

DOMES OF THUNDER

DOCTOR PAIN

Doctor Pain is not a doctor. However, he once met a doctor, which is why he has this cyborg arm, and he's not happy about that. Still, the arm packs a heck of a wallop!

Doctor Pain enjoys a fight, and is happy to wade into any barroom brawl. He also enjoys a game of poker, and if he loses.... well, he's not known as Doctor Pain for nothin'!

ACE! ID CARD

Name **DOCTOR PAIN**

Trait/Role **ANGRY CYBORG**

Health **7** Defence **9**

Stat	Dice	
Smarts	2	(Perception)
Moves	3	(Driving)
Style	2	(Poker)
Brawn	5	(Tough)

Gear: *Cyborg arm, card deck*

Doctor Pain may spend a Karma point to make a Brawling attack and do double damage.

THE WHIZ

Trait/Role **ELDERLY MECHANIC**

Health **2** Defence **12**

Stat	Dice	
Smarts	4	(Engineering)
Moves	4	(Driving)
Style	2	(Music)
Brawn	2	(Drinking)

Gear: *Heavy wrench 2 (2 damage), toolkit, overalls with many pockets*

For every Karma point she spends, The Whiz can scrounge up enough material to repair 1 point of Health to a vehicle.

THE WHIZ

The Whiz has forgotten the name she was born with. She has also forgotten more about mechanics and engineering than most mechanics and engineers ever learn. A hard drinking, fast driving woman in her 80s, The Whiz can fix most things, and can drive anything on wheels.

ACE! ID CARDName **ROCKSTEADY**Trait/Role **APOLOGETIC KANGAROO**

Health 4 Defence 18

Stat Dice

Smarts 2 (Cooking)

Moves 4 (Dodging)

Style 2 (Gambling)

Brawn 4 (Brawling)

Gear: Boxing glove 6 (3 damage), cigarettes

Kangaroos pack one heck of a punch! Rocksteady's punch does an extra point of damage. Most people try to ignore the boxing gloves.

ROCKSTEADY

You'd think a kangaroo wearing boxing gloves was joke... until that gloves fist connected squarely with your jaw! Rocksteady is a bad gambler, but a great boxer. He also enjoys cooking. Nobody else enjoys his cooking, but most have the good manners to hide it.

SHOOTIN' BOB

An old-school shooting', tootin' wasteland warrior, in a bygone age Bob would have been a wisecracking cowboy. As it is, he's a leather-clad biker with a pair of six shooters that he knows well how to use. Oddly, he also likes to learn languages using some old cassette tapes he once found.

Name **SHOOTIN' BOB**Trait/Role **COCKY WARRIOR**

Health 4 Defence 12

Stat Dice

Smarts 3 (Languages)

Moves 4 (Shooting)

Style 3 (Bluffing)

Brawn 2 (Tough)

Gear: Pistol 6 (3 damage), Motorcycle, two shiny six-shooters

Shootin' Bob's armor means he takes 1 less damage whenever he gets hit.

ACE! ID CARD