



Capt. Channing

Characteristics

Smarts: 4
Willpower: 4
Presence: 4
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 5
Movement: 5

Derived

STUN: 50
HITS: 50
Initiative: 9
Actions: 5
Attack: 11
Evade: 11
Education: 9
Perception: 9
Vest: 15 KD
Weapon:
SMG: 4d6 DMG.3/12/32 :32
Knife: 1d6+5 DMG

Extra:

Automatic Pistol: 3d6 DMG. :15
SMG Ammo: 4 Clips
Pistol Ammo: 2 Clips
Grenades (4): 1d6x10
Com-Link
Gas Mask
First Aid Kit



Lt. Tatum

Characteristics

Smarts: 4
Willpower: 4
Presence: 4
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 5
Movement: 5

Derived

STUN: 50
HITS: 50
Initiative: 9
Actions: 5
Attack: 11
Evade: 11
Education: 9
Perception: 9
Vest: 15 KD
Weapon:
SMG: 4d6 DMG.3/12/32 :32
Knife: 1d6+5 DMG

Extra:

Automatic Pistol: 3d6 DMG. :15
SMG Ammo: 4 Clips
Pistol Ammo: 2 Clips
Grenades (4): 1d6x10
Com-Link
Gas Mask
First Aid Kit



Petty Officer Hawk

Characteristics

Smarts: 4
Willpower: 4
Presence: 4
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 5
Movement: 5

Derived

STUN: 50
HITS: 50
Initiative: 9
Actions: 5
Attack: 11
Evade: 11
Education: 9
Perception: 9
Vest: 15 KD
Weapon:
Shotgun: 7d6 DMG. :6
Knife: 1d6+5 DMG

Extra:

Automatic Pistol: 3d6 DMG. :15
Shotgun Ammo: 40 Shells
Pistol Ammo: 2 Clips
Grenades (4): 1d6x10
Com-Link
Gas Mask
First Aid Kit



Sgt. Tone (COM)

Characteristics

Smarts: 4
Willpower: 4
Presence: 4
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 5
Movement: 5

Derived

STUN: 50
HITS: 50
Initiative: 9
Actions: 5
Attack: 11
Evade: 11
Education: 9
Perception: 9
Vest: 15 KD
Weapon:
SMG: 4d6 DMG.3/12/32 :32
Knife: 1d6+5 DMG

Extra:

Automatic Pistol: 3d6 DMG. :15
SMG Ammo: 4 Clips
Pistol Ammo: 2 Clips
Grenades (4): 1d6x10
Sat. Communications Pack
Portable Data Pad w/ Link
Gas Mask
First Aid Kit



Petty Officer Lucas

Characteristics

Smarts: 4
Willpower: 4
Presence: 4
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 5
Movement: 5

Derived

STUN: 50
HITS: 50
Initiative: 9
Actions: 5
Attack: 11
Evade: 11
Education: 9
Perception: 9
Vest: 15 KD
Weapon:
Sniper Rifle: 10d6 DMG. :10

Extra:

Automatic Pistol: 3d6 DMG. :15
Rifle Ammo: 4 Clips
Pistol Ammo: 2 Clips
Grenades (4): 1d6x10
Com-Link
Gas Mask
First Aid Kit
Smoke Grenades (5)



Sgt. Smart (Heavy Weapons)

Characteristics

Smarts: 4
Willpower: 4
Presence: 4
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 5
Movement: 5

Derived

STUN: 50
HITS: 50
Initiative: 9
Actions: 5
Attack: 11
Evade: 11
Education: 9
Perception: 9
Vest: 15 KD
Weapon:
Light Machine Gun: 6d6 DMG
-8/24. :30

Extra:

Automatic Pistol: 3d6 DMG. :15
LMG Ammo: 4 Boxes (30 shots per)
Pistol Ammo: 2 Clips
Grenades (4): 1d6x10
Com-Link
Gas Mask
First Aid Kit



Master Sgt. Boss (Demo)

Characteristics

Smarts: 4
Willpower: 4
Presence: 4
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 5
Movement: 5

Derived

STUN: 50
HITS: 50
Initiative: 9
Actions: 5
Attack: 11
Evade: 11
Education: 9
Perception: 9
Vest: 15 KD
Weapon:
Grenade Launcher: 1d6x10 DMG
-:10

Extra:

Automatic Pistol: 3d6 DMG. :15
Launcher Ammo: 30 Shots
Pistol Ammo: 2 Clips
Grenades (4): 1d6x10
Com-Link
Gas Mask
First Aid Kit



Sgt. Ross (Medic)

Characteristics

Smarts: 4
Willpower: 4
Presence: 4
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 5
Movement: 5

Derived

STUN: 50
HITS: 50
Initiative: 9
Actions: 5
Attack: 11
Evade: 11
Education: 9
Perception: 9
Vest: 15 KD
Weapon:
SMG: 4d6 DMG.3/12/32 :32
Knife: 1d6+5 DMG

Extra:

Automatic Pistol: 3d6 DMG. :15
SMG Ammo: 4 Clips
Pistol Ammo: 2 Clips
Grenades (4): 1d6x10
Com-Link
Gas Mask
First Aid Kit



Roger Morse

Characteristics

Smarts: 5
Willpower: 6
Presence: 2
Hand-Eye Coordination: 3
Reflexes: 3
Strength: 2
Body: 2
Constitution: 2
Movement: 2

Derived

STUN: 20
HITS: 20
Initiative: 8
Actions: 2
Attack: 7
Evade: 7
Education: 9
Perception: 9
Vest: 15 KD
Weapon:
Automatic Pistol: 3d6 DMG. :15

Psychic Powers:
Telepathy: 10
Telekinesis: 10
Extra:
Pistol Ammo: 2 Clips
Com-Link
Gas Mask
First Aid Kit



Lou Stellen

Characteristics

Smarts: 5
Willpower: 4
Presence: 2
Hand-Eye Coordination: 3
Reflexes: 3
Strength: 2
Body: 2
Constitution: 2
Movement: 2

Derived

STUN: 20
HITS: 20
Initiative: 8
Actions: 2
Attack: 7
Evade: 7
Education: 9
Perception: 9
Vest: 15 KD
Weapon:
Automatic Pistol: 3d6 DMG. :15

Magic:
Magic Bolt: 10
Fire Generate: 20
Heal: 10 (Heals others)
Extra:
Pistol Ammo: 2 Clips
Com-Link
Gas Mask
First Aid Kit



Bad Mutha Fucka

Characteristics

Smarts: 3
Willpower: 3
Presence: 3
Hand-Eye Coordination: 4
Reflexes: 4
Strength: 4
Body: 4
Constitution: 4
Movement: 4

Derived

STUN: 40
HITS: 40
Initiative: 7
Actions: 4
Attack: 8
Evade: 8
Education: 7
Perception: 7
Armor Option: 10 KD
Weapon:
Heavy Revolver: 5d6 DMG. :6

Psychic Powers:
Sixth Sense: 20
Pistol Ammo: 5 Reloads
Com-Link
Gas Mask
First Aid Kit



Foxy Sista

Characteristics

Smarts: 3
Willpower: 3
Presence: 3
Hand-Eye Coordination: 4
Reflexes: 4
Strength: 4
Body: 4
Constitution: 4
Movement: 4

Derived

STUN: 40
HITS: 40
Initiative: 7
Actions: 4
Attack: 8
Evade: 8
Education: 7
Perception: 7
Armor Option: 10 KD
Weapon:
Automatic Pistol: 4d6 DMG. :12

Psychic Powers:
Sixth Sense: 20
Pistol Clips: 5
Com-Link
Gas Mask
First Aid Kit



REBIRTH ZOMBI

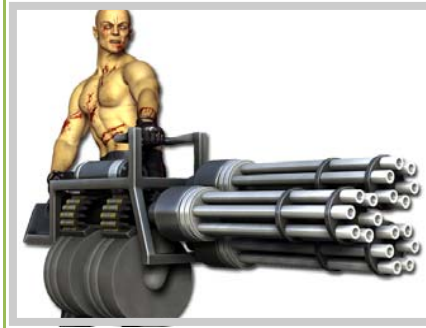
Characteristics

Smarts: 1
 Willpower: 1
 Presence: 1
 Hand-Eye Coordination: 2
 Reflexes: 2
 Strength: 4
 Body: 4
 Constitution: 4
 Movement: 2

Derived

STUN: 40
 HITS: 40
 Initiative: 2
 Actions: 1
 Attack: 2
 Evade: 2
 Education: 2
 Perception: 2
 Powers/Gear: Bite: 1d6+STR
 Stun Damage

Each Location on the Rebirth Zombi has its own Hits. This represents the undead stage. It also ignores 20 points Stun damage, if taken. Anyone bitten must make a Body save difficulty 18 or turn into a Rebirth Zombi.



ADVANCED Zombi

Characteristics

Smarts: 3
 Willpower: 3
 Presence: 3
 Hand-Eye Coordination: 4
 Reflexes: 4
 Strength: 6
 Body: 4
 Constitution: 4
 Movement: 4

Derived

STUN: 40
 HITS: 40
 Initiative: 7
 Actions: 4
 Attack: 8
 Evade: 8
 Education: 7
 Perception: 7
 Vest: 10 KD
 Weapon Option:
 Assault Rifle: 6d7 DMG

See Rebirth Zombi for infection rules
 Bite: 1d6+STR Stun DMG
 Options:
 Chainsaw: 3d6+4 DMG
 Patrol Dog:
 -STUN: 20, HITS: 20, Actions: 2,
 Attack: 8, Bite: 1d6+4 LETHAL
 DMG

Weapons and Armor are Optional



PHOENIX Security

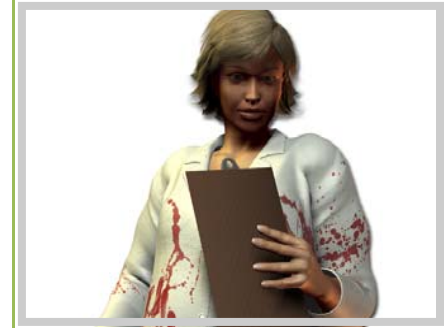
Characteristics

Smarts: 3
 Willpower: 3
 Presence: 3
 Hand-Eye Coordination: 4
 Reflexes: 4
 Strength: 4
 Body: 4
 Constitution: 4
 Movement: 4

Derived

STUN: 40
 HITS: 40
 Initiative: 7
 Actions: 4
 Attack: 8
 Evade: 8
 Education: 7
 Perception: 7
 Vest: 10 KD
 Weapon Option:
 Assault Rifle: 6d7 DMG

Gear:
 Radio, Sun Glasses, First Aid Kit,
 Gas Mask (Optional)



Medical Staff

Characteristics

Smarts: 3
 Willpower: 3
 Presence: 2
 Hand-Eye Coordination: 2
 Reflexes: 2
 Strength: 2
 Body: 2
 Constitution: 2
 Movement: 2

Derived

STUN: 20
 HITS: 20
 Initiative: 5
 Actions: 2
 Attack: 4
 Evade: 4
 Education: 5
 Perception: 5



Lab Heir Longfellow

Characteristics

Smarts: 7
Willpower: 4
Presence: 3
Hand-Eye Coordination: 3
Reflexes: 3
Strength: 2
Body: 2
Constitution: 2
Movement: 2
Derived
STUN: 20
HITS: 20
Initiative: 10
Actions: 2
Attack: 9
Evade: 9
Education: 13
Perception: 13



BODYGUARD

Characteristics

Smarts: 6
Willpower: 6
Presence: 5
Hand-Eye Coordination: 6
Reflexes: 6
Strength: 10
Body: 10
Constitution: 10
Movement: 5
Derived
STUN: 100
HITS: 100
Initiative: 12
Actions: 5
Attack: 14
Evade: 14
Education: 14
Perception: 14
Weapon:
Metal Knuckles: 1d6x10 STUN DMG

Powers:
Tough Skin: 30
Super Strength: 30



PI: Tactical Unit

Characteristics

Smarts: 4
Willpower: 6
Presence: 6
Hand-Eye Coordination: 4
Reflexes: 4
Strength: 4
Body: 4
Constitution: 4
Movement: 4
Derived
STUN: 40
HITS: 40
Initiative: 8
Actions: 2
Attack: 8
Evade: 8
Education: 8
Perception: 8
Med Kevlar Vest: 16 KD
Tactical Armor: 9 KD

Gear: GPS, Cell Phones, Com-Links,
Gas Mask

Weapons:
Tactical SMG: 4d6 Lethal Damage,
Stun Grenades: 2d6x5 Stun Dam-
age



Tactical Vampires

Characteristics

Smarts: 4
Willpower: 4
Presence: 4
Hand-Eye Coordination: 5
Reflexes: 5
Strength: 5
Body: 5
Constitution: 5
Movement: 5
Derived
STUN: 50
HITS: 50
Initiative: 9
Actions: 5
Attack: 11
Evade: 11
Education: 9
Perception: 9
Armor Option: 15 KD
Weapon Option:
Blades: 3d6 AP DMG

Containment Suit: 4 KD
-Enhanced Lenses
-Gas Mask
-Cooling system
-Puncture Kit
-Data Pad w/ Link
Stun Grenades: 2d6x5