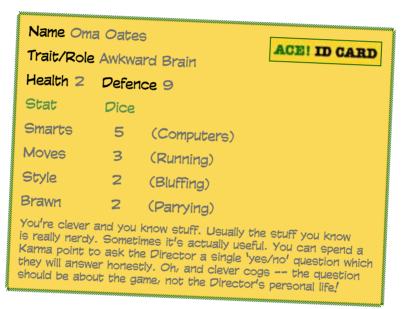
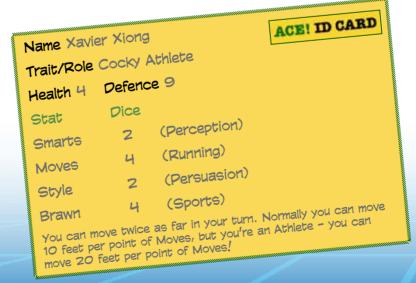
PREGENERATED CHARACTERS

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?'





A.C.E./ STRANGE SCIENCE

Name Hollie Hodge

ACE! ID CARD

Trait/Role Sassy Cheerleader

Health 2 Defence 9

Stat

Dice

Smarts

(Languages) 2

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.

Name Nova Norcross

ACE! ID CARD

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.

Name Blanch Burdick

ACE! ID CARD

Trait/Role Shy Experiment

Health 2 Defence 9

Stat

Dice

Smarts

3 (Medicine)

Moves

3 (Stealth)

Style

2 (Disguise)

Brawn

2 (Intimidating)

Power

(Telepathy)

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