



TROPICANA

COL. SHARP (CODENAME "MANHATTAN")

Archetype(s): Bartender / Former Mercenary
Race: Foreigner
Rank: Seasoned (20 xp)

Personal Soundtrack (Classic Rock):
 AC/DC - "Back in Black"
 Guns N' Roses - "Welcome to the Jungle"
 Metallica - "Master of Puppets"



d6 **AGILITY**

d6 **SMARTS**

d6 **SPIRIT**

d6 **STRENGTH**

d8 **VIGOR**

0

CHARISMA

6

PARRY

7

TOUGHNESS

6

PAGE

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BENNIES

EDGES

Brawny: Toughness +1; load limit is 8 x Str
Command: +1 to troops recovering from being Shaken
Nerves of Steel: Ignore 1 point of wound penalties
Rock and Roll! Ignore full-auto penalty if shooter doesn't move

SKILLS

Driving d6
 Fighting d8
 Intimidation d6
 Notice d4
 Piloting d4
 Shooting d8
 Stealth d4
 Streetwise d4
 Survival d8
 Swimming d4

HINDRANCES

Phobia (Major): -4 to Trait tests in tight, enclosed spaces
Quirk: Years as a mercenary has made Col. Sharp always on guard
Stubborn: Hero always wants his way

DAMAGE

WOUNDS

FATIGUE

-1 -2 -3 **INC!** -2 -1

Permanent Injuries:

GEAR

Cellular Phone, Bazooka (Range 24/48/96, 4d8, AP 9, MBT, Heavy Weapon, Snapfire), Flashlight (10" beam), Lighter, M-16 (5.56) (Range 24/48/96, 2d8, RoF 3, Shots 20 or 30, AP 2, Auto, 3RB), Mk67 Pineapple (US) (Range 5/10/20, 3d6, MBT), Survival knife (Str+d4, Contains supplies that add +1 to Survival rolls), \$28



TROPICANA

RAY (CODENAME "BLUE HAWAIIAN")

Archetype(s): Salvage Expert / Pilot / Former Smuggler
Race: Outsider (American)
Rank: Seasoned (20 xp)

Personal Soundtrack (Caribbean):
 Harry Belafonte - "Jump In the Line"
 Bob Marley - "I Shot the Sheriff"
 Jimmy Buffet - "Margaritaville"



d8 **AGILITY**

d6 **SMARTS**

d6 **SPIRIT**

d6 **STRENGTH**

d6 **VIGOR**

2

CHARISMA

6

PARRY

5

TOUGHNESS

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BENNIES

SKILLS

Boating d8+2
 Driving d6+2
 Fighting d6
 Notice d6
 Piloting d6+2
 Repair d6
 Shooting d6
 Stealth d6
 Swimming d6

EDGES

Ace: +2 to Boating, Driving, Piloting; make Soak rolls for vehicle at -2

Charismatic: +2 Charisma

Hawaiian Shirt Soul: +2 to Fear checks and to resist Test of Will attacks

Rich: \$3,000 starting funds, \$150K annual salary, "Silver" account at El Banco

Trademark Vehicle: +1 Boating when piloting "Rumrunner," Ray's 1989 Bluewater 47 Coastal Cruiser

HINDRANCES

Code of Honor: Ray keeps his word and acts like a gentleman

Greedy (Minor): Obsessed with wealth

Quirk: Ray tends to crack jokes excessively, even at the wrong times

DAMAGE

WOUNDS

FATIGUE

-1 -2 -3 **INC!** -2 -1

Permanent Injuries:

GEAR

Cellular Phone, Desert Eagle (.50) (Range 15/30/60, 2d8, Shots 7, AP 2, Semi-Auto), M-16 (5.56) (Range 24/48/96, 2d8, RoF 3, Shots 20 or 30, AP 2, Auto, 3RB), Scuba Suit/Tank/Fins (+1 Swimming, 30 minutes of air), Speargun (Range 3/6/12, 2d6, ROF 1), Walkie-Talkie, Flare Gun, \$1530



MARIA (CODENAME "MARGARITA")

Archetype(s): Demolitions
Expert / Former Guerilla
Race: Josefino
Rank: Seasoned (20 xp)

Personal Soundtrack (Latin):
Irakere - "Aguanile"
Lu Colombo - "Maracaibo"
Celia Cruz - "La Vida es un Carnival"



d6 **AGILITY**

d8 **SMARTS**

d8 **SPIRIT**

d6 **STRENGTH**

d6 **VIGOR**

0

CHARISMA

5

PARRY

5

TOUGHNESS

6

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BENNIES

SKILLS

Driving d6
Fighting d6
Healing d6
Knowledge (Demolitions) d8
Notice d6
Persuasion d6
Shooting d6
Streetwise d6
Swimming d4

EDGES

Alias: Maria has a false identity, "Isabella Guadalupe Sanchez," which she uses to conduct all business in San José so she can avoid the Junta. Her allies know her real identity.

Common Bond: May give Bennies to companions

Connections: Call upon powerful friends

Demo Man: +2 to rolls to set, disarm, or improvise explosives and booby-traps (but not to Notice them); increase/decrease explosive Burst Template size or die type by 1 on a raise.

Healer: +2 Healing

HINDRANCES

Quirk: Maria is a fervent dissident, and frequently cries "*Viva la Revolución!*"

Vengeful (Minor): Maria hold grudges for a long time

Wanted (Major): As a known member of the *Frente de Liberación Nacional*, Maria is wanted by the Junta of San José

DAMAGE

WOUNDS

FATIGUE

-1 -2 -3 **INC!** -2 -1

Permanent Injuries:

GEAR

Cellular Phone, Glock (9mm) (Range 12/24/48, 2d6, Shots 17, AP 1, Semi-Auto), Machete (Str+d6, AP 1), Plastique 1 lb. (Range 4/8/16, 4d6) x3, Detonator, First Aid Kit, \$20



THEO (CODENAME "HURRICANE")

Archetype(s): Security Expert / Former Criminal
Race: Outsider (Jamaican)
Rank: Seasoned (20 xp)

Personal Soundtrack (Reggae/Dancehall):
Damian Marley - "Welcome to Jamrock"
Alborosie - "Kingston Town"
Buju Banton - "Paid Not Played"

d8 **AGILITY**

d6 **SMARTS**

d6 **SPIRIT**

d6 **STRENGTH**

d6 **VIGOR**

0

CHARISMA

7

PARRY

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TOUGHNESS

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PACE

3

BENNIES

SKILLS

Climbing d6+4
Fighting d8
Investigation d4
Lockpicking d8+2
Notice d6
Stealth d8+2
Streetwise d6

EDGES

Acrobat: +2 to nimbleness-based Agility rolls; +1 Parry if unencumbered
Fleet-Footed: +2 Pace, d10 running die instead of d6
Martial Style (Capoeira): Gain +1 Fighting and damage with move of more than 3", retain Parry when prone.
Martial Artist: Never considered unarmed, +d4 to unarmed damage rolls
Parkour: Ignore movement restrictions for difficult terrain, no penalty for jumping over medium-sized objects, jumping increases by 1", +2 Climb
Thief: +2 Climb, Lockpicking, Stealth, and rolls to disarm traps

HINDRANCES

Overconfident: Theo believes he can do anything
Quirk: Uses Jamaican patois heavily, loves the word "Bloodclaat"
Stubborn: Theo always wants his way

DAMAGE

WOUNDS

FATIGUE

-1 -2 -3 **INC!** -2 -1

Permanent Injuries:

GEAR

Cellular Phone, Kukri (Str+d6), Telephone Tap (Bug), GPS Tracker, Garotte (Make Grapple at -4, gain +4 to Strength rolls and +1d4 grapple damage; victim must make Vigor -4 to speak and can scream only with a raise), \$60



LING (CODENAME "MAI TAI")

Archetype(s): Entertainer / Former Spy
Race: Foreigner (Chinese)
Rank: Seasoned (20 xp)

Personal Soundtrack (Traditional Asian):
Yo-Yo Ma and Tan Dun - "Night Fight"
Yoshida Brothers - "Storm"
Shigeru Umebayashi - "Battle in the Forest"

d8

AGILITY

d6

SMARTS

d6

SPIRIT

d6

STRENGTH

d6

VIGOR

2

CHARISMA

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BENNIES

SKILLS

Fighting d10
Investigation d8
Notice d6
Persuasion d8
Shooting d6
Stealth d6
Streetwise d6

EDGES

Attractive: Charisma +2
Martial Artist: Never considered unarmed, +d4 to unarmed damage rolls
Martial Style (Kung Fu): Penalties for Rapid Attack reduced by -1
Rich: \$3,000 starting funds, \$150K annual salary, "Silver" account at El Banco

HINDRANCES

Code of Honor: Ling refuses to harm captives or innocents
Phobia (Minor): -2 to Trait tests when in high places
Loyal: Ling tries to never betray or disappoint her friends

DAMAGE

WOUNDS

FATIGUE

-1

-2

-3

INC!

-2

-1

Permanent Injuries:

GEAR

Smartphone, Walther PPK (.22) (Range 10/20/40, 2d6-1, Shots 9, Semi-Auto), Disguise kit, Metal detector, GPS tracker, Night Vision Goggles (No penalties for dim or dark conditions), Stun Gun (2d6 Fatigue damage, Parry -2, Touch attack), Parabolic Microphone (200 yards), \$700



TROPICANA



GUILLERMO (CODENAME "MOJITO")

Archetype(s): Bodyguard / Former Police Officer
Race: Perdido
Rank: Seasoned (20 xp)

Personal Soundtrack (70s Jazz):
 David McCallum - "The Edge"
 Boz Scaggs - "Lowdown"
 Herb Alpert - "Rise"



d6 **AGILITY**

d8 **SMARTS**

d6 **SPIRIT**

d6 **STRENGTH**

d6 **VIGOR**

0

CHARISMA

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BENNIES

EDGES

Alertness: +2 Notice

Connections: Call upon powerful friends

Investigator: +2 Investigation and Streetwise

Level Headed: Act on best of two cards in combat

SKILLS

Driving d6
 Fighting d6
 Intimidation d4
 Investigation d8+2
 Notice d6+2
 Persuasion d6
 Shooting d8
 Stealth d4
 Streetwise d8+2
 Survival d4

HINDRANCES

Heroic: Always helps those in need

Loyal: Tries to never betray or disappoint his friends

Quirk: Guillermo is brooding, and doesn't have much of a sense of humor

DAMAGE

WOUNDS

FATIGUE

-1 -2 -3 **INC!** -2 -1

Permanent Injuries:

GEAR

Cellular Phone, Desert Eagle (.50) (Range 15/30/60, 2d8, Shots 7, AP 2, Semi-Auto), Flashlight (10" beam), Switchblade (Str+d4, -2 to be Noticed if hidden), \$170