

GENEVIÈVE ASHFORD

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	80
STRENGTH	STR	50
STAMINA	STA	65
FOCUS	FOC	50
PERSONALITY	PSY	50
WILLPOWER	WPR	50
DEXTERITY	DEX	60
PERCEPTION	PCN	60
REFLEXES	REF	60
SENSING THE UNKNOWN	STU	12

SKILLS

Movement	80
Prowess	50
Close Quarters Combat	33
Research	25
Communication	50
Interview	25
Fieldcraft	30
Investigation	60
Ranged Weapons	30

SPECIALIZATIONS

> Stealth	E 110
> Thrown Weapons	B 65
> Larceny	M 80

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

EDGES AND DRAWBACKS

- Attractive (1 CP)
- Keen Sense (sight, 2 CP)
- Infamous (3 CP)

DRIVE

Pursuit of Thrills

HISTORY

Escaped a Manitou while stealing jewels (A)

Geneviève Ashford

Description: 28 years, 5'6", 125 lbs, dark brown hair, brown eyes

History: Geneviève is a striking, dark-haired woman from Quebec. She is fearless, cunning, shrewd, and one of the most successful thieves in Canada. She grew up poor in Quebec City and learned that her natural agility and sharp senses were the perfect combination to get her into places others would rather keep secret.

One night, while relieving some rich Montreal tourists of their valuables, Geneviève ran across a manitou. She escaped with her life, but only barely, and joined SAVE soon after. Now she uses her ability and cunning to a nobler end, hoping to track down monsters like the one that still haunts her.



BASIL "BB" BOTTOMLEY

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	55
STRENGTH	STR	70
STAMINA	STA	63
FOCUS	FOC	40
PERSONALITY	PSY	35
WILLPOWER	WPR	38
DEXTERITY	DEX	45
PERCEPTION	PCN	55
REFLEXES	REF	50
SENSING THE UNKNOWN	STU	11

SKILLS

Movement	55
Prowess	70
Close Quarters Combat	63
Research	20
Communication	35
Interview	19
Fieldcraft	45
Investigation	55
Ranged Weapons	50

SPECIALIZATIONS

- > Bola M 120
- > Blunt Weapons E 93
- > Pistol B 65

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Restorative

- » Feat of Strength E 85

EDGES AND DRAWBACKS

Background (Bounty Hunter, 2 CP)

Hopeful (1 CP)

Phobia (Enclosed Spaces, 4 CP)

Reluctant to Harm (4 CP)

DRIVE

Everyone Deserves Justice

HISTORY

Tracked down a possessed killer (A)

Basil "BB" Bottomley

Description: 30 years, 6'0", 185 lbs., brown hair, brown eyes.

History: Originally born in Tennant Creek, Australia, "BB" now earns a modest living as a bounty hunter for bail bondsmen. Based out of Los Angeles, his line of work puts him into contact with society's roughest elements but he manages to maintain an upbeat approach to life. BB prefers not to use firearms, feeling that they needlessly escalate tense situations. Instead, he relies on his unusual skill with the bola to bring down fleeing criminals.

A brush with fugitives more heavily muscled than himself led a surprised BB to the discovery of his talent in The Art. Following that, a contract to return an escaped murderer—who it turned out was being possessed by a ghost—brought him into contact with SAVE.



RORY CALHOUN

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	50
STRENGTH	STR	40
STAMINA	STA	45
FOCUS	FOC	65
PERSONALITY	PSY	40
WILLPOWER	WPR	53
DEXTERITY	DEX	55
PERCEPTION	PCN	50
REFLEXES	REF	53
SENSING THE UNKNOWN	STU	10

SKILLS

Movement	50
Prowess	40
Close Quarters Combat	23
Research	65
Communication	40
Interview	27
Fieldcraft	55
Investigation	27
Ranged Weapons	27

SPECIALIZATIONS

- > Computer E 95
- > Mechanics B 70, Larceny B 70

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

- Kinetic
- Protective
 - » Line of Defense B 65

EDGES AND DRAWBACKS

- Crisis Counselor (2 CP), Information Source (Father, 1 CP), Keen Sense (hearing, 1 CP)
- Cowardly (3 CP), Reluctant to Harm (2 CP)

DRIVE	<input type="checkbox"/>	Make His Father Proud	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Read his father's old case histories (A)	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

Rory Calhoun

Description: 20 years, 5'6", 120 lbs., brown hair, blue eyes.

History: Rory lives outside of Cleveland, Ohio, attending Baldwin Reserve University. He splits his time between his studies in sociology and looking after his father, Michael Calhoun. Rory is a transgender man and began transitioning when he started college two years ago. His father suffers from advanced dementia and doesn't always remember that Rory is transgender, sometimes asking after his "daughter."

Rory joined SAVE after finding a box of letters and notes that his father had hidden in his room. Rory has never had any direct experience with the Unknown, but felt that joining SAVE was one way to honor his father and his family.



MIRANDA CHASE

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	50
STRENGTH	STR	60
STAMINA	STA	55
FOCUS	FOC	50
PERSONALITY	PSY	40
WILLPOWER	WPR	45
DEXTERITY	DEX	70
PERCEPTION	PCN	70
REFLEXES	REF	70
SENSING THE UNKNOWN	STU	14

SKILLS

Movement	50
Prowess	60
Close Quarters Combat	55
Research	25
Communication	40
Interview	23
Fieldcraft	35
Investigation	35
Ranged Weapons	70

SPECIALIZATIONS

- > Sprint E 80
- > Crime Scene E 65
- > Pistols E 100

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

EDGES AND DRAWBACKS

- Courageous (2 CP)
- Decisive (2 CP)
- Information Source (sheriff's department, 1 CP)
- Cursed (3 CP)
- Hunted (2 CP)

DRIVE

End the Family Curse

HISTORY

Father was killed by a wendigo (P)



Miranda Chase

Description: 36 years, 5'9", 140 lbs., dirty blonde hair, green eyes.

History: Miranda, known to her friends as "Randy," grew up a tomboy in Arizona. Her mother died when Miranda was very young, and her dad raised Randy and her brother on his own while moving up the ranks in the local police department. Her brother moved away and she became a cop like her old man.

While investigating a rash of thefts and animal killings plaguing a nearby camp, Miranda and her father were attacked by a wendigo. Miranda barely survived, but her father was killed. Wracked with guilt, she researched the creature and learned that the creature might be part of some family curse. In fact, Miranda is starting to believe that this very same creature may have caused her mother's death.

TYLER COPELAND

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	50
STRENGTH	STR	50
STAMINA	STA	50
FOCUS	FOC	65
PERSONALITY	PSY	45
WILLPOWER	WPR	55
DEXTERITY	DEX	80
PERCEPTION	PCN	50
REFLEXES	REF	65
SENSING THE UNKNOWN	STU	10

SKILLS

Movement	50
Prowess	50
Close Quarters Combat	25
Research	65
Communication	23
Interview	28
Fieldcraft	40
Investigation	25
Ranged Weapons	33

SPECIALIZATIONS

- > Online E 58
- > Repair M 90

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Kinetic
» Power Surge B 80

EDGES AND DRAWBACKS

Information Source (online community, 1 CP), Strong Stomach (1 CP)
Awkward (3 CP), Poor Sense (sight, correctable; 1 CP)

DRIVE	<input type="checkbox"/>	Intellectual Challenge	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Used an insurance database to track down a vampire (P)	<input type="checkbox"/>
	<input type="checkbox"/>	_____	<input type="checkbox"/>
	<input type="checkbox"/>	_____	<input type="checkbox"/>

Tyler Copeland

Description: 23 years, 5'7", 198 lbs., brown hair, brown eyes.

History: Tyler is Hollywood's idea of a typical engineering nerd: short, awkward, and shortsighted. His natural aptitude with machines and programming has led him to become an obsessive tinkerer, and he's able to find the most creative solutions to a problem with only a handful of spare parts and a couple of hours of coding. His talent led him to create his own business as an IT contractor in San Mateo, CA.

When testing a new database system he designed for an insurance company, he discovered a strange increase in lower East Bay deaths among single white females from the ages of 25 to 33. He noted the data with the insurance company, which triggered a database script created by SAVE. The team approached Tyler and they worked together to isolate and stake the vampire committing the murders. Since then, he's been employed as a permanent contractor with the SAVE Regional Headquarters in Los Angeles, where he sometimes goes on cases.



TESSIE DILLON

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	40
STRENGTH	STR	40
STAMINA	STA	40
FOCUS	FOC	65
PERSONALITY	PSY	80
WILLPOWER	WPR	73
DEXTERITY	DEX	50
PERCEPTION	PCN	50
REFLEXES	REF	50
SENSING THE UNKNOWN	STU	10

SKILLS

Movement	40
Prowess	40
Close Quarters Combat	20
Research	65
Communication	80
Interview	73
Fieldcraft	25
Investigation	25
Ranged Weapons	25

SPECIALIZATIONS

- > Computer E 95
- > Mechanics B 40, Larceny B 40

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Communicative
» Telepathic Empathy M 110

EDGES AND DRAWBACKS

Background (Corporate, 3CP)
Poor Sense (eyesight, 2 CP, correctable), Reluctant to Harm (2 CP), Weak Stomach (2 CP)

DRIVE	<input type="checkbox"/>	The Unknown Hides in Plain Sight	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Survived being hunted by a Black Tamanous (A)	<input type="checkbox"/>
	<input type="checkbox"/>	_____	<input type="checkbox"/>
	<input type="checkbox"/>	_____	<input type="checkbox"/>

Tessie Dillon

Description: 23 years, 5'1", 120 lbs., blonde hair, green eyes.

History: Tessie Dillon was a junior partner at an up-and-coming advertising firm. She always had a knack of knowing just what her clients wanted. To that end, her senior partner invited her and some of their clients to a dinner at his luxurious home in the woods. Her partner turned out to be a monster called a Black Tamanous, however, a creature that tricks people into cannibalism and then feasts on their flesh. The clients were meant to be the dinner—the Tamanous tricked them into eating human flesh. One of the clients was an undercover SAVE envoy, and he and Tessie helped each other survive and subdue the monster, although she watched one of the clients being slaughtered and eaten. Tessie joined SAVE and learned she had an unusual degree of ability in empathy through the Art.



NICOLE FRIEDMAN

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES		SKILLS		SPECIALIZATIONS		DAMAGE	
AGILITY	AGL 75	Movement	75	> Vaulting E 105		INJURY	<input type="checkbox"/> Superficial (-5 STA) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Critical (-50 penalty) <input type="checkbox"/> Lethal
STRENGTH	STR 55	Prowess	55			TRAUMA	<input type="checkbox"/> Distressed (-5 WPR) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Traumatized (-50 penalty)
STAMINA	STA 65	Close Quarters Combat	33			SHOCK <input type="checkbox"/>	Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.
FOCUS	FOC 40	Research	40	> Journalism B 55			
PERSONALITY	PSY 70	Communication	70	> Flirting E 100			
WILLPOWER	WPR 55	Interview	28	> Reverse Interrogation E 58			
DEXTERITY	DEX 60	Fieldcraft	30				
PERCEPTION	PCN 55	Investigation	55				
REFLEXES	REF 58	Ranged Weapons	29				
SENSING THE UNKNOWN	STU 11						

EDGES AND DRAWBACKS

Background (Dilettante, 1 CP), Attractive (2 CP)

Cursed (3 CP), Naïve (2 CP), Reluctant to Harm (2 CP)

DRIVE

Found Her True Calling

HISTORY

Ran into ghosts in Cairo and Rome (A)

Nicole Friedman

Description: 25 years, 5'2", 95 lbs., brown hair, brown eyes.

History: Nicole's parents were Israeli-born entrepreneurs who made a lot of money in Europe, then sold their shares and moved to the West Coast of the United States. As such, Nicole has studied at the best schools—six of them, in fact, as her capricious nature has limited her to only seriously studying art and acrobatics. She also has terrible luck, often ending up in the wrong place at the wrong time. She's had brushes with the Unknown on one occasion in Cairo and then another one in Rome. When SAVE contacted her to discuss the incidents, she decided that she'd found a new calling. She's been on several SAVE cases since, and she feels she's found where she truly belongs—for now, anyway.



NORIKO FROST

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	50
STRENGTH	STR	50
STAMINA	STA	50
FOCUS	FOC	60
PERSONALITY	PSY	60
WILLPOWER	WPR	60
DEXTERITY	DEX	50
PERCEPTION	PCN	60
REFLEXES	REF	55
SENSING THE UNKNOWN	STU	12

SKILLS

Movement	50
Prowess	50
Close Quarters Combat	25
Research	60
Communication	60
Interview	60
Fieldcraft	25
Investigation	60
Ranged Weapons	28

SPECIALIZATIONS

- > Empathy B 75
- > Counselor B 75
- > Journalism B 75

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

EDGES AND DRAWBACKS

Hopeful (2 CP)

DRIVE

Help the Victims that No One Believes

HISTORY

Saw an East Asian vampire feeding (A)

Noriko Frost
Description: 22 years, 5'0", 110 lbs., multicolored hair (naturally black), blue-green eyes.
History: Noriko was born to a Japanese mother and an American father. She spent most of her childhood in Japan, although she often travelled with her father to China for his business dealings. On one such trip, she saw a **chiang-shih** (an East Asian vampire) feeding from a woman in the back of the hotel lobby. No one else seemed to notice and no one believed her when she tried to point it out. She moved to America as soon as she graduated and attended UC Berkeley to study journalism, using her skills to find others who had witnessed unusual events. Luckily, she found SAVE before she found another monster.



MARIA GALLEGOS

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES	SKILLS	SPECIALIZATIONS	DAMAGE
AGILITY AGL 80	Movement 80	> Climbing B 95	INJURY Superficial (-5 STA) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Critical (-50 penalty) <input type="checkbox"/> Lethal
STRENGTH STR 30	Prowess 30		
STAMINA STA 55	Close Quarters Combat 55	> Unarmed Combat E 85	
FOCUS FOC 45	Research 23		TRAUMA Distressed (-5 WPR) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Traumatized (-50 penalty)
PERSONALITY PSY 75	Communication 75		
WILLPOWER WPR 60	Interview 30	> Children E 60	
DEXTERITY DEX 50	Fieldcraft 25		SHOCK <input type="checkbox"/> Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.
PERCEPTION PCN 65	Investigation 33	> Outdoors E 63	
REFLEXES REF 55	Ranged Weapons 28		
SENSING THE UNKNOWN STU 13			

EDGES AND DRAWBACKS

- Background (Dance Instructor, 1 CP)
- Decisive (1 CP)
- Emergency Medic (1 CP)
- Marked (1 CP)
- Poor Sense (hearing, 1 CP)

DRIVE

Protecting her Family

HISTORY

Witnessed the manananggal feeding (A)

Maria Gallegos

Description: 33 years, 5'2", 93 lbs., black hair, brown eyes.

History: During her childhood on the island of Mindoro, Maria had her first encounter with the Unknown. While vacationing with her parents, Maria came upon a vampire-like creature of the night, known as a manananggal. (The manananggal is currently being investigated by SAVE.) Her parents emigrated to the United States the following year, seeking medical care for their daughter's continuing nightmares.

Maria is an excellent dancer and only recently retired from performance, giving up life as part of a traveling Broadway show to settle down in New York with her two children and teach others. She has recently become an American citizen, an achievement she takes great pride in. She is also very proud of her Filipino heritage and speaks her native language of Tagalog whenever possible. She lives in New York with her two children; her ex-husband is still traveling with the chorus.



DETECTIVE HECTOR GONZALEZ

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	50
STRENGTH	STR	60
STAMINA	STA	55
FOCUS	FOC	50
PERSONALITY	PSY	50
WILLPOWER	WPR	50
DEXTERITY	DEX	70
PERCEPTION	PCN	70
REFLEXES	REF	70
SENSING THE UNKNOWN	STU	14

SKILLS

Movement	50
Prowess	60
Close Quarters Combat	28
Research	25
Communication	50
Interview	50
Fieldcraft	35
Investigation	70
Ranged Weapons	70

SPECIALIZATIONS

> Interrogation E 80

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

EDGES AND DRAWBACKS

- Courageous (1 CP)
- Information Source (Feds, 1 CP)
- Burned Out (3 CP)

DRIVE

Desire for Justice

HISTORY

Investigated undead kidnapper (P)

Detective Hector Gonzalez

Description: 41 years, 5'3", 130 lbs., black hair, brown eyes.

History: Born in Morelia, west of Mexico City, Hector was always a good police officer. With the Morelia police, he earned a reputation as a marksman and a man who could not be bluffed. He moved to the U.S. and overcame a mountain of red tape to become a police officer in San Antonio, Texas.

Recently, Hector has investigated several tourist disappearances on the U.S.-Mexico border. He uncovered conclusive evidence on the culprit, who turned out to be a creature of the Unknown, presumed killed over a century before. Unable to turn his conclusions over to his superiors, he ended up coming in contact with SAVE, who helped him make sure that the perpetrator was dealt with appropriately this time.



ALFRED JOHNSON

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	40
STRENGTH	STR	60
STAMINA	STA	50
FOCUS	FOC	60
PERSONALITY	PSY	40
WILLPOWER	WPR	50
DEXTERITY	DEX	60
PERCEPTION	PCN	70
REFLEXES	REF	65
SENSING THE UNKNOWN	STU	35

SKILLS

Movement	40
Prowess	60
Close Quarters Combat	25
Research	30
Communication	40
Interview	50
Fieldcraft	30
Investigation	70
Ranged Weapons	33

SPECIALIZATIONS

- > Mixed Martial Arts B 40
- > Pistol B 48

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

- Restorative
 - » Heal B 60
- Sensing

EDGES AND DRAWBACKS

- Emergency Medic (2 CP), Highly Attuned (1 CP)
- Poor Sense (eyesight, 2 CP, correctable)
- Reluctant to Harm (4 CP)

DRIVE Respect for the Dead

HISTORY Defended himself from zombies in a medical examiner's office (A)

Alfred Johnson

Description: 50 years, 5'7", 150 lbs., grey hair, blue eyes.

History: Alfred was working as medical examiner in Toronto, Ontario when he received five victims' bodies from a ritual murder. While he was searching for the real causes of death, the corpses suddenly came back to life and attacked him. He defended himself with an autopsy saw and a skull chisel, all the while struggling with shock and terror. He enrolled immediately after in self-defense classes and now never works without his gun. A medical colleague in whom Alfred had confided put him in contact with SAVE. Since joining the Society, he has been extremely effective in treating his teammates' serious injuries, using both his medical knowledge and the Art.



JENNIFER JOYCE

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	45
STRENGTH	STR	35
STAMINA	STA	40
FOCUS	FOC	55
PERSONALITY	PSY	75
WILLPOWER	WPR	65
DEXTERITY	DEX	25
PERCEPTION	PCN	55
REFLEXES	REF	40
SENSING THE UNKNOWN	STU	11

SKILLS

Movement	45
Prowess	18
Close Quarters Combat	20
Research	55
Communication	75
Interview	65
Fieldcraft	13
Investigation	55
Ranged Weapons	20

SPECIALIZATIONS

- > Journalism M 105
- > Charm B 90
- > Interrogation E 95
- > Bow E 50

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Communicative

- » Telepathic Sending B 75
- » Telepathic Empathy B 75

EDGES AND DRAWBACKS

Hopeful (1 CP), Information Source (newspaper archives; 1 CP), Inured (2 CP)

Frail (3 CP), Poor Sense (eyesight, correctible, 1 CP), Weak Stomach (2 CP)

DRIVE

Journalistic Curiosity

HISTORY

Interviewed a possessed colleague (P)

Jennifer Joyce

Description: 28 years, 5'5", 122 lbs., red hair, green eyes.

History: Jenny is a well-known investigative reporter with the **Chicago Daily Examiner**. She's not above using her Disciplines to scoop the competition. Her editors don't know her methods, but know that they work, so she receives a great deal of latitude in her assignments.

Jenny speaks assertively and emphasizes her points by stabbing at the air with her ever-present cigarette, which she always seems to be holding or lighting but never smoking. She worked with Chicago Chief of Detectives Sanders on the "Woodstock case." Soon after, they were both recruited by SAVE.



DR. JONG KOO KIM

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	45
STRENGTH	STR	45
STAMINA	STA	45
FOCUS	FOC	70
PERSONALITY	PSY	50
WILLPOWER	WPR	60
DEXTERITY	DEX	50
PERCEPTION	PCN	55
REFLEXES	REF	53
SENSING THE UNKNOWN	STU	28

SKILLS

Movement	23
Prowess	23
Close Quarters Combat	23
Research	70
Communication	50
Interview	60
Fieldcraft	25
Investigation	55
Ranged Weapons	27

SPECIALIZATIONS

- > Academic M 120
- > Academics B 75
- > Bow E 57

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Sensing

EDGES AND DRAWBACKS

Background (Physicist, 3 CP), Peace of Mind (2 CP), Strong Stomach (1 CP)

Frail (3 CP), Poor Sense (eyesight, 3 CP), Clumsy (3 CP)

DRIVE

Scientific Curiosity

HISTORY

Discovered Unknown energies in physics lab (P)

Dr. Jong Koo Kim

Description: 60 years, 5'2", 115 lbs., black hair, brown eyes.

History: The son of a poor South Korean family, Jong Koo Kim was sent to the U.S. as a teenager and placed in a foster home. He was an excellent student, graduating top of his class in high school and **summa cum laude** from an Ivy League university. He got a physics research grant, but when he's not working, he's doing what he can to get his family to the States.

About a year ago, one of his graduate students came to him with some strange readings. It should have been a standard experiment to calibrate the machines, so Dr. Kim suspected a prank. After careful monitoring and multiple tests, however, he is now convinced that Unknown forces are at work at his university. He started discreetly inquiring online about similar results, which brought him to SAVE. Now he has begun an effort with them to quantify these forces, even though he feels old age is catching up with him.



MIAKODA LAWRENCE

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	55
STRENGTH	STR	40
STAMINA	STA	48
FOCUS	FOC	50
PERSONALITY	PSY	55
WILLPOWER	WPR	53
DEXTERITY	DEX	75
PERCEPTION	PCN	50
REFLEXES	REF	63
SENSING THE UNKNOWN	STU	10

SKILLS

Movement	55
Prowess	40
Close Quarters Combat	48
Research	25
Communication	28
Interview	27
Fieldcraft	48
Investigation	50
Ranged Weapons	63

SPECIALIZATIONS

- > Tracking B 65
- > Rifle E 93

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

EDGES AND DRAWBACKS

- Courageous (1 CP)
- Emergency Medic (1 CP)
- Improved Healing (2 CP)
- Situational Awareness (2 CP)
- Awkward (3 CP)

DRIVE

Protecting Her Family

HISTORY

Werewolf attacked her girlfriend (A)

Miakoda Lawrence

Description: 24 years, 5'7", 130 lbs., black hair, green eyes.

History: Born to parents in the Kiowa tribe, Miakoda grew up on a ranch in the Southwest U.S.. At the age of 18 she joined the military and was shipped out to the Middle East, leaving her girlfriend behind. Near the end of her tour, however, she received word her mother and father were ill, so she mustered out and returned home to take care of the family business. When she returned home, she discovered some of her livestock had been killed. She started to track down the culprit, figuring it was just a band of coyotes, but what she found was far worse. She was closing in when she heard the screams and ran ahead to find it, whatever it was, feeding on a prone human form. Miakoda shot it to no effect, but a SAVE team that had also been tracking the creature put it down. They were able to save Miakoda's girlfriend, but keep a close eye on her just in case.



MOIRA MALKIN

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES	SKILLS	SPECIALIZATIONS	DAMAGE
AGILITY AGL 60	Movement 60		INJURY Superficial (-5 STA) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Critical (-50 penalty) <input type="checkbox"/> Lethal
STRENGTH STR 50	Prowess 50		TRAUMA Distressed (-5 WPR) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Traumatized (-50 penalty)
STAMINA STA 55	Close Quarters Combat 55	> Knife Fighting B 70	SHOCK <input type="checkbox"/> Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.
FOCUS FOC 40	Research 20	> Academics E 50	
PERSONALITY PSY 60	Communication 60	> Disguise E 90	
WILLPOWER WPR 50	Interview 25		
DEXTERITY DEX 60	Fieldcraft 30		
PERCEPTION PCN 50	Investigation 50	> Antiques/Relics E 80	
REFLEXES REF 55	Ranged Weapons 55		
SENSING THE UNKNOWN STU 10			

EDGES AND DRAWBACKS

- Background (art history; 2 CP), Information Source (World Jewish Restitution Organization fence; 2 CP)
- Reluctant to Harm (4 CP)

DRIVE

The Unknown is an Immediate Threat

HISTORY

Staked a vampire with a piece of art (A)

Moira Malkin

Description: 30 years, 5'3", 130 lbs., black hair, green eyes.

History: Moira is the child of a divorced Irish Protestant and a French Jew and accordingly spent her childhood shuttling between her parents' respective countries. She developed a profound love of art, backpacking all over Europe to visit the great museums from the age of 14. In her early twenties, she stumbled across priceless pieces that had been confiscated by Nazis from expelled Jews during their French occupation. Without hesitation, she took up stealing in order to reunite the art with the families of their original owners. Moira discovered SAVE when she, a vampire, and a pair of SAVE envoys all expressed interest in a beautiful Polish icon, and the vampire tried to take it by force.



CHRISTOPHER MONROE

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES	SKILLS	SPECIALIZATIONS	DAMAGE
AGILITY AGL 70	Movement 70	> Acrobatics M 120	INJURY Superficial (-5 STA) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Critical (-50 penalty) <input type="checkbox"/> Lethal
STRENGTH STR 70	Prowess 70	> Leaping B 85	
STAMINA STA 70	Close Quarters Combat 35		
FOCUS FOC 50	Research 25		TRAUMA Distressed (-5 WPR) <input type="checkbox"/> Minor (-10 penalty) <input type="checkbox"/> Serious (-20 penalty) <input type="checkbox"/> Major (-30 penalty) <input type="checkbox"/> Traumatized (-50 penalty)
PERSONALITY PSY 60	Communication 60		
WILLPOWER WPR 55	Interview 28		
DEXTERITY DEX 50	Fieldcraft 25		SHOCK <input type="checkbox"/> Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.
PERCEPTION PCN 50	Investigation 50		
REFLEXES REF 50	Ranged Weapons 25		
SENSING THE UNKNOWN STU 10			

THE ART

Incorporeal
» Voice of the Dead B 70

EDGES AND DRAWBACKS

Attractive (1 CP), Famous (1 CP), Highly Attuned (1 CP)
Addiction (alcohol, 2 CP), Cursed (3 CP), Marked (1 CP)

DRIVE <input type="checkbox"/>	Make the Voices Stop	<input type="checkbox"/>
HISTORY <input type="checkbox"/>	Tormented by ghosts (A)	<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>

Christopher Monroe

Description: 34 years, 5'11", 190 lbs., reddish brown hair, green eyes.

History: As a child, Christopher was always able to see things no one else seemed to notice, but it wasn't until his adolescence they began to torment him. Christopher moved to Chicago in the hopes of escaping his strange visions, starting his own drag/cabaret show as Muffy Fishbasket, a live singing and aerial drag performer. Christopher first came in contact with SAVE when he was attacked by a ghost while leaving the club after a performance. He held out against the spirit for a few minutes before the SAVE envoys who had been tracking the ghost came to his aid. Christopher realized then he was being hunted and gladly accepted the offer to join SAVE.



BRADLEY OULETTE

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	35
STRENGTH	STR	65
STAMINA	STA	50
FOCUS	FOC	65
PERSONALITY	PSY	60
WILLPOWER	WPR	63
DEXTERITY	DEX	50
PERCEPTION	PCN	55
REFLEXES	REF	53
SENSING THE UNKNOWN	STU	11

SKILLS

Movement	35
Prowess	65
Close Quarters Combat	25
Research	65
Communication	60
Interview	32
Fieldcraft	25
Investigation	55
Ranged Weapons	27

SPECIALIZATIONS

> Academics E 95, Internet B 80
 > Pistol B 42

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Protective

» Sphere of Protection B 65

EDGES AND DRAWBACKS

Courageous (3 CP), Decisive (1 CP), Natural Leader (1 CP)

Impairment (paralyzed from the waist down, 6 CP)

DRIVE

Adrenaline Rush

HISTORY

Learned a ghost's real name via research (P)

Bradley Oulette

Description: 25 years, 5'9", 150 lbs., brown hair, blue eyes.

History: Growing up in a suburb of Boston, Bradley was athletic and devil-may-care. One evening, his friends dared him to climb over the massive fence surrounding the Morrissey estate. At the top of the ladder, Bradley saw an enraged, translucent woman, lost his grip, and fell backwards, terrified. The resulting injury left him paralyzed from the waist down.

Years later, while studying architecture at Amherst College, he ran across a series of photographs of the Morrissey estate, taken in the early 1900s. He saw the woman whose restless ghost he'd seen that night wearing a maid's uniform. Obsessively trying to learn her story, he came into contact with SAVE, and with the help of several other envoys was able to lay the woman's soul to rest. Bradley insisted on remaining an envoy and began his studies into the Art.



JOHN POST, ESQ.

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	65
STRENGTH	STR	65
STAMINA	STA	65
FOCUS	FOC	45
PERSONALITY	PSY	40
WILLPOWER	WPR	43
DEXTERITY	DEX	65
PERCEPTION	PCN	50
REFLEXES	REF	58
SENSING THE UNKNOWN	STU	10

SKILLS

Movement	65
Prowess	65
Close Quarters Combat	65
Research	23
Communication	40
Interview	22
Fieldcraft	33
Investigation	50
Ranged Weapons	29

SPECIALIZATIONS

- > Hoshinjutsu M 115
- > Interrogation E 52
- > Legal E 80

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

EDGES AND DRAWBACKS

- Background (Lawyer, 3 CP)
- Situational Awareness (2 CP)
- Burned Out (3 CP)
- Impairment (DEX—hand tremor, 2 CP)

DRIVE

Fights for Justice

HISTORY

First client possessed by a ghost (P)

John Post, Esq.

Description: 44 years, 5'9", 165 lbs., brown hair, hazel eyes.

History: John was always fascinated by martial arts. He travelled to Japan after high school and spent a few years there, traveling and training under martial arts masters. When he returned, he enlisted with the United States Army and served as a Japanese translator, but after his enlistment ended, John went on to college and law school, continuing his training. In one of John's first legal cases, his client swore he was innocent and insisted that "something unnatural" had slain his wife and children. John investigated his client's claims and discovered that they were true. SAVE observed the case with interest and recruited John at the matter's conclusion.



THOMAS SIMPSON

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	45
STRENGTH	STR	70
STAMINA	STA	58
FOCUS	FOC	50
PERSONALITY	PSY	50
WILLPOWER	WPR	50
DEXTERITY	DEX	40
PERCEPTION	PCN	60
REFLEXES	REF	50
SENSING THE UNKNOWN	STU	12

SKILLS

Movement	45
Prowess	70
Close Quarters Combat	58
Research	50
Communication	50
Interview	25
Fieldcraft	20
Investigation	60
Ranged Weapons	25

SPECIALIZATIONS

- > Boxing E 88
- > Forensics E 90
- > Shotgun E 55

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Restorative
» Heal E 85

EDGES AND DRAWBACKS

Background (Doctor, 3 CP), Emergency Medic (2 CP)
Burned Out (3 CP), Naïve (2 CP), Reluctant to Harm (4 CP)

DRIVE	<input type="checkbox"/>	Heal Victims of the Unknown	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Treated wounds inflicted by ghosts (A)	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

Thomas Simpson

Description: 45 years, 6'0", 225 lbs., black hair, brown eyes.

History: Dr. Simpson is a top medical man, originally from Chicago. The eldest son of an affluent African-American family in the Windy City, he has studied in the US, France, and Austria, specializing in rural populations and charity work. His investigation of a hemorrhagic fever in rural Bosnia whose survivors claimed to be harassed by "evil spirits" led to his involvement with SAVE. Dr. Simpson had an early interest in the pugilistic arts (boxing) and has maintained his skill in the sport. He always carries a flask, though what's in the flask varies depending on the mission.



AMY VEERES

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	40
STRENGTH	STR	45
STAMINA	STA	43
FOCUS	FOC	60
PERSONALITY	PSY	45
WILLPOWER	WPR	53
DEXTERITY	DEX	50
PERCEPTION	PCN	60
REFLEXES	REF	55
SENSING THE UNKNOWN	STU	30

SKILLS

Movement	40
Prowess	45
Close Quarters Combat	22
Research	60
Communication	45
Interview	27
Fieldcraft	25
Investigation	60
Ranged Weapons	28

SPECIALIZATIONS

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Sensing

- » Premonition E 75

Kinetic

- » Hidden Hand E 65

EDGES AND DRAWBACKS

Inured (2 CP), Peace of Mind (2 CP), Seasoned Envoy (1 CP)

Hunted (2 CP), Marked (1 CP), Poor Sense (eyesight, correctable, 2 CP)

DRIVE

Honor Maria's Memory

HISTORY

Helped SAVE destroy a trundler (A)

Accidentally got envoy killed through misuse of the Art (P)

Amy Veeres

Description: 24 years, 5'8", 140 lbs., brown hair, brown eyes.

History: When she was a little boy, Amy displayed preternatural skill at sensing the Unknown, but that ability caught the attention of a trundler. He learned about SAVE when an envoy named Maria rescued him and his family from the creature. He joined SAVE at a young age, then, and Maria trained him in the use of his Art. When on a case as an adolescent, however, he lost control of his Hidden Hand and the resulting car accident cost Maria her life. He decided to retire from SAVE. Ten years later, Amy has discovered that she is a transwoman. She was working as a writer and IT girl when she read Nejem's manifesto and remembered why she joined SAVE in the first place. Now she is out of retirement and trying to honor Maria's memory by being an active envoy.



ESTHER ADEBAYO, MD

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	50
STRENGTH	STR	55
STAMINA	STA	53
FOCUS	FOC	55
PERSONALITY	PSY	60
WILLPOWER	WPR	58
DEXTERITY	DEX	50
PERCEPTION	PCN	65
REFLEXES	REF	58
SENSING THE UNKNOWN	STU	13

SKILLS

Movement	50
Prowess	55
Close Quarters Combat	27
Research	28
Communication	60
Interview	58
Fieldcraft	25
Investigation	33
Ranged Weapons	29

SPECIALTIES

- > Long Distance B 65
- > Empathy E 90
- > Counselor M 108

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

EDGES AND DRAWBACKS

Crisis Counselor (3 CP)

DRIVE

Prevent further tragedies

HISTORY

Help husband cope with stress of being SAVE envoy (P)

Esther Adebayo, MD

Description: 45 years, 5'4", 180 lbs., black hair, brown eyes

History: Esther Adebayo was raised in Lagos and met and married her SAVE envoy husband, Olawale, there before moving to London where she had a successful career as a psychiatrist. She began running long distances to support a friend with breast cancer and found it was something she actually enjoyed doing. After seeing the effects of the stress of dealing with the Unknown in her husband and his colleagues, she joined SAVE hoping that she could make a difference in their lives.



STEFAN AHLBERG

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	60
STRENGTH	STR	40
STAMINA	STA	50
FOCUS	FOC	50
PERSONALITY	PSY	55
WILLPOWER	WPR	53
DEXTERITY	DEX	50
PERCEPTION	PCN	60
REFLEXES	REF	55
SENSING THE UNKNOWN	STU	30

SKILLS

Movement	60
Prowess	40
Close Quarters Combat	25
Research	50
Communication	55
Interview	27
Fieldcraft	50
Investigation	27
Ranged Weapons	28

SPECIALTIES

- > Hiking E 90
- > Academic B 65, Folklore B 65
- > Survival E 80

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Sensing

- » Premonition B 60

EDGES AND DRAWBACKS

- Attractive (1 CP), Background: Artist (2 CP), Emergency Medic (1 CP), Information Source: Art Gallery Owners (1 CP)
- Impairment (leg injury, 2 CP), Marked (1 CP), Reluctant to Harm (2 CP)

- DRIVE** To protect the natural world from the Unknown
- HISTORY** The Mara are attractive, but dangerously ruthless. (P)
- _____

Stefan Ahlberg

Description: 36 years, 5'11", 195 lbs, dark blond hair, blue eyes

History: Born in the city of Uppsala, Sweden, Stefan was raised with a love of nature, and as a result took up hiking and learned some survival skills. The perceptive boy showed a talent for art (and a hidden talent for the Art), and at sixteen went to Stockholm to study painting and art history. After graduating, he found that his talents were in expressionist landscape painting, though he has also dabbled in realism. He is protective of the environment, using his artwork to show the beauty and value of nature. To keep himself fed and sheltered, Stefan worked whatever jobs he could, never losing sight of the fact he is a painter. Stefan came to the attention of SAVE some eight years ago, when he encountered a Mara – a goblin-like creature that feeds on fear by causing nightmares – in the forest outside of town while on a painting retreat. After SAVE helped him defeat the Mara, he was recruited to the Stockholm office. His gift for the Sensory Art was triggered that day, and he has a pronounced limp from the battle.



AASHI CHAUDHRI

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	35
STRENGTH	STR	30
STAMINA	STA	33
FOCUS	FOC	70
PERSONALITY	PSY	65
WILLPOWER	WPR	68
DEXTERITY	DEX	50
PERCEPTION	PCN	60
REFLEXES	REF	55
SENSING THE UNKNOWN	STU	12

SKILLS

Movement	35
Prowess	30
Close Quarters Combat	17
Research	70
Communication	65
Interview	34
Fieldcraft	25
Investigation	60
Ranged Weapons	28

SPECIALTIES

- > Internet M 120
- > Online E64
- > Computer Forensics M 110
- > Handgun B 43

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Kinetic

» Power Surge B 65

EDGES AND DRAWBACKS

Hopeful (3 CP), Peace of Mind (2 CP)

Adrenal Overload (4 CP), Impairment (polio survivor, uses wheelchair or crutches, 4 CP), Marked (1 CP)

DRIVE Prevent others from suffering same fate as her parents

HISTORY Devised a method to trap a Digital Entity (A)

Aashi Chaudhri

Description: 26 years, 5'2" 140 lbs., dark brown hair, brown eyes

History: Aashi Chaudhri is a bubbly young woman from Chennai with an infectious smile and mad hacking skills. A childhood survivor of polio, she uses crutches or a wheelchair to get around most places. She had her first brush with the Unknown while looking into the death of her parents, which the authorities had deemed a freak accident. She discovered a Digital Entity that put her on SAVE's radar. When she worked out a method to contain the entity that almost worked, SAVE offered her a position and a lab. She doesn't get out into the field as much as she would like to due to mobility issues, but she has become a go-to resource for all things computer related.



ROLAND HOLLISTER

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	60
STRENGTH	STR	65
STAMINA	STA	63
FOCUS	FOC	50
PERSONALITY	PSY	55
WILLPOWER	WPR	53
DEXTERITY	DEX	60
PERCEPTION	PCN	45
REFLEXES	REF	53
SENSING THE UNKNOWN	STU	9

SKILLS

Movement	60
Prowess	65
Close Quarters Combat	63
Research	25
Communication	55
Interview	27
Fieldcraft	60
Investigation	23
Ranged Weapons	53

SPECIALTIES

- > Traps B 75
- > Rifle E 83

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Protective
» Blessing B 65

EDGES AND DRAWBACKS

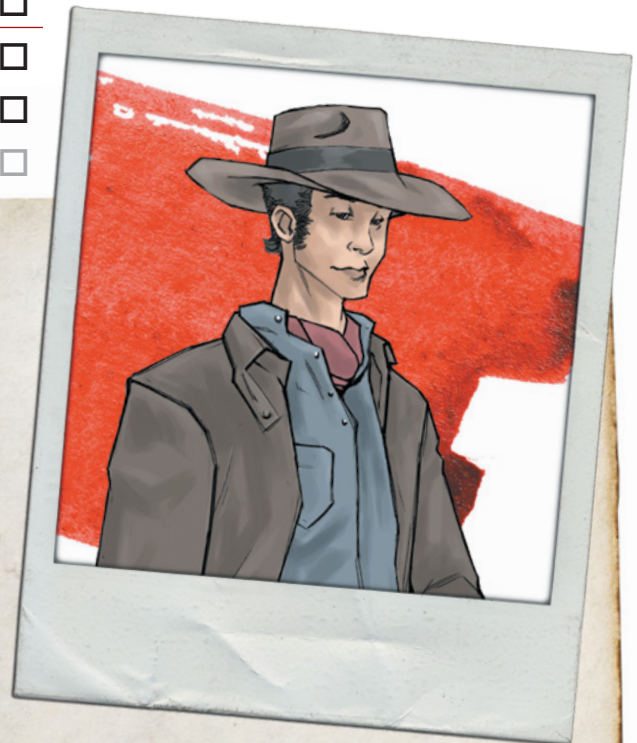
Background: Rancher (2 CP), Bruiser (2 CP), Natural Leader (2 CP), Seasoned Envoy (1 CP)
Cursed (3 CP), Hunted (The Creature from the Ranch, 3 CP), Poor Sense (scent, 2 CP), Reluctant to Harm (4 CP)

- DRIVE** Teach others to protect themselves from the Unknown
- HISTORY** Drove off a predatory creature from his ranch (P)
- Protected a team from a pack of ghouls in a cave (A)
- _____

Roland Hollister

Description: 45 years, 6'1", 175 lbs, light brown hair, hazel eyes

History: Roland had his first encounter with the Unknown on his family's cattle ranch in Texas, when he was in his teens. Cattle on the ranch started to go missing. He still isn't sure exactly what he saw that night, but it put him on a path that led him to SAVE. He eventually inherited the family ranch. When not running the ranch, he operates as a senior SAVE envoy in Texas, and periodically meets up with other SAVE envoys who travel to remote locations to investigate the Unknown. The roving field team that he sometimes works with is made up on senior envoys from various SAVE offices. They often tackle tough cases that various continental headquarters think will be especially challenging or important.



ANARU KAMARA

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	55
STRENGTH	STR	50
STAMINA	STA	53
FOCUS	FOC	70
PERSONALITY	PSY	45
WILLPOWER	WPR	58
DEXTERITY	DEX	65
PERCEPTION	PCN	60
REFLEXES	REF	63
SENSING THE UNKNOWN	STU	12

SKILLS

Movement	55
Prowess	50
Close Quarters Combat	27
Research	35
Communication	45
Interview	29
Fieldcraft	33
Investigation	30
Ranged Weapons	32

SPECIALTIES

- > Escrima B 42
- > Injured B 44
- > Driving B 48

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

- Protective
- » Line of Defense E 100

EDGES AND DRAWBACKS

- Emergency Medic (2 CP), Pet (terrier, 2 CP)
- Reluctant to Harm (2 CP)

DRIVE	<input type="checkbox"/>	Protect people from harm	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Followed a Patupaiarehe's song to its victim (A)	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

Anaru Kamara

Description: 29 years, 6'1", 180 lbs., dark brown hair, brown eyes

History: The eldest of a large Maori family in Auckland, Anaru has always had an instinct to protect those weaker than himself. When his rugby career was sidelined by a knee injury, he became a paramedic.

While on the job one night he came across a creature he had, up to that point, only heard of in the bedtime stories his grandmother told of the Patupaiarehe. Those stories led him to the creature's lair and the SAVE envoy it was about to feed on. Anaru was able to destroy it and rescue the envoy in the process.



ALOYSIUS LEWIS

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	40
STRENGTH	STR	50
STAMINA	STA	45
FOCUS	FOC	70
PERSONALITY	PSY	40
WILLPOWER	WPR	55
DEXTERITY	DEX	50
PERCEPTION	PCN	65
REFLEXES	REF	58
SENSING THE UNKNOWN	STU	13

SKILLS

Movement	40
Prowess	50
Close Quarters Combat	23
Research	35
Communication	40
Interview	28
Fieldcraft	50
Investigation	65
Ranged Weapons	58

SPECIALTIES

- > Repair E 80
- > Pistol B 73

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Kinetic
» Skeleton Key B 65

EDGES AND DRAWBACKS

Beginner's Luck (1 CP), Hopeful (1 CP), Situational Awareness (3 CP)
Hunted (doppelganger, 2 CP), Infamous (3 CP)

DRIVE	<input type="checkbox"/>	Get his life back	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Life destroyed by a doppelganger (A)	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

Aloysius Lewis

Description: 45 years, 5'6", 150 lbs, black hair, brown eyes

History: Aloysius nearly lost everything when he beat a doppelganger in a game of poker while in college. The creature never forgot him. Twenty years later, when it was finished destroying the life of the man it was currently impersonating, it came for Aloysius. It stole his form and wrecked his reputation, his standing at his job, and attempted to end his marriage. His wife figured out what was happening, however, and risked her life to get Aloysius out of trouble and in touch with SAVE. The doppelganger has not yet been found and dealt with, and Aloysius lives carefully, staying away from his wife and his old life, looking for a way to track down the creature and destroy it with SAVE's help.



EMILY MONTGOMERY

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY **AGL** 55
 STRENGTH **STR** 70
 STAMINA **STA** 63
 FOCUS **FOC** 40
 PERSONALITY **PSY** 50
 WILLPOWER **WPR** 45
 DEXTERITY **DEX** 55
 PERCEPTION **PCN** 45
 REFLEXES **REF** 50
 SENSING THE UNKNOWN **STU** 9

SKILLS

Movement 55
 Prowess 70
 Close Quarters Combat 32
 Research 20
 Communication 50
 Interview 23
 Fieldcraft 55
 Investigation 23
 Ranged Weapons 50

SPECIALTIES

> Evasion B 70
 > MMA E 62
 > Leadership E 80
 > Rifle E 80, Military Weapons B 65

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Restorative

- » Feat of Strength E 100
- » Resilience B 85

EDGES AND DRAWBACKS

Courageous (2 CP)

Cursed (3 CP), Poor Reflexes (3 CP)

DRIVE

Avenge her fallen comrades

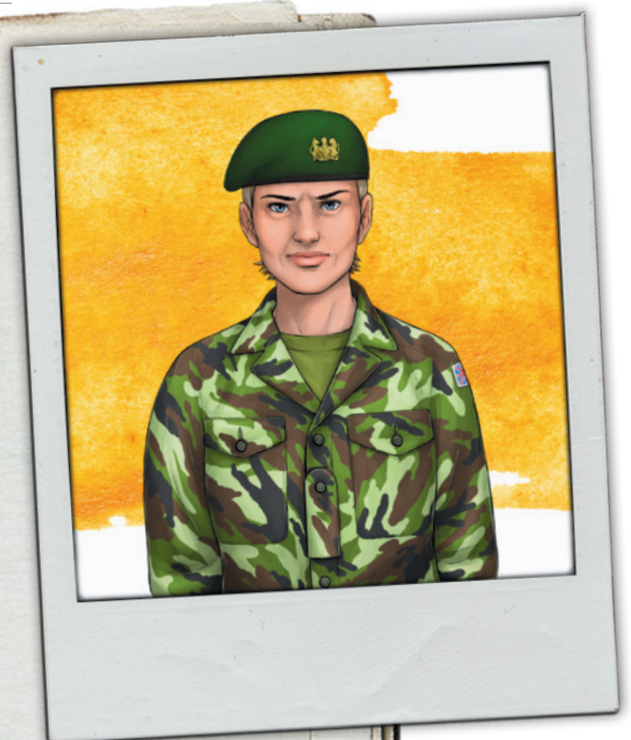
HISTORY

Squad was wiped out by a djinni in Iraq (P)

Emily Montgomery

Description: 39 years, 5'5", 150 lbs., blonde hair, blue eyes

History: Emily Montgomery was the only daughter in a Welsh family of career soldiers. She worked her way through the enlisted ranks, became a second lieutenant in the British Army, and was given a command running supply caravans during the Iraq war. After months of unremarkable missions, her squad was attacked one night by a djinni. Fortunately, a SAVE team was tracking it, but it arrived too late to save the rest of the squad. Lt. Montgomery served the remainder of her enlistment and was discharged honorably. The next day she called the number on the card the envoy had given her and joined SAVE.



NATHANIEL POWELL

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	40
STRENGTH	STR	40
STAMINA	STA	40
FOCUS	FOC	65
PERSONALITY	PSY	65
WILLPOWER	WPR	65
DEXTERITY	DEX	50
PERCEPTION	PCN	60
REFLEXES	REF	55
SENSING THE UNKNOWN	STU	12

SKILLS

Movement	20
Prowess	40
Close Quarters Combat	20
Research	65
Communication	65
Interview	33
Fieldcraft	25
Investigation	60
Ranged Weapons	28

SPECIALTIES

- > Epidemiology M 115
- > Forensics B 75

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

Communicative
» Calm B 80

EDGES AND DRAWBACKS

Hopeful (3 CP), Information Source: Hospital (1 CP), Strong Stomach (1 CP)
Clumsy (3 CP), Impairment (weak lungs, 2 CP)

DRIVE	<input type="checkbox"/>	Prevent the spread of the Unknown	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Found an infectious meme with statistics (P)	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

Nathaniel Powell
Description: 43 years, 5'8", 215 lbs, auburn hair, blue eyes.
History: An epidemiologist by training, Nathaniel first confronted the supernatural when working on a case for the CDC. The outbreak was indeed an infection, but not one that science could explain, as the only common link to the patients were they all listened to the same radio broadcast on Halloween. The CDC ignored Nathaniel's theories on the matter, but in controlling the outbreak, SAVE learned of his talents and recruited him to help predict and curtail the spread of other infectious Unknown entities.



KAYLA JUSTINE PROFFITT

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	50
STRENGTH	STR	40
STAMINA	STA	45
FOCUS	FOC	55
PERSONALITY	PSY	65
WILLPOWER	WPR	60
DEXTERITY	DEX	45
PERCEPTION	PCN	65
REFLEXES	REF	55
SENSING THE UNKNOWN	STU	13

SKILLS

Movement	50
Prowess	40
Close Quarters Combat	23
Research	55
Communication	65
Interview	60
Fieldcraft	23
Investigation	65
Ranged Weapons	28

SPECIALTIES

- > Swimming B 65
- > American Kempo Karate E 53
- > Financial Forensics E 85
- > Teaching B 80
- > Conversational Interrogation B 75

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

THE ART

- Communicative**
- » Calm B 80
 - » Familiar Face B 80

EDGES AND DRAWBACKS

- Attractive (1 CP), Background: IRS Agent/Auditor (2 CP)**
- Poor Sense (vision, correctable, 1 CP), Poor Sense (hearing, correctable, 2 CP), Reluctant to Harm (4 CP), Weak Stomach (2 CP)**

DRIVE	<input type="checkbox"/>	Serve the greater community	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Tracked down a cult by following the money trail (P)	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>

Kayla Justine Proffitt

Description: 27 years, 5'7", 135 lbs, black hair, blue eyes.

History: Kayla has an uncanny way with people, able to set them at ease no matter the situation. That, as well as her love of solving financial puzzles, is what makes Kayla such a great tax agent. Surprisingly, this is also what makes her a valued SAVE envoy. Since her first run-in with SAVE and the Unknown tracking down a corporate-financed cult, Kayla's efforts show her fellow envoys that even real monsters covet money and the power it brings in a human-dominated world. Money leaves a trail that the right tracker can follow all the way from lackey to lair.



DERRICK RUNYON

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	60
STRENGTH	STR	45
STAMINA	STA	53
FOCUS	FOC	50
PERSONALITY	PSY	50
WILLPOWER	WPR	50
DEXTERITY	DEX	55
PERCEPTION	PCN	60
REFLEXES	REF	58
SENSING THE UNKNOWN	STU	30

SKILLS

Movement	60
Prowess	45
Close Quarters Combat	27
Research	25
Communication	50
Interview	50
Fieldcraft	28
Investigation	30
Ranged Weapons	29

SPECIALTIES

- > Folklore B 40
- > Deception E 80
- > Reverse Interrogation B 65
- > Pilot E 58

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

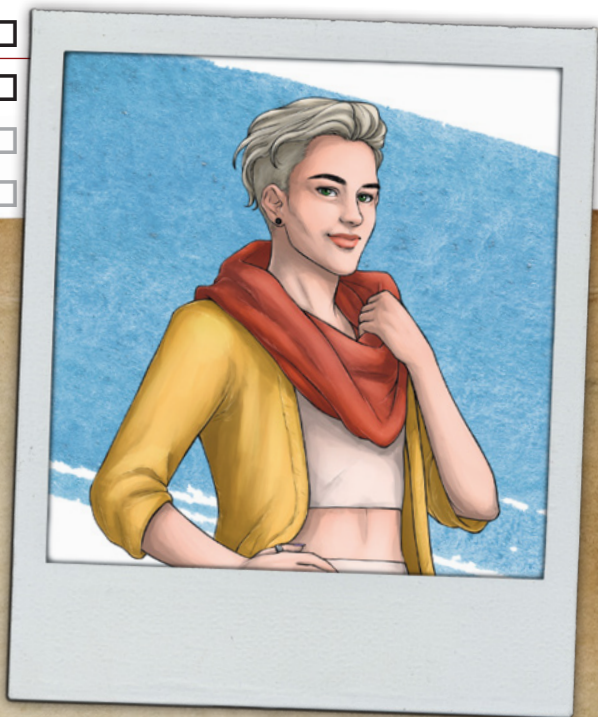
THE ART

- Incorporeal
 - » Light as a Feather B 68
- Sensing
 - » Clairvoyance B 75

EDGES AND DRAWBACKS

- Attractive (1 CP), Highly Attuned (1 CP)
- Glass Jaw (4 CP), Marked (1 CP)

DRIVE	<input type="checkbox"/>	Lay unquiet spirits to rest	<input type="checkbox"/>
HISTORY	<input type="checkbox"/>	Marked by a spectral remnant (A)	<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>
	<input type="checkbox"/>		<input type="checkbox"/>



Derrick Runyon

Description: 24 years, 5'10", 160 lbs., bleached blonde hair, green eyes

History: Derrick has always been aware of the Unknown. They just thought it was normal to see and hear people no one else could. Born to a wealthy family in Ottawa, they've never had to work and flitted from vocation to vocation while "finding themselves" (the Runyon family, never quite comfortable with Derrick being genderfluid, largely leaves them be). Derrick was working as a fashion designer when they accidentally brushed up against something backstage at their first runway show that marked them as a lodestone for spirits. It still haunts them. SAVE took an interest and are helping Derrick hone their ability while they try to help others and get rid of the thing that lurks just on the edge of their mind.

GABRIELA SILVA

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	55
STRENGTH	STR	45
STAMINA	STA	50
FOCUS	FOC	55
PERSONALITY	PSY	60
WILLPOWER	WPR	58
DEXTERITY	DEX	65
PERCEPTION	PCN	50
REFLEXES	REF	58
SENSING THE UNKNOWN	STU	10

SKILLS

Movement	55
Prowess	45
Close Quarters Combat	25
Research	28
Communication	60
Interview	29
Fieldcraft	33
Investigation	50
Ranged Weapons	58

SPECIALTIES

> Brazilian Jiu Jitsu B 40

> Interrogation E 59

> Handgun E 88

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

EDGES AND DRAWBACKS

Tough as Nails (1 CP)
Natural Leader (2 CP)

DRIVE

Carry on the family tradition

HISTORY

Survived a firefight with a vampire's cult (P)

Gabriela Silva

Description: 23 years, 5'8", 160 lbs., dark brown hair, green eyes.

History: Gabriela Silva is a second generation SAVE envoy. While she had always planned on following in her mother's footsteps eventually, she got a degree in criminal justice from the Universidade de Sao Paulo before joining the Departamento de Policia Federal. When her mother went missing on a case, Gabriela and her girlfriend joined SAVE to better look for her. While there, Gabriela discovered the backlog of cases marked "Transferred to the Dublin Office," one of which was her mother's, and began digging into them. So far, she has not found her mother or anyone willing to talk about what happened, but she knows someone in SAVE must have the truth.



SIARO TALBEK

CURRENT STAMINA

CURRENT WILLPOWER

ATTRIBUTES

AGILITY	AGL	50
STRENGTH	STR	40
STAMINA	STA	45
FOCUS	FOC	70
PERSONALITY	PSY	55
WILLPOWER	WPR	63
DEXTERITY	DEX	50
PERCEPTION	PCN	60
REFLEXES	REF	55
SENSING THE UNKNOWN	STU	12

SKILLS

Movement	50
Prowess	40
Close Quarters Combat	23
Research	70
Communication	55
Interview	32
Fieldcraft	25
Investigation	60
Ranged Weapons	28

SPECIALTIES

- > Medical E 100
- > Academic E 62
- > Forensics E 90

DAMAGE

INJURY

- Superficial (-5 STA)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Critical (-50 penalty)
- Lethal

TRAUMA

- Distressed (-5 WPR)
- Minor (-10 penalty)
- Serious (-20 penalty)
- Major (-30 penalty)
- Traumatized (-50 penalty)

SHOCK

Check instead of taking an Injury; apply the Injury's penalty to DEX, PCN, REF, and associated skills.

EDGES AND DRAWBACKS

- Background: Clinical Pathologist (3 CP), Inured (2 CP)
- Reluctant to Harm (2 CP)

DRIVE

Learn the truth about the undead

HISTORY

Accidentally summoned a reoccurring specter (A)

Siaro Talbek

Description: 40 years, 5'10", 165 lbs, black hair, brown eyes.

History: Siaro was born in Providence, Rhode Island. His parents were from Lebanon, and he has a slight accent that surfaces when he is scared or upset. He attended Brown University as an undergrad, and then Brown's Alpert Medical School. Currently he's employed by a large national reference laboratory as a roaming laboratory director. Being called back to the same site three years in a row led to him discovering a reoccurring specter, and being recruited into SAVE.

The flexible nature of his job allows him to travel and set his own hours, perfect for a SAVE envoy. His demeanor is low-key, somewhat reserved but friendly once he warms up. Siaro specializes in laboratory medicine, not forensics, and gets annoyed with people asking him about autopsies.

