

Pregenerated Characters

Dr. Aurora Bradshaw

Daughter of hippy parents, adopted by the Martins after they are killed in a fire. She's a doctor of psychology and parapsychology, determined to document and prove the existence of ghosts after witnessing a paranormal event as a teenager.

Her work and research at the University is often mocked, but thankfully she is left to her own devices in her lab.



Name *Dr. Aurora Bradshaw*

Trait/Role *Obsessive Scientist*

ACE! ID CARD

Health *2* Defence *9*

Stat Dice

Smarts *4* (parapsychology)

Moves *3* (running)

Style *3* (persuasion)

Brawn *2* (carrying)

If a monster has a weakness, you know it automatically. It's just a question of physics.



Carlos Martin

Carlos, with his adoptive sister, witnessed the paranormal as a teenager. Instead of turning to science, he turned to religion joining the church. However, his research into spirits continued, and he was excommunicated for his unfaltering fascination with becoming an exorcist. Before joining the team he was traveling the country, hoping to find his faith once more.



Name Carlos Martin

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Trait/Role Curious Priest

Health 2 Defence 8

Stat Dice

Smarts 3 (theology)

Moves 2 (stealth)

Style 5 (bluffing)

Brawn 2 (sports)

The undead cannot harm you. They're still pretty scary, though.

Dr. Miles Wheeler

The real brains behind the group and creator of most of the super-science technology the team uses to battle the spirits. He's a doctor, in theoretical physics and engineering. He doesn't really talk about his past, and finds talking to people a little unsettling.

Finds science the most fascinating thing and loves the more outlandish multidimensional hypothetical theories around.



Name *Dr. Miles Wheeler*

Trait/Role *Naive Engineer*

Health 5 Defence 8

Stat Dice

Smarts 5 (engineering)

Moves 2 (shooting)

Style 2 (animals)

Brawn 3 (tough)

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If something is broken, you can fix it within an hour. Well, within reason. Not like the Golden Gate Bridge or something, but a vending machine or a car.



Kyberlyn Gardner

Ex-marine, Kim has been working as a taxi driver for the last two years, hoping to earn enough to set up her own private security or chasseur service. She's generally very skeptical, but struck up a friendship with Aurora after chatting in the cab. No nonsense, tough and streetwise, she's picked up lots of information about the streets of Manhattan through her driving.



Name Kyberlyn Gardner

Trait/Role Abrasive Driver

Health 4 Defence 12

Stat Dice

Smarts 2 (engineering)

Moves 4 (driving)

Style 2 (dancing)

Brawn 4 (brawling)

When you're driving somewhere, you get there in half the time.

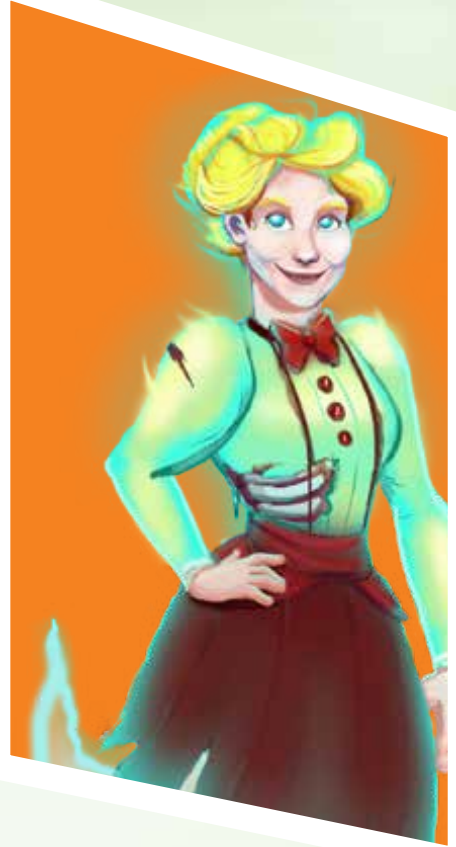
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Emeline Holt

Emeline was once a school teacher in the quiet rural town of Harper's

Hollow, who enjoyed teaching children of all ages. She fell in love with a local man, Edward Barry, who promised he'd return from his trip to the city to marry her. She waited for his return in a storm and died of exposure. That was 1876. As a ghost, she chose to seek Edward, and came to New York hoping to find her one true love. She was one of the first ghosts that Dr. Wheeler tried the anti-plasm particle accelerators on—though they worked too well and Emeline is completely corporeal now. Not "alive", but solid and unable to move on. She has difficulty with modern technology, but is learning how to answer the "telephone" and assign the team to their emergency call-outs. Despite being 134 years old, you have the appearance of a young woman in her late twenties.



Name **Emeline Holt**

Trait/Role **Kindly Ghost**

ACE! ID CARD

Health **3** Defence **9**

Stat **Dice**

Smarts **3** (history)

Moves **3** (cooking)

Style **3** (singing)

Brawn **3** (intangible)

You don't take damage unless its from a holy source or some special sci-fi ecto-gadget. But you also can't pick things up. So there's that.