

Character Cards

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DELAY or READY	NAME Lisa Gray				ALLEG/RACE Family				INIT 1
	DEF	BASE 11	TCH 11	FLT 10	TMP	CLASS/LEVEL Smart Ord 1/Char Ord 1			
	STR	8	INT	14	FORT	1	SPD	30 ft.	
	DEX	12	WIS	13	REF	2	VIS	Normal	
	CON	10	CHA	15	WILL	2			
Skills									
	Bluff	+6		Move Silently	+1		Research	+6	
	Diplomacy	+7		Search	+2				
	Hide	+1		Sense Motive	+2				
	Listen	+1		Spot	+1				
Languages									
English									
Special/Notes									
 									

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DELAY or READY	NAME Marissa Gray				ALLEG/RACE Mother				INIT 2
	DEF	BASE 12	TCH 12	FLT 10	TMP	CLASS/LEVEL Child			
	STR	5	INT	13	FORT	-2	SPD	30 ft.	
	DEX	14	WIS	11	REF	2	VIS	Normal	
	CON	7	CHA	12	WILL	0			
Skills									
	Bluff	+1		Move Silently	+2				
	Diplomacy	+1		Search	+1				
	Hide	+2		Sense Motive	+0				
	Listen	+0		Spot	+0				
Languages									
Special/Notes									
 									

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DELAY or READY	NAME Matthew Gray				ALLEG/RACE Mother				INIT 1
	DEF	BASE 11	TCH 11	FLT 10	TMP	CLASS/LEVEL Child			
	STR	7	INT	14	FORT	0	SPD	30 ft.	
	DEX	13	WIS	7	REF	1	VIS	Normal	
	CON	11	CHA	12	WILL	-2			
Skills									
	Bluff	+1		Move Silently	+1				
	Diplomacy	+1		Search	+2				
	Hide	+1		Sense Motive	-2				
	Listen	-2		Spot	-2				
Languages									
Special/Notes									
 									

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DELAY or READY	NAME Ahuva Shapiro				ALLEG/RACE Israel				INIT 1
	DEF	BASE 11	TCH 11	FLT 10	TMP	CLASS/LEVEL Smart Ord 1/Ded Ord 1			
	STR	8	INT	15	FORT	1	SPD	30 ft.	
	DEX	13	WIS	14	REF	1	VIS	Normal	
	CON	10	CHA	12	WILL	4			
Skills									
	Bluff	+1		Move Silently	+1		Treat Injury	+7	
	Diplomacy	+1		Search	+2		Investigate	+7	
	Hide	+1		Sense Motive	+2				
	Listen	+2		Spot	+2				
Languages									
German, Farsi, Hebrew, English									
Special/Notes									
Carries a Sig P220 (.45 Autoloader), 50 rounds of ammo. Dam. 2d6, Crit. 20. +1 Accuracy.									
 									

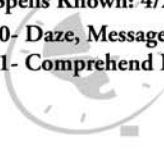
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Last Rites

Character Cards

DELAY or READY	NAME		ALLEG/RACE				INIT	
	Detective Hector Martin		Neo Birkhuhn				3	
	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	DEF 16	16	13		Smart 2/ Tough 1/ Rit. 2			
	STR 12	INT 16	FORT 4	SPD 30 ft.				
DEX 16	WIS 14	REF 3	VIS Normal					
CON 16	CHA 16	WILL 7						
Skills								
Bluff	+3	Move Silently	+3	Concen.	+11			
Diplomacy	+4	Search	+7	Intimidate	+7			
Hide	+3	Sense Motive	+2	Investigate	+7			
Listen	+2	Spot	+4					
Languages								
English, French, German, Polish								
Special/Notes								
.45 Auto pistol.								
Spells Known: 4/2; Save DC 13+ Spell Level.								
0- Daze, Message, Read Magic, Resistance								
1- Comprehend Lang., Cause Fear								
 								
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DELAY or READY	NAME		ALLEG/RACE				INIT	
	Dr. Irwin Revinowitz		Neo Birkhuhn				0	
	BASE	TCH	FLT	TMP	CLASS/LEVEL			
	DEF 12	12	12		Smart 3/ Rit. 2			
	STR 12	INT 16	FORT 1	SPD 30 ft.				
DEX 10	WIS 14	REF 1	VIS Normal					
CON 10	CHA 9	WILL 7						
Skills								
Bluff	-1	Move Silently	-1	Concen.	+8			
Diplomacy	+2	Search	+8	Treat Injury	+9			
Hide	-1	Sense Motive	+2					
Listen	+2	Spot	+4					
Languages								
English, German, Latin								
Special/Notes								
Carries a baseball bat.								
Spells Known: 4/2; Save DC 13+ Spell Level.								
0- Daze, Message, Read Magic, Resistance								
1- Comprehend Languages, Ray of Frost								
 								
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UNCONSCIOUS

UNCONSCIOUS

Monster Cards

DELAY or READY	NAME Type I ABE		ALLEG/RACE None		INIT 6					
	DEF	BASE 24	TCH 24	FLT 18	TMP	CLASS/LEVEL Fine Elemental 1/16				
	STR	-	INT	10	FORT	0	SPD	Fly 50 ft.		
	DEX	22	WIS	10	REF	8	GRAP	-	VIS	D
	CON	-	CHA	10	WILL	0	THE GAME MECHANICS			
Skills										
Listen		+4								
Spot		+4								
Attack (#)		Bonus	Type	Damage						
Slam		+0	BI	1						
HP/AP										
1 Damage Reduction 5/-(Ex), Invisibility at will, Pass-wall.										
Special/Notes										
 										

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DELAY or READY	NAME Type II ABE		ALLEG/RACE None		INIT 6					
	DEF	BASE 24	TCH 24	FLT 18	TMP	CLASS/LEVEL Fine Elemental 1/6				
	STR	-	INT	10	FORT	0	SPD	Fly 50 ft.		
	DEX	22	WIS	10	REF	8	GRAP	-	VIS	D
	CON	-	CHA	10	WILL	0	THE GAME MECHANICS			
Skills										
Listen		+4								
Spot		+4								
Attack (#)		Bonus	Type	Damage						
Terrifying Slam		+6	BI	1 +Will Save DC12						
HP/AP										
1 Damage Reduction 5/-(Ex), Invisibility at will, Pass-wall.										
Special/Notes										
 										

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DELAY or READY	NAME Poltergeist		ALLEG/RACE None		INIT 1					
	DEF	BASE 12	TCH 12	FLT 10	TMP	CLASS/LEVEL Medium Elemental				
	STR	-	INT	10	FORT	0	SPD	Fly 50 ft.		
	DEX	13	WIS	10	REF	1	GRAP	-	VIS	D
	CON	-	CHA	10	WILL	3	THE GAME MECHANICS			
Skills										
Listen		+5	Search	+4	Spot	+4				
Move Sil.		+13	Sense Mot.	+4						
Attack (#)		Bonus	Type	Damage						
Throw objects		+2	BI	Varies						
Cluster Attack (See page 21)										
HP/AP										
8 Damage Reduction 5/-(Ex), Invisibility at will, Pass-wall with out limit.										
Special/Notes										
 										

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DELAY or READY	NAME Risen Revenant		ALLEG/RACE Evil		INIT 1					
	DEF	BASE 12	TCH 11	FLT 11	TMP	CLASS/LEVEL Medium Undead				
	STR	13	INT	10	FORT	0	SPD	30 ft.		
	DEX	12	WIS	10	REF	1	GRAP	1	VIS	D
	CON	-	CHA	10	WILL	3	THE GAME MECHANICS			
Skills										
Climb		+6	Jump	+6	Move Sil.	+6				
Hide		+6	Listen	+5	Spot	+5				
Attack (#)		Bonus	Type	Damage						
Slam		+1	BI	1d6+1						
Razor Nails		+1	SL	1d6+4						
HP/AP										
15 Damage Reduction 5/-(Ex), Cast Darkness 60 ft., Undead Immunities.										
Special/Notes										
 										

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