

[WC] Trisha Albright, Paranormal Investigator - Typical Chosen Slayer (HC, pg 61)



Trisha was interested in Paranormal research before the apocalypse but she never foresaw the world as it is now.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Intimidation d6, Knowledge (Paranormal) d8, Notice d8, Shooting d6, Stealth d6, Taunt d4, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6 **Sanity:** 6; **Humanity:** 0

Hindrances: Heroic, Loyal

Edges:

- Acrobat: +2 to nimbleness-based Agility rolls; +1 Parry
- Command: +1 to compatriots Spirit rolls to recover from being Shaken; 5"
- Danger Sense: -2 Notice roll before surprise attacks or ambush
- Level Headed: 2 Action cards in combat
- Quick: Discard 5 or less Action card

Gear: Machete (Str+d4); Motion tracker (HC pg 18)

[WC] Sergeant Wayne Lions - Police Patrolmen (HC, pg 104)



Sergeant Lions once served in the Army but that was over ten years ago. Except for the occasional bar fight or marital spat, he's found a comfortable patrolman's job in a quiet town and enjoys the low level of drama. Until the zombie outbreak, that is.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d8, Fighting d8, Shooting d8, Streetwise d6, Swimming d6, Throwing d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 (2)/9 (4) vs bullets; **Sanity:** 6; **Humanity:** 0

Hindrances: Loyal

Edges:

- Ambidextrous: Ignore -2 off-hand penalty
- Dodge: Opponent incurs -2 to hit at range
- Nerves of Steel: Ignore 1 point of wound penalty
- Rock and Roll: Ignore -2 Auto fire penalty

Gear: Kevlar vest (+2/+4), 2x 9mm pistol (Range 12/24/48, Damage 2d6, RoF 1, Shots 17), baton (Str+d4), shotgun (12/24/48, Damage 1-3d6, RoF 1, Shots 6).

[WC] Bradley Brasher - The Jock (HC, pg 117)



Captain of the football team and wrestling team, Brad was the center of the popular crowd at high school. He never goes anywhere without his entourage of chums and hangers on, which is why he is now out of his social element. But his athletics just might save him.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Driving d6, Fighting d8, Intimidation d8, Knowledge (Football stats) d6, Notice d6, Stealth d6, Taunt d8, Throwing d10

Charisma: +2; **Pace:** 8; **Parry:** 5; **Toughness:** 7; **Sanity:** 5; **Humanity:** 0

Hindrances: Arrogant

Edges:

- Attractive: Charisma +2
- Brawler: +2 unarmed damage rolls
- Brawny: Toughness +1
- First Strike: Free attack whenever foe moves adjacent
- Fleet Footed: +2 Pace; d10 running
- Luck: +1 Benny per session
- Scavenger: Once per session, character seems to find just what the group needs

Gear: Baseball bat (Str+d4).

[WC] Jessyca Talbert – Computer Geek (HC, pg 117)



Jess has been monitoring the events of the zombie outbreak since before it ever happened. A member of a computer hackers club, she's been following government black sites up until the electrical grids went off-line.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Investigation d8, Knowledge (Computers) d8+2, Knowledge: (Demolitions) d6+2; Knowledge (Science) d10, Knowledge (Zombies) d6, Lockpicking d6, Notice d8, Repair d6, Stealth d4; Throwing d6

Charisma: -2; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 5 **Humanity:** 0

Hindrances: Bad Eyes, Outsider (to most other kids)

Edges:

- Elan: +2 when spending a Benny on a Trait roll (includes Soak rolls)
- Healer: +2 Healing
- Scholar: +2 to 2 Knowledge skills
- McGyver: No penalties on related Trait rolls to rigging improvised gadgets

Gear: Butcher knife (Str+d4).