

<b>Character</b>	<b>Str</b>	<b>Dex</b>	<b>Con</b>	<b>Int</b>	<b>Per</b>	<b>Wil</b>	<b>LPs</b>	<b>EPs</b>	<b>Spd</b>	<b>Essence</b>	<b>Dodge</b>	<b>Enc</b>	<b>Armor</b>
Athlete	5	4	4	2	3	2	52	38	16	20	3	0	--
Biker	6	2	3	2	2	3	58	41	10	18	2	0	D4 (2)
Tiffany	2	5	3	3	3	4	36	32	16	32	2	0	--
Detective	2	2	3	2	3	2	36	26	10	14	0	0	--
Goth Chick	3	3	3	3	4	4	34	35	12	42	2	0	--

<b>Character</b>	<b>Qualities and Drawbacks</b>
Athlete	Attractiveness 2; Charisma 1; Fast Reaction Time; Good Luck 3; Hard to Kill 2 (Survival Tests: +2); Resources (Middle Class) (Income: \$7,500/month; Property: \$75,000); Situational Awareness; Status 1.
Biker	Contacts (Biker Gang); Contacts (Fence); Hard to Kill 4 (Survival Tests: +4); Nerves of Steel; Status (Gang Leader) 3.
Tiffany	Artistic Talent (Dance); Attractiveness 4; Fast Reaction Time; Hard to Kill 2 (Survival Tests: +2); Resources (Well-Off) (Income: \$15,000/month; Property: \$450,000); Status 1.
Detective	Contact (Police); Hard to Kill 2 (Survival Tests: +2); Nerves of Steel; Addiction (Drinking); Addiction (Heavy Smoking).
Goth Chick	Artistic Talent (Choose); Inspiration; Increased Essence Pool (+10) (Starting Level: 0).

<b>Character</b>	<b>Skills</b>
Athlete	Brawling 3; Climbing 2; Dodge 3; Driving (Car) 2; Guns (Shotgun) 2; Hand Weapon (Hockey Stick) 2; Intimidation 2; Running (Dash) 2; Seduction 1; Sport (Basketball) 3; Sport (Football) 3; Sport (Lacrosse) 3; Swimming 1; Weightlifting 1.
Biker	Brawling 4; Cheating 2; Demolitions 1; Dodge 2; Driving (Motorcycle) 4; Driving (Truck) 2; Gambling 1; Guns (Handgun) 3; Guns (Shotgun) 2; Hand Weapon (Club) 2; Hand Weapon (Knife) 3; Intimidation 2; Mechanic 3; Streetwise 2; Weight Lifting 2.
Tiffany	Acrobatics 3; Acting 2; Beautician 2; Dancing 3; Dodge 2; Driving (Car) 2; Guns (Handgun) 2; Haggling 2; Hand Weapon (Baton) 2; Notice 2; Running (Dash) 1; Seduction 3; Singing 2; Smooth Talking 2; Streetwise 1; Swimming 1.
Detective	Brawling 2; Bureaucracy 1; Computers 1; Driving (Car) 2; Electronic Surveillance 2; First Aid 1; Guns (Handgun) 2; Guns (Shotgun) 1; Humanities (Criminal Law) 2; Intimidation 2; Notice 2; Questioning 3; Research/Investigation 3; Stealth 2; Streetwise 2; Surveillance 3.
Goth Chick	Acting 2; Brawling 1; Computer Hacking 1; Computers 2; Dancing (Industrial) 2; Dodge 2; Escapism 2; Fine Arts (Sculpture) 2; Guns (Handgun) 1; Myth and Legend 2; Occult Knowledge (Vampires) 1; Seduction 2; Stealth 2; Streetwise 1; Writing (Poetry) 1.

<b>Character</b>	<b>Metaphysics</b>
Goth Chick	Gift; Visions (Essence: 5); Binding (Essence: 2/Str and Wil of target; Effect: Bound for 1 turn/success level).

<b>Character</b>	<b>Equipment</b>
Athlete	Binoculars; Pick-up Truck; Hockey Stick (D6(3) x Strength).
Biker	Cutting Torch; Large Knife (D4(2) x Strength**); Leather Jacket (D4 (2)); Motorcycle (Weight: 500; Speed: 160/70; Acceleration: 45; Range: 225; Toughness: 1; Handling: 5; DC: 33; AV: 2; Accuracy: n/a; Availability: C); Sleeping Bag; 12 Gauge Shotgun (Buckshot) (D8 x 6(24)) (Range: 10/30/50/100/200; Capacity: 1-8); Toolkit.
Tiffany	Cellular Phone; Baton (D6(3) x Strength); Camera; Jeep (Weight: 2000; Speed: 70/50; Acceleration: 20; Range: 320; Toughness: 4; Handling: 3; DC: 70; AV: 2; Accuracy: n/a; Availability: U).
Detective	9 mm Handgun (D6 x 4(12)) (Range: 3/10/20/60/120; Capacity: 10-15); Chainsaw (D10(5) x Strength**&).
Goth Chick	Anne Rice Novel; Camera; Cellular Phone; Handcuffs.