

PREGENERATED CHARACTERS

SUPERNATURAL KIDS

While the adventure is pretty nuts, and all sorts of weird things happen, most of the kids you'll have as Heroes will be normal, regular, everyday kids. But if you want to shake things up a bit, you could add a Supernatural character in there. In this case, don't reduce their Stats as above, or increase their Karma. Stick a couple of the Stat Points into Power to reflect some cool psychic ability like Telekinesis, Telepathy, or Pyrokinesis.

If you're wanting to start straight away, here are a handful of Heroes so you can start sneaking around and rolling those dice before you can say 'does your brother have an Atari?'

Name Oma Oates

Trait/Role Awkward Brain

Health 2 **Defence** 9

Stat	Dice	
Smarts	5	(Computers)
Moves	3	(Running)
Style	2	(Bluffing)
Brawn	2	(Parrying)

You're clever and you know stuff. Usually the stuff you know is really nerdy. Sometimes it's actually useful. You can spend a Karma point to ask the Director a single 'yes/no' question which they will answer honestly. Oh, and clever cogs -- the question should be about the game, not the Director's personal life!

ACE! ID CARD

Name Xavier Xiong

Trait/Role Cocky Athlete

Health 4 **Defence** 9

Stat	Dice	
Smarts	2	(Perception)
Moves	4	(Running)
Style	2	(Persuasion)
Brawn	4	(Sports)

You can move twice as far in your turn. Normally you can move 10 feet per point of Moves, but you're an Athlete - you can move 20 feet per point of Moves!

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Name Hollie Hodge
 Trait/Role Sassy Cheerleader
 Health 2 Defence 9

Stat	Dice	
Smarts	2	(Languages)
Moves	3	(Acrobatics)
Style	5	(Dancing)
Brawn	2	(Intimidating)

Everybody loves you (or at least pretends to). Plus you can do acrobatics and stuff. But mainly, you can cheer people on to be their best selves. You are able to grant your Karma points to your friends.

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Name Nova Norcross
 Trait/Role Rebellious Outsider
 Health 3 Defence 15

Stat	Dice	
Smarts	3	(Perception)
Moves	3	(Dodging)
Style	3	(Persuasion)
Brawn	3	(Brawling)

You don't fit in. Always a loner, you have learned to be very observant and you always know when somebody is lying.

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Name Blanch Burdick
 Trait/Role Shy Experiment
 Health 2 Defence 9

Stat	Dice	
Smarts	3	(Medicine)
Moves	3	(Stealth)
Style	2	(Disguise)
Brawn	2	(Intimidating)
Power	2	(Telepathy)

You have telepathic powers! You have a Power score which you can use in the ways described in ACE! #1