

## 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

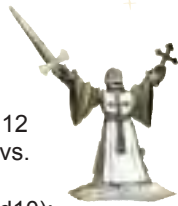
**Pace:** 6, **Parry:** 5, **Toughness:** 5 (8 vs. supernatural attacks)

**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



## 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



## 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



## 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

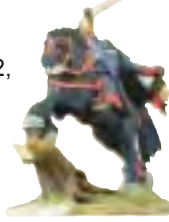
**Skills:** Fighting d10

**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



## 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



## 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



## 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

