

**Regulars and Guest Stars
from the Television Series**

Kolchak: The Night Stalker Character sheets

**For the
Daredevils
Role Playing
Action and Adventure
*Game***

By Jerry Stratton

See godsmonsters.com/daredevils for more.

DAREDEVIL

Adventurer

Character: Ali Lakshmi
Player: Abraham Sofaer
Nationality: Indian (Hindu)
Career: Monster Hunter
Episode: Horror in the Heights

Age: 80
Height: 5'10"

Attributes

	AST	CST	Group
Wit:	21	10	7 3
Will:	27	13	9 4
Strength:	1	0	0 1
Deftness:	7	3	2 2
Speed:	2	1	1 1
Health:	1	0	0 1

Talents

	BCS
Charismatic:	1 0
Combative:	12 2
Communicative:	1 0
Esthetic:	2 0
Mechanical:	1 0
Natural:	15 3
Scientific:	-2 0

Calculations

Combat Dodge Ability:	2
Shock Factor:	11
Off Hand Dexterity:	-12
Hand Damage:	1d3
Healing Rate:	1
Perception:	8
Encumbrance Capacity:	6
Luck:	4

Damage

Damage Resistance Total:	15/8
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Combative*

Brawling (59):	11/3
Crossbow, Archaic (73):	14
Spear, Archaic (66):	13/3
Staff, Archaic (66):	13/3

Communicative*

English Language (28):	5
Indian (Hindu) Language (28):	5

Esthetic*

Cooking (49):	9
Indian (Hindu) Culture (14):	2

Natural*

Indian (Hindu) History (24):	4
Stealth (60):	12
Tracking (62):	12

Scientific

Finance (24):	4
First Aid (29):	5
Occult Studies (45):	9

Background

Career: Lakshmi is a Hindu warrior priest; he is a servant of the Great Brahma, creator of all creatures, wandering the world hunting the many fierce demon spirits of ancient India. It can take months to hunt down a demon; he often sets up an Indian restaurant in the demon-haunted area as a cover. He is currently running Lakshmi Restaurant (Food of India) in Roosevelt Heights.

Connection: When Lakshmi met Kolchak he was very ill, but was unable to leave his home out of fear of the Rakshasha that he was hunting and that was hunting him. Kolchak killed the Rakshasha and then called the medical attention that Lakshmi needed.

Goal: Lakshmi knows that he is old, and cannot continue hunting monsters for long. If it weren't for Kolchak, he'd already be dead. He is searching for someone to pass his knowledge on to, someone who can protect the world from demons. Preferably someone less psychopathic, and younger,

than Carl Kolchak. This is made all the more difficult because the biggest protection against the demons is the Hindu swastika and sauwastika, both of which look like a Nazi symbol.

Commonly Available: Crossbow with steel bolts; spear; staff; shrine; learning tapestries.

Harrow Spirits: The player can make a Will AST against the Will AST of an undead creature or evil spirit to send that creature away. If the PC wins, the creature will not come closer than the combined Effect Numbers, in meters. If the creature wins, the character takes subdual damage equal to the creature's Will Effect Die. If the player wins and rolls less than or equal their Group Number, the target will also take subdual damage equal to the character's Will Effect Die. Two characters with this power can work together to combine their Effect Numbers (if both succeed) and their damage done (if both succeed at the higher level).

Quotes

"I never thought I would be old."

"I am a servant of Brahma."

"To combat the Rakshasha one must be clear of mind, but most of all honest and brave."

DAREDEVIL

Adventurer

Character: Anthony "Tony" Vincenzo **Age:** 61
Player: Simon Oakland **Height:** 6'
Nationality: American
Career: News Editor
Episode: Regular cast

Attributes

	AST	CST	Group
Wit:	32	16	11
Will:	37	18	12
Strength:	19	9	6
Deftness:	7	3	2
Speed:	3	1	1
Health:	3	1	1

Talents

	BCS
Charismatic:	5
Combative:	10
Communicative:	15
Esthetic:	0
Mechanical:	-2
Natural:	-2
Scientific:	2

Calculations

Combat Dodge Ability:	2
Shock Factor:	11
Off Hand Dexterity:	5
Hand Damage:	1d10
Healing Rate:	1
Perception:	13
Encumbrance Capacity:	15
Luck:	4

Damage

Damage Resistance Total:	31/16
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Charismatic*	
Interrogation (68):	13
Combative*	
Brawling (62):	12/3
Throwing (63):	12
Communicative*	
Business Sub-Culture (64):	12
English Language (83):	16
Journalism Sub-Culture (64):	12
Law (43):	8
Political Sub-Culture (50):	10
Esthetic	
American Culture (31):	6
Mechanical	
Driver (23):	4
Natural	
American History (16):	3
Scientific*	
Finance (58):	11
First Aid (27):	5
Research (47):	9

Background

Connection: Vincenzo is an old-school journalist. He wants multiple sources and documentation to back up every story. He has gone to the bat for Kolchak on the rare occasions Kolchak has brought in real evidence—usually to his detriment, as, unlike Tony, most people don't bother to look at evidence they disagree with.

Supernatural: Vincenzo does not disbelieve the supernatural. He doesn't want to publish items that can't be proved. In a way, the fight between Vincenzo and Kolchak is old-school "don't trust your mother without two corroborating sources" and new-school "the reporter's word is all that is necessary". Vincenzo assigns Kolchak to the weird stories

because he knows Kolchak will get to the bottom of the story. He's often angry at Kolchak because Kolchak gets to the bottom without bringing back evidence other than fuzzy photographs and old shoes.

Loyalty: Vincenzo will use threats of bad publicity and whatever connections he has to extricate his employees from the police. No roll is usually necessary. On occasion, it may require a Wit AST or CST.

Commonly Available: Vincenzo has a gumball machine in his office, rarely used, to help him keep to his diet.

Quotes

"Carl!"

"What happened to the petty cash?"

"No one's going to the cemetery to dig up any body. Now you just take a nap, get some sleep."

"Put this on the wire? Put myself up for ridicule? Put myself on unemployment?"

"When you get back to the swindle-and-fraud story, write about how you're employed here, which is one of the biggest swindles in memory!"

"Sure it would make sense to them. They're senile!"

"You're a regular bon vivant, aren't you?"

"It's days like this that make me wish I'd stuck to playing the drums."

"I don't want to hear any more of that morbidity."

"Another vanishing corpse, and he gets excited."

"You see why credibility is so important to a newsman? Your credibility is zilch."

"You're going to need a lot more documentation."

"Kolchak, GO!"

"Are you trying to tell me that you're concerned about the way you look?"

"Why do I ever get my hopes up with you?"

DAREDEVIL

Adventurer

Character: Carl Kolchak
Player: Darren McGavin
Nationality: American
Career: Journalist
Episode: Series lead

Age: 52
Height: 5'10"

Attributes

	AST	CST	Group
Wit:	26	13	9 4
Will:	35	17	12 5
Strength:	8	4	3 2
Deftness:	8	4	3 2
Speed:	8	4	3 2
Health:	16	8	5 3

Talents

	BCS
Charismatic:	5 1
Combative:	-1 0
Communicative:	10 2
Esthetic:	0 0
Mechanical:	5 1
Natural:	-1 0
Scientific:	7 1

Calculations

Combat Dodge Ability:	2
Shock Factor:	13
Off Hand Dexterity:	7
Hand Damage:	1d6
Healing Rate:	3
Perception:	10
Encumbrance Capacity:	9
Luck:	4

Damage

Damage Resistance Total:	38/19
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Charismatic*

Disguise (39):	7
Pickpocket (46):	9
Rhetoric (44):	8

Combative

Brawling (17):	3/1
Pistol (26):	5

Communicative*

English Language (70):	14
Journalism Sub-Culture (61):	12
Law Enforcement Sub-Culture (40):	8
Military Sub-Culture (33):	6
Political Sub-Culture (33):	6

Esthetic

American Culture (28):	5
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Mechanical*

Driver (32):	6
Lockpicking (39):	7
Traps (39):	7

Natural

American History (24):	4
Stealth (47):	9

Scientific*

Occult Studies (38):	7
Research (70):	14

Background

Career: Carl Kolchak is a reporter for the Independent News Service of Chicago, Illinois. He works for editor Tony Vincenzo, who is about the only person still willing to hire Carl in the newspaper business. He's a twenty-year veteran of the news industry and has worked for Vincenzo at the Las Vegas Daily News (1968-1972), the Seattle Daily Chronicle (1973), and at INS in Chicago since 1973. He served the Daily News in Vietnam as a war reporter until 1971.

Hobbies: Kolchak is a reporter 100% of the time, and journalism always takes precedence over life. He is, however, a baseball fan, or at least a Cubs fan. The only thing he regrets missing to cover the story is a Cubs game.

Training: Carl was a copyboy in World War II, graduated from the University of Columbia after the war, and has been fired from better newspapers

than you'll ever work at.

Paranoid Logic: When faced with little data, Kolchak can make logical leaps that turn out, mostly, to be correct, as long as the answer is one involving the paranormal. Otherwise, he's likely to make a fool of himself. The player can choose to gain their Wit Effect Die (2d6) as a bonus when using this ability to discern patterns. If the roll is successful, Carl has discovered critical leads to the source and cause of a paranormal problem. If, however, the problem does not derive from the paranormal, this pattern is disastrously wrong. Oddly, this is when the authorities are most likely to follow his suggestions.

Commonly Available: Rollei 16 camera; portable cassette recorder; raffia straw fedora; police band radio; yellow Ford Mustang convertible.

Quotes

"Now, here, are the true facts."

"Everybody in town knows what's going on. The police. The D.A. The coroner's office. Every reporter on every paper in Las Vegas knows what's going on. The only people who don't know are the people."

"What we in the press call the midnight interview."

"If a man dresses up like an Indian to raid the Gem Exchange, I say he's strange. But if he also brings his coyote along, then I say he's an Indian."

"I'm becoming extinct in my own lifetime."

"Grave robbery and body snatching are still punishable crimes in Chicago, so I had to do it by myself."

"Dissatisfied by what I had heard at the medical examiner's report, I paid a little visit to the morgue and found myself a chatty attendant with a taste for scotch."

"Item: The authorities were going to keep a watch-

ful eye on us, particularly me, from now on. Translation: After a brief hiatus I had, once more, taken up permanent residence inside a pressure cooker."

"How can you explain it? Who could explain it? Who'd believe it?"

"Admittedly the story you are about to read is bizarre, incredible. Those of you who wish to avoid being unsettled or wish to avoid thinking will label it insane. And though you the reader would find these facts almost impossible to substantiate, that does not change their nature. Facts they are. I know. I saw them happen."

"Among the philosophers, the great thinkers, and the common Joes of this world, no question is more controversial than truth. Remarkable as it may seem, I can attest that the following events did occur, whether you believe them to be true or not."

"Don't be stupid, please!"

"Where there's a window, there's a way."

DAREDEVIL

Adventurer

Character: Charles Rolling Thunder

Age: 74

Player: Victor Jory

Height: 6'2"

Nationality: American

Career: Shaman

Episode: Bad Medicine

Attributes

	AST	CST	Group
Wit:	39	19	13
Will:	39	19	13
Strength:	3	1	1
Deftness:	2	1	1
Speed:	2	1	1
Health:	2	1	1

Talents

	BCS
Charismatic:	5
Combative:	2
Communicative:	7
Esthetic:	5
Mechanical:	-2
Natural:	10
Scientific:	2

Calculations

Combat Dodge Ability:	1
Shock Factor:	11
Off Hand Dexterity:	0
Hand Damage:	1d3
Healing Rate:	1
Perception:	16
Encumbrance Capacity:	7
Luck:	4

Damage

Damage Resistance Total:	23/12
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Combative*

Bow, Archaic (34):	6
Knife (33):	6/2
Throwing (34):	6

Communicative*

English Language (50):	10
Ojibwe Language (60):	12

Esthetic*

American Culture (25):	5
North Amerindian Culture (74):	14

Natural*

American History (25):	5
Hunting (42):	8
North Amerindian History (67):	13
Stealth (42):	8
Survival (56):	11
Tracking (47):	9

Scientific*

Occult Studies (74):	14
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Background

Career: Charles Rolling Thunder is a shaman of the Ojibwe tribe. He is also a World War II veteran.

Harrow Spirits: The player can make a Will AST against the Will AST of an undead creature or evil spirit to send that creature away. If the PC wins, the creature will not come closer than the combined Effect Numbers, in meters. If the creature wins, the character takes subdual damage equal to the creature's Will Effect Die. If the player wins and rolls

less than or equal their Group Number, the target will also take subdual damage equal to the character's Will Effect Die. Two characters with this power can work together to combine their Effect Numbers (if both succeed) and their damage done (if both succeed at the higher level).

Quotes

"It is important, Mr. Kolchak, that we talk."

"If you are telling the truth, you should be armed."

"It is both, and neither."

"Evil is all he really is."

"No one knows that."

DAREDEVIL

Adventurer

Character: Dr. Agnes Temple
Player: Alice Ghostley
Nationality: American
Career: Anthropologist
Episode: Bad Medicine

Age: 53
Height: 5'6"

Attributes

	AST	CST	Group
Wit:	30	15	10
Will:	30	15	10
Strength:	6	3	2
Deftness:	10	5	3
Speed:	6	3	2
Health:	5	2	2

Talents

	BCS
Charismatic:	1
Combative:	-1
Communicative:	10
Esthetic:	5
Mechanical:	-2
Natural:	10
Scientific:	5

Calculations

Combat Dodge Ability:	2
Shock Factor:	12
Off Hand Dexterity:	7
Hand Damage:	1d6
Healing Rate:	2
Perception:	12
Encumbrance Capacity:	8
Luck:	4

Damage

Damage Resistance Total:	23/12
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Communicative*

Academic Sub-Culture (57):	11
English Language (66):	13
Linguistics (54):	10
Ojibwe Language (68):	13
Quichuan Language (47):	9

Esthetic*

American Culture (33):	6
Archaeology (49):	9
North Amerindian Culture (68):	13

Natural*

American History (33):	6
North Amerindian History (47):	9

Scientific*

Anthropology (96):	19
Research (61):	12

Background

Career: Dr. Temple is a specialist in the local Native American tribes of Illinois. She is a professor at the University of Illinois at Chicago and curates the American Indian Collection ca 1600 A.D. on campus. She also consults with local museums and cultural centers.

Mythical Mastery: Dr. Temple's knowledge of world myths is vast but shallow. She can know the answer to any one question about any particular mytho-

logical or supernatural item, person, or myth. If she fails, and the answer falls within the Americas, she knows how to contact a person from that culture who does know the answer in d100 hours.

Linguistics: If you know one language in a language family, you can use half of your score in that language to communicate in other languages in that family.

Quotes

"A boy and his dog, oh, I love that kind of story."

"Don't you think that you'd be better off talking with a criminologist... or a psychiatrist?"

"How odd. How utterly odd."

"Oh, it's preposterous."

"Mind you, I don't believe any of this."

DAREDEVIL

Adventurer

Character: Dr. Bess Winestock
Player: Mary Wickes
Nationality: American
Career: Zoologist
Episode: They Have Been, They Are, They Will Be...

Age: 66
Height: 5'10"

Attributes

	AST	CST	Group
Wit:	35	17	12
Will:	37	18	12
Strength:	4	2	1
Deftness:	15	7	5
Speed:	4	2	1
Health:	6	3	2

Talents

	BCS
Charismatic:	-2
Combative:	3
Communicative:	2
Esthetic:	2
Mechanical:	5
Natural:	10
Scientific:	10

Calculations

Combat Dodge Ability:	2
Shock Factor:	12
Off Hand Dexterity:	5
Hand Damage:	1d3
Healing Rate:	2
Perception:	14
Encumbrance Capacity:	7
Luck:	4

Damage

Damage Resistance Total:	27/14
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Combative*

Brawling (33):	6/2
Rifle (43):	8

Communicative*

English Language (34):	6
Nonprofit Sub-Culture (27):	5

Esthetic*

American Culture (17):	3
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Mechanical*

Traps (38):	7
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Natural*

American History (33):	6
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Scientific*

Botany (61):	12
Chemistry (84):	16
Forensic Science (50):	10
Research (81):	16
Zoology (89):	17

Background

Career: Dr. Winestock works at Chicago's Lincoln Park Zoo, analyzing the various effluvia that come from the animals, regulating their diets, monitoring their health, and recommending what animals are best suited for the zoo's environment.

Commonly Available: Bess has full access to the laboratory at the zoo.

Quotes

"Vandals. Probably the same ones that sprayed the elephant with gold paint."

"I don't know where we're gonna get another Panda. They come from Tibet. The commies have them all."

"Baloney!"

DAREDEVIL

Adventurer

Character: Dr. C. Evan Spate

Player: Andrew Prine

Nationality: American

Career: Professor of Archaeology

Episode: Demon in Lace

Age: 40

Height: 6'2"

Attributes

AST CST Group

Wit:	20	10	7	3
Will:	16	8	5	3
Strength:	10	5	3	2
Deftness:	10	5	3	2
Speed:	10	5	3	2
Health:	11	5	4	2

Talents

BCS

Charismatic:	5	1
Combative:	-1	0
Communicative:	12	2
Esthetic:	5	1
Mechanical:	-2	0
Natural:	1	0
Scientific:	10	2

Calculations

Combat Dodge Ability:	2
Shock Factor:	12
Off Hand Dexterity:	8
Hand Damage:	1d6
Healing Rate:	2
Perception:	8
Encumbrance Capacity:	10
Luck:	4

Damage

Damage Resistance Total:	24/12
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Combative

Brawling (19):	3/1
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Communicative*

Academic Sub-Culture (35):	7
Arabic Language (42):	8
English Language (70):	14
Linguistics (68):	13
Sumerian Language (77):	15

Esthetic*

American Culture (35):	7
Arabic Culture (35):	7
Archaeology (70):	14
Restoration (40):	8

Natural*

American History (29):	5
Ancient History (29):	5
Climbing (35):	7

Scientific*

Anthropology (54):	10
Occult Studies (36):	7
Research (54):	10

Background

Career: Dr. Spate is a professor of archaeology at Illinois State Technical Institute. He specializes in excavations in Iraq, and is proficient in Sumerian cuneiform. He has a Pace Institute Grant.

Connection: Dr. Spate covered up for Kolchak after Kolchak destroyed the Whitehead Tablets that were summoning a succubus that was killing young men on campus.

Popular Professor: Dr. Spate is a very popular professor, and can usually shanghai a student or two with appropriate training into any research project

within d20 hours. This requires a BCS roll against the appropriate skill or a roll against his Charismatic talent, whichever is greater. The roll is penalized by the number of students he wants, if he wants more than one.

Commonly Available: Dr. Spate has a dog named King Tut.

Linguistics: If you know one language in a language family, you can use half of your score in that language to communicate in other languages in that family.

Quotes

"I was trying to give him a taste of antiquity. Hoping he'd catch the bug, as it were."

"It seems to be some sort of religious rite, or maybe even a form of recipe."

"You don't really work for the Archaeological Quarterly, do you?"

"Life does go on."

"I don't believe in any of it. Not in demons rising

from the desert floor, not in mysterious heart attacks or stenches, not in walking dead girls. I believe in this tablet as an anthropological find and nothing more and I believe in my talent as a translator and that's all I believe in!"

DAREDEVIL

Adventurer

Character: Dr. Leslie Dwyer

Age: 38

Player: Corinne Camacho

Height: 5'11"

Nationality: American

Career: Cybernetic Ethicist (Autonetics)

Episode: Mr. R.I.N.G.

Attributes

	AST	CST	Group
Wit:	26	13	9 4
Will:	27	13	9 4
Strength:	8	4	3 2
Deftness:	12	6	4 2
Speed:	10	5	3 2
Health:	12	6	4 2

Talents

	BCS
Charismatic:	0 0
Combative:	-2 0
Communicative:	8 1
Esthetic:	10 2
Mechanical:	1 0
Natural:	-2 0
Scientific:	15 3

Calculations

Combat Dodge Ability:	2
Shock Factor:	12
Off Hand Dexterity:	11
Hand Damage:	1d6
Healing Rate:	2
Perception:	10
Encumbrance Capacity:	9
Luck:	4

Damage

Damage Resistance Total:	30/15
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Communicative*

English Language (68):	13
French Language (41):	8
Linguistics (39):	7
Technology Sub-Culture (31):	6

Esthetic*

American Culture (34):	6
Philosophy (62):	12

Mechanical*

Computer Programming (53):	10
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Natural

American History (29):	5
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Scientific*

Cybernetics (74):	14
Electrical Engineering (39):	7
Research (67):	13

Background

Career: Dr. Leslie Dwyer is a scientist and technician in the very new field of cybernetics. She pioneered robot psychology and philosophy, a field she calls Autonetics. She is a former employee of the Tyrell Institute (1972-1975) and a recent employee of the Office of Scientific Intelligence as an assistant to Dr. Rudy Wells. She's using the alias Lynda Wilson at OSI.

Weird Movie Tie-In: When you worked for the Tyrell Institute, you helped create lifelike androids for the military using Robomatic Internalized Nerve

Ganglia. Your job was to oversee and design the programming of a computer given a survival instinct. You were let go because they wanted unthinking soldiers, and you wanted to create an android that could make moral and ethical decisions at least as well as a human.

Linguistics: If you know one language in a language family, you can use half of your score in that language to communicate in other languages in that family.

Quotes

"My field is computers. There's nothing weird about it."

"Everything at Tyrell Institute is classified."

"I don't know where to begin."

"R.I.N.G. comes from Robomatic Internalized Nerve Ganglia. And it was never intended to kill. R.I.N.G. killed Avery because R.I.N.G. didn't want to die."

"They hardly gave me time to clear out my desk."

"He wanted to live. So he killed Avery. I'm trying to complete his moral and ethical programming."

"No philosopher and no tape can answer that question. Can you?"

"Ethically, emotionally, he's still a child. After all, he's only a few days old. He needs time to grow."

"He came to me like a frightened child, with his new face and clothes. He tried to make himself presentable to me. He didn't mean to hurt anyone, he just didn't understand."

"These are our friends. They won't hurt us."

"Move back. And put those stupid guns down."

"Come down. It's all right. I'm going first. See?"

DAREDEVIL

Adventurer

Character: Emily "Edith" Cowles
Player: Ruth McDevitt
Nationality: American
Career: Advice Columnist
Episode: Regular cast

Age: 81
Height: 5'7"

Attributes

	AST	CST	Group
Wit:	28	14	9 4
Will:	26	13	9 4
Strength:	1	0	0 1
Deftness:	2	1	1 1
Speed:	2	1	1 1
Health:	2	1	1 1

Talents

	BCS
Charismatic:	5 1
Combative:	-2 0
Communicative:	10 2
Esthetic:	10 2
Mechanical:	-2 0
Natural:	5 1
Scientific:	4 0

Calculations

Combat Dodge Ability:	1
Shock Factor:	11
Off Hand Dexterity:	-12
Hand Damage:	1d3
Healing Rate:	1
Perception:	11
Encumbrance Capacity:	6
Luck:	4

Damage

Damage Resistance Total:	16/8
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Combative

Brawling (42): 8/2

Communicative*

English Language (89): 17

Linguistics (35): 7

News Sub-Culture (57): 11

Esthetic*

American Culture (34): 6

Natural*

American History (58): 11

News History (65): 13

World History (51): 10

Scientific*

Cryptography (28): 5

Forensic Science (65): 13

Research (63): 12

Background

Career: Emily Cowles writes the advice column, riddle column, and crossword puzzle for International News Service. These are highly valuable commodities on the wire, and their popularity is a good part of why so many newspapers still subscribe to a lesser-known wire service.

Connection: Emily found a man sequestered by the police by knowing someone who knew a nurse at the hospital the police put him at. Kolchak was able to find an immortal killer by tracking him down through a letter-writer to Emily's column.

Working-Class Contacts: Emily is three degrees of separation from everybody with working-class service jobs. If she doesn't know someone who knows someone, she knows someone who wrote her column. Any research that involves tracking down a nurse in a hospital, a secretary at a business, a

lovelorn bachelor, or a neighbor of a suspicious person is at +10. The Task Period is usually half a day to a day.

Religion: Emily is Catholic. Among the many useful things she has produced for Carl is a bottle of Holy Water blessed by the Pope after a trip to Rome.

Dream: Emily is writing a mystery novel; that's part of why she returned to work at INS: the experience, the free paper, and access to phones and typewriters.

Commonly Available: Address book.

Linguistics: If you know one language in a language family, you can use half of your score in that language to communicate in other languages in that family.

Quotes

"You're in trouble."

"You may be my employer, but you're walking on eggs when you talk that way, buster!"

"You see what can happen with all this emphasis on staying young. Poor old fool."

"I thought you said crossword puzzles were for fools?"

"Well, whatever turns you up."

"Something has got to be done about that elevator."

"One of these days someone's heart is just going to give out climbing those stairs."

"Please, Carl, let me finish, and then you can have your little chat."

"I merely point it out to you, I don't say yea or nay."

"Brimstone! Oh, great, I can use this!"

DAREDEVIL

Adventurer

Character: Jack Burton

Player: Jamie Farr

Nationality: American

Career: High school biology teacher

Episode: Primal Scream

Age: 26

Height: 5'9"

Attributes

	AST	CST	Group
Wit:	9	4	3
Will:	9	4	3
Strength:	15	7	5
Deftness:	30	20	12
Speed:	16	8	5
Health:	14	7	5

Talents

	BCS
Charismatic:	2
Combative:	10
Communicative:	5
Esthetic:	-2
Mechanical:	1
Natural:	15
Scientific:	-1

Calculations

Combat Dodge Ability:	4
Shock Factor:	12
Off Hand Dexterity:	8
Hand Damage:	1d10
Healing Rate:	2
Perception:	4
Encumbrance Capacity:	13
Luck:	4

Damage

Damage Resistance Total:	26/13
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Combative*

Brawling (50):	10/3
Knife (44):	8/2
Rifle (39):	7

Communicative*

English Language (24):	4
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Esthetic

American Culture (12):	2
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Natural*

American History (23):	4
Climbing (48):	9

Scientific

Anthropology (20):	4
Botany (44):	8
Paleontology (30):	6
Zoology (44):	8

Background

Career: A Chicago public schools high school teacher, Mr. Burton is jealous of his many Ph.d.-bearing friends who do consulting work. His students call him "Bones" Burton, a name he hates. He doesn't like his job much better than his nickname.

Dreams: Burton's dream job is driving a truck across country where the only people he'll have to talk to will be on the other end of a CB radio.

Training: Jack has a Bachelor's in Biology from Northwestern University, as preparation for a medical degree. He found no aptitude for the sciences, however, and, needing a job, took a two-year Education in Biology degree from William J. Bogan Junior

College (now Richard J. Daley College as of Daley's death this year). This allows him to teach impressionable students a subject he despises, while spending his lunch hour daydreaming over travel brochures.

Military Background: Burton spent a short hitch in Vietnam before the United States left after the 1973 Peace Accords.

Heightened Attribute Use: Deftness. Attribute Saving Throw and Critical Saving Throw values are both increased. The values on the front page reflect the increase.

Commonly Available: Travel brochures.

Quotes

"This is Homo Erectus. And, his colleague, here, is Australopithecus. Early man, both of them. Neither has sixteen, double-E feet."

DAREDEVIL

Adventurer

Character: Janis Eisen
Player: Elaine Giftos
Nationality: American
Career: Nurse
Episode: The Energy Eater

Age: 31
Height: 5'9"

Attributes

	AST	CST	Group
Wit:	25	12	8 4
Will:	10	5	3 2
Strength:	10	5	3 2
Deftness:	26	13	9 4
Speed:	10	5	3 2
Health:	10	5	3 2

Talents

	BCS
Charismatic:	2 0
Combative:	-1 0
Communicative:	10 2
Esthetic:	5 1
Mechanical:	0 0
Natural:	-1 0
Scientific:	15 3

Calculations

Combat Dodge Ability:	3
Shock Factor:	12
Off Hand Dexterity:	10
Hand Damage:	1d6
Healing Rate:	2
Perception:	10
Encumbrance Capacity:	10
Luck:	4

Damage

Damage Resistance Total:	20/10
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Combative

Martial Arts (41): 8/2

Communicative*

English Language (64): 12

Hospital Sub-Culture (43): 8

Esthetic*

American Culture (32): 6

Natural

American History (31): 6

Scientific*

Advanced Medical (50): 10

Chemistry (46): 9

First Aid (92): 18

Pathology (64): 12

Surgery Medical Specialty (61): 12

Background

Connections: Nurse Eisen met Kolchak as a pathologist at the Lakefront Medical Research Center. Initially cold to his attempts to create bad press for the Center, after a string of unexplained deaths she reluctantly chose to become a whistle-blower.

Personal Life: Eisen and Jim Elkhorn occasionally date.

Commonly Carried: medical supplies (4 units), first

aid supplies (including 4 units of bandages). These are easily replaced.

Quotes

"Of course, people are dying. This is a hospital."

DAREDEVIL

Adventurer

Character: Jim Elkhorn
Player: William Smith
Nationality: American
Career: High steelworker
Episode: The Energy Eater

Age: 42
Height: 6'2"

Attributes

		AST	CST	Group
Wit:	21	10	7	3
Will:	10	5	3	2
Strength:	18	9	6	3
Deftness:	20	10	7	3
Speed:	18	9	6	3
Health:	18	9	6	3

Talents

		BCS
Charismatic:	10	2
Combative:	5	1
Communicative:	10	2
Esthetic:	-2	0
Mechanical:	1	0
Natural:	0	0
Scientific:	5	1

Calculations

Combat Dodge Ability:	3
Shock Factor:	13
Off Hand Dexterity:	9
Hand Damage:	1d10
Healing Rate:	3
Perception:	8
Encumbrance Capacity:	14
Luck:	4

Damage

Damage Resistance Total:	32/16
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Charismatic*	
Interrogation (54):	10
Combative*	
Brawling (45):	9/2
Knife (38):	7/2
Rifle (32):	6
Communicative*	
English Language (42):	8
French Language (35):	7
Iroquois Language (21):	4
Linguistics (35):	7
Esthetic	
American Culture (21):	4
North Amerindian Culture (21):	4
Mechanical*	
Steelworker (35):	7
Natural	
American History (18):	3
Climbing (47):	9
North Amerindian History (18):	3
Scientific*	
Finance (28):	5
Occult Studies (18):	3
Research (28):	5

Background

Career: Elkhorn was an Intelligence Specialist for the Air Force during the Korean War. He is currently a high steelworker in Chicago for an American Indian-based construction company and a supervisor for his outfit.

Connections: He worked at the Lakefront Hospital and assisted Kolchak in putting an ancient being known as Mache-Moneda back to sleep. The hospital was later demolished and covered with cold water.

Personality: Elkhorn is a womanizer.

Shamanism: Elkhorn is the hereditary shaman, or

medicine man, of his tribe, but doesn't take it seriously. He learned much, and forgot nearly as much, from his grandfather.

Balance: Elkhorn gains a bonus of his Deftness Effect Die (1d10) when trying to balance, such as walking across girders at altitude.

Commonly Available: Little black book.

Linguistics: If you know one language in a language family, you can use half of your score in that language to communicate in other languages in that family.

Quotes

"What do you mean 'we', white man?"

"My grandpa told me about it but I never thought I'd see it."

"I prefer Blue Cross."

DAREDEVIL

Adventurer

Character: Lila Morton
Player: Sharon Farrell
Nationality: American
Career: Real Estate
Episode: Chopper

Age: 37
Height: 5'3"

Attributes

	AST	CST	Group
Wit:	20	10	7 3
Will:	12	6	4 2
Strength:	10	5	3 2
Deftness:	16	8	5 3
Speed:	11	5	4 2
Health:	10	5	3 2

Talents

	BCS
Charismatic:	10 2
Combative:	10 2
Communicative:	1 0
Esthetic:	-2 0
Mechanical:	10 2
Natural:	1 0
Scientific:	-2 0

Calculations

Combat Dodge Ability:	3
Shock Factor:	12
Off Hand Dexterity:	8
Hand Damage:	1d6
Healing Rate:	2
Perception:	8
Encumbrance Capacity:	10
Luck:	4

Damage

Damage Resistance Total: 21/11
Subdual Damage:
Lethal Damage:
Critical Damage:

Skills

Charismatic*	
Rhetoric (30):	6
Combative*	
Brawling (55):	11/3
Knife (56):	11/3
Pistol (49):	9
Throwing (63):	12
Communicative*	
Chicago Sub-Culture (29):	5
English Language (34):	6
Gang Sub-Culture (43):	8
Esthetic	
American Culture (17):	3
Mimicry (31):	6
Mechanical*	
Driver (42):	8
Motorcycle Driver (70):	14
Natural*	
American History (17):	3
Climbing (46):	9
Scientific	
Finance (26):	5
Occult Studies (17):	3

Background

Youth: In 1956 Lila Pulito and her sister Coral hung around with the Jokers bike gang in Cicero, Illinois. She's a high school dropout and has a rap sheet a mile long: drunk & disorderly, aggravated assault, grand theft auto. Not on her rap sheet is her part in the decapitation of Harold "Sword" Baker, a member of the Jokers.

Connections: Nineteen years after Harold Baker died, her husband, Joseph Morton, also a member

of the Jokers, was killed by Baker's revenant. The death of her sister and several other former Jokers followed—all of them had taken part in the semi-accidental beheading. Carl Kolchak saved her life by returning Baker's head to his body when the police refused to believe them.

Commonly Available: Leather jacket and pants (Armor Class 3), motorcycle, Chevette, empty houses.

Quotes

"You know, they were always bums, right?"

"It's hard to believe they're a part of my past."

"It was an accident! It happened nineteen years ago! An accident!"

"Crazy things are one thing. But I got into something else. Me and my Joe."

"Well they're all on drugs, I'm not. Who knows what they're talking about. I don't know what's wrong

with you either."

"I don't associate with people like that any more."

"Not all of us. My sister and I only watched."

"We buried him secretly."

"Oh, those were the days."

"Right! Right!"

DAREDEVIL

Adventurer

Character: Maria Hargrove
Player: Madlyn Rhue
Nationality: American
Career: Fortuneteller
Episode: Firefall

Age: 41
Height: 5'4"

Attributes

	AST	CST	Group
Wit:	31	15	10
Will:	15	7	5
Strength:	11	5	4
Deftness:	27	13	9
Speed:	14	7	5
Health:	11	5	4

Talents

	BCS
Charismatic:	20
Combative:	1
Communicative:	10
Esthetic:	2
Mechanical:	-2
Natural:	-2
Scientific:	-2

Calculations

Combat Dodge Ability:	3
Shock Factor:	12
Off Hand Dexterity:	12
Hand Damage:	1d6
Healing Rate:	2
Perception:	12
Encumbrance Capacity:	11
Luck:	4

Damage

Damage Resistance Total:	24/12
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Charismatic*

Disguise (48):	9
Pickpocket (55):	11
Rhetoric (80):	16

Combative*

Martial Arts (45):	9/2
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Communicative*

English Language (54):	10
Romany Language (34):	6
Romany Sub-Culture (45):	9

Esthetic*

American Culture (27):	5
Mimicry (48):	9

Natural

American History (11):	2
Romany History (11):	2

Scientific

Occult Studies (25):	5
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Background

Career: Maria Hargrove works at the Little Romany Tea Room, carrying on the fake fortune-telling trade learned from her mother. She mostly gives fake readings to middle-aged and older women. Her grandmother is more knowledgeable about true mysticism but lives in a nursing home in Winnetka, several miles north of Chicago.

Connections: She's well-connected in the Gypsy subculture in Chicago; and her brother Vincent

owns a Karate Studio.

Quotes

"You've got your problems, Kolchak, I've got mine."

"Kolchak, I have a friend, he's a doctor, and Lou's always complaining because his friends want free advice. Gypsies have the same problem."

"Should your paths cross that of a lying reporter, don't tell him anything, particularly about any robberies you may have seen. He will quote you, and then mysteriously police will arrive at your door."

"My grandmother is living in a nursing home in Winnetka and when she starts talking she never lets go. Listen, I'll have to hear about her bunions, and her stomach, and..."

"It's just terrible to be broke and superstitious at the same time."

"What spirit would envy you?"

DAREDEVIL

Adventurer

Character: Monique Marmelstein
Player: Carol Ann Susi
Nationality: American
Career: Intern
Episode: Sporadic cast

Age: 24
Height: 5'

Attributes

	AST	CST	Group
Wit:	25	12	8 4
Will:	8	4	3 2
Strength:	17	8	6 3
Deftness:	20	10	7 3
Speed:	12	6	4 2
Health:	15	7	5 3

Talents

	BCS
Charismatic:	5 1
Combative:	-2 0
Communicative:	2 0
Esthetic:	10 2
Mechanical:	5 1
Natural:	0 0
Scientific:	5 1

Calculations

Combat Dodge Ability:	3
Shock Factor:	13
Off Hand Dexterity:	9
Hand Damage:	1d10
Healing Rate:	3
Perception:	10
Encumbrance Capacity:	14
Luck:	4

Damage

Damage Resistance Total:	28/14
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Charismatic*	
Rhetoric (15):	3
Combative	
Martial Arts (20):	4/1
Communicative*	
English Language (68):	13
Journalism Sub-Culture (36):	7
Esthetic*	
American Culture (27):	5
Photography (49):	9
Mechanical*	
Driver (30):	6
Natural	
American History (20):	4
Scientific*	
Cryptography (30):	6
Research (22):	4

Background

Connections: Monique is the niece of Abraham "Abe" Marmelstein, one of the wire service's owners in New York City. She began idolizing Carl Kolchak, but now merely looks up to him as a very good reporter with serious issues.

Education: Monique sometimes seems incompetent because she is by far the least experienced regular employee of the very small Chicago INS branch. Their next youngest reporter is Ron Updyke, who is twenty-one years older than her and that much more experienced. She is, however, a graduate of the Columbia School of Journalism—probably the only employee who has a journalism

degree, as older journalists tended to come from other career paths.

Nepotism: Monique rarely makes use of her blood ties to the company's ownership, partly because she suspects she was sent to the Chicago branch to get her out of their hair. However, it is there to make use of. She can use a Luck point to successfully get out of a legal or financial jam due to her family ties (this will also extricate any accomplices, whether she wants to or not).

Commonly Carried: Notepad, pencil, INS camera.

Quotes

"What a thing to say about a person, you idiot."

"Don't hassle technicians, Kolchak. It takes scientific precision. A few seconds off and you get nothing... Which is just what you got. Nothing."

"They didn't look that good after they were dry. They looked fake. I've seen better in magazines."

"I'd be more than happy to loan you some money, Mr. Kolchak. No questions asked."

"Uncle Abe didn't go to the Columbia School of Journalism. I did. I'm fully trained and fully qualified."

DAREDEVIL

Adventurer

Character: Paula Griffin
Player: Nita Talbot
Nationality: American
Career: Secretary
Episode: The Werewolf

Age: 42
Height: 5'8"

Attributes

		AST	CST	Group
Wit:	25	12	8	4
Will:	25	12	8	4
Strength:	10	5	3	2
Deftness:	22	11	7	3
Speed:	12	6	4	2
Health:	13	6	4	2

Talents

		BCS
Charismatic:	10	2
Combative:	2	0
Communicative:	10	2
Esthetic:	5	1
Mechanical:	-2	0
Natural:	5	1
Scientific:	-2	0

Calculations

Combat Dodge Ability:	3
Shock Factor:	12
Off Hand Dexterity:	12
Hand Damage:	1d6
Healing Rate:	2
Perception:	10
Encumbrance Capacity:	10
Luck:	4

Damage

Damage Resistance Total:	31/16
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Charismatic*

Disguise (72):	14
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Communicative*

Business Sub-Culture (35):	7
English Language (60):	12
Hollywood Sub-Culture (77):	15
Italian Language (58):	11

Esthetic*

American Culture (30):	6
Mimicry (72):	14

Natural*

American History (18):	3
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Background

Personality: Paula is a nut about old movies, and can be convinced to do just about anything by relating it to a scene from one. She works at Chicago Financial Services, Inc.

Movie Logic: If the player can think of a movie that is similar to the current situation, Paula can do better handling it, gaining a +5 to attribute and skill rolls.

Connection: Paula met Carl on a swinging singles cruise that took off from Los Angeles.

Speculation: She lives in New York City and at least one of her parents were native Italian and spoke it around the house. Where she works and what she works at is speculative. It provided enough time off and money that she could afford a vacation on a cruise and the time that takes, but is not more important than the movies she watches. You can replace Business Sub-culture with any other Sub-culture that makes sense.

Quirks: Paula wears contact lenses, which often fall out when she's surprised.

Quotes

"I talked to your editor, Mr. Vincenzo. Jesus, does he sound like he needs a vacation."

"You know everyone aboard has a case of the crazies."

"Dammit, my lens! I lost it. I really lost it. Every time I really open my eyes I lose it."

"Next time don't try to con me, just lay it on me."

"Carl, did it work?"

"Are you that anxious to get back to the story of my life and exposé?"

"It never happened, Carl."

"You're not going to take a couple of Neapolitan sailors seriously, are you? Italians always overdramatize."

"I'm a nut about old movies."

"Everything today is either an exposé or a polemic."

"Maybe we've been torpedoed. Did you ever see Lifeboat with Walter Slezak and Tallulah Bankhead?"

DAREDEVIL

Adventurer

Character: Pepe Torres
Player: Erik Estrada
Nationality: American
Career: Sacrificial victim
Episode: Legacy of Terror

Age: 27
Height: 5'10"

Attributes

		AST	CST	Group
Wit:	5	2	2	2
Will:	5	2	2	2
Strength:	26	13	9	4
Deftness:	25	12	8	4
Speed:	20	10	7	3
Health:	24	12	8	3

Talents

		BCS
Charismatic:	5	1
Combative:	15	3
Communicative:	-2	0
Esthetic:	8	1
Mechanical:	-2	0
Natural:	5	1
Scientific:	-1	0

Calculations

Combat Dodge Ability:	4
Shock Factor:	13
Off Hand Dexterity:	6
Hand Damage:	2d6
Healing Rate:	3
Perception:	2
Encumbrance Capacity:	18
Luck:	4

Damage

Damage Resistance Total:	40/20
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Combative*

Brawling (64):	12/3
Spear, Archaic (64):	12/3

Communicative

English Language (22):	4
Inner-City Sub-Culture (29):	5

Esthetic*

American Culture (11):	2
Flute, Musical Instrument (30):	6

Natural*

American History (9):	1
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Background

Career: Pepe was groomed by Aztec cultists to become the sacrifice to an ancient Aztec ruler and demigod. He was chosen due to his great physical beauty. His life was saved when Kolchak convinced him this was not a reasonable career path.

Past Lifestyle: As part of his reward for volunteering to be sacrificed, Pepe was a Vice President at the Sherwood Hotel in Chicago for a year from 1974 to 1975. He was given women, wine, peyote, and money as a reward. He was taught the flute, the sacred instrument, as part of his preparation for sacrifice. Pepe knew nothing about the murders; that (as well as Pepe's lifestyle) was handled by three women named after Aztec demigoddesses of the wind.

Current Lifestyle: Pepe lives with his mother and works at a downstate supermarket. He does retain a few of the benefits of his former lifestyle, mostly old acquisitions such as a sports car, a watch, and some jewelry. He sells some of it occasionally.

Enemies: The Sherwood Hotel is part of a hotel chain owned by the "Andrews" family; they used to be the Araguelllos from Jalisco; the chain started in

Vera Cruz. Every 52 years they sacrificed four courageous people and one unblemished volunteer to strengthen Nanautzin for his next 52 years of dormancy. They've disappeared, but he still fears that they'll come to punish him for breaking their agreement.

Favorite Color: pink. His fashion sense could only be considered normal in the seventies.

Tattoos: Pepe is heavily tattooed with Aztec art.

Family: He has a mother or sister named Rita Torres. Mina Vasquez played her; the scene is not in reruns and possibly was never in the final cut of the episode.

Leftover Riches: Pepe still has some items left over from when he had everything. The player's Leftover Riches BCS is 18. At any point, the player can roll to have some item, at a penalty of the number of digits in the item's worth. If he succeeds, he has the item but it may be unreliable—he hasn't the resources to keep it maintained; if he succeeds at half his adjusted BCS, it is still in perfect order. If he fails in the roll, his BCS drops by 1 point.

Quotes

"Oh, right, man. I'm sorry. I saw the suit and thought you were Leo, the dude that drives our airport shuttle. Don't he look like Leo. From the side? The hair?"

"Hi. You're very beautiful."

"I can dig it. Enjoy your stay at the Sherwood, people."

"We met? I don't remember."

"Friend, you're bending my mind off my music."

"I'm straight. Clear, beautiful. I've never been so

turned on in my life."

"What am I saving myself for? Another year as a boxboy?"

"I had it all. A year treated like a god. Anything I wanted. Money, women, name it. You're smarter than me, Kolchak. Ever had a year like that?"

"You blew it, man. I can protect you as long as I'm alive."

"The hell with it."

DAREDEVIL

Adventurer

Character: Ron "Uptight" Updyke
Player: Jack Grinnage
Nationality: American
Career: Arts Columnist
Episode: Regular cast

Age: 45
Height: 5'10"

Attributes

	AST	CST	Group
Wit:	34	17	11
Will:	11	5	4
Strength:	9	4	3
Deftness:	27	13	9
Speed:	17	8	6
Health:	7	3	2

Talents

	BCS
Charismatic:	1
Combative:	5
Communicative:	10
Esthetic:	15
Mechanical:	-1
Natural:	-1
Scientific:	-1

Calculations

Combat Dodge Ability:	4
Shock Factor:	12
Off Hand Dexterity:	11
Hand Damage:	1d6
Healing Rate:	2
Perception:	14
Encumbrance Capacity:	10
Luck:	4

Damage

Damage Resistance Total:	17/9
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Combative*

Brawling (33):	6/2
Trivia (63):	12

Communicative*

Arts Sub-Culture (51):	10
English Language (81):	16
French Language (58):	11
Italian Language (58):	11
Music (48):	9

Esthetic*

American Culture (37):	7
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Mechanical

Driver (29):	5
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Natural

American History (10):	2
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Scientific

Research (21):	4
Zoology (31):	6

Background

Career: Ron Updyke was born in San Francisco, and started his career in the San Francisco Symphony Orchestra specializing in the French Horn. His family were dog breeders, and thus his knowledge of zoology tends to focus on dogs.

Personality: He is easily distressed by the sight of blood or the results of violence. He does have some brawling skill because anyone who acts like Ron must have had a rough childhood. He avoids it as much as humanly possible, of course. He tends to use his trivia skill to crack jokes only vaguely related to the topic at hand to avoid con-

frontation or to establish an intellectual dominance.

Entertainment Contacts: Ron can get anything if it involves the entertainment world, even tickets to the World Series if he makes an Arts Sub-culture roll, though it will take d6, d20, or d100 hours to do so, depending on the item in question.

Parking: Ron is the only employee of the Chicago branch of INS to have a reserved parking spot. He zealously guards this perk, even to the point of calling the police on those who usurp it.

Quotes

"Remember, I have a musical background. I played French horn."

"I think I'm getting sick."

"I went to Chez Voltaire last night. Even the paté seemed lackluster."

"With the proper food and exercise, you should be able to do everything at 90 that you can do at 19."

"Have you screwed up the filing system again?"

"My friends think it gives me a thoughtful look. Interested in people. Foreign correspondent image."

"Dogs are instinctive judges of character."

"What are you doing at my desk?"

"Tequila, wasn't it? I once overdid it. At a fraternity party same thing happened to me. Terrible nightmares when I fell asleep."

"Don't castigate yourself."

DAREDEVIL

Adventurer

Character: Ryder Marshall Bond
Player: Fred Beir
Nationality: British
Career: Symphony Director
Episode: Firefall

Age: 49
Height: 6'1"

Attributes

	AST	CST	Group
Wit:	32	16	11
Will:	22	11	7
Strength:	14	7	5
Deftness:	25	12	8
Speed:	12	6	4
Health:	10	5	3

Talents

	BCS
Charismatic:	5
Combative:	3
Communicative:	15
Esthetic:	10
Mechanical:	0
Natural:	-2
Scientific:	-2

Calculations

Combat Dodge Ability:	3
Shock Factor:	12
Off Hand Dexterity:	10
Hand Damage:	1d6
Healing Rate:	2
Perception:	13
Encumbrance Capacity:	12
Luck:	4

Damage

Damage Resistance Total:	28/14
Subdual Damage:	
Lethal Damage:	
Critical Damage:	

Skills

Combative*

Fencing (61):	12/3
Pistol (35):	7

Communicative*

Arts Sub-Culture (81):	16
English Language (74):	14
French Language (72):	14
Music (70):	14

Esthetic*

British Culture (37):	7
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Natural

British History (8):	1
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Background

Career: Ryder Bond is the director of the Chicago Symphony Orchestra.

Connections: Kolchak saved his life when he was haunted by a doppelgänger, and he knows this. He saw the ghost taunting him and was protected only by sleeping in a church. Many of his friends, including his girlfriend, were killed by the doppelgänger.

Revenge: Bond has five Revenge Points that he can use to defeat the supernatural, especially the undead or those who would take over a man's mind. They work like Luck: they can be used to reroll an action once (1 point); to shift Critical Effects (2 points), and to negate Lethal Effects (5 points).

Quotes

"I seem to have developed a rather exotic form of schizophrenia. I keep seeing myself. I'm never really sure... it's me."

"This is ridiculous."

"That was eons ago. Can you prove it?"

"You're doing this all for a newspaper story?"

"I prefer that to madness."

"Splendid idea!"

"And Chopin is going to play his concerto tonight."

"It comes from the song of the same name."