

VOLUME #3

BESM

ROLE-PLAYING GAME

FOURTH EDITION

DRAMATIS PERSONAE



A COLLECTION OF 15 BACKGROUND CHARACTERS

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BESM

ROLE-PLAYING GAME

FOURTH EDITION

In the myriad realms of imagination, there are an infinite number of intriguing characters to be discovered

DRAMATIS PERSONAE
presents 15 of them for use
in your gaming adventures

Volume #3 includes stats, backgrounds, personality profiles, and adventure hooks for 15 anime and manga characters, built up from the race and class templates introduced in BESM Fourth Edition.

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ASAKO KANZAKI "TETSU JOE"

Race Human
Occupation Artificer
Home World Earth (Prime)
Habitat Japan, Earth
Height 168 cm (5' 6")
Mass 54 kg (119 lb)



ASAKO KANZAKI "TETSU JOE"

Size Rank 0: Medium

VALUE POINTS STAT

3 (4)	6	Body Stat
8	16	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
6	Defence Combat Value
50	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	2	Augmented (Body: Tech Enhancement)
	4	Item (Multi-Gadget Suit of Armour: Armour 4 [AR 20]; 8 Points)
	4	Item (Multi-Gadget Shoulder Regulator: Resilient 4 – Airborne Toxins, Lack of Air, Intense Light, Intense Heat; 8 Points)
	4	Item (Multi-Gadget Arm Augmentation: Alternate Identity 1, Superstrength 1, Transmute 1; 8 Points)
2	20	Power Flux (Major: Item Gadgeteer -1; Equipment: Multi-Gadgets +1)
2	2	Skill Group (Artistic)
1	3	Skill Group (Scientific)
3	6	Skill Group (Technical)
1	3	Wealth

RANK POINTS DEFECT

3	-3	Marked (Chalk White Skin, Hair, and Eyes)
1	-3	Physical Impairment (Albinism)
3	-6	Skeleton in the Closet (Experimental Victim)

70 TOTAL

► CHARACTER BACKGROUND

Five years ago, Tetsu Joe appeared out of nowhere to become one of the top artificers in the world of Earth's hidden strangeness. He always wears his encounter suit to meetings, and Joe has a different reason for donning it every time: lung rash, secretly a prince, seduced a clan leader's mistress, his beauty drives onlookers mad, it controls his hungers as a vampire, etc. He provides the most extraordinary wonders to his clients for "semi-reasonable" fees. Joe claims that he has honour but not scruples. He works for the highest bidder, yet he has never developed weapons for criminals and shows great care in creating anything lethal.

It is all a lie. "Joe" is actually Asako Kanzaki, a brilliant young woman kidnapped and transformed by a group she knows only as the Houses of Twilight. They altered her with an alchemical formula that afflicted her with extreme albinism, yet granted her insights into the same techniques they used on her. Since her escape, she has used both alchemy and engineering to build and transform small objects. She fakes Joe's mercenary ways to afford what she needs to survive. Now a wealthy "man," Asako wants to find out what the Houses of Twilight are and then free herself from them forever.

► PERSONALITY

Tetsu Joe is a droll, wisecracking businessman who uses his brilliance and wit to keep clients at a distance. His gruff exterior hides genuine concern for his fellow man, but his cynicism is quite real. Joe trusts only himself to do the right thing.

Asako carefully constructed this façade to hide the inquisitive, caring introvert within the armour. She has adjusted to solitude better than most, but Asako still feels lonely at times. Her greatest concern is protecting her identity, and every night she sets her Power Flux to security and defence. Joe's wealth permits her to create temporary homes of relative safety, but life in disguise is tedious at best and nerve-wracking at worst.

Her quest to escape the Houses of Twilight is complicated by her lack of true allies. Asako avoids her old friends to protect them. She is leery of the acquaintances she has made as Joe, since every one is founded on a lie of her own making. As much fun as she sometimes has as Tetsu Joe, she tires of pretending to be a man, of pretending to be a cynic, of pretending not to care. Asako wants, desperately, to stop pretending at all. She needs to be herself again.

► ATTRIBUTES & DEFECTS

Asako is an artificer with an eye on survival. Beneath the suit she may be delicate and nervous, but as Tetsu Joe, (s)he is a powerful force. She never forgets a detail, vital to both her work and her deceptions, and she has put a little more effort into her Multi-Gadget than a standard artificer. Asako needs to wear the entire costume to access her Power Flux, but each part performs its individual functions independently.

Her albinism is more intense than the standard affliction. Without her mystic shoulder guard, bright light blinds her, and she burns easily in direct sunlight (suffering one Health Point of damage per hour).

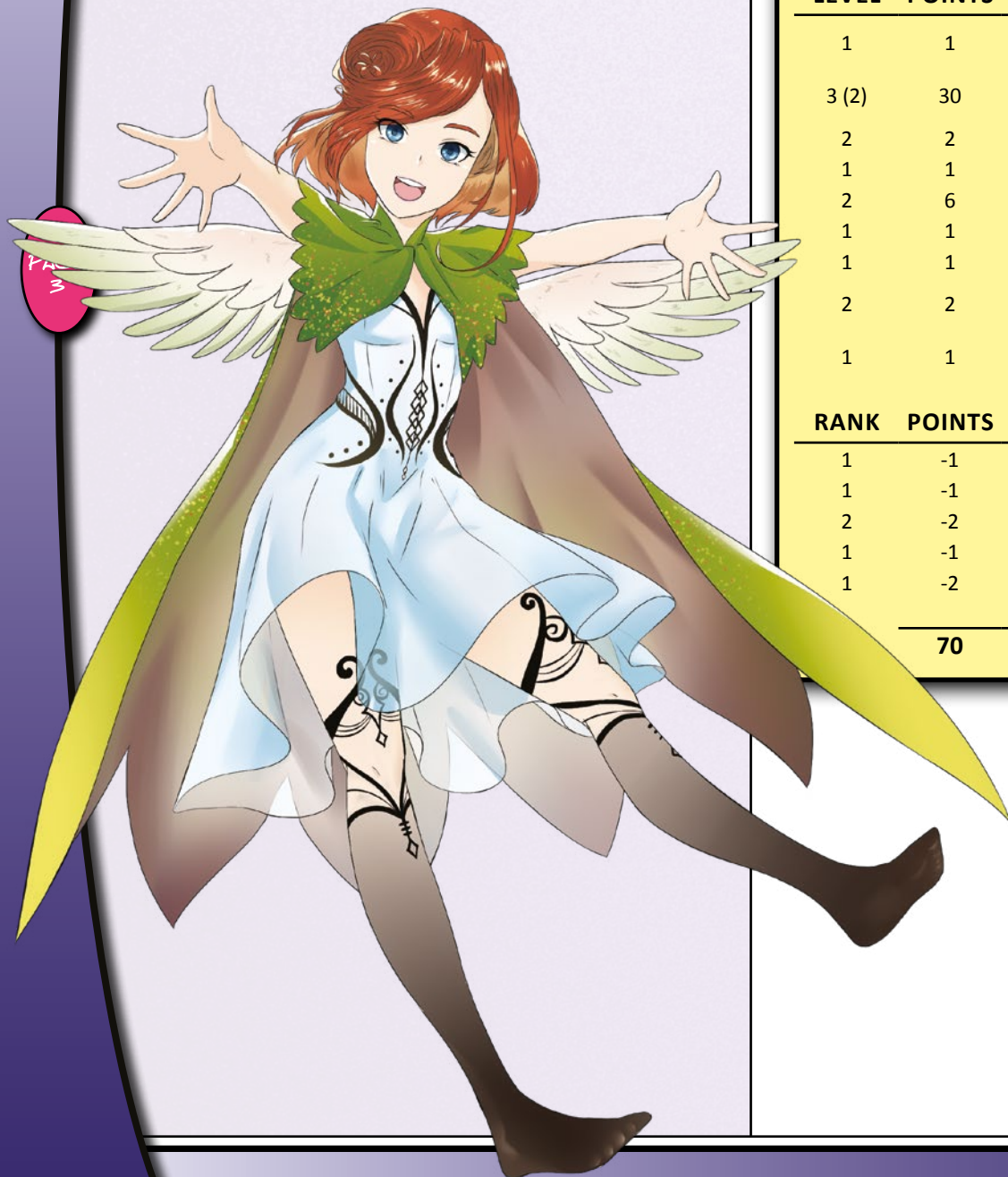
► ADVENTURE HOOKS

- » When the characters find themselves embroiled with a threat that blends technology and sorcery, a friend directs them to Tetsu Joe. Complications arise when Joe becomes concerned for their safety.
- » Tetsu Joe hires the characters to hunt a strange monster on behalf of a client. That "client" is Asako, who uses the job to determine whether to trust them further.
- » Asako's best friend Aoi begs the characters to help her find the young genius. After five years, she fears the worst, but refuses to give up. When Tetsu Joe inserts himself into the search, Aoi suspects him of foul play.

"Magic? Science? I create results."

EYALA ISEPTI

Race	Asrai
Occupation	Student
Home World	Aradia (Prime)
Habitat	Whirlwood Forest, Aradia
Height	165 cm (5' 5")
Mass	45 kg (99 lb)



EYALA ISEPTI

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
5	10	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
5	Defence Combat Value
45	Health Points
80	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Connected (College of Emissaries)
3 (2)	30	Dynamic Powers (Major: Natural Magic -1)
2	2	Energised
1	1	Features (Appearance)
2	6	Flight
1	1	Sixth Sense (Danger)
1	1	Skill Group (Domestic)
2	2	Skill Group (Occupation: Nature Mage)
1	1	Special Movement (Zen Direction)

RANK POINTS DEFECT

1	-1	Fragile
1	-1	Marked (Blight Scar)
2	-2	Phobia (Wormwood Blight)
1	-1	Social Fault (Sensitive)
1	-2	Wanted (The Bane)

70 TOTAL

► CHARACTER BACKGROUND

The College of Emissaries trains students for a variety of duties. Gifted with a knowledge of the Multiverse enjoyed by few worlds, the Mentors feel a special obligation to prepare young Asrai heroes for a wide variety of tasks. They teach Eyala, for example, to greet and guide confused newcomers when they first arrive on Aradia.

Eyala once had great passion for her studies. It amazed her that any Asrai could want to leave paradise, and envied the courage of such heroes. All the same, she wished to serve as an Emissary. When she discovered that she could do both, Eyala enlisted in the College the moment she was old enough.

During what was meant to be a long-distance observation of the Wormwood Blight, the Bane boiled over, endangering Eyala's entire class. The young Emissary managed to hold off the Blight, then escape its wrath with new-found speed – but not without consequence. Wounded, scarred, and traumatised by her courageous stand, Eyala returned to confront her fear. She discovered that the Bane itself held a grudge against her, cementing her terror rather than ridding her of it. Travelling the Multiverse as a partner or guardian has become more appealing than she imagined possible.

► PERSONALITY

When not confronted by a cosmic evil with a personal grudge against her, Eyala is a vivacious, outgoing Emissary that a human could mistake for an angel. She approaches newcomers with the same exuberance she displays with her friends. Her love of Asrai magic is notable even among the Emissaries, and she enjoys using it to calm, impress, and heal those she meets. She also enjoys explaining the facts of the Multiverse to those she meets, though Eyala herself is only familiar with basic information. Most of the time, she can tell when new friends have heard enough, but on occasion she needs a bit of encouragement to stop. She is more sensitive to cutting remarks than to danger, however, unless it involves the Blight.

Her demeanour does not change as much as one might expect when discussing the Bane, but the mere subject makes her nervous. Eyala knows that she panics in the face of the Blight. When it targets Eyala alone, she does not hesitate to flee and call for assistance. If innocents are in danger, however, she stands and fights. She does so badly, screaming and flailing, but the Asrai will not abandon those in need. Fear is not cowardice, and if anything, Eyala is too brave for her own good.

► ATTRIBUTES & DEFECTS

In most ways, Eyala is typical of a young Asrai coming into her own. Though she has just begun her career in the College of Emissaries, her skill with her nature magic is well ahead of most students her age. She is also considerably faster than the typical Asrai.

Her speed is, to some degree, a result of her encounter with the Blight. Her scar comes from a blow that never healed. The Bane does not so much hold a grudge as a memory of its defeat, and Blight monsters prioritise her. This has cemented her trauma, and when she faces Blight creatures rather than fleeing, she suffers a minor obstacle to dice rolls (or a major obstacle against overwhelming force). Her sensitivity is separate from her trauma, and is born from natural empathy.

► ADVENTURE HOOKS

- » Should the characters arrive on Aradia by accident, Eyala is likely to be amongst those who greet them. She is kind and helpful, though afraid that the Bane has something to do with their presence.
- » Eyala drops out of the sky during an adventure, explaining that she has been sent to help the characters defend the Multiverse. She's an amazing asset right up to the point where the first carnivorous unicorn follows her from Aradia.
- » When the Council of Aeons sends a team to the characters' home world to investigate a threat to the Multiverse, Eyala is assigned as their liaison. All goes well until she begins to suspect that a traitor is on her team.

"Welcome to Heaven!"

MARY DASHMOND

Race	Human
Occupation	Detective; Private Investigator
Home World	Earth (Prime)
Habitat	North America, Earth
Height	170 cm (5' 7")
Mass	61 kg (134 lb)



PAGE
5

MARY DASHMOND

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Pistol 11)
5	Defence Combat Value
50	Health Points
50	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
2	2	Combat Technique (Concealment, Portable Armoury)
2	2	Connected (Law Enforcement)
2	2	Gear (Detective Supplies)
1	1	Heightened Awareness
	6	Item (Medium Pistol; 12 Points)
2	2	Ranged Attack (Pistols)
3	9	Skill Group (Detective)
1	3	Skill Group (Military)
1	2	Skill Group (Social)
2	4	Skill Group (Street)

RANK POINTS DEFECT

1	-1	Red Tape
1	-1	Significant Other (Johnny Jakes)
1	-1	Social Fault (Relentless)
1	-2	Wanted (House of Woe)

60 TOTAL

► CHARACTER BACKGROUND

It was never easy, fighting for truth in New York City. Her grandfather, Samuel, joined the force when he was 18, making Detective before he was gunned down by some new outfit. Her mother, Dorothy, was only 10 when it happened. She went into reporting to find the truth, but made time to raise a tough, determined, self-reliant daughter. Mary never knew her father, but never missed him until her mom vanished without a trace.

Three years later, Mary Dashmond is the most competent private investigator in a brutally tough city. Mary is a smart and observant crack shot, but what makes her the best is that she never gives up. She has not stopped looking into her grandfather's death. She has not given up on her mother. She certainly does not give up on a paying job. If you hire Mary Dashmond for justice, she will find it – whether you want it or not.

Since she opened her business, goons have hired her to set her up twice. She brought them down both times, meeting her boyfriend Lieutenant Jakes in the process. Mary also picked up a name worth investigating: the House of Woe. They are a weird bunch, but Mary is not afraid of weird. If they went after her mother and grandfather, they will learn to fear her.

► PERSONALITY

In most ways, Mary is exactly the hard-boiled private detective she appears to be. Tough, honourable, driven, and incorruptible, Mary has turned the Dashmond Agency from an anachronism into the most sought-after investigative service in town. Reporters, socialites, and government officials come to her looking for truth and justice. They always get it, but are not always happy when they do. She enjoys her work either way.

In a sense, her love of the truth is her greatest secret. Mary tells herself that she has to keep her passion out of the limelight to ensure she gets paid, but that is not why she keeps up appearances. Tough, cynical detectives are not known for their ebullience or excitement when uncovering evidence. Reminders of her lost family keep her grounded, though she is determined to seek justice, not revenge.

Her relationship with Lieutenant Johnny Jakes is the one bright spot in her life. With him, she can let her hair down, take off the mask, and have a good time. They watch each other's backs as well, though Johnny tends to look out for her in a legal sense, while Mary has saved his life twice. She likes being the noir icon, knight in shining armour, and femme fatale all in one.

► ATTRIBUTES & DEFECTS

From a mechanical standpoint, Mary is a standard detective. She has well-rounded Stats, a broad range of Skill Groups, and a handful of Defects that personalise her. Her refusal to give up can be an asset, but it can sometimes prove to be an obstacle during social interactions. Johnny can take care of himself, but poking around on Mary's behalf has gotten him in over his head more than once. Her efforts have made her an irritant to the House of Woe. Mary is loath to use her gun, but between her Item and Combat Techniques, she always has it when she needs it.

► ADVENTURE HOOKS

- » If the characters are in Dashmond's city and need to find something, Mary is the person to contact. She may learn more than they want to share.
- » Johnny Jakes has been framed. Dauntless in the best of times, Mary stops at nothing to prove her lover's innocence. When even she finds the heat too much, she goes looking for backup.
- » Mary can handle any normal threats, but the House of Woe turns out to be anything but normal. Supernatural threats are above her pay grade – at least on her own.

"Everyone wants justice until the time comes to face it."

SAKURA AMARI

Race Human
Occupation Hacktivist
Home World Imago (Prime)
Habitat Neo Edo, Imago
Height 170 cm (5' 7")
Mass 60 kg (132 lb)



SAKURA AMARI

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
7	14	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value
5	Defence Combat Value
40	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Connected (Anonymous Organisation)
5 (9)	10	Data Access (Worldwide; Activation +2; Concentration +1; Equipment: Computer and Connectivity +1)
1	1	Features (Appearance, Lightning Calculator)
4	4	Gear (Digital Equipment)
2	4	Skill Group (Social)
5	10	Skill Group (Street)
6	12	Skill Group (Technical)
2	6	Wealth

RANK POINTS DEFECT

1	-1	Fragile
1	-2	Hounded
1	-1	Inept Attack
1	-1	Marked (Leg Scars)
2	-2	Nemesis (Kouichi Matsuoka)
1	-3	Sensory Impairment (Near-Sighted)
1	-1	Shortcoming (Body: Minor – Running Speed)
1	-2	Wanted (Monad)

70 TOTAL

► CHARACTER BACKGROUND

Imago conglomerates promote a hacktivist stereotype of overweight, antisocial males in basements that soak in anachronistic entitlement. This pays off every time the corporations can dismiss wrongdoing exposed by crusading hackers. Sakura Amari is determined to change that.

Born to wealth and privilege, Sakura believed in GEO with all her heart. That is, right up to the day an explosion killed her family and damaged her legs. Determined to learn the truth, Sakura threw herself into Nexus research, looking for the criminals behind the loss of her family. She learned that a faulty Monad power source was responsible, and the man in charge of the division, Kouichi Matsuoka, had blamed a fault zone gang to protect his position.

Sakura sold her family estate, made all her assets mobile, and began a one-woman crusade to unveil Matsuoka's villainy. She was pleasantly surprised to find that neither the World Police nor Monad were wholly corrupt – but on Imago, money is power, and Matsuoka is rich indeed. Meanwhile, Sakura has become a hero to the hacktivist community and one of its most brilliant members, as well as a charismatic leader who can push back against the slander. Matsuoka remains her primary target, but there are always secrets and lies to be exposed. Her anonymous community has become her new family, and Sakura will not lose this one.

► PERSONALITY

Sakura is the passion of the convert embodied. Once a true believer in corporate leadership and oversight, she has seen how greed and corruption can blossom when conglomerates drown justice in money. At the same time, she is a moderate by hacktivist standards. She has seen too many good GEO agents, World Police officers, and corporate citizens to believe that the entire system is beyond repair. Between her convictions and her role as a face of the movement, Sakura avoids outright lawbreaking whenever possible. She is good enough that the hacker has managed to keep her activities in legally grey territory.

At the same time, she revels in the interest Monad has taken in her activism. Sakura exposes them, they pursue her, she proves her activities legal, and the dance goes on unabated. It is all quite civilised, except where Matsuoka is concerned. Sakura knows just how far he went to cut corners and then cover up his misdeeds.

She is well aware that only one of them will emerge from their rivalry alive and free. The hacktivist is determined to bring him to justice, but has learned that he has no such compunctions about her. The thrill only drives her onward.

► ATTRIBUTES & DEFECTS

Sakura is a well-known (and beautiful) hacktivist operator and spokeswoman, which means that she is routinely hounded by paparazzi. She has a variety of ways to deal with such annoyances, though. The attention of Monad in general and Matsuoka in particular worry her far more, especially given the challenges she faces in physical situations. Sakura was born legally blind, but her expensive eyeglasses help her see nearby macro details reasonably well (she is considered near-sighted). The explosion left her injured, slow, and scarred, and consequently she relies on vehicles and friends for mobility. None of it matters when she dons her Brainscape gear. In the Nexus, she is a virtual goddess, and there she reigns supreme.

► ADVENTURE HOOKS

- » Monad hires the characters to dig up dirt on Amari. Whichever side they take, they end up embroiled in the Amari–Matsuoka rivalry. If they avoid the whole matter, Matsuoka assumes they have sided with the hacktivist and moves against them.
- » Monad is far from the worst conglomerate on Imago. When Sakura discovers that a ONE vice-president has ties to Demon Void, she decides she could use some help. Naturally, she would prefer well-armed help.
- » When one of Sakura's friends disappears while playing Ikarion, she looks for help to investigate the popular MMO. Who knows what she and the characters might discover in dark corners of the virtual world?

"Follow me. The truth won't free itself."

KOR BLOODGRIP

Race	Half-Orc
Occupation	Tribal Champion
Home World	Ikaris (Prime)
Habitat	Anvil of God, Ikaris
Height	3.2 m (10' 6")
Mass	280 kg (617 lb)



KOR BLOODGRIP

Size Rank 1: Large

VALUE POINTS STAT

5	10	Body Stat
4	8	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value (Ranged 2, Unarmed 10)
4	Defence Combat Value (Ranged 2)
75	Health Points
40	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	4	Armour (AR 10)
3	3	Combat Technique (Brutal, Judge Opponent, Lethal Blow)
1	1	Gear (Champion Garb)
3	3	Melee Attack (Unarmed)
1	1	Special Movement (Fast)
2	8	Superstrength
3	3	Tough
1	1	Unique Attribute (x2 Thrown Weapon Distance)
2	4	Weapon: Fangs

RANK POINTS DEFECT

1	-1	Inept Attack (Ranged)
1	-1	Inept Defence (Ranged)
2	-4	Obligated (Clan)
1	-1	Significant Other (Takkan)
1	-1	Social Fault (Honour Code: Loyalty)
1	-2	Unique Defect (Big, Heavy, and Obvious)
2	-4	Wanted (Rival Champions)

40 TOTAL

► CHARACTER BACKGROUND

Kor was born to the Bloodpalm Clan, an orc society on the border of the Anvil of God. The clan speaks little of his parents. Kor only knows that his mother died in childbirth, and his father might as well not exist. All the same, the Clan has expected great things from Kor for as long as he can remember.

They were not disappointed by his strength, at least. Kor grew to become an immense and implacable force. To the surprise of his teachers, he displayed a calm and relaxed combat style. Letting foes come to him, Kor would take them apart, absorbing powerful blows until he could crush an enemy in his grip. Kor was the clan Champion before he turned 20.

A combat style that involved being hit sent Kor to the medicine hut often. This is how he met his beloved Takkan, who was at the time the clan's apprentice healer. The two men bickered and drove each other mad, yet fell for one another during an attack by a rival clan. Kor earned his epithet saving Takkan's life by crushing a goblin's head in one fist. No one has threatened Takkan since. Most goblinholds cede minor issues to Bloodpalm rather than send their Champions to certain defeat.

► PERSONALITY

Kor is one of the most serene goblinhold Champions any hero is likely to meet. Living in a world where half-orcs are shunned and driven off, being accepted from birth has given him a deep appreciation for his clan and the vagaries of fate. His intellect is ordinary, but Kor has a depth that surprises those who meet him. None of this stops him from overwhelming rival Champions as quickly as possible. He wants to win his fights and go home. At the same time, he is quite humble for a force of nature. Kor is just as likely to help with farming as intimidate intruders.

Kor's husband Takkan is the centre of his life and the two remain inseparable. They frequently argue about Kor's combat style, with Takkan urging the half-orc to learn some defensive techniques. Kor helps with healer duties whenever he can, but the Bloodpalms are secure enough that his strength is rarely needed for such matters. Kor satisfies his protective urges by staying close whenever the nomadic clan moves, helping break down and set up the hut that is now theirs. Threats to Takkan are the only way to shake the Champion's eternal calm.

► ATTRIBUTES & DEFECTS

In terms of both mechanics and personality, Kor is built to do one thing: close with enemies and convince them to stop fighting. Sometimes, that convincing requires deadly force. His Gear is largely cosmetic, with Kor occasionally waving a mace around to convince a foe to yield. He leans into his half-orc strengths by sizing up enemies, closing with them, and grabbing so he can bite down.

Kor has been a bit too successful for his own good. His clan raised him to be reliant on them, and he has defeated enough rivals for them to hold grudges. Takkan is now a hostage to fortune on both counts. Kor's stubborn loyalty means that he remains a dutiful Champion, but if he were forced to choose between his husband and his clan, that could end badly.

► ADVENTURE HOOKS

- » The characters need to pass through Bloodpalm territory to reach their destination in a timely manner. They can negotiate or someone can face Kor in single combat. He urges the characters to negotiate, for their sake.
- » Takkan hires the characters to teach Kor some evasion techniques. Suffice to say that Kor is a stubborn and unresponsive student. The Champion's rivals will undoubtedly interfere as well.
- » A noted human sorcerer approaches the characters to escort him to Bloodpalm territory, claiming to be Kor's father. He wants to make things right with his son. As they approach, the group finds Kor being targeted by his angry rivals.

"You can still yield. I recommend that."

JACK DART

Race	Human
Occupation	Hot Rod; Street Racer
Home World	Imago (Prime)
Habitat	The Dart Machine (Motorcycle)
Height	178 cm (5' 10")
Mass	80 kg (176 lb)

JACK DART

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
5	10	Mind Stat
4	8	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value (Vehicle 7)
5	Defence Combat Value (Vehicle 7)
55	Health Points
45	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Connected (GEO)
1	1	Features (Appearance)
	15	Item (Dart Machine; 30 Points)
1	1	Ranged Attack (Ground Vehicle)
1	1	Ranged Defence (Ground Vehicle)
1	3	Skill Group (Adventuring)
1	3	Skill Group (Military)
5	5	Skill Group (Occupation: Driver/Mechanic)
1	2	Skill Group (Social)
3	6	Skill Group (Street)

RANK POINTS DEFECT

1	-1	Easily Distracted (Street Racing)
2	-2	Magnet
2	-2	Nemesis (Dirk Falkirk)
1	-2	Skeleton in the Closet (GEO Freelancer)
1	-1	Social Fault (Overconfident)
1	-2	Wanted (Law Enforcement)

60 TOTAL



DART MACHINE

LEVEL POINTS ATTRIBUTE

1 (2)	2	Armour (Armour Rating 10; Localised +1)
1	1	Capacity
2	2	Features (Alarm System, Modern Vehicle Tech Suite, Radar Detector, Revolving License Plate)
5 (6)	5	Ground Speed (500 kph; Detectable: Hearing +1)
1	1	Sensory Block (Radar)
2	2	Special Movement (Balance, Light-Footed)
3 (4)	3	Water Speed (300 kph; Detectable: Hearing +1)
7 (4)	14	Weapon: Micro-Cannon (Range -3)

30 TOTAL (15 POINT ITEM)

► CHARACTER BACKGROUND

For as long as he can remember, Jack Dart has wanted to do exactly one thing: go faster. He started with roller skates, then graduated to dirt bikes. His motorcycle was his first love, and ever since, Jack has sought to coax out every last fraction of horsepower from his passion. Racing was the next natural step, but tracks always felt like limits. The streets called, and he answered.

Jack soon ran afoul of the law. He was skilled and swift enough to avoid jail time, but he was constantly in trouble. That was when Global Economic Oversight stepped in. The World Police are brave and capable, but Jack could blend in and go places where they could not. A clean slate was not enough to entice the racer, so they sweetened the deal with the resources he needed to build his dream bike: The Dart Machine.

Officially, Jack Dart has never worked for GEO. He is the perfect deniable agent. Between his skills and his super-cycle, he can go anywhere, elude anything, and escape anyone. When Oversight needs the fastest man on Imago, they call Jack Dart. He rushes in, brings down the opposition, and saves the day. That takes care of his World Police entanglements, at least until the next street race calls to him.

► PERSONALITY

In spite of his legal difficulties, Jack is a good man. He enjoys working with GEO, saving lives and preventing violence. It is just that he loves his freedom more. Jack's life may be a whirlwind, but he has trouble imagining it any other way. He makes friends and finds romance in his adventures, but nothing means more to Jack than finding the next great race.

As he has matured, Jack finds that speed alone is no longer enough. He also craves challenge. Anyone can burn rubber in a straight line, he reasons, but when he races up a collapsing glacier just ahead of trigger-happy terrorists – who else can do that? He works with GEO for the opportunity to push his skills to the limit as much as to clear his record. This has led him to find adventure without either Oversight or street races to pull him in. He might join a cat burglar in exposing Xyconal traffickers, help a Meteor Ball team reclaim an engine before a big game, or rescue a child genius from a ruthless conglomerate recruitment team. Perhaps one day he will look for a deeper purpose, but until then, his life is racing from one incredible exploit to the next.

► ATTRIBUTES & DEFECTS

Jack is a skilled racer with an impossible motorcycle. The Dart Machine can cross sand, ice, and even water without difficulty, and Jack has the skill to use it. He has picked up some espionage and combat training, and has valuable allies in GEO. He keeps those skills and connections secret, lest gangs and corrupt businessmen seek revenge. His lifestyle attracts beautiful people of every gender identity, and even Jack finds it excessive.

Dirk Falkirk was once a rival street racer, and his enmity was one-sided. Then Falkirk sided with a fault zone gang just to get back at Dart and got a good man killed. Now Jack wants to bring Dirk in, and the two clash whenever they meet.

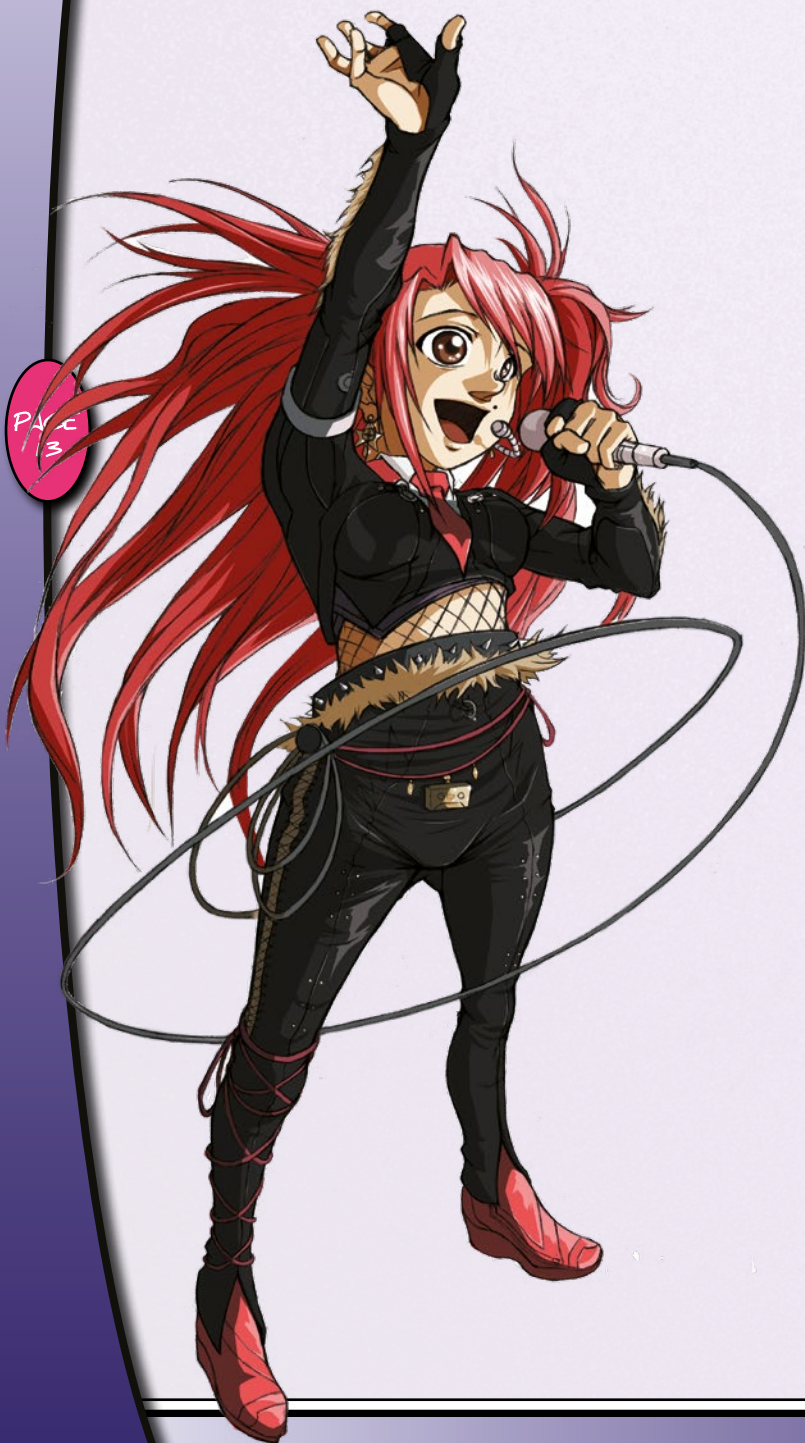
► ADVENTURE HOOKS

- » Jack goes missing on what should have been a simple courier mission. The World Police recruit the characters to help investigate, which becomes complicated when the fault zone gang Terror Gear pushes back.
- » The racer comes to the characters on foot, in dire straits. The Dart Machine has been stolen! He will do nearly anything to get her back, but conglomerate agents seem equally determined to keep the super-cycle.
- » In the middle of another adventure, Dirk Falkirk joins the force opposing the characters, which means Jack shows up to help them. His strange, drama-filled life follows.

"Race me? You might as well race the wind. Let's go."

JUN MARUYAMA

Race Human
Occupation Idol
Home World Imago (Prime)
Habitat Neo Edo, Imago
Height 155 cm (5' 1")
Mass 44 kg (97 lb)



JUN MARUYAMA

Size Rank 0: Medium

VALUE POINTS STAT

3	6	Body Stat
5	10	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value
4	Defence Combat Value
30	Health Points
60	Energy Points
3	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	6	Minions (Black Blossom Band)
2	2	Features (Appearance 2, Famous, Perfect Pitch)
4	4	Inspire
2	4	Skill Group (Business)
5	5	Skill Group (Occupation: Entertainer)
4	12	Wealth

RANK POINTS DEFECT

2	-2	Fragile
2	-4	Hounded
1	-1	Inept Attack
1	-1	Inept Defence
1	-2	Ism (Artificial Life Form)
1	-1	Magnet
1	-2	Obligated (Brainsponge)
2	-6	Reduced Damage
2	-4	Wanted (ONE)

40 TOTAL

► CHARACTER BACKGROUND

Four years ago, Jun Maruyama walked off the street and entered a talent contest. No one knew who she was or from where she originated. With her first song, the competition ended and the legend began. Three months later, her first album went Platinum. Before the year was out, her supporting role in the cinematic blockbuster *Fault Zone Angel* turned her into a movie star. Six months after that, she went on the Black Blossom Tour and became one of Imago's most popular celebrities.

Just when it seemed that her rise was unassailable, Omniversal Nexus Entertainment sued Black Blossom, claiming to own Jun. This outrageous claim turned far more credible, if no less disturbing, when they revealed that ONE had commissioned Typhon to create Jun and that Jun escaped the lab in which she was grown. Their effort to have her declared a Neomorph, and thus potential property, failed. After signing a multi-year contract with Brainsponge, Jun is more popular, and controversial, than ever.

Technically, "Black Blossom" is the name of her band (and Jun is fiercely loyal to them), but everyone knows that Jun is the eponymous Blossom. Her blend of uplifting themes and rebellious beats has enraptured millions, and she has no intention of slowing down. She promotes a style of fierce femininity that inspires her audiences to be themselves without fear.

► PERSONALITY

Some idols create a persona that suits a particular market, but Black Blossom is no publicity stunt. Jun's success comes from her sincerity. She is kind and rebellious, petite and punk, inspiring and defiant. To her detractors, she seems contradictory, even hypocritical. To Jun, the world needs revolutionaries of love and joy, and sees no conflict between her gentle ideals and her confrontational and unapologetic style. ONE commissioned her to be charismatic, delicate, and obedient – but only got the first two. Jun embraces her vulnerability, daring others to be brave through the simple act of refusing to surrender to her weaknesses.

It helps that she genuinely enjoys what she was made to do. Jun sings, dances, and acts with the passion of the artist she was created to be. Audiences love her because she loves them, and her band mates give their best because she offers all she has. At the same time, she has no patience for the bigots who view her as a cheat for being made instead of born. Her rebellious streak is

as sincere as her tender soul. Created to be property, Jun refuses to be owned. She does not apologise for existing, and readily tells her enemies where they can go, certain that they know the way.

► ATTRIBUTES & DEFECTS

Jun is a gifted idol singer and actress. She owes her stunning beauty and flawless voice to her creation. On the other hand, her extraordinary skill comes from dedication and hard work, allowing her to surpass most of her peers. The Black Blossom Band and their roadies serve as her Minions, though their loyalty comes from inspiration rather than indoctrination.

She is even less capable of violence than most idols, by both design and temperament. Despite her popularity, she faces bigotry due to her artificial origins, but that does not stop the press or rabid fans from pursuing her. ONE still wants Jun and her profits back, so she remains under contract with Brainsponge. Her obligations to them fortunately are less onerous than those she was intended to fulfil.

► ADVENTURE HOOKS

- » After a mutant gang with a spider theme attacks a Black Blossom concert, Jun seeks the characters to protect her crew and fans. Is it Xyconal abuse, or something far stranger?
- » Jun has the best Brainscape gear money can buy. So how did she end up trapped in the Nexus? The characters are sent to rescue her, but Jun finds that she is almost a goddess in virtual reality. Does she want to leave? Should she?
- » Jun is a friendly but implacable competitor. When invited to a battle of the bands, characters with musical inclinations of their own might find her the nicest final boss they have ever faced.

"One more song!"

MINA SAYASHI

Race	Human
Occupation	Martial Artist; Tournament Fighter
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	173 cm (5' 8")
Mass	64 kg (141 lb)



MINA SAYASHI

Size Rank 0: Medium

VALUE POINTS STAT

8	16	Body Stat
7	14	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value (Unarmed 16)
8	Defence Combat Value (Ranged 16, Unarmed 16)
125	Health Points
80	Energy Points
5	Damage Multiplier (Unarmed 8)

LEVEL POINTS ATTRIBUTE

10	10	Combat Technique (Blind Fighting, Brutal, Concealment, Deflection, Judge Opponent, Lethal Blow, Lightning Reflexes 2, Reflection, Tournament Encyclopaedia: Martial Arts)
1	4	Extra Actions
1	1	Features (Ambidextrous, Breath/Heartbeat Control)
2	2	Healing
2	2	Heightened Awareness
2	2	Jumping
2 (3)	6	Massive Damage (Focussed: Unarmed +1)
4	4	Melee Attack (Unarmed)
4	4	Melee Defence (Unarmed)
2	2	Mind Shield
1	4	Power Variation (Weapon Attributes)
4	4	Ranged Defence (Personal)
2	6	Skill Group (Adventuring)
2	4	Skill Group (Street)
4	4	Tough
3	6	Weapon: Finishing Move – "Final Fist"
2	4	Weapon: Ki Blast (Drain: Body -1; Enervation -1; Range -1; Backblast +2; Hands +1)

RANK POINTS DEFECT

2	-2	Nemesis (Wallace Wolfram)
2	-2	Shortcoming (Soul: Major – Luck)
2	-2	Significant Other (Tonya Starr)
1	-1	Social Fault (Honour Code)

110 TOTAL

► CHARACTER BACKGROUND

Mina always loved the martial arts. She began with judo, then added karate to her studies. As she absorbed the lessons of the complementary styles, Mina sought out arts that would further her personal improvement over any thought of trophies or conquest. Ironically, her dedication led to both, as she found that facing skilled opponents led to the greatest opportunities to advance her understanding. In those heady days, she was overjoyed to find a more capable rival.

The course of her life transformed forever when she stumbled across a woman being dragged away by a warrior in strange, cursed armour. They fought, and though Mina was outmatched, his cruel magic failed him at a critical moment. She drove him off and rescued the woman, who turned out to be a reporter investigating Houses of Twilight. The reporter was Tonya Starr, the current love of her life. The warrior was Wallace Wolfram, who became her greatest foe.

Facing Wolfram awakened her potential to wield ki – powerful spiritual energy from within. What Mina had once thought fantasy became the new heart of her studies. Her dedication redoubled, and the fulfilment of unlocking her true potential intertwined with the joy of finding love and the focus of new purpose. Mina now travels the world, helping her love investigate the House of Dread while entering tournaments to facilitate their search and continue her training.

► PERSONALITY

Mina once had a single objective in life: she wanted to improve herself through martial arts study. That study has led her to greater purpose. Tonya taught her that there is more to growth than self-mastery, and Wolfram opened her eyes to the nature of evil. These new causes deepened her love for the path of improvement, but also gave her a grim, new-found respect for the craft of battle. The need to survive forced Mina to learn moves that may have no place in a tournament, but have saved her life while fighting horrors. Discovering that ki is real has given Mina an entirely new avenue of study. She loves some of the techniques she has learned, but others terrify her. Sometimes she wonders how such violence became central to her life.

Tonya makes all the upheaval worth it. Even when Mina cannot understand the American's passion, it is a fire that warms both of their lives. In most cases, the purpose of Tonya's crusade is inescapably clear. She writes about racism, inequality, and secrecy,

and having suffered from all three, Tonya refuses to accept any of them. Having seen the House of Dread attack good people, Mina has come to share her love's drive for justice. She just wishes the journalist would be more careful. Wolfram has implied that there is a House worse than Dread, and Mina believes him.

► ATTRIBUTES & DEFECTS

Mina is an extraordinary example of a formidable template. She has improved her ranged defence and jumping distance, and learned several additional Attributes. Through manipulation of her life energy, Mina can heal others, defend herself from mental disruption, and shift the flow of ki between her two supernatural attacks. She can also slow her breathing and heart rate to conserve oxygen. Investigating the House of Dread has left her with a lifelong foe in Wallace Wolfram. Their shared code of honour means he never targets Tonya to threaten Mina, but the reporter finds danger without any help. Mina's impressive willpower comes from training, and so she makes her own luck.

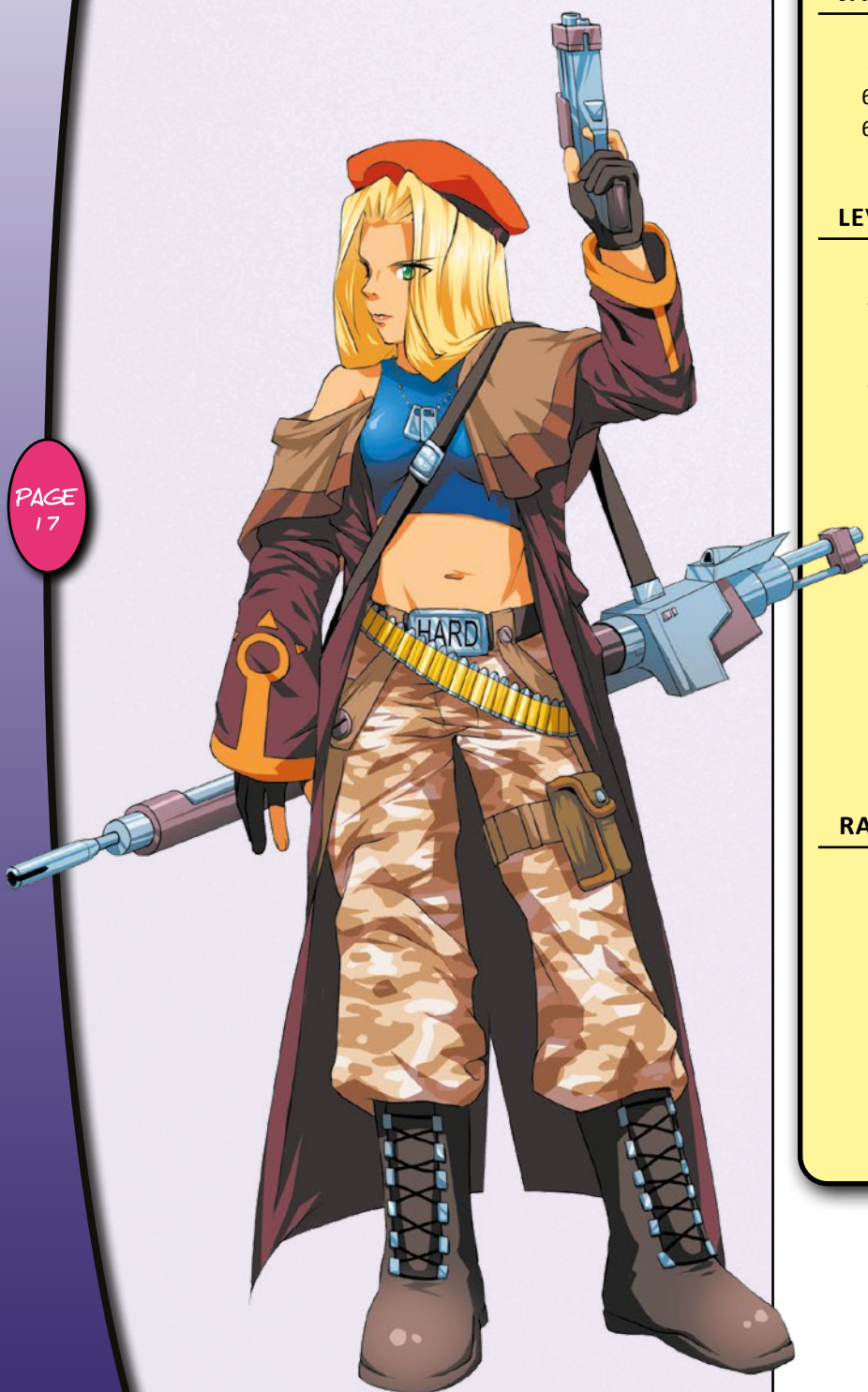
► ADVENTURE HOOKS

- » Martial artist characters will eventually find themselves in a tournament facing Mina Sayashi. An attack by House of Dread monsters transforms the event into a fight for survival. Mina is quick to defend former rivals, though she will not tolerate any treachery.
- » When Tonya decides to investigate the characters, they have a choice to make. Threatening her earns them an enemy in Mina. Befriending her earns them two allies, but also gains the attention of Wallace Wolfram.
- » Mina can handle almost any foe, but she cannot yet strike a ghost. She needs help to exorcise the violent spirit, which leads her to the characters.

"Think twice before you make a fist."

KAREN STORM

Race Human
 Occupation Mercenary
 Home World Earth (Prime)
 Habitat North America, Earth
 Height 178 cm (5' 10")
 Mass 67 kg (148 lb)



KAREN STORM

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
8	Defence Combat Value
60	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
4	4	Connected (Hard Fortune Solutions)
4	4	Combat Technique (Blind Shooting, Extended Range, Lightning Reflexes, Weapons Encyclopaedia)
2	2	Defence Mastery
3	3	Gear (Various Weapons and Equipment)
3	3	Heightened Awareness
2	6	Skill Group (Adventuring)
1	2	Skill Group (Business)
1	3	Skill Group (Military)
1	2	Skill Group (Social)
2	4	Skill Group (Street)
1	2	Skill Group (Technical)
3	9	Wealth

RANK POINTS DEFECT

2	-2	Marked (Multiple Scars)
2	-2	Nemesis (Devon Drake)
1	-1	Nightmares
2	-4	Obligated (Hard Fortune Solutions)
2	-2	Phobia (Claustrophobia)
1	-1	Red Tape
1	-1	Social Fault (Depressed)

70 TOTAL

► CHARACTER BACKGROUND

A generation ago, Hard Fortune Solutions was one of the top mercenary companies in the world. They travelled to the most dangerous places on Earth to fight the deadliest terrorists and most wanted criminals they could find. Its founders, Devon Storm and Victor Drake, were the inseparable soldiers who made their legendary exploits possible. Victor named his son after Devon, while Devon named his daughter after Victor's wife. The two children became as close as their fathers, neither ever far from the other.

It all unravelled when a mob boss killed Karen Drake while trying to take out HFS. Victor killed the mobster in revenge, but Devon Storm was caught in the fatal explosion. In the aftermath, Karen Storm bought out Hard Fortune Solutions from Victor. She fights injustice wherever she finds it—for the right price. When the broken Victor ate a bullet, Devon Drake formed Good Offence Security to oppose Karen's efforts. In the process, Devon becoming indistinguishable from the man who killed his mother. Karen still wants to save Devon, but grows more certain by the year that only a bullet will end their rivalry. She finds the thought of killing Devon loathsome, though. The way things have been going recently, she just might.

► PERSONALITY

Karen once fancied herself a modern knight-errant or witty action hero, quipping her way through adventure while bringing down the bad guys. The collapse of Hard Fortune's first generation took her naivety with it. Now a sombre realist, she faces her duties with relentless dedication. Karen knows what her job is, and has come to believe that it defines her.

After the death of her father, Karen finds vengeance and fury to be empty things. She feels she ruined Victor, losing him along with her best friend. Taking enough lives that she no longer knows how many she has killed has left her with a bleak view of herself. At the same time, she is forced to admit how few choices she usually has. In most cases, Hard Fortune Solutions saves far more lives than it ends. They still fight the most violent criminals in the world, and unlike their more unnatural foes, HFS only has guns, grit, and genius.

Karen wants to change that. Unlike some heroes without powers facing enemies who possess them, she feels no animosity towards paranormal beings. As the owner and operator of Hard Fortune, she actively

works to recruit people with such talents, but has not yet managed to hire one. She is ready and willing to be as generous as Hard Fortune can reasonably manage.

► ATTRIBUTES & DEFECTS

As a mercenary, Karen's most distinctive trait is her Connected Attribute, which represents her role as leader of Hard Fortune. Her Combat Techniques are designed around hitting first, farthest, and through the fog of war. Since she lacks more extraordinary survival Attributes, she focuses on practical use of her assets.

Her Defects reflect the consequences of her pragmatism. Scars, nightmares, and depression follow her off the battlefield. Two days pinned and buried beneath rubble left her with mild claustrophobia. Running Hard Fortune requires the time and dedication to continuously jump through legal hoops. Most painful of all is Devon's enmity. Karen can never forget that the man dedicated to her destruction bears her father's name.

► ADVENTURE HOOKS

- » Less scrupulous characters might find themselves approached by Devon Drake in one of his schemes to ruin Ms. Storm. He wants them to gaslight her into thinking she has killed innocent civilians. They can refuse without reprisal, but if they warn her, Devon will take it personally.
- » Even Hard Fortune can fail missions. When they find themselves outmatched by howling monsters from a group calling itself the House of Wrath, Karen seeks out the characters for reinforcements.
- » Hard Fortune Solutions makes an excellent employer for characters with unusual backgrounds or abilities. Karen is personally cynical, but professionally honourable. She will support them as long as they adhere to laws and contracts, whether they are as ruthless as she or as forthright as the most noble superheroes.

"Hiring me means buying death. Be sure you want it."

GREY WHISPER

Race	Parasite
Occupation	Survivor
Home World	Enid (Prime)
Habitat	Neutral Territory, Enid
Height	180 cm (5' 11") – varies
Mass	79 kg (174 lb) – varies



GREY WHISPER

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
9	Defence Combat Value
60	Health Points
65	Energy Points
8	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	10	Absorption (Health Points)
2	4	Armour (AR 10)
3	3	Attack Mastery
2	2	Combat Technique (Blind Fighting, Brutal)
3	3	Defence Mastery
4	4	Elasticity
1	4	Extra Actions
1	1	Heightened Senses (Hearing)
4	12	Immunity (Electricity)
3	9	Massive Damage
1 (3)	5	Mind Control (Potent -2; Single: Merged Host +4)
1	1	Skill Group (Academic)
1	1	Skill Group (Artistic)
1	3	Skill Group (Military)
1	2	Skill Group (Social)
1 (2)	3	Telepathy (Potent -2; Specific: Parasites/Hosts +3)
1	2	Weapon: Extending Body Blades (Range -1; Non-Penetrating +1)

RANK POINTS DEFECT

2	-4	Bane (Loud Sounds)
1	-1	Nemesis (Global Alliance Hero)
3	-6	Skeleton in the Closet (Enid Parasite Mastermind)
1	-1	Social Fault (Arrogant)
1	-3	Unique Defect (Must Bond to Host Body)

90 TOTAL

► CHARACTER BACKGROUND

Grey Whisper was among the first of their kind set free to prey on Enid. It feels like lifetimes ago to the parasite, and in a way, it has been. Their first host was a friendless miner from amongst the humans who released Whisper's kind. Her terror and resistance made her a troublesome host, and so Whisper erased her memory of them and found a willing partner in a Global Alliance spy. They learned about espionage and manipulation from the agent, but found the life too dangerous. Together, the pair arranged for Whisper to possess a popular Noa Enid writer. Whisper caused the writer to black out when they needed his body, but helped inspire the author while dormant.

That grew tiresome after a time. During a book tour, Grey hit the proverbial jackpot while visiting a Tavarre hospital. Psychic attacks had left several locals comatose, and Whisper possessed one of the victims. Now free of host resistance, Whisper sought out their people, working to create a parasite support network while global war approached. Their Alliance spy contact grew suspicious, and Whisper was forced to clean up a loose end. Now, the elder parasite seeks to create a life of power and privilege for their people, hunted by Alliance agents and hidden by the shadow of war.

► PERSONALITY

Whisper has no delusions of conquering Enid. They see such notions as mad fantasy, even for the most tyrannical masterminds within the Global Alliance. They imagine a more realistic, more sustainable power. Parasites infiltrate governments, movements, and corporations, but rather than take them over, manipulate them to focus on other issues. Enid is consumed with crises that need to be solved. The Eternal Storm, a world war, bigotry, slavery, poverty, and a thousand lesser issues plague the violence-ridden Prime World. If the parasites disappear into the solutions, who would bother to persecute their saviours? If those solutions happen to lead to wealth, comfort, and security, who would begrudge them such peace? If the parasites see Whisper as their natural leader after they lead the species to supremacy, would that not be a proper reward for their hard work?

It does not bother Whisper that such comfort, peace, and supremacy would be built on countless captives of parasite need. Their species cannot help its nature. Dominion is as much a necessity for a parasite as food is for a human. Whisper has considered and rejected

cloning and brain-dead bodies as a long-term solution. Having ridden such a mindless steed, Enzo Arrigoni, for several months, they see the possibility as useful but unsatisfying. Active minds can teach parasites so much more than mere bodies.

► ATTRIBUTES & DEFECTS

Whisper has the same capabilities of any parasite, but as one of the oldest of their kind, tends to be more creative than most of their species in using them. Most notably, they have picked up a broad variety of skills and knowledge from previous hosts, ranging from scholarship to assassination. A gifted orator and writer, Whisper has planted the seeds of parasite ascension among their people.

If Enid's leaders knew the extent of Whisper's plans, they would stop at nothing to kill the parasite mastermind. Whisper has killed the last three Alliance agents who tracked them down, but another always rises to continue the hunt. Joe Tanaka is their current Nemesis, and has lasted the longest of the four.

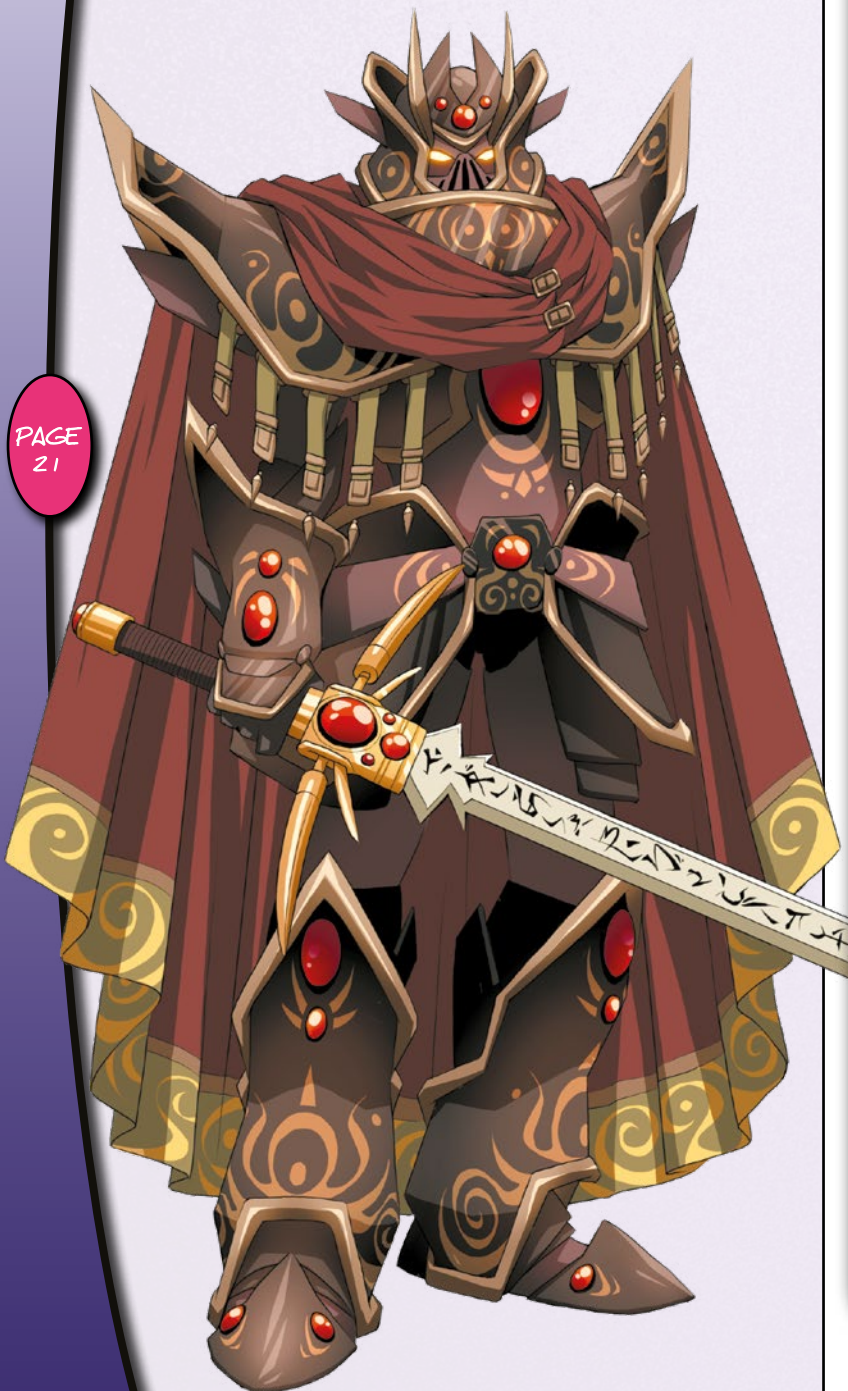
► ADVENTURE HOOKS

- » Tavarre activist Enzo Arrigoni contacts the characters electronically – a common precaution on psi-paranoid Enid – asking them to help set up peace talks. The effort is sincere, but parasites lurk to take control of subordinates on both sides.
- » When a hooded killer attacks a patron of the characters with organic blades from his arms, the hunt begins. Parasite interest in the characters raises the question of who is hunting whom. Every one of them would make an excellent steed, after all.
- » Alliance operative Joe Tanaka approaches the characters with a lengthy, persuasive file on the dangerous parasite agitator Grey Whisper. Joining Tanaka puts them on a dangerous trail. Refusal results in the operative's corpse washing up four days later.

"I could use a ride."

WALLACE WOLFRAM

Race	Human
Occupation	Shadow Warrior; Mastermind
Home World	Earth (Prime)
Habitat	Europe, Earth
Height	190 cm (6' 3")
Mass	90 kg (198 lb)



PAGE
21

WALLACE WOLFRAM

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Sword 19)
7	Defence Combat Value (Sword 19)
130	Health Points
70	Energy Points
5	Damage Multiplier (Sword 11)

LEVEL POINTS ATTRIBUTE

5	15	Change State
7	7	Connected (House of Dread)
1	1	Immutable
	5	Item (Fiend Edge Sword: Weapon 5; 10 Points)
	5	Item (Dread Mail: Armour 5 [AR 25]; 10 Points)
5 (6)	15	Massive Damage (Focussed: Sword +1)
6	6	Melee Attack (Sword)
6	6	Melee Defence (Sword)
2	10	Regeneration
3	6	Skill Group (Business)
3	9	Skill Group (Military)
1	2	Skill Group (Street)
6	6	Tough
4	12	Wealth

RANK POINTS DEFECT

1	-2	Achilles Heel (Sacred Light Attacks)
1	-2	Cursed (Major Obstacle: once per opponent when fighting an unarmed foe)
2	-2	Marked (Armour Pattern Burns)
2	-2	Nemesis (Mina Sayashi)
3	-6	Skeleton in the Closet (Murderer)
1	-1	Significant Other (Hilda Wolfram)
1	-1	Social Fault (Honour Code)
1	-1	Unappealing

130 TOTAL

► CHARACTER BACKGROUND

Wallace Wolfram was not always a terrible force of shadow and murder. He was, in all honesty, a ruthless businessman. He destroyed rivals with icy calm, but he obeyed the law, took care of his employees, and loved his wife Hilda with a passion that took even Wallace by surprise. He had never wanted children, but she did – so they had three. That life ended when he acquired a bizarre sword as part of his last buyout. Drawn to it, he grasped the hilt, and found himself transported to the chamber of a man in absurd armour. That man ruled the House of Dread, he claimed, and Wallace now belonged to him.

The next five years were a nightmare. One act of defiance cost him a child. Wallace was forced to learn swordplay that scarred his spirit, don armour that branded his flesh, and kill at his new master's command. He earned the enmity of a martial artist while tracking a reporter. The House of Dread dismantled his business, using its pieces for their own ends. Yet Wallace learned. He studied, fought, and grew strong, rising through the ranks. At last, he challenged his master to a duel and won. The House of Dread is now his, and Wolfram rules it with as much cut-throat efficiency as he did his corporate interests.

► PERSONALITY

Wallace was never a great person, but before the House of Dread, he had morals and standards. As a corporate raider, he would take apart businesses for the money, but he never threatened lives. To be fair, the House of Dread took one of his children; but the truth is there was a deadly swordsman in Wolfram from the moment he grasped Fiend Edge. He kills without mercy, tearing down rivals whether hero or villain. He rewards success, but has little patience for failure. The least treachery is met with a swift death.

For all that, a glimmer of light remains in the shadow warrior. Wallace loves his wife and cares for his children, with most of his profits going into their security and future. He donates to environmental causes, keeps the House secret on behalf of mortals as well as monsters, and remembers his secretary's birthday. Even in villainy, he has limits. He refuses to harm children or target enemies through their loved ones. Make no mistake, though – Wolfram is a villain. He spent years terrorising, framing, and killing the enemies of his House. Now that he is its master, Wallace is more merciless than ever. Nothing will stand in his way.

► ATTRIBUTES & DEFECTS

As a combatant, Wolfram is just as remarkable as the shadow warrior Template would indicate. He is a deadly swordsman who can become living shadow, passing through any permeable barrier and becoming immune to physical force. Where he stands apart are his traits as a person. Wallace is a rich, successful, capable businessman who learned stealth, tactics, and logistics over the years. He commands the House of Dread, which is part of a widespread conspiracy dedicated to controlling Earth's supernatural population. He is marked by his nature both physically and magically, and has gained an arch-enemy. Cursed with his predecessor's dying breath, Wolfram will suffer a Major Obstacle at a critically inopportune moment when in melee combat against an unarmed opponent, like Mina. As Wolfram has demonstrated multiple times, he will do anything to protect his family.

► ADVENTURE HOOKS

- » The characters are enjoying themselves after successfully defending a friend from strange creatures, when even stranger ones attack. They are commanded by a human juggernaut with the power to turn into shadow and heal any wound.
- » Another House of Twilight seeks to control or destroy the characters. After multiple, brutal encounters, Wolfram offers to take them in. He just needs them to do him a little favour regarding a certain martial artist.
- » A private detective approaches a character with a mysterious past. She tells them that they are the long-lost child of a successful businessman. Their mother, Hilda, is warm and loving, weeping tears of joy at the reunion. Their brother and sister are good, welcoming people. Their father is Lord of the House of Dread.

"Light is ephemeral. Darkness is eternal."

YUKIKO HIGUCHI

Race	Snow Maiden
Occupation	Monster Hunter
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	165 cm (5' 5")
Mass	56 kg (123 lb)

PAGE
23

YUKIKO HIGUCHI

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
6	Defence Combat Value
60	Health Points
95	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

4 (6)	8	Armour (AR 30; Optimised: Cold +2)
2	4	Cognition: Precognition
3	3	Energised
1	1	Features (Appearance)
1 (2)	3	Flight (Deplete +1)
8 (4)	16	Resilient (Ageing, Disease, Intense Cold, Lack of Food and Water; Complete -4)
2 (3)	2	Sensory Block: Blizzard (Hearing, Smell, Vision; Deplete +1)
1	3	Skill Group (Adventuring)
3	6	Skill Group (Social)
1	1	Supersense (Infrared Vision)
1 (3)	4	Superstrength (Environmental: Cold +2)
6 (2)	12	Weapon: Winter's Kiss (Incapacitating: Frozen -2; Penetrating -4; Deplete +2)
5 (2)	10	Weapon: Ice Storm (Range -2; Spreading -3; Deplete +2)

RANK POINTS DEFECT

1	-2	Achilles Heel (Fire Attacks)
1	-2	Cursed (Must drink hot tea when offered politely)
1	-2	Skeleton in the Closet (Yuki Onna)
1	-3	Special Requirement (Fresh Blood)
3	-6	Vulnerability (Hot Water)
2	-4	Wanted (House of Woe)

90 TOTAL

► CHARACTER BACKGROUND

She does not remember her original name. Earth's gatekeeper rescued her people so long ago that she can hardly remember their world, but she can picture a stark fairytale landscape of castles carved from ice. Her first human lover named her Yukiko, and she has kept that name ever since. For millennia, she was bound to a World Gate in what is now Japan, performing her duty with unwavering devotion. As the centuries wore on without word from the Omphalos gatekeeper, though, Yukiko grew lonely. She missed her sisters. She longed for companionship that did not die within a century. She met a travelling sorcerer who promised her freedom for three simple and reasonable services. Yukiko accepted.

The first two were easy, even enjoyable, but for the third, the sorcerer asked her to bring him a boy. The boy was Motohito, Emperor of the Northern Court, and he was not yet five. Yukiko refused, rightly objecting that this service was neither simple nor reasonable. In a fury, the sorcerer cursed her, and swore she would forever serve Woe before he vanished. Since then, she has wandered the world tending to her sisters, hunting the enemies of Earth, and searching for the sorcerer who deceived and betrayed her. Higuchi is her most recent surname, less than a century old, but modern technology has made changing her identity again difficult.

► PERSONALITY

It would be easy enough to call Yukiko a hero. She wanders the world caring for her people, hunting down horrors, and defending the Earth. Yet hers is an old, rough justice. Yukiko does not hesitate to kill when she thinks it appropriate, especially when the blood thirst howls through her (though she prefers to hunt animals to quench that). Modern conventions amuse her at best and offend her at worst, especially when she sees laws exalt the heartless and oppress the decent. After spending millennia serving a force that abandoned her species, then centuries hunted by the agents of the vile, lying sorcerer, Yukiko has no patience for what she perceives as false niceties.

When others earn her loyalty, however, Yukiko will follow them to the ends of the Earth. She longs for an immortal friend, one not bound to a World Gate, but adopts human adventurers in the meantime. She prefers cold climates, but most of her powers work anywhere, and she will accept some loss of power to help those for

whom she cares. Few opportunities delight the Snow Maiden more than the chance to experience something new, and each human friend is a new experience – and as unique and beautiful as every snowflake.

► ATTRIBUTES & DEFECTS

In most ways, Yukiko is a classic Snow Maiden: a charming, immortal force of snow and ice whose only needs are air and blood. The primary differences are her freedom from her World Gate, and the price she paid for it. Travel has taught her an adventurer's skills, but she is powerless when at least knee-deep in water warmer than fresh blood, or when compelled to drink hot tea by her Curse. Drinking tea makes her defenceless for an hour. Many legends of Yuki Onna weaknesses come from Yukiko's Defects. She remains hunted by the House of Woe, which is a less onerous matter than some might think given that she hunts them in turn.

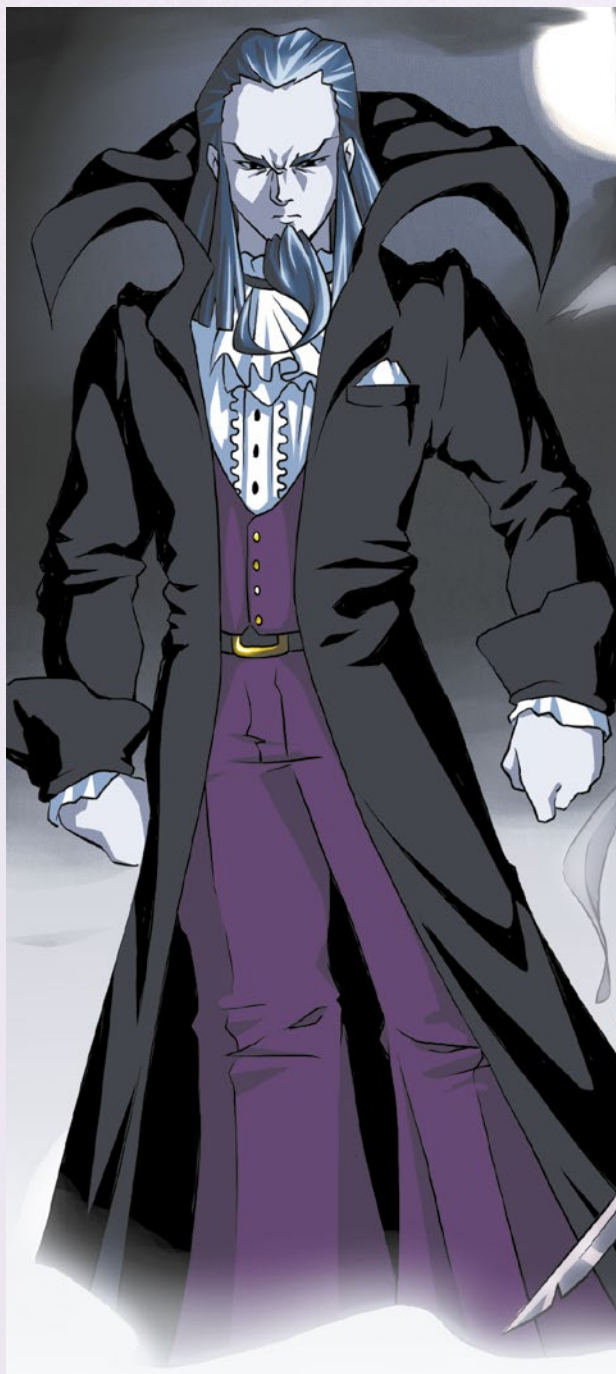
► ADVENTURE HOOKS

- » During a fierce battle in the dead of winter, a delicate-seeming woman comes to the rescue of the characters before quickly flying away. Not long after, they find her walking towards a man holding out a cup of tea, her eyes glassy and gait unnatural.
- » Local law enforcement asks the characters to help them investigate a corpse drained of blood. The matter becomes complicated when they find Yukiko protesting her innocence, insisting that the police have been subverted by supernatural monsters.
- » Yukiko joins an environmental rally, pleading for wisdom with powerful eloquence. Then she suddenly vanishes when she remembers that she is trying to remain hidden. Alas, her speech has gone viral. She looks for several allies to help her lie low for a time.

"I do not drink tea."

MALVOLIO SILVA

Race	Vampire (Formerly Human)
Occupation	Conqueror
Home World	Earth (Prime)
Habitat	Europe, Earth
Height	194 cm (6' 4")
Mass	95 kg (209 lb)



MALVOLIO SILVA

Size Rank 0: Medium

VALUE POINTS STAT

10	20	Body Stat
9	18	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

9	Attack Combat Value
8	Defence Combat Value
95	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
8 (7)	8	Connected (House of Woe; Significant Power -1)
4 (5)	40	Dynamic Powers: Magic (Primal -2; Activation +2; Detectable: Sight, Hearing +1)
1	1	Heightened Awareness
2	2	Heightened Senses (Hearing, Smell)
9 (6)	18	Metamorphosis (Weaker Vampire Race: 30 Points; Duration: Permanent -10; Delay: Days +3; Deplete +1; Unique Limiter: Vampire Must Personally Drain Victim's Blood +3)
4 (5)	20	Mind Control (Deplete +1)
5	5	Mind Shield
1	5	Regeneration
10 (5)	20	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -5)
1	1	Sixth Sense (Death and Decay)
5	10	Skill Group (Social)
2	2	Special Movement (Cat-Like, Fast)
1	4	Superstrength
2	4	Swarm (Bats or Rats)
2	2	Tough
1 (2)	2	Weapon: Fangs and Fingernails (Non-Penetrating +1)

RANK POINTS DEFECT

2	-4	Achilles Heel (Wooden Weapons)
1	-2	Bane (Holy Symbols)
1	-1	Shortcoming (Soul: Major - Luck)
2	-4	Vulnerability (Sunlight)
2	-4	Wanted (Global Intelligence Community)

180 TOTAL

► CHARACTER BACKGROUND

Born Malaquias de Silva in 1113 to a powerful noble family, he was a kind and generous child who sought to serve his faith and country. Malaquias found himself drawn to the church as he grew older, which pleased his family as he was not the first-born. During what should have been his early studies, however, the young man became entangled with a priest dabbling in necromancy. When Malaquias tried to convince the wayward priest to repent, he was caught in a spell gone wrong. The gentle young man died that day. In his place was Malvolio.

Horried by what he had become, Malvolio sought a cure, only to be hunted by his own church. He turned to the spells of his accidental creator, looking for salvation. Between the hatred of mortals, the overwhelming thirst for blood, and the lure of magical power, Malvolio chose to embrace his state. He shielded himself from sunlight and formed the House of Woe to direct his new undead subjects. He became a king of shadows, creating the other Twilight Houses to rule over creatures of the night as their rightful lord. When he discovered that his world was a hub of the Multiverse, the vampire moved to defend his domain. Others may travel through Earth's twilight realms, but they belong to Malvolio. He might permit visitors, but he will brook no rivals.

► PERSONALITY

Centuries as a vampire have withered away all remnants of the noble boy he once was. He is a stylish, generous tyrant, but he is also a cruel, demanding one. As far as he is concerned, Malaquias was denied his place in Heaven, so Malvolio shall rule on Earth. He is wise and clever enough to rule from behind thrones, out of mortal sight, but rule he shall. As things stand, Woe is first among the Houses of Twilight, which he sees as right considering he founded the entire conspiracy. It amuses Malvolio to permit the unwashed masses to believe that mortals rule the world, but those outside the Houses who know of him, live in fear of Malvolio.

For all his mastery of the "twilight world," Malvolio is an intensely lonely being. No one can be certain if he is still capable of love, but Malvolio can certainly feel desire. He has courted more than a dozen potential partners over the centuries, but not one has reciprocated his affections. Though the Silva family has disowned him – becoming a major force in global intelligence just

to oppose his plans – he still guards their position as a household. It all comes back around to his ego in the end. Lover, relative, or otherwise, anyone who stands in his way must fall.

► ATTRIBUTES & DEFECTS

Malvolio is an elder vampire of tremendous power. Possessed of greater mental and supernatural defences than most of his kind, he is also a powerful ritual sorcerer and an extraordinary leader. Nine centuries of work have made him master of the House of Woe, which is first among the Twilight Houses. He does not burn in sunlight, but is merely weakened by it due to considerable ritual effort on his part. He does suffer from most other vampire weaknesses, though. Malvolio is hunted by most of humanity's intelligence forces. He remains secretive to avoid making more enemies, though he is mad enough to believe that his eternal reign is inevitable.

► ADVENTURE HOOKS

- » Unlike Dread and Wrath, the House of Woe is one of subtle manipulation. The characters discover that a vampire is trying to use them against her enemies. Once the characters track her down, they discover that she answers to a more powerful master.
- » During taut peace negotiations, the characters encounter Malvolio Silva as he tries to subtly favour his faction. He cannot harm them here, nor they him, but the vampire mastermind is still in his element. Can they prevent him from claiming power? Might they earn his enmity – or worse, his affection?
- » Somewhere hidden in the Pyrenees stands Castle Malvolio, veiled by dark sorcery. Heroes with the strength, wit, and heart to penetrate the castle's many traps and monsters can take the vampire in his den. He will be expecting the characters by then, of course.

"Is your life not short enough?"

ALEX RODRIGUEZ

Race	Human
Occupation	Warder; Bodyguard
Home World	Earth (Prime)
Habitat	South America, Earth
Height	178 cm (5' 10")
Mass	80 kg (176 lb)



ALEX RODRIGUEZ

Size Rank 0: Medium

VALUE POINTS STAT

5 (6)	10	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Unarmed 12)
6	Defence Combat Value (Unarmed 10)
110	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	10	Absorption (Health Points)
1	2	Augmented (Body Stat; Source: Ward Magic)
2	2	Combat Technique (Brutal, Lethal Blow)
1	1	Features (Appearance)
3	3	Heightened Senses (Hearing, Smell, Vision)
4	4	Immutable
3	3	Melee Attack (Unarmed)
2	2	Melee Defence (Unarmed)
2 (4)	20	Power Flux (Major: Combat -1; Duration -3; Activation: Wards +3; Unique Limiter: No Fluxing Attributes of Wards +3)
2	6	Skill Group (Adventuring)
2 (4)	6	Transfer (Specific Attribute: Power Flux +2)
5	5	Tough

RANK POINTS DEFECT

1	-1	Easily Distracted (Attractive Humanoids)
1	-1	Magnet
3	-3	Marked (Whole Body)
1	-1	Social Fault (Principal Comes First)
1	-2	Wanted (House of Wrath)

90 TOTAL

► CHARACTER BACKGROUND

While the Amazon rainforest is most closely associated with Brazil, several other nations contain notable portions of the jungle. Peru holds the second largest portion of the vital region, and Alex Rodriguez was born to protect it. With an indigenous activist mother and historian father, Alex absorbed a drive to work for change and the context to understand the need. They died in what appeared to be a mundane auto accident, but Alex knew better: his parents were in the way of the wrong people.

When his namesake uncle invited him to visit Spain, Alex thought it was to get him away from the people who killed his family. Instead, the elder Alejandro taught his nephew the secret Hermetic art of combat wards. Young Alex learned to infuse himself with power, then returned to bring some murderers to justice. In the process, he came to understand how broad and deep the roots of corruption run. Now, he travels the world, making friends in his quest to protect the Earth from those who would pervert it for their own ends. Since the threats he faces are systemic – and Alex's magic is only intended for simple solutions – he works as a bodyguard for those with sharper minds and more eloquent voices. He will lose no one else to violent cowards.

► PERSONALITY

Alex is quite cheerful given his origins and purpose. He believes that the world is a wonderful place, and that its flaws are all things that good people can manage if they work together. He is also quite ready to manage those problems with a fist or spell. Warders are magical warriors, after all, and Alex became a warder to take the fight to the Earth's enemies.

His entire demeanour changes when someone threatens his principal. Alex is a professional, and neither postures nor shouts, but he is not shy about explaining his job to potential problems. Since he only enchants those he believes are worth risking his life to defend, the young warder is always devoted to his employers.

Those employers and problems are about the only sentient beings with whom he will not flirt. Alex, as he likes to describe himself, is both a lover and a fighter. He is always honest about his romantic free spirit, and rejection never bothers him. Between his good looks, charisma, and heroism, there is always someone new to enjoy meeting. As far as Alex is concerned, fighting for an amazing planet filled with beauty and joy demands taking the time to appreciate it.

► ATTRIBUTES & DEFECTS

Alex is, mechanically speaking, as standard a warder as one could picture. He typically spreads his Power Flux across a balanced mix of offensive, defensive, and utilitarian Attributes, favouring a Weapon, one level of Regeneration, a level or two of Armour, and a relevant Supersense. As a bodyguard, he always places a level of Regeneration on a principal.

The House of Wrath hunts him for interfering with their corporate fronts. They have no desire to destroy the world, but like many businesses, might suffocate everyone in profit. Alex deals with both his own desires and those of others on a regular basis. Inevitably, a principal or enemy falls for his charm and good looks – which is always awkward.

► ADVENTURE HOOKS

- » Alex never mixes business with pleasure. When he develops a crush on one of the characters while protecting them, that bright line becomes harder to maintain in the face of the character's enemies.
- » Not every wizard from the old country appreciates this half-native boy wielding ancient magic for vulgar, modern causes. When they kidnap him to remove his wards, Alex is the one who needs to be rescued. He will be most grateful to his saviours.
- » Alex makes a valuable ally when the characters are called on to protect a champion of environmental reform. They also discover that his personal rules about not flirting with employers or opponents do not apply to teammates.

"I have you covered."

SIMONE STEWART

Race	Werewolf (Formerly Human)
Occupation	Stockbroker
Home World	Earth (Prime)
Habitat	Europe, Earth
Height	160 cm (5' 3")
Mass	52 kg (115 lb)



PAGE
29

SIMONE STEWART

Size Rank 0: Medium

VALUE POINTS STAT

5 (7)	10	Body Stat
7 (4)	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Wolf Form – Melee 10)
6	Defence Combat Value (Wolf Form – Melee 10)
60	Health Points (Wolf Form 120)
70	Energy Points (Wolf Form 55)
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1 (4)	4	Alternate Form (Wolf Form: 20 Points; Delay +1; Concentration +2 – see BESM4, page 54)
1	1	Connected (Lycanthrope Community)
2	2	Heightened Awareness
1	5	Regeneration
2	4	Skill Group (Business)
1	1	Sixth Sense (Blood)

RANK POINTS DEFECT

2	-4	Cursed (Werewolf)
1	-1	Involuntary Change (Full Moon)
1	-1	Nightmares (Flashbacks of Wolf Kills)
1	-2	Obligated (House of Wrath)
1	-1	Phobia (Unrestrained on Full Moon)
3	-6	Skeleton in the Closet (Werewolf)

40 TOTAL

► CHARACTER BACKGROUND

Simone was once a normal woman with a mundane life. Neither rich nor poor, she worked hard to earn a chance for success, then harder still to achieve it. She climbed the corporate ladder, made friends, went on dates, and experimented with hobbies to search for meaning. Everything changed when she was attacked by a werewolf while out jogging. Simone, of course, knew werewolves were not actually real. Yet her assailant was an upright wolf-man with claws and overwhelming anger management issues – and so, he was a werewolf.

On the next full moon, Simone discovered that she had become a werewolf as well when she went on a rampage that still terrifies her. She spent the next two months trying to cage the beast. When those efforts failed, she started looking into silver bullets. That was when the Wrath Pack found her. They represented their eponymous House, offering their help in exchange for occasional assistance. With no other options before her, Simone agreed, so long as they did not force her to kill. She now works to keep her new allies happy while searching for a cure, desperately ignoring the insistence of her new friends that her condition is not a problem, but rather the meaning she always sought.

► PERSONALITY

Simone was an intelligent and driven woman, but otherwise ordinary in her ambitions and aspirations. Since her transformation, her entire life revolves around managing her lycanthropy. When she is not preparing for the next cycle, she researches ways to end the curse. In a strange way, however, Simone has bonded with her fellow werewolves. Few of them want to give up the power and freedom of the change, but most of them went through this phase and sympathise with her fears. They seal her away once a month, and every time she feels completely safe. After fighting for control and security her entire life, the ability to trust others while defenceless has created bonds she never imagined possible.

To Simone, the House of Wrath is not a truly criminal network, let alone villainous. It is a conspiracy of mutual protection, which is a necessary sacrifice to survive in a world that would hunt the members all down if anyone knew. This is how she justifies destroying evidence or intimidating witnesses. Simone hates the need, but with each full moon, she becomes more acclimated to her life even while she struggles against it. She would be forever grateful to anyone who can rid her of the change, but she would never betray the werewolves whom she trusts with her life.

► ATTRIBUTES & DEFECTS

Simone is a sufficiently intelligent and strong-willed werewolf that she can control herself in beast form better than most lycanthropes. Her design, like her life, revolves around the curse. In addition to her Template Attributes and Defects, she must continue to aid the House of Wrath in exchange for their assistance in restraining the beast. In addition to her Nightmares, Simone also lives in fear of losing control again. Her Curse means even her respectable ranks in Mind and Soul cannot wholly prevent her from losing control on the night of the full moon. Simone is a successful businesswoman, and would have the Wealth Attribute were it not for her obligation.

► ADVENTURE HOOKS

- » One of the characters has or develops a bond with Simone, either through friendship, relation, or courtship. Simone will try to keep her distance, but she cannot resist a sympathetic ear from the normal world. Sooner or later, her two lives collide and the characters will be caught in the middle.
- » While working against the House of Wrath, evidence the characters collected goes missing. They easily trace it to Simone, but instead of fighting, she pleads that her friends just want to live. She explains she would give up life as a werewolf if cured.
- » Simone is not much of a combatant by werewolf standards, but she could be. Smart, determined, and brave, she could lead a pack if she wanted. A major Twilight House leader wants to make that happen, and Simone ends up with no one to turn to but the characters.

*"You cannot tame the Beast.
You can only survive her."*