

Tropicana

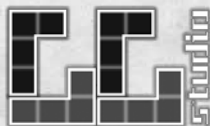
PRISMA SERVICE

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PRISMA SERVICE

This Agency has its headquarters in the basement of a XVII century palace in La Laguna.

Thanks to its members' varied skills and backgrounds, Prisma Service offers a wide range of services, from delicate investigation to unusual transportation and delivery, to smooth solutions for rough problems.

Motto: "Our experience, your satisfaction"

Rank: Startup

Renown: 5 (for Luc's Cessna Skyhawk)

Current Budget: 0

Agency Bennies: 0

Employees: 0



TEO CARRERA

Former pugilist, in his 50s, famous for his ornery temper and his left hook. Now he started a new career, which he likes to call “a bounty hunter”, even though hunting people is not exactly the requested job. Some say his heart was broken by a German singer, but he never talks about it.

Cultural Template: Foreigner (Italian)

Languages: Italian, Spanish, English

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

Skills: Driving d4, Fighting d10, Intimidation d8, Shooting d6, Stealth d6, Streetwise d4, Taunt d4

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Mean, Lonely Heart, Delusional (government has tapped all computers/computers are cause of all evil)

Edges: Martial Artist

Gear: S&W (range 12/24/48; damage: 2d6+1; RoF 1; Shots 6; PA 1; revolver), \$250.

APANAXLI, “EL CHISPA”

Raised on the streets of San José, Apanaxli has learned to prioritize solutions that protect his physical well-being and the contents of his wallet. And in the barrios, that’s quite an achievement!

Cultural Template: Perdido

Languages: Azcali, Spanish, English, French

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

Skills: Climbing d6, Driving d4, Fighting d6, Persuasion d6, Shooting d4, Stealth d8, Streetwise d6, Survival d4, Swimming d4, Taunt d6

Charisma: -; **Pace:** 8; **Parry:** 5; **Toughness:** 5

Hindrances: Poor, Greedy (minor), Yellow

Edges: Acrobat, Fleet Footed, Parkour

Gear: knife (For+d4).

URRACANÀ, "THE HURRICANE"

This Azcali girl from the River Tribe is a smart and skilled guide who used to lead expeditions in the jungle and the mountains in the North. She loves her Azcali roots, but does not reject the modern world and lives in the present, using the best of the two worlds to better accomplish her tasks. She also is very attractive and she knows it.

Cultural Template: Azcali,

Languages: Azcali, Spanish, English, French

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

Skills: Climbing d6, Fighting d6, Notice d4, Persuasion d4, Stealth d6, Survival d8, Swimming d4, Throwing d4, Tracking d8

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: All-Thumbs, Airsick, Clueless

Edges: Attractive, Woodsman

Gear: Machete (Str+d6, AP 1).

JONAS HOLLANDER

Former intelligence analyst, Jonas left his agency after realizing that his country often commits the same atrocities that it always ascribes to the enemies of freedom. He's enjoyed his time in San José during his former job, and decided to retire there, joining the Prisma Service as a consultant.)

Cultural Template: Foreigner (English speaking country)

Languages: English, Spanish, English, German, Arab

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

Skills: Driving d6, Fighting d6, Investigation d8, Notice d6, Persuasion d6, Stealth d6, Shooting d6, Streetwise d8

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: I'm Too Old for This Thing, Party Pooper

Edges: Master of Disguise, Spy

Gear: S&W (range 12/24/48; damage: 2d6+1; RoF 1; Shots 6; PA 1; revolver), disguise kit, \$50.

LUC JOLIVET

Luc was a pilot in his country, but left to get rid of an incredible amount of debts and jealous husbands. He decided to move to San José, since this was the only place he knew the creditor banks could not reach. Now its charming mustache and his smile make him the top dog of the Boulevard.

Cultural Template: Foreigner (French)

Languages: French, Spanish, English

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

Skills: Boating d6, Driving d6, Fighting d6, Notice d4, Persuasion d8, Piloting d6, Shooting d6, Stealth d4, Swimming d4

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Big Mouth, Curious, Loyal

Edges: Ace, Macho Mustachio, Trademark Vehicle (Cessna Skyhawk)

Gear: S&W (range 12/24/48; damage: 2d6+1; RoF 1; Shots 6; PA 1; revolver), Cessna Skyhawk ("Rouge-gorge") (Acc/TopSpeed: 20/48; T: 12 (2); Crew: 1+3; Climb 1).

ANICA DRAGOSLAV

Anica never speaks about her former life in the Balkans, and nobody asks her, if they're smart. She is strong, quick-thinking and loyal, but when she needs some alone time, you'd better let her be. When she is not busy with the agency, she spends all her time on the beaches of Bahia del Sol.

Cultural Template: Foreigner (Serbian)

Languages: Serbian, Spanish, English

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

Skills: Driving d6, Fighting d6, Intimidation d6, Knowledge (Demolitions) d6, Persuasion d8, Shooting d6, Stealth d4, Streetwise d6

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Overconfident, Stubborn, Quirk (hates formal wear)

Edges: Attractive, Bikini Venus, Demo Man

Gear: Baseball bat (For+d6), M-16 (range: 24/48/96; damage 2d8; RoF 3; Shots 30; AP 2, Auto, 3RB), bikini, sunglasses, 2 sticks of dynamite.