

SLAYER (HERO)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Shooting d8

Pace: 6; **Parry:** 8; **Toughness:** 7

Gear: Leather Armor (+1), Ripper claws (Str+3; Parry+1); mini-Crossbow.

Abilities: Block, Combat Reflexes, Quick.

Cost: 118



SLAYERETTE (HERO)

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

Skills: Fighting d6, Guts d8, Shooting d10

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Leather Armor (+1), crossbow, wooden stake (Str+1).

Abilities: Brave, Champion, Combat Reflexes.

Cost: 114



WHITECHAPEL IRREGULARS (4)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Guts d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Heavy Coat (+1), pistol.

Abilities: Brave.

Cost: 164



THE SLAYERS (4)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Silver hand weapons (Str+2), wooden stake (Str+1).

Abilities: Brave.

Cost: 172



MONSTER HUNTER (HERO)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 7

Gear: Leather armor (+1), The Impaler, with silver and wooden bolts (see text); silver dagger (Str+1); stake (Str+1).

Abilities: Block, Trademark Weapon (Impaler).

Cost: 124



LADY MONSTER HUNTER (HERO)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Leather Armor (+1), Gatling pistol (silver bullets).

Abilities: Block, Rock and Roll.

Cost: 104



GYPSY BAND (4)

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

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Silver dagger (Str+1), stake (Str+1), Wolvesbane.

Abilities:

• **Curse:** Each Gypsy can target one enemy figure in sight per round. That figure must make a Spirit roll or be Shaken.

Cost: 140



WOLFEN JAEGER (4)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Musket (silver bullets), silver dagger (Str+1).

Abilities: Brave, Marksman.

Cost: 216



GRAND MASTER (HERO)

Attributes: Agility d4, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Faith d12

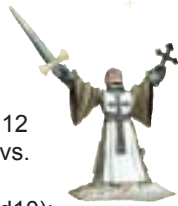
Pace: 6, **Parry:** 5, **Toughness:** 5 (8 vs. supernatural attacks)

Gear: Blessed golden cross (Str+1d10); Holy Vestments (+3 armor vs supernatural attacks)

Abilities: Champion, Holy Warrior.

• **Arcane Background (Blessed):** *Armor, bolt (rays of light), deflection, heal, smite.* (30 Power Points.)

Cost: 104



ARCHERS (4)

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

Skills: Fighting d4, Guts d10, Shooting d10

Pace: 6, **Parry:** 6, **Toughness:** 5 (+3 armor vs supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); crossbow.

Abilities: Champion, Marksman.

Cost: 192



ARCHERS (4)

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

Skills: Fighting d4, Guts d10, Shooting d10

Pace: 6, **Parry:** 6, **Toughness:** 5 (+3 armor vs supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); crossbow.

Abilities: Champion, Marksman.

Cost: 192



CHOIR BOYS (8)

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

Skills: Fighting d4

Pace: 4, **Parry:** 4, **Toughness:** 4 (7 vs. supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); punch (Str).

Abilities:

• **Song of St. George:** See text.

Cost: 184



SISTERS OF MERCY (4)

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

Skills: Fighting d4, Guts d10

Pace: 6, **Parry:** 4, **Toughness:** 4

Gear: Holy Vestments (+3 armor vs supernatural attacks); Punch (Str).

Abilities: Healer, Healing, Independent.

Cost: 120



SISTERS OF MERCY (4)

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

Skills: Fighting d4, Guts d10

Pace: 6, **Parry:** 4, **Toughness:** 4

Gear: Holy Vestments (+3 armor vs supernatural attacks); Punch (Str).

Abilities: Healer, Healing, Independent.

Cost: 120



WARRIORS (4)

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

Skills: Fighting d8, Guts d10

Pace: 6, **Parry:** 6, **Toughness:** 5 (8 vs. supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); sword (Str+3).

Abilities: Champion.

Cost: 156



WARRIORS (4)

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

Skills: Fighting d8, Guts d10

Pace: 6, **Parry:** 6, **Toughness:** 5 (8 vs. supernatural attacks)

Gear: Holy Vestments (+3 armor vs supernatural attacks); sword (Str+3).

Abilities: Champion.

Cost: 156



VETERAN WITCH HUNTER (HERO)

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Shooting d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Great sword (Str+4), black powder pistol.

Abilities: Improved Arcane Resistance, Improved Sweep, Strong Willed.

Cost: 124



WITCH HUNTERS (4)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Sword (Str+3), black powder pistol.

Abilities: Arcane Resistance, Strong Willed.

Cost: 200

WITCH HUNTERS (4)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Sword (Str+3), black powder pistol.

Abilities: Arcane Resistance, Strong Willed.

Cost: 200

WITCH HUNTERS (4)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Sword (Str+3), black powder pistol.

Abilities: Arcane Resistance, Strong Willed.

Cost: 200

VENGANTS (5)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Hand Weapons (Str+1).

Abilities:

• **Righteous Fury:** Vengants add +2 to all Strength rolls.

Cost: 125



VENGANTS (5)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Hand Weapons (Str+1).

Abilities:

• **Righteous Fury:** Vengants add +2 to all Strength rolls.

Cost: 125



BLOOD HOUNDS (SINGLE PAIR)

(Handlers)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Pistol.

Abilities: -

Cost: 81

(Blood Hounds)

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Bite (Str+1).

Abilities: Improved Frenzy.



EXPLORER (HERO)

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Shooting d8, Taunt d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Pistol, shotgun, saber (Str+2), torch (Str+1).

Abilities: Level Headed, Great Luck.

Cost: 142



SCHOLAR (HERO)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d6, Shooting d6

Pace: 6, **Parry:** 4, **Toughness:** 5

Gear: Pistol, saber (Str+2).

Abilities: Luck.

• **Scholar:** Scholars who trigger a Strange Locale with a random table can roll twice and take their choice of results.

Cost: 70



DIGGERS (4)

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

Skills: Fighting d8, Guts d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Shovels (Str+2; Parry +1)

Abilities: Sweep.

Cost: 136



DIGGERS (4)

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

Skills: Fighting d8, Guts d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Shovels (Str+2; Parry +1)

Abilities: Sweep.

Cost: 136

HIRED GUNS (4)

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

Skills: Fighting d8, Guts d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Rifle, knife (Str+1).

Abilities: Brave.

Cost: 204



HIRED GUNS (4)

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

Skills: Fighting d8, Guts d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Rifle, knife (Str+1).

Abilities: Brave.

Cost: 204

TOMB GUARDS (4)

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

Skills: Fighting d10, Guts d10, Throwing d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Sword (Str+2); throwing knives (Str+1).

Abilities: Brave.

Cost: 172



TOMB GUARDS (4)

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

Skills: Fighting d10, Guts d10, Throwing d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Sword (Str+2); throwing knives (Str+1).

Abilities: Brave.

Cost: 172

GADGET HERO (HERO)

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Shooting d10, Taunt d8

Pace: 6, **Parry:** 7, **Toughness:** 7

Gear: Leather costume (+1), mini-crossbow (silver and wooden bolts, trick bolts).

Abilities:

• **Trick Bolts:** See text.

Cost: 130



ACROBATIC HEROINE (HERO)

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Taunt d8

Pace: 6, **Parry:** 10, **Toughness:** 7

Gear: Leather costume (+1), silver-tipped wooden staff (Str+2; Parry +1).

Abilities: Improved Block, Improved Dodge, Quick.

Cost: 94



CONSTABLES (4)

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

Skills: Fighting d8, Guts d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Wooden batons (Str+1).

Abilities: Brave.

Cost: 136



CONSTABLES (4)

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

Skills: Fighting d8, Guts d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Wooden batons (Str+1).

Abilities: Brave.

Cost: 136



CONSTABLES (4)

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

Skills: Fighting d8, Guts d8

Pace: 6, **Parry:** 6, **Toughness:** 6

Gear: Wooden batons (Str+1).

Abilities: Brave.

Cost: 136



MILITIA (8)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Musket, club (musket) (Str+2).

Abilities: —

Cost: 296



MILITIA (8)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Musket, club (musket) (Str+2).

Abilities: —

Cost: 296



MILITIA (8)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6, **Parry:** 5, **Toughness:** 5

Gear: Musket, club (musket) (Str+2).

Abilities: —

Cost: 296



PRIEST (HERO)

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Faith d8, Fighting d8, Guts d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: —

Abilities: Champion, Holy Warrior.

• **Arcane Background (Blessed):** *Armor, bolt, deflection.* (30 Power Points.)

Cost: 110



PRIEST (HERO)

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Faith d8, Fighting d8, Guts d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: —

Abilities: Champion, Holy Warrior.

• **Arcane Background (Blessed):** *Armor, bolt, deflection.* (30 Power Points.)

Cost: 110



SOLDIERS (4)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Rifles, bayonets (count as spear, Str+2, Parry +1).

Abilities: Brave.

Cost: 216

SOLDIERS (4)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Rifles, bayonets (count as spear, Str+2, Parry +1).

Abilities: Brave.

Cost: 216

SOLDIERS (4)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Rifles, bayonets (count as spear, Str+2, Parry +1).

Abilities: Brave.

Cost: 216

OFFICERS (1)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Pistol, saber (Str+2).

Abilities: Brave.

• **Command:** Soldiers within 4" of the officer add +1 to their Spirit rolls to recover from being Shaken.

Cost: 53

OFFICERS (1)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Pistol, saber (Str+2).

Abilities: Brave.

• **Command:** Soldiers within 4" of the officer add +1 to their Spirit rolls to recover from being Shaken.

Cost: 53

OFFICERS (1)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Pistol, saber (Str+2).

Abilities: Brave.

• **Command:** Soldiers within 4" of the officer add +1 to their Spirit rolls to recover from being Shaken.

Cost: 53

VAMPIRE LORD (VILLAIN)

Attributes: Agility d10, Smarts d12, Spirit d12, Strength d12+4, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d12, Spellcasting d12

Pace: 6; **Parry:** 8; **Toughness:** 12

Gear: Various Armor +2, Bite (Str+3), Large Cursed Hand Weapons Str+1d10.

Abilities: Fear -2, Undead, Wall Walker, Weakness (Wood).

• **Arcane Background (Magic):** Any 5 powers of your choosing. (30 Power Points.)

Cost: 212



VAMPIRE COUNT (VILLAIN)

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Spellcasting d10

Pace: 6; **Parry:** 8; **Toughness:** 10

Gear: Bite (Str+2).

Abilities: Fear, Undead, Uninvited, Wall Walker, Weakness (Wood).

• **Arcane Background (Magic):** *Deflection, puppet, obscure (mist)*. (30 Power Points.)

Cost: 150



VAMPIRE (VILLAIN)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Gear: Bite (Str+2.)

Abilities: Undead, Uninvited, Weakness (Wood).

Cost: 86



CONCUBINE (I)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Bite (Str+2).

Abilities: Guardian (Vampire Count only), Undead, Uninvited, Weakness (Wood).

• **Seduction:** Concubines are incredibly beautiful. Any human male figure who wants to attack a Concubine suffers a -2 penalty.

Cost: 37



COSSACK GUARD (4)

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

Skills: Fighting d8, Guts d8, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 8

Gear: Heavy coats (+1), rifle, saber (Str+2).

Abilities: Block, Brawny, Combat Reflexes.

Cost: 232



NOSFERATU (4)

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

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Gear: Claws (Str+2.)

Abilities: Fear, Frenzy, Undead.

• **Hiss:** Each Nosferatu can target one enemy figure within 12" and illicit an evil hiss. That figure must make a Guts roll or be Shaken.



RAT SWARM (I SWARM)

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d6

Skills: —

Pace: 6; **Parry:** 5; **Toughness:** 5

Abilities: Swarm.

Cost: 30

RAT SWARM (I SWARM)

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d6

Skills: —

Pace: 6; **Parry:** 5; **Toughness:** 5

Abilities: Swarm.

Cost: 30

WEREWOLF (VILLAIN)

Attributes: Agility d10, Smarts Spirit d8, Strength d12, Vigor d8

Skills: Fighting d10, Guts d10

Pace: 8; **Parry:** 7; **Toughness:**

Gear: Claws (Str+2).

Abilities: Combat Reflexes, Fleet Footed, Improved Frenzy, Quick, Weakness (Silver).

• **Bay:** See text.

Cost: 92



d6,

5



WEREWOLF (VILLAIN)

Attributes: Agility d10, Smarts Spirit d8, Strength d12, Vigor d8

Skills: Fighting d10, Guts d10

Pace: 8; **Parry:** 7; **Toughness:**

Gear: Claws (Str+2).

Abilities: Combat Reflexes, Fleet Footed, Improved Frenzy, Quick, Weakness (Silver).

• **Bay:** See text.

Cost: 92



d6,

5



WOLF MEN (4)

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8

Pace: 6; **Parry:** 6; **Toughness:**

6

Gear: Claws (Str+2).

Abilities: Fleet Footed, Improved Frenzy.

Cost: 168



WOLF MEN (4)

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8

Pace: 6; **Parry:** 6; **Toughness:**

6

Gear: Claws (Str+2).

Abilities: Fleet Footed, Improved Frenzy.

Cost: 168



WOLF PACK (6)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Gear: Bite (Str+1).

Abilities: Fleet Footed.

Cost: 174



WOLF PACK (6)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Gear: Bite (Str+1).

Abilities: Fleet Footed.

Cost: 174



WOLF PACK (6)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Gear: Bite (Str+1).

Abilities: Fleet Footed.

Cost: 174



WOLF PACK (6)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Gear: Bite (Str+1).

Abilities: Fleet Footed.

Cost: 174



ROYAL MUMMY (VILLAIN)

Attributes: Agility d4, Smarts d10, Spirit d12, Strength d12+4, Vigor d12+2

Skills: Fighting d10, Guts d12, Intimidation d10, Spellcasting d10

Pace: 4; **Parry:** 7; **Toughness:** 11

Gear: Crushing Grasp (Str+2).

Abilities: Improved Arcane Resistance, Undead, Weakness (Fire).

• **Arcane Background:** *Barrier (sand), bolt (stream of scarab beetles), deflection (swirling sand), fear (unearthly cry), obscurement (sandstorm).* (30 Power Points)

Cost: 168



SERVITOR MUMMY (I)

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Abilities: Improved Arcane Resistance, Fear, Undead, Weakness (Fire).

• **Mummy Rot:** Anyone touched by a Servitor Mummy, whether he is damaged or not, must make a Vigor roll. Failure means the figure has "mummy rot" and suffers an immediate wound!

Cost: 60



SERVITOR MUMMY (I)

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Abilities: Improved Arcane Resistance, Fear, Undead, Weakness (Fire).

• **Mummy Rot:** Anyone touched by a Servitor Mummy, whether he is damaged or not, must make a Vigor roll. Failure means the figure has "mummy rot" and suffers an immediate wound!

Cost: 60



EVIL CULTISTS (4)

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

Skills: Fighting d8, Guts d6, Intimidation d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: Sword (Str+2); throwing knives (Str+1).

Abilities: Brave.

Cost: 140



EVIL CULTISTS (4)

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

Skills: Fighting d8, Guts d6, Intimidation d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: Sword (Str+2); throwing knives (Str+1).

Abilities: Brave.

Cost: 140



EVIL CULTISTS (4)

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

Skills: Fighting d8, Guts d6, Intimidation d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 5

Gear: Sword (Str+2); throwing knives (Str+1).

Abilities: Brave.

Cost: 140



MINION OF SET (VILLAIN)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8

Pace: 6; **Parry:** 7; **Toughness:** 12

Gear: Cursed Polearm (Str+1d10).

Abilities: Construct, Improved Arcane Resistance, Armor +4, Improved Sweep.

Cost: 114



MINION OF SET (VILLAIN)

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d8

Pace: 6; **Parry:** 7; **Toughness:** 12

Gear: Cursed Polearm (Str+1d10).

Abilities: Construct, Improved Arcane Resistance, Armor +4, Improved Sweep.

Cost: 114



HEADLESS HORSEMAN

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10

Pace: 6; **Parry:** 8; **Toughness:** 8

Gear: Cursed Saber (Str+1d10).

Abilities: Block, Undead.

• **Flaming Head:** The Headless Horseman can throw flaming heads. These have a range of 3/6/12 and explode in a Medium Burst Template, causing 3d6 damage to all within.

Cost: 180



(Horse)

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d10

Pace: 8; **Parry:** 7; **Toughness:** 8

Gear: Flaming hooves (Str+3).

Abilities: Fleet Footed, Guardian (to Horseman), Size+3.

• **Charge:** If the horseman moves over 6" toward his foe, he adds +4 to his damage roll.



PUMPKIN JACK (VILLAIN)

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

Skills: Fighting d8, Guts d6, Spellcasting d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Staff (Str+2; Parry +2; Reach 1)

Abilities: Fear.

• **Arcane Background:** *Blast (exploding pumpkins), deflection (mystical aura).* (30 Power Points)

Cost: 106



PUMPKIN JACK (VILLAIN)

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

Skills: Fighting d8, Guts d6, Spellcasting d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Staff (Str+2; Parry +2; Reach 1)

Abilities: Fear.

• **Arcane Background:** *Blast (exploding pumpkins), deflection (mystical aura).* (30 Power Points)

Cost: 106



SCARECROW (4)

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Various Hand Weapons (Str+2).

Abilities: Construct, Fear, Fearless.

Cost: 156



SCARECROW (4)

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Various Hand Weapons (Str+2).

Abilities: Construct, Fear, Fearless.

Cost: 156



SCARECROW (4)

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Various Hand Weapons (Str+2).

Abilities: Construct, Fear, Fearless.

Cost: 156



SCARECROW (4)

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Various Hand Weapons (Str+2).

Abilities: Construct, Fear, Fearless.

Cost: 156



RING MASTER (VILLAIN)

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d10, Vigor d8
Skills: Fighting d8, Guts d6, Throwing d10

Pace: 6; **Parry:** 6; **Toughness:** 8

Gear: Cursed Throwing Knives (Str+1d6, whip (see below), padded suit (Armor +2).

Abilities:

• **Whip:** See text.

Cost: 106



CANDY MEN (VILLAIN)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Guts d6, Throwing d12

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Bite (Str+3), Cotton Candy (see below).

Abilities:

• **Cotton Candy:** See text.

Cost: 104



BEARDED LADIES (4)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Punch (Str).

Abilities: Size+2.

• **Living Hair:** See text.

Cost: 150



CANDY MEN (VILLAIN)

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Guts d6, Throwing d12

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: Bite (Str+3), Cotton Candy (see below).

Abilities:

• **Cotton Candy:** See text.

Cost: 104



FREAKS (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Guts d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Claws (Str+1).

Abilities: Fear.

Cost: 148



FREAKS (4)

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Guts d6

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Claws (Str+1).

Abilities: Fear.

Cost: 148



KILLER CLOWNS (4)

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Clown Clothes (Armor +1).

Abilities:

• **Bag of Marbles:** See text.

• **Baseball Bat:** See text.

• **Squirting Flower:** See text.

Cost: 200



KILLER CLOWNS (4)

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10

Pace: 6; **Parry:** 6; **Toughness:** 7

Gear: Clown Clothes (Armor +1).

Abilities:

• **Bag of Marbles:** See text.

• **Baseball Bat:** See text.

• **Squirting Flower:** See text.

Cost: 200



WITCH (VILLAIN)

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

Skills: Fighting d8, Guts d6, Spellcasting d10

Pace: 6; **Parry:** 2; **Toughness:** 6

Gear: Cursed Knife (Str+1d6)

Abilities:

- **Arcane Background (Magic):** Bolt (beam of black light), blast (hellfire), fly (broomstick). (30 Power Points each.)

Cost: 86



WITCH (VILLAIN)

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

Skills: Fighting d8, Guts d6, Spellcasting d10

Pace: 6; **Parry:** 2; **Toughness:** 6

Gear: Cursed Knife (Str+1d6)

Abilities:

- **Arcane Background (Magic):** Bolt (beam of black light), blast (hellfire), fly (broomstick). (30 Power Points each.)

Cost: 86



BONE HORRORS (4)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Gear: Bite (Str+2).

Abilities: Armor+2, Combat Reflexes, Fear, Fearless, Improved Frenzy.

Cost: 200



BONE HORRORS (4)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d8

Pace: 6; **Parry:** 6; **Toughness:** 9

Gear: Bite (Str+2).

Abilities: Armor+2, Combat Reflexes, Fear, Fearless, Improved Frenzy.

Cost: 200



DEVIL DOGS (4)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d6

Pace: 8; **Parry:** 6;

Toughness: 9

Gear: Horrid Bite (Str+1d6).

Abilities: Armor+2, Combat Reflexes, Fear, Fleet Footed.

Cost: 172



DEVIL DOGS (4)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d6

Pace: 8; **Parry:** 6;

Toughness: 9

Gear: Horrid Bite (Str+1d6).

Abilities: Armor+2, Combat Reflexes, Fear, Fleet Footed.

Cost: 172



HORNED GOD (VILLAIN)

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d10

Pace: 8; **Parry:** 6; **Toughness:** 11

Gear: Bite (Str+2).

Abilities: Armor+2, Fear -2, Fearless, Improved Frenzy, Size +2.

- **Breathe Fire:** See text.

Cost: 160



HORNED GOD (VILLAIN)

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d12+2, Vigor d10

Skills: Fighting d8, Intimidation d10

Pace: 8; **Parry:** 6; **Toughness:** 11

Gear: Bite (Str+2).

Abilities: Armor+2, Fear -2, Fearless, Improved Frenzy, Size +2.

- **Breathe Fire:** See text.

Cost: 160



OVERSEER (VILLAIN)

Attributes: Agility d6, Smarts d8,

Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Shooting d6

Pace: 6; **Parry:** 4; **Toughness:** 6

Gear: Heavy leather coat (+1),
syringe (see below), pistol.

Abilities:

• **Instant Evolution Serum:** See text.

Cost: 80



HYBRID WRANGLER (4)

Attributes: Agility d6, Smarts d4,

Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Shooting d6

Pace: 6; **Parry:** 4; **Toughness:** 6

Gear: Pistol, net, knife (Str+1).

Abilities: Brawny.

Cost: 156



HYBRID WRANGLER (4)

Attributes: Agility d6, Smarts d4,

Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Shooting d6

Pace: 6; **Parry:** 4; **Toughness:** 6

Gear: Pistol, net, knife (Str+1).

Abilities: Brawny.

Cost: 156



HYBRIDS (4)

Attributes: Agility d8, Smarts d4,

Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Guts d6

Pace: 8; **Parry:** 6; **Toughness:** 8

Gear: Bite (Str+2).

Abilities: Size +1.

• **Ape:** Strength is d12+2.

• **Cat:** Agility is d10, Fighting is d10, Parry is 7.

• **Dog:** Fleet Footed.

• **Piranha:** Improved Frenzy, Bite is Str+3, Strength is d8.

Cost: 160



HYBRIDS (4)

Attributes: Agility d8, Smarts d4,

Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Guts d6

Pace: 8; **Parry:** 6; **Toughness:** 8

Gear: Bite (Str+2).

Abilities: Size +1.

• **Ape:** Strength is d12+2.

• **Cat:** Agility is d10, Fighting is d10, Parry is 7.

• **Dog:** Fleet Footed.

• **Piranha:** Improved Frenzy, Bite is Str+3, Strength is d8.

Cost: 160



HYBRIDS (4)

Attributes: Agility d8, Smarts d4,

Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Guts d6

Pace: 8; **Parry:** 6; **Toughness:** 8

Gear: Bite (Str+2).

Abilities: Size +1.

• **Ape:** Strength is d12+2.

• **Cat:** Agility is d10, Fighting is d10, Parry is 7.

• **Dog:** Fleet Footed.

• **Piranha:** Improved Frenzy, Bite is Str+3, Strength is d8.

Cost: 160



OMEGA BEAST (VILLAIN)

Attributes: Agility d8, Smarts d4,

Spirit d8, Strength d12+2, Vigor
d10

Skills: Fighting d10, Guts d10,
Intimidate d10

Pace: 8; **Parry:** 7; **Toughness:** 9

Gear: Bite (Str+4).

Abilities: Fleet Footed, Frenzy, Size +2.

• **Rabid:** See text.

Cost: 120



OMEGA BEAST (VILLAIN)

Attributes: Agility d8, Smarts d4,

Spirit d8, Strength d12+2, Vigor
d10

Skills: Fighting d10, Guts d10,
Intimidate d10

Pace: 8; **Parry:** 7; **Toughness:** 9

Gear: Bite (Str+4).

Abilities: Fleet Footed, Frenzy, Size +2.

• **Rabid:** See text.

Cost: 120



MAMBO (VILLAIN)

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6
Skills: Fighting d4, Guts d12, Intimidation d10, Spellcasting d10
Pace: 6; **Parry:** 4; **Toughness:** 5
Gear: Cursed dagger (Str+1d6).



Abilities:

- **Arcane Background:** *Barrier (bones), blast (bone shards), obscurement (fog), puppet (voodoo doll).* (30 Power Points)

Cost: 98



HOUNGAN (VILLAIN)

Attributes: Agility d10, Smarts d6, Spirit d12, Strength d12+2, Vigor d8
Skills: Fighting d8, Guts d10, Intimidation d10, Spellcasting d10
Pace: 8; **Parry:** 6; **Toughness:** 6
Gear: Soul cane (Str+1d10).



Abilities: Burrow 12".

- **Arcane Background:** *Bolt (black bolt), obscurement (fog), puppet.* (30 Power Points)

- **Eruption:** See text.

Cost: 150



BOKOR (I)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Guts d6, Spellcasting d8
Pace: 6; **Parry:** 6; **Toughness:** 5
Gear: Various blades and clubs (Str+2).



Abilities: Guardian (Any Mambo or Houngan).

- **Bolt:** Range 5/10/20; RoF 1; Damage 2d4; No Power Point cost.

Cost: 40

BOKOR (I)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Guts d6, Spellcasting d8
Pace: 6; **Parry:** 6; **Toughness:** 5
Gear: Various blades and clubs (Str+2).



Abilities: Guardian (Any Mambo or Houngan).

- **Bolt:** Range 5/10/20; RoF 1; Damage 2d4; No Power Point cost.

Cost: 40

ZOMBIES (8)

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6
Pace: 4; **Parry:** 5 **Toughness:** 7
Abilities: Fearless, Slow, Undead.
Cost: 200



ZOMBIES (8)

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6
Pace: 4; **Parry:** 5 **Toughness:** 7
Abilities: Fearless, Slow, Undead.
Cost: 200



ZOMBIES (8)

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6
Pace: 4; **Parry:** 5 **Toughness:** 7
Abilities: Fearless, Slow, Undead.
Cost: 200



ZOMBIES (8)

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6
Pace: 4; **Parry:** 5 **Toughness:** 7
Abilities: Fearless, Slow, Undead.
Cost: 200



SAUCY JACK (VILLAIN)

Attributes: Agility d10, Smarts d8, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d10, Guts d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Cursed Scalpel (Str+1d6)

Abilities: Combat Reflexes, Improved Sweep.

- **Woman Hater:** Saucy Jacks hate women. They add +2 to all Fighting and damage rolls when attacking female human figures.

Cost: 90



INVISIBLE MAN (VILLAIN)

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

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Improvised weapon (Str+2).

Abilities:

- **Invisibility:** Attacks against the Invisible Man suffer a -6 penalty. The penalty does not apply to area effect weapons—which hit normally.

Cost: 70



HYDE (VILLAIN)

Human Form (Villain)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Pistol.

Abilities:

- **Shape Change:** When the figure is dealt a face card, he automatically changes to a Hyde. Hyde cannot use ranged weapons, but retains them for use later should he revert to human.

Mr. Hyde Form (Villain)

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Gear: None.

Abilities: Size +1, Improved Nerves of Steel.

- **Shape Change:** See above.

Cost: 80



SAUCY JACK (VILLAIN)

Attributes: Agility d10, Smarts d8, Spirit d4, Strength d8, Vigor d8

Skills: Fighting d10, Guts d10

Pace: 6; **Parry:** 7; **Toughness:** 6

Gear: Cursed Scalpel (Str+1d6)

Abilities: Combat Reflexes, Improved Sweep.

- **Woman Hater:** Saucy Jacks hate women. They add +2 to all Fighting and damage rolls when attacking female human figures.

Cost: 90



INVISIBLE MAN (VILLAIN)

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

Skills: Fighting d6, Guts d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Improvised weapon (Str+2).

Abilities:

- **Invisibility:** Attacks against the Invisible Man suffer a -6 penalty. The penalty does not apply to area effect weapons—which hit normally.

Cost: 70



HYDE (VILLAIN)

Human Form (Villain)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Pistol.

Abilities:

- **Shape Change:** When the figure is dealt a face card, he automatically changes to a Hyde. Hyde cannot use ranged weapons, but retains them for use later should he revert to human.

Mr. Hyde Form (Villain)

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Gear: None.

Abilities: Size +1, Improved Nerves of Steel.

- **Shape Change:** See above.

Cost: 80

