

# Gambler

*"The odds of my having that card are 145,987 to one. But then again, I am feeling lucky today. And you know that things go my way when I feel lucky. So do you want me to look at your card, or do you just want to give me the money now?"*

In any time period, the Gambler is a constant. You're a devil-may-care hang-glider on the winds of fate, one who turns natural luck and a flair for getting yourself out of scrapes and into a profitable career. You've learned to handle yourself in a fight—not all losers are good sports, after all. But mostly you rely on your drop-dead smile and your airtight instincts to keep yourself out of trouble. With these two weapons at your disposal, you've carved out a life of luxury for yourself—no pleasure is too flashy or shallow for your tastes. After all, what's the fun of winning all the time if you can't flaunt it? You came from humble beginnings and made your fortune using only your brains and your need for victory. The latest clothes, the shiniest gadgets: these are things you've dreamed of since childhood. But the real prize is the sheer joy of beating the odds, of triumphing over your opponents when logic decrees that you should be down for the count. And although you

count many criminals among your opponents, you've never slipped over the line from shadiness to outright criminality. But now a melodramatic hook has pulled you into the secret war, a situation where all of the odds you've memorized are turned upside down. Still, you face this new adventure with a grin and your characteristic self-confidence. You know it won't take you long to figure the angles.

**Juncture:** any

**Attributes:** Bod 5  
Chi 0 (For =7)  
Mnd 6 (Cha 7)  
Ref 5

*Add 3 points to one primary attribute, 2 points to a second primary attribute, and 1 point to a third. Add 2 to one secondary attribute; it may not exceed 11.*

**Skills:** Gambling +8 (=15)  
Guns +8 (=13)  
Martial Arts +2 [Max 11]  
Seduction +6 (=13)

*Add 6 Skill Bonuses.*

**Schticks:** 1 gun schtick

**Weapons:** 1 weapon from appropriate juncture

**Unique Schtick:** You're an expert at calculating odds. You can make a Fortune check with a Difficulty of 4 at any time; if you succeed, the GM must tell you the Difficulty of an upcoming check. You must be able to observe the situation you're figuring the odds for.

**Quick Schtick Pick:**

*Gun Schtick:*

Fast Draw

*Weapons:*

69: sling

1850: ball and cap pistol

Cntp.: Beretta Model 21 Bobcat

2056: Buro Backup Arm

**Wealth Level:** rich

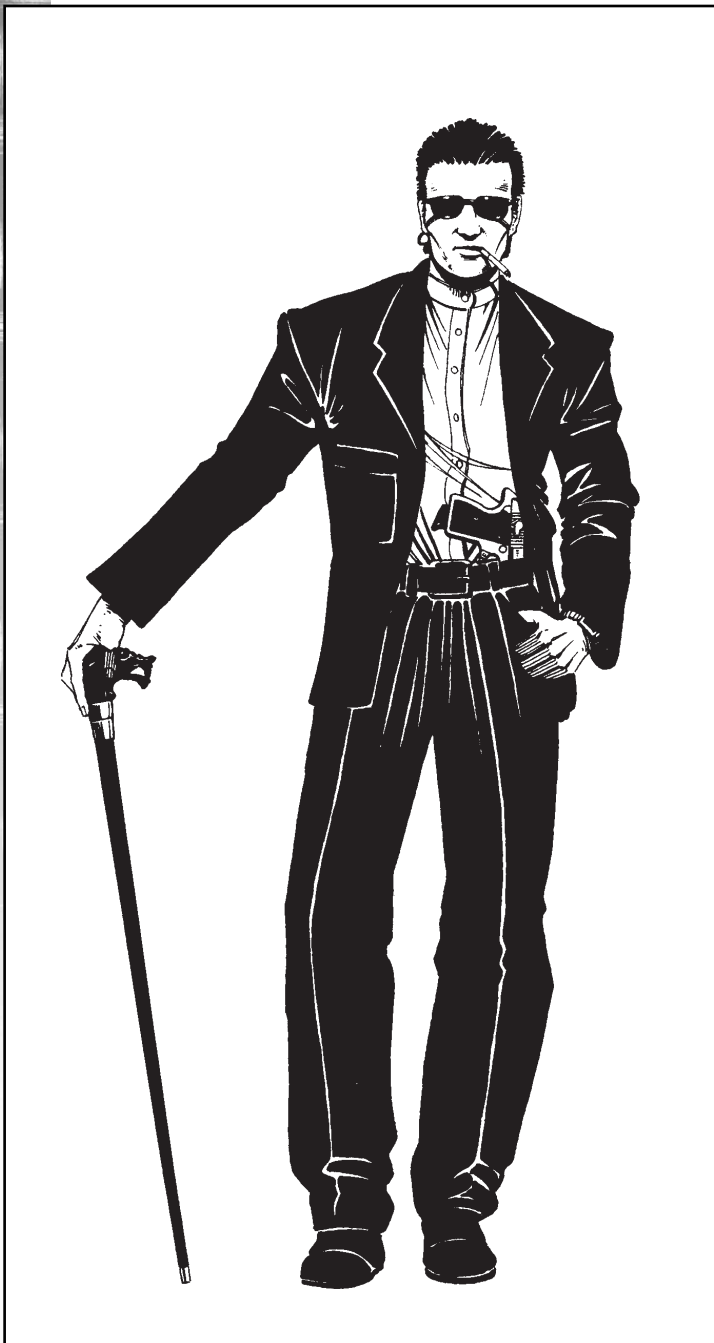


Illustration by Brian Snoddy

# Journalist

*"Yeah, yeah, I know I'm past deadline, but see, there's this demon chewin' on my leg and you know, somethin' like that tends to interfere with the old prose stylings, if you know what I mean. [BLAM!] Never mind, got the sucker. But look, there's this matter of my expense account..."*

You're a journalist, possibly even a well-known one, but you are not exactly a beacon for professional standards and objectivity. In fact, you have a reputation for becoming the story instead of just reporting it. Maybe it's your passionate nature. Or your insatiable appetite for adventure. Or maybe your predilection for knocking it back in the press gallery bar. You just always find yourself getting into impossible situations, ones where the role of observer just won't do. Why, that time back in Afghanistan when the strange creatures poured out of the mountain pass down into the mujaheddin camp you were staying at: There was nothing to do but to pick up an AK-47 and start blasting at the things, was there? And that time in Stockholm: You couldn't let them get away with that hostage just because you're a reporter, could you? And that story about you chasing ex-President Carter with a nine iron has been totally blown out of proportion over the years. Chances are that

you're not a newspaper reporter working a daily beat. You used to be, but after being fired from your tenth or twelfth major paper, you realized that the regular grind was not for you. Instead, you write magazine articles or even books about your exploits. Maybe you even disguise your weirder adventures as fiction, changing the names and turning them into pulp, horror or sci-fi paperbacks. Even so, you're in a constant battle with your editors, a fight waged via telephone, fax and e-mail: when you sniff another adventure full of fear and loathing, you're not going to let a measly thing like a deadline stand in your way.

**Juncture:** 1850, contemporary

**Attributes:** Bod 5  
Chi 0 (For =5)  
Mnd 6  
Ref 5

*Divide 5 points between primary attributes.*

**Skills:** Detective +3 (9) [Max 13]  
Guns +8 (=13)  
Info/Intoxicants +5 (11)  
Info/World Politics +3 (9)  
Info/your choice +3 (9)  
Journalism +5 (11)  
Martial Arts +6 (=11)

*Add 4 Skill Bonuses. Swap Guns and Martial Arts skill ratings if desired.*

**Unique Schtick:** When you encounter a contact made through your Journalism skill, you may spend a Fortune point to guarantee that the contact doesn't hate your guts.

**Weapons:** 1 gun from appropriate juncture

**Quick Schtick Pick:**  
1850: pistol  
Cntp.: Makarov

**Wealth Level:** working stiff, but your expense account abuse allows you to operate as if you're rich

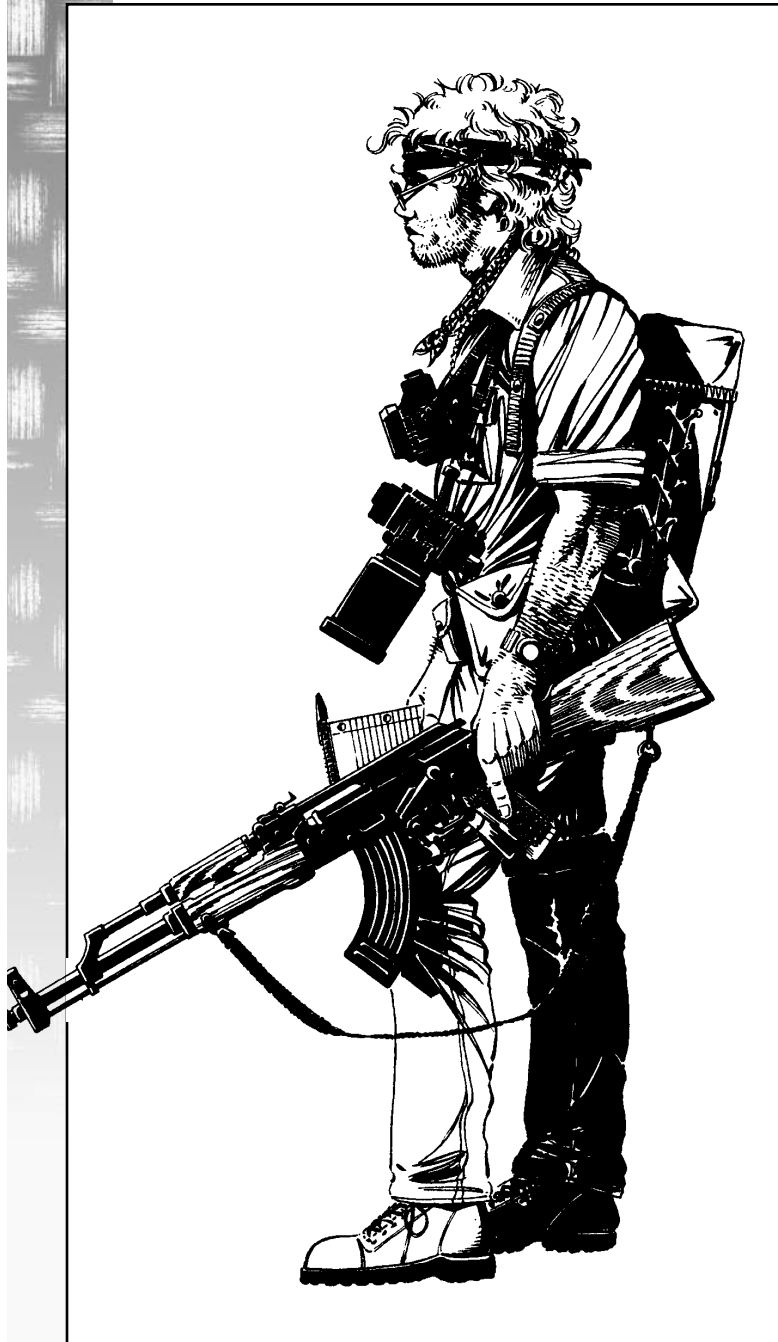


Illustration by Brian Snoddy

# Magic Cop

*"There are some things that man was meant not to know. It's my job to hunt down those things and kill them."*

Even in junctures where magic is rare and difficult to perform, there are still supernatural occurrences. Many large police jurisdictions secretly maintain small units of officers trained in the mystic arts. These cops are able to take on the occasional renegade sorcerer or shaman who might pop up, and can dispatch demons and ghosts without freaking out. You are one of these cops. You're probably a loner; the system is set up so you have little contact with regular law enforcement officials. Other officers think you're nuts, if they know who you are at all. Alternately, you might be a crusading priest or exorcist who fights supernatural forces in the name of your religion. Depending on the religion, you might act as part of a formal church hierarchy, taking orders from your clerical superiors. Or, in the case of religions without an organized structure, you might be a self-appointed crusader against magical forces. Whether you are police officer or clerical crusader, whether you take orders or follow your own private mission, you have built up tough mental defenses against the creatures of the night. To normal folks, you come off as grim or aloof. You might think of yourself as a holy warrior, implacably gunning down anything that smacks of the occult. Or maybe you wish you could build a bridge between the world of the supernatural and the world of everyday humanity. Magic cops are often drawn into the secret war as they hunt down agents of the Lotus or Architects, discovering that there is much of the unseen world that even they know nothing about.

**Juncture:** any

**Attributes:** Bod 5  
Chi =2 (Mag =8)  
Mnd 5  
Ref 5

*Add 6 to primary attributes, spending no more than 3 points on any one attribute.*

**Skills:** Guns +7 (=12)  
Info/Occult +7 (12)\*  
Police +3 (8)\*  
Sorcery +5 (=13)

\* For crusading priests, replace with Info/[Your Specific Religion] +6 (11)

*Add 8 Skill Bonuses. Swap Guns and Sorcery if desired.*

**Schticks:** 2 gun schticks

**Sorcery Abilities:** Summoning, plus your choice of Divination, Fertility, or Heal

**Weapons:** 2 of appropriate juncture

**Unique Schticks:** 1) You get an extra effect within the Summoning schtick: True Form: You can cause a magically-altered being, such as a transformed animal or a supernatural creature using the Transformation Creature Power, to revert to its true form. The Difficulty is the subject's highest Action Value rating. In the case of transformed animals, you may attempt to use this spell on any given individual once only, and it costs you a Magic point to try. This cost is permanent. If you fail, you automatically suffer a serious Backlash, suffering 5 Wound Points for each point of difference between your Action Result and the Difficulty. These Wound Points are not reduced by Toughness or Armor. 2) You suffer no juncture penalties, if any, when using Sorcery in your home juncture.

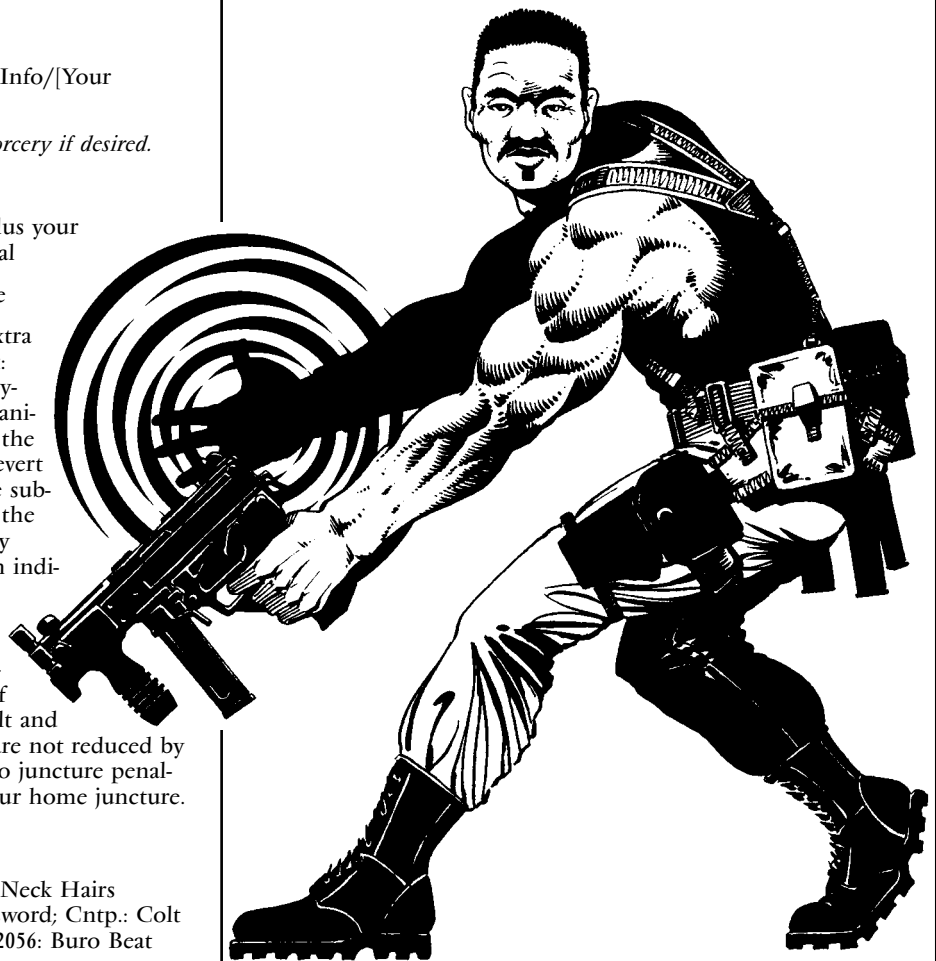
**Quick Schtick Pick:**

*Sorcery:* Summoning, Divination

*Gun Schticks:* Eagle Eye, Hair-Trigger Neck Hairs

*Weapons:* 69: staff, sword; 1850: staff, sword; Cntp.: Colt Detective Special, Remington 870; 2056: Buro Beat Patroller, Buro Crimestopper

**Wealth Level:** working stiff



# Medic

*"I don't see plugging a maniac like you as a violation of the Hippocratic Oath at all. Basically, I look on it as preventative medicine."*

You are a trained medical practitioner used to life in a combat zone. Maybe you've spent some time as an army doctor. Maybe you've been a trauma team member in an inner-city combat zone. Or maybe you've done a stint as an aid worker, helping the afflicted in trouble spots around the world. The one thing you've learned is that people willing to maim and kill their fellow human beings are like microbes—they're everywhere. You used to be a pacifist, until one day you started thinking of the world's killers and criminals as a disease that needed to be wiped out. That's when you added a 9mm autopistol—or a sword, or your fists—to your standard list of medical equipment. You realized that taking out a murderous drug dealer early in his career would save the lives of many innocents. You've been used to holding the power of life and death in your hands, and your program of pre-emptive euthanasia came surprisingly easy to you. But still, you were troubled. Something feels wrong about what you've been doing. It's not guilt exactly—more a sense that you need to change things on a broader scale. You're ripe to discover the secret war, and how the battle for feng shui sites can bring about a better world. You're ready to tend to fallen comrades—and to fell a few of the enemy along the way.

**Juncture:** any

**Attributes:** Bod 4  
Chi 0  
Mnd 7  
Ref 4

*Add 6 points to primary attributes, devoting no more than 3 points to a single attribute. Add 5 points, divided as you wish, among secondary attributes (if you're taking fu schticks, bumping up the Chi or Kung Fu attribute is a good idea). No secondary attribute may exceed 10.*

**Skills:** Detective +3 (10) [Max 12]  
Driving +2 (6) [Max 12]  
Guns +9 (=13) or Martial Arts +9 (=13)  
Info/your choice +4 (11)  
Info/your choice +2 (9)  
Medicine +8 (=15)

*Add 4 Skill Bonuses.*

**Schticks:** 2 gun or fu schticks

**Weapons:** 1 weapon of appropriate juncture

**Quick Schtick Pick:**

*Gun Schticks:* Lightning Reload, Signature Weapon

*Fu Schticks:* Flow Restoration, Corners of the Mouth

*Weapon:*

69: katana

1850: musket

Cntp.: Sig Sauer P-220

2056: Buro Beat Patroller

**Wealth Level:** rich



# Private Investigator

*"All my life, I've been waiting for someone dressed like you to waltz into this office and give me a spiel like that. Not that I believe it for a second, but it's still cool to see your daydreams realized."*

You are an experienced investigator with contacts throughout society: from well-heeled clients who can afford to hire you, to the enforcers of the law you must occasionally skirt, to the seediest elements of the underworld. You most often work for lawyers, digging up information for use in court cases. When one corporation sues another one, you find yourself poring over corporate ledgers and sifting for obscure references in old business publications. You've worked for insurance companies, keeping plaintiffs under surveillance to see if they're as injured as they claim to be. And then of course there are divorce cases: You've seen more marriages unravel than the most dedicated of soap opera fans. Sometimes you are hired by the defense in criminal cases to look for other possible suspects and otherwise find evidence that pokes holes in the prosecution's pet theories. Although you may have gotten into your line of work because you fell in love with the film noir world of Philip Marlowe and Sam Spade, you've spent more time hunched over a microfiche machine in a library than you have slugging it out with gangsters and crooked cops. Maybe that's why, when you sniff out the first clues that point you to the existence of the secret war, you're ready to chuck the real-life world of the private detective in favor of the fantastic adventure you've always dreamed of.

**Juncture:** any

**Attributes:** Bod 5  
Chi 0 (For 2)  
Mnd 5  
Ref 5

*Add 3 to one primary attribute. Add 2 to a different primary attribute. Add 1 to a third primary attribute. Add 2 to one secondary attribute.*

**Skills:** Detective +10 (=15)  
Guns +5 (10) [Max 13]  
Info/Business +3 (8)  
Info/Civil Law +3 (8)  
Martial Arts +3 (8) [Max 13]  
Intrusion +3 (8) [Max 11]

*Add 8 Skill Bonuses.*

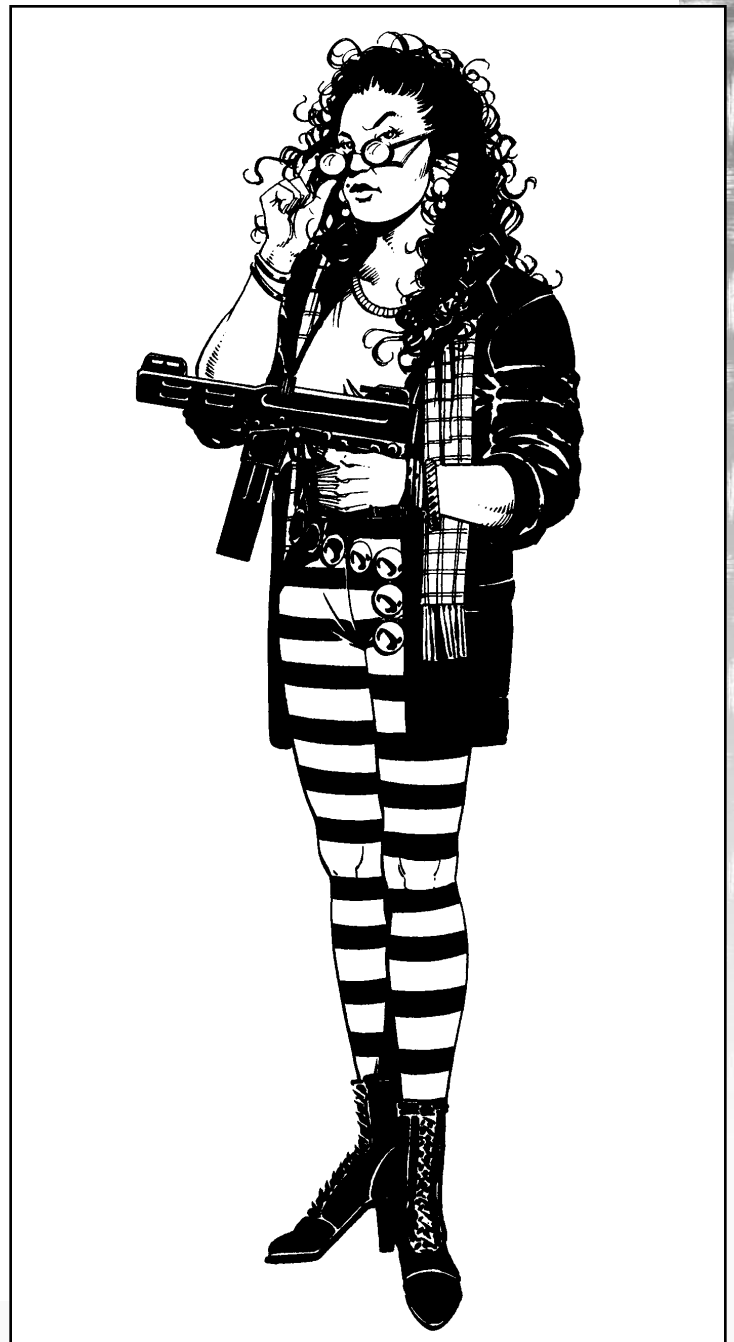
**Weapons:** 1 weapon of appropriate juncture

**Unique Schtick:** You are an expert at applying logic to real-world situations. When you and the other PCs are speculating as to the best course of action, or as to the motivations of a given character, you can spend a Fortune point to have the GM tell straight out you whether your speculation is correct or incorrect.

**Quick Schtick Pick:**

69: staff  
1850: cap and ball pistol  
Cntp.: Walther P-5 compact  
2056: Buro 9A

**Wealth Level:** working stiff



# Thief

*"You know, I was thinking of myself as retired. But then the head of that museum came on TV and said that their defenses were foolproof, that no one could get to the Guildenstern Diamond. And then I got all tempted."*

You are a master thief. Although you make your living taking things from their legal owners, you don't do so primarily for the money. Sure, you live in luxury from the proceeds of your past misdeeds. But it's the challenge that keeps your senses keen and your ambitions sharp. As long as there have been valuables, there have been security experts who have claimed to be able to keep thieves away from them. You have made a career out of proving them wrong. You operate through careful research, by assembling every available scrap of information about your target. When you go in, you have every angle planned out to the millisecond. You also plan for something to go wrong. That's when the adrenaline kicks in, when you have to think fast and get it right the first time. When the alarms are screaming and the footfalls of heavily-armed guards are rushing your way, when the distance to your getaway vehicle seems to be impossible to cross in the moments you have left to you—that's the moment you live for. The money is just gravy. Still, there's a thought nagging at the back of your skull that maybe all of this thrill-seeking is just a little bit meaningless—maybe even adolescent. After all, you already have more dough than you'll ever need. And maybe it was a bad thing to blow away all of those guards; after all, they were just working stiffs doing their jobs. Maybe "they shouldn't have got in my way" isn't just a great excuse after all. You don't feel bad about the pretty objects you've taken from rich guys, but that trail of blood is starting to haunt you at night. Lately you've been thinking about leaving a positive mark on the world. Robbing from the rich and giving to the poor, or something like that. Is there a way to use your skills for the greater good, you wonder?

**Juncture:** any

**Attributes:** Bod 5  
Chi 0 (For 3)  
Mnd 5  
Ref 5

*Add 3 points to one primary attribute, 2 points to a second, and 1 point to a third. Add 2 points to one secondary attribute.*

**Skills:** Deceit +4 (9) [Max 13]  
Detective +2 (7) [Max 13]  
Guns +6 (11) [Max 13]  
Info/Arts and Antiques +6 (11)  
Info/Gems and Jewels +6 (11)  
Intrusion +11 (=16)  
Martial Arts +5 (10) [Max 12]

*Add 8 Skill Bonuses.*

**Weapons:** 1 weapon of appropriate juncture

**Quick Schtick Pick:**

69: bow  
1850: rifle  
Cntp.: Bernadelli combat shotgun  
2056: Buro Blue Flag

**Wealth Level:** rich

