

HOW TO USE THESE SHEETS

These sheets are designed to be used with the Foe Generator tables. Each one is a half-sheet sized character sheet for one of the archetypes listed in the Appendix. Set your PDF viewer to print multiple pages, and select the pages you need printed. Easy as that!



COVERT OPERATIVE

ATTRIBUTES

Cha **9** Dex **8** Mind **9** Spirit **7** Str **7** **MOVE** Run **8** **24**

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

DAMAGE

Toughness **9** Shock **2** Wounds **7** Dodge **3** Melee **0** Unarmed **0**
 Armor **9** **2** **7** **3** **0** **0** **0**

DEFENCES

WEAPONS & ATTACKS

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

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+3	
Fire Combat	Dex	+2	
Unarmed	Dex	+1	
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit		
Maneuver	Dex		
Taunt	Cha	+2	
Trick	Mind	+3	
Other	Attribute	Adds	Value
Reality	Spirit	+2	
Computers	Mind	+1	
Ev. Analysis	Mind	+2	
Find	Mind	+3	
Land Vehicles	Dex	+2	
Lockpicking	Dex	+2	
Persuasion	Cha	+2	
Stealth	Dex	+3	
Streetwise	Cha	+2	
Willpower	Spirit	+1	

ARMOR

Source	Axiom	Adds
riMesh clothes	T 24	+2

OTHER GEAR

Item	Axiom	Notes
Lockpicks	T 23	Lockpicking is Favored

PERKS & SPECIAL ABILITIES

Perk	Effect
Indomitable	Active Defences are Favored
Linguist	Speak any language enough to get by
Negation	Spend a Possibility to negate a foe's Possibility on an attribute or skill test.
Gloater	When taunt or intimidation are Approved, affect the entire party without a Multi-Target penalty. Affected heroes lose a random card from their hand.

Vulnerable **4**
 Skinned **4**
 Wound Tracker **1**
6
6
10

POWER PLAYER



Name _____ Possibilities 3

Race Human Cosm Core Earth Affiliation _____

Personality _____ Drive _____

ATTRIBUTES

Cha Dex Mind Spirit Str

MOVE

Run

10 7 9 9 6 7 9

DAMAGE

Toughness Shock Wounds Dodge Melee Unarmed

Armor

6 9 3

DEFENCES

WEAPONS & ATTACKS

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

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Fire Combat	Dex	+1	
	Dex		
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex		
Taunt	Cha	+3	
Trick	Mind	+3	
Other	Attribute	Adds	Value
Reality	Spirit	+2	
Computers	Mind	+1	
Find	Mind	+1	
Persuasion	Cha	+3	
Prof (politics)	Mind	+3	
Streetwise	Cha	+5	
Willpower	Spirit	+2	

ARMOR

Source	Axiom	Adds

OTHER GEAR

Item	Axiom	Notes
Cell phone	T 23	
Laptop computer	T 23	

PERKS & SPECIAL ABILITIES

Perk	Effect
Linguist	Speak any language enough to get by
Wealthy	+2 to acquisition tests.
Insidious	On a successful Approved Action, discard a random Destiny card from each of the affected player characters' Action Pools.
Minions	May transfer any hit to a lackey within a few meters if they succeed at a reality test.

Vulnerable

Skinned

Wound Tracker

6

10



MAGICAL DABBLER

ATTRIBUTES

Cha Dex Mind Spirit Str **MOVE**

6 7 10 10 7 7 21

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

DAMAGE

Toughness Shock Wounds Dodge Melee Unarmed
 Armor
 7 10 3

DEFENCES

WEAPONS & ATTACKS

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

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Fire Combat	Dex	+1	
	Dex		
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+2	
Maneuver	Dex		
Taunt	Cha	+2	
Trick	Mind	+2	
Other	Attribute	Adds	Value
Reality	Spirit	+3	
Alteration	Mind	+3	
Apportation	Spirit	+2	
Conjuration	Spirit	+2	
Divination	Mind	+3	
Find	Mind	+3	
Persuasion	Cha	+1	
Streetwise	Cha	+2	
Willpower	Spirit	+2	

ARMOR

Source	Axiom	Adds

OTHER GEAR

Item	Axiom	Notes
Magical Supplies	M10	Spell components and grimoire

PERKS & SPECIAL ABILITIES

Perk	Effect
Realm Runner	Ignore first disconnection; ignore 4 points of reconnection penalties.

SPELLS

Spell	Axiom	Skill(DN)	Range	Duration	Effect	Good	Outst.
Detect Magic	6	Div (10)	25m	Conc.	Sense spells & type	50m, sense caster	Dispel is Favored
Dispel Magic	9	Alt (will)	25m	Instant	Removes 1 spell effect	2 effects	All effects
Scrambler	9	Alt (10)	50m rad	10 min	Scrambles surveillance	100m radius	Erases pres; 1 hr
Scry	8	Div (will)	500 km	Conc.	See target & 5m rad.	25m radius	Target unaware

Vulnerable
 Skinned
 Wound Tracker

WILD TALENT



Name _____ Possibilities 4 _____
 Race Human Cosm Core Earth Affiliation _____
 Personality _____ Drive _____

ATTRIBUTES

Cha Dex Mind Spirit Str **MOVE**

9 7 9 10 7 7 21

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

Armor

7 10 3

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

SKILLS

ARMOR

OTHER GEAR

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Fire Combat	Dex	+1	
	Dex		
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex		
Taunt	Cha		
Trick	Mind	+3	
Other	Attribute	Adds	Value
Reality	Spirit	+3	
Ev. Analysis	Mind	+1	
Find	Mind	+2	
Persuasion	Cha	+1	
Science	Mind	+2	
Stealth	Dex	+2	
Willpower	Spirit	+3	
(Psionics)		+5	

Source	Axiom	Adds

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Adaptation	Ignore violations of personal axioms when determining disconnection tests.

PSIONIC POWERS

Power	Axiom	Skill(DN)	Range	Duration	Effect	Good	Outst.

↳ Vulnerable
↳ Skinned
↳ Wound Tracker
↳



WARRIOR

ATTRIBUTES

Cha _____ Dex _____ Mind _____ Spirit _____ Str _____ MOVE
 Run _____

6 8 7 8 9 8 24

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

DAMAGE

Toughness _____ Shock _____ Wounds _____ Dodge _____ Melee _____ Unarmed _____

Armor 11 2 8 3

DEFENCES

WEAPONS & ATTACKS

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

SKILLS

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

ARMOR

Source	Axiom	Adds
Chain mail	T 10	+2

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Whirlwind	Ignore 2 points of Multi-Targeting penalties.

Vulnerable
 Stymied
 Wound Tracker

WARLEADER



Name _____ Possibilities 3

Race _____ Cosm _____ Affiliation _____

Personality _____ Drive _____

ATTRIBUTES

Cha 9 Dex 8 Mind 8 Spirit 9 Str 8 **MOVE**

Run 24

DAMAGE

Toughness 10 Shock 2 Wounds 9 Dodge 3 Melee 0 Unarmed 0

Armor 10 2 9 3 0 0 0

DEFENCES

WEAPONS & ATTACKS

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

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Melee Weapon	Dex	+2	
Missile Weapon	Dex	+2	
Unarmed	Dex	+1	
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+1	
Maneuver	Dex	+2	
Taunt	Cha	+2	
Trick	Mind	+2	
Other	Attribute	Adds	Value
Reality	Spirit	+1	
Beast Riding	Dex	+1	
Find	Mind	+3	
Persuasion	Cha	+3	

ARMOR

Source	Axiom	Adds
Chain mail	T 10	+2

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Rally	Spend a Possibility to negate 2 Shock from all allied characters within the sound of their voice.
Minions	May transfer any hit to a lackey within a few meters if they succeed at a reality test.

Vulnerable 3 4 3 4 1 3 3 10

Skymind 3 4 3 4 1 3 3 10

Wound Tracker 3 4 3 4 1 3 3 10



ASSASSIN

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

ATTRIBUTES

Cha **6** Dex **10** Mind **8** Spirit **7** Str **8**

MOVE
 Run **10** **30**

DAMAGE

Toughness **9** Shock **1** Wounds **7** Dodge **3** Melee **0** Unarmed **0**

Armor **9** **1** **7** **3** **0** **0**

DEFENCES

WEAPONS & ATTACKS

Weapon	Skill	Damage	Range	Notes
Daggers	Melee/Missile	Str+3	10/20/30	
Comp. Longbow	Missile	13	20/40/80	

SKILLS

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

ARMOR

Source	Axiom	Adds
Leather Jerkin	T 8	+1

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Shadow Step	<i>Stealth</i> is Favored. +2 damage vs. a Flat-Footed foe
Sniper	+1 BD when you take an Aim action

Vulnerable
 Skymind
 Wound Tracker



WIZARD

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

ATTRIBUTES

Cha **5** Dex **7** Mind **10** Spirit **10** Str **6** **MOVE**
 Run **7** **21**

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness **6** Shock **10** Wounds **3** Dodge **0** Melee **0** Unarmed **0**
 Armor **6**

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

SKILLS

ARMOR

OTHER GEAR

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

Source	Axiom	Adds

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Resilient	-1 Shock from spell failures/mishaps

SPELLS

Spell	Axiom	Skill(DN)	Range	Duration	Effect	Good	Outst.

Vulnerable **3**
 Skymind **4**
 Wound Tracker **3**
10



PRIEST

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

ATTRIBUTES

Cha **7** Dex **7** Mind **8** Spirit **12** Str **7** **MOVE**
 Run **21**

DAMAGE

Toughness

Shock Wounds

Dodge Melee Unarmed

Armor

9 **2** **12** **3**

DEFENCES

○ ○ ○

WEAPONS & ATTACKS

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

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Melee Weapon	Dex	+2	
	Dex		
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex		
Taunt	Cha	+2	
Trick	Mind		
Other	Attribute	Adds	Value
Reality	Spirit	+2	
Faith	Spirit	+5	
Find	Mind	+2	
Scholar	Mind	+2	
Willpower	Spirit	+3	

ARMOR

Source	Axiom	Adds
Elven Chain	12	+2

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

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

SPELLS

Spell	Axiom	Skill(DN)	Range	Duration	Effect	Good	Outst.

Vulnerable **3**

Skymial **4**

Wound Tracker **3**



UNDERCOVER AGENT

Name _____	Possibilities <u>3</u>
Race <u>Human</u> <u>Cosm</u> <u>Cyberpapacy</u>	Affiliation _____
Personality _____	Drive _____

ATTRIBUTES

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

DAMAGE

Toughness **9** Shock **2** Wounds **8** Dodge **3** Melee **0** Unarmed **0**

DEFENCES

Armor **9** **2** **8** **3** **0** **0** **0**

WEAPONS & ATTACKS

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

- ↳ Vulnerable
- ↳ Skilled
- ↳ Wound Tracker

SKILLS

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

ARMOR

Source	Axiom	Adds
riMesh clothing	T 24	+2

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

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



CHURCH POLICE INVESTIGATOR

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

ATTRIBUTES

Cha Dex Mind Spirit Str **MOVE**
 _____ _____ _____ _____ _____ Run
 (7) (8) (9) (8) (8) (8) (24)

DAMAGE

Toughness Shock Wounds Dodge Melee Unarmed

Armor
 (11) (3) (8) (3) () () ()

DEFENCES

WEAPONS & ATTACKS

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

SKILLS

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

ARMOR

Source	Axiom	Adds
Armored uniform	T 24	+3

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

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

Vulnerable
 Skilled
 Wound Tracker

()
 (4)
 ()
 (4)
 (1)
 ()
 ()
 ()



CYBER-INQUISITOR

ATTRIBUTES

Cha Dex Mind Spirit Str MOVE

8	7	9	11	7	8	24
---	---	---	----	---	---	----

Name _____	Possibilities <u>3</u>
Race <u>Human</u>	Cosm <u>Cyberpapacy</u>
Personality _____	Affiliation _____
_____	Drive _____

DAMAGE

Toughness 9 Shock 2 Wounds 11 Dodge 3 Melee 0 Unarmed 0

DEFENCES

WEAPONS & ATTACKS

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

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Energy Weap.	Dex	+2	
Unarmed	Dex	+1	
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex	+1	
Taunt	Cha	+3	
Trick	Mind	+3	
Other	Attribute	Adds	Value
Reality	Spirit	+2	
Computers	Mind	+2	
Ev. Analysis	Mind	+1	
Faith	Spirit	+5	
Find	Mind	+3	
First Aid	Mind	+2	
Persuasion	Cha	+3	
Willpower	Spirit	+2	

ARMOR

Source	Axiom	Adds
Body Plating	T 26	+2

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Gloater	When taunt/intimidation approved, target whole party for free; Affected targets lose a Destiny card
Cyberware	Effect
Encrypted Comms	Connect to GodNet without detection

MIRACLES

Miracle	Axiom	Faith DN	Range	Duration	Effect	Good	Outst.
Bless	9	10	5m rad	3 rounds	+1 to 1 attribute	1 minute dur.	+2 to attribute
Curse	9	Faith	25m	3 rounds	-1 to all totals	-2 to totals	-3 to totals
Lightning Strike	16	Dodge	100m	Instant	2 r cast; 20 dmg, AP 4	+1 BD	+2 BD

Vulnerable 3
 Skinned 4
 Wound Tracker 1
 6
 10



EDEINOS WARRIOR

ATTRIBUTES

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

Name _____ Possibilities 3
 Race Edeinos Cosm Living Land Affiliation _____
 Personality _____ Drive _____

DAMAGE

Toughness 12 Shock 2 Wounds 8 Dodge 3 Melee Unarmed _____
 Armor _____

DEFENCES

WEAPONS & ATTACKS

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

SKILLS

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

ARMOR

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

OTHER GEAR

PERKS & SPECIAL ABILITIES

Perk	Effect
Whirlwind	Ignore 2 points of Multi-Targeting penalties

- 3 Vulnerable
- 4 Vulnerable
- 5 Stunned
- 4 Stunned
- 1 Wound Tracker
- 5 Wound Tracker
- 5 Wound Tracker
- KO Wound Tracker



EDEINOS OPTANT

Name _____ Possibilities 3

Race Edeinos Cosm Living Land Affiliation _____

Personality _____ Drive _____

ATTRIBUTES

Cha _____ Dex _____ Mind _____ Spirit _____ Str _____

MOVE

Run _____

8 9 6 11 10 9 27

DAMAGE

Toughness _____ Shock _____ Wounds _____ Dodge _____ Melee _____ Unarmed _____

Armor

12 2 11 3

DEFENCES

WEAPONS & ATTACKS

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

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Melee Weapon	Dex	+2	
Missile Weapon	Dex	+1	
Unarmed	Dex	+3	
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+1	
Maneuver	Dex		
Taunt	Cha		
Trick	Mind		
Other	Attribute	Adds	Value
Reality	Spirit	+1	
Faith	Spirit	+4	
Find	Mind	+2	
Survival	Mind	+3	
Tracking	Mind	+1	

ARMOR

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

OTHER GEAR

PERKS & SPECIAL ABILITIES

Perk	Effect

MIRACLES

Spell	Axiom	Faith DN	Range	Duration	Effect	Good	Outst.
Bless	9	10	5m rad	3 rounds	+1 to 1 attribute	1 minute dur.	+2 to attribute
Healing	10	10	Touch	Instant	Heal 1 Wound/all Shock	2 Wounds	3 Wounds
Strike	12	10	Touch	3 rounds	+1 damage to weapon	+2 damage	+3 damage

Vulnerable

4

Skimmed

4

Wound Tracker

1

5

6

KO



TYRANNOSAURUS REX

ATTRIBUTES

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

Name _____ Possibilities _____
 Race Dinosaur Cosm Living Land Affiliation _____

DAMAGE

Toughness **20** Shock **3** Wounds **14** Dodge **4** Melee **0** Unarmed **0**

DEFENCES

ATTACKS

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

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Unarmed	Dex	+3	
Missile Weapon	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+5	
Maneuver	Dex	+1	
Taunt	Cha		(9)
Trick	Mind		
Other	Attribute	Adds	Value
Stealth	Dex	+1	
Tracking	Mind	+5	

ARMOR

Source	Adds
Scaly Hide	+3

PERKS & SPECIAL ABILITIES

Perk	Effect
Very Large	Attacks against this target gain a +4 bonus; increased Shock and Wounds (incl.)
Dread	When a t-rex enters a Standard scene it immediately becomes Dramatic.
Fear	Test vs. Spirit when the t-rex appears or become Very Stymied.

- Vulnerable
- Stymied
- Wound Tracker



TANK

ATTRIBUTES

Name _____ Possibilities _____
 Race Dinosaur Cosm Living Land Affiliation _____

Cha Dex Mind Spirit Str MOVE
 Run
 4 6 3 8 15 8 24

DAMAGE

Toughness Shock Wounds Dodge Melee Unarmed
 Armor
 19 4 12 3

DEFENCES

ATTACKS

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

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex		
Unarmed	Dex		
Missile Weapon	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit		
Maneuver	Dex		
Taunt	Cha		
Trick	Mind		
Other	Attribute	Adds	Value

ARMOR

Source	Adds
Defensive Plates	+4

PERKS & SPECIAL ABILITIES

Perk	Effect
Very Large	Attacks against this target gain a +4 bonus; increased Shock and Wounds (incl.)
Back Crest	After a successful Defence action, melee attackers are Stymied

Vulnerable
 3
 Stymied
 4
 Wound Tracker
 1
 3
 KO



RAPTOR

Name _____ Possibilities _____
 Race Dinosaur Cosm Living Land Affiliation _____

ATTRIBUTES

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

DAMAGE

Toughness 12 Shock 2 Wounds 8 Dodge 1 Melee 0 Unarmed 0

DEFENCES

ATTACKS

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

SKILLS

Combat	Attribute	Adds	Value
Dodge	Dex	+2	
Unarmed	Dex	+3	
Missile Weapon	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+1	
Maneuver	Dex	+3	
Taunt	Cha		
Trick	Mind	+1	
Other	Attribute	Adds	Value
Find	Mind	+5	
Survival	Mind	+2	
Tracking	Mind	+5	

ARMOR

Source	Adds
Scaly Hide	+2

PERKS & SPECIAL ABILITIES

Perk	Effect
Pounce	Leap up to their Move and attack with a +4 bonus

Vulnerable 3
 Skinned 4
 Wound Tracker 1
 KO



LAKTEN

Name _____ Possibilities _____
 Race Dinosaur Cosm Living Land Affiliation _____

ATTRIBUTES

Cha _____ Dex _____ Mind _____ Spirit _____ Str _____ MOVE
 Run _____
 (5) (11) (4) (7) (12) (11) (33)

DAMAGE

DEFENCES

ATTACKS

Toughness _____ Shock _____ Wounds _____ Dodge _____ Melee _____ Unarmed _____
 Armor (13) (1) (9) (2)

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

SKILLS

ARMOR Source Adds
 Scaly Hide +1

PERKS & SPECIAL ABILITIES

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

Perk	Effect
Large	Attacks against this target gain a +2 bonus; increased Shock and Wounds (incl.)
Flight	Move 13 in the air

Vulnerable (5)
 Skinned (4)
 Wound Tracker (1, 5, KO)



PULP HENCHMAN

ATTRIBUTES

Cha Dex Mind Spirit Str **MOVE**
 Run

Name _____	Possibilities ² _____
Race <u>Human</u> Cosm <u>Nile Empire</u>	Affiliation _____
Personality _____	Drive _____

DAMAGE

Toughness Shock Wounds Dodge Melee Unarmed

DEFENCES

WEAPONS & ATTACKS

Weapon	Skill	Damage	Range	Notes
Unarmed	Unarmed	Str		

SKILLS

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

ARMOR

Source	Axiom	Adds

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Pulp Power	Effect Limitations:

Vulnerable
4
Skymind
4
Wound Tracker
1
5
5
KO



CRIMINAL MASTERMIND

Name _____	Possibilities <u>3</u>
Race <u>Human</u>	Cosm <u>Nile Empire</u>
Personality _____	Affiliation _____
	Drive _____

ATTRIBUTES

Cha **+2** Dex **0** Mind **+1** Spirit **+2** Str **0** **MOVE** Run **0**

DAMAGE **DEFENCES**

Toughness Shock Wounds Dodge Melee Unarmed

Armor **3**

WEAPONS & ATTACKS

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

- 5 Vulnerable
- 4
- 5 Skymind
- 4
- 1 Wound Tracker
- 5
- 5
- KO

SKILLS

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

ARMOR

Source	Axiom	Adds

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Gloater	When taunt or intimidation are Approved, affect the entire party without a Multi-Target penalty. Affected heroes lose a random card from their hand.
Minions	May transfer any hit to a lackey within a few meters if they succeed at a <i>reality</i> test.
Pulp Power	Effect
	Limitations:



BATTLEGROUP COMMANDER

Name _____ Possibilities 3

Race Human Cosm Nile Empire Affiliation _____

Personality _____ Drive _____

ATTRIBUTES

Cha Dex Mind Spirit Str **MOVE**

1 0 0 1 0 Run

DAMAGE **DEFENCES**

Toughness Shock Wounds Dodge Melee Unarmed

Armor 3

WEAPONS & ATTACKS

Weapon	Skill	Damage	Range	Notes
Unarmed	Unarmed	Str		

- 5 Vulnerable
- 4
- 5 Stunned
- 4
- 1 Wound Tracker
- 5
- 5
- KO

SKILLS

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

ARMOR

Source	Axiom	Adds

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect	
Bolster	Spend a Possibility to counter any Disadvantage affecting allies on the current Drama card	
Minions	May transfer any hit to a lackey within a few meters if they succeed at a <i>reality</i> test.	
Pulp Power	Effect	Limitations:

VAMPYRE



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

ATTRIBUTES

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness **11** Armor **10** Shock **3** Wounds **0** Dodge **0** Melee **0** Unarmed **0**

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

SKILLS

ARMOR

OTHER GEAR

- 2 Vulnerable
- 4
- 2 Savinned
- 4
- 1 Wound Tracker
- 2
- 2
- KO

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

Source	Axiom	Adds

Item	Axiom	Notes

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

PERKS & SPECIAL ABILITIES

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

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Fear	Upon first seeing, a hero must test willpower or Spirit or become Very Stymied.
Blood-Drinker	+4 damage from holy objects. If they feed during the scene, all other Wounds heal at the end of the scene.
Mesmerism	Interaction using <i>persuasion</i> vs. <i>willpower</i> . Take control of an Ord on Outstanding success.
Undead	Immune to poison and effects which require breathing, eating or other "living" processes.



WERE-BAT

ATTRIBUTES

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

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness 14 Shock 2 Wounds 8 Dodge 3 Melee 0 Unarmed 0

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

SKILLS

ARMOR

OTHER GEAR

Vulnerable 2
 4
 Savinned 2
 4
 Wound Tracker 1
2
3
4

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

Source	Axiom	Adds
Furry hide		+2

Item	Axiom	Notes

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

PERKS & SPECIAL ABILITIES

Other	Attribute	Adds	Value
Reality	Spirit	+2	
Find	Mind	+3	
Stealth	Dex	+2	
Tracking	Mind	+5	

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Lycanthrope	Silver does +4 damage; Wounds inflicted by other types of weapons heal at the end of the Scene.
Human Form	When in human form, -4 to Dex/Str (second value) and no access to Special Abilities
Echolocation	Ignore all darkness penalties
Flight	Move 11

Snake-Person



Name _____ Possibilities 3

Race Beast-Person Cosm Orrorsh Affiliation _____

Personality _____ Fatal Flaw _____

True Death _____

ATTRIBUTES

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness 15 Armor 3 Shock 10 Wounds 3 Dodge 0 Melee 0 Unarmed 0

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

SKILLS

ARMOR

OTHER GEAR

- 2 Vulnerable
- 4
- 2 Savinned
- 4
- 1 Wound Tracker
- 2
- 2
- KO

Combat	Attribute	Adds	Value
Dodge	Dex	+3	
Unarmed	Dex	+3	
	Dex		
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+2	
Maneuver	Dex	+3	
Taunt	Cha	+2	
Trick	Mind		
Other	Attribute	Adds	Value
Reality	Spirit	+3	
Find	Mind	+5	
Stealth	Dex	+2	
Tracking	Mind	+3	

Source	Axiom	Adds
Scales		+3

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Lycanthrope	Diamond does +4 damage; Wounds inflicted by other types of weapons heal at the end of the Scene.
Human Form	When in human form, -4 to Dex/Str (second value) and no access to Special Abilities
Squeeze	Once a snake-person has grappled a target they may make a barehanded attack for Str+2 damage.

FISH-CREATURE



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

ATTRIBUTES

Cha Dex Mind Spirit Str MOVE

4 10/6 7 8 4/10 10 Run 36

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

Armor

15 3 8 3

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

SKILLS

ARMOR

OTHER GEAR

Combat	Attribute	Adds	Value
Dodge	Dex	+1	
Unarmed	Dex	+3	
	Dex		
	Dex		
Interaction	Attribute	Adds	Value
Intimidate	Spirit	+3	
Maneuver	Dex	+1	
Taunt	Cha		(10)
Trick	Mind		
Other	Attribute	Adds	Value
Reality	Spirit	+2	
Find	Mind	+3	
Stealth	Dex	+4	
Tracking	Mind	+3	

Source	Axiom	Adds
Scales		+3

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Human Form	When in human form, -4 to Dex/Str (second value) and no access to Special Abilities
Aquatic	Breathe underwater; Move 15 underwater; +2 to defence/maneuver in the water

Vulnerable

4

Sapient

4

Wound Tracker

1

6

6

KO



WERE-TIGER

ATTRIBUTES

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

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness **15** Armor **2** Shock **8** Wounds **3** Dodge **0** Melee **0** Unarmed **0**

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

SKILLS

ARMOR

OTHER GEAR

- 2 Vulnerable
- 4
- 2 Savinied
- 4
- 1 Wound Tracker
- 2
- 2
- KO

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

Source	Axiom	Adds
Furry hide		+2

Item	Axiom	Notes

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

Other	Attribute	Adds	Value
Reality	Spirit	+2	
Find	Mind	+5	
Stealth	Dex	+5	
Tracking	Mind	+5	

PERKS & SPECIAL ABILITIES

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Lycanthrope	Silver does +4 damage; Wounds inflicted by other types of weapons heal at the end of the Scene.
Human Form	When in human form, -4 to Dex/Str (second value) and no access to Special Abilities
Darkvision	Ignore 4 points of darkness penalties

SHAPESHIFTER



Name _____ Possibilities ³ _____
 Race Shapeshifter Cosm Orrorsh Affiliation _____
 Personality _____ Fatal Flaw _____
 True Death _____

ATTRIBUTES

Cha Dex Mind Spirit Str MOVE

10 8 7 8 9 8 24

Run

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

Armor

9 7 3

Weapon	Skill	Damage	Range	Notes

SKILLS

ARMOR

OTHER GEAR

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

Source	Axiom	Adds

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

Interaction	Attribute	Adds	Value
Intimidate	Spirit		
Maneuver	Dex	+2	
Taunt	Cha		
Trick	Mind	+5	

Other	Attribute	Adds	Value
Reality	Spirit	+3	
Find	Mind	+2	
Stealth	Dex	+5	

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Fear	Upon first seeing true form, a hero must test willpower or Spirit or become Very Stymied.
Shapeshifting	Assume a humanoid form as a simple action. Gain that form's natural weapons. If they duplicate a particular individual, the difficulty to see through their disguise is their persuasion +4.
Baffling	When <i>trick</i> is approved, may affect the whole party & each affected hero loses a random card.

Vulnerable

4

Stymied

4

Wound Tracker

1

6

6

KO



EVIL SPIRIT

ATTRIBUTES

Cha **10** Dex **7** Mind **7** Spirit **12** Str **4** MOVE Run **7** **21**

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness **4** Armor **12** Shock **3** Wounds Dodge Melee Unarmed

Weapon	Skill	Damage	Range	Notes

SKILLS

ARMOR

OTHER GEAR

Vulnerable 2 4 2 4 1 2 3 KO

Sympted

Wound Tracker

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

Source	Axiom	Adds

Item	Axiom	Notes

Interaction	Attribute	Adds	Value
Intimidate	Spirit	+2	
Maneuver	Dex	+1	
Taunt	Cha	+1	
Trick	Mind	+3	

PERKS & SPECIAL ABILITIES

Other	Attribute	Adds	Value
Reality	Spirit	+2	
Find	Mind	+1	
Persuasion	Cha	+3	
Stealth	Dex	+5	

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Fear	Upon first seeing, a hero must test willpower or Spirit or become Very Stymied.
Ethereal	May move through walls and solid objects, and is immune to non-magical physical attacks
Possession	On an Outstanding persuasion success vs. willpower, the spirit takes control of the person's body, gaining the use of their Dex, Str, and any purely physical Perks.
Undead	Immune to poison and effects which require breathing, eating or other "living" processes.

GHOUL LORD



Name _____ Possibilities — _____
 Race Undead Cosm Orrorsh Affiliation _____
 Personality _____ Fatal Flaw _____
 True Death _____

ATTRIBUTES

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness Shock Wounds Dodge Melee Unarmed

Armor

10 9 3

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

SKILLS

ARMOR

OTHER GEAR

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

Source	Axiom	Adds

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

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

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Fear	Upon first seeing, a hero must test willpower or Spirit or become Very Stymied.
Carrion-Eater	Immune to poison & disease
Minions	May transfer any hit to a lackey within a few meters if they succeed at a <i>reality</i> test.

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

Vulnerable

4

Stymied

4

Wound Tracker

1

6

6

KO



GHOUL

ATTRIBUTES

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

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

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness **10** Shock **9** Wounds **—**
 Dodge **—** Melee **—** Unarmed **—**
 Armor **—**

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

SKILLS

ARMOR

OTHER GEAR

Vulnerable **2**
4
 Stymied **2**
4

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

Source	Axiom	Adds

Item	Axiom	Notes

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

PERKS & SPECIAL ABILITIES

Other	Attribute	Adds	Value
Tracking	Mind	+5	

Perk	Effect
Cloak of Darkness	Gain a bonus to Toughness equal to the current Darkness penalty.
Fear	Upon first seeing, a hero must test willpower or Spirit or become Very Stymied.
Carrion-Eater	Immune to poison & disease



OCCULTIST

ATTRIBUTES

Cha **4** Dex **7** Mind **10** Spirit **10** Str **6** MOVE Run **7** **21**

Name _____ Possibilities **3**
 Race **Human** Cosm **Orrosh** Affiliation _____
 Personality _____ Fatal Flaw _____
 True Death _____

DAMAGE

DEFENCES

WEAPONS & ATTACKS

Toughness **6** Armor **10** Shock **3** Wounds Dodge Mele Unarmed

Weapon	Skill	Damage	Range	Notes
Ritual dagger	Melee	Str+1		

SKILLS

ARMOR

OTHER GEAR

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

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

Source	Axiom	Adds

Item	Axiom	Notes
Sanctum	M 13	Spellcasting is Favored, costs a Corruption test

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

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

Other	Attribute	Adds	Value
Reality	Spirit	+3	
Alteration	Mind	+5	
Divination	Mind	+5	
Scholar	Mind	+3	
Willpower	Spirit	+5	

PERKS & SPECIAL ABILITIES

MAGIC

Spell	Axiom	Skill(DN)	Range	Duration	Effect	Good	Outst.
Diminish	10	Alt (will)	40m	3 rounds	-2 to one attribute	-4 to attribute	-4, No reroll on 20
Enhance	10	Alt (attr)	40m	3 rounds	+1 to one attribute	+2 to attribute	+3 to attribute
Fear	10	Alt (will)	50m	Instant	Stymied with fear	Very Stymied	V. Stymied, 2 Shock
Possibility Rend	15	Div (will)	Touch	Instant	Destroy 1 Possibility	+ Stymied/Vuln.	+ 1 Poss (2 total)
Protective Circle	9	Alt (12)	2m dia.	Conc.	Super. beings may not cross	-4 to powers	No power use
Scry	8	Div (will)	500 km	Conc.	Look in on target (5m rad.)	25m rad.	Unaware of observe
Speak with Dead	12	Div(10)	Touch	5 min	Get answers from a corpse	Dead can't lie	Must answer

YOKAI



Name _____ Possibilities 3

Race Jiangshi Cosm Pan-Pacifica

Personality _____

ATTRIBUTES

Cha Dex Mind Spirit Str MOVE

6 10 5 9 13 10 Run 30

DAMAGE

Toughness Shock Wounds Dodge Melee Unarmed

Armor 13 - 3 ○ ○ ○

DEFENCES

WEAPONS & ATTACKS

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

SKILLS

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

ARMOR

Source	Axiom	Adds

OTHER GEAR

Item	Axiom	Notes

SPECIAL ABILITIES

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

- Vulnerable
- △ Stymied
- Wound Tracker
- KO

TECHNODEMON



Name _____ Possibilities ³ _____

Race Tharkoldu Cosm Tharkold Affiliation _____

Personality _____ Specialty _____

ATTRIBUTES

Cha	Dex	Mind	Spirit	Str	MOVE
8	8	9	10	14	8 (Run 24)

DAMAGE

Toughness **17** Shock Wounds **3** Dodge **12** Melee Unarmed **5**

DEFENCES

WEAPONS & ATTACKS

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

SKILLS

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

ARMOR

Source	Axiom	Adds
Cyber plating	T 25	+3

OTHER GEAR

Item	Axiom	Notes

PERKS & SPECIAL ABILITIES

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

Vulnerable **17**

Stymied **4**

Wound Tracker **17**

