

## Accidental Occultist

**Archetype:** Occultist

**Motivation:** Deception

**Team Roles:** Supernatural Specialist, Academic Expert

**Style:** 2

### Primary Attributes

Body: 2	Charisma: 3
Dexterity: 2	Intelligence: 4
Strength: 2	Willpower: 3

### Secondary Attributes

Size: 0	Initiative: 6
Move: 4	Natural Defense: 6
Perception: 7	Equipped Defense: 9
Health: 5	Stun: 2
Resilience: 6	Sanity: 6

Skills	Base	Levels	Rating	Average
Academics (History)	4	4	8	4
Firearms	2	2	4	2
Investigation	4	1	5	2+
Linguistics	4	2	6	3
Melee	2	2	4	2
Ritual Magic	4	5	9	4+
Supernatural Lore (Cosmic)	4	2	6	3
Survival	4	1	5	2+

### Languages

English, Latin, Ancient Greek, German

### Talents

**Calculated Defense:** Use Intelligence for Defense instead of Dexterity

### Resources

**Grimoire:** 1 (*The Dark Tapestry*, by Sir William Smythe) Grants +2 on checks concerning Byakhee and has 5 Rituals (listed below)

**Rank:** 1-Quantum Black

### Flaw

**Superstitious:** You know some supernatural lore is real and some is not, but you are not sure what is an old wives' tale and what is powerful magic. Gain Style when your superstitious behavior causes you or your friends problems.

### Equipment

2 pistol clips, QIC Raptor cellphone, armored concealable vest, QIC field tablet computer, flashlight, chalk, salt

Ritual	Diff	Successes	Sanity	Time/Roll	Effect
Showing Dark Powers	1	5	2	1 round	Detect Magic
Finding the Unfound	1	6	5	5 rounds	Finds something hidden, requires connection
Sign of the Stars	1	5	2	1 round	Seals opening
Cleansing Spirits	2	6	5	5 rounds	Remove enchantment
Cast Away the Star Spawn	1	5	2	1 round	Repels Byakhee



Weapon	Ammo	Rate	Range	Rating	Attack	Average
Punch				0 N	0 N	0 N
Glock 22 pistol	15(m)	M	50	3 L	7 L	3+ L

## Xander Baines

Xander Baines was a graduate student in history interested in the specialty area of the history of the occult. He and his friends didn't believe in the occult. They believed occult practices and beliefs represented society's method for addressing larger societal issues and fears. While doing research, he found some fascinating old books in used book stores. To gain a better understanding of magic (and impress some undergraduate females), he and some friends decided to try casting a summoning spell from one of the books. Since they didn't really believe in magic, they didn't bother with protection or binding spells.

Unfortunately, the summoning spell worked. Something answered. And it was hungry.

Xander barely escaped with his life. Everyone else was not so lucky. He ended up arrested for the murder of his friends. Quantum Black managed to clear his name and then put him to work as an investigator. Xander has a lot of historical knowledge of the supernatural and magic, but he does not always know how accurate it is.

### Playing Xander

You are terrified of what the true nature of the universe might be—what other magics might be real? Real magical knowledge and the true nature of reality needs to be concealed from those not ready for it. You are afraid of monsters, the unknown, and magic. The only thing that you fear more is what might happen if Quantum Black does nothing.

You appear to be a bit of nerd. Poorly dressed and nervous, you still manage to find a way to carry out investigations. You still think of yourself as a historian (you were halfway done with your Ph.D.) and have yet to come to grips with the fact that you are an occultist working for a secret arm of a megacorporation. You are a nice guy who tries to do what is right. Feel free to help your new friends by offering up bits of esoteric knowledge.

### Quote

"Hold on! Hold on! I've found the banishing spell for Deep Ones. Just give me a minute and...wait, maybe this summons them."

### Opinion of Other Characters

**Angela Axford**—Martial arts champion and former stunt woman. She is really athletic.

**Jordan Berkman**—A former college professor and research scientist. He is brilliant.

**Katherine Burroughs**—She's some sort of lawyer. She is really pretty. She is good at talking herself and the team out of problems. A real professional.

**Victor Chen**—The team leader. An executive at Quantum Black. Smart and competent, but too serious.

**Walton Hayes**—This guy was the front man for a band. Back when you were in college they had that huge hit. The song never would leave your head. He did this silly dance in the video. Now he seems washed up. Still kind of cool, though. You have no idea of why he is on a monster hunting team.

**Lydia Karstein**—A girl who fell into an occult cult while in college and learned some occult stuff. She seems really nice—she swears she had no idea what they were into. Quantum Black rescued her. She is always asking you to help her learn more magic.

**Danni Kendrick**—A stuck-on-herself science geek. She likes showing off how good she is with her various electrical toys.

**Francisco Legares**—You're sure he used to be some sort of gang member. He has tattoos all over him and is scary with a knife. Sometimes when no one is looking he growls at you. He is some sort of dangerous, ruthless killer. Why does Quantum Black employ someone like this?

**Nate Pulaski**—A former police detective whose life was changed by an encounter with the occult. The man is a good detective and a crack shot. A trustworthy professional.

**Jake Starr**—Former soldier. A professional worth respect. Scary and gruff, though.

**Bubba Thoms**—The team mechanic. He is big and loud and kind of a rough jock.

## Former Bad Cop

**Archetype:** Detective

**Motivation:** Survival

**Team Roles:** Investigator,  
Ranged Combatant

**Style:** 1

### Primary Attributes

Body: 2	Charisma: 2
Dexterity: 3	Intelligence: 4
Strength: 2	Willpower: 3

### Secondary Attributes

Size: 0	Initiative: 7
Move: 5	Natural Defense: 5
Perception: 7	Equipped Defense: 8
Health: 5	Stun: 2
Resilience: 5	Sanity: 5

Skills	Base	Levels	Rating	Average
Administration	4	1	5	2+
Brawl	2	2	4	2
Con	2	2	4	2
Diplomacy	2	2	4	2
Drive	3	1	4	2
Empathy	4	2	6	3
Firearms	3	3	6	3
Pistols			7	3+
Investigation	4	3	7	3+
Larceny	4	2	6	3
Streetwise	2	2	4	2

### Languages

English

### Talents

*Intelligent:* 1 was added to Intelligence

### Resources

*Contact:* 1-FBI Agent Stan Cain (4 ranks in national law enforcement)

*Rank:* 1-Quantum Black

### Flaw

*Callous:* Gain style when you are selfish or refuse to help someone in dire need.

### Equipment

2 pistol clips, leather jacket, mechanical lockpicking kit, evidence kit, QIC Raptor cellphone, gloves, concealable armored vest, QIC field tablet computer, 5 zip ties, flashlight, silencer

Weapon	Ammo	Rate	Range	Rating	Attack	Average
Punch				0 N	4 N	2 N
Beretta Model 92 pistol	15(m)	M	50	3 L	10 L	5 L
Taser M26	2	1	35	3 N	9 N	4+ N



## Nate Pulaski

Nate Pulaski started out a good beat cop for the Baltimore police department and worked his way up to detective. But, after a few years of making arrests and never really impacting the drug trade, he grew cynical and began to descend into corruption. There was never a moment where Nate decided to become a bad cop: it was a slow, incremental process.

He ended up allied with a drug gang, paid to provide them cover while arresting their enemies. Whether covering up crimes, hindering investigations, or planting evidence, Nate calmly handled everything. He convinced himself that he was not really doing anything bad, that he was merely making sure the more reasonable drug dealers stayed in control and simply earning the money he deserved as an underpaid cop. After all, if he stopped one drug dealer, another would soon replace him, anyway.

One day, an investigation led to a group of cultists and “something” they had summoned from another world. Nate barely escaped with his life, but his partner and two uniformed officers did not. Nate ended up being found covered in blood, his clothing in tatters, shaking, gibbering about the horror he had fled. Once he calmed down, he tried to explain what had happened, but no one would listen. A month later, he managed to get himself released from the mental institution they had placed in him in, but he was never getting his shield back—he was off the force.

Quantum Black contacted Nate. They appreciated that he had survived an encounter with the supernatural. They told him that they could use someone with a detective’s skills, someone who could handle the unusual and someone who could bury evidence and act as a cleaner to cover up the supernatural.

Now Nate works for Quantum Black. The pay is good—but not as good as he used to make working with criminals. He acts as an investigator and cleaner for a team. Nate feels lucky to have survived his initial brush with horror and he wonders whether maybe he has been given a chance to atone for his past wrongs. But Nate was bad for so long, he’s not really sure how to be good anymore.

### Playing Nate

You are burned out, jaded, and cynical. You spent years surviving the roughest streets in Baltimore and are an experienced survivor. Officially you are an investigator for the team, but you also sometimes double as security. You also act as a cleaner when needed, modifying crime scenes to handle any investigations the authorities make afterwards. Thus, you are responsible for covering the team’s tracks.

You vacillate between trying to be a good guy and being a jerk. You can be charming and helpful when needed, but you can also treat team members as disposable.

### Quote

“I’ll take care of it. You can trust me.”

### Opinion of Other Characters

**Angela Axford**—Nice girl. Martial artist and former stunt woman. Can kick butt, too.

**Xander Baines**—Some geek out of history grad school. Seems to know some of the occult stuff that goes on in the world. Mainly full of himself.

**Jordan Berkman**—Completely crazy mad scientist. A dangerous lunatic.

**Katherine Burroughs**—A real looker. But she is stuck on herself and cold.

**Victor Chen**—A stuck up suit who runs the team. Still, he pays the bills.

**Walton Hayes**—A fairly cool guy when you get to know him. He had some annoying hit song a few years ago. His main value is as bait. He is a fairly good talker, though.

**Lydia Karstein**—A conniving sociopath. Used to be in a cult.

**Danni Kendrick**—A harmless goofball. Knows her science stuff, but she is all about playing with toys and lost in the real world.

**Francisco Legares**—Trash. Simple street muscle. You used to bust scum like him all the time.

**Jake Starr**—Former soldier. A real stone cold professional.

**Bubba Thoms**—A friendly guy who can fix anything. Really big. Dependable. A bit too gullible. But fun to have a drink with.

## Former Cultist

**Archetype:** Survivor

**Motivation:** Power

**Team Roles:** Supernatural Specialist, Face

**Style:** 2

### Primary Attributes

Body: 2	Charisma: 3
Dexterity: 2	Intelligence: 3
Strength: 2	Willpower: 4

### Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Natural Defense: 4
Perception: 7	Equipped Defense: 7
Health: 6	Stun: 2
Resilience: 7	Sanity: 7

Skills	Base	Levels	Rating	Average
Academics (Psychology)	3	2	5	2+
Con	3	3	6	3
Empathy	3	3	6	3
Firearms	2	2	4	2
Intimidation	3	2	5	2+
Investigation	3	1	4	2
Linguistics	3	1	4	2
Medicine	3	1	4	2
Ritual Magic	3	3	6	3
Supernatural Lore (Cosmic)	3	3	6	3

### Languages

English, Latin, Arabic

### Talents

**Iron Will:** You had 1 added to your Willpower

### Resources

**Contact:** 1-Dr. Eric Flannery, Chair of the State College Department of Social and Historical Sciences (Academics 4)

**Rank:** 1-Quantum Black

### Flaw

**Unnatural:** You are somehow connected to dark forces. You gain Style whenever this causes trouble for you or your team.

### Equipment

2 pistol clips, QIC Raptor cellphone, concealable armored vest, QIC field tablet computer, flashlight, chalk, salt

Ritual	Diff	Successes	Sanity	Time/Roll	Effect
Catch the Dark Fish	1	6	5	5 rounds	Use chalk to make a circle that binds a Deep One who enters it



Weapon	Ammo	Rate	Range	Rating	Attack	Average
Punch				0 N	0 N	0 N
Glock 22 pistol	15(m)	M	50	3 L	7 L	3+ L

## Lydia Karstein

Lydia Karstein was majoring in psychology, but in her sophomore year she became dissatisfied. She found it interesting, but it didn't really seem to be her. She was plagued by dreams that she did not belong. She was unsure what to do in life and she spent the next year drifting. She started performing worse in class, kept switching clubs and friends, tried a sorority, changed her major a couple of times, and tried a few religions. And then everything clicked.

She ended up at a meeting for what she at first thought was some sort of Wiccan group. But it turned out their beliefs were almost completely insane: they were about fish people and a sleeping god in an underwater city. But before she could blow them off, they showed her some magic. Real magic! She started hanging out with them more and she learned that they were part of a larger group of chosen people who would ultimately be rewarded for their service to this sleeping god! And some of these people were really connected. Lydia knew she could go far in life working with them. Furthermore, they were really excited to have Lydia as a member. They said she was special and definitely belonged.

Lydia started advancing in the cult, and over time she grew impressed by its growing power, power she was increasingly acquiring. But she was worried about some aspects of the group. At times she had the impression that things were going on that crossed a line beyond which she was uncomfortable. She grew increasingly nervous of the local leader's longing looks at her and exhortations of how very special she was and the important role she would soon play. And she began to realize that not only was this sleeping god not metaphorical but really sleeping some place! And while the cult insisted that he would awaken and reward them all, the more she read the old books they had lying around, the more it seemed that the glorious new age he would usher in seemed horrible. But she had no idea of how to flee the cult.

When Lydia encountered some Quantum Black agents investigating some disappearances around her campus, she realized that this was a perfect solution to her problems. She quickly confessed to being in the cult and offered to tell them everything she knew if she could join Quantum Black. Lydia helped them hunt down all of her friends in the local chapter and now she is on a Quantum Black team. Not only does Quantum Black protect her from other cells of insane cultists, but now she can learn the secrets of supernatural power at Quantum Black.

### Playing Lydia

While you are reasonably attractive and fairly bright, people are often either unnerved or intrigued by the fiery intensity of the gaze of your green eyes. You can be nice and charming, or you can be cold and efficient. Ultimately, you are about gaining things for yourself, though you usually take pains not to be completely obvious about this. Often, you will try to make it sound like you are only trying to help others.

### Quote

"You know, I think I would be a lot more helpful to the team if I knew more. Maybe I could borrow that book of dark spells, so, maybe I could learn to recognize them and stuff."

### Opinion of Other Characters

**Angela Axford**—Martial arts champion and former stunt woman. She is really athletic and boringly heroic.

**Xander Baines**—A former graduate student in history who chose to study the history of the occult because he thought it was trendy. He had some sort of accident. He has some real knowledge of the occult, and he is completely gullible. Use him.

**Jordan Berkman**—A brilliant, but unconventional, scientist. Crazy. But easy to manipulate.

**Katherine Burroughs**—A lawyer, con artist, and manipulator, she lies and steals just to show she can. She seems to be on to you.

**Victor Chen**—Victor is the man in charge. Victor is smart and connected at the company. He seems too smart and cold—watch out for him.

**Walton Hayes**—This guy was the front man for a band. Back when you were in high school they had that huge hit. The song never would leave your head. He did this silly dance in the video. Now he seems washed up. Still kind of cool, though. You have no idea of why he is on a monster hunting team.

**Danni Kendrick**—An expert with computers, drones, and other electronic surveillance systems. Also insecure and a coward. Easy to flatter and befriend to get what you want.

**Francisco Legares**—Very dangerous street muscle some idiot recruited for the team.

**Nate Pulaski**—This former police officer seems a lot like you. He is smart and understands how the world really works, and he has a ruthless edge to him. You do not trust him.

**Jake Starr**—Former soldier. A professional. Serious, naive, and deadly.

**Bubba Thoms**—The team mechanic. He is big and loud and kind of a rough jock. But he is smarter than he acts.

## Former Gang Enforcer

**Archetype:** Criminal

**Motivation:** Greed

**Team Roles:** Covert

**Style:** 1

Operative, Close Combatant

### Primary Attributes

Body: 3	Charisma: 2
Dexterity: 2	Intelligence: 2
Strength: 4	Willpower: 3

### Secondary Attributes

Size: 0	Initiative: 4
Move: 6	Natural Defense: 5
Perception: 5	Equipped Defense: 8
Health: 6	Stun: 3
Resilience: 5	Sanity: 5

Skills	Base	Levels	Rating	Average
Brawl	4	2	6	3
Firearms	2	2	4	2
Intimidation	2	1	3	1+
Larceny	2	4	6	3
Linguistics	2	1	3	1+
Melee	4	5	9	4+
Knives			10	5
Stealth	2	3	5	2+
Streetwise	2	2	4	2

### Languages

Spanish, English

### Talents

**Flurry:** You may attack twice a round in close combat at -2 on each roll.

### Resources

**Contact:** 1-Anton Weather, a fence (Criminal 4)

**Rank:** 1-Quantum Black

### Flaw

**Disfigured:** A nasty scar on your face gives you -2 on all rolls where appearance is a factor. Gain Style when this causes you or your team trouble.

### Equipment

Leather jacket, lockpicking kit, QIC Raptor 2 cellphone, concealable armored vest, flashlight, matches, 4 zip ties

Weapon	Ammo	Rate	Range	Rating	Attack	Average
Punch				0 N	6 N	3 N
Expandable Baton				2 N	11 N	5+ N
Large Knife				1 L	11 L	5+ L
IMI Desert Eagle pistol	7(m)	M	50	4 L	8 L	4 L
Uzi SMG	25(m)	A	50	3 L	7 L	3+ L



## Francisco Legares

Francisco Legares was a foot soldier in a drug cartel. He grew up in a poor neighborhood in Los Angeles with limited opportunities except for the gang, and the gang paid good money. His life mainly involved fighting other criminals. Legares spent much of his time as a guard and an enforcer, particularly known for his work with a knife. Sometimes, he took jobs performing breaking and entering. His branch of the gang ended up in a turf war with a new gang that told his group to back off or be destroyed by magic. His group scoffed, but in response, some...things attacked their main house. Francisco was the last gang member left, battling them with his Uzi in one hand and his knife in the other when the Quantum Black strike team arrived. They appreciated how he held his ground and he was offered a job. Lacking a clear alternative, he accepted.

### Playing Francisco

You are still a gang member at heart. You lost your crew, and you know the higher-ups will never believe that monsters from beyond space and time took them out. So, you accepted an offer from Quantum Black. They have good pay, good toys, and treat you reasonably well. You still fight and break into places for pay. And you'll keep working for them until something better comes along. You can be crude and rough around the edges.

Your fellow team members are your responsibility now and you'll do your part to keep them safe. It's what you're getting paid for, but you look for opportunities to earn some quick money.

### Quote

"Sure thing...boss."

### Opinion of Other Characters

**Angela Axford**—Martial artist and former stunt woman. Can kick butt, too. But she is stuck up and thinks she is some sort of hero.

**Xander Baines**—Some nerd out of college. Seems to know some of the occult stuff that goes on in the world. Mainly full of himself. You like staring at him and growling, just to freak him out.

**Jordan Berkman**—A weird scientist. Seems to know his stuff. In the old days, you bet he could have brewed you and your gang some pretty awesome drugs.

**Katherine Burroughs**—A real hot number. But she is stuck on herself and cold. You like flirting with her, though.

**Victor Chin**—The man who runs the team. An executive with the company who now pays you, he's the boss. He is competent and properly ruthless.

**Walton Hayes**—Why is this idiot even on the team? He had some annoying pop song a few years ago. It had some video where he did this stupid dance. You heard the song once and couldn't get it out of your head.

**Lydia Karstein**—A girl who fell into some sick cult while in college and learned some pretty weird stuff. A Quantum Black team rescued her from the cult. She has a crazy, dangerous edge about her. She is probably your favorite team member.

**Danni Kendrick**—A total nerd. She will probably get herself killed, and you'll get in trouble for it. She is good with computers and has all sorts of toys, like cameras and remote controlled copters and stuff. She is insecure and needy, and sometimes you like glowering at her and menacing her, just to watch her get upset.

**Nate Pulaski**—You've seen his type before. This guy used to be a cop. He thinks of himself as better than criminals, but this guy was crooked. You just know he was on the take.

**Jake Starr**—Former soldier. A stone cold killer. Thinks too much of himself, though. You could take him in a fight up close.

**Bubba Thoms**—A big, friendly guy who can fix anything. Fun to have a beer with. And a real rough-and-tumble brawler.

## Former Music Star

**Archetype:** Celebrity

**Motivation:** Survival

**Team Role:** Face

**Style:** 1

### Primary Attributes

Body: 2	Charisma: 3
Dexterity: 2	Intelligence: 3
Strength: 2	Willpower: 3

### Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Natural Defense: 4
Perception: 6	Equipped Defense: 7
Health: 5	Stun: 2
Resilience: 6	Sanity: 6

Skills	Base	Levels	Rating	Average
Administration	3	1	4	2
Art (Music)	3	2	5	2+
Con	3	4	7	3+
Craft (Electronics)	3	1	4	2
Diplomacy	3	3	6	3
Investigation	3	1	4	2
Empathy	3	3	6	3
Firearms	2	2	4	2
Gambling	3	1	4	2
Intimidation	3	2	5	2+
Performance (Singing)	3	2	5	2+
Streetwise	3	1	4	2

### Languages

English

### Talents

*Intelligent:* 1 was added to Intelligence

### Resources

*Fame:* 1

*Rank:* 1-Quantum Black

### Flaw

*Cosmic Sensitive:* Your character is sensitive to whatever odd energies fuel cosmic magic and horrors. Determine how this feeling manifests—perhaps whenever you are near such energies, you spontaneously and uncontrollably perform the finishing move of your famous dance routine.

### Equipment

2 pistol clips, QIC Raptor cellphone, concealable armored vest, QIC field tablet computer, flashlight, permanent marker, 20 glossy photos of self, evidence kit, guitar

Weapon	Ammo	Rate	Range	Rating	Attack	Average
Punch				0 N	0 N	0 N
Beretta Model 92 pistol	15(m)	M	50	3 L	7 L	3+ L



NIKOLA RUSKIN 2015

## Walton Hayes

Do you remember the band the Super-Waltones Fizz? Sure you do. They had that one song a few years ago. That annoyingly catchy one with that video with that guy doing that stupid dance. Yes, the one with the two clowns and the person in the koala bear costume. It was the one that was played everywhere and it became a pop culture and Internet meme. Then everyone got sick of it. Walton Hayes was the front man for the band the Super-Waltones Fizz. He was that guy who did that stupid dance. He also sang that song. You know, the one you hope to never hear again.

Well, the band lived the high life as mega-celebrities and quickly blew through whatever money they earned, confident of their next big hit. But, their second album was widely ridiculed. The band broke up. Walton then tried to go into acting, and he managed to get a couple of small parts and then a failed pilot as a detective in a police drama. When that didn't pan out, he got on a reality TV show and they edited it to make him look as stupid as possible. This ended up with Walton spawning another Internet meme, with various pictures with captions of him saying something idiotic.

Walton thought his luck was finally changing when he managed to land a part in a Las Vegas stage variety show at a hotel off the strip. He did a little stand-up and performed his one hit. He also helped the show's magician, Craig Carl Carcosa, with his act. One day Carcosa told Walton that he had come across a book with a new trick in it that would really put them on the map. He brought him to an old warehouse. Walton helped him paint symbols on the ground. He chanted along just like Carcosa told him to. Then, a mysterious glow started in the air above the symbols they painted, slowly turning into some sort of opening into someplace else. And then something horrible peered out.

Walton screamed. Carcosa kept chanting and Walton ran to him and punched him, trying to get him to stop. When he hit him, Carcosa stopped chanting and then there was a flash of light. They both were bathed in an eerie glow. Carcosa started screaming that Walton had doomed them both. The creature stepped through the opening and grabbed Carcosa. Walton ran. He never saw Carcosa again.

Walton kept trying to work at the show, but his life became increasingly strange. He would get odd feelings around some people and places—several times he thought he caught glimpses of horrible things in the night! He became increasingly afraid. He finally followed an odd feeling as it led him into an abandoned building. Suddenly, people with sharp teeth and claws came out of the shadows. Only the timely arrival of a Quantum Black team saved him. Walton is not sure what has happened to his life, but he decided to join up with Quantum Black, hoping they can figure it out. Meanwhile, Quantum Black hopes to exploit his strange connection to the supernatural.

### Playing Walton

You are a fairly bright and likable guy, and you have some musical talent. But your sudden rush into a level of fame your talent could not support backfired, and the media ultimately had fun unfairly portraying you as a hapless, talentless loser. You still have the charm that got you your big break and the social skills you learned during your brief time as an A-lister. You are a nice guy, and you find your whole career as a failed celebrity awkward. You think you somehow became cursed when Carcosa's weird ritual went astray, and you are hoping Quantum Black might cure you. But instead, your life seems to be leading further and further into the occult.

### Quote

"Yeah, of course I look familiar. I was on CSI Miami once. I got trampled to death by giraffes...and...yeah...yeah...that was me in that music video. No...I won't do that dance now."

### Opinion of Other Characters

**Angela Ashford**—Some kind of martial arts champion and stunt woman. She knows how to handle herself in a fight. She would make a cool body guard.

**Xander Baines**—Some sort of college guy. Young and seems to know occult things. Maybe he can figure out how to cure you. You think he stumbled into some nasty occult stuff, just like you.

**Jordan Berkman**—Stuffy, out-of-touch scientist. He has never even heard of your song.

**Katherine Burroughs**—One hot woman! A bit too smooth, though, and kind of stuck on herself. You knew groupies like her. And not the good ones—she seems like one of the parasites who would suck your money dry.

**Victor Chen**—A smart man who is in charge of the team. Bit of a jerk, though.

**Lydia Karstein**—She joined a cult in college and Quantum Black rescued her from it. Seems kind of messed up and creepy. Though she acts friendly and is kind of cute after a couple of drinks.

**Danni Kendrick**—Stupid computer nerd.

**Francisco Legares**—A former gang member. He'd make a great bouncer.

**Nate Pulaski**—A former police detective. He saw some bad stuff on the streets and can hold his own when trouble goes down.

**Jake Starr**—Former soldier. Good guy!

**Bubba Thoms**—A big redneck mechanic. He reminds you of some roadies you know.

## Former Soldier

**Archetype:** Soldier      **Motivation:** Revenge

**Team Roles:** Ranged Combat, Outdoor Expert  
**Style:** 2

### Primary Attributes

Body: 3	Charisma: 2
Dexterity: 4	Intelligence: 2
Strength: 3	Willpower: 2

### Secondary Attributes

Size: 0	Initiative: 6
Move: 7	Natural Defense: 7
Perception: 4	Equipped Defense: 11
Health: 5	Stun: 3
Resilience: 4	Sanity: 4

Skills	Base	Levels	Rating	Average
Athletics	3	2	5	2+
Brawl	3	2	5	2+
Demolitions	2	2	4	2
Firearms	5	4	9	4+
Gunnery	2	2	4	2
Melee	3	2	5	2+
Stealth	4	3	7	3+
Survival	2	3	5	2+

### Languages

English

### Talents

**Agile:** Jake had an extra point added to his Dexterity.

### Resources

**Rank:** 1-Quantum Black

**Contact:** Cpt. Leslie Sommers (Military 4)

### Flaw

**Hard of Hearing:** -2 on hearing rolls. Gain Style when this causes problems.

### Equipment

QIC Raptor 2 cell phone, QIC field tablet computer, 4 zip ties, flashlight, night vision goggles, armored assault vest, silencer for pistol, concealable armored vest (reduces Equipped Defense rating by 1, as rating shown is for assault vest), tactical light.

Weapon	Ammo	Rate	Range	Rating	Attack	Average
Punch				0 N	5 N	2+ N
Beretta Model 92 pistol	15(m)	M	50	3 L	12 L	6 L
Taser MX Animal	2	1	35	6 N	15 N	7+ N
Expandable Baton				2 N	7 N	3+ N
Benelli M1 Super 90 shotgun	7(i)	M	25	4 L	13 L	6+ L
Accuracy International Arctic Warfare Sniper Rifle	10(m)	M	150	7 L	16 L	8 L



Note, Jake does not carry all of his weapons and armor at once. He carries what he expects to need and typically stows the rest in the team's vehicle or at their base of operations.

## Jake Starr

Jake Starr served in the military for ten years, including a term as a sniper. While serving in Afghanistan, he led his squad into a cave complex looking for terrorists. Instead, they found grisly human remains. Jake was undaunted and he decided to explore further—his orders were to make sure the caves were clear. Leading the squad deeper into the caves, they stumbled into a Shoggoth. Starr was the only member of his squad to escape, and he was a bloodied mess: half deaf from the sound of the grenades he detonated in the tunnels of the cave as he fled. When another team came to investigate and look for survivors or at least retrieve bodies, no human remains were there—they had vanished without a trace. Convinced that Starr's ravings about a hideous monster in the dark were signs of PTSD, he was given an honorable discharge. However, he never could escape suspicions that he had killed his squad. Quantum Black heard of his story and they hired him to hunt monsters.

### Playing Jake

You are a professional soldier. You are not evil or heartless, but you are willing to do what must be done. You want to find a Shoggoth and kill it. Once you heard that there are other monsters out there in the darkness, you want to kill them as well. You refer to team members without serious combat training as “civilians,” and you think their main role in combat is to stay out of the way. You are not insane or reckless about hunting monsters—you can be patient. Very patient.

### Quote

“I've got the shot.”

### Opinion of Other Characters

**Angela Axford**—Nice girl. Martial artist and former stunt woman. While she acts tough, her experience is all in tournaments and movies—she does not know real fighting.

**Xander Baines**—A historian of some sort who has knowledge of supernatural creatures and spells. His knowledge is not always reliable, and he's useless in a fight, but he is the best source of information on these monsters.

**Jordan Berkman**—Completely insane scientist. You wish they found someone more stable to serve as a science expert for the team.

**Katherine Burroughs**—An attractive woman, she carries herself like some of the CIA agents you have met. All smiles, but if you look close, there is no warmth behind them. Her eyes are cold as ice.

**Victor Chen**—The team leader. Cold and efficient. You respect him.

**Walton Hayes**—A former one-hit recording artist. He had some annoying pop song a few years ago. He has great social skills but is merely a target in any fight.

**Lydia Karstein**—A girl who fell into some sick cult while in college. A Quantum Black team rescued her from the cult. Not sure if she can be trusted, but she did learn some stuff in the cult.

**Danni Kendrick**—An expert hacker who can also perform reconnaissance using drones. A handy woman to have on the team, but useless in a fight. She is also too needy, always seeking approval.

**Francisco Legares**—Some sort of former gang member. He might have avoided a life of crime and had a heck of a career if he had joined the service. He is a competent fighter, but raw. He might think of himself as a “professional” as a criminal enforcer, but to you he is merely a skilled amateur, albeit a dangerous one. If you have to fight him, kill him from a distance—he is deadly with a knife.

**Nate Pulaski**—A former cop. You've seen his type before—someone who has seen too much and burned out. He seems completely jaded and you doubt there is anything he wouldn't do. Very dangerous.

**Bubba Thoms**—A friendly guy who can fix anything. Dependable. And really big.

## Grifter

**Archetype:** Adventurer

**Motivation:** Thrill Seeker

**Team Role:** Face

**Style:** 1

### Primary Attributes

Body: 2	Charisma: 5
Dexterity: 3	Intelligence: 2
Strength: 2	Willpower: 2

### Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Natural Defense: 5
Perception: 4	Equipped Defense: 8
Health: 4	Stun: 2
Resilience: 7	Sanity: 7

Skills	Base	Levels	Rating	Average
Academics (Law)	2	2	4	2
Con	5	4	9	4+
Diplomacy	5	1	6	3
Empathy	2	2	4	2
Firearms	3	2	5	2+
Intimidate	5	1	6	3
Larceny	3	3	6	3
Stealth	3	2	5	2+

### Languages

English

### Talents

**Team Player:** When assisting another character, you always provide a +2 teamwork bonus, even if you don't have the skill.

### Resources

**Contact:** 1-Artie "Captain Nemo" Montgomery, hacker (Technology 4)

**Rank:** 1-Quantum Black

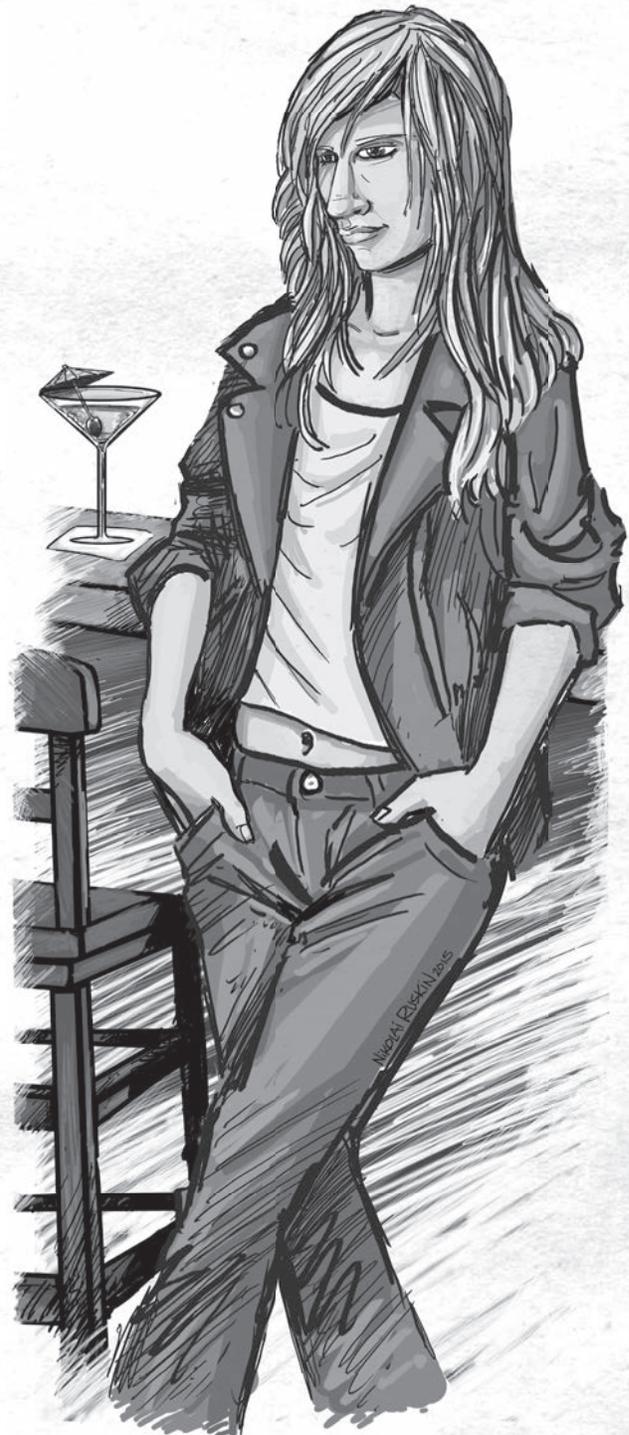
### Flaw

**Overconfident**—Your character believes she is more capable than she truly is. Gain Style when this causes you or your friends trouble.

### Equipment

2 pistol clips, leather jacket, mechanical lockpicking kit, QIC Raptor cellphone, gloves, concealable armored vest, QIC field tablet computer, 5 zip ties, flashlight, professional attire, revealing dress

Weapon	Ammo	Rate	Range	Rating	Attack	Average
Punch				0 N	0 N	0 N
Glock 22 pistol	15(m)	M	50	3 L	8 L	4 L



## Katherine Burrows

Katherine “Kat” Burrows is an adrenaline junkie. In college, she learned it was more fun and easy to charm her way to get what she wanted rather than working hard. After graduation, her life became a series of jobs that she talked her way into. Bored with that, she switched to theft, turning to a variety of petty cons. She joined up with other grifters and she moved into more complex schemes. Eventually, she ended up working with a team trying to rip off Quantum Integrated Technologies (QIT). And then she got caught.

QIT made it clear that they would not play nicely. Several gruff security members beat her colleagues senseless. She tried to talk her way out of the situation, but the security men simply laughed.

A recruiter entered the room, and he explained that QIT thought she had talent. She was told that she would receive a full ride to law school. She was given three years to graduate from the school and pass the bar exam. Or else. If she became a lawyer, a lifetime of adventure, wealth, and excitement awaited her. If she failed—well....

She was not sure what the alternative was, but she cheated her way through law school and the bar exam. Upon graduation, she was assigned to a Quantum Black team, providing her all the excitement she could ever crave.

### Playing Kat

The world is full of stupid people. Everyone is essentially your toy to manipulate. Use people however you need to. You’re glad Quantum Black recruited you—the whole grifter thing was getting boring. Fighting monsters to save the world is something you do to avoid boredom. You talk your team into places, handle the police, and solve any problems that can be solved by confidence and talking.

### Quote

“I’m sure nothing happened here that you have to tell anyone about, right?”

### Opinion of Other Characters

**Angela Axford**—Martial arts champion and former stunt woman. Nice enough, but she is too much of a jock.

**Xander Baines**—Some nerd out of history grad school. Seems to know some of the occult stuff that goes on in the world. Fun to toy with.

**Jordan Berkman**—Completely crazy scientist.

**Victor Chin**—The suit who runs the team. Don’t mess with him, except as an obvious game.

**Walton Hayes**—This guy was the front man for a band. Back when you were in college they had that huge hit. The song never would leave your head. He did this silly dance in the video. Now he seems washed up. Still kind of cute. Still kind of cool. You have no idea of why he is on a monster hunting team.

**Danni Kendrick**—A harmless goofball. Knows her tech stuff, but she is all about playing with drones and computers. Easy to mess with.

**Francisco Legares**—Simple street muscle. Brutal. Very, very dangerous. But that means he can also be useful.

**Lydia Karstein**—A girl who fell into an occult cult while in college and learned some wicked occult stuff. She acts innocent, but you see right through her. She is dangerous.

**Nate Pulaski**—A former police detective, but in some ways he feels like a kindred spirit. He’s not as good at it as you, but he clearly is just as much a con man—he simply used to use his badge to fool people. You respect a fellow liar, but you do not trust him. You’re sure he has killed, and he will again. You like the adventure of stealing—but he has no conscience.

**Jake Starr**—Former soldier. A real stone cold professional. Dangerous, and way too serious. Reliably straight and predictable.

**Bubba Thoms**—The team mechanic. Big and loud and stupid. But not as stupid as he acts.

## Mad Scientist

**Archetype:** Scientist      **Motivation:** Truth

**Team Roles:** Healing, Science Expert      **Style:** 2

### Primary Attributes

Body: 2	Charisma: 1
Dexterity: 2	Intelligence: 5
Strength: 2	Willpower: 3

### Secondary Attributes

Size: 0	Initiative: 7
Move: 4	Natural Defense: 4
Perception: 6	Equipped Defense: 7
Health: 5	Stun: 2
Resilience: 4	Sanity: 4

Skills	Base	Levels	Rating	Average
Craft (Chemistry)	5	4	9	4+
Computers	5	1	6	3
Investigation	5	1	6	3
Melee	2	2	4	2
Linguistics	5	1	6	3
Medicine	5	3	8	4
Science	5	5	10	5

### Languages

English, German, Hebrew, Latin

### Talents

**Lifesaver:** Your character heals 1 lethal or 2 nonlethal wounds per success on a Medicine roll.

**Skill Mastery (Science):** You do not need to specialize in a particular science.

### Resources

**Rank:** 1-Quantum Black

**Status:** 1 (Noted Scientist)

### Flaw

**Absent Minded:** You are easily distracted and receive a -2 to your Perception. Gain Style when this causes you or your friends trouble.

### Equipment

Concealable armored vest, specimen kit, QIC Delta Fieldbook laptop, QIC Raptor cell phone, surgeon's kit, first aid kit, portable laboratory, flashlight

Weapon	Ammo	Rate	Range	Rating	Attack	Average
Punch				0 N	0 N	0 N
Glock 27 pistol	9(m)	M	50	3 L	3 L	1+ L
Scalpel				0 L	4 L	2 L
Taser M26	2	1	35	3 N	3 N	1+ N



## Jordan Berkman

Jordan Berkman has repeatedly run into trouble due to his genius. An expert biologist with an uncanny knowledge of all of the sciences, Dr. Berkman was removed from various academic jobs due to his refusal to follow (or as he says, be limited by) various rules and protocols. He eventually ended up in the private sector, where time and again he encountered serious problems as his reckless pursuit of knowledge and hideous social skills landed him into trouble. Quantum Black ended up hiring him to investigate cases, where his incredible knowledge, skill in medicine, enthusiasm, unflappable acceptance of the bizarre, and tolerance of risk are generally assets in the field. However, they also are one of the few employers on Earth that would be willing to put up with him.

### Playing Jordan

Nothing is as exciting as the chance to learn something new. While you have always thought conventional science was the province of those limited of vision, the universe is apparently much, much wilder than even you imagined. You're willing to do whatever it takes to make new discoveries.

Despite your lack of training with a gun, you are completely oblivious to how terrible of a shot you are with your pistol—clearly if less intelligent people can handle a gun, you can. You often gleefully fire your gun in combat. However, when foes draw close, you are surprisingly handy with a scalpel.

### Quote

"You fools! You must retrieve that sample! The risk is worth it. Now go!"

### Opinion of Other Characters

**Angela Axford**—Martial arts champion and former stunt woman. Completely uninteresting. She is useful for doing menial, monotonous physical tasks, like retrieving equipment and stabbing Deep Ones.

**Xander Baines**—Someone who went to graduate school to study history! As if history is worthy of study. He prattles on about magic and monsters. Surely there are unknown creatures out there, but even if there is any useful knowledge about them in old dusty books, it would be so hidden beneath superstitious claptrap as to be indecipherable.

**Katherine Burroughs**—An attractive woman who is overly fond of the sound of her voice, yet she says nothing of import with it.

**Victor Chen**—A fairly smart man who is in charge of the team. He is not as smart as he thinks he is, though, and his vision is too narrow. Completely ignorant of science.

**Walton Hayes**—Some sort of former popular entertainer. From what you can tell, he was not a very good one. He is a moron who talks too much.

**Lydia Karstein**—A girl who fell into an occult cult while in college and learned some of their superstitions. She somehow left the cult—you didn't bother to learn the details. Useful only for understanding what stupid cultists believe. A shame, since there seems to be some intelligence behind her eyes.

**Danni Kendrick**—A good kid. Talented with computers and electronics equipment.

**Francisco Legares**—He used to be some sort of street hooligan.

**Nate Pulaski**—A former police officer, and one who likely abused his office. A quick enough mind as a detective, though.

**Jake Starr**—Former soldier. Thoroughly uninteresting.

**Bubba Thoms**—The team mechanic. Big and loud and stupid.

## Mechanic

**Archetype:** Engineer

**Motivation:** Protection

**Team Roles:** Close Combatant,  
Engineer, Outdoor Expert

**Style:** 2

### Primary Attributes

Body: 3	Charisma: 2
Dexterity: 1	Intelligence: 4
Strength: 4	Willpower: 2

### Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Natural Defense: 4
Perception: 6	Equipped Defense: 7
Health: 5	Stun: 3
Resilience: 4	Sanity: 6

Skills	Base	Levels	Rating	Average
Athletics	4	1	5	2+
Brawl	4	4	8	4
Craft (Mechanics)	4	5	9	4+
Demolitions	4	2	6	3
Gambling	4	1	5	2+
Medicine	4	1	5	2+
Melee	4	3	7	3+
Survival	4	2	6	3

### Languages

English

### Talents

*Rock of Stability*—2 was added to your Sanity.

### Resources

**Rank:** 1-Quantum Black

**Wealth:** 1

### Flaw

*Susceptible*—You are -2 to resist spells. Gain Style when this causes problems.

### Equipment

5 1-lb. blocks of C4, 5 detonators, QIC Raptor cellphone, concealable armored vest, QIC field tablet computer, flashlight, mechanics toolkit

Weapon	Ammo	Rate	Range	Rating	Attack	Average
Punch				0 N	8 N	4 N
Large Wrench ("Bessie")				2 N	9 N	4+ N
C4				4 L		

Note: 1 pound of C4 does 4L damage in a 5 foot radius. Damage and radius is per pound, so 2 pounds would do 8L damage in a 10 foot radius, etc.



## Bubba Thomas

Bubba Thoms is tall, unkempt, and built like a bear; he would be intimidating if not for the almost constant presence of a friendly grin on his face. Bubba worked oil rigs and he is fond of saying there is nothing so broken that he can't fix it and nothing so complicated that he can't make it.

Usually he is right: beneath his big, good natured, rough-and-tumble exterior is a sharp mind and considerable technical knowledge and skill. While he may enjoy an occasional Saturday night drinking beer and whiskey and getting into bar fights, he also is often the smartest man in the room—although only a few people realize it. Bubba is also generous with his help and always willing to assist a friend or acquaintance in need. Whether moving furniture for a friend or loaning an old buddy cash, Bubba is there.

One day some friends and he were out in the desert hiking. They ended up stumbling into a cave being used as a lair by some Mi-Go. Things went rapidly downhill, and Bubba and his friends ended up captured. The Mi-Go began setting up their equipment to extract their brains. Luckily, a Quantum Black Team had been monitoring the Mi-Go and realized the plight of Bubba and his friends. They rescued them. Bubba and the team hit it off, and they offered him a job.

### Playing Bubba

You have spent your life around big, rough men, and you have learned to play the part well. Boisterous and always ready for some action, you are a calm, friendly presence on a team. Concerned about the welfare of your teammates and people in general, you are a good person to have at someone's side or covering their back.

You generally hide it, but you are smarter than you appear. You'll often act like a big, clumsy, unsophisticated hick, but anyone paying careful attention will notice your keen mind and competence.

### Quote

"Well, that sure was a whole lot of fish-men! And that big one, he wrassled something fierce! Whoo-dawgies!"

### Opinion of Other Characters

**Angela Ashford**—Some kind of martial arts champion and stunt woman. She knows how to handle herself in a fight, but she needs to loosen up.

**Xander Baines**—Some sort of college guy. Young and seems to know occult things.

**Jordan Berkman**—Stuffy, pretentious scientist. He is smart, but not better than anyone else.

**Katherine Burroughs**—One good looking woman! A bit too smooth, though, and kind of stuck on herself.

**Victor Chen**—A fairly smart man who is in charge of the team. Efficient and focused, he needs to learn to relax.

**Walton Hayes**—This guy was the front man for a band or something. Apparently he had some sort of hit, but all you know is that it wasn't country and wasn't played in any bar you went to. He seems kind of cool, though. You have no idea of why he is on a monster hunting team.

**Lydia Karstein**—She joined a cult in college and Quantum Black rescued her from it. Seems kind of messed up and creepy. Though she acts friendly and is kind of cute after a couple of drinks.

**Danni Kendrick**—Insecure kid, acts cocky, good with computers. A complete coward, which is good, because it keeps her out of the way when things get bad.

**Francisco Legares**—A former gang member. Acts tough. But fun to have a beer with.

**Nate Pulaski**—A former police detective. He is full of fun stories and can hold his whiskey.

**Jake Starr**—Former soldier. Good guy!

# QUANTUM BLACK

## Ruthless Mastermind

**Archetype:** Company Man

**Motivation:** Faith (in his employer)

**Team Role:** Leader

**Style:** 1

### Primary Attributes

Body: 2	Charisma: 2
Dexterity: 2	Intelligence: 4
Strength: 2	Willpower: 3

### Secondary Attributes

Size: 0	Initiative: 6
Move: 4	Natural Defense: 4
Perception: 7	Equipped Defense: 7
Health: 5	Stun: 2
Resilience: 5	Sanity: 5

Skills	Base	Levels	Rating	Average
Administration	4	1	5	2+
Computers	4	1	5	2+
Diplomacy	2	4	6	3
Empathy	4	3	7	3+
Firearms	4	3	7	3+
Investigation	4	2	6	3
Linguistics	4	1	5	2+
Ritual Magic	4	1	5	2+
Supernatural Lore (Cosmic)	4	1	5	2+

### Languages

English, Chinese, French

### Talents

**Calculated:** Use Intelligence as the base for your Firearms skill.

**Inspire:** As an action, give a +2 to a skill roll of any ally within 10 feet.

### Resources

**Rank:** 2-Quantum Black

### Flaw

**Condescending:** Earn Style when prove yourself superior to others or prove others wrong.

### Equipment

2 pistol clips, evidence kit, QIC Raptor cellphone, gloves, concealable armored vest, QIC field tablet computer, 5 zip ties, silencer

Weapon	Ammo	Rate	Range	Rating	Attack	Average
Punch				0 N	0 N	0 N
Glock 22 pistol	15(m)	M	50	3 L	10 L	5 L
Taser M26	2	1	35	3 N	10 N	5 N



## Victor Chen

Victor Chen was always certain that greatness lie in his future. He was smarter and harder working than everyone around him; he knew that he deserved to be rewarded for his talent and dedication. Working diligently, he got into an Ivy League business school and had a Bachelor's degree and MBA by the age of 22. He was recruited by Quantum Integrated Technologies (QIT) and was happy to take a job with the fastest rising company in the world. QIT's sense of superiority and its belief in a future society led by the most intelligent and educated matched his own worldview. He quickly impressed his bosses and was on the fast track to success when he caught the eye of CEO Ramsey Riöse, who offered him a special position leading teams for Quantum Black.

### Playing Victor

You know you that you are a special person, superior to those less intelligent, less disciplined, and less educated. Selected to work at a company that will inevitably make the world a better place by reshaping it, you must work to rid the world of threats to its existence. You lead a Quantum Black team as it seeks to identify and eliminate otherworldly menaces, gathering information to improve Quantum Black's storehouse of knowledge. Everyone else on the team is, if necessary, expendable, as long as the mission succeeds. You can be charming when needed—but you can turn on a dime and be completely ruthless. You are serious and efficient and want everyone to stay on task.

### Quote

"As long as everyone sticks to my plan, they will be fine."

### Opinion of Other Characters

**Angela Axford**—Martial artist and former stunt woman who thinks she is a hero. She is a skilled combatant but naive.

**Xander Baines**—A former graduate student in history who chose to study the history of the occult because he thought it was trendy. He tried casting a spell to impress some girls, and he ended up with some eldritch horror eating them. Quantum Black had to clear his name—the police believed he had killed his friends. He has some real knowledge of the occult, and he probably is the second most trustworthy member of the team.

**Jordan Berkman**—A brilliant, but unconventional, scientist. A loose cannon and wild card.

**Katherine Burroughs**—A lawyer, con artist, and master manipulator, she lies and steals just to show she can. She is very useful for handling any situation where talking is needed.

**Walton Hayes**—A former pop singer who had a hit years ago, then went onto an embarrassing career as a reality star. Not as incompetent as he first appears, he seems to have some innate ability to stumble upon the supernatural. You keep him around as bait. But he also still has some of his celebrity charm.

**Lydia Karstein**—A girl who fell into an occult cult while in college and learned some dark knowledge. A Quantum Black team rescued her from the cult. While she pretends to be an innocent girl who fell in with the wrong group, you doubt it. You think she is dangerous.

**Danni Kendrick**—An expert with computers, drones, and other electronic surveillance systems. Also insecure and a coward.

**Francisco Legares**—Very dangerous street muscle some idiot recruited for the team. Dangerous and ruthless. He is the most expendable member of the team.

**Nate Pulaski**—This former police officer was thoroughly corrupt yet might still have some code of honor left in him. He is a useful investigator and cleaner, and he is good with a pistol. You do not trust him.

**Jake Starr**—Former soldier. A professional. Reliable.

**Bubba Thoms**—The team mechanic. A bear of a man who hides his intelligence behind a big, loud, simple façade.

# QUANTUM BLACK

## Stuntwoman

**Archetype:** Soldier

**Motivation:** Protection

**Team Role:** Close Combatant

**Style:** 1

### Primary Attributes

Body: 3	Charisma: 2
Dexterity: 3	Intelligence: 2
Strength: 4	Willpower: 2

### Secondary Attributes

Size: 0	Initiative: 5
Move: 7	Natural Defense: 6
Perception: 4	Equipped Defense: 9
Health: 7	Stun: 3
Resilience: 4	Sanity: 4

Skills	Base	Levels	Rating	Average
Acrobatics	3	2	5	2+
Athletics	4	2	6	3
Brawl	4	5	9	4+
Drive	3	1	4	2
Firearms	3	2	5	2+
Melee	4	3	7	3+
Performance	2	1	3	1+
Stealth	3	2	5	2+
Survival	2	1	3	1+

### Languages

English

### Talents

**Robust:** You have had 2 points added to your Health.

### Resources

**Artifact:** 1-Medallion of Harmony—Once per game session this medallion can protect the wearer from 2 points of mental or physical damage.

**Rank:** 1-Quantum Black

### Flaw

**Speech Impediment**—You stutter. Gain Style when this causes you trouble.

### Equipment

2 pistol clips, QIC Raptor cellphone, concealable vest, QIC field tablet computer, flashlight

Weapon	Ammo	Rate	Range	Rating	Attack	Average
Punch				0 N	9 N	4+ N
Glock 22 pistol	15(m)	M	50	3 L	8 L	4 L
Staff				3 N	10 N	5 N
Katana				3 L	10 L	5 L
Tonfa				2 N	9 N	4+ N
Knife				1 L	8 L	4 L

*Note: Angela usually does not carry all her weapons: she arms herself as appropriate for the situation.*



## Angela Axford

Angela Axford never quite fit in. She had a stutter that made social situations awkward and she never had any interest in princesses and dolls that many other girls favored. Schoolwork seemed boring. Athletic and strong, the only thing that gave her joy was sports. She developed an interest in martial arts and she quickly began receiving recognition at tournaments. Her sensei said she was destined for greatness.

Soon she was contacted by a stunt coordinator in Hollywood who thought she would be great as an extra in some fight scenes of a movie he was working on. Sensei said she had a greater destiny, but she left, eager to be part of a film. That job led to others and soon Angela was earning regular work in movies as a stunt woman.

One day her former sensei called her and said he needed to see her. He said that he was a member of an ancient order that confronted evil and that everyone in his cell had recently suffered fatal accidents. He was the last survivor and afraid that they had run afoul of a powerful evil. She agreed to meet him for coffee. However, while she waited in front of the cafe, she watched in horror as he was struck by a car as he crossed the street to join her. With his dying breath, he gave her an old amulet and said it would protect her. He asked her to work to prove she was worthy of the destined greatness he had always seen for her.

She had noted the plates of the car that struck him; using them she managed to track down the owner of the car to a huge, isolated mansion. She easily scaled the wall and made it to the door of the mansion to confront the owner. But, she heard chanting coming from the back of the mansion. She crept up to investigate. She found a group of people dressed in yellow, hooded robes chanting in a circle.

Soon a horrible creature appeared inside the circle. It looked at her. The creature advanced at her, and the cultists followed it. She realized she could never take them all. And then a Quantum Black team attacked.

She handled herself well in the fight, so Quantum Black offered her a job. She is happy confronting evil and proving sensei was right to have faith in her abilities.

### Playing Angela

You are a confident and talented physical combatant, and whenever the team needs someone to climb or scout, you are happy to do so. You enjoy punching cultists and killing monsters. You are noble and heroic, and you wish to prove sensei's faith in your destiny was correct. Quantum Black and your teammates sometimes seem less heroic than you would like, but they get results and help you achieve your goal of defeating the forces of darkness.

### Quote

"Run! I can hold them all off."

### Opinion of Other Characters

**Xander Baines**—Some sort of goofy academic. Young, and seems to know occult things.

**Jordan Berkman**—Obnoxious scientist with terrible social skills. He is smart but not too stable.

**Katherine Burroughs**—An attractive woman who is overly fond of the sound of her voice.

**Victor Chen**—A fairly smart man who is in charge of the team. Efficient and focused.

**Walton Hayes**—This guy was the front man for a band. Back when you were in high school they had that huge hit. The song never would leave your head. He did this silly dance in the video. Now he seems washed up. Still kind of cool, though. You have no idea of why he is on a monster hunting team. Monsters seem to always find him.

**Lydia Karstein**—She joined a cult in college and Quantum Black rescued her from it. Seems kind of messed up.

**Danni Kendrick**—Insecure kid, acts cocky, good with computers. A complete coward, which is good, because it keeps her out of the way when things get bad.

**Francisco Legares**—A former gang member. Ruthless and dangerous. Though not as tough as you.

**Nate Pulaski**—A former police officer, and one who seems dirty. A smart detective, but you don't trust him.

**Jake Starr**—Former soldier. Tough.

**Bubba Thoms**—The team mechanic. A big, loud jock.

# QUANTUM BLACK

## Techie

**Archetype:** Technician      **Motivation:** Competition

**Team Roles:** Science/Technical Expert      **Style:** 1

### Primary Attributes

Body: 2	Charisma: 2
Dexterity: 3	Intelligence: 4
Strength: 2	Willpower: 2

### Secondary Attributes

Size: 0	Initiative: 7
Move: 5	Natural Defense: 5
Perception: 8	Equipped Defense: 8
Health: 4	Stun: 2
Resilience: 4	Sanity: 2

Skills	Base	Levels	Rating	Average
Computers	4	3	7	3+
<i>Security</i>	4	4	8	4
Craft (Electronics)	4	4	8	4
Drive	3	2	5	2+
Electronics	4	4	8	4
Firearms	3	2	5	2+
Pilot (Drone)	3	4	7	3+
Science (Engineering)	4	1	5	2+

### Languages

English

### Talents

**Alertness:** +2 to Perception Rating

### Resources

**Alternate Identity:** 1

**Rank:** 1-Quantum Black

### Flaw

**Coward:** -2 penalty on all rolls when life is threatened.

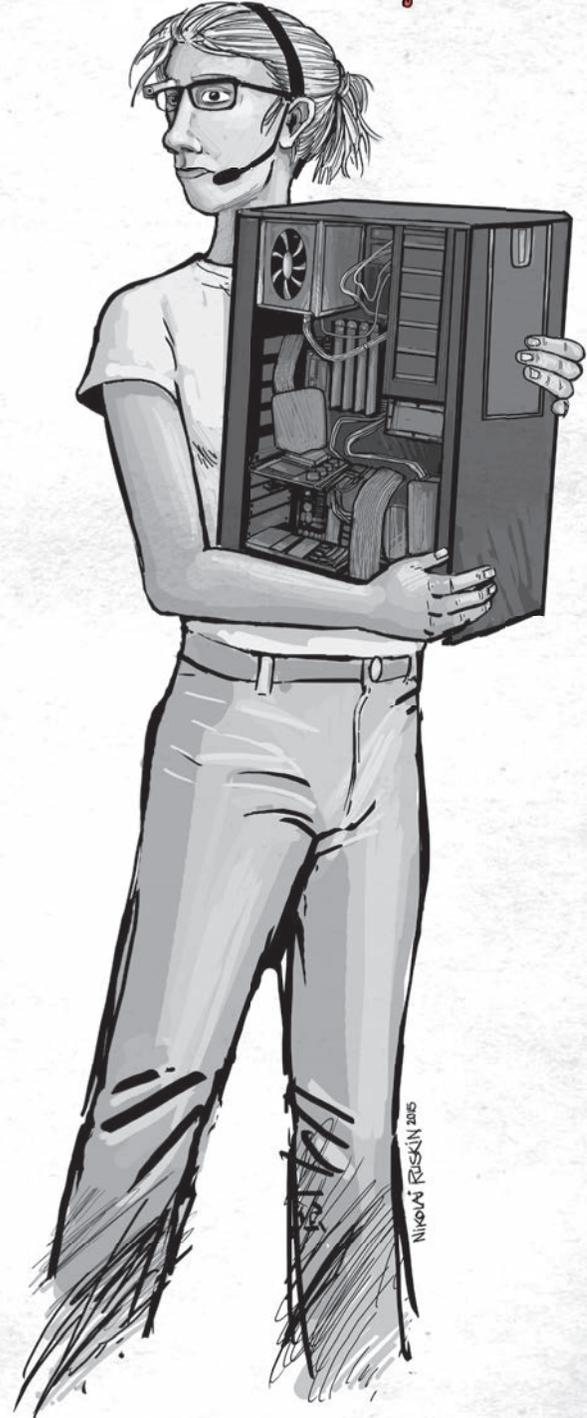
### Equipment

18 pistol bullets, QIC Raptor cellphone, concealable armored vest, QIC field laptop computer, flashlight, laser mic, 5 audio/video bugs, 3 audio bugs, electronic toolkit, mechanic toolkit

Weapon	Ammo	Rate	Range	Rating	Attack	Average
Punch				0 N	0 N	0 N
38 Special	6(t)	M	50	2 L	7 L	3+ L

Drone	Size	Def	Struc	SPD	Han	Rng	Cng	Time	Sig	Auto	Type
Raven	-1	4	2	30	+2	2000	100	20	+2	+4	Copter
Commander	0	3	2	50	NA	NA	330	10	NA	+4	Fixed
Rover	-2	4	1	5	0	500	NA	30	0	NA	Wheel
Tarantula	-2	4	1	2	+1	500	NA	60	+1	NA	Crawler

**The Raven** is a high end flying drone. It has both front and bottom mounted cameras. If its signal is lost, it uses its autopilot skill to return to a preset location (the default is where it launched from).



**The Commander** is a high-end fixed wing drone sporting high quality cameras on its nose and its underbelly, along with an infrared camera on its underbelly. The operator uses Pilot (Drone) skill to program in its path, adding in the autopilot skill as a bonus. The drone then executes its pre-programmed flight path. Once recovered, the operator can download camera footage into any appropriate device. The Commander is generally used to take overhead images and has the advantage of being immune to signal jamming.

**The Rover** is a very small wheeled drone with a front mounted camera. The camera is of poor quality, giving -2 dice to rolls to perceive things through it.

**The Tarantula** is a six legged crawling drone. It is very slow, but it handles obstacles.

## Danni Kendrick

Danielle “Danni” Kendrick was always a bit different than the other kids. Very bright and great with high tech equipment, she was always more interested in video games or building her own computers or robots than playing outside and with traditional toys. Danni graduated from college in only three years and she quickly got a job at a high tech start up. When the incident occurred, her company struggled to survive. When Quantum Integrated Technologies suddenly arose out of nowhere, she tried to get a job with them but couldn’t.

Angry and wanting to show she was better than them, she spent her free time trying to hack into their systems. After six months of gathering data, stalking their employees on the web, and slowly worming her way into their systems, she managed to steal a laptop of an employee who was dining at a cafe. After bypassing the security on the computer, she used it to hack further into Quantum Integrated Technologies’ network. After months of exploring, she found a heavily secured area on their network. Eventually, she found a back door, and behind it was a jumbled, encrypted mess of files. She managed to make a few readable—and she found gibberish about incursions, entities, and a poorly shot video that looked like it was out of a cheesy horror film.

With some effort, she managed to track down the location of a recent, nearby “suspected incursion incident,” and she drove there to see what she would find. She left her car to explore and ended up on a beach surrounded by Deep Ones. At the last second, a Quantum Black team pulled her from danger. But, they also found the stolen laptop. After an examination of it, they realized what Kendrick had done. She was given the option of joining Quantum Black. She was not told what the other options were. She accepted.

### Playing Danni

You do not mind that you were conscripted into Quantum Black—you had wanted to work for its parent company, anyway. In Quantum Black you feel like you are working for the best company in the world, thus confirming your worth. After all, the best company in the world would only hire the best. You get cool toys, get to show off what you can do, and you are getting to perform important work fighting all sorts of evils. Recently, you were re-assigned from a hacker investigative team to a field team. You control drones and set up and accesses tech on the scene. You still intend to stay far from danger. You enjoy showing off your skills and making your value clear to your fellow team members.

### Quote

“Just give me another 30 seconds and I’ll be right through that firewall.”

### Opinion of Other Characters

**Angela Axford**—Martial arts champion and former stunt woman. She is really athletic. She is not too friendly.

**Xander Baines**—Some history nerd. The guy is clumsy and foolish and believes in magic. He thinks he knows everything. What a geek. You hate nerds like him.

**Jordan Berkman**—Crazy scientist. He is smart but not too stable.

**Katherine Burroughs**—She is really pretty and always seems to know what to say. You want to impress her.

**Victor Chen**—Victor is the man in charge. Victor is smart and connected at the company. He is exactly the sort of professional you want to be.

**Walton Hayes**—This guy was the front man for a band. Back when you were in high school they had that huge hit. The song never would leave your head. He did this silly dance in the video. Now he seems washed up. Still kind of cool, though. You have no idea of why he is on a monster hunting team.

**Lydia Karstein**—A girl who fell into an occult cult while in college and learned some occult stuff. Quantum Black rescued her. She is cute and friendly.

**Francisco Legares**—This guy is scary. He plays with a knife when he’s bored and he is covered in horrible tattoos. He looks like some sort of gang member.

**Nate Pulaski**—Used to be some sort of cop. He is smart and professional, and exactly the sort of person you need to impress.

**Jake Starr**—Former soldier. He seems cold and dangerous. But when things get rough, he can keep you safe.

**Bubba Thoms**—The team mechanic. He is big and loud and kind of a rough jock. But he is smart—smarter than he lets on.