

Bite Me!

A.C.E.!
AWFULLY
CHEERFUL
ENGINE

ACE! ID CARD

Name **FLUFFY WINTERS**
 Trait/Role **RELUCTANT VAMPIRE SLAYER**
 Health 4 Defence 18

Stat	Dice	
Smarts	2	(Perception)
Moves	4	(Dodging)
Style	4	(Fashion)
Brawn	4	(Brawling)

Gear: Sharpened stake 6 (2 damage), really fancy clothes

Fluffy slays vampires real good. She does double damage whenever she hit a vampire. The vampires don't like this. Ouch!

Fluffy Winters

All you ever wanted in life is the chance to ruffle some pom poms for the cheerleading team. But destiny wasn't going to let you have that one simple pleasure. You switched off during the lecture from that creaky librarian. Something about a prophecy and 'the Chosen One'. Some ancient order of slayers and vampires everywhere... whatevs. You know the pointy end of a stake and picked up the crossbow really easily. And at least you can still wear pink, as vampires tend to dust rather than spray blood everywhere. Red stains on pink would be a nightmare.

Lillo Thornberg

You've never quite fitted in, which is cool with you. You've always been happy with who you are. It's not like you can talk to animals or anything, more like you've always been able to see the signs their presence or actions mean. You have some pretty weird dreams too, which leads to a lot of déjà vu. Then you hit high school and found the library that just happened to be filled with books on

all sorts of occult histories and practices. That's where you met Fluffy. You make an odd duo but your knack for seeing snippets of the future has helped keep her out of too much trouble so far. You just wish she'd stop trying to get you to wear something other than black.

ACE! ID CARD

Name **LILLO THORNBERG**
 Trait/Role **WITTY FORTUNE TELLER**
 Health 1 Defence 6

Stat	Dice	
Smarts	3	(History)
Moves	2	(Driving)
Style	1	(Disguise)
Brawn	1	(Swimming)
Power	5	(divination)

Gear: Weak punch 1 (1 damage), Ouija board, Tarot deck

Lily gains a bonus die when using a tarot deck and instinctively know if a spirit conversing via a Ouija board is a harmful one. Also, she can do magic using her Power stat.

*See *Bite Me!* for rules for these items.

Rooby Roo

You grew up alongside Ted and had the perfect life filled with snax, naps, and lots of play. What made it even better was the fact that you could understand everything Ted ever spoke to you. So you started talking back once day. After everyone's shock wore off, life became... different. But that was ok. Making your own food and being independent meant you could finally make a hamburger stack to the size you wanted. Then Ted started high school and your life was turned upside down. Ted likes to help everyone and that led to him getting involved with really weird adventures. You're there for him of course, but you really wish he would stop chasing ghosts and other scary things.

Name ROOBY ROO			ACE! ID CARD
Trait/Role FAITHFUL DOG			
Health 3	Defence 9		
Stat	Dice		
Smarts	3	(Cooking)	
Moves	3	(Running)	
Style	3	(Animals)	
Brawn	3	(Eating)	
Gear: Bite 3 (1 damage), An old tennis ball			
A loyal companion, if there's something to smell you can always smell it. Also, sometimes you smell.			

Name TED BONES			ACE! ID CARD
Trait/Role CHEERY PARANORMAL INVESTIGATOR			
Health 3	Defence 9		
Stat	Dice		
Smarts	4	(Theology)	
Moves	3	(Sports)	
Style	2	(Flirting)	
Brawn	3	(Stamina)	
Gear: Hockey stick 3 (2 damage), Mystery Wagon, hockey stick			
You gain a bonus die when searching for clues and interacting with any local authorities. You also begin the game with a brightly colored, mid-sized van called the Mystery Wagon.			

Ted Bones

Not that you know it, you're pretty humble after all, but you've always been the cool kid. Good grades, good at sport, good with people. You're just so damn... good at everything in life. When you found out there were some pretty bad monsters out there that actually enjoyed scaring folks, you decided to make it your mission to protect people from them. And you know what, you're good at that too. With your faithful friend, Rooby, at your side, there isn't any paranormal investigation you aren't willing to tackle.