

IRYNA

Old Money undead occultist and bonne vivante*
Black sheep of a well-established vampyr clan
Ancestral home (and family) torn apart by nazis
Providing a significant portion of f.A.N.G. funding

STATS

BRAWL	2
CON	4
FIX	2
SEARCH	2
SHOOT	3
SNEAK	1
TERRIFY	3

EQUIPMENT

Exquisite hunting rifle
(+elevated position)

Magic cavalry sabre
(+charge!)

Explosive runes
(++concealed)

Cigarettes taken from the pockets of
hanged men
(mark to regain 2 Blood)

Loot

ABILITIES

DARK GLAMOUR. Spend 1 Blood: those nearby are mesmerised by your unearthly visage. (+beautiful surroundings)

NIGHT'S WILLING SERVANTS. Spend 1 Blood: summon a swarm of bats under your control. (+old buildings)

DEADEYE SHOT. When you use a ranged weapon, SPECIAL: Reduce a Threat's Attack rating by 1.

ADVANCES

HELL'S RAVENOUS FIRE. Spend 1 Blood: ignore Challenge on your next action against a Threat.

ENERVATION OF THE SOUL. Spend 1 Blood: on your next roll, gain SPECIAL: Inflict 4 damage to an Übermensch.

MANTLE OF THE FELL BEAST. Spend 2 Blood: BRAWL and TERRIFY become 4, all other stats are set to 1, and you cannot use items. Lasts until the Objective is completed.

INJURIES

1-2

SUIT TORN

ABDOMINAL PUNCTURE
(Can't use + dice)

3-4

HAIR RUINED

HEADSHOT
(+2 BRAWL, -2 CON)

5-6

SHOULDER INJURY

ARM REMOVED
(May only use 1 item
per turn)

LAST STAND: FORBIDDEN SORCERIES (8D6)

* (Bonne morte?)

BLOOD

0
1
2
3
4
5
6
7
8
9
10

NICOLE

Resistance guerrilla fighter and demolitions expert
Packing more heat than a whole platoon
Lost your cell to nazi purges, bitter about it
Bitten by your (now dead) vampire girlfriend
Desperate to meet a glorious end in battle

STATS

BRAWL	2
CON	2
FIX	1
SEARCH	2
SHOOT	4
SNEAK	3
TERRIFY	3

EQUIPMENT

M3 submachine gun [1] (+flanking)	
Cut-down Lee Enfield rifle [2] (+close quarters)	
Smoke grenades [3] (+cover advance)	Panzerfaust [5] (+++ armoured target)
Firebombs [4] (++ firetrap)	Dynamite [6] (++++ demolitions)
Loot	

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BLOOD



ABILITIES

SCAVENGER. SPECIAL: Roll a D6 and compare it to the numbers in square brackets on Nicole's equipment list. Restore 1 use of the weapon rolled.

SAPPER. When you use explosives, SPECIAL: reduce an Objective or Threat's Challenge by 1.

BLINK. Spend 1 Blood: burst into shadows and reform a few feet away. (+infiltration)

ADVANCES

RAT SWARM. Spend 1 Blood: summon a swarm of rats under your control. (++filth)

FEED ON FEAR. When you reduce a Threat rating to 0, gain 3 Blood.

PITCH BLACK. Spend 1 Blood: plunge the area around you into shadow; you can see fine. (++ambush)

INJURIES

1-2

DAZED

HEADSHOT (Can't trigger specials)

3-4

JUST A GRAZE

BLEEDING OUT (Spend 1 Blood at the start of your turn)

5-6

HAND INJURY

LOST AN ARM (May only use 1 item per turn)

LAST STAND: RIGGED TO BLOW (8D6).



COSGRAVE

Hackney necromancer, taught by your aunt
Medically dead, but can still walk around and that
On the run from East London's undead mafia
Crooked as a three bob note, but charming with it
Lots of weird black magic tricks

STATS

BRAWL	2
CON	3
FIX	3
SEARCH	2
SHOOT	2
SNEAK	3
TERRIFY	2

EQUIPMENT

Enormous knife (+never saw you coming)
Sawn-off shotgun (++point-blank)
Bottled ghosts (++pass through walls)
Mother Millicent's stolen soul jar (+++any)
Loot

BLOOD ABILITIES

0
1
2
3
4
5
6
7
8
9
10

DANSE MACABRE. Spend 1 Blood: gain full control of a corpse for around a minute, after which it falls apart. (+ "Hans, are you okay?")

BACK-POCKET HEX. SPECIAL: Reduce a Threat's Attack rating by 1.

PHANTASMAGORIA. Spend 1 Blood: conjure nightmare illusions in the area immediately around you. (+incorporates the background in a clever way)

ADVANCES

MEMORY ROT. Spend 1 Blood: remove or implant memories from someone you lock eyes with. (+you were never here)

DEATH BURST. Spend 1 Blood: curse a nazi within arm's reach to explode when they die. (++)enclosed spaces)

DEAD MAN'S LUCK. After you roll your dice pool, before you discard dice, reduce the GM's successful Attack dice by 1 for each 1 you rolled.

INJURIES

1-2

LOST SOME FINGERS

ARM RIPPED OFF
(-1 to all stats)

LAST STAND: UNDEAD HORDE (8D6)

3-4

SUCKING CHEST WOUND

SHOT IN THE FACE
(+2 TERRIFY, -2 CON)

5-6

GRIMOIRE DAMAGED

WARDS COMPROMISED
(Can't spend Blood to use abilities)

CHUCK

Grew up on the wrong side of the tracks,
buried a sibling or two
Loves cowboy movies, honest work,
human liver and the wide open plains
Genuinely decent guy, apart from the “eating people” bit
f.A.N.G. pulled you out of jail after you ate a county sheriff
and half his deputy
Now you’re fighting for freedom, rather than just to survive

STATS

BRAWL	3
CON	1
FIX	4
SEARCH	2
SHOOT	3
SNEAK	2
TERRIFY	2

EQUIPMENT

Paired revolvers, Betsy and Maria
■■■■■ (+duel)

Tool belt
■■■■■ (+Jerry-rigging)

Cowboy hat
■ (mark to ignore an Injury or
being Downed; hat is destroyed)

Loot
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BLOOD

ABILITIES

ACID SPIT. Spend 1 Blood: hawk up a gutful of fierce acid.
(++vs metal)

SPIDER SCURRY. Spend 1 Blood: skitter across ceilings and up
walls. (+low ceilings)

CORPSE EATER. After you roll your dice pool, before you
discard dice, gain 1 Blood if you rolled any 1s.

ADVANCES

■ **ELBOW GREASE.** When you roll up your sleeves and take on an
Objective single-handed with the FIX stat, gain SPECIAL:
reduce the Objective's rating by 4.

■ **CORROSIVE FLUIDS.** When you mark an Injury, reduce the
rating of a Threat you're engaged with by 2.

■ **LASHING TONGUE.** Spend 1 Blood: your strong, prehensile
tongue extends several yards out of your mouth.
(+restrain)

INJURIES

1-2

■ FLESH WOUND

■ SHOT FULLA HOLES
(Spend 1 Blood at the
start of your turn)

3-4

■ LIMPING

■ CRAWLING
(-1 to all stats)

5-6

■ MAULED

■ EVISCERATED
(Can't use + dice)

LAST STAND: GO DOWN SHOOTING (3D6)

ASTRID

Ex-fighter pilot, bitten by something after
a crash in the frozen taiga

The parasite soul of a wild predator is
nestled around your heart

Now ancient magic flows in your blood
and wild spirits bow to you

(But in case that fails, you also have a machine gun)

STATS

BRAWL	3
CON	1
FIX	2
SEARCH	3
SHOOT	2
SNEAK	2
TERRIFY	4

EQUIPMENT

Machine Gun	(+enemies in cover)
Greatspear	(+receive a charge)
Fragmentation Grenades	(++enclosed spaces)
Spirit Fetters	(+++animals)
Loot	

BLOOD ABILITIES



APEX PREDATOR. SPECIAL: Reduce a Threat's rating by 3.

UNNATURAL ENDURANCE. SPECIAL: Reduce the GM's Attack dice by 3.

BLOODHUNT. Spend 1 Blood: track targets or search for things
using your sense of smell. (+target fleeing)

ADVANCES

NIGHTMARE REGENERATION. SPECIAL: Clear a marked Injury.

SPIRIT STORM. Spend 1 Blood: hurl items like a poltergeist.
(++ something sharp AND heavy)

TETHERED PHANTOM. Spend 1 Blood: reduce an Objective or
Threat's Challenge by 1 until the end of the round.

INJURIES

1-2

SPIRITS COWED

SPIRITS CAST OUT
(Can't trigger
Specials)

3-4

SIGILS MARRED

BLEEDING SHADOWS
(+2 SNEAK,
-2 TERRIFY)

5-6

LIMPING

RUINED LEG
(-1 to all stats)

LAST STAND: UNLEASH THE SPIRITS (8D6)

FLINT

Born in a cave, driven out by nazis
Half-bat, half-human, all nightmare
Monstrous hunter with a taste for blood
May or may not be able to talk (possibly just shy)

STATS

BRAWL	4
CON	2
FIX	2
SEARCH	2
SHOOT	1
SNEAK	3
TERRIFY	3

EQUIPMENT

Steel gouging claws
■■■■ (+ambush)
Grappling hook
■■■ (++three or more storeys)
Loot:

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BLOOD



ABILITIES

- RAVENOUS.** When you're in melee combat, SPECIAL: gain 3 Blood.
- SENSE HEARTBEAT.** Spend 1 Blood: you can see the heartbeats of living beings through walls and other obstacles. (+dense cover)
- IMPROVISED PROJECTILE.** Spend 1 Blood: chuck something large and heavy a surprising distance. (+aerodynamic)
- WINGS.** Spend 1 Blood: you can fly. (+aerial combat)

ADVANCES

- HELLISH SCREECH.** Spend 2 Blood: reduce a Threat's Challenge by 1.
- BONE ARMOUR.** After you roll your dice pool, before you discard dice, reduce the GM's successful Attack dice by 1 for each 1 you rolled.
- OOZE FORM.** Spend 1 Blood: squeeze through gaps, glop around, etc. (+it's in the walls!)

INJURIES

1-2

TEETH SMASHED

JAW BROKEN (Can't gain Blood from Nazis)

3-4

SPOOKED

BROKEN (+2 SEARCH, -2 BRAWL)

5-6

HAMSTRUNG

EVISCERATED (Can't use + dice)

LAST STAND: FINAL FORM (8D6)