

ARMOR

| Source | Axiom | Adds |
|-------------|-------|------|
| Kevlar Vest | T 23 | +4 |
| | | |

OTHER GEAR

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |
| | | |

PERKS & SPECIAL ABILITIES

[illegible]

Vulnerable

Stymied

Wound Tracker



COVERT OPERATIVE

| | | | |
|-------------|-----------------|------|------------|
| Name | Possibilities 3 | | |
| Race | Human | Cosm | Core Earth |
| Affiliation | | | |
| Personality | Drive | | |

ATTRIBUTES

| | | | | | |
|-----|-----|------|--------|-----|----------|
| Cha | Dex | Mind | Spirit | Str | MOVE |
| 9 | 8 | 9 | 7 | 7 | Run 8 24 |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| | | | | | |
|-----------|-------|--------|-------|-------|---------|
| Toughness | Shock | Wounds | Dodge | Melee | Unarmed |
| Armor | 9 | 2 | 7 | 3 | |

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

SKILLS

ARMOR

OTHER GEAR

| 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 | |

| Source | Axiom | Adds |
|----------------|-------|------|
| riMesh clothes | T 24 | +2 |
| | | |

| 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. |
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Vulnerable
Stunned
Wound Tracker



MASTER THIEF

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|-------------|-------|------|---------------|-------------|
| Name | | | Possibilities | 3 |
| Race | Human | Cosm | Core Earth | Affiliation |
| Personality | | | Drive | |

ATTRIBUTES

Cha Dex Mind Spirit Str **MOVE**
7 10 9 7 7 10 30

DAMAGE

Toughness

Shock Wounds

Dodge Melee Unarmed

Armor

9

2

7

3

DEFENCES



WEAPONS & ATTACKS

| Weapons & Ammunition | | | | | |
|----------------------|---------|--------|--|-------|---------------------|
| Weapon | Skill | Damage | | Range | Notes |
| Unarmed | Unarmed | Str | | | |
| Baton | Melee | Str+2 | | | Small (collapsible) |
| | | | | | |

SKILLS

| Combat | Attribute | Adds | Value |
|---------------|-----------|------|-------|
| Dodge | Dex | +3 | |
| Melee Weapon | Dex | +1 | |
| | Dex | | |
| | Dex | | |
| Interaction | Attribute | Adds | Value |
| Intimidate | Spirit | | |
| Maneuver | Dex | +3 | |
| Taunt | Cha | +2 | |
| Trick | Mind | +5 | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | +2 | |
| Computers | Mind | +1 | |
| Ev. Analysis | Mind | +3 | |
| Find | Mind | +5 | |
| Land Vehicles | Dex | +2 | |
| Persuasion | Cha | +2 | |
| Scholar | Mind | +1 | |
| Stealth | Dex | +5 | |
| Streetwise | Cha | +3 | |

ARMOR

| Source | Axiom | Adds |
|------------------|-------|------|
| IriMesh bodysuit | T 24 | + 2 |
| | | |

OTHER GEAR

| Item | Axiom Notes | |
|-----------|-------------|-------------------------------|
| Lockpicks | T 23 | <i>Lockpicking</i> is Favored |
| | | |
| | | |

PERKS & SPECIAL ABILITIES

[illegible]

Vulnerable

Stymied

Wound Tracker



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

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

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

ARMOR

OTHER GEAR

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 | |
| | | | |
| | | | |

| Source | Axiom | Adds |
|--------|-------|------|
| | | |
| | | |

| 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. |
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Vulnerable
Skinned
Wound Tracker



MAGICAL DABBLER

ATTRIBUTES

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

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

Armor 7 10 3

| 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 | +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 | |

| Source | Axiom | Adds |
|--------|-------|------|
| | | |
| | | |

| Item | Axiom | Notes |
|------------------|-------|-------------------------------|
| Magical Supplies | M10 | Spell components and grimoire |
| | | |
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PERKS & SPECIAL ABILITIES

| Perk | Effect |
|--------------|--|
| Realm Runner | Ignore first disconnection; ignore 4 points of reconnection penalties. |
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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 |
| | | | | | | | |
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Vulnerable
Skinned
Wound Tracker



WILD TALENT

| | | | |
|-------------|-----------------|------|------------|
| Name | Possibilities 4 | | |
| Race | Human | Cosm | Core Earth |
| Personality | Affiliation | | |
| | Drive | | |

ATTRIBUTES

| | | | | | |
|-----|-----|------|--------|-----|--------|
| Cha | Dex | Mind | Spirit | Str | MOVE |
| 9 | 7 | 9 | 10 | 7 | Run 21 |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

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

| | | | | | |
|-------|--|----|---|--|--|
| Armor | | | | | |
| 7 | | 10 | 3 | | |

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 |
|--------|-------|------|
| | | |
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| Item | Axiom | Notes |
|------|-------|-------|
| | | |
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PERKS & SPECIAL ABILITIES

| Perk | Effect |
|------------|--|
| Adaptation | Ignore violations of personal axioms when determining disconnection tests. |
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PSIONIC POWERS

| Power | Axiom | Skill(DN) | Range | Duration | Effect | Good | Outst. |
|-------|-------|-----------|-------|----------|--------|------|--------|
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Vulnerable
Skinned
Wound Tracker



WARRIOR

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

ATTRIBUTES

| Cha | Dex | Mind | Spirit | Str | MOVE |
|-----|-----|------|--------|-----|------|
| 6 | 8 | 7 | 8 | 9 | 8 |

DAMAGE

Toughness

Shock Wounds

Dodge Melee Unarmed

11

Armor

2

8

3

DEFENCES

WEAPONS & ATTACKS

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

SKILLS

ARMOR

OTHER GEAR

| Source | Axiom | Adds |
|------------|-------|------|
| Chain mail | T 10 | +2 |
| | | |

| Item | Axiom Notes | |
|------|-------------|--|
| | | |
| | | |
| | | |

PERKS & SPECIAL ABILITIES

[illegible]

| 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 | |
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Vulnerable

Stymied

Wound Tracker



WARLEADER

| | | | | |
|-------------|--|------|---------------|---|
| Name | | | Possibilities | 3 |
| Race | | Cosm | Affiliation | |
| Personality | | | Drive | |

ATTRIBUTES

| Cha | Dex | Mind | Spirit | Str | MOVE |
|-----|-----|------|--------|-----|------|
| 9 | 8 | 8 | 9 | 8 | 8 |

DAMAGE

Toughness

Shock Wounds

Dodge Melee Unarmed

Armor 10 2

Armor

9

3

DEFENCES



WEAPONS & ATTACKS

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

SKILLS

[illegible]

ARMOR

| Source | Axiom | Adds |
|------------|-------|------|
| Chain mail | T 10 | +2 |
| | | |

OTHER GEAR

| Item | Axiom Notes | |
|------|-------------|--|
| | | |
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PERKS & SPECIAL ABILITIES

[illegible]

Vulnerable

Stymied

Wound Tracker



ASSASSIN

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

ATTRIBUTES

| Cha | Dex | Mind | Spirit | Str | MOVE |
|-----|-----|------|--------|-----|-----------|
| 6 | 10 | 8 | 7 | 8 | 10 Run 30 |

DAMAGE

Toughness

Shock Wounds

Dodge Melee Unarmed

Armor

Armor

7

3



DEFENCES

WEAPONS & ATTACKS

| Weapon | Skill | Damage | Range | Notes |
|---------------|---------------|--------|----------|-------|
| Daggers | Melee/Missile | Str+3 | 10/20/30 | |
| Comp. Longbow | Missile | | 20/40/80 | |
| | | | | |

SKILLS

| Combat | Attribute | Adds | Value |
|--------------------|------------------|-------------|--------------|
| Dodge | Dex | +3 | |
| Melee Weapon | Dex | +3 | |
| Missile Weapon | Dex | +3 | |
| Unarmed | Dex | +1 | |
| Interaction | Attribute | Adds | Value |
| Intimidate | Spirit | | |
| Maneuver | Dex | +3 | |
| Taunt | Cha | | |
| Trick | Mind | +5 | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | +2 | |
| Find | Mind | +2 | |
| Stealth | Dex | +5 | |
| | | | |
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| | | | |

ARMOR

| Source | Axiom | Adds |
|----------------|-------|------|
| Leather Jerkin | T 8 | + 1 |
| | | |

OTHER GEAR

| Item | Axiom Notes | |
|------|-------------|--|
| | | |
| | | |
| | | |

PERKS & SPECIAL ABILITIES

[illegible]

Vulnerable

Stymied

Wound Tracker



WIZARD

| | | | |
|-------------|----------------------------|-------------|--|
| Name | Possibilities ³ | | |
| Race | Cosm | Affiliation | |
| Personality | Drive | | |

| ATTRIBUTES | | | | | MOVE | |
|------------|-----|------|--------|-----|------|--|
| Cha | Dex | Mind | Spirit | Str | Run | |
| 5 | 7 | 10 | 10 | 6 | 21 | |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

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

ARMOR

OTHER GEAR

SKILLS

| Combat | Attribute | Adds | Value |
|--------------|-----------|------|-------|
| Dodge | Dex | +3 | |
| Melee Weapon | Dex | +1 | |
| | Dex | | |
| | Dex | | |
| Interaction | Attribute | Adds | Value |
| Intimidate | Spirit | +2 | |
| Maneuver | Dex | | |
| Taunt | Cha | +2 | |
| Trick | Mind | +3 | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | +3 | |
| Alteration | Mind | +2 | |
| Divination | Mind | +2 | |
| Apportation | Spirit | +2 | |
| Conjuration | Spirit | +2 | |
| Find | Mind | +2 | |
| Scholar | Mind | +2 | |
| Willpower | Spirit | +2 | |
| | | | |

| Source | Axiom | Adds |
|--------|-------|------|
| | | |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| Perk | Effect |
|-----------|--------------------------------------|
| Resilient | -1 Shock from spell failures/mishaps |
| | |
| | |
| | |

SPELLS

| Spell | Axiom | Skill(DN) | Range | Duration | Effect | Good | Outst. |
|-------|-------|-----------|-------|----------|--------|------|--------|
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Vulnerable
Stymied
Wound Tracker



PRIEST

| | | | |
|-------------|----------------------------|-------------|--|
| Name | Possibilities ³ | | |
| Race | Cosm | Affiliation | |
| Personality | Drive | | |

| ATTRIBUTES | | | | | MOVE | |
|------------|-----|------|--------|-----|------|--|
| Cha | Dex | Mind | Spirit | Str | Run | |
| 7 | 7 | 8 | 12 | 7 | 21 | |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

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

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|-------|---|----|---|--|--|
| Armor | | | | | |
| 9 | 2 | 12 | 3 | | |

SKILLS

ARMOR

OTHER GEAR

| 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 | |
| | | | |
| | | | |
| | | | |

| Source | Axiom | Adds |
|-------------|-------|------|
| Elven Chain | 12 | +2 |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
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PERKS & SPECIAL ABILITIES

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

| Spell | Axiom | Skill(DN) | Range | Duration | Effect | Good | Outst. |
|-------|-------|-----------|-------|----------|--------|------|--------|
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Vulnerable
Stymied
Wound Tracker



UNDERCOVER AGENT

| | | | |
|-------------|-----------------|------|-------------|
| Name | Possibilities 3 | | |
| Race | Human | Cosm | Cyberpapacy |
| Personality | Affiliation | | |
| | Drive | | |

ATTRIBUTES

| | | | | | |
|-----|-----|------|--------|-----|----------|
| Cha | Dex | Mind | Spirit | Str | MOVE |
| 9 | 8 | 8 | 8 | 7 | Run 8 24 |

DAMAGE

| | | | | | |
|-----------|-------|--------|-------|-------|---------|
| Toughness | Shock | Wounds | Dodge | Melee | Unarmed |
| 9 | 2 | 8 | 3 | | |

DEFENCES

WEAPONS & ATTACKS

| Weapon | Skill | Damage | Range | Notes |
|-------------|-----------|--------|----------|---------------------|
| Unarmed | Unarmed | Str | | |
| 38 Revolver | Fire Cmbt | 12 | 10/25/40 | Small |
| Riot Stick | Melee | Str+3 | | Painful, non-lethal |

SKILLS

| Combat | Attribute | Adds | Value |
|--------------|-----------|------|-------|
| Dodge | Dex | +2 | |
| Fire Combat | Dex | +2 | |
| Melee Weapon | Dex | +1 | |
| | Dex | | |
| Interaction | Attribute | Adds | Value |
| Intimidate | Spirit | | |
| Maneuver | Dex | | |
| Taunt | Cha | | |
| Trick | Mind | +3 | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | +1 | |
| Computers | Mind | +2 | |
| Ev. Analysis | Mind | +2 | |
| Find | Mind | +2 | |
| Lockpicking | Dex | +2 | |
| Persuasion | Cha | +3 | |
| Stealth | Dex | +1 | |
| Streetwise | Cha | +2 | |

ARMOR

| Source | Axiom | Adds |
|------------------|-------|------|
| TriMesh clothing | T 24 | +2 |

OTHER GEAR

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| Perk | Effect |
|-----------------|--|
| | |
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| | |
| | |
| Cyberware | Effect |
| Cyber Eye | Find and tracking are Favored; Ignore 4 points of darkness penalties |
| Encrypted Comms | Connect to GodNet without detection |
| Integrated Gear | Integral lockpicks in hands; Lockpicking is Favored. |
| | |

Vulnerable
Stymied
Wound Tracker



CHURCH POLICE INVESTIGATOR

| | | | |
|-------------|-----------------|------|-------------|
| Name | Possibilities 3 | | |
| Race | Human | Cosm | Cyberpapacy |
| Affiliation | | | |
| Personality | Drive | | |

ATTRIBUTES

| | | | | | |
|-----|-----|------|--------|-----|----------|
| Cha | Dex | Mind | Spirit | Str | MOVE |
| 7 | 8 | 9 | 8 | 8 | Run 8 24 |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| | | | | | |
|-----------|-------|--------|-------|-------|---------|
| Toughness | Shock | Wounds | Dodge | Melee | Unarmed |
| Armor | 11 | 3 | 8 | 3 | |

| Weapon | Skill | Damage | Range | Notes |
|-----------------|---------|--------|------------|---------------------|
| Unarmed | Unarmed | Str | | |
| GodLight pistol | Energy | 14 | 50/100/500 | Small |
| Riot Stick | Melee | Str+3 | | Painful, Non-Lethal |

SKILLS

ARMOR

OTHER GEAR

| Combat | Attribute | Adds | Value |
|--------------|-----------|------|-------|
| Dodge | Dex | +1 | |
| Energy Weap. | Dex | +1 | |
| Melee Weapon | Dex | +1 | |
| | Dex | | |
| Interaction | Attribute | Adds | Value |
| Intimidate | Spirit | +2 | |
| Maneuver | Dex | | |
| Taunt | Cha | +1 | |
| Trick | Mind | +2 | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | +2 | |
| Computers | Mind | +2 | |
| Ev. Analysis | Mind | +3 | |
| Faith | Spirit | +2 | |
| Find | Mind | +5 | |
| Willpower | Spirit | +2 | |
| | | | |
| | | | |
| | | | |

| Source | Axiom | Adds |
|-----------------|-------|------|
| Armored uniform | T 24 | +3 |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| Perk | Effect |
|-----------------|---|
| Vengeful | When you take a Wound, next action against the offender is Up. |
| Insidious | On a successful Approved Action, discard a random Destiny card from each of the affected player characters' Action Pools. |
| | |
| | |
| | |
| Cyberware | Effect |
| Cyber Eyes | Find/tracking are Favored; Ignore 2 points of darkness penalties |
| EyeKill IV | Ignore 2 points of range penalties |
| Encrypted Comms | Connect to GodNet without detection |
| LifeLock Backup | Ignore 2 points of penalties when testing for Defeat. |

Vulnerable
Stymied
Wound Tracker



CYBER-INQUISITOR

| | | | |
|-------------|-----------------|------|-------------|
| Name | Possibilities 3 | | |
| Race | Human | Cosm | Cyberpapacy |
| Personality | Affiliation | | |
| | Drive | | |

ATTRIBUTES

| | | | | | |
|-----|-----|------|--------|-----|----------|
| Cha | Dex | Mind | Spirit | Str | MOVE |
| 8 | 7 | 9 | 11 | 7 | Run 8 24 |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| | | | | | |
|-----------|-------|--------|-------|-------|---------|
| Toughness | Shock | Wounds | Dodge | Melee | Unarmed |
| 9 | 2 | 11 | 3 | | |

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

SKILLS

ARMOR

OTHER GEAR

| 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 | |
| | | | |

| Source | Axiom | Adds |
|--------------|-------|------|
| Body Plating | T 26 | +2 |
| | | |

| 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
Stymied
Wound Tracker



EDEINOS WARRIOR

| | | | |
|-------------|-----------------|------|-------------|
| Name | Possibilities 3 | | |
| Race | Edeinos | Cosm | Living Land |
| Personality | Affiliation | | |
| | Drive | | |

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| | | | | | |
|-----------|-------|--------|-------|-------|---------|
| Toughness | Shock | Wounds | Dodge | Melee | Unarmed |
| Armor | | | | | |
| 12 | 2 | 8 | 3 | | |

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

SKILLS

ARMOR

OTHER GEAR

| 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 | |
| | | | |

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

PERKS & SPECIAL ABILITIES

| Perk | Effect |
|-----------|--|
| Whirlwind | Ignore 2 points of Multi-Targeting penalties |
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Vulnerable
4
Stunned
4
Wound Tracker
1
KO



EDEINOS OPTANT

Name _____ Possibilities 3

Race Edeinos Cosm Living Land Affiliation _____

Personality _____ Drive _____

ATTRIBUTES

Cha Dex Mind Spirit Str MOVE

8 9 6 11 10 9 Run 27

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

Armor 12 2 11 3

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

SKILLS

ARMOR

OTHER GEAR

| 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 | |

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

PERKS & SPECIAL ABILITIES

| Perk | Effect |
|------|--------|
| | |
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| | |

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 |
| | | | | | | | |
| | | | | | | | |
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Vulnerable 3
4
Stunned 3
4
Wound Tracker 1
3
KO



EDEINOS GOTAK

| | | | |
|-------------|-----------------|------|-------------|
| Name | Possibilities 3 | | |
| Race | Edeinos | Cosm | Living Land |
| Personality | Affiliation | | |
| | Drive | | |

| ATTRIBUTES | | | | | MOVE | |
|------------|-----|------|--------|-----|------|--|
| Cha | Dex | Mind | Spirit | Str | Run | |
| 6 | 9 | 6 | 11 | 10 | 9 | |
| | | | | | 27 | |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| | | | | | |
|-----------|-------|--------|-------|-------|---------|
| Toughness | Shock | Wounds | Dodge | Melee | Unarmed |
| Armor | | | | | |
| 12 | 2 | 11 | 3 | | |

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

SKILLS

ARMOR

OTHER GEAR

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

| Source | Axiom | Adds | Item | Axiom | Notes |
|------------|-------|------|------|-------|-------|
| Bone armor | Sp 11 | +2 | | | |
| | | | | | |

PERKS & SPECIAL ABILITIES

| Perk | Effect |
|------|--------|
| | |
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| | |

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 |
| Wither | 16 | Faith | 5m | Instant | 12 dmg, ignore phys. Armor | +1 BD | +2 BD |
| | | | | | | | |
| | | | | | | | |
| | | | | | | | |

Vulnerable
4
Stunned
4
Wound Tracker
1
5
6
KO



TYRANNOSAURUS REX

| Name | Possibilities |
|--------------|-----------------|
| RaceDinosaur | CosmLiving Land |
| | Affiliation |

ATTRIBUTES

Cha Dex Mind Spirit Str **MOVE**
Run
4 9 4 10 17 11 33

DAMAGE

Toughness

Shock Wounds

Dodge Melee Unarmed

Armor 20 3

14 4

4



DEFENCES

ATTACKS

| Weapon | Skill | Damage | Range | Notes |
|--------------|---------|--------|-------|-------|
| Bite & Claws | Unarmed | Str+3 | 20 | |
| | | | | |
| | | | | |

SKILLS

[illegible]

ARMOR

| Source | Adds |
|------------|------|
| Scaly Hide | +3 |

PERKS & SPECIAL ABILITIES

[illegible]

Vulnerable

Stymnied

Wound Tracker



TRICERATOPS

| | |
|-------------------------|---------------|
| Name | Possibilities |
| Race <u>Dinosaur</u> | Affiliation |
| Cosm <u>Living Land</u> | |

| ATTRIBUTES | | | | | MOVE | |
|------------|-----|------|--------|-----|------|--|
| Cha | Dex | Mind | Spirit | Str | Run | |
| 4 | 6 | 4 | 8 | 16 | 8 | |
| | | | | | 24 | |

DAMAGE

DEFENCES

ATTACKS

| | | | | | |
|-----------|-------|--------|-------|-------|---------|
| Toughness | Shock | Wounds | Dodge | Melee | Unarmed |
| 19 | 3 | 12 | 3 | | |

| Weapon | Skill | Damage | Range | Notes |
|--------|---------|--------|-------|-------|
| Horns | Unarmed | Str+2 | | |
| | | | | |
| | | | | |

SKILLS

ARMOR

| Source | Adds |
|-------------------|------|
| Bony Crest & Hide | +3 |

PERKS & SPECIAL ABILITIES

| Combat | Attribute | Adds | Value |
|----------------|-----------|------|-------|
| Dodge | Dex | +3 | |
| Unarmed | Dex | +3 | |
| Missile Weapon | Dex | | |
| Interaction | Attribute | Adds | Value |
| Intimidate | Spirit | +2 | |
| Maneuver | Dex | +1 | |
| Taunt | Cha | | |
| Trick | Mind | | |
| Other | Attribute | Adds | Value |
| Stealth | Dex | +1 | |
| | | | |
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| Perk | Effect |
|------------|---|
| Very Large | Attacks against this target gain a +4 bonus; increased Shock and Wounds (incl.) |
| Charge | +2 damage to an attack if triceratops moves more than a walk. |
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- Vulnerable
- Stymied
- Wound Tracker



TANK

| Name | Possibilities |
|--------------|------------------|
| RaceDinosaur | Cosm Living Land |
| | Affiliation |

ATTRIBUTES

Cha

Dex

Min

Spirit

Str

MOVE

4

6

3

8

15

8 24

DAMAGE

Toughness

Shock Wounds

Dodge Melee Unarmed

Armor

19

4

12

3

DEFENCES

Dodge Melee Unarmed



ATTACKS

| Weapon | Skill | Damage | Range | Notes |
|------------|---------|--------|-------|---|
| Fil Spikes | Unarmed | Str+3 | | Ignore 4 points of Multi-Target penalty |
| | | | | |
| | | | | |

SKILLS

[illegible]

ARMOR

| Source | Adds |
|------------------|------|
| Defensive Plates | + 4 |

PERKS & SPECIAL ABILITIES

[illegible]

Vulnerable

Stymnied

Wound Tracker



RAPTOR

| Name | Possibilities |
|--------------|------------------|
| RaceDinosaur | Cosm Living Land |
| | Affiliation |

ATTRIBUTES

Cha Dex Mind Spirit Str **MOVE**
5 10 5 8 10 12 36

DAMAGE

Toughness

Shock Wounds

Armor

12

2

8

1

DEFENCES

Dodge Melee Unarmed

Melee Unarmed

Unarmed

ATTACKS

| Weapon | Skill | Damage | Range | Notes |
|--------------|---------|--------|-------|-------|
| Bite & Claws | Unarmed | Str+2 | | |
| | | | | |
| | | | | |

SKILLS

[illegible]

ARMOR

| Source | Adds |
|------------|------|
| Scaly Hide | +2 |

PERKS & SPECIAL ABILITIES

[illegible]

Vulnerable

Stymnied

Wound Tracker



SABRE-TOOTH CAT

Name _____ Possibilities _____
Race Great Cat Cosm Living Land Affiliation _____

ATTRIBUTES

| | | | | | |
|-----|-----|------|--------|-----|-----------|
| Cha | Dex | Mind | Spirit | Str | MOVE |
| 6 | 10 | 5 | 7 | 12 | Run 12 36 |

DAMAGE

DEFENCES

ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

Armor 12 9 2

| Weapon | Skill | Damage | Range | Notes |
|--------------|---------|--------|-------|-------|
| Bite & Claws | Unarmed | Str+2 | | |
| | | | | |
| | | | | |

SKILLS

ARMOR

| | |
|--------|------|
| Source | Adds |
| | |

PERKS & SPECIAL ABILITIES

| Combat | Attribute | Adds | Value |
|----------------|-----------|------|-------|
| Dodge | Dex | | |
| Unarmed | Dex | | |
| Missile Weapon | Dex | | |
| Interaction | Attribute | Adds | Value |
| Intimidate | Spirit | | |
| Maneuver | Dex | | |
| Taunt | Cha | | |
| Trick | Mind | | |
| Other | Attribute | Adds | Value |
| | | | |
| | | | |
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| Perk | Effect |
|-------|---|
| Large | Attacks against this target gain a +2 bonus; increased Shock and Wounds (incl.) |
| | |
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Vulnerable 10

Stymied 4

Wound Tracker 10



LAKTEN

| | | | | |
|------|----------|------|---------------|-------------|
| Name | | | Possibilities | — |
| Race | Dinosaur | Cosm | Living Land | Affiliation |

ATTRIBUTES

Cha Dex Mind Spirit Str **MOVE**
Run

5 11 4 7 12 11 33

DAMAGE

Toughness

Shock Wounds

Armor

13

1

9

2

DEFENCES

Dodge Melee Unarmed

Melee Unarmed

Unarmed

ATTACKS

| Weapon | Skill | Damage | Range | Notes |
|--------------|---------|--------|-------|-------|
| Bite & Claws | Unarmed | Str+2 | | |
| | | | | |
| | | | | |

SKILLS

[illegible]

ARMOR

| Source | Adds |
|------------|------|
| Scaly Hide | + 1 |

PERKS & SPECIAL ABILITIES

[illegible]

Vulnerable

Stymnied

Wound Tracker



BRONTOSAUR

| Name | Possibilities |
|--------------|------------------|
| RaceDinosaur | Cosm Living Land |
| | Affiliation |

ATTRIBUTES

Cha

Dex

Min

Spirit

Str

MOVE

4

4

4

7

20

6 18

DAMAGE

Toughness

Shock Wounds

Dodge Melee Unarmed

Armor

(23)

3

11

4

DEFENCES

Dodge Melee Unarmed



ATTACKS

| Weapon | Skill | Damage | Range | Notes |
|--------|---------|--------|----------|-------|
| Bite | Unarmed | Str+2 | 5m reach | |
| | | | | |
| | | | | |

SKILLS

[illegible]

ARMOR

| Source | Adds |
|------------|------|
| Scaly Hide | +3 |

PERKS & SPECIAL ABILITIES

[illegible]

Vulnerable

Stymnied

Wound | racker



PULP HENCHMAN

| | | | | |
|-------------|-------|------|----------------------------|-------------|
| Name | | | Possibilities ² | |
| Race | Human | Cosm | Nile Empire | Affiliation |
| Personality | | | Drive | |

ATTRIBUTES

Cha Dex Mind Spirit Str **MOVE**
Run

DAMAGE

Toughness

Shock Wounds

Dodge Melee Unarmed



3

DEFENCES



WEAPONS & ATTACKS

| Weapons & Attackers | | | | | |
|---------------------|---------|--------|--|-------|-------|
| Weapon | Skill | Damage | | Range | Notes |
| Unarmed | Unarmed | Str | | | |
| | | | | | |
| | | | | | |

SKILLS

| Combat | Attribute | Adds | Value |
|---------------|-----------|------|-------|
| Dodge | Dex | + 1 | |
| Fire Combat | Dex | + 1 | |
| Unarmed | Dex | + 1 | |
| | Dex | | |
| Interaction | Attribute | Adds | Value |
| Intimidate | Spirit | + 1 | |
| Maneuver | Dex | | |
| Taunt | Cha | | |
| Trick | Mind | | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | + 1 | |
| Land Vehicles | Dex | + 2 | |
| Stealth | Dex | + 1 | |
| Streetwise | Cha | + 1 | |
| Taunt | Cha | + 1 | |
| | | | |
| | | | |
| | | | |
| | | | |

ARMOR

| Source | Axiom | Adds |
|--------|-------|------|
| | | |
| | | |

OTHER GEAR

| Item | Axiom Notes | |
|------|-------------|--|
| | | |
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| Perk | Effect |
|------------|--------------|
| | |
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| Pulp Power | Effect |
| | Limitations: |
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Vulnerable

Stymied

Wound Tracker

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CRIMINAL MASTERMIND

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|-------------|----------------------------|-------|-------------|
| Name | Possibilities ³ | | |
| Race | Human | Cosm | Nile Empire |
| Affiliation | | Drive | |
| Personality | | | |

| ATTRIBUTES | | | | | MOVE | |
|------------|-----|------|--------|-----|------|--|
| Cha | Dex | Mind | Spirit | Str | Run | |
| +2 | | +1 | +2 | | | |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| | | | | | |
|-----------|-------|--------|-------|-------|---------|
| Toughness | Shock | Wounds | Dodge | Melee | Unarmed |
| Armor | | 3 | | | |

| Weapon | Skill | Damage | Range | Notes |
|---------------|-----------|--------|----------|-------|
| Unarmed | Unarmed | Str | | |
| Mauser pistol | Fire Cmbt | 13 | 10/25/40 | |
| | | | | |

SKILLS

ARMOR

OTHER GEAR

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

| Source | Axiom | Adds |
|--------|-------|------|
| | | |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
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| | | |

PERKS & SPECIAL ABILITIES

| Perk | Effect |
|------------|--|
| 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. |
| Minions | May transfer any hit to a lackey within a few meters if they succeed at a <i>reality</i> test. |
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| Pulp Power | Effect Limitations: |
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| | |

Vulnerable
Stymied
Wound Tracker



BATTLEGROUP COMMANDER

| | | | | |
|-------------|-------|------|----------------------------|-------------|
| Name | | | Possibilities ³ | |
| Race | Human | Cosm | Nile Empire | Affiliation |
| Personality | | | Drive | |

ATTRIBUTES

Cha

Dex

Mind

Spirit

Str

MOVE

Run

1

1

DAMAGE

Toughness

Shock Wounds

Dodge Melee Unarmed

Armor

3

DEFENCES

WEAPONS & ATTACKS

| Weapons & Ammunition | | | | | |
|----------------------|---------|--------|--|-------|-------|
| Weapon | Skill | Damage | | Range | Notes |
| Unarmed | Unarmed | Str | | | |
| | | | | | |
| | | | | | |

SKILLS

[illegible]

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. |
| | |
| | |
| | |
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| | |
| | |
| Pulp Power | Effect |
| | |
| | |
| | |
| | |

Vulnerable

Stymied

Wound Tracker



VAMPYRE

| | | | | |
|-------------|--------|------|---------------|-------------|
| Name | | | Possibilities | 3 |
| Race | Undead | Cosm | Orrorsh | Affiliation |
| Personality | | | Fatal Flaw | |
| True Death | | | | |

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| Toughness | Armor | Shock | Wounds | Dodge | Melee | Unarmed |
|-----------|-------|-------|--------|-------|-------|---------|
| 11 | | 10 | 3 | | | |

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

SKILLS

ARMOR

OTHER GEAR

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

| Source | Axiom | Adds |
|--------|-------|------|
| | | |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |

PERKS & SPECIAL ABILITIES

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

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

Vulnerable
Stymied
Wound Tracker



WEREWOLF

ATTRIBUTES

Cha **5** Dex **11/7** Mind **5** Spirit **8** Str **14/10** MOVE **11** Run **33**

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

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

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

| Source | Axiom | Adds |
|------------|-------|------|
| Furry hide | | +3 |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| Interaction | Attribute | Adds | Value |
|-------------|-----------|------|-------|
| Intimidate | Spirit | +3 | |
| Maneuver | Dex | +3 | |
| Taunt | Cha | | (10) |
| Trick | Mind | | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | +2 | |
| Find | Mind | +5 | |
| 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 |
| | |
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| | |
| | |

Vulnerable 10
4
Scrimed 10
4
Wound Tracker 10
10



WERE-BAT

ATTRIBUTES

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

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness **14** 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

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

| Source | Axiom | Adds |
|------------|-------|------|
| Furry hide | | +2 |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |

PERKS & SPECIAL ABILITIES

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

Vulnerable 10
4
Scalped 10
4
Wound Tracker 10
10



Snake-Person

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

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| Toughness | Armor | Shock | Wounds | Dodge | Melee | Unarmed |
|-----------|-------|-------|--------|-------|-------|---------|
| 15 | 3 | 10 | 3 | | | |

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

SKILLS

ARMOR

OTHER GEAR

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

| Source | Axiom | Adds |
|--------|-------|------|
| Scales | | +3 |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| 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 | |
| | | | |
| | | | |
| | | | |
| | | | |

| 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. |
| | |
| | |
| | |
| | |
| | |

Vulnerable
4
Scrimed
4
Wound Tracker
1
6
3
KO

FISH-CREATURE



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

| ATTRIBUTES | | | | | MOVE | |
|------------|------|------|--------|------|------|----|
| Cha | Dex | Mind | Spirit | Str | Run | |
| 4 | 10/6 | 7 | 8 | 4/10 | 10 | 36 |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| Toughness | Armor | Shock | Wounds | Dodge | Melee | Unarmed |
|-----------|-------|-------|--------|-------|-------|---------|
| 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 |
| | |
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Vulnerable
4
Scalmed
4
Wound Tracker
1
6
X



WERE-TIGER

ATTRIBUTES

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

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

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

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

| Source | Axiom | Adds |
|------------|-------|------|
| Furry hide | | +2 |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| Interaction | Attribute | Adds | Value |
|-------------|-----------|------|-------|
| Intimidate | Spirit | +3 | |
| Maneuver | Dex | +3 | |
| Taunt | Cha | +3 | |
| Trick | Mind | | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | +2 | |
| Find | Mind | +5 | |
| Stealth | Dex | +5 | |
| 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 |
| Darkvision | Ignore 4 points of darkness penalties |
| | |
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| | |
| | |
| | |

Vulnerable 10
4
Scrimed 10
4
Wound Tracker 10
10

SHAPESHIFTER



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

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| Toughness | Armor | Shock | Wounds | Dodge | Melee | Unarmed |
|-----------|-------|-------|--------|-------|-------|---------|
| 9 | | 7 | 3 | | | |

| Weapon | Skill | Damage | Range | Notes |
|--------|-------|--------|-------|-------|
| | | | | |
| | | | | |
| | | | | |

SKILLS

ARMOR

OTHER GEAR

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

| Source | Axiom | Adds |
|--------|-------|------|
| | | |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| Interaction | Attribute | Adds | Value |
|-------------|-----------|------|-------|
| Intimidate | Spirit | | |
| Maneuver | Dex | +2 | |
| Taunt | Cha | | |
| Trick | Mind | +5 | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | +3 | |
| Find | Mind | +2 | |
| Stealth | Dex | +5 | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

| 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 Stymied. |
| 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. |
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| | |

Vulnerable
 Stymied
 Wound Tracker



EVIL SPIRIT

| | | | |
|--------------------|----------------------------|-------------|--|
| Name | Possibilities ³ | | |
| Race Spirit | Cosm Orrorsh | Affiliation | |
| Personality | | Fatal Flaw | |
| True Death | | | |

| ATTRIBUTES | | | | | MOVE |
|------------|-----|------|--------|-----|------|
| Cha | Dex | Mind | Spirit | Str | Run |
| 10 | 7 | 7 | 12 | 4 | 7 |
| | | | | | 21 |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| Toughness | Shock | Wounds | Dodge | Melee | Unarmed |
|-----------|-------|--------|-------|-------|---------|
| 4 | | 12 | 3 | | |

| Weapon | Skill | Damage | Range | Notes |
|--------|-------|--------|-------|-------|
| | | | | |
| | | | | |
| | | | | |

SKILLS

ARMOR

OTHER GEAR

| Combat | Attribute | Adds | Value |
|---------|-----------|------|-------|
| Dodge | Dex | +1 | |
| Unarmed | Dex | +1 | |
| | Dex | | |
| | Dex | | |

| Source | Axiom | Adds |
|--------|-------|------|
| | | |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| Interaction | Attribute | Adds | Value |
|-------------|-----------|------|-------|
| Intimidate | Spirit | +2 | |
| Maneuver | Dex | +1 | |
| Taunt | Cha | +1 | |
| Trick | Mind | +3 | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | +2 | |
| Find | Mind | +1 | |
| Persuasion | Cha | +3 | |
| Stealth | Dex | +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. |
| Ethereal | May move through walls and solid objects, and is immune to non-magical physical attacks |
| Possession | On an Outstanding persuasion success vs. willpower, the spirit takes control of the person's body, gaining the use of their Dex, Str, and any purely physical Perks. |
| Undead | Immune to poison and effects which require breathing, eating or other "living" processes. |
| | |
| | |
| | |
| | |
| | |

Vulnerable
4
Stymied
4
Wound Tracker
1
6
3
KO



GHOST

| | | | | | |
|-------------|--------|------|---------------|-------------|--|
| Name | | | Possibilities | | |
| Race | Spirit | Cosm | Orrorsh | Affiliation | |
| Personality | | | Fatal Flaw | | |
| True Death | | | | | |

| ATTRIBUTES | | | | | | MOVE | |
|------------|-----|------|--------|-----|---|------|--|
| Cha | Dex | Mind | Spirit | Str | | Run | |
| 7 | 7 | 5 | 10 | 5 | 7 | 21 | |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| Toughness | Shock | Wounds | Dodge | Melee | Unarmed |
|-----------|-------|--------|-------|-------|---------|
| 4 | | 12 | 1 | | |

| Weapon | Skill | Damage | Range | Notes |
|--------|-------|--------|-------|-------|
| | | | | |
| | | | | |
| | | | | |

SKILLS

ARMOR

OTHER GEAR

| Combat | Attribute | Adds | Value |
|---------|-----------|------|-------|
| Dodge | Dex | +1 | |
| Unarmed | Dex | +1 | |
| | Dex | | |
| | Dex | | |

| Source | Axiom | Adds |
|--------|-------|------|
| | | |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| Interaction | Attribute | Adds | Value |
|-------------|-----------|------|-------|
| Intimidate | Spirit | +2 | |
| Maneuver | Dex | +2 | |
| Taunt | Cha | +1 | |
| Trick | Mind | +3 | |
| Other | Attribute | Adds | Value |
| Find | Mind | +1 | |
| Persuasion | Cha | +3 | |
| Stealth | Dex | +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. |
| Ethereal | May move through walls and solid objects, and is immune to non-magical physical attacks |
| Disturbance | Pick up and hurl objects within a Large Blast, with the ghost at the center This is an unarmed combat attack that deals Strength +1 (6) damage. |
| Undead | Immune to poison and effects which require breathing, eating or other "living" processes. |
| | |
| | |
| | |
| | |
| | |

Vulnerable
4
Stymied
4
Wound Tracker
1
KO

GHOUL LORD



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

| ATTRIBUTES | | | | | MOVE | |
|------------|-----|------|--------|-----|------|----|
| Cha | Dex | Mind | Spirit | Str | Run | |
| 4 | 9 | 5 | 7 | 10 | 11 | 33 |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| Toughness | Armor | Shock | Wounds | Dodge | Melee | Unarmed |
|-----------|-------|-------|--------|-------|-------|---------|
| 10 | | 9 | 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 |
|--------|-------|------|
| | | |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |

PERKS & SPECIAL ABILITIES

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

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

Vulnerable
 4
 Stymied
 2
 4
 Wound Tracker
 1
 2
 3
 KO



GHOUL

Name _____ Possibilities _____
Race Undead Cosm Orrorsh Affiliation _____
True Death Killed with a bone from a disturbed grave.

ATTRIBUTES

Cha Dex Mind Spirit Str MOVE
4 9 5 7 10 11 33

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed
Armor 10 9 -

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

ARMOR

OTHER GEAR

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

| Source | Axiom | Adds |
|--------|-------|------|
| | | |
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| Interaction | Attribute | Adds | Value |
|-------------|-----------|------|-------|
| Intimidate | Spirit | +2 | |
| Maneuver | Dex | +3 | |
| Taunt | Cha | | |
| Trick | Mind | +2 | |
| Other | Attribute | Adds | Value |
| Tracking | Mind | +5 | |
| | | | |
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| 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 |
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Vulnerable 2
4
Stymied 2
4



OCCULTIST

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

| ATTRIBUTES | | | | | MOVE |
|------------|-----|------|--------|-----|------|
| Cha | Dex | Mind | Spirit | Str | Run |
| 4 | 7 | 10 | 10 | 6 | 7 21 |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| Toughness | Shock | Wounds | Dodge | Melee | Unarmed |
|-----------|-------|--------|-------|-------|---------|
| 6 | | 10 | 3 | | |

| Weapon | Skill | Damage | Range | Notes |
|---------------|-------|--------|-------|-------|
| Ritual dagger | Melee | Str+1 | | |
| | | | | |
| | | | | |

SKILLS

ARMOR

OTHER GEAR

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

| Source | Axiom | Adds |
|--------|-------|------|
| | | |
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| Item | Axiom | Notes |
|---------|-------|--|
| Sanctum | M 13 | Spellcasting is Favored, costs a Corruption test |
| | | |
| | | |

PERKS & SPECIAL ABILITIES

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

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 |

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

| Other | Attribute | Adds | Value |
|------------|-----------|------|-------|
| Reality | Spirit | +3 | |
| Alteration | Mind | +5 | |
| Divination | Mind | +5 | |
| Scholar | Mind | +3 | |
| Willpower | Spirit | +5 | |
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Vulnerable
4
Stymied
4
Wound Tracker
1
6
9
KO



MAD SCIENTIST

| | | | |
|---------------|-------|------|---------|
| Name | | | |
| Race | Human | Cosm | Orrorsh |
| Personality | | | |
| True Death | | | |
| Possibilities | 3 | | |
| Affiliation | | | |
| Fatal Flaw | | | |

| ATTRIBUTES | | | | | | MOVE |
|------------|-----|------|--------|-----|---|------|
| Cha | Dex | Mind | Spirit | Str | | Run |
| 4 | 6 | 14 | 8 | 6 | 6 | 18 |

DAMAGE

DEFENCES

WEAPONS & ATTACKS

| Toughness | Armor | Shock | Wounds | Dodge | Melee | Unarmed |
|-----------|-------|-------|--------|-------|-------|---------|
| 7 | 1 | 8 | 3 | | | |

| Weapon | Skill | Damage | Range | Notes |
|-----------------|-----------|--------|----------|-------------|
| Demon's Breath | Missile | 16 | 10/20/40 | Small Blast |
| Webley revolver | Fire Cmbt | 13 | 10/25/40 | |
| | | | | |

SKILLS

ARMOR

OTHER GEAR

| Combat | Attribute | Adds | Value |
|----------------|-----------|------|-------|
| Dodge | Dex | +3 | |
| Fire Combat | Dex | +1 | |
| Missile Weapon | Dex | +2 | |
| | Dex | | |

| Source | Axiom | Adds |
|---------------|-------|------|
| Leather apron | 10 | +1 |
| | | |

| Item | Axiom | Notes |
|------------|-------|--|
| Laboratory | M 12 | Science is Favored, requires a Corruption test |
| | | |

PERKS & SPECIAL ABILITIES

| Interaction | Attribute | Adds | Value |
|-------------|-----------|------|-------|
| Intimidate | Spirit | +1 | |
| Maneuver | Dex | | |
| Taunt | Cha | +3 | |
| Trick | Mind | +1 | |

| Perk | Effect |
|---------|--|
| Alchemy | Create a variety of alchemical preparations (see p. 92) |
| 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. |
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| Other | Attribute | Adds | Value |
|---------|-----------|------|-------|
| Reality | Spirit | +5 | |
| Scholar | Mind | +3 | |
| Science | Mind | +5 | |
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Vulnerable
4
Savvied
4
Wound Tracker
1
KO

SERIAL KILLER



| | | | |
|----------------------|----------------------------|-------------|--|
| Name | Possibilities ³ | | |
| Race <u>Human???</u> | Cosm <u>Ororsh</u> | Affiliation | |
| Personality | Fatal Flaw | | |
| True Death | | | |

| ATTRIBUTES | | | | | MOVE | |
|------------|-----|------|--------|-----|------|----|
| Cha | Dex | Mind | Spirit | Str | Run | |
| 8 | 10 | 8 | 10 | 9 | 10 | 30 |

| DAMAGE | | DEFENCES | | | |
|-----------|-------|----------|-------|-------|---------|
| Toughness | Shock | Wounds | Dodge | Melee | Unarmed |
| 9 | | 12 | 3 | | |

| WEAPONS & ATTACKS | | | | |
|-------------------|-------|--------|-------|-------|
| Weapon | Skill | Damage | Range | Notes |
| | | | | |
| | | | | |
| | | | | |

SKILLS

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

ARMOR

| Source | Axiom | Adds |
|--------|-------|------|
| | | |
| | | |

OTHER GEAR

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| 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. |
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Vulnerable
 4
 Sighted
 3
 4
 Wound Tracker
 1
 2
 3
 4



YOKAI

Name _____ Possibilities 3

Race Jiangshi Cosm Pan-Pacifica

Personality _____

ATTRIBUTES

Cha Dex Mind Spirit Str MOVE

6 10 5 9 13 10 30

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

Armor 13 3

| Weapon | Skill | Damage | Range | Notes |
|--------------|---------|--------|-------|-------|
| Bite & Claws | Unarmed | Str+2 | | |
| | | | | |
| | | | | |

SKILLS

ARMOR

OTHER GEAR

| Combat | Attribute | Adds | Value |
|-------------|-----------|------|-------|
| Dodge | Dex | +3 | |
| Unarmed | Dex | +3 | |
| | Dex | | |
| | Dex | | |
| Interaction | Attribute | Adds | Value |
| Intimidate | Spirit | +5 | |
| Maneuver | Dex | +2 | |
| Taunt | Cha | | |
| Trick | Mind | | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | +1 | |
| Find | Mind | +2 | |
| Stealth | Dex | +1 | |
| | | | |
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| Source | Axiom | Adds |
|--------|-------|------|
| | | |

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |

SPECIAL ABILITIES

| Perk | Effect |
|-------------------|---|
| Fear | Upon first encountering this creature a hero must test willpower or Spirit or become Very Stymied. |
| Infected | Ords KO'ed or Defeated by this creature become infected themselves. <i>Reality</i> -rated characters slain by infected rise as jiangshi sometime within the act |
| Regen (Very Fast) | Spend a Possibility on its turn as a simple action to heal one Wound. |
| Relentless | Ignores Shock |
| Undead | Immune to poison and other effects that require breathing, eating, or other "living" processes. |
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Vulnerable
Stymied
Wound Tracker



TECHNODEMON

| | | | | | |
|-------------|-----------|------|----------|---------------|---|
| Name | | | | Possibilities | 3 |
| Race | Tharkoldu | Cosm | Tharkold | Affiliation | |
| Personality | | | | Specialty | |

| ATTRIBUTES | | | | | | MOVE |
|------------|-----|------|--------|-----|------|------|
| Cha | Dex | Mind | Spirit | Str | Run | |
| 8 | 8 | 9 | 10 | 14 | 8 24 | |

DAMAGE

Toughness

Shock Wounds

Dodge Melee Unarmed

| | | | | | |
|-------|---|----|---|--|--|
| Armor | | | | | |
| 17 | 3 | 12 | 5 | | |

DEFENCES

WEAPONS & ATTACKS

| Weapon | Skill | Damage | Range | Notes |
|-----------------|---------|--------|-------------|--|
| Unarmed | Unarmed | Str | | |
| Chain Whip | Melee | Str+3 | Reach 5m | Can be used to grapple; <i>Conjuration</i> to summon |
| Alph Pulverizer | Energy | | 17 20/40/80 | |

SKILLS

| Combat | Attribute | Adds | Value |
|---------------|-----------|------|-------|
| Dodge | Dex | +2 | |
| Energy Weapon | Dex | +2 | |
| Melee Weapon | Dex | +3 | |
| Unarmed | Dex | +2 | |
| Interaction | Attribute | Adds | Value |
| Intimidate | Spirit | +5 | |
| Maneuver | Dex | +2 | |
| Taunt | Cha | +2 | |
| Trick | Mind | +1 | |
| Other | Attribute | Adds | Value |
| Reality | Spirit | +3 | |
| Conjuration | Spirit | +2 | |
| Find | Dex | +3 | |
| | | | |
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| | | | |
| | | | |

ARMOR

| Source | Axiom | Adds |
|---------------|-------|------|
| Cyber plating | T 25 | +3 |

OTHER GEAR

| Item | Axiom | Notes |
|------|-------|-------|
| | | |
| | | |

PERKS & SPECIAL ABILITIES

| Perk | Effect |
|----------------|---|
| Chains | Use <i>conjuration</i> to summon chains and attack (as Chain Whip) within 50m |
| Dread | While a technodemon is present, a Standard Scene becomes a Dramatic Scene |
| Fear | When first Encountering, heroes must test willpower or Spirit or become Very Stymied. |
| Flight | Move 10 in the air |
| Large | 3m+. Attacks against them gain +2 bonus |
| Minions | May transfer any hit to a lackey within a few meters if they succeed at a reality test. |
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| | |
| | |
| Occultech | Effect |
| Weapon Dock | Recharge Alph weapons with 1 Shock |
| Darksight Eyes | Ignore 6 points of darkness penalties |
| | |
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| | |

Vulnerable
Stymied
Wound Tracker

