



Name:

Level:

Strength: **10**

Dexterity: **6**

Willpower: **6**

Hit Points: **1**



EQUIPMENT

Rifle (d8)
Bayonet (d6)

COMPANIONS

Lighter Boy

SPECIAL CHARACTERISTICS

ARCANUM

Phase Key: Phase through a wall or floor with any objects you are carrying.



Name:

Level:

Strength: **12**

Dexterity: **9**

Willpower: **15**

Hit Points: **4**



EQUIPMENT

Bow (d6),
Knife (d6)
Rocket
Fire Oil

COMPANIONS

SPECIAL CHARACTERISTICS

ARCANUM



Name:

Level:

Strength: **14**

Dexterity: **9**

Willpower: **9**

Hit Points: **2**



EQUIPMENT

Pistol (d6)
Bell
Steel Wire
Smoke-bomb

COMPANIONS

SPECIAL CHARACTERISTICS

ARCANUM



Name:

Level:

Strength: **15**

Dexterity: **11**

Willpower: **7**

Hit Points: **5**



EQUIPMENT

Sword & Dagger (d8)
Magnifying Glass

COMPANIONS

SPECIAL CHARACTERISTICS

Lost Eye

ARCANUM