

SLASHER FLICK

CASTING CALL

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Slasher Flick

Section One Introduction

"Dumb kids. Know-it-alls. Just like my niece
-- heads full of rocks."

Enos the Truck Driver -- Friday the 13th (1980)

The Slasher Flick character creation rules may be fast and easy, but it's not always convenient to mess with it before playing a flick. Perhaps time is short or maybe everyone wants to just dive into the game right away. That's where Casting Call comes in handy.

What You'll Find in These Pages

Presented within these pages is a collection of pre-generated characters that can be selected by the players in lieu of going through the character creation process. All players have to do is pick their characters (in turn, of course; we don't need any riots) and carry out Step Eight of the character creation rules, which includes naming the character, establishing ties to other characters and jotting down some tidbits.

The character write-ups represent secondary characters. Should you wish to take one as a primary character, though, you're fully accommodated. Each write-up has a section called, appropriately enough, "Primary Character". Just make the modifications listed in that section and you've got yourself a primary character.

Tertiary Characters

If you think that we're leaving the Director out in the cold with this sourcebook, you're dead wrong (pun most likely intended). Any of the characters found in this book can be pressed into service as tertiary characters (the secondary character version is used). Directors will never be forced to create yet another crazy old man or backwoods sheriff again – they're all right here!

Making Changes

You can make alterations to any character you select as long as you have the Director's permission. This is especially useful if the characters are supposed to be of the same ilk (a biker gang, a band, a group of archaeologists, etc.), allowing you to maintain the theme without having identical characters.

To keep everything simple, here are a few ways to tweak a pre-generated character:

Rename the Stereotype

This is the easiest change to make and shouldn't be restricted by the Director. As long as the new name fits what the character does, it should all work out well.

Change Gender

The pre-generated characters assume a specific gender. That having been said, you can easily change the character's gender. This often requires a slight renaming of the stereotype (e.g., "Jealous Boyfriend" would become "Jealous Girlfriend").

Swap Stat Ratings

You can simply swap two stat ratings. For example, if your character has *Good Brawn* and *Normal Brains*, you could swap the ratings, giving him *Normal Brawn* and *Good Brains*.

Replace Qualities

You can replace a quality with another quality of your choice. The new one must be the same type as the original. That is, you can't replace a negative quality with a positive quality, or vice versa. You shouldn't feel obligated to make the new quality be linked to the same stat as the original quality.

Change Special Ability

If the character is a primary character that has a special ability, you can choose another special ability instead.

Discrepancies

You may notice that the characters presented in this book don't match up exactly with characters created using the standard character creation rules. This is due to the fact that the character creation system is geared toward being a group activity. As such, certain rules are dependent upon the number of characters being created (such as the allocation of negative qualities amongst secondary characters). Despite the slight discrepancies, the characters are just as balanced as those created with the normal rules.

Casting Call

Section Two The Pre-Gen Characters

"Listen to me, we'll go home now and never ever tell anyone. No one but us will ever know."

Wendy -- Prom Night (1980)

Air-Headed Debutante	Funky Soul Man	Outgoing Party Animal
Annoying Prankster	Fun-Loving Musician	Overworked Nurse
Average Teenaged Boy	Gloomy Metal Head	Perky Cheerleader
Average Teenaged Girl	Gnarly Surfer	Plain-Jane Girl
Awkward Nerd	Greasy Diner Cook	Plucky Kid
Badass Gangsta	Grizzled Veteran	Police Officer
Barroom Brawler	Grubby Grease Monkey	Protective Camp Counselor
Brash Punk Rocker	Gruff Truck Driver	Psychotic Nutjob
Capable Athlete	Half-Crazy Survivalist	Quiet Basketcase
Caring Doctor	Handicapped Nice Guy	Rambunctious Redneck
Charismatic Actor	Handsome Loverboy	Rugged Outdoorsman
Chaste Girl-Next-Door	Hard-Ass Coach	Sarcastic Goth
Clueless Deputy	Hardened Criminal	Sci-Fi/Horror Geek
Cold-Blooded Mobster	Hard-Working Laborer	Self-Centered Prom Queen
Cool Rebel	Hateful Jerk	Sexy Sorority Girl
Country Lawman	High-Strung Film Director	Shallow Valley Girl
Courageous Tomboy	Hopeless Romantic	Shifty Thief
Crabby Farmer	Indifferent City Official	Shrewd Businessman
Crazy Old Loon	Innocent Babysitter	Sly Con Artist
Creepy Caretaker	Intrepid Security Guard	Spaced-Out Raver
Crusty Hermit	Intrusive Shrink	Spiritual Tracker
Curious Archaeologist	Jealous Girlfriend	Spunky Skateboarder
Cynical Detective	Kindly Oldster	Straight-Shooting Soldier
Devoted Film Nut	Laid-Back Cameraman	Streetsmart Hoodlum
Ditzy Chick	Lethargic Stoner	Studios Bookworm
Down-To-Earth Country Girl	Manipulative Bitch	Sultry Model
Drunken Lout	Mindful Butler	Sweet Waitress
Dumb Jock	Mysterious Drifter	Teen Camper
Dutiful Mother	Naïve Hitchhiker	Tough Biker
Easy-Going Singer	New Age Spiritualist	Vivacious Sexpot
Elitist Preppie	No-Nonsense Principal	Well-Meaning Teacher
Enigmatic Stranger	Nosy Journalist	Wild Rocker Chick
Enthusiastic Youth	Obsessed Scientist	
Flirtacious Stripper	Old Pervert	

Chapter One

Air-Headed Debutante

“Diamonds are a girl’s best friend... but credit cards come in a close second.”

This pampered prima donna is all about making her debut into high-society. She wants to be accepted by those of a higher social standing and she’ll do anything to achieve that goal. Meanwhile, she looks down on those who are her societal “inferiors”. Despite all her advantages she has been given during her life, nothing can take away the fact that she’s astonishingly bird-brained, which leads to her making a fool of herself quite often.

Brawn: Normal

Finesse: Good (Positive: *“Graceful”*)

Brains: Poor (Negative: *“Unperceptive”*)

Spirit: Normal (Positive: *“Wealthy”, “Attractive”*)

Items: Purse, make-up, fancy jewelry, credit cards (platinum, of course)

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Spirit:
“Never Gives Up”
- Add the following special ability: Stupid Action

Annoying Prankster

“C’mon, guys, it was just a joke. I didn’t mean to...”

Life isn’t to be taken seriously. Or at least that’s how this individual looks at the world. Everything’s a big joke to him. He has no concept of tact and can’t seem to get it through his thick skull that people don’t enjoy having practical jokes played on them so often. Even in the most inappropriate situations, he’s quick to pull off a prank. This obviously leads to others becoming frustrated and even angry with him. Beneath it all, he’s highly insecure and is attempting to make people like him (even though his antics have the opposite effect).

Brawn: Normal (Positive: *“Lucky Attack”*)

Finesse: Normal (Positive: *“Hiding”*)

Brains: Normal (Positive: *“Prankcraft”*; Negative: *“Clueless”*)

Spirit: Poor (Positive: *“Puppy Dog Eyes”*)

Items: Latex make-up kit, prop weapons, fake blood, whoopee cushion, monster masks

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Normal
- Add the following positive quality to Finesse: *“Run Like Hell”*
- Add the following special ability: Dumb Luck

Average Teenaged Boy

“You’re being silly. There’s nothing weird going on here.”

This character never fit neatly into a particular stereotype or clique. He’s just your normal everyday kind of teenager trying to navigate the pitfall-laden minefield that is high school.

Brawn: Normal (Positive: *“Knows How to Handle Himself”*)

Finesse: Normal

Brains: Normal (Positive: *“Sharp Mind”*)

Spirit: Normal (Positive: *“Handsome”*; Negative: *“Acts Impulsively”*)

Items: Wallet, comb, condoms

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Finesse: *“Athletic”*
- Add the following special ability: Dumb Luck

Average Teenaged Girl

“There’s gonna be a big party at the lake tonight. Wanna come?”

She’s not a preppie, nor is she a geek, a jock or a stoner. This character’s simply the typical high school student looking to have some fun whenever the opportunity presents itself.

Brawn: Normal (Positive: *“Practically Helpless in a Fight”*)

Finesse: Normal (Positive: *“Nimble”*)

Brains: Normal (Positive: *“Gets Gut Feelings”*)

Spirit: Normal (Positive: *“Pretty”*)

Items: Purse, cell phone, make-up

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Finesse: *“Skeddaddling”*
- Add the following special ability: *Scream Queen*

Stasher Flick



Awkward Nerd

“It’s my opinion that every episode of Star Trek was based on Native American folklore. To one degree or another.”

Learning social grace would take time away from more important activities like programming computers, studying science, watching old Battlestar Galactica episodes and taping his glasses together... and that would be unacceptable. Okay, so this is an exaggeration, but not by a lot. This character doesn’t get out much, preferring to partake in numerous solitary, geek-based activities. He is uncomfortable in social situations and tends to fumble with his words when speaking about anything that’s outside of his comfort zone.

Brawn: Poor

Finesse: Normal

Brains: Good (Positive: *“Random Knowledge”*, *“Computers”*, *“Geek TV/Movies”*, *“Analyze Information”*)

Spirit: Poor (Negative: *“Socially Inept”*)

Items: Sci-fi magazine, calculator, ink pen, notepad, laptop computer

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Normal
- Add the following positive quality to Finesse: *“Squirmy”*
- Add the following special ability: Stupid Action

Badass Gangsta

“Ain’t nothin’ out in those woods that’s gonna scare ME, know what I’m sayin’?”

The streets have a way of making a person hard, which explains why this character isn’t afraid of anything. He may not be the most articulate person in the world, but he knows how to get business done... by any means necessary. He’s the kind of guy who people rely on when things get tough, which is fine by him. While he looks out primarily for Numero Uno, it’s not unheard of for him to display a surprising amount of leadership skills.

Brawn: Normal (Positive: *“Street Fighting”*)

Finesse: Normal

Brains: Normal (Positive: *“Common Sense”*)

Spirit: Normal (Positive: *“Scared of Nothing”*; Negative: *“Impatient”*)

Items: Switchblade knife

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Spirit:
“Unlikely Leadership”
- Increase Spirit to Good

Barroom Brawler

“Let’s take this to the parking lot!”

Big, stupid, and drunk... fabulous combination. That is exactly what this guy is. He goes to bars constantly, getting drunk and making trouble. What he lacks in brains, he makes up for in brawn. Going head to head with a guy like this is possibly a bad idea.

Brawn: Good (Positive: *“Brawler”*)

Finesse: Good (Positive: *“Athletic”*)

Brains: Poor (Negative: *“Drunk”*)

Spirit: Poor (Positive: *“Too Drunk to Care”*)

Items: Brass knuckles, wallet chain, cigarettes, lighter

Primary Character: If chosen as a primary character, make the following adjustments.

- Increase Spirit to Normal
- Add the following Positive Quality to Brawn:
Tough as Nails
- Add the following special ability: Back for More

Brash Punk Rocker

“Fuck the rules, man! Fuck ‘em!”

It’s all about loud music and anarchy! This character detests authority and looks for any opportunity to defy it, even if it risks getting him into major trouble. His reactionary nature ensures that he acts first and thinks later. Sometimes, he doesn’t even think later. In short, he’s the type of guy mothers warn their daughters about. It’s not that he’s necessarily a bad guy or anything; it’s just that his natural inclination is to buck the system, which unsettles more conservative types.

Brawn: Normal (Positive: *“Scrappy As Hell”*)

Finesse: Normal

Brains: Normal (Positive: *“Resourceful”*)

Spirit: Normal (Positive: *“Stupidly Brave”*; Negative: *“Off-Putting Personality”*)

Items: Jam-Box, spiked wristbands, studded collar, safety pins

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Brawn: *“Wiry Muscles”*
- Add the following special ability: Stupid Action

Stasher Hick

Capable Athlete

“Stay behind me. I’ll handle this sicko myself!”

This professional or amateur athlete (your choice) relies on a healthy body and sound mind to compete in physical sports. He’s naturally a go-getter with a “can do” attitude, which has also contributed to his success in sports. To top off the whole package, he’s about as handsome as can be, with a knack for turning the heads of those who would be attracted to his type.

Brawn: Normal (Positive: *“Healthy Body”*)

Finesse: Normal (Positive: *“Athletic”*)

Brains: Normal (Negative: *“Somewhat Oblivious”*)

Spirit: Normal (Positive: *“Strong Mind”*)

Items: Dumbbells, ankle weights, workout clothes, fitness/sports magazine, protein shakes

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Spirit:
“Handsome”
- Increase Finesse to Good

Caring Doctor

“It’s going to be okay. I won’t let you die.”

When this character took the Hippocratic oath, she took it to heart and has never deviated from it since. Whether at the hospital or out in the world, she always feels compelled to help those in need of medical attention. In her personal life, she’s equally concerned with the welfare of others, which has made keeping a love life together damn near impossible. While she does long for a meaningful relationship, she has come to accept that her lot in life involves *saving* lives. And if the right person comes along, who knows? Maybe she’ll be able to juggle it all and live a more well-rounded life.

Brawn: Poor

Finesse: Normal (Positive: *“Steady Hands”*)

Brains: Good (Positive: *“Doctor”*)

Spirit: Normal (Positive: *“Indifferent Toward Gore”*;
Negative: *“Can’t Easily Refuse the Wounded”*)

Items: Doctor’s bag filled with medical supplies

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Spirit:
“Keenly Aware”
- Add the following special ability: Speedy Recovery (see page 106)

Stasher Flick

Charismatic Actor

“So Angelina Jolie comes up to me and kisses me right on the lips...”

This character exudes presence; when he’s on the scene, you know he’s there! And while one can’t really say that he’s a bad person, it’s fairly easy to tell that he’s quite full of himself. He likes to regale anyone willing to listen with tales of his exploits in Tinsel Town; about how he gave Robert Di Nero acting advice, about how he had a romantic encounter with Neve Campbell, about how he was offered the lead role in a remake of *Gone with the Wind* but turned it down, or about anything else that he can come up with to make himself seem important. But he gets away with it because he’s charming, witty and oh-so-damn pretty.

Brawn: Normal (Positive: *“Toned Muscles”*)

Finesse: Normal

Brains: Normal

Spirit: Normal (Positive: *“Charismatic”*, *“Good Looking”*; Negative: *“Cowardly”*)

Items: Promotional photos (for autographs, of course), hairbrush, DVDs of his film appearances, sharpie

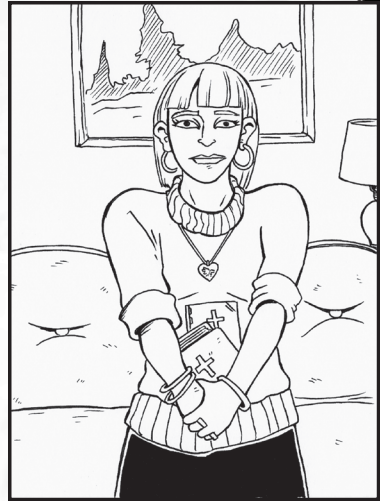
Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Finesse: *“Does His Own Stunts”*
- Increase Finesse to Good

Chaste Girl-Next-Door

“I don’t do that kind of thing, so don’t even try it, pal.”

This character has a good head on her shoulders. She knows what heavy petting can lead to, so she just avoids it altogether, letting her wilder friends indulge themselves in fornication while she takes the more responsible route. She has definite plans for the future and studies hard to ensure that they become a reality.



Brawn: Normal (Positive: *“Toned Muscles”*)

Finesse: Normal

Brains: Normal

Spirit: Normal (Positive: *“Charismatic”*, *“Good Looking”*; Negative: *“Cowardly”*)

Items: Promotional photos (for autographs, of course), hairbrush, DVDs of his film appearances, sharpie

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Finesse: *“Does His Own Stunts”*
- Add the following special ability: Wholesome (see page 106)

Stasher Hick

Clueless Deputy

*“Hockey mask or no hockey mask, you’re coming with...
gurk!”*

There’s a good reason this character has never been promoted to the rank of sheriff. Actually, there are several good reasons. Chief among them is the fact that he’s a discombobulated mess. While it’s true that he tries hard to be a good lawman – some might say he tries *too* hard – he just can’t seem to pull it together and do anything right. As such, the sheriff has relegated him to performing menial tasks such as running off kids from the local graveyard, keeping an eye on his boss’ teenage daughter, doling out parking tickets and so forth.

Brawn: Normal

Finesse: Normal (Positive: *“Running”*; Negative: *“Butterfingers”*)

Brains: Poor (Positive: *“Knowledge of Police Procedures”*)

Spirit: Good (Positive: *“Stubbornly Determined”*)

Items: Pistol, ammo, handcuffs, nightstick, cool shades, walkie-talkie, squad car

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Finesse: *“Find Hiding Spot”*
- Add the following special ability: Dumb Luck

Cold-Blooded Mobster

“Better watch out, pal, or you’ll end up with new shoes. Concrete ones.”

This character is nobody to mess with and he’s not afraid to let that be known when necessary. Still, he isn’t a braggart and prefers to do his talking with actions rather than words. His rather quiet but menacing demeanor unnerves people, as it’s difficult to tell what’s going through his vicious and calculating mind. For all they know, he could be deciding whether or not to rub them out. And, given his callous nature, he may be doing exactly that.

Brawn: Normal (Positive: *“Tough Customer”*)

Finesse: Normal (Positive: *“Pluggin’ People With Guns”*)

Brains: Normal (Negative: *“Easy to Outwit”*)

Spirit: Normal (Positive: *“Intimidate”*)

Items: Pistol, ammo, brass knuckles, loaded wallet

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Spirit: *“A Lotta Nerve”*
- Add the following special ability: Steel Yourself

Stasher Hick

Cool Rebel

“Nobody tells me what to do, especially a piss ant like you.”

This character rebels against any form of authority, not because she’s an anarchist, but because she’s just too damn cool to abide by a bunch of rules. She’s the classic bad girl in the truest sense – a rebel without a cause. She smokes, she drinks, she raises hell... and she’ll defy anyone who tries to stop her. She also refuses to be tamed by anyone, though that doesn’t stop people from trying. That’s part of her allure, after all.

Brawn: Normal (Positive: *“Fisticuffs”*)

Finesse: Normal (Positive: *“Good Reflexes”*)

Brains: Normal

Spirit: Normal (Positive: *“Willpower”*; Negative: *“Lacking in Social Grace”*)

Items: Smokes, Zippo lighter, flask of whiskey, attitude shades

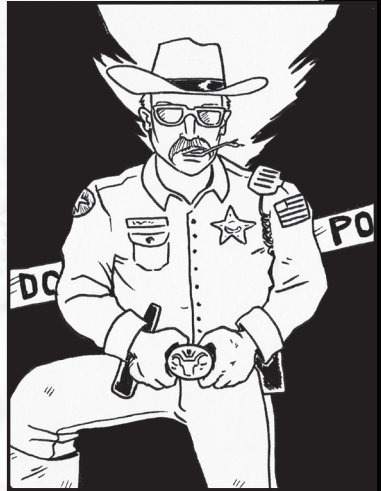
Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Brawn: *“High Endurance”*
- Add the following special ability: Adrenaline Boost

Country Lawman

"I'm the law 'round these here parts."

Looking and acting like he just walked off the set of *Smokey and the Bandit*, this backwoods police officer slings his authority around every chance he gets. His favorite pastime seems to be hassling teenagers and young adults in an effort to keep them from having a good time. He's also disturbingly fond of spouting off one country colloquialism after another; usually ones that make him sound tough or important ("If I catch you kids drinkin' out here, I'll have your tits in a wringer like Ol' Lady Jenkins' dirty clothes on laundry day!").



Brawn: Normal (Positive: "*Stout*"; Negative: "*Out of Shape*")

Finesse: Poor (Positive: "*Shooting*")

Brains: Normal (Positive: "*Somethin' Ain't Right Around Here*")

Spirit: Normal (Positive: "*Tough Talking*")

Items: Pistol, ammo, handcuffs, nightstick, cool shades, walkie-talkie, squad car

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Finesse: "*Driving*"
- Add the following special ability: Dumb Luck

Courageous Tomboy

“Who’s up for some arm wrestling?”

This character is a rough and tumble kind of gal. She would rather lift weights than do her nails, she doesn’t care one bit about unicorns or hearts and she would rather die than wear high heels. She acts a lot like one of the guys, despite the fact that most of the guys in the group find her highly desirable. This fact makes many of the females jealous, leading to a fair amount of cattiness toward her (“I don’t get what they see in her. She’s obviously a bull dyke!”). The truth is that she’s prettier than most other women, though she doesn’t do anything with her self to enhance her looks; it’s her natural beauty that people find attractive. She either doesn’t notice the aforementioned cattiness or simply chooses to ignore it. Appearance aside, this character is affable and outgoing, typically goofing around and telling dirty jokes.

Brawn: Normal (Positive: *“Quite the Fighter”*)

Finesse: Normal (Positive: *“Athletic”*)

Brains: Normal

Spirit: Normal (Positive: *“Brave”*; Negative: *“Lacking in Etiquette”*)

Items: Shades, pocket change, baseball cap (usually worn backward)

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Brawn:
“Deceptively Strong”
- Add the following positive quality to Finesse:
“Natural Beauty”

Crabby Farmer

“Get off mah land!”

Life has been tough out on this character’s farm. He’s experienced hardship, fought adversity and narrowly escaped disaster more times than he cares to count... and it has severely taken its toll on his personality. That’s right – he’s a crotchety, cantankerous old cuss who has very little (if any) joy in his life. Maybe somewhere deep beneath the layers of grouchiness, there’s a good-hearted human being, but if that’s the case, it would take a whole lot of digging to find that person. As it stands, he’s just old and bitter.

Brawn: Normal (Positive: *“Vigorous Old Coot”*)

Finesse: Poor (Positive: *“Aiming”*)

Brains: Normal (Positive: *“Knowledge of Farming”*)

Spirit: Normal (Positive: *“Strong-Willed”*; Negative: *“Quarrelsome”*)

Items: Shotgun, extra shotgun shells, pitchfork

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Brains: *“Wilderness Survival”*
- Add the following special ability: Resourceful (see page 106)



Crazy Old Loon

“You’re doomed. You’re all doomed!”

Everybody writes this character off because of his reputation for being nuttier than a pecan pie. This reputation is well deserved, due to the fact that he’s always pestering people about the world coming to an end or swearing that he saw a UFO last night over by Potter’s Creek. He even knows that people are going to die soon, so he tries to warn them... but they never listen.

If only they would listen to him, they would still be alive.

Brawn: Normal

Finesse: Poor

Brains: Normal (Positive: *“Local Folklore”*, *“Knows the Lay of the Land”*; Negative: *“Loony as Hell”*)

Spirit: Good (Positive: *“Determined to Save People’s Lives”*)

Items: Bicycle

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Normal
- Add the following positive quality to Brains: *“Notice Strange Going-On”*
- Add the following special ability: Overcome (see page 106)

Creepy Caretaker

"I wouldn't go out there after dark if I were you."

This character goes about his business, mopping, changing light bulbs, fixing leaks or whatever else needs done. But there's just something unnerving about him. He gives people unsettling glances as they pass by, stares at them from a distance and has the habit of being places where one wouldn't expect him to be. In short, he's slightly menacing, which leads folks to believe that he's up to something sinister at any given time.

Brawn: Normal (Positive: *"Stamina"*)

Finesse: Normal (Negative: *"Moves Rather Slowly"*)

Brains: Normal (Positive: *"Knowledge of Work Area"*)

Spirit: Normal (Positive: *"Intimidating"*)

Items: Broom, mop, dustpan, cart, spray cleaner, rags, trash bags

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Brains: *"No Detail Escapes Him"*
- Add the following special ability: Steel Yourself

Stasher Hick

Crusty Hermit

“Civilization doesn’t have anything I want in it.”

For whatever reason, this character has shut himself out of society, holing up in his own little world. He manages to eke out a relatively comfortable existence by making due with the limited resources he has at hand. It goes without saying that he isn’t fond of new people (or *any* people, for that matter); he would rather just be left alone. To say he’s out of touch with the 21st century would be the understatement of, well, the 21st century. He doesn’t trust “new-fangled” technology, instead relying on more primitive equipment to get help him get by.

Brawn: Normal

Finesse: Poor (Positive: *“Good Aim”*)

Brains: Good (Positive: *“Cunning”*, *“Survival”*;
Negative: *“Out of Touch with the Modern World”*)

Spirit: Normal

Items: Antique rifle, bullets, bear traps, survival kit, hunting knife

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Normal
- Add the following positive quality to Spirit:
“Headstrong”
- Add the following special ability: Resourceful
(see page 106)

Curious Archaeologist

“Don’t you understand the historical significance of these ruins?”

The past is the link to our future. Or at least that’s how this character views things. He makes his living by studying human cultures by recovering, documenting, analyzing, and interpreting material remains and environmental data, including architecture, artifacts and landscapes. This is, of course, a scientific definition of digging through old ruins or other sites in hopes of finding cool stuff from ages ago. The character is bookish and cerebral, often talking down to those who are not.

Brawn: Poor (Negative: *“Weakling”*)

Finesse: Normal

Brains: Good (Positive: *“Archaeology”*, *“History”*, *“Noticing Details”*)

Spirit: Normal

Items: Shovel, pick, trowel, soil sifter, analytical gear, measuring/weighing tools

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Normal
- Add the following positive quality to Finesse: *“Fit in Tight Spaces”*
- Add the following special ability: Resourceful (see page 106)

Slasher Flick

Cynical Detective

“Yeah, yeah, I’ve heard it all before, buddy.”



Whether a police detective or a private detective, this character has a methodical mind, enabling her to piece together evidence in order to solve crimes. She’s been around the block, so to speak, and automatically distrusts people until such a time that they prove themselves to her in some way. She simply holds a low opinion of the human race and it takes quite a lot to dislodge that opinion. This isn’t

to say that she’s a bad person. It’s just that she has seen just about every vile act mankind can belch out during her career, making her jaded as hell.

Brawn: Normal

Finesse: Normal (Positive: *“Marksmanship”*)

Brains: Normal (Positive: *“Astute”*)

Spirit: Normal (Positive: *“Hardened Mind”*; Negative: *“Overly Blunt”*)

Items: Pistol, cigarettes, lighter

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Brawn: *“Hand to Hand Combat”*
- Add the following special ability: Resourceful (see page 106)

Devoted Film Nut

“Going outside when you hear a noise is stupid. Haven’t you ever seen a horror movie?”

This character is obsessed with movies and often tries to apply his knowledge of them to real life situations. Similarly, he can somehow liken any circumstance or event to one that happened in a particular movie he’s seen a million times. As you can probably guess, he has no life... or at least not one that doesn’t involve motion pictures in some capacity. Everything he knows, he learned from the cinema, which is kind of sad when you think about it.

Brawn: Normal (Negative: *“Couch Potato”*)

Finesse: Normal (Positive: *“Flee”*)

Brains: Normal (Positive: *“Movie Trivia”*, *“Movie Logic”*)

Spirit: Normal

Items: Portable DVD Player, lots of DVDs

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Spirit:
“Playing Dead”
- Add the following special ability: Adrenaline Boost

Stasher Hick

Ditzy Chick

"I don't get it."

This character gets by on her voluptuous good looks and loveable personality. One thing's for sure: she doesn't get by on her intelligence. She's bubbly, cute and impossible to dislike. Just don't expect to have a conversation about philosophy with her (she thinks Plato is a sculpting compound for children). People like to have her around because she knows how to party and because, well, she's easy on the eyes.

Brawn: Normal (Positive: *"Shrug Off Effects of Alcohol"*)

Finesse: Good (Positive: *"Nimble"*)

Brains: Poor (Negative: *"Lack of Booksmarts"*)

Spirit: Normal (Positive: *"Naïve Charm"*)

Items: Bubblegum, make-up, hair products, curling iron, booze

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Normal
- Add the following positive quality to Spirit:
"Sexy"
- Add the following special ability: **Scream Queen**

Down-To-Earth Country Girl

“Y’all ain’t been outside the city much, have ya?”

If you merged the DNA of Daisy Duke and Ellie May Clampett, this character would be the result. She’s sweet, but has a strong side. She retains all the charm and gentility of an old-fashioned gal, and minds her manners. But she can also be strong-willed when necessary, protecting the family farm or property, milking the cows, driving a tractor or hunting for food. She may not look all that tough, but her looks are deceiving; just piss her off and see how quickly she fights you!

Brawn: Normal (Positive: *“Scrappy”*)

Finesse: Normal

Brains: Normal (Positive: *“Farm Work”*)

Spirit: Normal (Positive: *“Down-Home Charm”*;
Negative: *“Unsophisticated”*)

Items: Small pet [your choice]

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Finesse: *“Able-Bodied”*
- Add the following positive quality to Brains: *“Knowledge of the Boondocks”*

Stasher Hick

Drunken Lout

*"I'll *hic* kick yer ass!"*

You've heard of drunken wisdom, right? Well, this character has plenty of it to share... or so he thinks. Always intoxicated, he's loud, belligerent, opinionated, and always looks to instigate a fight. There's no talking sense into him either. Good advice goes in one of his ears and out the other, making it impossible to reason with him. In short, he's an ill-tempered, antagonistic jerk when he's under the influence. Unfortunately, that's almost all the time.

Brawn: Good (Positive: *"Rasslin'"*, *"Strong"*)

Finesse: Poor (Negative: *"Perpetually Drunk"*)

Brains: Poor

Spirit: Normal (Positive: *"Tough Talk"*)

Items: Bottles of beer, ice chest, bottle opener

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Spirit:
"Hard To Scare"
- Add the following special ability: Stupid Action

Dumb Jock

“Wedgefurd High Football! WOO!!”

Squeaking by his classes with low-Ds, the dumb jock lives to do one thing and one thing only: play sports. And, hey, who can argue with his approach? He’s big, strong and good at what he does; he’s just not going to do so well on Jeopardy. It’s a fair trade, at least as far as he’s concerned.

Brawn: Good (Positive: *“Muscles Galore”*)

Finesse: Good (Positive: *“Athletic”*)

Brains: Poor (Negative: *“Unperceptive”*)

Spirit: Poor (Positive: *“Hard To Intimidate”*)

Items: Booze, football (or baseball, basketball, etc.)

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Normal
- Add the following positive quality to Brawn:
“Endurance”
- Add the following special ability: Adrenaline Boost

Dutiful Mother

"I will not rest until my daughter is found!"

Being a parent is the most important aspect of this character's life. Nearly everything she does revolves around her offspring in one way or another, which makes her capable of going to any lengths to ensure their safety. Like an animal protecting its young, the dutiful mother can be deceptively dangerous.

Brawn: Poor (Positive: *"Defend Offspring"*)

Finesse: Normal

Brains: Normal (Positive: *"Crafty"*)

Spirit: Good (Positive: *"Never Gives Up"*; Negative: *"Easily Duped By Youths"*)

Items: Station wagon, purse, pepper spray

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Finesse: *"Quick Reflexes"*
- Increase Brawn to Normal

Easy-Going Singer

“Hey, man, it’s all good. Just relax while I sing a tune.”

This character has a deep affinity for music. It flows through her veins and inhabits her very soul. She carries her acoustic guitar wherever she goes, belting out songs of passion, inner-thought and personal experiences as the inspiration takes her. She could probably make a career of it, but that’s not what she’s about. To her, the music comes first and she refuses to compromise it by succumbing to the needs of financial gain. So instead, she sings and plays guitar as her creative outlet and for the enjoyment of those around her.

Brawn: Poor (Negative: *“Not Much of a Fighter”*)

Finesse: Normal

Brains: Normal (Positive: *“Creative”*)

Spirit: Good (Positive: *“Singing”, “Calming Demeanor”*)

Items: Guitar, sticker-adorned guitar case, notebook with her song lyrics in it

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Normal
- Add the following positive quality to Finesse:
“Climbing”
- Add the following special ability: *Scream Queen*

Stasher Hick

Elitist Preppie

“What do you know? You’re just poor white trash... with an emphasis on ‘trash’.”

“Pompous ass.” That’s a word that this character has grown accustomed to being called. But that’s okay. After all, most of the people who call him that are just jealous, underprivileged idiots. He grew up in an affluent family who believed strictly in the concept of social classes. This naturally rubbed off on him and he still carries it with him to this day, making him unpopular with those who aren’t his ‘equals’.

Brawn: Normal

Finesse: Normal

Brains: Normal (Positive: *“Intelligent”*)

Spirit: Normal (Positive: *“Clean-Cut Good Looks”*, *“Schemer”*; Negative: *“Total Jerk”*)

Items: Grooming kit, sports car, hair comb

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Finesse: *“Able-Bodied”*
- Add the following special ability: Stupid Action

Enigmatic Stranger

“I just mind my own business.”

Nobody knows where this character comes from, nor do they know his motivations. He’s a man of few words, preferring to keep to himself. This gives him a mysterious air about him, though it’s not really intentional. He has his own goals, but he’s not likely to share them with anyone unless they prove themselves to be trustworthy. It’s true that he’s a loner by nature, but he’s not opposed to working with others should the need arise.



Brawn: Normal (Positive: *“Cunning Fighter”*)

Finesse: Normal (Positive: *“Spry”*)

Brains: Normal

Spirit: Normal (Positive: *“Gutsy”*; Negative: *“Overly Quiet”*)

Items: Cool shades, trench coat, hunting knife

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Brains: *“Quick Thinker”*
- Add the following special ability: Resourceful (see page 106)

Stasher Hick

Enthusiastic Youth

“Can I come along? Please? Can I?”

Youth has a way of manifesting itself as unbridled eagerness. Such is definitely the case with this pre-teen. She idolizes one or more of the characters and is constantly seeking to tag along with them everywhere they go, often making a pest of herself in the process. And if they deny her, she'll sneak around and come along anyway. Simply put, she doesn't take “no” for an answer.

Brawn: Poor

Finesse: Good (Positive: *“Youthful Agility”*, *“Fits in Small Spaces”*)

Brains: Normal (Negative: *“Acts Without Thinking”*)

Spirit: Normal (Positive: *“Persistent”*)

Items: Cell phone

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Brains:
“Noticing Scary Stuff”
- Add the following special ability: Wholesome
(see page 106)

Flirtatious Stripper

“C’mon, cutie, there’s no need to be so uptight.”

Endlessly attractive, this character never has a problem getting the attention of those who find women attractive. In fact, she has turned this ability into a career as an exotic dancer. She’s lusty, alluring and when she gives someone a come-hither look, only the most resilient souls can resist. But that’s the side of her that she presents to the world. Behind the pretenses, however, she’s a bit on the insecure side, using her sexuality as a shield for her self-doubt.

Brawn: Poor (Positive: *“Took Self Defense Classes”*)

Finesse: Good (Positive: *“Nimble Body”*)

Brains: Normal

Spirit: Normal (Positive: *“Drop-Dead Gorgeous”*;
Negative: *“Gets Flustered When Scared”*)

Items: Purse, make-up, cell phone, condoms, extra pair of stockings

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Normal
- Add the following positive quality to Brains:
“Getting Out of Tough Spots”
- Add the following special ability: **Scream Queen**

Funky Soul Man

"I don't take no jive from nobody... especially some turkey wearin' a stupid mask."

Some would say that this character stepped right out of the Blaxploitation films of the 1970s, and they would only marginally be wrong. He's one tough mutha and he has no problem taking the fight directly to whomever is causing him to lose his cool. But don't get the wrong idea. He's not some ill-tempered malcontent who's always looking for trouble. The truth is that, while he isn't afraid of confrontation, he's actually more into being the quintessential smooth-talking ladies man. His deep Barry White-like voice, confident attitude and his good looks are enough to bear that out.

Brawn: Normal (Positive: *"Bad Mo-fo"*)

Finesse: Normal

Brains: Normal (Positive: *"Streetsmart"*)

Spirit: Normal (Positive: *"Soulful Romeo"*; Negative: *"Easily Distracted by the Ladies"*)

Items: Hair pick, shades

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Brawn: *"Strong Arms"*
- Increase Spirit to Good

Fun-Loving Musician

“Life’s a party, dude. Live it up!”

Playing music and having a good time are the two things that drive this character. He likes to live life to the extreme, which also means that he indulges in nearly every excess imaginable: sex, alcohol, drugs... you name it. If it’s illicit or immoral, he’s done it. And he’s always on the lookout for more things to engage in. Life’s too short to worry about the consequences. Even though having fun is high on his list of priorities, one thing (and *only* one thing) tops it: playing his instrument in his band. For all his debauchery, he takes his musicianship very seriously and refrains from drugs and alcohol before going on stage.

Brawn: Normal (Positive: *“Resist Effects of Alcohol”*)

Finesse: Normal (Positive: *“Play [insert instrument]”*)

Brains: Normal

Spirit: Normal (Positive: *“Charismatic”*; Negative: *“Bad Decision-Making Skills”*)

Items: Musical instrument (your choice), case for instrument, musical paraphernalia (guitar picks, drum sticks, or whatever else pertains to the chosen instrument), booze, drugs

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Brawn: *“Can Handle Himself in a Fight”*
- Add the following special ability: Stupid Action

Slasher Flick

Gloomy Metal Head

*“Death is the last great mystery.
Embrace it.”*



Disturbingly quiet, this character always seems to be watching your every move. With his long hair covering much of his face, it's almost impossible to read his facial expressions in order to get a clue about what he's thinking. His visage is enough to scare most people off, what with his death metal t-shirts, pentagram necklace and evil-looking tattoos. His appearance, however, is

rather deceiving. While it's true that the character is obsessed with all things morbid and macabre, he's far from evil. If befriended, he's extremely loyal and isn't afraid to take a stand when necessary.

Brawn: Normal

Finesse: Normal (Positive: *“Quiet”*; Negative: *“Slow and Deliberate”*)

Brains: Normal (Positive: *“Watchful”*)

Spirit: Normal (Positive: *“Unafraid of Death”*)

Items: MP3 player (loaded with death & black metal songs), pentagram necklace

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Brains: *“Knowledge of Serial Killers”*
- Increase Brains to Good

Gnarly Surfer

“All I need are some tasty waves, a cool buzz and I’m fine.”

Some may call this character a beach bum, but that’s okay. He doesn’t let it get to him too much. He’s been called worse. In truth, that name is a relatively accurate summation of who he is. Whenever possible, he dwells on the beach, toking on doobies and riding out the best waves that roar through the area. Having a job would just inhibit this lifestyle, which explains why he has never bothered with obtaining one. If he could score work as a shaper or lifeguard, he might take a shot at it, but other than that, he’s perfectly content with being jobless.

Brawn: Normal

Finesse: Good (Positive: *“Surfing”*, *“Great Balance”*)

Brains: Normal (Negative: *“Brain-Fried”*)

Spirit: Poor (Positive: *“Too Stoned To Be Scared”*)

Items: Surfboard, sunscreen, sunglasses, bag of pot, beach towel, bong

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Normal
- Add the following positive quality to Brawn: *“Good Cardiovascular Conditioning”*
- Add the following special ability: Stupid Action

Stasher Hick

Greasy Diner Cook

“Who do I look like? Chef Boyardee?”

This character makes food. Not necessarily *good* food, but what do you expect from the grub at a greasy-spoon diner? How he got the job, though, is anybody’s guess. He’s not known for his hygiene, nor does he exude charm. He’s kind of grumpy and more than a little smelly, but for some reason, he’s managed to keep his job for quite some time.

Brawn: Good (Positive: *“Blubbery Resilience”*)

Finesse: Normal (Positive: *“Short-Order Cook”*)

Brains: Normal

Spirit: Poor (Positive: *“Stubborn as a Mule”*; Negative: *“Gross and Gruff”*)

Items: Spatula, iron skillet, cook’s hat

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Normal
- Add the following positive quality to Brains: *“Surprisingly Observant”*
- Add the following special ability: Dumb Luck

Grizzled Veteran

“Look, kid, there’s nothin’ out in those woods that’s as scary as what I saw back in ‘Nam.”

The war hardened this seasoned soldier to the point of making him fearless. He experienced horrors beyond the comprehension of most civilians, yet he takes it all in stride... for the most part. He suffers from occasional flashbacks, causing him to blur the past and present together. Luckily, this doesn’t happen often, but it proves to be debilitating when it does. Aside from this psychological glitch, the character is a good person to have on your side when things get hairy. He’s a cunning combatant who knows his way around any wilderness setting imaginable and he fears nothing.



Brawn: Normal (Positive: *“Hand to Hand Fighter”*)

Finesse: Normal (Positive: *“Good Shot”*)

Brains: Normal

Spirit: Normal (Positive: *“Fearless”*; Negative: *“Suffers Flashbacks”*)

Items: Rifle, ammunition, bandana, boot knife, compass

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Normal
- Add the following positive quality to Brains: *“Use Environment to His Advantage”*
- Add the following special ability: Steel Yourself

Stasher Hick

Grubby Grease Monkey

“Let me take a look under the hood and see what the problem is.”

There’s not an automotive problem in existence that this character can’t fix, given the right tools and parts. It’s the challenge of repairing vehicles that gives him a reason to live. He thrives on it and has little interest in anything that doesn’t involve carburetors, starters, pistons and dual overhead cams. People prove too be too unpredictable and unreliable to figure out, but cars, on the other hand, are consistent and orthodox. So, although he doesn’t necessarily dislike people as a whole, he’s rather unsure of them. He relates to automobiles a hell of a lot better.

Brawn: Normal (Positive: *“Brawler”*)

Finesse: Normal (Positive: *“Steady Hands”*)

Brains: Normal (Positive: *“Auto Mechanics”*)

Spirit: Normal (Negative: *“Has a Hard Time Dealing with People”*)

Items: Tools, tool belt, tool chest, pick-up truck

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Finesse: *“Driving”*
- Add the following special ability: Resourceful

Gruff Truck Driver

“Breaker 1-9! Got your ears on? This is a Mayday! I repeat: this is a Mayday!”

This character lives on the road in his eighteen-wheeler, perpetually dropping off and picking up loads. It has become a way of life that he is accustomed to. In fact, staying in one place for too long sounds mostly like a prison sentence to him. Unfortunately, he gets most of his energy from a constant barrage of coffee and the general lack of sleep makes him grumpy or, at the very least, irritable.

Brawn: Normal (Positive: *“Stout”*)

Finesse: Normal (Positive: *“Driving”*)

Brains: Normal

Spirit: Normal (Positive: *“Strong Willed”*; Negative: *“Grouchy”*)

Items: Eighteen-wheeler, “CAT Diesel Power” cap, thermos with coffee

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Finesse: *“Great Sense of Direction”*
- Add the following special ability: Overcome

Stasher Hick

Half-Crazy Survivalist

“When the bombs drop, I’ll be good and ready for it – me and my stuffed Chihuahua, Chico”

This character is convinced that the end of the world is just around the corner, and he’s more than prepared for it. He has a bomb shelter, ten years worth of canned foods and a ton of survival gear. Did we mention his gun collection? He may not be completely crazy, but he’s not completely sane either. It’s safe to say that he’s somewhere in between... and he’s probably a little closer to crazy.

Brawn: Normal (Positive: *“Rugged”*)

Finesse: Normal (Positive: *“Marksman”*)

Brains: Normal (Positive: *“Wilderness Survival”*;

Negative: *“Not Playing with a Full Deck”*)

Spirit: Normal

Items: Rifles, ammunition galore, survival knife, camping gear, first aid kit

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Brains: *“Eyes Like an Eagle”*
- Add the following special ability: Resourceful

Handicapped Nice Guy

"I'll just slow you down. Go on without me. Run!"

He may not have the use of his legs, but it has never held him back from living life to the fullest. He has an upbeat attitude about his condition and doesn't let it get him down. Some folks have called him an inspiration, but he doesn't see it that way. To him, he's just a normal guy who tries to make the most of the tough hand he has been dealt. His optimistic personality has won him many friends over the years. He would gladly give his life to protect any of them.

Brawn: Normal (Positive: *"Powerful Arms"*)

Finesse: Poor (Positive: *"Good Hand-Eye Coordination"*; Negative: *"Can't Walk"*)

Brains: Normal

Spirit: Good (Positive: *"Magnetic Personality"*)

Items: Wheelchair

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Brains: *"Fine Eye for Detail"*
- Add the following special ability: Adrenaline Boost

Stasher Hick

Handsome Loverboy

“Let’s not beat around the bush. I want you, and you want me. It’s destiny.”

This character is one of the beautiful people. That is, he has striking good looks and he knows how to maximize them by dressing well and laying on the charm. This makes him the proverbial “chick magnet”, which suits him just fine. He’s not a particularly deep individual, but he’s not exactly stupid either; he merely thinks primarily in terms of aesthetics, holding beauty in remarkably high regard. He’s not hard to get along with, though, and he’s generally cool to just about everyone.

Brawn: Normal (Positive: *“Chiseled Body”*; Negative: *“Is a Lover, Not a Fighter”*)

Finesse: Normal (Positive: *“Agile”*)

Brains: Normal

Spirit: Normal (Positive: *“Striking Appearance”*)

Items: Grooming kit, nice clothes, mirror, hair products

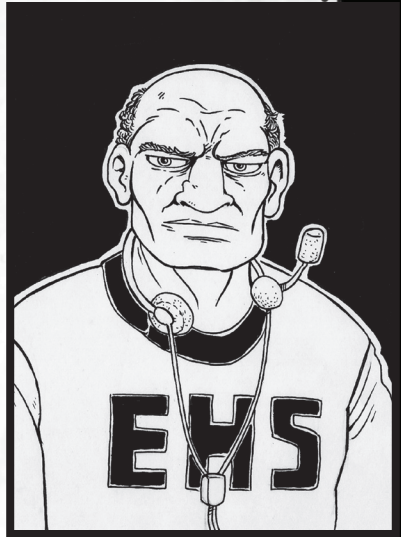
Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Spirit: *“Cheesy Pick-Up Lines”*
- Add the following special ability: Speedy Recovery (see page 106)

Hard-Ass Coach

“Come on, ladies, drop and give me twenty push-ups!”

Somebody has to keep those damn kids in line and this character is more than happy to step up to the plate in that regard. He’s a firm believer in strict discipline, which doesn’t endear himself to his students. Still, they begrudgingly respect him... or at least fear him enough not to backtalk much. Even though he’s a whistle blowing loudmouth, he actually cares about “his kids” and genuinely wants to see them succeed in life.



Brawn: Normal (Positive: *“Weight Lifter”*)

Finesse: Normal (Positive: *“Athletics”*)

Brains: Normal

Spirit: Normal (Positive: *“Will of Iron”*; Negative: *“Abrupt Personality”*)

Items: Whistle

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Brains: *“Nothing Gets Past Him”*
- Increase Brawn to Good

Stasher Hick

Hardened Criminal

“If life in the ‘big house’ has taught me anything, it’s that you can’t trust anybody.”

Life behind bars isn’t exactly a picnic. The things one faces are almost unfathomable to those who have never been there. It’s dangerous, lonely, depressing and utterly confining. Prisoners lose touch with the outside world, making it difficult to readjust once they step through those iron gates to enter society once again. Some of them go straight, while others continue their criminal ways. This character is making an effort to turn over a new leaf after his last stint up the river, but it’s not always easy. Temptation is everywhere and scoring an easy buck is a hard thing to turn down. Time will tell if he’ll fly right or end up back in the hoosegow.

Brawn: Normal (Positive: *“Strong”*)

Finesse: Normal

Brains: Normal (Positive: *“Criminal Mind”*)

Spirit: Normal (Positive: *“Impossible to Intimidate”*;
Negative: *“Perpetual Screw-Up”*)

Items: Shank, the clothes on his back

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Brains:
“Eyes in the Back of his Head”
- Add the following special ability: Back for More

Hard-Working Laborer

“There’s nothing like earning a good day’s pay with a good day’s work.”

Hard blue-collar work builds character and makes one a better person. That’s how this character looks at things. He feels that good things come around to those who keep their noses to the grindstone. He’s honest, forthright and as common as common can be. He couldn’t tell a salad fork from a meat fork, nor does he know which wine goes best with which dish, but he can sure tell you which diner builds the best burger in town. With him, there are no false pretenses. What you see is what you get and he wouldn’t have it any other way.

Brawn: Normal (Positive: *“Worker’s Strength”*)

Finesse: Normal

Brains: Normal (Positive: *“Common Sense”*; Negative: *“Knows Nothing About High-Class Things”*)

Spirit: Normal (Positive: *“Personable”*)

Items: Lunchbox, thermos, workman’s paraphernalia

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Spirit:
“Never Gives Up”
- Add the following special ability: Let’s End This

Stasher Hick

Hateful Jerk

“Hey, moron, get out of my way!”

This character doesn't *try* to be an ass; he just *is* one. He thinks the world revolves around him and doesn't suffer people who disagree. In his mind, he's always right and everyone else is wrong. Very little – if anything – will change his mind on the matter. He's boorish, selfish and mean-spirited. Why anyone hangs around with him is a mystery into itself.

Brawn: Normal (Positive: *“Decent Fighter”*)

Finesse: Normal

Brains: Normal (Positive: *“Astute”*)

Spirit: Normal (Positive: *“Stubborn”*; Negative: *“Abrasive Disposition”*)

Items: Cell phone

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Spirit:
“Hide”
- Add the following special ability: Stupid Action

High-Strung Film Director

“Lights, camera, ac... oh come on! We’re burning daylight here! Positions!”

Film direction is an art form that requires careful consideration of camera angles, pacing, positioning and overall quality. A director is diligent, calm and attentive to details. And then there’s *this* guy. The art of filmmaking is completely lost on him. He’s unceasingly stressed out, barking orders at anyone and everyone around. Furthermore, his approach to film directing is completely utilitarian at best. Perhaps if he would calm down a bit and learn to make the most of his time, he would be able to improve his craft and become an efficient director.

Brawn: Normal

Finesse: Normal (Positive: *“Fleeing”*)

Brains: Good (Positive: *“Perceptive”*)

Spirit: Poor (Positive: *“Commanding Voice”*; Negative: *“Stressed Out”*)

Items: Cell phone

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Normal
- Add the following positive quality to Muscle: *“Scrappy When Frightened”*
- Add the following special ability: Stupid Action

Hopeless Romantic

"She's my soul mate."



This character's girlfriend has him wrapped around her finger, not necessarily because she has made an effort to do so, but because he is so infatuated with her that he would do anything for her without a second thought. He's the exact opposite of the typical macho guy who wants nothing more than to get laid. He's into the sappy (sometimes corny) fantasy of the

classic fairy tale-like relationship with the girl he deems his soul mate.

Brawn: Poor (Negative: *"Poor Fighter"*)

Finesse: Normal

Brains: Normal (Positive: *"Understands the Opposite Sex"*)

Spirit: Good (Positive: *"Romantic Nice Guy"*, *"Brave When Protecting His Soul Mate"*)

Items: Box of chocolates, bouquet of flowers, hygiene supplies, breath-spray

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Normal
- Add the following positive quality to Finesse: *"Coordinated"*
- Add the following special ability: Adrenaline Boost

Indifferent City Official

“That’s not my concern. I have other things to worry about. This is an election year, for Christ’s sake.”

Politics is all consuming. Once you step into that arena, your priorities tend to shift... and not necessarily for the better. Family, friends and the good of others often take a backseat to impressing people and influencing potential voters. And once you’re in office, it gets even worse. You’re constantly under a magnifying glass and re-election becomes a grave concern. This pretty much describes this character’s life. She has lost touch with what’s important, thinking exclusively of her political career.

Brawn: Poor (Negative: *“Poor Fighter”*)

Finesse: Normal

Brains: Normal (Positive: *“Wily”*, *“Well Educated”*)

Spirit: Good (Positive: *“Winning Friends and Influencing People”*)

Items: Cell phone, campaign paraphernalia (buttons, flyers, signs, etc.)

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Finesse: *“Hiding”*
- Add the following special ability: Dumb Luck

Innocent Babysitter

“Alright, kiddo, it’s time for bed.”

She likes kids and the money’s not half bad, so babysitting is a rather ideal job for this character. Some babysitters take advantage of their employers by throwing parties, neglecting the children, having sex or doing drugs. That’s not how she does business. She’s responsible and takes her job seriously. Sure, she talks to her boyfriend on the phone and raids the fridge a bit while on duty, but she always puts the needs of the children before her own and will do whatever it takes to keep them safe, even in the face of terror.

Brawn: Normal (Positive: *“Protecting Children”*)

Finesse: Normal (Positive: *“Hiding”*)

Brains: Normal

Spirit: Normal (Positive: *“Responsible Nature”*;
Negative: *“Naïve”*)

Items: Cell phone, purse, house keys

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Finesse: *“Crafty Thinker”*
- Add the following special ability: Wholesome (see page 106)

Intrepid Security Guard

“This place is locked up tight. Nobody can get in here. Hey, what was that noise?”

Call him a rent-a-cop all you like, but this character takes his job seriously, and he’s damn good at it. He’s not just a schmuck with a gun and a flashlight; he’s a moderately trained guard with more courage than common sense. More importantly, he will gladly put his life on the line to help those in need of assistance. That’s why he hopes to join the police academy someday. As a police officer, he would have a better chance of actually making a difference. That’s his biggest aspiration.

Brawn: Normal (Positive: *“Close Combat”*)

Finesse: Normal (Positive: *“Shooting”*)

Brains: Normal (Negative: *“Lack of Judgment”*)

Spirit: Normal (Positive: *“Undaunted”*)

Items: Pistol, ammunition, nightstick, cheap security badge

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Finesse: *“Stealth”*
- Add the following special ability: Stupid Action

Stasher Hick

Intrusive Shrink

“This is a part of your treatment. Don't you want to be cured of your... problems?”

Some psychiatrists want to help people. Others psychiatrists exploit their patients in order to conduct unethical experiments. Guess which category this chump falls into. He has no interest in benefiting anyone but himself, nor does he care about doctor-patient confidentiality. He has some strange notions about psychology that extends far past the point where other doctors turn back. He views himself as a daring and brilliant doctor destined to revolutionize the field, though he's actually just an ass with a superiority complex.

Brawn: Poor (Positive: *“Fight Back When Cornered”*)

Finesse: Normal (Positive: *“Beating Feet”*)

Brains: Good (Positive: *“Psychiatrist”*)

Spirit: Normal (Negative: *“Unlikable”*)

Items: Notepad, ink pen, tape recorder, blank cassette tapes, laptop computer

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Normal
- Add the following positive quality to Finesse: *“Hiding”*
- Add the following special ability: Dumb Luck

Jealous Girlfriend

“You lookin’ at my man, bitch?”

Possessive and clingy, this character latches onto her boyfriend and won't let go, even if he starts to resent her for it. Clearly, she has some issues. To hell with that: she has a *subscription*. She's snippy, arrogant and generally just an unpleasant bitch to be around, which endears her to no one, except maybe her boyfriend... and even that's debatable.

Brawn: Poor (Positive: *“Catfighting”*)

Finesse: Good (Positive: *“Flexible”*)

Brains: Normal

Spirit: Normal (Negative: *“Jealousy”*)

Items: Things her boyfriend gave her (a ring, necklace, photos of him, etc.), cell phone

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Normal
- Add the following positive quality to Finesse:
“Running”
- Add the following special ability: Scream Queen

Stasher Hick

Kindly Oldster

“You kids need to be careful traipsing around out in the woods.”

He’s a loveable fellow who is well regarded by just about everyone who meets him. He’s a bit over talkative and rambles on a bit, but he’s lived a long life and has a lot of stories to share. This makes it hard to break away from a conversation with him unless you don’t mind being abrasive. He means well, though, which counts for a lot. While his best days may be well behind him, the old coot still has a sputter of “go” left in him.

Brawn: Normal (Positive: *“Still Packs a Wallop”*;
Negative: *“A Bit Infirm”*)

Finesse: Poor

Brains: Normal (Positive: *“Font of Knowledge”*, *“Gut Feelings”*)

Spirit: Normal (Negative: *“Friendly”*)

Items: Walking cane, old keepsakes

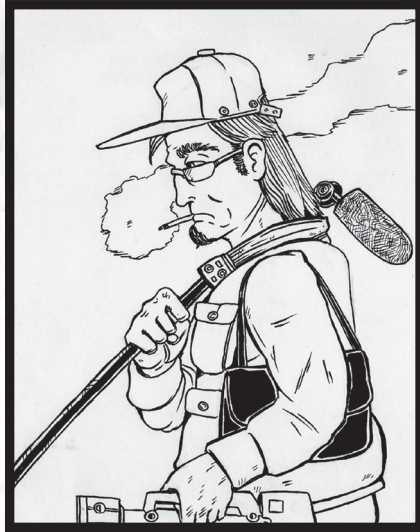
Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Spirit:
“Hard to Spook”
- Add the following special ability: Steel Yourself

Laid-Back Cameraman

"I think I can get a good angle from up there."

Filming movies is more than a job for this character; it's a way of life. He sees the world through the lens of a video camera (or any other similar device). He instinctively knows how to get the best shots to achieve whatever effect he's going for, which is why he's never without paying work. His personality is also a major factor in why filmmakers enjoy working with him. He's mellow, methodical and never gets stressed out while working.



Brawn: Normal (Negative: *"Too Mellow to Fight Well"*)

Finesse: Normal (Positive: *"Squeeze Into Tight Spaces"*)

Brains: Normal (Positive: *"Fine Eye For Detail"*)

Spirit: Normal (Positive: *"Cool-Headed"*)

Items: Camera set-up, film

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Spirit:
"Personable"
- Add the following special ability: Dumb Luck

Stasher Hick

Lethargic Stoner

“Where’s the bud, man??”

Weed was put on this planet for his personal use. If there’s weed around, you can bet the mortgage that he’s trying to smoke it. Because of this, he is... well, he just doesn’t care about things like other people do. He hangs out with his friends, smokes, and has an all around good time.

Brawn: Normal

Finesse: Normal (Positive: *“Uncanny Agility”*)

Brains: Poor (Positive: *“Full of Useless Knowledge”*;
Negative: *“Stoned”*)

Spirit: Good (Positive: *“Doesen’t Give a Damn”*)

Items: Quarter sack, lighter, rolling papers, pipe, cigarettes

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Brawn: *“Tolerant to Pain”*
- Add the following special ability: Dumb Luck

Manipulative Bitch

“I’ll have him wrapped around my finger before the night’s over.”

The mind game is this character’s area of expertise, and she is a master at it. While she understands that her ravishing beauty is perhaps the greatest weapon in her arsenal, she doesn’t merely rely on the one tool. Her cunning, after all, is her second best weapon, and she brandishes it like a Wild West gunslinger would brandish his shooting irons. She may have a redeeming feature buried deep down in her icy heart, but if so, nobody has seen it yet. In all likelihood, they never will.

Brawn: Poor

Finesse: Normal (Positive: *“Elegant Coordination”*)

Brains: Normal

Spirit: Good (Positive: *“Devious Head Games”*, *“Willful”*; Negative: *“Detestable Personality”*)

Items: Cell phone, make-up, sexy lingerie

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Brains: *“Astute”*
- Add the following special ability: **Scream Queen**

Stasher Hick

Mindful Butler

“I’m all too aware of the cliché... but in this case, the butler did not do it.”

This character possesses a quiet dignity. His job is to serve his employers and he has no reservations about doing exactly that. It’s not a matter of subservience to him; it’s just a job, albeit a well-paying one. He knows his place and is comfortable with it. Outside of work, he’s much the same: reserved, poised and endlessly polite.

Brawn: Poor (Negative: *“Feeble Strength”*)

Finesse: Normal (Positive: *“Fine Motor Skills”*)

Brains: Good (Positive: *“Knowledgeable”*)

Spirit: Normal (Positive: *“Mannered”*)

Items: Grooming kit, expensive pocket-watch

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Spirit:
“Rapier-Like Wit”
- Add the following special ability: Dumb Luck

Mysterious Drifter

"I'm just passing through."

Never really fitting in anywhere and seldom letting grass grow under his feet, this character moves from place to place on his motorcycle. He doesn't *try* to be mysterious; he's just the quiet type who doesn't feel the need to tell everyone his life story. People somehow equate that to him being mysterious.

Brawn: Normal (Positive: *"Tough Customer"*)

Finesse: Normal (Positive: *"Drive Motorcycle"*;
Negative: *"Slightly Slow Runner"*)

Brains: Normal

Spirit: Normal (Positive: *"Courageous"*)

Items: Harley Davidson motorcycle, extra clothes, smokes, lighter

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Finesse:
"Good Reaction Speed"
- Increase Spirit to Good

Naïve Hitchhiker

“Which way you heading?”

This character is traveling via the thumbway express. It’s not exactly the safest method of travel, but it sure is the most exciting. As long as one takes proper precautions, the risk is minimized. Unfortunately, she hasn’t taken any of the recommended precautions, making her dreadfully prone to all the dangers of the open road. Hell, she’s not even packing a weapon. She’s just young and pathetically naïve, not believing that people would do such awful things to hitchhikers. That kind of stuff only happens in horror movies, right? Right?

Brawn: Normal

Finesse: Good (Positive: *“Screaming and Running”*)

Brains: Poor (Positive: *“Perceptive”*)

Spirit: Normal (Positive: *“Sweet and Innocent Smile”*,
Negative: *“Easily Suckered”*)

Items: Backpack, extra clothes, sleeping bag, hiking boots

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Normal
- Add the following positive quality to Brawn: *“Lucky Attack”*
- Add the following special ability: Stupid Action

New Age Spiritualist

“Your aura speaks volumes about you.”

Astrology, crystals, tarot cards, yoga, holistic healing methods and crummy harpsichord/chime music -- these things are at the center of this character's overall belief system. She's perpetually relaxed (until the proverbial shit hits the fan) and likes to sound all-knowing, looking for any opportunity to “open people's eyes” to the path of spiritualism. This makes her come across as pushy, annoying and pompous. In truth, her heart is in the right place.

Brawn: Normal

Finesse: Normal (Positive: *“Hiding”*; Negative: *“Too Lackadaisical to React Quickly”*)

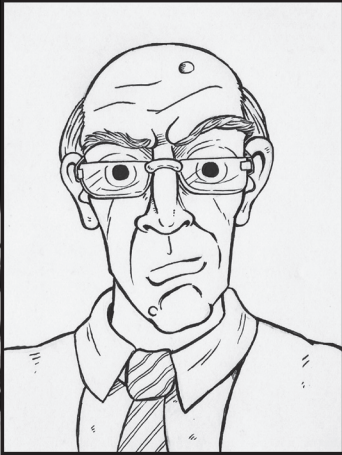
Brains: Normal (Positive: *“Knowledge of Spiritualism”*)

Spirit: Normal (Positive: *“Soulful”*)

Items: Tacky clothing, Ouija board, crystals, tarot cards, books about spiritualism

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Spirit:
“Convincing Rhetoric”
- Add the following special ability: **Scream Queen**



No-Nonsense Principal

"Slackers!"

Some school workers relate well to the students, befriending them while still maintaining a sense of authority. This guy's not one of them. He's the classic hard-nosed principal who is absolutely clueless about what kids actually need. He believes in strict discipline and refuses to mollycoddle his charges in any way, shape or form. In case it's not obvious, he has no sense of humor.

Brawn: Normal (Positive: *"Strong Left Hook"*)

Finesse: Normal

Brains: Normal (Positive: *"Notices Everything"*)

Spirit: Normal (Positive: *"Barking Orders at Others"*;
Negative: *"Lovely Demeanor... Not!"*)

Items: Wooden paddle, eye glasses

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Spirit:
"Never Relents"
- Add the following special ability: Back For More

Nosy Journalist

“This is a great scoop!”

Life is just a series of stories and news features just waiting to be written... and this character is determined to snuff them out. She's persistent to a fault and is as pushy as they come. She isn't opposed to alienating or outright offending people, which is probably why she's so damn good at her job. She's been cursed at, pushed back and even attacked in the line of duty, but this does nothing to deter her from getting closer to the truth and asking the most probing questions possible.

Brawn: Poor

Finesse: Normal (Positive: *“Sneaking Around”*)

Brains: Normal (Positive: *“Nothing Gets Past Her”*)

Spirit: Good (Positive: *“Strong Personality”*; Negative: *“Sometimes Offensive”*)

Items: Digital audio recorder, camera, video camera, film, microphone, pepper spray

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Brains: *“Analyze the Situation”*
- Add the following special ability: Resourceful (see page 106)

Obsessed Scientist

“This proves my theory is correct.”

Having no personal life is just a small price this character pays for his quest – no, *thirst* – for scientific knowledge. He has been unable to maintain any meaningful relationships of any kind over the years due to the fact that all of his time is spent in the laboratory, testing theories and devising chemical concoctions. He has no social skills to speak of, but he’s not hard to get along with. And he’s a good guy to have backing you up when a scientific solution to a problem is required.

Brawn: Normal

Finesse: Normal (Positive: *“Steady Hands”*)

Brains: Good (Positive: *“Scientific Genius”*, *“General Knowledge”*)

Spirit: Poor (Negative: *“No Social Skills”*)

Items: Vials of chemicals, calculator, books on various subjects

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Spirit:
“Strong Willed”
- Add the following special ability: Resourceful
(see page 106)

Old Pervert

“Look at the bazoombas on that one. How, haw, haw!”

In horror movies, only one thing can possibly be creepier than the psycho killer: this guy! He’s a whiskey-filled middle-aged deviant who gets his jollies by spying on half (or fully) naked young ladies... and he doesn’t smell too good either. You may be wondering if the guy has any intellectual or emotional depth, and that’s to be expected. Sadly, the answer is “absolutely not”. He is what he is, and what he *is* is pretty pathetic.

Brawn: Good (Positive: *“Consume Tons of Whiskey”*)

Finesse: Normal (Positive: *“Lurking Quietly”*)

Brains: Normal (Positive: *“Spying”*)

Spirit: Poor (Negative: *“Odiferous”*)

Items: Flask of whiskey, stubby cigar, binoculars, rolled-up nudie magazine

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Normal
- Add the following positive quality to Brains:
“Area Knowledge”
- Add the following special ability: Dumb Luck

Stasher Hick

Outgoing Party Animal

"Partyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy!"

Partying is a way of life for this character. He wanders from party to party, sucking up the suds like a sponge, all the while acting wild and crazy... all in the name of having a good time. He has an uncanny resistance to the effects of booze and he takes full advantage of it. Nobody actually knows what he's like when sober because, well, he's always either drunk or hung over.

Brawn: Normal (Positive: *"Won't Pass Out From Alcohol"*, *"Stout"*)

Finesse: Normal (Negative: *"Inebriated Clumsiness"*)

Brains: Normal

Spirit: Normal (Positive: *"Life of the Party"*)

Items: Bottles of beer, beer hat

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Brains:
"Drunken Wisdom"
- Add the following special ability: Stupid Action

Overworked Nurse

“Let’s check your vitals.”

Long hours at the hospital ensure that this character is unceasingly worn out and she’s almost to the point of sheer exhaustion. She enjoys her job, but she’s growing weary of working so hard and long at a stretch. This understandably leaves her frazzled and stressed out. It’s a testament to her endurance that she hasn’t collapsed yet. Perhaps she’ll soon be given a break and can resume her personal life.

Brawn: Normal (Positive: *“Physical Endurance”*)

Finesse: Normal

Brains: Normal (Positive: *“Nursing”*; Negative: *“Too Tired to Think Fast”*)

Spirit: Normal (Positive: *“Mental Endurance”*)

Items: Stethoscope, first aid kit, needles

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Finesse: *“Coordinated Hands”*
- Add the following special ability: Overcome (see page 106)

Stasher Hick

Perky Cheerleader

“Gim’me an S! Gim’me an E! Gim’me an X! What’s that spell? No, seriously, what does that spell?”

This character’s here to do two things: chew bubblegum and do cheers. And she’s all out of... oh, nevermind; she seemingly has an infinite supply of bubble gum. Her bubbly disposition (pun mostly intended) makes her the perfect cheerleader. She’s cheerful (damn puns!), charismatic and foxy, a fantastic combination. She’s not too brilliant, though, so unscrupulous guys tend to manipulate her a lot.

Brawn: Normal

Finesse: Good (Positive: *“Astonishing Balance”*, *“Acrobatic”*)

Brains: Poor

Spirit: Normal (Positive: *“Attractive to the Nth Degree”*; Negative: *“Easily Duped”*)

Items: Condoms, make-up, purse, cell phone (with tons of sparkly flair on it), a million packs of bubble gum

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Finesse: *“Fast Runner”*
- Add the following special ability: Stupid Action

Plain-Jane Girl

“Nobody’s ever going to want to make out with someone like me.”

It’s safe to say that this character’s not one of the so-called beautiful people. While she’s not what one would call ugly, she doesn’t have guys (or girls) lined up around the block, waiting to date her. Her hair is a bit stringy, she has freckles and she has no concept of fashion. Her lack of attractiveness has damaged her self-esteem a great deal over the years, causing her to become shy as a result. Perhaps if she took the time to fix herself up, she would be a raving beauty. Stranger things have happened.

Brawn: Normal

Finesse: Normal (Positive: *“Remain Still”*)

Brains: Normal (Positive: *“Outwit”*)

Spirit: Normal (Positive: *“Humble Personality”*;
Negative: *“Low Self-Esteem”*)

Items: Cell phone, big purse full of mostly useless junk

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Brawn:
“Fight Back”
- Add the following special ability: Resourceful
(see page 106)

Stasher Hick



Plucky Kid

"I ain't scared of nothin'."

People are disinclined to take 10 year olds seriously, even masked psycho killers. That works to this character's advantage, as he is able to zip around practically unnoticed while brewing up some kind of plan. He's quick minded, nervy and practically fearless. He also has unerring accuracy with his trusty slingshot, which has served him well in many tough circumstances.

Brawn: Poor (Negative: *"Weak Arms"*)

Finesse: Normal (Positive: *"Skilled Slingshot Marksman"*)

Brains: Normal (Positive: *"Plan-Making"*)

Spirit: Good (Positive: *"Lionhearted"*)

Items: Slingshot, pocket full of ball bearings, baseball cards

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Finesse: *"Fit Into Small Places"*
- Add the following special ability: Wholesome (see page 106)

Police Officer

“Put that weapon down, nice and easy.”

To this character, his badge means almost everything. While he certainly has a healthy social life, it all takes a backseat to his duty as an officer of the law. He’s hardly the by-the-book kind of hard-ass one might expect him to be. He’s a good judge of character and is always willing to give people a break if he feels they’re being straight with him. If they do him wrong, though, he’ll cut them no slack whatsoever.

Brawn: Normal (Positive: *“Well-Trained Fighter”*)

Finesse: Normal (Positive: *“Dead-Eye”*)

Brains: Normal

Spirit: Normal (Positive: *“Courageous”*; Negative: *“Sometimes Too Cautious”*)

Items: Pistol, rifle, ammunition, kevlar vest, police car, handcuffs, nightstick

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Brains: *“Tactical Thinker”*
- Add the following special ability: Back For More



Protective Camp Counselor

“I’ve got to go find the kids!”

Despite being a young adult, this character has a strong sense of responsibility and a knack for leadership (especially when involved with youths). She likes to do her fair share of partying, but never at the expense of those she’s in charge of. While her peers are engaging in drug and alcohol abuse, she’s busy checking on the campers. That’s always her first priority.

Brawn: Normal (Negative: *“Weakling”*)

Finesse: Normal (Positive: *“Running”*)

Brains: Normal (Positive: *“Perceptive of Anything Involving Youths”*)

Spirit: Normal (Positive: *“Brave”*)

Items: Purse, cell phone

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Brains: *“Tricky”*
- Add the following special ability: Adrenaline Boost

Psychotic Nutjob

“Once you’ve killed a man, doin’ it again ain’t a problem.”

This guy’s not right in the head. He has killed before, but has either paid his debt to society or has escaped from prison. It may be that he’s never been caught. Nobody knows for sure. It’s plenty evident that he’s unhinged and would kill again should the urge come over him. When bad things start to happen, he is frequently the one that people point their fingers at.

Brawn: Normal (Positive: *“Up-Close Fighter”*)

Finesse: Normal (Positive: *“Gets Around Efficiently”*)

Brains: Normal

Spirit: Normal (Positive: *“Determined”*; Negative: *“Psychotic”*)

Items: Knife

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Brains: *“Streetsmart”*
- Increase Finesse to Good

Stasher Hick

Quiet Basketcase

"I'm not a nymphomaniac... I'm a compulsive liar."

This character prefers to stay in the background, saying nary a word until she gets to know the people she's around. And when she *does* open her mouth, a random mix of truths and lies come out. It's always difficult to tell what is true and what is false when it comes to her. This has caused her to become something of an outcast. She's also prone to swiping things, so anyone around her should keep a close eye on their possessions.

Brawn: Poor

Finesse: Good (Positive: *"Stealing"*)

Brains: Normal (Positive: *"Observant"*)

Spirit: Normal (Positive: *"Convincing Liar"*; Negative: *"Headcase"*)

Items: Massive purse (for stashing her stolen items)

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Normal
- Add the following positive quality to Finesse: *"Sneaking Around"*
- Add the following special ability: Resourceful (see page 106)

Rambunctious Redneck

“Hell yeah! I’m always up for a fight!”

“Rowdy” is this character’s middle name. Well, not really, but it might as well be, given how much he enjoys getting into brawls. He’s from the “other side of the tracks”, where trailer parks and run-down beer joints outnumber houses with white picket fences and upscale nightclubs by a vast margin. In fact, there probably aren’t any of the latter two places in his neck of the woods. Who needs all that fancy stuff, anyway? This character would rather grab an ice chest full of cold ones, crank up some Skynyrd and raise some serious hell than do whatever it is the rich folks do with their time.

Brawn: Good (Positive: *“Barroom Brawler”*)

Finesse: Normal (Positive: *“Driving”*)

Brains: Poor (Negative: *“Quit Schooling in 6th Grade”*)

Spirit: Normal (Positive: *“Too Stubborn to Give Up”*)

Items: Cooler full of beer, beat-up old pick-up truck

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Normal
- Add the following positive quality to Spirit:
“Doesn’t Get Scared Much”
- Add the following special ability: Let’s End This!

Stasher Hick

Rugged Outdoorsman

“There’s nothing like the great outdoors to restore the balance to a man’s life.”

To hell with the city and all its complexities and uncertainties! The wilderness is the place to be. Out there, everything is natural; the way things are supposed to be. That’s exactly how this character prefers it. He loves camping out in the middle of nowhere, surviving on whatever he can hunt or fish for. He has become quite accustomed to how things are in the woods and could survive there indefinitely.

Brawn: Normal

Finesse: Normal (Positive: *“Rifle Shooting”*, *“Hiding”*)

Brains: Normal (Positive: *“Wilderness Survival”*)

Spirit: Normal (Negative: *“Dismissive of City Slickers”*)

Items: Camouflage clothes, deer rifle, ammunition, buck knife, compass

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Brains:
“Tracking”
- Add the following special ability: Resourceful (see page 106)

Sarcastic Goth

“You’re not goth; you’re just a poseur.”

Dark and mysterious, this character is goth through and through. She wears white corpse paint, wears pseudo-Victorian clothing, listens to death rock and industrial music, and has a distinct vampiric look about her. She’s fascinated by graveyards, necroticism and anything that has to do with death. As for her personality, she’s dramatically unapproachable, brandishing her sarcastic wit like a weapon toward anyone who dares to get too close.

Brawn: Normal

Finesse: Normal (Positive: *“Hide Via Black Clothes”*)

Brains: Normal (Positive: *“Knowledge of the Supernatural”*)

Spirit: Normal (Positive: *“Unfazed by Death”*; Negative: *“Off-Putting Demeanor”*)

Items: Copy of *“Interview with the Vampire”*, Victorian baubles

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Brains: *“Fast-Thinking”*
- Add the following special ability: Adrenaline Boost

Stasher Hick

Sci-Fi/Horror Geek

"I have 39 issues of Weird Tales. Wanna see them?"

This character is a big dork, a fact that certainly hasn't escaped the notice of his peers. His love of all things science fiction and horror is quite extreme and borders on obsession. This prompts his pals to jokingly barrage him with nicknames such as "Darth", "Spock", "Mr. Lovecraft", and so forth. He takes it with a wry smile, right before jumping right back into his novels, magazines and movies designed to invoke wonder, awe and terror.

Brawn: Normal

Finesse: Normal

Brains: Normal (Positive: *"Knowledge of Sci-Fi/Horror"*, *"Respond to Horrific Situations"*)

Spirit: Normal (Positive: *"Nerdy Resolve"*; Negative: *"Socially Inept"*)

Items: Pulp magazines, sci-fi/horror novels

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Finesse: *"Scurry Out of Harm's Way"*
- Add the following special ability: Dumb Luck

Self-Centered Prom Queen

“I can get any guy in school to beg for a date with me.”

They say that beauty is in the eye of the beholder. If so, then this character beholds her own beauty and touts it highly. She’s egocentric and snide, seldom taking the feelings of others into account. The only reason she’s so popular is because of her ravishing looks. It’s definitely not because of her charming personality.

Brawn: Poor

Finesse: Good (Positive: *“Graceful Movement”*)

Brains: Normal (Positive: *“Social Climber”*)

Spirit: Normal (Positive: *“Gorgeous”*; Negative: *“Self-Absorbed”*)

Items: Beauty supplies, cell phone, jewelry, often-used mirror

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Brains: *“Schemer”*
- Add the following special ability: *Scream Queen*

Sexy Sorority Sister

“Why don't you join Pi Eta Nu? You'd fit in perfectly.”

Being a sorority sister is a big deal to this character. It gives her a true sense of belonging that she has always craved. Before going to college, she was never really a part of anything. But that has all changed and she's excessively happy about it. She goes to great effort in order to help her sorority as well as her sisters. In truth, her sisters often take advantage of her eagerness to please and the only reason they let her in was because she is vivaciously sexy and could help attract the best looking frat boys to their parties.

Brawn: Poor

Finesse: Normal (Positive: *“Flexible”, “Fast Runner”*)

Brains: Normal (Negative: *“Oblivious to People Using Her”*)

Spirit: Good (Positive: *“Voluptuous Appearance”*)

Items: Make-up, hair products, beer

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Spirit:
“Dazzling Personality”
- Add the following special ability: **Scream Queen**

Shallow Valley Girl

“Like, oh my god, gag me with a spoon!”

This character is a spoiled and materialistic upper-middle class girl. She’s promiscuous and can be called hedonistic without stretching the imagination much. Shopping, social status and physical appearance matters to her far more than intellectual development or personal accomplishment. Rather than get to know people before making a judgment about them, she bases her opinions on how they look. If you’re physically attractive, she will instantly like you (unless there’s a jealousy issue)... but if you’re lacking in the looks department, you can fully expect not only to be shunned by her, but also have unkind remarks thrown your way.

Brawn: Normal

Finesse: Normal (Positive: *“Dexterous”*)

Brains: Poor (Positive: *“Ditzy”*)

Spirit: Good (Positive: *“Fetching Appearance”*;
Negative: *“Lacks Emotional Depth”*)

Items: Make-up, tons of hairspray, loud accessories, funky shades, expensive cell phone

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Brawn:
“Took Self-Defense Classes”
- Add the following special ability: Stupid Action



Shifty Thief

“Hey, man, I don’t know how that watch got into my pocket.”

There are thousands (perhaps millions) of ways to get what you want in this world. But there’s only one way that suits this character: he steals things. Whether the object is something he wants or not, he won’t hesitate to swipe it. If he wants it, he’ll keep it; otherwise, he’ll sell it for cold, hard cash. He comes across like a nice enough guy (if a bit on the shy side), though many people find

his mannerisms to be sneaky. They have no idea how close to the truth they are in their assessments.

Brawn: Normal (Negative: *“Terrible Fighter”*)

Finesse: Good (Positive: *“Breaking and Entering”*, *“Sleight of Hand”*)

Brains: Normal (Positive: *“Knowledge of Security Systems”*)

Spirit: Poor

Items: Lock-picking tools, backpack full of stolen goods

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Normal
- Add the following positive quality to Spirit: *“Fast-Talk”*
- Add the following special ability: Resourceful (see page 106)

Shrewd Businessman

“Mixing business with pleasure is a very, very dangerous proposition.”

This character didn't get to where he is by making stupid mistakes. When it comes to business, he's savvy, discerning and absolutely calculating. He never makes a move without first thinking it through in a thorough fashion. Everything he does is done with a good reason backing it up. He does have one weakness, though: beautiful women, especially the vexing seductress types. When he encounters such a woman, his normally calm manner dissolves into bumble-headedness.

Brawn: Normal

Finesse: Poor

Brains: Good (Positive: *“Business Sense”*, *“Perceptive Mind”*)

Spirit: Normal (Positive: *“Strong Willed”*; Negative: *“Weakness for the Ladies”*)

Items: Business ledger, pencil

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Finesse: *“Run Like a Coward”*
- Add the following special ability: Dumb Luck

Sly Con Artist

“Trust me.”

This character has an aptitude for bamboozling people. More importantly, he gets quite a kick out of doing it. He is capable of hoodwinking almost anyone by whipping up elaborate bullshit stories and making it all seem conceivable. Furthermore, he’s one of a rare breed that can keep all these bullshit stories straight, even when he gets caught up in his own web of lies. He never loses his composure in these instances. In fact, he enjoys digging his way out of his untruths and prides himself on his ability to improvise and adlib.

Brawn: Poor (Negative: *“Untrained at Fighting”*)

Finesse: Normal

Brains: Normal (Positive: *“Perception”*, *“Planning Elaborate Ruses”*)

Spirit: Good (Positive: *“Flimflaming”*)

Items: Cell phone, fake IDs, fake photos, wallet

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brains to Good
- Add the following positive quality to Spirit:
“Cool Under Pressure”
- Add the following special ability: Resourceful
(see page 106)

Spaced-Out Raver

“This party’s going to be killer.”

Ecstasy, loud techno-industrial music, massive parties and eclectic, fetishistic styles of dress -- these are the things that define this character. She spends her days thinking about raves and the nights attending them. Her sense of responsibility is practically nil, as she prefers to “live for the moment” by loading herself up on hallucinogenics and dancing all night long without a single thought about the repercussions. She’s not on speaking terms with reality.

Brawn: Normal

Finesse: Good (Positive: *“Techno Dancing”*, *“Run Away”*)

Brains: Normal (Negative: *“Screwed Up on Hallucinogenics”*)

Spirit: Poor (Positive: *“Too Fried to Be Scared Easily”*)

Items: Ecstasy, hair gel, fetish heels, dark make-up

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Normal
- Add the following positive quality to Spirit: *“Likeable in a Weird Way”*
- Add the following special ability: Stupid Action

Stasher Hick

Spiritual Tracker

“The spirit of the eagle tells me he went this way.”

Deeply in tune with nature, this character seems somehow otherworldly in many respects. He’s introspective and has wisdom far beyond his years. He was raised in the old ways, relying on instinct and skill rather than the high technology that many others cling to so desperately. Due to all this, others often consider him an outsider or just plain “weird”. Others, though, are smart enough to understand him and trust his gut feelings.

Brawn: Normal

Finesse: Normal (Positive: *“Wilderness Movement”*)

Brains: Normal (Positive: *“Tracking”*; Negative: *“Technology Impaired”*)

Spirit: Normal (Positive: *“Spirit Guidance”*)

Items: Hunting knife, buckskin vest, beaded animal-tooth necklace

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Brawn:
“Knife Handling”
- Increase Brains to Good

Spunky Skateboarder

“That was totally sick, dude!!”

Attitude. That’s the word that epitomizes this character’s personality in every way. She’s truly an individual who does what she pleases and it doesn’t matter to her whether or not others approve. It’s not that she’s a rebel per se... she just can’t be bothered to care one way or the other. She enjoys the freedom of hopping on her skateboard and going wherever she pleases, all the while nailing plenty of hot tricks along the way. She is a bit on the superstitious side though, as she refuses to go anywhere without her lucky charm (a wheel from her very first skateboard).

Brawn: Good (Positive: *“Good Limb Strength”*)

Finesse: Good (Positive: *“Skateboarding”*)

Brains: Poor (Positive: *“Quick Thinker”*; Negative: *“Incautious”*)

Spirit: Poor

Items: Skateboard, backpack, Thrasher magazine, lucky charm

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Normal
- Add the following positive quality to Spirit: *“Upbeat”*
- Add the following Special Ability: Stupid Action

Stasher Hick



Straight-Shooting Solider

"I can shoot the wings off a fly from 500 yards. How about you?"

This character firmly believes in being all he can be. He serves his country and would gladly give his life for it. Fortunately for him, it hasn't yet come to that, but he'll face his end like a true soldier if and when death comes knocking on his door. Bravery is one of his greatest assets, enabling him to keep his wits about him when situations become hairy. Loyalty is another of his strong suits and he will never leave a comrade behind, even in the face of certain death.

Brawn: Normal (Positive: *"Rugged"*)

Finesse: Good (Positive: *"Good Shot"*)

Brains: Normal

Spirit: Poor (Positive: *"Cool Under Fire"*; Negative: *"Dependant Upon Military"*)

Items: Rifle, ammo, watch, dogtags, duffel bag

Primary Character: If chosen as a primary character, make the following adjustments.

- Increase Spirit to Normal
- Add the following positive quality to Brains: *"Excellent Eye-Sight"*
- Add the following positive quality to Brains: *"Wilderness Survival"*

Street-Smart Hoodlum

“You got a pro’lem, Pops??”

“Two-bit thug.” That’s what this character has been called all his life. And rightfully so. Let’s face it: when someone goes out flagrantly breaking the law, bullying others, stealing and just causing trouble in general, they’re going to acquire that label. It goes with the territory. This character actually relishes the loathing that others feel for him. He enjoys being “the bad one”, which doesn’t earn him many friends (except for others of his ilk).

Brawn: Normal (Positive: *“Brawler”*)

Finesse: Normal (Positive: *“Quick Feet”*)

Brains: Normal (Positive: *“Great Sense of Direction”*, *“Urban Survival”*)

Spirit: Poor (Negative: *“Disliked”*)

Items: Switchblade knife, spray paint, ball cap (usually worn backward), gaudy jewelry (think Mr. T)

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Finesse: *“Hiding”*
- Add the following special ability: Resourceful (See Page 106)

Studious Bookworm

“I’m not a geek, I’m just intellectually superior to you!”

It takes a head full of knowledge to get ahead in the world these days and this character plans on getting a running start by reading and studying like crazy. When his nose isn’t wedged in a book, it’s online looking up information. They say that all work and no play makes Jack a dull boy. Well, if there is any truth to this adage, then this character is as dull as dull can be. In fact, he’s so dull that his peers typically tease him (sometimes playfully, sometimes not) by calling him a wallflower, dork, nerd or lame-o. This doesn’t bother him though. After all, he’ll end up being rich from his intellectual pursuits, while they will be asking if you want fries with that.

Brawn: Poor (Negative: *“Underdeveloped Strength”*)

Finesse: Normal (Positive: *“Nervous Stealth”*)

Brains: Good (Positive: *“Tactical Mind”*)

Spirit: Normal (Positive: *“Bluff”*)

Items: Books, more books, book bag, calculator, laptop computer

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Finesse: *“Hiding”*
- Add the following alteration: Starts game with 2 genre points

Sultry Model

“Like what you see, honey??”

Doing photo shoots for fashion magazines has a way of inflating one’s ego. Even the most humble soul in the world can become a narcissistic the-world-revolves-around-me type. This character is no different. She was once a common girl who thought more of others than of herself, but all that has changed since she started modeling professionally. Now, she’s vain and egocentric, though she’ll argue with you that she’s the same person that she always was. She’s just incapable of seeing how far she’s drifted away from her former self.

Brawn: Poor

Finesse: Good (Positive: *“Athletic, “Flexible”*)

Brains: Poor

Spirit: Normal (Positive: *“Attractive”*; Negative: *“Self Absorbed”*)

Items: Expensive clothing, jewelry, makeup, publicity photos

Notes: Start the game with 2 genre points.

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Spirit to Good
- Add the following positive quality to Spirit:
“Idol”
- Add the following special ability: *Scream Queen*

Sweet Waitress

*“Would you like fries with that?
Tee-hee.”*

Career prospects have never been that great for this character due to her – how should we put it? – lack of cohesive thought. She’s not outright unintelligent... she simply has a scatterbrain. That is, she’s so flighty and forgetful that she never manages to get good at anything. In fact, that’s half her charm. It’s all but impossible to dislike such a warm and personable person, even if she is a dingbat. Or perhaps *because* of it.



Brawn: Poor (Positive: *“Strong Legs”*)

Finesse: Poor (Positive: *“Nimble”*)

Brains: Normal (Negative: *“Ditzy”*)

Spirit: Good (Positive: *“Whimsical Charm”*)

Items: Apron, notepad, pencil, waitress hat, uncomfortable shoes

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Brawn to Good
- Add the following positive quality to Finesse: *“Hiding”*
- Add the following special ability: Scream Queen

Teen Camper

"I'll get the wood... be right back."

This character's favorite activity is, of course, camping. Talk about your classic surprise, huh? But let's be honest here: he's not actually in it for the sake of camping. He couldn't care less about fishing, playing games, roasting hotdogs or becoming one with Mother Nature. Those things are okay and all, but what he's really interested in is chasing tail, partying, acting stupid and eventually getting slaughtered by some crazed masked man. Well, he may not be interested in the last one, but it's likely going to happen anyway.

Brawn: Normal (Positive: *"Climbing"*)

Finesse: Normal (Positive: *"Fast Runner"*)

Brains: Normal (Positive: *"Perceptive"*)

Spirit: Normal (Negative: *"Overly Curious"*)

Items: Tent, sleeping bag, backpack, Swiss army knife, canteen

Primary Character: If chosen as a primary character, make the following adjustments:

- Increase Finesse to Good
- Add the following positive quality to Brains:
"Wilderness Survival"
- Add the following alteration: Start the game with 2 genre points

Stasher Hick

Tough Biker

“So, ya think yer tough, do ya?”

He’s big, he’s bald and he has a nasty temper. This guy isn’t afraid to get in a fight. Hell, he probably *starts* most of them. When around his friends, he’s manageable enough, but you add other people to the mix, his belligerent and mean-natured side comes to the forefront. He’s strong and smart enough, but typically doesn’t inspire a good first impression in those he meets.

Brawn: Good (Positive: *“Brawler”*, *“Hard to Hurt”*)

Finesse: Poor (Positive: *“Ride Cycles”*)

Brains: Normal (Positive: *“Common Sense”*)

Spirit: Poor (Negative: *“Mean”*)

Items: Chain, cigarettes, lighter, flask, Harley Davidson motorcycle (with a flame motif, naturally)

Primary Character: If chosen as a primary character, make the following adjustments.

- Increase Finesse to Normal
- Add the following positive quality to Spirit:
“Doesn’t Scare Easy”
- Add the following special ability: Back for More

Vivacious Sexpot

“Let’s go someplace where we can be alone.”

Busty? Check. Legs that never seem to end? Yup. Sultry bedroom eyes? You betcha. Slutty behavior? Most definitely. These four things sum up this lively young lady perfectly. Her strengths lie in her beautiful physical appearance and “sex kitten” attitude, a fact that she’s absolutely okay with. She knows her limitations and just wants to have a good time doing what she does best. After all, she never had any aspirations to be a rocket scientist or heart surgeon anyway.

Brawn: Normal

Finesse: Normal (Positive: *“Flexible”*)

Brains: Normal (Positive: *“Resourceful”*)

Spirit: Poor (Positive: *“Attractive”*; Negative: *“Nymphomaniac”*)

Items: Mini-purse, condoms, hairspray, stiletto-heeled shoes.

Notes: Starts with 2 genre points.

Primary Character: If chosen as a primary character, make the following adjustments.

- Increase Finesse to Good
- Add the following positive quality to Spirit: *“Seduction”*
- Add the following special ability: Overcome (see page 106)

Well-Meaning Teacher

"This is for your own good!"

Remember your elementary school teacher, how she was always so nice and had your best interest at heart? Well, now you get to see her die. But on a more serious note, she is a kind person who goes to great lengths to help others. Normally, she is very likeable and charismatic, always trying to avoid confrontation as much as possible. She isn't the strongest person to step foot on this earth, but what she lacks in strength, she makes up for with knowledge. *Hello!* She's a *teacher!* She has to be at least somewhat intelligent.... we hope.

Brawn: Poor (Negative: "*Frail*")

Finesse: Poor (Positive: "*Limber*")

Brains: Good (Positive: "*Knowledge of History*")

Spirit: Normal (Positive: "*Sweetheart*")

Items: Book bag, planner, red ink pen, history book, apple, bobby pins

Primary Character: If chosen as a primary character, make the following adjustments.

- Increase Spirit to Good
- Add the following positive quality to Brains: "*Perceptive*"
- Add the following special ability: *Scream Queen*

Wild Rocker Chick

"We dee dee dwooo... YEAH!!"

This chick wants to rock and roll all night and party every damn day. She's as "rocker" as "rocker" can be. She can tell you anything you need to know about rock and roll music. She sometimes lets her enthusiasm get out of hand, causing her to get hyper and excited, but she's still tolerable to be around. Just don't dis her music, lest ye wind up with a guitar were it doesn't belong.



Brawn: Poor (Positive: *"Scrapper"*)

Finesse: Good (Positive: *"Excellent Stamina"*, *"Athletic"*)

Brains: Poor

Spirit: Normal (Positive: *"Magnetic Personality"*; Negative: *"Hyperactive"*)

Items: Electric guitar, hair dye, pocket chains, bandanna

Primary Character: If chosen as a primary character, make the following adjustments.

- Increase Brains to Normal
- Add the following positive quality to Brains: *"Common Sense"*
- Add the following special ability: Adrenaline Boost

Section Three New Special Abilities

"You guys have no imagination. It's like you're playing checkers... And I'm playing chess."

Dodger -- Cry_Wolf (2005)

This sourcebook uses special abilities found in the PDF mini-supplement called Deleted Scenes. Rather than assume that you own that PDF, we are reprinting the new special abilities here.

Overcome (2 genre points)

By spending two genre points, you can ignore a negative quality for a given stat check. This must be declared before the check is made. Each negative quality can only be ignored once per flick in this manner.

Resourceful (0 Genre Points)

Once per flick, this character may trade in survival points for genre points on a 1-for-2 basis (i.e., each survival point traded in gets the player two genre points). This may not be done while the character is in a kill scene.

Speedy Recovery (2 Genre Points)

When the character survives a kill scene, spend two genre points in order to retain 1d3+1 survival points rather than 1d3 (see page 39 of the rulebook).

Wholesome (3 Genre Points)

The character is pure, virtuous or otherwise a goody-two-shoes. Whereas most primary characters can ignore the first loss of survival points (see page 37 of the rulebook), this character can ignore one additional loss of survival points by spending four genre points as soon as the loss is announced by the Director.