

Daniel Heywood

Cameraman

STRENGTH: 14 **Damage Bonus:** +1d4
CONSTITUTION: 10
SIZE: 11
DEXTERITY: 15
APPEARANCE: 10
INTELLIGENCE: 15 **Idea:** 75%
POWER: 9 **Luck:** 60%
EDUCATION: 17 **Know:** 85%

Male, Aged 31, Nationality: UK
 School & Degrees: BA Journalism and Visual Media, Imperial College London
 Diploma in Videography, NFI

Mental Disorders:

Magic Points: 9 8 7 6 5 4 3 2 1 **Unconscious**

Hit Points: 10 9 8 7 6 5 4 3 2 1 0 -1 -2 **Dead**

San: [45] 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24
 23 22 21 20 19 18 17 16 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 ☺

Skills:

Accounting	10%	Electronics	40%	Navigate/Sea, Air	01%
Anthropology	10%	Fast Talk	35%	Navigate/Land	10%
Archaeology	01%	First Aid	30%	Occult	15%
Architecture	01%	Geology	01%	Op Hvy Machinery	01%
Art (Photomontage)	35%	Hide	10%	Parachuting	01%
Astronomy	01%	History	20%	Persuade	10%
Bargain	05%	Hypnosis	05%	Pharmacy	01%
Biology	01%	Jump	25%	Photography	58%
Boating	10%	Law	20%	Physics	01%
Botany	01%	Library Use	30%	Pilot	01%
Carpentry	10%	Lang. (English)	85%	Psychology	25%
Chemistry	01%	Lang. (French)	20%	Quote TV Show	45%
Climb	40%	Lang. (German)	05%	Ride	05%
Conceal	15%	Listen	40%	Sailing	01%
Computer Use	36%	Locksmith	01%	SCUBA	01%
Credit Rating	35%	Martial Arts	01%	Sneak	30%
Demolitions	01%	Mathematics	10%	Spot Hidden	45%
Cthulhu Mythos	00%	Mech. Repair	50%	Swim	25%
Disguise	05%	Medicine	05%	Throw	25%
Dodge	26%	Military Science	05%	Track	10%
Drive Auto	45%	Natural History	01%	Videography	60%
Electrical Repair	50%	Film Editing	28%	Video Production	40%

Combat Skills:

Fist / Punch	70%	1d3+1d4
Kick	25%	1d6+1d4
Club	70%	1d8+1d4
Brawl	60%	1d4+1

You were a shy child until your parents gave you a camera for your birthday. You discovered a knack for taking just the right image at just the right time, and your self-confidence grew along with your talent.

Although you knew what you intended to do for a career for years, you took the advice of teachers and family and went on to university, where your high marks in Visual Media helped you to skate over the journalism part of the course – you have a great love for the dramatic which prevented truly objective reporting. Your willingness to sacrifice accuracy to effect was noted, and your tutors suggested that you move into entertainment photography rather than journalism.

They were happy to write you a good recommendation for the Diploma course in camera techniques run at the National Film Institute; you fitted in well and obtained a pass mark within a year. After then, you moved on to traineeships with the BBC, studio work and outside broadcast units. You decided that the flexibility and creativity of outside broadcasts was where you belonged, and you took a permanent post in the Drama Location Unit. Six years experience gave you the skills you needed, but didn't satisfy an increasing level of boredom; after all, you can only take so many costume dramas! You moved into the commercial sector, eventually fetching up at the Sci-Fi Channel. So far, you've not had many assignments outside the studio – but perhaps this trip to Wales could be a real chance to display the talent they hired you for. And if there's no real story...well, you picked up a few special effects tricks at the NFI you think would fly for the producers.

Helen O'Keeffe: She's a good, reliable sound technician. Not above playing a few pranks, like smacking people on the head with the boom, but serious when it matters. She's been decent company on various assignments that you've both been on, and you consider her a friend, even if not a close one.

Zoe Whitehouse: She's pretty clever with improvising props and outfits from basics. Her makeup technique leaves a lot to be desired, as more than one guest has been left looking over-tanned and wide-eyed. She's friends with Helen, but you haven't got to know each other well yet. There's a hard-edged look to her eyes and a constant sense of distrust about her.

John McMullan: Nutter. Good company to be in though, if you can steer him away from his violent film obsession. You're not exactly sure what he used to do, other than working for his family but you're not particularly eager to find out. Still you're glad to have him around, even though he is basically just 'hired muscle'. His constant suggestions on how you should use YOUR camera do annoy you sometimes.

Karen Edwards: The Team geek and proud of it, which wouldn't be so bad if she wasn't so damn attractive. Yet she doesn't really seem to notice. Are you jealous? Perhaps, but when you get her to talk about something other than Sci-Fi (who wants to talk shop anyway all the time?) and Computers she is quite pleasant.

Martin Jamieson: You're one of the few people that can get along with him. Others have described him as a "typical public schoolboy" in derogatory terms, and you do admit that his upbringing has seemed to have affected his confidence with women. Still he is very good at his job, which is to keep track of all budget and expenses and arrange all necessary permissions for you to film. Woe betide everyone if you spend more money than is allocated to the shoot though.

Combat Skills:

Fist / Punch	50%	1d3
Kick	75%	1d6
Knife	30%	1d4 + 2

Sound technician wasn't necessarily the job you had in mind when you thought about your future career, but you just seem to have fallen into it. Despite being bright at school, you were frustrated with the abstract and (to you) impractical world of academic qualifications. You took your A-levels, to show that you could do it as much as for anything but then followed your own inclinations into vocational training as an electrical engineer. This course of study was cut short when, visiting a relative in the States, you became involved in a careers day event held by the local division of CBS. They were impressed with your potential, and offered you an internship. You don't know why you accepted, but you did and never looked back. The experience of working for a news station, with flexible broadcast requirements has stood your CV in good stead when applying for jobs back home. You're currently working at the Sci-Fi Channel; the hours are good, your colleagues are more or less okay people, plus you get to spend time with your girlfriend.

Daniel Heywood: Several times you and he have spent nights in a pub, complaining about everything from relationships to politics, with the aid of alcohol. He's a good friend and you work well together.

Zoe Whitehouse: Zoe and you have been seeing each other for nearly a year now, and you care very deeply about each other. You're not sure if any of your colleagues know about your relationship, and you'd rather keep it quiet – because you're aware that it's considered unprofessional to be dating a co-worker, male or female. She's thoughtful, intelligent and funny to be around, and best of all, you're often assigned to the same broadcast team. She takes care of props and appearances, you make sure everyone gets heard.

John McMullan: An absolute hoot. Many's a time you've been glad of his physical presence, and that the bosses had the foresight to hire a security guy. He has an almost encyclopedic knowledge of films, most of them of the violent variety.

Karen Edwards: The Team geek and proud of it. Men fall at her feet, but she hasn't the sense or the desire to take advantage of it. Having said that, when you get her to talk about something other than Sci-Fi (who wants to talk shop anyway all the time?) and Computers she is quite pleasant. You think that perhaps she needs a push to meet the right man.

Martin Jamieson: "Typical public schoolboy" – and you don't mean that in any complimentary sense. He seems to have difficulties with women (and you in particular), and you suspect that he knows about you and Zoe. He is very good at the admin side of things though, which is about his only saving grace.

Combat Skills:

Fist / Punch	50%	1d3
Kick	25%	1d6
Foil/Epee	40%	1d6 + 1

You wanted to be an actor ever since you were little. You took part in school plays, joined theatre clubs, chose Theatre Studies as your degree course...and then reached the conclusion in your second year that you were never going to be a good actor, let alone a great one. However, you were able to switch your courses to stagecraft, prop management and other behind the scenes skills – which you could and did shine at. You spent the remaining two years of university assuming the positions of stage manager, producer, and designer – and you loved it. You still have some skill as a character actor, but you just get stage fright when asked to perform. Which is a shame, because you have an ability for constructing props and costumes out of almost nothing; you're a popular babysitter with your brother's two children and you occasionally demonstrate Blue Peter-style makes for school classes...but will probably never present a TV segment on the subject.

At the moment, you're rounding out your experience at the Sci-Fi Channel working as a wardrobe and make-up assistant. You're having an absolute ball with some of the weird effects you're asked to create, and you still keep your hand in with prop design. This is your first outside broadcast, and you're hoping that with your collection of paints, glues, tools, sewing box, make-up kit and just a few basic items to work with, you'll see it through in style. Travelling light is laudable, but you don't want to get caught unawares.

Daniel Heywood: He's slightly creepy in the way he looks at the world; he seems all tense until he has a camera against his eye, and then he's all arrogant. You also suspect him of making a play for Helen.

Helen O'Keeffe: You've been seeing Helen for nearly a year now, and it just doesn't seem that long. You get a little restless every time you think of the time it's been, when is she going to let it become public? As long as the two of you don't let it affect your work, nobody should object or have a right to do so, Helen's ridiculous notions of 'professionalism' aside. Still, a little disagreement in a relationship is perfectly healthy...isn't it?

John McMullan: An absolute hoot. Many's a time you've been glad of his physical presence, and that the bosses had the foresight to hire a security guy. He has an almost encyclopedic knowledge of films, most of them of the violent variety.

Karen Edwards: The Team geek and proud of it. Men fall at her feet, but she hasn't the sense or the desire to take advantage of it. Having said that, when you get her to talk about something other than Sci-Fi (who wants to talk shop anyway all the time?) and Computers she is quite pleasant. Perhaps you and Helen could fix her up with someone – take her mind off all that gadgetry.

Martin Jamieson: "Typical public schoolboy" – and you don't mean that in any complimentary sense. He seems to have difficulties with women, and you suspect that he knows about you and Helen. He is very good at the admin side of things though, which is about his only saving grace. He seems to have a permanent sneer on his face.

John McMullan

Security Liaison Officer

STRENGTH: 15 **Damage Bonus:** +1d4
CONSTITUTION: 14
SIZE: 16
DEXTERITY: 10
APPEARANCE: 08
INTELLIGENCE: 10 **Idea:** 50%
POWER: 12 **Luck:** 60%
EDUCATION: 15 **Know:** 75%

Male, Aged 30, Nationality: UK
School & Degrees: None

Mental Disorders:

Magic Points: 12 11 10 9 8 7 6 5 4 3 2 1 **Unconscious**

Hit Points: 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 **Dead**

San: [60] 60 59 58 57 56 55 54 53 52 51 50 49
48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25
24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 ☺

Skills:

Accounting	05%	Electronics	01%	Navigate/Sea, Air	01%
Anthropology	01%	Fast Talk	65%	Navigate/Land	10%
Archaeology	01%	First Aid	60%	Occult	05%
Architecture	01%	Geology	01%	Op Hvy Machinery	01%
Art	05%	Hide	45%	Parachuting	01%
Astronomy	01%	History	20%	Persuade	45%
Bargain	05%	Hypnosis	01%	Pharmacy	01%
Biology	01%	Jump	65%	Photography	01%
Boating	10%	Law	05%	Physics	01%
Botany	01%	Library Use	20%	Pilot	01%
Carpentry	05%	Lang. (English)	70%	Psychoanalysis	01%
Chemistry	01%	Lang.	00%	Psychology	35%
Climb	75%	Lang.	00%	Ride	05%
Conceal	60%	Listen	40%	Sailing	01%
Computer Use	21%	Locksmith	45%	SCUBA	01%
Credit Rating	35%	Martial Arts	15%	Sneak	60%
Demolitions	20%	Mathematics	10%	Spot Hidden	70%
Cthulhu Mythos	00%	Mech. Repair	20%	Swim	45%
Disguise	15%	Medicine	15%	Throw	35%
Dodge	30%	Military Science	15%	Track	20%
Drive Auto	30%	Natural History	10%	Film Knowledge	50%
Electrical Repair	15%				

Combat Skills:

Fist / Punch	50%	1d3+db	Cosh	60%	1d8+db
Kick	45%	1d6+db			
SMG	60%				
Handgun	70%				

You grew up in the East End of London, where family and morals were very important, in that order. The family business was officially 'debt-collecting', although extortion and racketeering would be a more accurate name for it. You were always fascinated but repelled at the same time by extreme violence (something which you were no stranger to during your adolescence working in the family business). This developed into a fascination with such violent films like *The Godfather* and *Taxi Driver*, and the cinema in general. This gradually turned into an obsession, and you even attempted to go to acting school, but you were thrown out after 'accidentally' breaking someone's leg during a stunt that went wrong (the fellow was a complete jerk). For several years after this you worked for a security firm doing various assignments around the Capital, although you were careful never to intrude on your family's old patch. Even then, you kept your ear to the ground and three years ago a job came up handling security and liaison duties for a small film company in Hertfordshire. It was here you came into contact with the Sci-Fi Channel, who were one of the film company's main clients. A year ago, the company went bust, and you managed to get a job with the Sci-Fi Channel; Your job is officially a 'Security Liaison Officer', which means you are primarily responsible for the safety of Camera Crew and Members of the Public involved in Sci-Fi Channel Productions. Essentially, you are 'hired muscle'. It's not a bad job – you do get to go out with Camera Crews often, although your suggestions to both the Camera techies themselves and the Editors include a more realistic level of violence seem to be failing on deaf ears.

Daniel Heywood: The man is a camera fanatic. Which would be good, except that he refuses to take any advice from you as he thinks he's the "Camera God". Not everyone's perfect hence he should have the good grace to accept your advice, especially since you've spent years gaining tips and trips from all those films you have watched.

Zoe Whitehouse: Nice funny girl. She is good with props and makeup and all that jazz. She would have been handy back in the family business.

Helen O'Keeffe: She knows per job (sound technician) – you've got to give her credit for that. Plus she is a willing ear as you expound on your near-encyclopedic knowledge of films. And she finds your jokes funny. Could you be onto something here?

Karen Edwards: The Team geek and proud of it. You've seen men fall at her feet (secretly you wish you could too), but she hasn't the sense or the desire to take advantage of it. What's wrong with her? Maybe she prefers the company of women. Though her constant talk about computers and other gizmos would put anyone off.

Martin Jamieson: Some of the girls have problems with Martin, but *mano a mano* you know where he is coming from. Compared to you, his success with women is very unspectacular. Something to do with all that number crunching and budget juggling that he does. Or maybe he is simply gay?

Karen Edwards

Technician/Computer Expert

STRENGTH: 15
CONSTITUTION: 13
SIZE: 13
DEXTERITY: 12
APPEARANCE: 17
INTELLIGENCE: 14
POWER: 18
EDUCATION: 12

Damage Bonus:

Idea: 70%
Luck: 90%
Know: 60%

Female, Aged 28, Nationality: UK:
 School & Degrees: Bachelor's Degree in Computer Science

Mental Disorders:

Magic Points: 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 **Unconscious**

Hit Points: 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 **Dead**

San: [65] 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50 49
 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25
 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 ☺

Skills:

Accounting	10%	Electrical Repair	35%	Navigate/Sea, Air	01%
Anthropology	01%	Electronics	45%	Navigate/Land	10%
Archaeology	01%	Fast Talk	30%	Occult	05%
Architecture	01%	First Aid	15%	Op Hvy Machinery	01%
Art	05%	Geology	01%	Parachuting	01%
Astronomy	35%	Hide	10%	Persuade	15%
Bargain	05%	History	20%	Pharmacy	01%
Biology	01%	Hypnosis	01%	Photography	10%
Boating	10%	Jump	25%	Physics	20%
Botany	01%	Listen	40%	Pilot	01%
Carpentry	01%	Library Use	25%	Psychoanalysis	01%
Chemistry	01%	Lang. (English)	60%	Psychology	05%
Climb	40%	Lang. C++	35%	Ride	05%
Conceal	15%	Lang. Java	30%	Sailing	01%
Computer Use	75%	Lang. Perl	30%	SCUBA	01%
Credit Rating	15%	Locksmith	30%	Sneak	20%
Demolitions	01%	Martial Arts	41%	Spot Hidden	35%
Cryptography	20%	Mathematics	10%	Swim	25%
Cthulhu Mythos	00%	Mech. Repair	20%	Throw	25%
Disguise	05%	Medicine	05%	Track	10%
Dodge	25%	Military Science	01%	Video Production	10%
Drive Auto	20%	Natural History	10%	Videography	10%

Combat Skills:

Fist / Punch	50%	1d3+db	Soldering	40%	1d4
Kick	40%	1d6+db	Iron		
Mace Spray	80%				

Computers are wonderful things. Much better than people, although when you do notice them, men seem to fall at your feet. Ever since your childhood, in affluent Royal Tunbridge you have felt this way. That you were spoiled rotten by your rich parents and indulged with the latest gadgets and gizmos didn't hurt either. You barely scraped through University, although bedding one of your lecturers might have had something to do with it. Up until a couple of years ago you contracted in the IT Industry, but you took a pay cut to work for the Sci-Fi Channel (your dream job as your second interest after computers is Sci-Fi of all kinds). In your time with the Sci-Fi Channel, you have broadened your skillbase to include aspects of Video Editing and general technology – after all, they're just gadgets as well. You feel that to be without your laptop is to be to naked, although you have heard rumours that the guys back at the office are planning something to that effect after you get back...

Daniel Heywood: The man is a camera fanatic. A.k.a “The Camera God” (well, that seems to be what he thinks of himself). Still, apart from this, a pleasant enough chap, especially in the pub.

Zoe Whitehouse: Nice funny girl. She is good with props and makeup and all that jazz. If only her and Helen would stop trying to fix you up with blokes...

Helen O'Keeffe: For a sound technician (aka “Fuzzy”) she sure is nice. Too nice though. Could she be coming on to you? Probably it's your imagination and you've been watching to many episodes of Buffy.

John McMullan: The man is a bore. Does nothing but talk about films and probably has an IQ of about 8 (that is when his knuckles don't touch the ground). He occasionally stares at you in a peculiar way, which could be mistaken for a lustful sneer. Still, you still remember your judo you were forced to take at school, so if he tries anything, he's going to regret it.

Martin Jamieson: Snob. You have never done anything to him, but that sneer. So much for public schools producing rounded people. Definitely gay but afraid to admit it. Typical accountant though – all he does talk about is numbers and “balancing the budget”. In the early days he made a clumsy attempt to come on to you – although your knee in his groin soon sorted things out.

Martin Jamieson

Administrator/Accountant

STRENGTH: 12 **Damage Bonus:** +1d4
CONSTITUTION: 13
SIZE: 14
DEXTERITY: 12
APPEARANCE: 15
INTELLIGENCE: 17 **Idea:** 85%
POWER: 9 **Luck:** 45%
EDUCATION: 16 **Know:** 80%

Male, Aged 35, Nationality: UK:
School & Degrees: Chartered Accountant

Mental Disorders:

Magic Points: 13 12 11 10 9 8 7 6 5 4 3 2 1 **Unconscious**

Hit Points: 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 -1 -2 **Dead**

San: [45] 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25
 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 09 08 07 06 05 04 03 02 01 ☺

Skills:

Accounting	60%	Electrical Repair	01%	Navigate/Sea, Air	01%
Anthropology	01%	Electronics	01%	Navigate/Land	10%
Archaeology	01%	Fast Talk	05%	Occult	05%
Architecture	01%	First Aid	10%	Op Hvy Machinery	01%
Art	05%	Geology	01%	Parachuting	01%
Astronomy	01%	Hide	30%	Persuade	35%
Bargain	05%	History	25%	Pharmacy	01%
Biology	01%	Hypnosis	01%	Photography	10%
Boating	10%	Jump	25%	Physics	01%
Botany	01%	Law	05%	Pilot	01%
Carpentry	10%	Library Use	45%	Psychoanalysis	20%
Chemistry	01%	Lang. (English)	80%	Psychology	35%
Climb	40%	Lang. (Latin)	40%	Ride	05%
Conceal	60%	Lang.	00%	Sailing	01%
Computer Use	30%	Listen	25%	SCUBA	01%
Credit Rating	65%	Locksmith	05%	Sneak	10%
Demolitions	20%	Martial Arts	01%	Spot Hidden	30%
Cryptography	30%	Mathematics	10%	Swim	25%
Cthulhu Mythos	00%	Mech. Repair	10%	Throw	25%
Disguise	30%	Medicine	05%	Track	10%
Dodge	40%	Military Science	01%		
Drive Auto	20%	Natural History	10%		

Combat Skills:

Fist / Punch	50%	1d3+db
Kick	40%	1d6+db
SMG	00%	
Handgun	60%	

If only other people could manage resources as well as you, then the human race would be in a much better condition. It was inevitable that you would gravitate towards accountancy – it is the art and science of numbers in their highest form. Oh, your public school education (Harrow naturally) helped. Going to a single-sex grammar school followed by a public school installed supreme confidence in you – deadlines are challenges to be accepted and then hammered into the ground in submission, and no challenge is too difficult for you. If only those damn women would stay in the home and stop taking all the jobs, you would be working in a high-flying merchant bank in the City, instead of this weird TV outfit. Hmmmph. ‘The Sci-Fi Channel’ indeed. Such presumption! Still, the rest of the Team need a firm guiding hand, and someone has got to do it. You only hope that this sudden trip to Wales isn’t an excuse for the others to escape your iron will! You shall see.

Daniel Heywood: One of only two people on the team to understand where you are coming from. You even accept his obsession with his camera. Could he be called a friend? Not quite, but you’re working on it.

Zoe Whitehouse: Well, at least she isn’t taking a man’s job. Makeup indeed! There’s definitely something going on between her and Helen. The very thought of what her and Helen could get up to alone sends shivers down yours spine.

Helen O’Keeffe: Ugh. Sound “Technician” is one of those jobs that you are quite sure that men can do much more properly than women. Especially given the way her and Zoe look at each other. Completely unprofessional behaviour. You haven’t went to your superiors with your suspicions yet as you need evidence or your superiors would not believe you.

Karen Edwards: Bitch. You can still remember the incident where she attacked you completely unprovoked and out of the blue. You didn’t report it because she would have made things and everyone would have believed her and not you. Another reason why women are wrongly taking all the jobs that rightfully belong to men. Especially computers – who every heard of a women working in computers?

John McMullan: John is on the same wavelength as you – *mano a mano* and all that. You can actually hold a conversation with him. He seems to appreciate your concern for the facts and figures and the budget.