



Name Father Alejandro Reyes (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: **Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

8

7

7

10

8

7

21

8

0

### DEFENSES

Dodge

8

Melee Defense

7

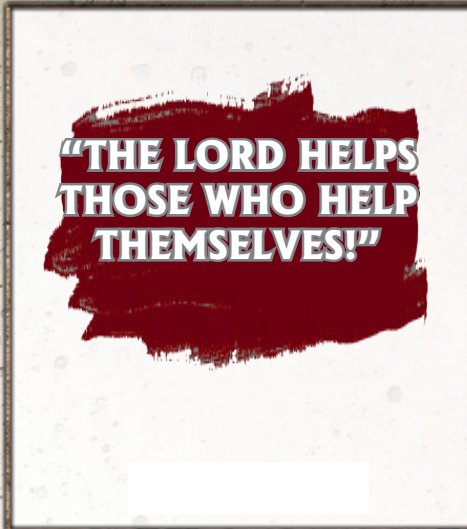
Unarmed Defense

9

SH10CK

WO3NDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+1	8
Melee Weapons	Dex		7
Missile Weapons	Dex		7
Unarmed Combat	Dex	+2	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		10
Maneuver	Dex		7
Taunt	Cha	+1	9
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Faith	Spirit	+3	13
Find	Mind	+1	8
Lockpicking	Dex	+1	8
Persuasion	Cha	+2	9
Reality	Spirit	+2	12
Stealth	Dex	+1	8
Streetwise	Cha	+1	9



PERKS	
Perk	Effect
Miracles	Gain bless, soothe, and ward enemy.
Brawler	Unarmed attacks deal +2 damage.

EQUIPMENT		
Item	Axiom	Notes
Mobile Phone	23	
Cross Necklace	20	

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +2 (10)	—	—	—	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied

Vulnerable

Wound Tracker



Name Father Alejandro Reyes (Ord)

Total XP \_\_\_\_\_

Race Human Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: **Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

Charisma  
8

Dexterity  
7

Mind  
7

Spirit  
10

Strength  
8

Movement  
7

Run  
21

Total Toughness  
8

Armor  
0

### DEFENSES

Dodge

8

Melee Defense

7

Unarmed Defense

9

SH10CK

WO3NDS

“Padre Alex” is a Catholic priest taking a few hours off to enjoy the weather and some time with his older sister Isabel. Afterward he plans to prepare for evening mass. He grew up in Manhattan, and now takes every opportunity to connect with his community and offer guidance.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+1	8
Melee Weapons	Dex		7
Missile Weapons	Dex		7
Unarmed Combat	Dex	+2	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		10
Maneuver	Dex		7
Taunt	Cha	+1	9
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Faith	Spirit	+3	13
Find	Mind	+1	8
Lockpicking	Dex	+1	8
Persuasion	Cha	+2	9
Streetwise	Cha	+1	9

### PERKS

Perk	Effect
Brawler	Unarmed attacks deal +2 damage.

### EQUIPMENT

Item	Axiom	Notes
Mobile Phone	23	
Cross Necklace	20	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +2 (10)	—	—	—

### Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied  
Vulnerable  
Wound Tracker

+4  
-2  
+4  
+2  
K0  
-3  
-2  
-1



Name Vanessa "Doc" Dimasalang (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: **Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

**ATTRIBUTES & SKILLS**

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

8

8

10

8

6

8

24

6

0

**DEFENSES**

Dodge

10

Melee Defense

8

Unarmed Defense

8

SH 8 CK

WO 3 NDS

Stymied -4  
Vulnerable +4  
Wound Tracker -2  
-1 -2 -3 -4



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex		8
Missile Weapons	Dex		8
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		8
Taunt	Cha	+1	9
Trick	Mind	+1	9
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Evidence Analysis	Mind	+1	11
Find	Mind	+1	11
First Aid	Mind	+3	13
Medicine	Mind	+2	12
Persuasion	Cha	+2	10
Reality	Spirit	+1	9
Science	Mind	+1	11

EQUIPMENT			
Item	Axiom	Notes	
Mobile Phone	23		
Tablet	23		
ARMOR			
Armor	Axiom	Adds	Notes

PERKS	
Perk	Effect
Bolster	Spend 1 Possibility to negate Conflict Line
Helper	Persuasion test removes a Condition

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—	

Bonus Chart																					
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Name Vanessa "Doc" Dimasalang (Ord)

Total XP \_\_\_\_\_

Race Human

Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: **Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

Charisma

8

Dexterity

8

Mind

10

Spirit

8

Strength

6

Movement

8

Run

24

Total Toughness

6

Armor

0

### DEFENSES

Dodge

10

Melee Defense

8

Unarmed Defense

8

SH8CK

WO3NDS

Vanessa is an EMT at Forest Hills Hospital in Queens. She started there recently after finishing her training and time in the US Army as a combat medic. Today is the first day off she's had in months, and she's savoring the idea of time to herself with no major crises to deal with.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex		8
Missile Weapons	Dex		8
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		8
Taunt	Cha	+1	9
Trick	Mind	+1	9
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Evidence Analysis	Mind	+1	11
Find	Mind	+1	11
First Aid	Mind	+3	13
Medicine	Mind	+2	12
Persuasion	Cha	+2	10
Science	Mind	+1	11

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Mobile Phone	23	
Tablet	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied  
Vulnerable  
Wound Tracker



**Name** Professor Darnell Moore (Storm Knight) **Total XP** \_\_\_\_\_  
**Race** Human **Cosm** Core Earth **Unspent** \_\_\_\_\_  
**Axioms: Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

**Charisma** 7 **Dexterity** 7 **Mind** 11 **Spirit** 8 **Strength** 7 **Movement** 7 **Run** 21 **Total Toughness** 7 **Armor** 0

### DEFENSES

**Dodge** 8  
**Melee Defense** 7  
**Unarmed Defense** 7  
 SH8CK  
 WOUNDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex		7
Melee Weapons	Dex		7
Missile Weapons	Dex		7
Unarmed Combat	Dex		7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		7
Taunt	Cha		7
Trick	Mind	+2	13
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Evidence Analysis	Mind	+2	13
Find	Mind	+2	13
Persuasion	Cha	+1	8
Reality	Spirit	+2	9
Scholar	Dex	+3	14
Science	Mind	+1	13
Survival	Mind	+2	13

### EQUIPMENT

Item	Axiom	Notes
Book bag	20	
Mobile Phone	23	
Tablet	23	

### ARMOR

Armor	Axiom	Adds	Notes

### PERKS

Perk	Effect
Negation	Contest foes spending Possibilities
Situational Awareness	Play 1 card straight into Action Pool

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied +4  
 Vulnerable +2  
 Wound-Tracker -1  
 -2  
 -3  
 -4  
 KO



Name Professor Darnell Moore (Ord)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

### DEFENSES

7

7

11

8

7

7

21

7

0

Dodge

8

Melee Defense

7

Unarmed Defense

7

SH8CK

WO13NDS

Stymied +4  
Vulnerable +2  
Wound Tracker -1 -2 -3 -4

Professor Moore is a noted paleo-botanist, speaking at the American Museum of Natural History tomorrow on the plants of the cretaceous period. He's taking a sightseeing tour of upper New York before heading back to the hotel to prepare for the large gathering of his peers.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex		7
Melee Weapons	Dex		7
Missile Weapons	Dex		7
Unarmed Combat	Dex		7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		7
Taunt	Cha		7
Trick	Mind	+2	13
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Evidence Analysis	Mind	+2	13
Find	Mind	+2	13
Persuasion	Cha	+1	8
Scholar	Dex	+3	14
Science	Mind	+1	13
Survival	Mind	+2	13

EQUIPMENT		
Item	Axiom	Notes
Bookbag	20	
Mobile Phone	23	
Tablet	23	

PERKS	
Perk	Effect
Situational Awareness	Play 1 card straight into Action Pool

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—	

Bonus Chart																					
Die Roll	1	2	3	5	7	9	11	13	15	16	17	18	19	20	21	26	31	36	41	46	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

# TORG ETERNITY

Name Officer Isabel Reyes (Storm Knight)

Total XP \_\_\_\_\_

Race Human      Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9    Social 23    Spirit 10    Tech 23    Clearance Level None

## ATTRIBUTES & SKILLS

**Charisma** **Dexterity** **Mind** **Spirit** **Strength** **Movement** **Run** **Total Toughness** **Armor**

(7)    (10)    (7)    (8)    (8)    (10)    (30)    (8)    (0)

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		10
Fire Combat	Dex	+2	12
Melee Weapons	Dex	+1	11
Missile Weapons	Dex		10
Unarmed Combat	Dex	+1	11
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+2	10
Maneuver	Dex	+1	11
Taunt	Cha		7
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Beast Riding	Dex	+3	13
Dodge	Dex	+1	11
Evidence Analysis	Mind	+1	8
Find	Mind	+1	8
Land Vehicles	Dex	+1	11
Reality	Spirit	+1	9
Streetwise	Cha	+1	8



## DEFENSES

Dodge

11

Melee Defense

11

Unarmed Defense

11

SHOCK

WOUNDS

Stymied +4  
 Vulnerable +2  
 Wound Tracker 10  
 -1 -2 -3 -4

## EQUIPMENT

Item	Axiom	Notes
Police Badge	22	

## ARMOR

Armor	Axiom	Adds	Notes

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
.38 Revolver (fire combat)	22	12	6	10 / 25/ 40	Small
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1



Name Officer Isabel Reyes (Ord)

Total XP \_\_\_\_\_

Race Human Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

10

7

8

8

10

30

8

0

### DEFENSES

Dodge

11

Melee Defense

11

Unarmed Defense

11

SH10CK

WO3NDS

Isabel is a mounted NYPD officer enjoying some time off. After her tour of the bay she plans to check in at the stables near Central Park to visit the horses there. Though off-duty, Isabel is still carrying her backup weapon. She's a tough, no-nonsense, native New Yorker, and proud to be a cop.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		10
Fire Combat	Dex	+2	12
Melee Weapons	Dex	+1	11
Missile Weapons	Dex		10
Unarmed Combat	Dex	+1	11
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+2	10
Maneuver	Dex	+1	11
Taunt	Cha		7
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Beast Riding	Dex	+2	12
Dodge	Dex	+1	11
Evidence Analysis	Mind	+1	8
Find	Mind	+1	8
Land Vehicles	Dex	+1	11
Streetwise	Cha	+1	8

### PERKS

Perk	Effect
Endurance	Gain +2 Shock (included)
Indomitable	Any Active Defense test is Favored

### EQUIPMENT

Item	Axiom	Notes
Police Badge	22	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
.38 Revolver (fire combat)	22	12	6	10 / 25 / 40	Small
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied

Vulnerable

Wound Tracker

-4

-2

+4

+2

10

-3

-2

-1





**Name** Wade Bridges (Storm Knight) **Total XP** \_\_\_\_\_  
**Race** Human **Cosm** Core Earth **Unspent** \_\_\_\_\_  
**Axioms: Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

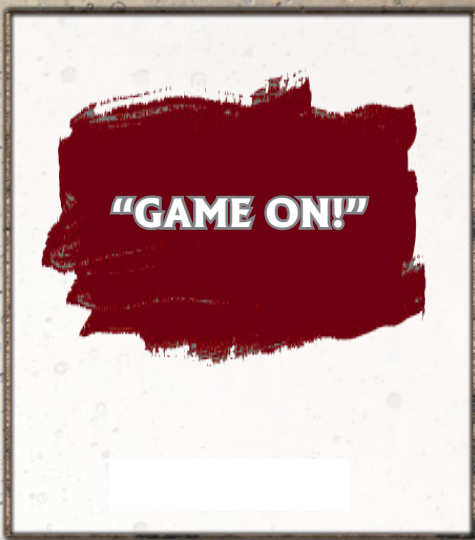
### ATTRIBUTES & SKILLS

**Charisma** 7    **Dexterity** 11    **Mind** 6    **Spirit** 7    **Strength** 9    **Movement** 11    **Run** 33    **Total Toughness** 9    **Armor** 0

### DEFENSES

**Dodge** 13  
**Melee Defense** 14  
**Unarmed Defense** 12

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		11
Fire Combat	Dex		11
Melee Weapons	Dex	+3	14
Missile Weapons	Dex	+2	13
Unarmed Combat	Dex	+1	12
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex	+2	13
Taunt	Cha	+2	9
Trick	Mind		6
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	13
Find	Mind	+1	7
Reality	Spirit	+1	8
Scholar	Mind	+1	7
Streetwise	Cha	+1	8



**SHOCK**  
**WOUNDS**

PERKS	
Perk	Effect
Prodigy	Start with +1 Possibility
Whirlwind	Ignore first -2 Multi-Target for melee

EQUIPMENT		
Item	Axiom	Notes
Mobile Phone	23	

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Hockey Stick (melee weapons)	22	Str +2 (11)	—	—	—	
Unarmed (unarmed combat)	—	Str +0 (9)	—	—	—	

Bonus Chart																					
Die Roll	1	2	3	5	7	9	11	13	15	16	17	18	19	20	21	26	31	36	41	46	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

-4  
-2  
+4  
+2  
-3  
-2  
-1  
K0  
Wound Tracker



Name Wade Bridges (Ord)

Total XP \_\_\_\_\_

Race Human Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

7

Dexterity

11

Mind

6

Spirit

7

Strength

9

Movement

11

Run

33

Total Toughness

9

Armor

0

### DEFENSES

Dodge

13

Melee Defense

13

Unarmed Defense

12

SHOCK

WOUNDS

Stymied

Vulnerable

Wound Tracker

-4

-2

+4

+2

-3

-1

+0

Wade's mother made him spend the whole day with her. Something about family time. She's normally such a pushover, but today she was adamant. He's brought his hockey stick along, hoping she'll relent and let him go play with the guys later. Maybe if she hangs around to watch him shoot that counts as bonding?

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		11
Fire Combat	Dex		11
Melee Weapons	Dex	+2	13
Missile Weapons	Dex	+2	13
Unarmed Combat	Dex	+1	12
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex	+2	13
Taunt	Cha	+2	9
Trick	Mind		6
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	13
Find	Mind	+1	7
Scholar	Mind	+1	7
Streetwise	Cha	+1	8

### PERKS

Perk	Effect
Whirlwind	Ignore first -2 Multi-Target for melee

EQUIPMENT		
Item	Axiom	Notes
Mobile Phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Hockey Stick (melee weapons)	22	Str +2 (11)	—	—	—
Unarmed (unarmed combat)	—	Str +0 (9)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Name Leena, aka Colleen Bridges (Storm Knight)

Total XP \_\_\_\_\_

Race Human Cosm The Living Land

Unspent \_\_\_\_\_

Axioms: Magic 1 Social 7 Spirit 24 Tech 6 Clearance Level None

## ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

9

7

8

10

9

27

10

0

## DEFENSES

Dodge

11

Melee Defense

12

Unarmed Defense

9

SHOCK

WOUNDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex		9
Melee Weapons	Dex	+3	12
Missile Weapons	Dex		9
Unarmed Combat	Dex		9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+2	10
Maneuver	Dex		9
Taunt	Cha		6
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	11
Faith	Spirit	+1	9
Find	Mind	+1	8
Persuasion	Cha	+2	8
Reality	Spirit	+1	9
Stealth	Dex	+1	10
Survival	Mind	+2	9
Tracking	Mind	+1	8

## PERKS

Perk	Effect
Relentless	3 Shock for +1BD on All-Out Attack
Whirlwind	Ignore first -2 Multi-Target for melee

## EQUIPMENT

Item	Axiom	Notes
Torch	2	
Totem	5	

## ARMOR

Armor	Axiom	Adds	Notes

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (10)	—	—	—

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied -4  
-2  
+4  
+2  
Vulnerable  
Wound Tracker  
-1  
-2  
-3  
-4  
-5  
-6  
-7  
-8  
-9  
-10



**Name** Colleen Bridges (Ord) **Total XP** \_\_\_\_\_  
**Race** Human **Cosm** Core Earth **Unspent** \_\_\_\_\_  
**Axioms: Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

**Charisma** 6    **Dexterity** 9    **Mind** 10    **Spirit** 8    **Strength** 7    **Movement** 9    **Run** 27    **Total Toughness** 7    **Armor** 0

### DEFENSES

**Dodge**

11

**Melee Defense**

10

**Unarmed Defense**

9

SH8CK

WO3NDS

Colleen is a single mother, spending time with her increasingly distant son Wade. Colleen is under stress herself, passed over for promotion several times at her job as an interpreter. She tries not to let her frustration spill over into her personal life.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex		9
Melee Weapons	Dex	+1	10
Missile Weapons	Dex		9
Unarmed Combat	Dex		9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		9
Taunt	Cha		6
Trick	Mind		10
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	11
Find	Mind	+1	11
Language (French)	Mind	+1	11
Language (German)	Mind	+3	13
Language (Spanish)	Mind	+1	11
Persuasion	Cha	+2	8

### PERKS

Perk	Effect
Linguist	Speak the basic version of any language

### EQUIPMENT

Item	Axiom	Notes
Mobile Phone	23	
Purse	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied +4  
 Vulnerable +2  
 Wound Tracker -1  
 -2  
 -3  
 -4  
 0  
 10



Name Constable Addison Cordrey (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Aysle

Unspent \_\_\_\_\_

Axioms: Magic 24 Social 16 Spirit 18 Tech 14 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

8

8

8

8

8

8

24

11

3

### DEFENSES

Dodge

9

Melee Defense

10

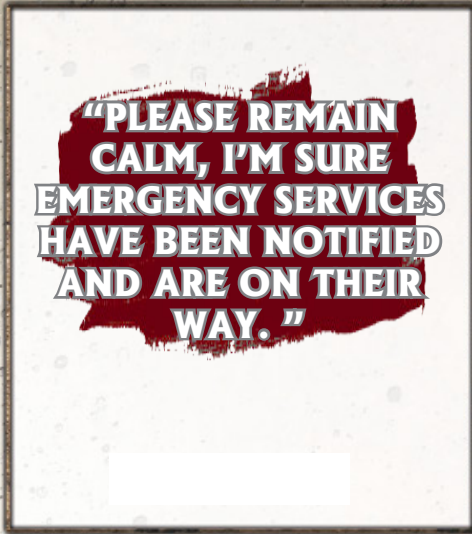
Unarmed Defense

8

SHOCK

WOUNDS

Stymied  
Vulnerable  
Wound Tracker



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex	+2	10
Missile Weapons	Dex		8
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+3	11
Maneuver	Dex	+2	10
Taunt	Cha		8
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Evidence Analysis	Mind	+1	9
Find	Mind	+1	9
Land Vehicles	Dex	+1	9
Reality	Spirit	+2	10
Streetwise	Cha	+1	9

### PERKS

Perk	Effect
Bodyguard	Take damage for an ally once a turn
Natural Leader	1 Possibility, put 2 cards into other's Pool

EQUIPMENT		
Item	Axiom	Notes

### ARMOR

Armor	Axiom	Adds	Notes
Elven Chain	14	+3	Torso

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Mace (melee weapons)	22	Str +2 (10)	—	—	Stagger
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1



**Name** Constable Addison Cordrey (Ord) **Total XP** \_\_\_\_\_  
**Race** Human **Cosm** Core Earth **Unspent** \_\_\_\_\_  
**Axioms: Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

**Charisma** **Dexterity** **Mind** **Spirit** **Strength** **Movement** **Run** **Total Toughness** **Armor**  
8 8 8 8 8 8 24 11 3

### DEFENSES

**Dodge** 9  
**Melee Defense** 10  
**Unarmed Defense** 8

**SH8CK**  
**WO3NDS**

Addison recently joined the police force and quite enjoys the job. She is bright, cheerful, cool under pressure, and always ready to lend a helping hand. She was happy to be assigned to Trafalgar Square. The people are usually friendly and it's a relatively quiet beat.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex	+2	10
Missile Weapons	Dex		8
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+3	11
Maneuver	Dex	+2	10
Taunt	Cha		8
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Evidence Analysis	Mind	+1	9
Find	Mind	+1	9
Land Vehicles	Dex	+1	9
Streetwise	Cha	+1	9

EQUIPMENT		
Item	Axiom	Notes

PERKS	
Perk	Effect
Bodyguard	Take damage for an ally once a turn

ARMOR			
Armor	Axiom	Adds	Notes
Stab Vest	23	+3	Torso

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Baton (melee weapons)	23	Str +2 (10)	—	—	—	
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—	

Bonus Chart																					
Die Roll	1	2	3	5	7	9	11	13	15	16	17	18	19	20	21	26	31	36	41	46	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

-4  
-2  
+4  
+2  
-2  
-1  
-3  
-1  
+0  
+1  
+2  
+3  
+4  
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+93  
+94  
+95  
+96  
+97  
+98  
+99  
+100

Stymied  
Vulnerable  
Wound Tracker

# TORG ETERNITY

Name Jamie Thacker (Storm Knight) **Total XP** \_\_\_\_\_  
 Race Human **Cosm** Aysl **Unspent** \_\_\_\_\_  
**Axioms:** Magic 24 Social 16 Spirit 18 Tech 14 **Clearance Level** None

## ATTRIBUTES & SKILLS

Charisma

7

Dexterity

10

Mind

8

Spirit

8

Strength

7

Movement

10

Run

30

Total Toughness

8

Armor

1

## DEFENSES

Dodge

13

Melee Defense

11

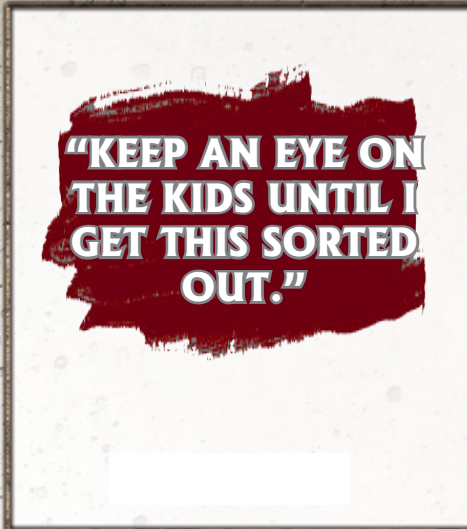
Unarmed Defense

10

SHOCK

WOUNDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		10
Fire Combat	Dex		10
Melee Weapons	Dex	+1	11
Missile Weapons	Dex	+2	12
Unarmed Combat	Dex		10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+2	10
Taunt	Cha		7
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+3	13
Find	Mind	+1	9
Persuasion	Cha	+1	8
Reality	Spirit	+2	10
Stealth	Dex	+2	11
Lockpicking	Dex	+1	11
Streetwise	Cha	+1	8



PERKS	
Perk	Effect
Shadow Step	Stealth favored, +2 damage vs flat footed
Whirlwind	Ignore first -2 Multi-Target for melee

EQUIPMENT		
Item	Axiom	Notes

ARMOR			
Armor	Axiom	Adds	Notes
Leather Jerkin	8	+1	Torso, Max Dex 12

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied +4  
 Vulnerable +2  
 Wound Tracker -1 -2 -3 -4  
 KO 10



**Name** Jamie Thacker (Ord) **Total XP** \_\_\_\_\_  
**Race** Human **Cosm** Core Earth **Unspent** \_\_\_\_\_  
**Axioms: Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

**Charisma** 7 **Dexterity** 10 **Mind** 8 **Spirit** 8 **Strength** 7 **Movement** 10 **Run** 30 **Total Toughness** 7 **Armor** 0

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		10
Fire Combat	Dex		10
Melee Weapons	Dex	+1	11
Missile Weapons	Dex		10
Unarmed Combat	Dex		10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+2	10
Taunt	Cha		7
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+3	13
Find	Mind	+1	9
Persuasion	Cha	+1	8
Stealth	Dex	+2	11
Streetwise	Cha	+1	8

Jamie teaches a class of 12-year-olds. Trafalgar Square National Gallery is hosting an exhibit on modern fantasy art. Jamie scheduled a field trip and enlisted the aid of a teacher's assistant, Jan. Jamie likes to joke that she's a good teacher because she was a bad student, but she's put her misspent youth behind her.

### DEFENSES

**Dodge** 13  
**Melee Defense** 11  
**Unarmed Defense** 10

**SHOCK**  
**WOUNDS**

Stymied  
Vulnerable  
Wound Tracker

+4  
-2  
+4  
+2  
+4  
-3  
-2  
-1

### EQUIPMENT

Item	Axiom	Notes
Mobile Phone	23	
Permission Forms	22	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1





Name Chris Larkin (Storm Knight)

Total XP \_\_\_\_\_

Race Human Cosm Aysle

Unspent \_\_\_\_\_

Axioms: Magic 24 Social 16 Spirit 18 Tech 14 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

8

7

7

11

8

24

13

2

### DEFENSES

Dodge

9

Melee Defense

11

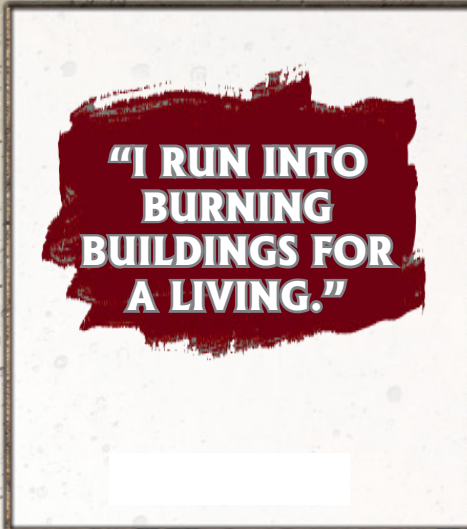
Unarmed Defense

9

SHOCK

WOUNDS

Stymied  
Vulnerable  
Wound Tracker



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex	+3	11
Missile Weapons	Dex	+1	9
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	8
Maneuver	Dex		8
Taunt	Cha	+1	8
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Find	Mind	+2	9
First Aid	Mind	+1	8
Lockpicking	Dex	+1	9
Persuasion	Cha	+1	8
Reality	Spirit	+2	9
Survival	Mind	+1	8

### PERKS

Perk	Effect
Endurance	Gain +2 Shock (included)
Relentless	3 Shock for +1BD on All-Out Attack

EQUIPMENT		
Item	Axiom	Notes

### ARMOR

Armor	Axiom	Adds	Notes
Chainmail	10	+2	Max Dex 8, Fatigues

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (11)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1



Name Chris Larkin (Ord) Total XP \_\_\_\_\_  
 Race Human Cosm Core Earth Unspent \_\_\_\_\_  
 Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma **7**    Dexterity **8**    Mind **7**    Spirit **7**    Strength **11**    Movement **8**    Run **24**    Total Toughness **11**    Armor **0**

### DEFENSES

Dodge **9**

Melee Defense **11**

Unarmed Defense **9**

SHOCK **9**

WOUNDS **3**

Chris and Pat met skydiving and soon fell in love. The two American newlyweds are on their honeymoon in London. Chris is a firefighter back home. He's in incredible shape from carrying hoses, equipment, and injured people. He thrives on danger and helping others—traits he shares with Pat.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex	+3	11
Missile Weapons	Dex	+1	9
Unarmed Combat	Dex	+1	9

Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	8
Maneuver	Dex		8
Taunt	Cha	+1	8
Trick	Mind		7

Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Find	Mind	+2	9
First Aid	Mind	+1	8
Land Vehicles	Dex	+2	10
Lockpicking	Dex	+1	9
Persuasion	Cha	+1	8
Survival	Mind	+1	8

### PERKS

Perk	Effect
Endurance	Gain +2 Shock (included)

### EQUIPMENT

Item	Axiom	Notes
Camera	23	
Mobile Phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (11)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied **4**  
 Vulnerable **+4**  
 Wound Tracker **+2**  
**-2**  
**-4**  
**10**  
**-3**  
**-2**  
**-1**

Name Pat Larkin (Storm Knight)

Total XP \_\_\_\_\_

Race Human      Cosm Aysle

Unspent \_\_\_\_\_

Axioms: **Magic** 24    **Social** 16    **Spirit** 18    **Tech** 14    Clearance Level None

## ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

8

8

10

7

8

24

8

1

## DEFENSES

Dodge

10

Melee Defense

9

Unarmed Defense

9

SH10CK

WO3NDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex	+1	9
Missile Weapons	Dex	+1	9
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		10
Maneuver	Dex		8
Taunt	Cha	+1	8
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Faith	Spirit	+2	12
Find	Mind	+1	9
First Aid	Mind	+2	10
Land Vehicles	Dex	+1	9
Medicine	Mind	+1	9
Persuasion	Cha	+1	8
Reality	Spirit	+2	12



PERKS	
Perk	Effect
Miracles	Gain bless, soothe, ward evil
Radiant	Draw and play a card vs supernatural evil

EQUIPMENT		
Item	Axiom	Notes

ARMOR			
Armor	Axiom	Adds	Notes
Leather Armor	8	+1	Max Dex 10

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied

Vulnerable

Wound Tracker



Name Pat Larkin (Ord)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

8

8

10

7

8

24

7

0

### DEFENSES

Dodge

10

Melee Defense

9

Unarmed Defense

9

SH10CK

WO3NDS

#### Combat Skills

	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex	+1	9
Missile Weapons	Dex	+1	9
Unarmed Combat	Dex	+1	9

#### Interaction Skills

	Attribute	Skill Adds	Value
Intimidation	Spirit		10
Maneuver	Dex		8
Taunt	Cha	+1	8
Trick	Mind		8

#### Other

	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Find	Mind	+1	9
First Aid	Mind	+2	10
Land Vehicles	Dex	+1	9
Medicine	Mind	+1	9
Persuasion	Cha	+1	8

Chris and Pat met skydiving and soon fell in love. The two American newlyweds are on their honeymoon in London. Pat is an emergency medical responder and rescue worker. She's drawn to dangerous situations and helping people in great need—which is also what drew her to Chris.

### EQUIPMENT

Item	Axiom	Notes
Camera	23	
Mobile Phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### PERKS

Perk	Effect

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

#### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1





Name Bel Patel (Storm Knight)

Total XP \_\_\_\_\_

Race Human Cosm Aysle

Unspent \_\_\_\_\_

Axioms: **Magic** 24 **Social** 16 **Spirit** 18 **Tech** 14 Clearance Level None

## ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

8

9

11

6

8

24

6

0

## DEFENSES

Dodge

9

Melee Defense

8

Unarmed Defense

9

SH11CK

WO3NDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex		8
Missile Weapons	Dex		8
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		11
Maneuver	Dex		8
Taunt	Cha		6
Trick	Mind	+2	11
Other	Attribute	Skill Adds	Value
Alteration	Mind	+3	12
Computers	Mind	+1	10
Conjuration	Spirit	+3	14
Dodge	Dex	+1	9
Evidence Analysis	Mind	+1	10
Reality	Spirit	+1	12
Scholar	Mind	+2	11
Science	Mind	+1	10

**"THIS ISN'T A GAME.  
IF IT WERE, THAT  
SPELL WOULD BE  
TOO HIGH LEVEL  
FOR A MOB LIKE  
THAT TO CAST."**

PERKS	
Perk	Effect
Spellcaster	Gain diminish, fireball, and shield
Situational Awareness	Play 1 card straight into Action Pool

EQUIPMENT		
Item	Axiom	Notes
Spellbook	12	
Wizard Robes	12	

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—	

Bonus Chart																					
Die Roll	1	2	3	5	7	9	11	13	15	16	17	18	19	20	21	26	31	36	41	46	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied  
Vulnerable  
Wound Tracker



Name Bel Patel (Ord) Total XP \_\_\_\_\_  
 Race Human Cosm Core Earth Unspent \_\_\_\_\_  
 Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma **6** Dexterity **8** Mind **9** Spirit **11** Strength **6** Movement **8** Run **24** Total Toughness **6** Armor **0**

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex		8
Missile Weapons	Dex		8
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		11
Maneuver	Dex		8
Taunt	Cha		6
Trick	Mind	+2	11
Other	Attribute	Skill Adds	Value
Computers	Mind	+1	10
Dodge	Dex	+1	9
Evidence Analysis	Mind	+1	10
Scholar	Mind	+2	11
Science	Mind	+1	10

Bel is descended from Indian emigrants and is a native of London. An engineer by trade, he has encyclopedic knowledge of popular and gaming culture. Bel is looking forward to an afternoon at the National Gallery's latest exhibit on postmodern fantasy art.

### DEFENSES

Dodge **9**  
 Melee Defense **8**  
 Unarmed Defense **9**

SH11CK  
 WO13NDS

Stymied +4  
 Vulnerable +2  
 Wound Tracker 10  
 -1 -2 -3 -4

### EQUIPMENT

Item	Axiom	Notes
Game book	22	
Mobile Phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### PERKS

Perk	Effect

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Name Sean Molloy (Storm Knight)

Total XP

Race Human Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

## ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

## DEFENSES

5

9

7

9

10

9

27

10

0

Dodge

10

Melee Defense

10

Unarmed Defense

10

SH9CK

WO3NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex	+3	12
Melee Weapons	Dex	+1	10
Missile Weapons	Dex	+1	10
Unarmed Combat	Dex	+1	10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+2	11
Maneuver	Dex		8
Taunt	Cha		5
Trick	Mind	+1	8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	10
Find	Mind	+1	8
Heavy Weapons	Dex	+1	10
Land Vehicles	Dex	+2	10
Reality	Spirit	+1	10
Survival	Mind	+1	8

## PERKS

Perk	Effect
Sniper	+1BD with ranged weapon after Aiming
Trademark Weapon	Reroll 1's on damage with Lucy

EQUIPMENT			
Item	Axiom	Notes	
Mobile Phone	23		
ARMOR			
Armor	Axiom	Adds	Notes

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
9mm Pistol "Lucy" (fire combat)	22	13	17	10 / 25 / 40	—
Unarmed (unarmed combat)	—	Str +0 (10)	—	—	—

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied -4  
Vulnerable -2  
Wound Tracker -1



**Name** Sean Molloy (Ord) **Total XP** \_\_\_\_\_  
**Race** Human **Cosm** Core Earth **Unspent** \_\_\_\_\_  
**Axioms: Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

**Charisma** 5 **Dexterity** 9 **Mind** 7 **Spirit** 9 **Strength** 10  
**Movement** 9 **Run** 27 **Total Toughness** 10 **Armor** 0

### DEFENSES

**Dodge**

10

**Melee Defense**

10

**Unarmed Defense**

10

SH9CK

WO3NDS

A veteran of the first Persian Gulf War, Molloy is gruff, no-nonsense, and has a penchant for getting things done. He began driving one of the quintessential double-decker tour buses around the city after he was discharged.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex	+3	12
Melee Weapons	Dex	+1	10
Missile Weapons	Dex	+1	10
Unarmed Combat	Dex	+1	10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+2	11
Maneuver	Dex		8
Taunt	Cha		5
Trick	Mind	+1	8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	10
Find	Mind	+1	8
Heavy Weapons	Dex	+1	10
Land Vehicles	Dex	+2	10
Survival	Mind	+1	8

### PERKS

Perk	Effect
Sniper	+1BD with ranged weapon after Aiming
Trademark Weapon	Reroll 1's on damage with Lucy

### EQUIPMENT

Item	Axiom	Notes
Mobile Phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
9mm Pistol "Lucy" (fire combat)	22	13	17	10 / 25 / 40	—
Unarmed (unarmed combat)	—	Str +0 (10)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied +4  
 Vulnerable +2  
 Wound Tracker 10  
 -1 -2 -3 -4





Name Gin "Ginny" Inoue (Storm Knight) Total XP \_\_\_\_\_  
 Race Human Cosm Core Earth Unspent \_\_\_\_\_  
 Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma **9** Dexterity **9** Mind **8** Spirit **8** Strength **6** Movement **9** Run **27** Total Toughness **6** Armor **0**

### DEFENSES

Dodge **11**  
 Melee Defense **10**  
 Unarmed Defense **9**

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex		9
Melee Weapons	Dex	+1	10
Missile Weapons	Dex		9
Unarmed Combat	Dex		9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+1	10
Taunt	Cha	+3	12
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	11
Find	Mind	+1	9
Land Vehicles	Dex	+1	10
Persuasion	Cha	+3	12
Scholar	Mind	+1	9
Reality	Spirit	+1	9
Stealth	Dex	+1	10
Streetwise	Cha	+1	10



SHOCK  
 WOUNDS

### PERKS

Perk	Effect
Grant Possibilities	Give your Possibilities as a free action
Helper	Persuasion test removes a Condition

### EQUIPMENT

Item	Axiom	Notes
Mobile Phone	23	
Purse	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied  
Vulnerable  
Wound Tracker

-4  
-2  
+4  
+2  
+0  
-3  
-2  
-1



Name Gin "Ginny" Inoue (Ord)

Total XP \_\_\_\_\_

Race Human Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

9

Dexterity

9

Mind

8

Spirit

8

Strength

6

Movement

9

Run

27

Total Toughness

6

Armor

0

### DEFENSES

Dodge

11

Melee Defense

10

Unarmed Defense

9

SHOCK

WOUNDS

Stymied  
Vulnerable  
Wound Tracker

Stay cheerful! That's Ginny's motto, and she's built her life around it. She's a 20-something fashionista, drawn to outfits with bright colors and patterns to liven up her otherwise dull receptionist job. She's spent the day shopping and seeing what the youth are dressing up like this week. But first, a hot bowl of tasty ramen!

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex		9
Melee Weapons	Dex	+1	10
Missile Weapons	Dex		9
Unarmed Combat	Dex		9

Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+1	10
Taunt	Cha	+3	12
Trick	Mind		8

Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	11
Find	Mind	+1	9
Land Vehicles	Dex	+1	10
Persuasion	Cha	+3	12
Scholar	Mind	+1	9
Stealth	Dex	+1	10
Streetwise	Cha	+1	10

### PERKS

Perk	Effect
Helper	Persuasion test removes a Condition

### EQUIPMENT

Item	Axiom	Notes
Mobile Phone	23	
Purse	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—

### Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Name Juro Fukozawa (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Pan-Pacifica

Unspent \_\_\_\_\_

Axioms: Magic 4 Social 24 Spirit 8 Tech 24 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

8

9

8

9

8

24

9

0

### DEFENSES

Dodge

9

Melee Defense

10

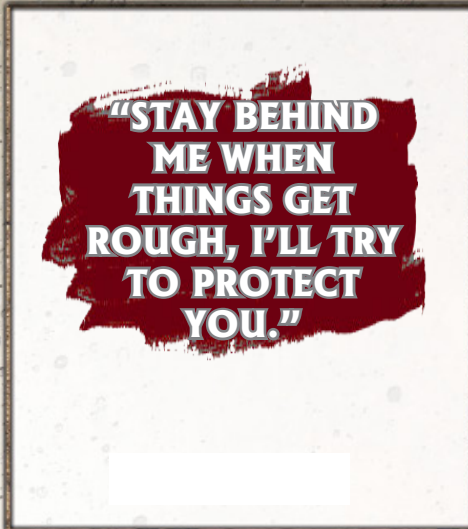
Unarmed Defense

11

SHOCK

WOUNDS

Stymied  
Vulnerable  
Wound Tracker



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex	+2	10
Missile Weapons	Dex	+1	9
Unarmed Combat	Dex	+3	11
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	9
Maneuver	Dex	+1	9
Taunt	Cha		6
Trick	Mind		9
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Evidence Analysis	Mind	+1	10
Find	Mind	+1	10
Land Vehicles	Dex	+1	9
Reality	Spirit	+1	9
Stealth	Dex	+1	9
Streetwise	Cha	+1	7

### PERKS

Perk	Effect
Block Strike	When missed, 1 Shock to unarmed strike
Brawler	Unarmed attacks deal +2 damage.

EQUIPMENT		
Item	Axiom	Notes
Flashlight	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Taser (missile weapons)	23	12	1	1 / 2 / 3	Stymies, deals +1 Shock, Nonlethal
Unarmed (unarmed combat)	—	Str +2 (11)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1



Name Juro Fukozaawa (Ord)

Total XP \_\_\_\_\_

Race Human Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

8

9

8

9

8

24

9

0

### DEFENSES

Dodge

9

Melee Defense

10

Unarmed Defense

11

SHOCK

WOUNDS

Stymied +4  
+2  
Vulnerable +4  
Wound Tracker +3  
-1  
-2  
-3  
-4  
KO

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex	+2	10
Missile Weapons	Dex	+1	9
Unarmed Combat	Dex	+3	11

Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	9
Maneuver	Dex	+1	9
Taunt	Cha		6
Trick	Mind		9

Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Evidence Analysis	Mind	+1	10
Find	Mind	+1	10
Land Vehicles	Dex	+1	9
Stealth	Dex	+1	9
Streetwise	Cha	+1	7

Juro is middle-aged, cynical, and a bit flabby. He's also a bit lazy. He works as a security guard during the day, never needing the judo skills that made him a champion in his youth. He's off duty and stopping for some noodles on the way home.

### PERKS

Perk	Effect
Brawler	Unarmed attacks deal +2 damage.

### EQUIPMENT

Item	Axiom	Notes
Flashlight	23	

### ARMOR

Armor	Axiom	Adds	Notes
-------	-------	------	-------

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Taser (missile weapons)	23	12	1	1 / 2 / 3	Stymies, deals +1 Shock, Nonlethal
Unarmed (unarmed combat)	—	Str +2 (11)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Name Kosuke "Ko" Watanabe (Storm Knight)

Total XP

Race HumanCosm Pan-Pacifica

Unspent

Axioms: Magic 4 Social 24 Spirit 8 Tech 24 Clearance Level None**ATTRIBUTES & SKILLS**

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total  
Toughness

Armor

**DEFENSES**

6

11

6

8

9

11

33

10

1

Dodge

13

Melee Defense

14

Unarmed Defense

13

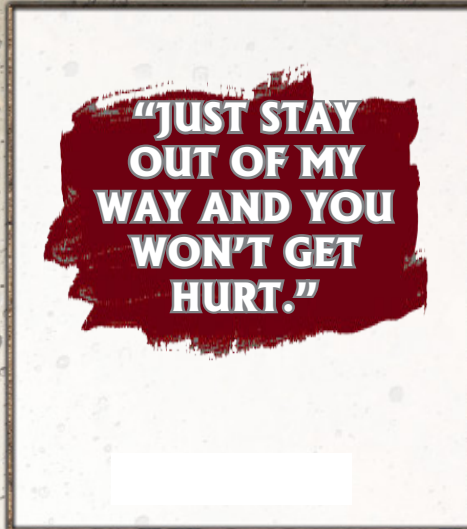
SH8CK

WOUNDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		11
Fire Combat	Dex		11
Melee Weapons	Dex	+3	14
Missile Weapons	Dex		11
Unarmed Combat	Dex	+2	13
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	9
Maneuver	Dex	+1	12
Taunt	Cha		6
Trick	Mind		6
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	13
Land Vehicles	Dex	+1	12
Lockpicking	Dex	+2	13
Reality	Spirit	+1	9
Stealth	Dex	+1	12
Streetwise	Cha	+2	8

**PERKS**

Perk	Effect
Trademark Weapon	Reroll 1's on damage with switchblade
Whirlwind	Ignore first -2 Multi-Target for melee

**EQUIPMENT**

Item	Axiom	Notes

**ARMOR**

Armor	Axiom	Adds	Notes
Leather Jacket	20	+1	Torso, Max Dex 12

**WEAPONS**

Weapon	Axiom	Damage	Ammo	Range	Notes
Switchblade (melee weapons)	23	Str +1 (10)	1	—	Small
Unarmed (unarmed combat)	—	Str +0 (9)	—	—	—

**Bonus Chart**

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied -4  
-2  
+4  
Vulnerable +2  
Wound Tracker 0  
-3  
-2  
-1



Name Kosuke "Ko" Watanabe (Ord) Total XP \_\_\_\_\_  
 Race Human Cosm Core Earth Unspent \_\_\_\_\_  
 Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

Stymied

Vulnerable

Wound Tracker

## ATTRIBUTES & SKILLS

Charisma 6    Dexterity 11    Mind 6    Spirit 8    Strength 9    Movement 11    Run 33    Total Toughness 10    Armor 1

## DEFENSES

Dodge 13

Melee Defense 14

Unarmed Defense 13

SH8CK

WOUNDS

Big Brother Ko is a dropout with authority issues. He takes it upon himself to look after the rest of his gang. The others are headed for a construction site near the Meiji Shrine, hoping to pilfer something cool. Ko stayed behind to check out a strange new girl who caught his eye at the ramen machine.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		11
Fire Combat	Dex		11
Melee Weapons	Dex	+3	14
Missile Weapons	Dex		11
Unarmed Combat	Dex	+2	13

Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	9
Maneuver	Dex	+1	12
Taunt	Cha		6
Trick	Mind		6

Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	13
Land Vehicles	Dex	+1	12
Lockpicking	Dex	+2	13
Stealth	Dex	+1	12
Streetwise	Cha	+2	8

## PERKS

Perk	Effect
Trademark Weapon	Reroll 1's on damage with switchblade

## EQUIPMENT

Item	Axiom	Notes

## ARMOR

Armor	Axiom	Adds	Notes
Leather Jacket	20	+1	Torso, Max Dex 12

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Switchblade (melee weapons)	23	Str +1 (10)	1	—	Small
Unarmed (unarmed combat)	—	Str +0 (9)	—	—	—

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1



Name Sun Hyong (Storm Knight)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

7

9

8

9

7

21

9

0

### DEFENSES

Dodge

8

Melee Defense

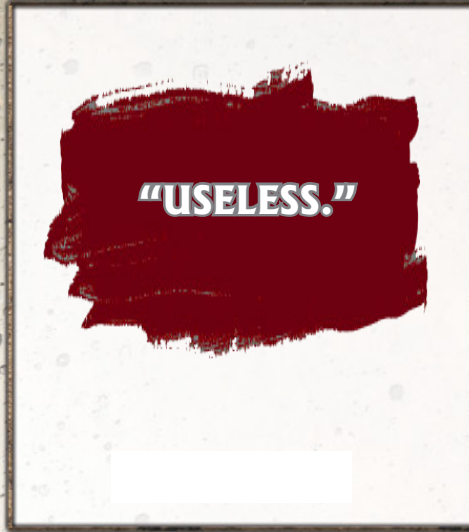
8

Unarmed Defense

8

SH10CK

WO3NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+1	8
Melee Weapons	Dex	+1	8
Missile Weapons	Dex		7
Unarmed Combat	Dex	+1	8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		7
Taunt	Cha	+1	8
Trick	Mind	+1	10
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Evidence Analysis	Mind	+1	10
Find	Mind	+2	11
First Aid	Spirit	+1	10
Land Vehicles	Dex	+1	8
Persuasion	Cha	+2	9
Reality	Spirit	+1	9
Streetwise	Cha	+2	9

### PERKS

Perk	Effect
Endurance	Gain +2 Shock (included)
Indomitable	Tests for Active Defense are Favored

### EQUIPMENT

Item	Axiom	Notes
Dropbox Envelope	23	Contains \$6,000 (roughly ¥65,000)
Mobile Phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (9)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied  
Vulnerable  
Wound Tracker

-4  
-2  
+2  
+4  
K0  
-3  
-2  
-1



Name Sun Hyong (Ord)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

7

9

8

9

7

21

9

0

DEFENSES

Dodge

8

Melee Defense

8

Unarmed Defense

8

SH10CK

WO3NDS

Sun immigrated from North Korea over a decade ago, and never speaks about why he left, or what he did before coming to Japan. He's an affable man with many acquaintances but few friends, who owns a small day stall in the Harajuku. He's closed up for the night and needs to make a drop at the bank after a stop for dinner.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+1	8
Melee Weapons	Dex	+1	8
Missile Weapons	Dex		7
Unarmed Combat	Dex	+1	8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		7
Taunt	Cha	+1	8
Trick	Mind	+1	10
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Evidence Analysis	Mind	+1	10
Find	Mind	+2	11
First Aid	Spirit	+1	10
Land Vehicles	Dex	+1	8
Persuasion	Cha	+2	9
Streetwise	Cha	+2	9

PERKS

Perk	Effect
Endurance	Gain +2 Shock (included)
Indomitable	Tests for Active Defense are Favored

EQUIPMENT

Item	Axiom	Notes
Dropbox Envelope	23	Contains \$6,000 (roughly ¥65,000)
Mobile Phone	23	

ARMOR

Armor	Axiom	Adds	Notes

WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (9)	—	—	—

Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied

Vulnerable

Wound Tracker

-4

-2

+4

+2

-3

-1

+1

+2

+3

+4

+5



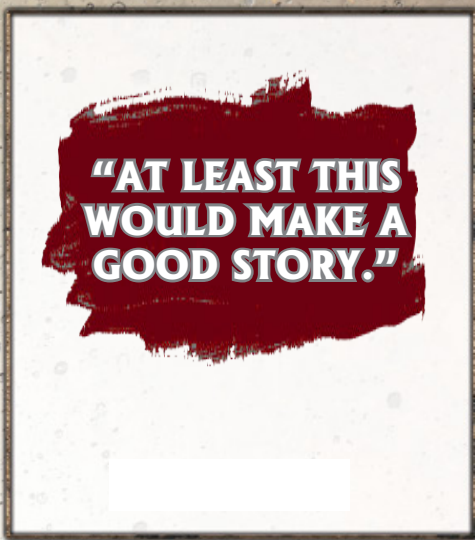
## ATTRIBUTES & SKILLS

**Charisma** 6 **Dexterity** 9 **Mind** 9 **Spirit** 10 **Strength** 6 **Movement** 9 **Run** 27 **Total Toughness** 6 **Armor** 0

## DEFENSES

**Dodge** 11  
**Melee Defense** 10  
**Unarmed Defense** 10

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex		9
Melee Weapons	Dex	+1	10
Missile Weapons	Dex		9
Unarmed Combat	Dex	+1	10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		10
Maneuver	Dex		9
Taunt	Cha		6
Trick	Mind	+2	11
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	11
Evidence Analysis	Mind	+2	11
Find	Mind	+1	10
Faith	Spirit	+1	11
Stealth	Dex	+1	10
Scholar	Mind	+1	10
Reality	Spirit	+3	13
Science	Mind	+1	10



**SH10CK**  
**WO3NDS**

### PERKS

Perk	Effect
Prodigy	Start with +1 Possibility
Tenacious	Tests to Soak are Favored

### EQUIPMENT

Item	Axiom	Notes
Mobile Phone	23	
Fresh Flowers	1	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied +4  
 Vulnerable +2  
 Wound Tracker +1  
 -1  
 -2  
 -3  
 -4  
 -5  
 -6  
 -7  
 -8  
 -9  
 -10



Name Kiku Oonishi (Ord)

Total XP \_\_\_\_\_

Race Human Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: **Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

9

9

10

6

9

27

6

0

### DEFENSES

Dodge

11

Melee Defense

10

Unarmed Defense

10

SH10CK

WO3NDS

Kiku makes a meager living writing science-fiction and fantasy stories. She spent the day at the Meiji Shrine contemplating if she should give up writing in favor of a boring but better-paying corporate job. She popped over to the Harajuku to treat herself to dinner out, and ended up settling for vending machine ramen.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex		9
Melee Weapons	Dex	+1	10
Missile Weapons	Dex		9
Unarmed Combat	Dex	+1	10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		10
Maneuver	Dex		9
Taunt	Cha		6
Trick	Mind	+2	11
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	11
Evidence Analysis	Mind	+2	11
Find	Mind	+1	10
Faith	Spirit	+1	11
Stealth	Dex	+1	10
Scholar	Mind	+1	10
Science	Mind	+1	10

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Mobile Phone	23	
Fresh Flowers	1	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied

Vulnerable

Wound Tracker

-4

-2

+4

+2

-3

-1

0

Name Ayaka Kuroda (Storm Knight)

Total XP \_\_\_\_\_

Race Human Cosm Pan-Pacifica

Unspent \_\_\_\_\_

Axioms: **Magic** 4 **Social** 24 **Spirit** 8 **Tech** 24 **Clearance Level** None

## ATTRIBUTES & SKILLS

Charisma

7

Dexterity

6

Mind

12

Spirit

10

Strength

5

Movement

6

Run

18

Total Toughness

5

Armor

0

## DEFENSES

Dodge

9

Melee Defense

6

Unarmed Defense

7

SH10CK

WO3NDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		6
Fire Combat	Dex		6
Melee Weapons	Dex		6
Missile Weapons	Dex		6
Unarmed Combat	Dex	+1	7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		10
Maneuver	Dex	+2	8
Taunt	Cha		7
Trick	Mind	+1	13
Other	Attribute	Skill Adds	Value
Dodge	Dex	+3	9
Find	Mind	+2	14
Precognition	Mind	+3	15
Reality	Spirit	+1	11
Scholar	Mind	+1	13
Stealth	Dex	+2	8



## EQUIPMENT

Item	Axiom	Notes
Backpack	22	
Mobile Phone	23	
School Books	23	

## ARMOR

Armor	Axiom	Adds	Notes

## PERKS

Perk	Effect
Psionic	Gain awareness, foreshadow, psychometry
Situational Awareness	Play 1 card straight into Action Pool

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (5)	—	—	—

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Name Ayaka Kuroda (Ord)

Total XP \_\_\_\_\_

Race Human

Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

6

12

10

5

6

18

5

0

### DEFENSES

Dodge

9

Melee Defense

6

Unarmed Defense

7

SH10CK

WO3NDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		6
Fire Combat	Dex		6
Melee Weapons	Dex		6
Missile Weapons	Dex		6
Unarmed Combat	Dex	+1	7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		10
Maneuver	Dex	+2	8
Taunt	Cha		7
Trick	Mind	+1	13
Other	Attribute	Skill Adds	Value
Dodge	Dex	+3	9
Find	Mind	+2	14
Precognition	Mind	+1	13
Scholar	Mind	+1	13
Stealth	Dex	+2	8

Ayaka isn't popular at her high school. She's considered creepy and doesn't get particularly good grades. She's had terrible nightmares for months, and the only image she can remember from them is a particular noodle machine in a shop alley. She's been searching for the location for weeks, and has just found it.

EQUIPMENT		
Item	Axiom	Notes
Backpack	22	
Mobile Phone	23	
School Books	23	

PERKS	
Perk	Effect

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (5)	—	—	—	

Bonus Chart																						
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+5	

Stymied

Vulnerable

Wound Tracker



Name "Oversight" (Storm Knight)

Total XP

Race Human Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

7

8

10

8

7

21

12

4

### DEFENSES

Dodge

8

Melee Defense

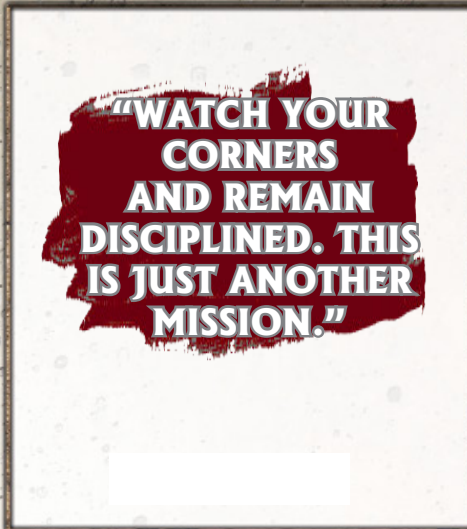
7

Unarmed Defense

8

SH10CK

WO3NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+2	9
Melee Weapons	Dex		7
Missile Weapons	Dex		7
Unarmed Combat	Dex	+1	8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+2	12
Maneuver	Dex		7
Taunt	Cha		7
Trick	Mind	+1	9
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Find	Mind	+1	9
Heavy Weapons	Dex	+1	8
Land Vehicles	Dex	+1	8
Persuasion	Cha	+3	10
Reality	Spirit	+1	11
Stealth	Dex	+1	8
Survival	Mind	+1	9

### PERKS

Perk	Effect
Bolster	Spend 1 Possibility to negate Conflict Line
Rally	1 Possibility to restore 2 Shock to allies

### EQUIPMENT

Item	Axiom	Notes
Extra Magazines	23	5 reloads for each weapon
Hands-free Comms	23	
Flashlight	21	May be attached to any weapon
Multi-tool	23	Works as a lockpick
F1 Grenades (3)	22	Damage 16, Medium Blast

### ARMOR

Armor	Axiom	Adds	Notes
Tactical Armor	23	+4	Max Dex 8, Fatigues

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
AN-94 Assault Rifle (fire combat)	23	14	30	40 / 80 / 160	Long Burst
MP-443 Grach Pistol (fire combat)	22	13	15	10 / 25 / 40	
Combat Knife (melee weapons)	20	Str +1 (9)	—	10 / 20 / 30	Thrown with missile weapons

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied +4  
Vulnerable +2  
Wound Tracker -1 -2 -3 -4



Name "Oversight" (Ord)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

7

8

10

8

7

21

12

4

### DEFENSES

Dodge

8

Melee Defense

7

Unarmed Defense

8

SH10CK

WO3NDS

Cynical and commanding, Oversight has led this unit since the days of the Soviet Union. He remains wary of the General Staff, but intensely loyal to his own team.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+2	9
Melee Weapons	Dex		7
Missile Weapons	Dex		7
Unarmed Combat	Dex	+1	8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+2	12
Maneuver	Dex		7
Taunt	Cha		7
Trick	Mind	+1	9
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Find	Mind	+1	9
Heavy Weapons	Dex	+1	8
Land Vehicles	Dex	+1	8
Persuasion	Cha	+3	10
Stealth	Dex	+1	8
Survival	Mind	+1	9

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Extra Magazines	23	5 reloads for each weapon
Hands-free Comms	23	
Flashlight	21	May be attached to any weapon
Multi-tool	23	Works as a lockpick
F1 Grenades (3)	22	Damage 16, Medium Blast

### ARMOR

Armor	Axiom	Adds	Notes
Tactical Armor	23	+4	Max Dex 8, Fatigues

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
AN-94 Assault Rifle (fire combat)	23	14	30	40 / 80 / 160	Long Burst
MP-443 Grach Pistol (fire combat)	22	13	15	10 / 25 / 40	
Combat Knife (melee weapons)	20	Str +1 (9)	—	10 / 20 / 30	Thrown with missile weapons

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied

Vulnerable

Wound Tracker



Name "Stitches" (Storm Knight)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

8

7

10

7

8

7

21

12

4

### DEFENSES

Dodge

8

Melee Defense

9

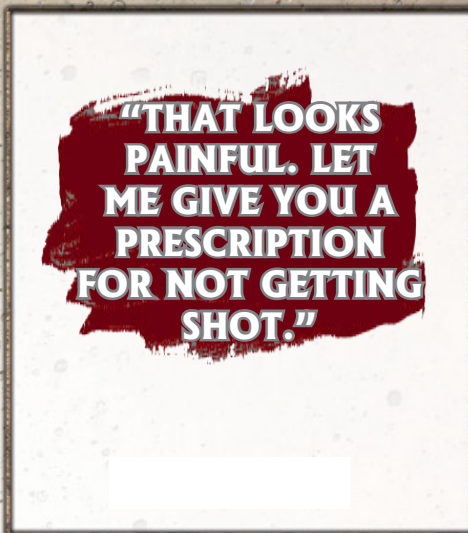
Unarmed Defense

7

SHOCK

WOUNDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+2	9
Melee Weapons	Dex	+2	9
Missile Weapons	Dex	+1	8
Unarmed Combat	Dex		7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex		7
Taunt	Cha	+1	9
Trick	Mind		10
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Evidence Analysis	Mind	+1	11
Find	Mind	+1	11
First Aid	Mind	+3	13
Persuasion	Cha	+1	9
Reality	Spirit	+1	8
Stealth	Dex	+1	8
Survival	Mind	+1	11



PERKS	
Perk	Effect
Endurance	Gain +2 Shock (included)
Situational Awareness	Play 1 card straight into Action Pool

EQUIPMENT		
Item	Axiom	Notes
Extra Magazines	23	5 reloads for each weapon
Hands-free Comms	23	
Flashlight	21	May be attached to any weapon
First Aid Kit	23	First Aid tests are Favored
F1 Grenades (3)	22	Damage 16, Medium Blast

ARMOR			
Armor	Axiom	Adds	Notes
Tactical Armor	23	+4	Max Dex 8, Fatigues

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
AN-94 Assault Rifle (fire combat)	23	14	30	40 / 80 / 160	Long Burst	
MP-443 Grach Pistol (fire combat)	22	13	15	10 / 25 / 40		
Combat Knife (melee weapons)	20	Str +1 (9)	—	10 / 20 / 30	Thrown with missile weapons	

Bonus Chart																						
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	+5

Stymied -2 -4 -6 -8 -10 -12 -14 -16 -18 -20

Vulnerable +2 +4 +6 +8 +10

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



Name "Stitches" (Ord)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

8

7

10

7

8

7

21

12

4

### DEFENSES

Dodge

8

Melee Defense

9

Unarmed Defense

7

SHOCK

WOUNDS

The team's medical specialist has an affable exterior that masks his deadly skills. He cracks sarcastic jokes, even during firefights and surgery.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+2	9
Melee Weapons	Dex	+2	9
Missile Weapons	Dex	+1	8
Unarmed Combat	Dex		7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex		7
Taunt	Cha	+1	9
Trick	Mind		10
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Evidence Analysis	Mind	+1	11
Find	Mind	+1	11
First Aid	Mind	+3	13
Persuasion	Cha	+1	9
Stealth	Dex	+1	8
Survival	Mind	+1	11

### PERKS

Perk	Effect
Endurance	Gain +2 Shock (included)

### EQUIPMENT

Item	Axiom	Notes
Extra Magazines	23	5 reloads for each weapon
Hands-free Comms	23	
Flashlight	21	May be attached to any weapon
First Aid Kit	23	First Aid tests are Favored

### ARMOR

Armor	Axiom	Adds	Notes
Tactical Armor	23	+4	Max Dex 8, Fatigues

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
AN-94 Assault Rifle (fire combat)	23	14	30	40 / 80 / 160	Long Burst
MP-443 Grach Pistol (fire combat)	22	13	15	10 / 25 / 40	
Combat Knife (melee weapons)	20	Str +1 (9)	—	10 / 20 / 30	Thrown with missile weapons

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied

Vulnerable

Wound Tracker



Name "Salvo" (Storm Knight)

Total XP

Race Human **Cosm** Tharkold

Unspent

Axioms: Magic 12 Social 25 Spirit 4 Tech 25 Clearance Level None

## ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

7

7

8

12

7

21

16

4

## DEFENSES

Dodge

8

Melee Defense

9

Unarmed Defense

8

SHOCK

WOUNDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+2	9
Melee Weapons	Dex	+2	9
Missile Weapons	Dex		7
Unarmed Combat	Dex	+1	8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	12
Maneuver	Dex		7
Taunt	Cha		7
Trick	Mind	+1	9
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Find	Mind	+1	8
Heavy Weapons	Dex	+3	10
Land Vehicles	Dex	+1	8
Reality	Spirit	+1	9
Stealth	Dex	+1	8
Survival	Mind	+1	8

## PERKS

Perk	Effect
Occultech	Zan Endoskeleton MK II (Armor +4)
Relentless	3 Shock for +1BD on All-Out Attack

## EQUIPMENT

Item	Axiom	Notes
Extra Magazines	23	5 reloads for each weapon
Hands-free Comms	23	
Flashlight	21	May be attached to any weapon
Multi-tool	23	Works as a lockpick

## ARMOR

Armor	Axiom	Adds	Notes
Tactical Armor	23	+4	Max Dex 8, Fatigues

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
AN-94 Assault Rifle (fire combat)	23	14	30	40 / 80 / 160	Long Burst
Saiga-12 Shotgun (fire combat)	22	14	12	10 / 20 / 30	Short Burst
RPG-32 (heavy weapons)	20	25	1	100 / 250 / 500	AP 4, HEAT

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied -4  
-2  
+4  
Vulnerable +2  
Wound Tracker 10  
-3  
-2  
-1



Name "Salvo" (Ord)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

7

7

8

12

7

21

16

4

### DEFENSES

Dodge

8

Melee Defense

9

Unarmed Defense

8

SH8CK

WO3NDS

Salvo is a very big man. He was born to be a warrior and has a reputation for being bulletproof in combat. He's a fearless stoic, but he loves his team and practically worships Oversight.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+2	9
Melee Weapons	Dex	+2	9
Missile Weapons	Dex		7
Unarmed Combat	Dex	+1	8

Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	12
Maneuver	Dex		7
Taunt	Cha		7
Trick	Mind	+1	9

Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Find	Mind	+1	8
Heavy Weapons	Dex	+3	10
Land Vehicles	Dex	+1	8
Stealth	Dex	+1	8
Survival	Mind	+1	8

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Extra Magazines	23	5 reloads for each weapon
Hands-free Comms	23	
Flashlight	21	May be attached to any weapon
Multi-tool	23	Works as a lockpick
F1 Grenades (3)	22	Damage 16, Medium Blast

### ARMOR

Armor	Axiom	Adds	Notes
Tactical Armor	23	+4	Max Dex 8, Fatigues

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
AN-94 Assault Rifle (fire combat)	23	14	30	40 / 80 / 160	Long Burst
Saiga-12 (fire combat)	22	14	12	10 / 20 / 30	Short Burst
RPG-32 (heavy weapons)	20	25	1	100 / 250 / 500	AP 4, HEAT

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied -2 -4  
Vulnerable +2 +4  
Wound Tracker 10 -3 -2 -1

Name "Dead-Eye" (Storm Knight)

Total XP

Race Human Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

## ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

8

9

9

8

8

24

12

4

## DEFENSES

Dodge

9

Melee Defense

9

Unarmed Defense

9

SH9CK

WO3NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+3	11
Melee Weapons	Dex	+1	9
Missile Weapons	Dex	+2	10
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		9
Maneuver	Dex	+1	9
Taunt	Cha		6
Trick	Mind		9
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Find	Mind	+2	11
Heavy Weapons	Dex	+1	9
Land Vehicles	Dex	+1	9
Reality	Spirit	+1	10
Stealth	Dex	+1	9
Survival	Mind	+1	10

## PERKS

Perk	Effect
Sniper	+1BD with ranged weapon after Aiming
Trademark Weapon	Reroll 1's on damage with KSVK Rifle

## EQUIPMENT

Item	Axiom	Notes
Extra Magazines	23	5 reloads for each weapon
Hands-free Comms	23	
Flashlight	21	May be attached to any weapon
Multi-tool	23	Works as a lockpick
F1 Grenades (3)	22	Damage 16, Medium Blast

## ARMOR

Armor	Axiom	Adds	Notes
Tactical Armor	23	+4	Max Dex 8, Fatigues

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
KSVK Anti-Material Rifle (fire combat)	23	16	10	100 / 1k / 2k	AP 4, Bulky
MP-443 Grach Pistol (fire combat)	22	13	15	10 / 25 / 40	
Combat Knife (melee weapons)	20	Str +1 (9)	—	10 / 20 / 30	Thrown with missile weapons

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied -2 -4  
Vulnerable +2 +4  
Wound Tracker 10 -3 -2 -1



Name "Dead-Eye" (Ord)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

8

9

9

8

8

24

12

4

### DEFENSES

Dodge

9

Melee Defense

9

Unarmed Defense

9

SH9CK

WO3NDS

True to her name, Dead-Eye routinely takes top honors at marksmanship competitions. She's calm and cool under fire, and usually assigned to watch over the team from a sniping position.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+3	11
Melee Weapons	Dex	+1	9
Missile Weapons	Dex	+2	10
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		9
Maneuver	Dex	+1	9
Taunt	Cha		6
Trick	Mind		9
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Find	Mind	+2	11
Heavy Weapons	Dex	+1	9
Land Vehicles	Dex	+1	9
Stealth	Dex	+1	9
Survival	Mind	+1	10

### PERKS

Perk	Effect
Sniper	+1BD with ranged weapon after Aiming
Trademark Weapon	Reroll 1's on damage with KSVK Rifle

### EQUIPMENT

Item	Axiom	Notes
Extra Magazines	23	5 reloads for each weapon
Hands-free Comms	23	
Flashlight	21	May be attached to any weapon
Multi-tool	23	Works as a lockpick
F1 Grenades (3)	22	Damage 16, Medium Blast

### ARMOR

Armor	Axiom	Adds	Notes
Tactical Armor	23	+4	Max Dex 8, Fatigues

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
KSVK Anti-Material Rifle (fire combat)	23	16	10	100 / 1k / 2k	Bulky
MP-443 Grach Pistol (fire combat)	22	13	15	10 / 25 / 40	
Combat Knife (melee weapons)	20	Str +1 (9)	—	10 / 20 / 30	Thrown with missile weapons

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied  
Vulnerable  
Wound Tracker



Name "Prowler" (Storm Knight)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

8

9

7

9

8

24

13

4

### DEFENSES

Dodge

9

Melee Defense

10

Unarmed Defense

8

SHOCK

WOUNDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex	+2	10
Missile Weapons	Dex	+2	10
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex	+1	9
Taunt	Cha		7
Trick	Mind		9
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Find	Mind	+1	10
Land Vehicles	Dex	+1	9
Reality	Spirit	+2	9
Stealth	Dex	+3	11
Streetwise	Cha	+1	8
Survival	Mind	+1	10

### PERKS

Perk	Effect
Negation	Contest foes spending Possibilities
Tenacious	Tests to Soak are Favored

### EQUIPMENT

Item	Axiom	Notes
Extra Magazines	23	5 reloads for each weapon
Hands-free Comms	23	
Flashlight	21	May be attached to any weapon
Multi-tool	23	Works as a lockpick
F1 Grenades (3)	22	Damage 16, Medium Blast

### ARMOR

Armor	Axiom	Adds	Notes
Tactical Armor	23	+4	Max Dex 8, Fatigues

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
AN-94 Assault Rifle (fire combat)	23	14	30	40 / 80 / 160	Long Burst
MP-443 Grach Pistol (fire combat)	22	13	15	10 / 25 / 40	With Silencer
Combat Knife (melee weapons)	20	Str +1 (10)	—	10 / 20 / 30	Six, Thrown with missile weapons

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied -4  
Vulnerable +4  
Wound Tracker -2  
-1



Name "Prowler" (Ord)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

8

9

7

9

8

24

13

4

### DEFENSES

Dodge

9

Melee Defense

10

Unarmed Defense

8

SHOCK

WOUNDS

Prowler is quiet and professional. He's a knife and infiltration expert, equally at home in urban and wilderness environments. He follows orders and likes getting the job done with clean efficiency — no loose ends.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex	+2	10
Missile Weapons	Dex	+2	10
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex	+1	9
Taunt	Cha		7
Trick	Mind		9
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Find	Mind	+1	10
Land Vehicles	Dex	+1	9
Stealth	Dex	+3	11
Streetwise	Cha	+1	8
Survival	Mind	+1	10

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Extra Magazines	23	5 reloads for each weapon
Hands-free Comms	23	
Flashlight	21	May be attached to any weapon
Multi-tool	23	Works as a lockpick
F1 Grenades (3)	22	Damage 16, Medium Blast

### ARMOR

Armor	Axiom	Adds	Notes
Tactical Armor	23	+4	Max Dex 8, Fatigues

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
AN-94 Assault Rifle (fire combat)	23	14	30	40 / 80 / 160	Long Burst
MP-443 Grach Pistol (fire combat)	22	13	15	10 / 25 / 40	With Silencer
Combat Knife (melee weapons)	20	Str +1 (10)	—	10 / 20 / 30	Six, Thrown with missile weapons

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied  
Vulnerable  
Wound Tracker



Name "Drivetrain" (Storm Knight)

Total XP

Race Human Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

8

9

8

8

8

24

12

4

### DEFENSES

Dodge

10

Melee Defense

8

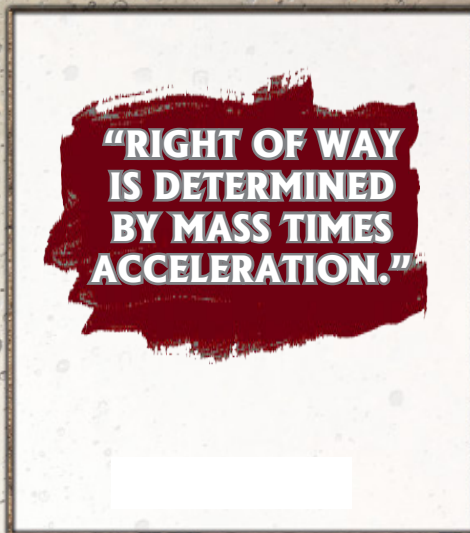
Unarmed Defense

9

SH8CK

WO3NDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex		8
Missile Weapons	Dex	+1	9
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex	+1	9
Taunt	Cha		7
Trick	Mind	+1	10
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Find	Mind	+1	10
Heavy Weapons	Dex	+1	9
Land Vehicles	Dex	+3	11
Science	Mind	+1	10
Reality	Spirit	+1	9
Stealth	Dex	+1	9
Streetwise	Cha	+1	8



PERKS	
Perk	Effect
Prodigy	Start with +1 Possibility
Vengeful	If Wounded, gain one Up vs that attacker

EQUIPMENT		
Item	Axiom	Notes
Extra Magazines	23	5 reloads for each weapon
Hands-free Comms	23	
Flashlight	21	May be attached to any weapon
First Aid Kit	23	First Aid tests are Favored
F1 Grenades (3)	22	Damage 16, Medium Blast

ARMOR			
Armor	Axiom	Adds	Notes
Tactical Armor	23	+4	Max Dex 8, Fatigues

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
AN-94 Assault Rifle (fire combat)	23	14	30	40 / 80 / 160	Long Burst	
MP-443 Grach Pistol (fire combat)	22	13	15	10 / 25 / 40		
Combat Knife (melee weapons)	20	Str +1 (9)	—	10 / 20 / 30	Thrown with missile weapons	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied  
Vulnerable  
Wound Tracker



Name "Drivetrain" (Ord)

Total XP

Race Human **Cosm** Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

8

9

8

8

8

24

12

4

### DEFENSES

Dodge

10

Melee Defense

8

Unarmed Defense

9

SHOCK

WOUNDS

Stymied  
Vulnerable  
Wound Tracker

Usually found under a transport or behind the wheel of one, Drivetrain loves speed and machinery. She's the youngest in the unit, but has proven herself behind the wheel and in combat.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex		8
Missile Weapons	Dex	+1	9
Unarmed Combat	Dex	+1	9

Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex	+1	9
Taunt	Cha		7
Trick	Mind	+1	10

Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Find	Mind	+1	10
Heavy Weapons	Dex	+1	9
Land Vehicles	Dex	+3	11
Science	Mind	+1	10
Stealth	Dex	+1	9
Streetwise	Cha	+1	8

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Extra Magazines	23	5 reloads for each weapon
Hands-free Comms	23	
Flashlight	21	May be attached to any weapon
First Aid Kit	23	First Aid tests are Favored
F1 Grenades (3)	22	Damage 16, Medium Blast

### ARMOR

Armor	Axiom	Adds	Notes
Tactical Armor	23	+4	Max Dex 8, Fatigues

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
AN-94 Assault Rifle (fire combat)	23	14	30	40 / 80 / 160	Long Burst
MP-443 Grach Pistol (fire combat)	22	13	15	10 / 25 / 40	
Combat Knife (melee weapons)	20	Str +1 (9)	—	10 / 20 / 30	Thrown with missile weapons

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1





Name Adebowale Khalil (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Nile Empire

Unspent \_\_\_\_\_

Axioms: Magic 14 Social 20 Spirit 18 Tech 20 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

8

8

11

7

8

24

7

0

### DEFENSES

Dodge

10

Melee Defense

9

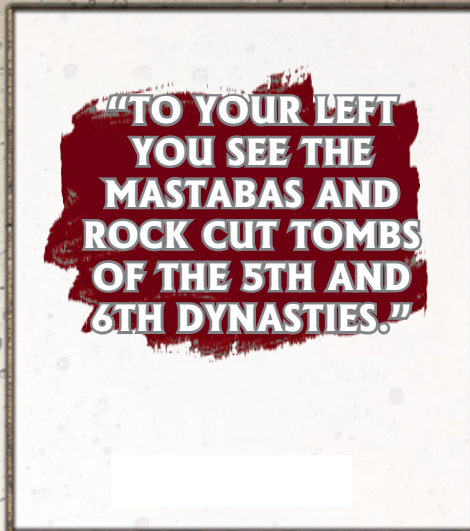
Unarmed Defense

8

SH11CK

WO3NDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex	+1	9
Missile Weapons	Dex		8
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	12
Maneuver	Dex	+1	9
Taunt	Cha		6
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Evidence Analysis	Mind	+1	9
Faith	Spirit	+3	14
Find	Mind	+2	10
Language (Coptic)	Mind	+1	9
Persuasion	Cha	+1	7
Reality	Spirit	+1	12
Scholar	Mind	+2	10



PERKS	
Perk	Effect
Miracles	Gain heal, strike, and ward evil
Miracles (2)	Gain lightning strike

EQUIPMENT			
Item	Axiom	Notes	
Guide Book	20		
Torch	12		
ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Staff (melee weapons)	12	Str +2 (9)	—	—	—	
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—	

Bonus Chart																					
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied

Vulnerable

Wound Tracker



Name Adebowale Khalil (Ord)

Total XP \_\_\_\_\_

Race Human **Cosm** Core Earth

Unspent \_\_\_\_\_

Axioms: **Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

Charisma

6

Dexterity

8

Mind

8

Spirit

11

Strength

7

Movement

8

Run

24

Total Toughness

7

Armor

0

### DEFENSES

Dodge

10

Melee Defense

9

Unarmed Defense

8

SH11CK

WO3NDS

Tourists usually have a hard time with his name, so he just introduces himself as Khalil. Adebowale was always drawn to the pyramids, and the ancient culture that constructed them. He began working as a tour guide just to spend time around the ancient splendors and found it suited him. He loves to learn and share his newfound knowledge.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex	+1	9
Missile Weapons	Dex		8
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	12
Maneuver	Dex	+1	9
Taunt	Cha		6
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Evidence Analysis	Mind	+1	9
Faith	Spirit	+3	14
Find	Mind	+2	10
Language (Coptic)	Mind	+1	9
Persuasion	Cha	+1	7
Scholar	Mind	+2	10

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Guide Book	20	
Mobile Phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Staff (melee weapons)	12	Str +2 (9)	—	—	—
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied

Vulnerable

Wound Tracker

Name Heidi Eklund (Storm Knight) Total XP \_\_\_\_\_  
 Race Human Cosm Nile Empire Unspent \_\_\_\_\_  
 Axioms: **Magic** 14 **Social** 20 **Spirit** 18 **Tech** 20 **Clearance Level** None

## ATTRIBUTES & SKILLS

Charisma **7**    Dexterity **9**    Mind **12**    Spirit **7**    Strength **6**    Movement **9**    Run **27**    Total Toughness **7**    Armor **1**

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex	+2	11
Fire Combat	Dex		9
Melee Weapons	Dex		9
Missile Weapons	Dex		9
Unarmed Combat	Dex		9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex		9
Taunt	Cha		6
Trick	Mind	+2	14
Other	Attribute	Skill Adds	Value
Air Vehicles	Dex	+2	11
Dodge	Dex	+1	10
Find	Mind	+2	13
Reality	Spirit	+1	8
Scholar	Mind	+2	14
Science	Mind	+3	15
Stealth	Dex	+1	10



## DEFENSES

Dodge **10**

Melee Defense **9**

Unarmed Defense **9**

SHOCK

WOUNDS

Stymied

Vulnerable

Wound Tracker

+4  
-2  
+4  
+2  
K0  
-3  
-2  
-1

## EQUIPMENT

Item	Axiom	Notes
Multi-Tool	20	

## ARMOR

Armor	Axiom	Adds	Notes
Leather Coat	20	+1	Torso, Max Dex 12

## PERKS

Perk	Effect
Electro-Ray	Gadget, Not in Melee, Damage 15
Super Attribute	Gain +1 Mind (Included)

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Electro-Ray (energy weapons)	Special	15	5	10 / 25 / 50	Regenerates 1 Shot each round
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1



Name Heidi Eklund (Ord) Total XP \_\_\_\_\_  
 Race Human Cosm Core Earth Unspent \_\_\_\_\_  
 Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma **7**    Dexterity **9**    Mind **12**    Spirit **7**    Strength **6**    Movement **9**    Run **27**    Total Toughness **6**    Armor **0**

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		
Fire Combat	Dex		9
Melee Weapons	Dex		9
Missile Weapons	Dex		9
Unarmed Combat	Dex		9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex		9
Taunt	Cha		6
Trick	Mind	+2	14
Other	Attribute	Skill Adds	Value
Air Vehicles	Dex	+2	11
Dodge	Dex	+1	10
Find	Mind	+2	13
Scholar	Mind	+2	14
Science	Mind	+3	15
Stealth	Dex	+1	10

Born in Heidelberg, Heidi learned about machines by taking them apart and putting them back together. She's an engineer for the Airbus Group, a massive aerospace and defense conglomerate. This is the first proper vacation Heidi has taken in more than a decade.

### DEFENSES

Dodge **10**

Melee Defense **9**

Unarmed Defense **9**

SHOCK

WOUNDS

Stymied  
Vulnerable  
Wound Tracker

+4  
-2  
+4  
+2  
-3  
-2  
-1

### EQUIPMENT

Item	Axiom	Notes
Multi-Tool	20	
Tablet	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1



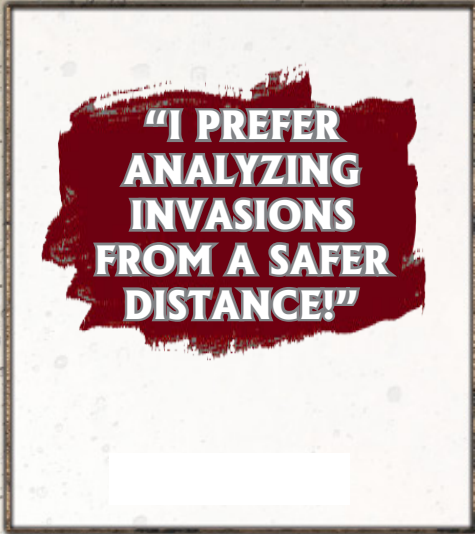
Name Java (Storm Knight) Total XP \_\_\_\_\_  
 Race Human Cosm Core Earth Unspent \_\_\_\_\_  
 Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma **6**    Dexterity **8**    Mind **10**    Spirit **10**    Strength **6**    Movement **8**    Run **24**    Total Toughness **6**    Armor **0**

### DEFENSES

Dodge **9**  
 Melee Defense **9**  
 Unarmed Defense **9**  
 SH10CK  
 WO3NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+2	10
Melee Weapons	Dex	+1	9
Missile Weapons	Dex		8
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		10
Maneuver	Dex	+1	9
Taunt	Cha		6
Trick	Mind		10
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Find	Mind	+1	11
Language (Coptic)	Mind	+1	11
Reality	Spirit	+3	13
Scholar	Mind	+3	13
Science	Mind	+1	11
Stealth	Dex	+1	9

### PERKS

Perk	Effect
Negation	Contest foes spending Possibilities
Situational Awareness	Play 1 card straight into Action Pool

### EQUIPMENT

Item	Axiom	Notes
Notebook	20	
Pens	20	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied +4  
 Vulnerable +2  
 Wound Tracker -1  
 -2  
 -3  
 -4  
 KO  
 -5



Name Java (Ord)

Total XP \_\_\_\_\_

Race Human

Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: **Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

8

10

10

6

8

24

6

0

### DEFENSES

Dodge

9

Melee Defense

9

Unarmed Defense

9

SH10CK

WO3NDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex		8
Missile Weapons	Dex		8
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		10
Maneuver	Dex	+1	9
Taunt	Cha		6
Trick	Mind		10
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Find	Mind	+1	11
Language (Coptic)	Mind	+1	11
Scholar	Mind	+3	13
Science	Mind	+1	11
Stealth	Dex	+1	9

Java is a student in Cairo. She's fascinated by all history, especially military tactics, and fancies herself an armchair general. Today is the first time she's managed to visit the pyramids despite living so close to them her entire life.

PERKS	
Perk	Effect

EQUIPMENT		
Item	Axiom	Notes
Notebook	20	
Pens	20	

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—	

Bonus Chart																					
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied

Vulnerable

Wound Tracker

-4

-2

+4

+2

-3

-1

2

3

10

Name "Lion" Kamil (Storm Knight)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

## ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

9

7

7

11

9

27

11

0

## DEFENSES

Dodge

11

Melee Defense

11

Unarmed Defense

11

SHOCK

WOUNDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex	+3	12
Melee Weapons	Dex	+2	11
Missile Weapons	Dex		9
Unarmed Combat	Dex	+2	11
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	8
Maneuver	Dex		9
Taunt	Cha		6
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	11
Evidence Analysis	Mind	+1	8
Find	Mind	+1	8
Land Vehicles	Dex	+2	11
Reality	Spirit	+2	9

EQUIPMENT			
Item	Axiom	Notes	
Walkie-Talkie	20		
Ticket Book	20		
ARMOR			
Armor	Axiom	Adds	Notes

PERKS	
Perk	Effect
Relentless	3 Shock for +1BD on All-Out Attack
Vengeful	If Wounded, gain one Up vs that attacker

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
.38 Revolver	20	12	6	10 / 25 / 40	Small	
Baton	20	Str +2 (13)	—	—	—	
Unarmed (unarmed combat)	—	Str +0 (11)	—	—	—	

Bonus Chart																						
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	+5

Stymied +4  
Vulnerable +2  
Wound Tracker -1



Name "Lion" Kamil (Storm Knight)

Total XP

Race Human Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

9

7

7

11

9

27

11

0

### DEFENSES

Dodge

11

Melee Defense

11

Unarmed Defense

11

SHOCK

WOUNDS

Lion was a cop in Giza, a good one, but he was taken off regular duty for insubordination. Now he spends all day making sure tourists or teens don't deface the tombs around the pyramid. Lion chafes at this duty, and longs to get back into the real action where he belongs.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex	+3	12
Melee Weapons	Dex	+2	11
Missile Weapons	Dex		9
Unarmed Combat	Dex	+2	11
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	8
Maneuver	Dex		9
Taunt	Cha		6
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	11
Evidence Analysis	Mind	+1	8
Find	Mind	+1	8
Land Vehicles	Dex	+2	11

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Walkie-Talkie	20	
Ticket Book	20	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
.38 Revolver	20	12	6	10 / 25 / 40	Small
Baton	20	Str +2 (13)	—	—	—
Unarmed (unarmed combat)	—	Str +0 (11)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied

Vulnerable

Wound Tracker

-4

-2

+4

+2

0

-3

-1

2

-2

1





Name Kelsey Kavanaugh (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Nile Empire

Unspent \_\_\_\_\_

Axioms: Magic 14 Social 20 Spirit 18 Tech 20 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

12

8

7

7

12

36

7

0

### DEFENSES

Dodge

14

Melee Defense

13

Unarmed Defense

12

SHOCK

WOUNDS

Stymied

Vulnerable

Wound Tracker

+4  
-2  
+4  
+2  
K0  
-3  
-2  
-1



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		12
Fire Combat	Dex		12
Melee Weapons	Dex	+1	13
Missile Weapons	Dex	+2	14
Unarmed Combat	Dex		12
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex	+2	14
Taunt	Cha		7
Trick	Mind	+2	10
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	14
Find	Mind	+1	9
Land Vehicles	Dex	+1	13
Lockpicking	Dex	+1	13
Reality	Spirit	+1	8
Stealth	Dex	+5	17

EQUIPMENT		
Item	Axiom	Notes

PERKS	
Perk	Effect
Super Attribute	Gain +1 Dexterity (included)
Super Skill	Gain +2 Stealth (included)

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Throwing Dagger (melee weapons)	20	Str +1 (8)	—	10 / 20 / 30	Small, Thrown with missile weapons	
Throwing Dagger (melee weapons)	20	Str +1 (8)	—	10 / 20 / 30	Small, Thrown with missile weapons	
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1



**Name** Kelsey Kavanaugh (Ord) **Total XP** \_\_\_\_\_  
**Race** Human **Cosm** Core Earth **Unspent** \_\_\_\_\_  
**Axioms: Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

**Charisma** 7 **Dexterity** 11 **Mind** 8 **Spirit** 7 **Strength** 7  
**Movement** 11 **Run** 33 **Total Toughness** 7 **Armor** 0

### DEFENSES

**Dodge**

13

**Melee Defense**

12

**Unarmed Defense**

11

SHOCK

WOUNDS

Kelsey is a recent divorcé from America. He's shy and quiet, practically invisible to even his family and friends. He surprised himself as much as everyone else when he used the last of his savings on this trip to finally see the pyramids like he'd always promised himself he would.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		11
Fire Combat	Dex		11
Melee Weapons	Dex	+1	12
Missile Weapons	Dex	+2	13
Unarmed Combat	Dex		11
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex	+2	13
Taunt	Cha		7
Trick	Mind	+2	10
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	13
Find	Mind	+1	9
Land Vehicles	Dex	+1	12
Stealth	Dex	+3	14

EQUIPMENT		
Item	Axiom	Notes
Camera	23	
Mobile Phone	23	

PERKS	
Perk	Effect

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied +4  
 Vulnerable +2  
 Wound Tracker 10  
 -1 -2 -3 -4



Name "The Kid" (Storm Knight)

Total XP

Race Human Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

10

8

7

8

7

8

24

7

0

### DEFENSES

Dodge

10

Melee Defense

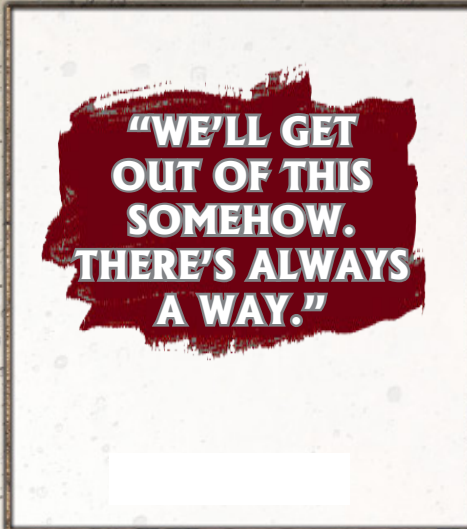
9

Unarmed Defense

9

SHOCK

WOUNDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex	+1	9
Missile Weapons	Dex		8
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		8
Taunt	Cha	+3	13
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Find	Mind	+1	8
Persuasion	Cha	+2	12
Reality	Spirit	+2	10
Stealth	Dex	+1	9
Streetwise	Cha	+1	11
Survival	Mind	+1	8

### PERKS

Perk	Effect
Grant Possibilities	Give your Possibilities as a free action
Prodigy	Start with +1 Possibility

EQUIPMENT		
Item	Axiom	Notes
Backpack	22	
Water Bottle	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Knife (melee weapons)	20	Str +1 (8)	—	—	Small
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied

Vulnerable

Wound Tracker



Name "The Kid" (Ord)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

10

8

7

8

7

8

24

7

0

### DEFENSES

Dodge

10

Melee Defense

9

Unarmed Defense

9

SHOCK

WOUNDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex	+1	9
Melee Weapons	Dex	+1	9
Missile Weapons	Dex		8
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		8
Taunt	Cha	+3	13
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Find	Mind	+1	8
Persuasion	Cha	+2	12
Stealth	Dex	+1	9
Streetwise	Cha	+1	11
Survival	Mind	+1	8

"The Kid" is an orphan and world-traveling vagabond. He never knew his parents, or even where he was born. He considers himself a "citizen of Earth" and has lived by his wits since he was a child. He's happy-go-lucky and always ready with a lie, quip, or quick escape plan when things go wrong.

EQUIPMENT			
Item	Axiom	Notes	
Backpack	22		
Water Bottle	23		
ARMOR			
Armor	Axiom	Adds	Notes

PERKS	
Perk	Effect

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Knife (melee weapons)	20	Str +1 (8)	—	—	Small	
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—	

Bonus Chart																					
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied

Vulnerable

Wound Tracker



**Name** Theo Tenailon (Storm Knight) **Total XP** \_\_\_\_\_  
**Race** Human **Cosm** Cyberpapacy **Unspent** \_\_\_\_\_  
**Axioms: Magic** 14 **Social** 18 **Spirit** 16 **Tech** 26 **Clearance Level** None

### ATTRIBUTES & SKILLS

**Charisma** 8 **Dexterity** 7 **Mind** 8 **Spirit** 10 **Strength** 7 **Movement** 7 **Run** 21 **Total Toughness** 7 **Armor** 0

### DEFENSES

**Dodge**

9

**Melee Defense**

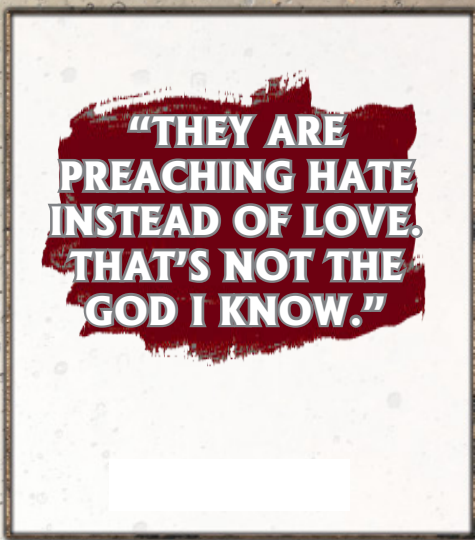
7

**Unarmed Defense**

8

SH10CK

WO3NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex		7
Melee Weapons	Dex		7
Missile Weapons	Dex		7
Unarmed Combat	Dex	+1	8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+2	12
Maneuver	Dex		7
Taunt	Cha		8
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	9
Evidence Analysis	Mind	+2	10
Faith	Spirit	+3	13
Find	Mind	+1	9
First Aid	Mind	+1	9
Land Vehicles	Dex	+1	8
Persuasion	Cha	+1	9
Reality	Spirit	+2	12

### PERKS

Perk	Effect
Conviction	-1 Shock from failed Miracles
Miracles	Gain healing, repel, ward enemy

### EQUIPMENT

Item	Axiom	Notes
Bible	18	
Mobile Phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied +4  
 Vulnerable +2  
 Wound Tracker -1  
 -2  
 -3  
 -4  
 -5  
 -6  
 -7  
 -8  
 -9  
 -10



**Name** Theo Tenailon (Ord) **Total XP** \_\_\_\_\_  
**Race** Human **Cosm** Core Earth **Unspent** \_\_\_\_\_  
**Axioms: Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

**Charisma** 8 **Dexterity** 7 **Mind** 8 **Spirit** 10 **Strength** 7 **Movement** 7 **Run** 21 **Total Toughness** 7 **Armor** 0

### DEFENSES

**Dodge**

9

**Melee Defense**

7

**Unarmed Defense**

8

SH10CK

WO3NDS

Theo had the desire to serve God since he was a child and joined the Roman Catholic Church at a young age. Recently he's become burned out and hopeless. He's currently taking some personal time to visit his cousin Raine, and go to Avignon to hopefully find his calling again.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex		7
Melee Weapons	Dex		7
Missile Weapons	Dex		7
Unarmed Combat	Dex	+1	8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+2	12
Maneuver	Dex		7
Taunt	Cha		8
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	9
Evidence Analysis	Mind	+2	10
Faith	Spirit	+3	13
Find	Mind	+1	9
First Aid	Mind	+1	9
Land Vehicles	Dex	+1	8
Persuasion	Cha	+1	9

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Bible	18	
Mobile Phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied +4  
 Vulnerable +2  
 Wound Tracker 10  
 -1 -2 -3 -4



Name "Harlequin" (Storm Knight)

Total XP

Race Human Cosm Cyberpapacy

Unspent

Axioms: Magic 14 Social 18 Spirit 16 Tech 26 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

10

10

6

8

10

30

9

1

### DEFENSES

Dodge

11

Melee Defense

13

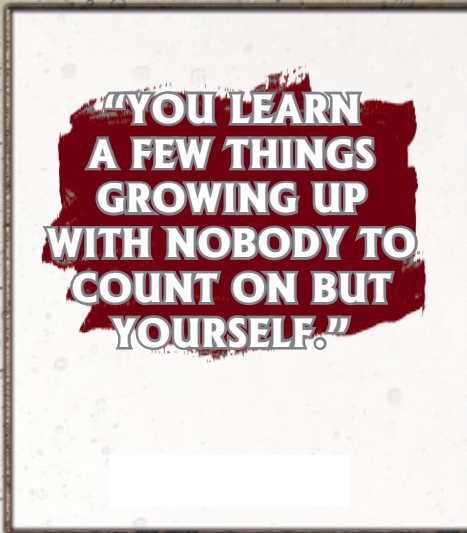
Unarmed Defense

11

SHOCK

WOUNDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		10
Fire Combat	Dex		10
Melee Weapons	Dex	+3	13
Missile Weapons	Dex		10
Unarmed Combat	Dex	+1	11
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		6
Maneuver	Dex	+1	11
Taunt	Cha		6
Trick	Mind	+1	11
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	11
Find	Mind	+1	11
Lockpicking	Dex	+2	12
Persuasion	Cha	+2	8
Reality	Spirit	+1	7
Stealth	Dex	+1	11
Streetwise	Cha	+2	8



PERKS	
Perk	Effect
Survivor	Ignore Wound penalties on Defeat tests
Vengeful	If Wounded, gain one Up vs that attacker

EQUIPMENT			
Item	Axiom	Notes	
Several watches	23	Stolen	
ARMOR			
Armor	Axiom	Adds	Notes
Leather Jacket	20	+1	Torso, Max Dex 12

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Switchblade (melee weapons)	21	Str +1 (9)	—	—	Small	
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—	

Bonus Chart																						
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	+5

Stymied +4  
Vulnerable +2  
Wound Tracker -1



Name "Harlequin" (Ord)

Total XP

Race Human **Cosm** Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

10

10

6

8

10

30

9

1

### DEFENSES

Dodge

11

Melee Defense

13

Unarmed Defense

11

SHOCK

WOUNDS

"Harlequin" has lived on the streets since he (or she?) ran away from a bad home as a child. Harlequin steals stereos, hacks bank machines, and stays one step ahead of the police. Darcy Delaine is the one bright spot in Harlequin's life, and the two are normally inseparable.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		10
Fire Combat	Dex		10
Melee Weapons	Dex	+3	13
Missile Weapons	Dex		10
Unarmed Combat	Dex	+1	11
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		6
Maneuver	Dex	+1	11
Taunt	Cha		6
Trick	Mind	+1	11
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	11
Find	Mind	+1	11
Lockpicking	Dex	+2	12
Persuasion	Cha	+2	8
Stealth	Dex	+1	11
Streetwise	Cha	+2	8

### PERKS

Perk	Effect
Survivor	Ignore Wound penalties on Defeat tests

### EQUIPMENT

Item	Axiom	Notes
Several watches	23	Stolen

### ARMOR

Armor	Axiom	Adds	Notes
Leather Jacket	20	+1	Torso, Max Dex 12

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Switchblade (melee weapons)	21	Str +1 (9)	—	—	Small
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied

Vulnerable

Wound Tracker



Name Chloe Beaumont (Storm Knight)

Total XP \_\_\_\_\_

Race Human      Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

## ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

7

11

8

7

7

21

7

0

## DEFENSES

Dodge

9

Melee Defense

8

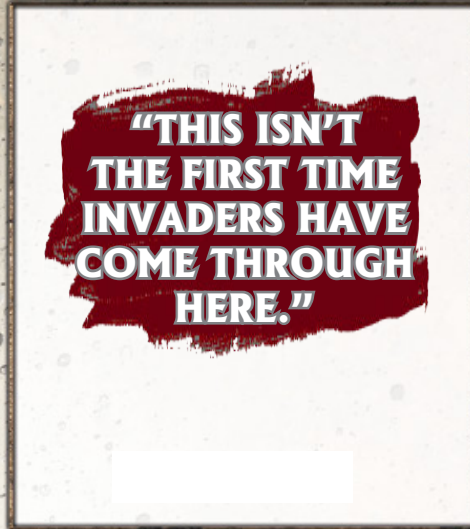
Unarmed Defense

7

SHOCK

WOUNDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+1	8
Melee Weapons	Dex	+1	8
Missile Weapons	Dex	+1	8
Unarmed Combat	Dex		7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		7
Taunt	Cha		7
Trick	Mind	+2	13
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	9
Evidence Analysis	Mind	+1	12
Find	Mind	+1	12
First Aid	Mind	+1	12
Reality	Spirit	+3	11
Scholar	Dex	+3	14



PERKS	
Perk	Effect
Indomitable	Active Defense tests are Favored
Situational Awareness	Play 1 card straight into Action Pool

EQUIPMENT		
Item	Axiom	Notes
Camera	23	
Mobile Phone	23	

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—	

Bonus Chart																					
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied -4  
Vulnerable +4  
Wound Tracker -2  
-2  
-1



Name Chloe Beaumont (Ord)

Total XP \_\_\_\_\_

Race Human Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

7

11

8

7

7

21

7

0

### DEFENSES

Dodge

9

Melee Defense

8

Unarmed Defense

7

SHOCK

WOUNDS

Stymied +4  
Vulnerable +2  
Wound Tracker -1 -2 -3 -4

Chloe teaches history, and is pursuing her Doctorate in ancient history. She's on a sabbatical, studying the Roman sites here in Orange. Her sibling Adrien came along for the ride, and of course got swept up in some romantic adventure. Those sorts of exciting things never happen to her.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex	+1	8
Melee Weapons	Dex	+1	8
Missile Weapons	Dex	+1	8
Unarmed Combat	Dex		7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		7
Taunt	Cha		7
Trick	Mind	+2	13
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	9
Evidence Analysis	Mind	+1	12
Find	Mind	+1	12
First Aid	Mind	+1	12
Scholar	Dex	+3	14

EQUIPMENT			
Item	Axiom	Notes	
Camera	23		
Mobile Phone	23		
ARMOR			
Armor	Axiom	Adds	Notes

### PERKS

Perk	Effect
Indomitable	Active Defense tests are Favored

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1



Name Arielle Favreau (Storm Knight)

Total XP \_\_\_\_\_

Race Human Cosm Cyberpapacy

Unspent \_\_\_\_\_

Axioms: **Magic** 14 **Social** 18 **Spirit** 16 **Tech** 26 **Clearance Level** None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

8

11

9

6

8

24

6

0

### DEFENSES

Dodge

10

Melee Defense

8

Unarmed Defense

9

SHOCK

WOUNDS

Stymied +4  
+2  
Vulnerable +4  
+2  
Wound Tracker 10  
-3  
-2  
-1



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex		8
Missile Weapons	Dex		8
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	10
Maneuver	Dex		8
Taunt	Cha		6
Trick	Mind		11
Other	Attribute	Skill Adds	Value
Alteration	Mind	+3	14
Divination	Mind	+3	14
Dodge	Dex	+2	10
Faith	Spirit	+1	10
Find	Mind	+1	10
Persuasion	Cha	+1	7
Reality	Spirit	+1	10
Streetwise	Cha	+1	7

EQUIPMENT		
Item	Axiom	Notes
Business Cards	23	
Mobile Phone	23	
Wiccan Necklace	14	

PERKS	
Perk	Effect
Spellcaster	Gain diminish, enhance, stun
Spellcaster (2)	Gain pathfinder

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1



Name Arielle Favreau (Ord)

Total XP

Race Human

Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

## ATTRIBUTES &amp; SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

6

8

11

9

6

8

24

6

0

## DEFENSES

Dodge

10

Melee Defense

8

Unarmed Defense

9

SHOCK

WOUNDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex		8
Missile Weapons	Dex		8
Unarmed Combat	Dex	+1	9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	10
Maneuver	Dex		8
Taunt	Cha		6
Trick	Mind		11
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Faith	Spirit	+1	10
Find	Mind	+1	10
Persuasion	Cha	+1	7
Streetwise	Cha	+1	7

Arielle is well known as the town's resident "Wiccan." She's well-liked and owns a corner shop where she sells candles and trinkets. The shop is closed today. Arielle had planned to spend the day with her lover Raine, but Raine didn't show up and hasn't called.

EQUIPMENT			
Item	Axiom	Notes	
Business Cards	23		
Mobile Phone	23		
Wiccan Necklace	14		
ARMOR			
Armor	Axiom	Adds	Notes

## PERKS

Perk	Effect

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (6)	—	—	—

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied

Vulnerable

Wound Tracker

-4

-2

+4

+2

K0

-3

-2

-1



Name Camilla Delaine (Storm Knight) Total XP \_\_\_\_\_  
 Race Human Cosm Core Earth Unspent \_\_\_\_\_  
 Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma **7**    Dexterity **11**    Mind **8**    Spirit **7**    Strength **7**    Movement **11**    Run **33**    Total Toughness **7**    Armor **0**

### DEFENSES

Dodge **13**

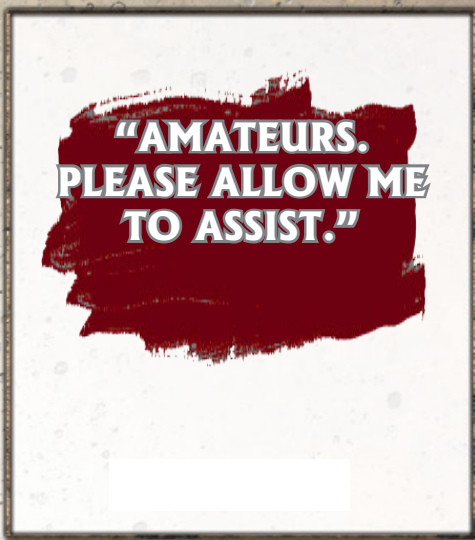
Melee Defense **12**

Unarmed Defense **11**

**11**

SHOCK

WOUNDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		11
Fire Combat	Dex	+1	12
Melee Weapons	Dex	+1	12
Missile Weapons	Dex	+1	12
Unarmed Combat	Dex		11
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex	+1	12
Taunt	Cha	+1	8
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	13
Find	Mind	+1	9
Lockpicking	Dex	+3	14
Reality	Spirit	+1	8
Stealth	Dex	+3	14
Streetwise	Cha	+1	8

### PERKS

Perk	Effect
Realm Runner	+4 to reconnect, ignore first disconnect
Whirlwind	Ignore first -2 Multi-Target for melee

### EQUIPMENT

Item	Axiom	Notes
Lockpicks	23	
Mobile Phone	23	
Jewelry	20	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Knife (melee weapons)	20	Str +1 (8)	—	—	Small
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied +4  
Vulnerable +2  
Wound Tracker -1 -2 -3 -4



Name Camilla Delaine (Ord)

Total XP \_\_\_\_\_

Race Human      Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: **Magic** 9    **Social** 23    **Spirit** 10    **Tech** 23    **Clearance Level** None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

11

8

7

7

11

33

7

0

### DEFENSES

Dodge

13

Melee Defense

12

Unarmed Defense

11

SHOCK

WOUNDS

Stymied  
Vulnerable  
Wound Tracker

No one in Orange knows that in her youth Camila was a notorious jewel thief. Now she's retired, relaxed, and quite wealthy. She's devoted to her only child, Darcy, who has no idea about Camila's sordid past. Darcy's been spending time lately with some hustler calling himself "Harlequin" and she suspects both are in trouble.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		11
Fire Combat	Dex	+1	12
Melee Weapons	Dex	+1	12
Missile Weapons	Dex	+1	12
Unarmed Combat	Dex		11
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex	+1	12
Taunt	Cha	+1	8
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	13
Find	Mind	+1	9
Lockpicking	Dex	+3	14
Stealth	Dex	+3	14
Streetwise	Cha	+1	8

### PERKS

Perk	Effect
Whirlwind	Ignore first -2 Multi-Target for melee

### EQUIPMENT

Item	Axiom	Notes
Lockpicks	23	
Mobile Phone	23	
Jewelry	20	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Knife (melee weapons)	20	Str +1 (8)	—	—	Small
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

### Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Name Mandel "Merveille" Monet (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

## ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

9

7

8

9

9

27

9

0

## DEFENSES

Dodge

11

Melee Defense

10

Unarmed Defense

9

SHOCK

WOUNDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex		9
Melee Weapons	Dex	+1	10
Missile Weapons	Dex		9
Unarmed Combat	Dex		9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	9
Maneuver	Dex		9
Taunt	Cha	+2	9
Trick	Mind	+1	8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	11
Find	Mind	+1	8
Land Vehicles	Dex	+3	12
Lockpicking	Dex	+1	10
Persuasion	Cha	+1	8
Reality	Spirit	+2	10
Stealth	Dex	+1	10



## EQUIPMENT

Item	Axiom	Notes
Mobile Phone	23	
Toolbelt	23	

## ARMOR

Armor	Axiom	Adds	Notes

## PERKS

Perk	Effect
Prodigy	Start with +1 Possibility
Tenacious	Tests to Soak are Favored

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (9)	—	—	—

## Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied  
Vulnerable  
Wound Tracker



Name Mandel "Merveille" Monet (Ord)

Total XP

Race Human Cosm Core Earth

Unspent

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

9

7

8

9

9

27

9

0

### DEFENSES

Dodge

11

Melee Defense

10

Unarmed Defense

9

SHOCK

WOUNDS

Merveille is the backup operator on the Avignon train line, and overdue for promotion. Right now he's off shift and enjoying a layover in Orange. He was supposed stop off in Avignon, but on the way here he met Adrien, and the whirlwind romance that started was worth the change in plans.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		9
Fire Combat	Dex		9
Melee Weapons	Dex	+1	10
Missile Weapons	Dex		9
Unarmed Combat	Dex		9
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	9
Maneuver	Dex		9
Taunt	Cha	+2	9
Trick	Mind	+1	8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	11
Find	Mind	+1	8
Land Vehicles	Dex	+3	12
Lockpicking	Dex	+1	10
Persuasion	Cha	+1	8
Stealth	Dex	+1	10

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Mobile Phone	23	
Toolbelt	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (9)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied

Vulnerable

Wound Tracker





Name Divya Nalan (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Orrorsh

Unspent \_\_\_\_\_

Axioms: Magic 16 Social 18 Spirit 16 Tech 18 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

8

10

7

8

7

10

30

7

0

### DEFENSES

Dodge

11

Melee Defense

11

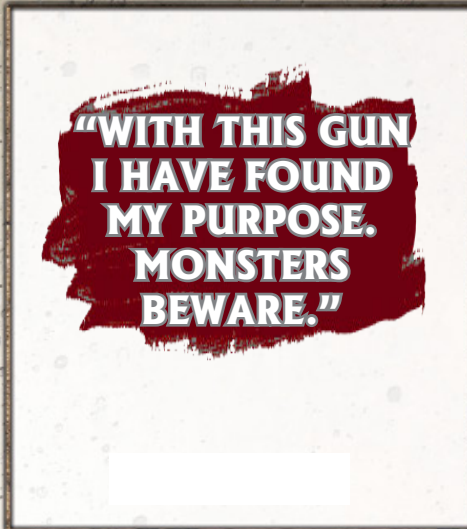
Unarmed Defense

10

SHOCK

WOUNDS

Stymied  
Vulnerable  
Wound Tracker



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		10
Fire Combat	Dex	+3	13
Melee Weapons	Dex	+1	11
Missile Weapons	Dex	+1	11
Unarmed Combat	Dex		10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+2	12
Taunt	Cha	+1	9
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	11
Evidence Analysis	Mind	+1	8
Find	Mind	+1	8
Language (English)	Mind	+1	8
Reality	Spirit	+1	9
Science	Mind	+2	9
Stealth	Dex	+1	11

### PERKS

Perk	Effect
Bulletsmith	Gain Slayer's Gun, special rounds
Sniper	+1BD damage after Aiming

EQUIPMENT		
Item	Axiom	Notes
Silver Shells	18	+4 damage vs Lycanthropes (6)
Slayer Shells	18	(12)

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Slayers Gun	18	14	6	50 / 100 / 200	—
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1



Name Divya Nalan (Ord)

Total XP \_\_\_\_\_

Race Human Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

8

10

7

8

7

10

30

7

0

### DEFENSES

Dodge

11

Melee Defense

10

Unarmed Defense

10

SH8CK

WO3NDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		10
Fire Combat	Dex		10
Melee Weapons	Dex		10
Missile Weapons	Dex	+1	11
Unarmed Combat	Dex		10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+2	12
Taunt	Cha	+1	9
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	11
Evidence Analysis	Mind	+1	8
Find	Mind	+1	8
Language (English)	Mind	+1	8
Science	Mind	+2	9
Stealth	Dex	+1	11

Divya has been invited to Rajan's wedding because she's good friends with his little sister, Koeyli. Divya is aimless, pursuing a career in chemistry due to pressure from her family, but she's still trying to figure out what she really wants for herself.

PERKS	
Perk	Effect

EQUIPMENT		
Item	Axiom	Notes
Purse	23	

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied

Vulnerable

Wound Tracker

-4

-2

+4

+2

10

-3

-2

-1

Name Shilpa Revenkar (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

## ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

8

10

8

7

8

24

7

0

## DEFENSES

Dodge

9

Melee Defense

9

Unarmed Defense

8

SH10CK

WO3NDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex	+1	9
Missile Weapons	Dex		8
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		8
Taunt	Cha		7
Trick	Mind	+3	13
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Evidence Analysis	Mind	+2	12
Find	Mind	+2	12
Language (English)	Mind	+1	11
Language (Kannada)	Mind	+1	11
Reality	Spirit	+2	10
Science	Mind	+2	12
Stealth	Dex	+1	9

## PERKS

Perk	Effect
Endurance	+2 Shock (Included)
Situational Awareness	Play 1 card straight into Action Pool

## EQUIPMENT

Item	Axiom	Notes
Blender	23	Gift wrapped
Camera	23	
Mobile Phone	23	

## ARMOR

Armor	Axiom	Adds	Notes

## WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

## Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied  
Vulnerable  
Wound Tracker



Name Shilpa Revenkar (Ord) Total XP \_\_\_\_\_  
 Race Human Cosm Core Earth Unspent \_\_\_\_\_  
 Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma **7**    Dexterity **8**    Mind **10**    Spirit **8**    Strength **7**    Movement **8**    Run **24**    Total Toughness **7**    Armor **0**

### DEFENSES

Dodge **9**  
 Melee Defense **9**  
 Unarmed Defense **8**

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex	+1	9
Missile Weapons	Dex		8
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex		8
Taunt	Cha		7
Trick	Mind	+3	13
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	9
Evidence Analysis	Mind	+2	12
Find	Mind	+2	12
Language (English)	Mind	+1	11
Language (Kannada)	Mind	+1	11
Science	Mind	+2	12
Stealth	Dex	+1	9

Shilpa is going to the wedding as one of Rajan's co-workers. The two dated some time ago but nothing came of it. She was surprised he agreed to go through with the wedding, and she's agreed to come along with Shyam and support the union as a friend.

SHOCK  
 WOUNDS

PERKS	
Perk	Effect

EQUIPMENT		
Item	Axiom	Notes
Blender	23	Gift wrapped
Camera	23	
Mobile Phone	23	

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied +4  
 Vulnerable +2  
 Wound Tracker -1  
 -2  
 -3  
 -4  
 -5  
 -6  
 -7  
 -8  
 -9  
 -10



Name Koeyli Agen (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

8

Dexterity

8

Mind

8

Spirit

8

Strength

8

Movement

8

Run

24

Total Toughness

8

Armor

0

### DEFENSES

Dodge

10

Melee Defense

8

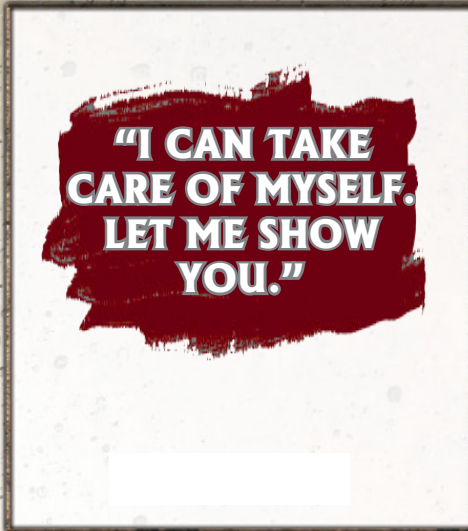
Unarmed Defense

11

SHOCK

WOUNDS

Stymied +4  
Vulnerable +2  
Wound Tracker -1 -2 -3 -4



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex		8
Missile Weapons	Dex	+1	9
Unarmed Combat	Dex	+3	11
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+1	9
Taunt	Cha		8
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Find	Mind	+2	10
First Aid	Mind	+2	10
Land Vehicles	Mind	+1	9
Language (English)	Mind	+1	9
Reality	Spirit	+1	9
Stealth	Dex	+1	9
Survival	Mind	+1	9

### PERKS

Perk	Effect
Brawler	+2 damage unarmed
Indomitable	Active Defense tests are Favored

### EQUIPMENT

Item	Axiom	Notes
Video Camera	23	
Mobile Phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str+2 (10)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1



Name Koeyli Agen (Ord)

Total XP \_\_\_\_\_

Race Human Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

8

Dexterity

8

Mind

8

Spirit

8

Strength

8

Movement

8

Run

24

Total Toughness

8

Armor

0

### DEFENSES

Dodge

10

Melee Defense

8

Unarmed Defense

8

SHOCK

WOUNDS

Koeyli is guaranteed a place at the wedding because she's Rajan's younger sister. She's just graduated from Senior Secondary school. She's visited her brother at work often and knows Shilpa and Shayam from there, but she's spent much more time with Divya, who works nearer to her school.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		8
Fire Combat	Dex		8
Melee Weapons	Dex		8
Missile Weapons	Dex	+1	9
Unarmed Combat	Dex		8
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+1	9
Taunt	Cha		8
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	10
Find	Mind	+2	10
First Aid	Mind	+2	10
Land Vehicles	Mind	+1	9
Language (English)	Mind	+1	9
Stealth	Dex	+1	9
Survival	Mind	+1	9

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Video Camera	23	
Mobile Phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied

Vulnerable

Wound Tracker

-4

-2

+4

+2

0

-3

-2

-1



Name Shyam Veerapur (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

10

7

8

7

8

7

21

8

0

### DEFENSES

Dodge

9

Melee Defense

9

Unarmed Defense

7

SHOCK

WOUNDS



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex		7
Melee Weapons	Dex	+2	9
Missile Weapons	Dex		7
Unarmed Combat	Dex		7

Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex		7
Taunt	Cha	+3	13
Trick	Mind		8

Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	9
Find	Mind	+1	9
Persuasion	Cha	+2	12
Reality	Spirit	+2	9
Land Vehicles	Dex	+1	8
Language (English)	Mind	+1	9
Language (Kannada)	Mind	+1	9
Science	Mind	+1	9

### PERKS

Perk	Effect
Grant Possibilities	Give your Possibilities as a free action
Tenacious	Tests to Soak are Favored

### EQUIPMENT

Item	Axiom	Notes
Tequila bottle	18	Gift wrapped
Mobile phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—

### Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied +4  
 Vulnerable +2  
 Wound Tracker -1 -2 -3 -4  
 KO 10



Name Shyam Veerapur (Ord)

Total XP \_\_\_\_\_

Race Human Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

10

Dexterity

7

Mind

8

Spirit

7

Strength

8

Movement

7

Run

21

Total Toughness

8

Armor

0

### DEFENSES

Dodge

9

Melee Defense

9

Unarmed Defense

7

SHOCK

WOUNDS

Shyam is Rajan's best friend and best man. They have worked together for years. Along with Shilpa they were the inseparable "terrible three" in the office. He's not sure this wedding is right for his friend.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex		7
Melee Weapons	Dex	+2	9
Missile Weapons	Dex		7
Unarmed Combat	Dex		7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		7
Maneuver	Dex		7
Taunt	Cha	+3	13
Trick	Mind		8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+2	9
Find	Mind	+1	9
Persuasion	Cha	+2	12
Land Vehicles	Dex	+1	8
Language (English)	Mind	+1	9
Language (Kannada)	Mind	+1	9
Science	Mind	+1	9

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Tequila bottle	18	Gift wrapped
Mobile phone	23	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied

Vulnerable

Wound Tracker





Name Sujit Thamikan (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: Magic 9 Social 23 Spirit 10 Tech 23 Clearance Level None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

10

7

8

8

10

30

8

0

### DEFENSES

Dodge

11

Melee Defense

12

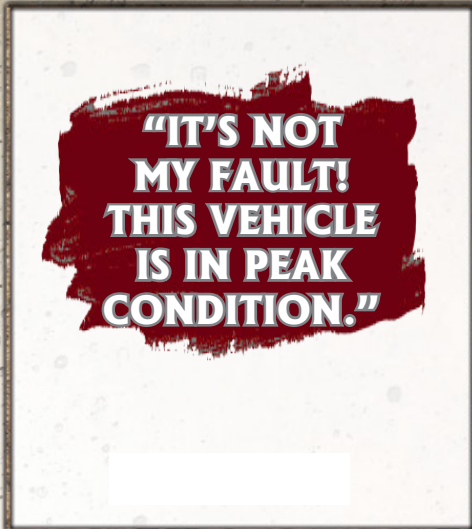
Unarmed Defense

10

SHOCK

WOUNDS

Stymied +4  
Vulnerable +2  
Wound Tracker -1 -2 -3 -4



Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		10
Fire Combat	Dex	+2	12
Melee Weapons	Dex	+2	12
Missile Weapons	Dex		10
Unarmed Combat	Dex		10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+1	11
Taunt	Cha		7
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	11
Faith	Spirit	+1	9
Find	Mind	+1	8
Land Vehicles	Dex	+3	13
Lockpicking	Dex	+1	11
Reality	Spirit	+2	10
Stealth	Dex	+1	11
Streetwise	Cha	+1	8

EQUIPMENT		
Item	Axiom	Notes
Bus	21	
Mobile phone	23	
Multi-tool	23	

PERKS	
Perk	Effect
Prodigy	Start with +1 Possibility
Realm Runner	+4 to reconnect, ignore first disconnect

ARMOR			
Armor	Axiom	Adds	Notes

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—	

Bonus Chart																					
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Name Sujit Thamikan (Ord)

Total XP \_\_\_\_\_

Race Human

Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: **Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

7

10

7

8

8

10

30

8

0

### DEFENSES

Dodge

11

Melee Defense

12

Unarmed Defense

10

SH8CK

WO3NDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		10
Fire Combat	Dex	+2	12
Melee Weapons	Dex	+2	12
Missile Weapons	Dex		10
Unarmed Combat	Dex		10
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit		8
Maneuver	Dex	+1	11
Taunt	Cha		7
Trick	Mind		7
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	11
Faith	Spirit	+1	9
Find	Mind	+1	8
Land Vehicles	Dex	+3	13
Lockpicking	Dex	+1	11
Stealth	Dex	+1	11
Streetwise	Cha	+1	8

Sujit is a transport driver. He owns his own mini-bus and usually charts it to drive into the protected forests throughout the area. The trip started badly, with a surprise mechanical issue putting them behind schedule (and calling his competence into question). He's dead set on proving that was a fluke.

### EQUIPMENT

Item	Axiom	Notes
Bus	21	
Mobile phone	23	
Multi-tool	23	

### ARMOR

Armor	Axiom	Adds	Notes

### PERKS

Perk	Effect

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (8)	—	—	—

### Bonus Chart

Die Roll	1	2	3 4	5 6	7 8	9 10	11 12	13 14	15	16	17	18	19	20	21 25	26 30	31 35	36 40	41 45	46 50	+5
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1

Stymied -4  
-2  
+4  
+2  
Vulnerable  
Wound Tracker  
10  
-3  
-2  
-1



Name Vikas Karunanithi (Storm Knight)

Total XP \_\_\_\_\_

Race Human

Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: **Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

8

7

8

10

7

7

21

7

0

### DEFENSES

Dodge

8

Melee Defense

8

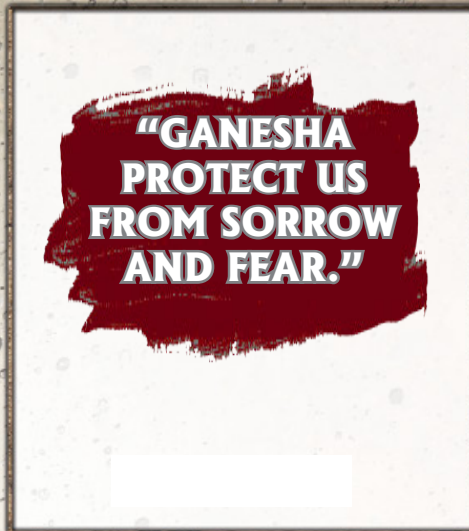
Unarmed Defense

7

SH10CK

WO3NDS

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex		7
Melee Weapons	Dex	+1	8
Missile Weapons	Dex		7
Unarmed Combat	Dex		7
Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	11
Maneuver	Dex		7
Taunt	Cha	+1	9
Trick	Mind	+1	8
Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Faith	Spirit	+3	13
Find	Mind	+1	9
Language (English)	Mind	+1	9
Language (Sanskrit)	Mind	+1	9
Persuasion	Cha	+1	9
Reality	Spirit	+2	12
Scholar	Mind	+2	10



EQUIPMENT			
Item	Axiom	Notes	
Bronze bowl	18		
Bronze bell	18		
Mantra book	18		
Prayer beads	18		
ARMOR			
Armor	Axiom	Adds	Notes

PERKS	
Perk	Effect
Miracles	Gain bless, soothe, ward enemy
Protected	+2 Toughness vs supernatural evil attacks

WEAPONS						
Weapon	Axiom	Damage	Ammo	Range	Notes	
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—	

Bonus Chart																																																										
Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5							
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+1

Stymied

Vulnerable

Wound Tracker

-4

-2

+4

+2

-3

-1

+1

+2

+3

+4

+5



Name Vikas Karunanithi (Ord)

Total XP \_\_\_\_\_

Race Human Cosm Core Earth

Unspent \_\_\_\_\_

Axioms: **Magic** 9 **Social** 23 **Spirit** 10 **Tech** 23 **Clearance Level** None

### ATTRIBUTES & SKILLS

Charisma

Dexterity

Mind

Spirit

Strength

Movement

Run

Total Toughness

Armor

8

7

8

10

7

7

21

7

0

### DEFENSES

Dodge

8

Melee Defense

8

Unarmed Defense

7

SH10CK

WO13NDS

Vikas is a Hindu puraji. He's known the groom for years, and is both a friend of his family and his spiritual counselor. Rajan's bride has asked him to give her away (her father died when she was young) and preside over the ceremony, much to his pride and joy.

Combat Skills	Attribute	Skill Adds	Value
Energy Weapons	Dex		7
Fire Combat	Dex		7
Melee Weapons	Dex	+1	8
Missile Weapons	Dex		7
Unarmed Combat	Dex		7

Interaction Skills	Attribute	Skill Adds	Value
Intimidation	Spirit	+1	11
Maneuver	Dex		7
Taunt	Cha	+1	9
Trick	Mind	+1	8

Other	Attribute	Skill Adds	Value
Dodge	Dex	+1	8
Faith	Spirit	+3	13
Find	Mind	+1	9
Language (English)	Mind	+1	9
Language (Sanskrit)	Mind	+1	9
Persuasion	Cha	+1	9
Scholar	Mind	+2	10

### PERKS

Perk	Effect

### EQUIPMENT

Item	Axiom	Notes
Bronze bowl	18	
Bronze bell	18	
Mantra book	18	
Prayer beads	18	

### ARMOR

Armor	Axiom	Adds	Notes

### WEAPONS

Weapon	Axiom	Damage	Ammo	Range	Notes
Unarmed (unarmed combat)	—	Str +0 (7)	—	—	—

### Bonus Chart

Die Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5						
Bonus	fail	-8	-6	-4	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	+1

Stymied -4  
Vulnerable -2  
Wound Tracker -1