

CESARE TORRICELLI LOMBROSIAN

You're one of the few members of the Turin Athenaeum, consisting of half a dozen scholars, of which you are the youngest and most "restless". During the day you commonly deal with anatomical pathology, but the night your interest goes to the occult sciences and the secrets of human bodies and resurrection.

You recently agreed to join the Bureau as a medical consultant and you're ready to use your knowledge and skills for the most operational cases.

Attributes: Agility d6; Smarts d8; Spirit d6; Strength d4; Vigor d6

Skills: Fighting d4, Guts d6, Knowledge (Medicine) d8+2, Knowledge (Occult) d8+2, Healing d6, Investigation d6, Notice d6, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Lombrosian, Reanimator, Scholar

Hindrances: Debunker, Cautious, Stubborn

Gear: Light Sidearm (10/20/40, 2d6-1, RoF 1, Shots 10), Mace Spray (2d6, Parry -2), Investigation Kit

Lifelike Detective (Optional): Add the Arrogant Hindrance **without earning creation points for that.**

Secret Agenda (Optional): You decided to join the Bureau to be a spy, an observer on behalf of the Athenaeum. Even if you saw *things*, you don't believe these charlatans' paranormal nonsense and you want to understand what is *really* going on. You are secretly reporting files and secrets from the Bureau to your Lombrosian colleagues. A very dangerous game...



GAM LOREN, PSYCHIC

You were recruited by the Bureau for your incontrovertible qualities: since you were a teenager you have had the gift of perceiving entities, telling what happened where they have been, and reading people's aura. This "gift", which you would have happily done without, also has a terrible cost: nightmares haunt you, you are terrified of all forms of violence, and you are willing to sacrifice your life to understand what happened in your past.

Attributes: Agility d6; Smarts d6; Spirit d8; Strength d4; Vigor d6

Skills: Fighting d4, Guts d6, Investigation d6, Knowledge (Occult) d6, Notice d8, Persuasion d6, Shooting d4, Stealth d8

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Death Wish, Loyal, Nightmares

Edges: Psychic, Retrocognition, Aura Reading

Gear: Mace Spray (2d6, Parry -2), Paranormal Kit

Lifelike Detective (Optional): Add the Yellow Hindrance **without earning creation points for that.**

Secret Agenda (Optional): Your parents died in a terrible accident a few years ago, when you were a teenager. It was then that you saw for the first time *what's going on* and you got the first sign of your "gift." You do not care much for the Bureau and the cases; you're trying to find out what horrible entity destroyed your family and understand its motivations. Before you destroy it.



DANNEL PETROVIC, EX-MILITIA

You were a street thug in your country, then a contractor in one of the dirty wars of the last decade, then a gangster affiliated to one of the worst gangs of this city.

Now, you've seen too much. Your boss has proved inhuman beyond words and you discovered in a terrible epiphany that there is a world beyond the veil of our own. And it is a terrible world.

Since then, you've had a complete crisis and changed your life. You are still tough. You're still a thug. You're still the best with weapons...

The only difference is that now you work for the Bureau, and you are done with your former gang and comrades.

The problem is that your former gang and comrades are not yet done with you...

Attributes: Agility d6; Smarts d4; Spirit d6; Strength d8; Vigor d8

Skills: Climbing d4, Driving d6, Fighting d8, Intimidate d8, Knowledge (Occult) d4, Notice d4, Shooting d8 Streetwise d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Dark Side (terrible acts in his past), Loyal, Wanted (minor)

Edges: Brawny, Brave

Gear: Assault Carbine (2d8, 24/48/96 RoF 3 AP 2, auto, 3RB), Action Kit

Lifelike Detective (Optional): Add the Nightmares Hindrance **without earning creation points for that.**

Secret Agenda (Optional): **You are still wanted by dangerous criminals from your country, people will do anything to silence you once and for all. In your cases you have to keep a low profile, or your old friends will know where you are and what you do. For this reason, you cannot afford to leave too many witnesses around to recognize you.**



QUENTIN CROSS, SPECIAL AGENT

The Midnight of the Century is approaching. Despite governments doing everything possible to ignore it or to cover up the darker events of recent years, the Bureau has recruited the best agents from different European special services and put them in the field as its front rank Detectives. You have been assigned to this city since the opening of its Office and to your companions you are a sort of “senior officer”. When you’re not on an operational mission, you alternate between analytical tasks and collecting information in the field. This means getting involved in any trouble, and always keeping your eyes open.

Attributes: Agility d6; Strength d6; Smarts d6; Spirit d6; Vigor d6

Skills: Driving d6, Fighting d6, Guts d4, Knowledge (Occult) d4, Investigation d6, Notice d6, Persuasion d4, Shooting d8, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: Alertness, Brave, Command

Hindrances: Cautious, Loyal, Vow (Bureau)

Gear: Medium Sidearm (12/24/48, 2d6, RoF 1, Shots 15), Action Kit

Lifelike Detective (Optional): Add the I Want to Believe (Major) Hindrance without earning creation points for that.

Secret Agenda (Optional): You are loyal to your country and to the Bureau, an agent through and through, who knows he is doing the right thing and fighting for all mankind. What you just cannot bear are traitors. You suspect there is someone in the Bureau who is playing a double game or has a hidden agenda, and your boss has asked you to secretly investigate your teammates to find out if the betrayer is among them. Should you find the traitor, there will be big trouble for him...



REBECCA ARNAUX, CINEROMANCER

It was Ghites who taught you this trick: how to inhale or smoke the ashes of the dead and summon them to you, to solve their cases, to give them peace, to offer their relatives a final farewell... Or, more often, to reveal the place where they hid the money.

You do not know why this only works for you and Ghites, but you know for sure how to do it: you have to find the person of interest's ashes and consume them, in one way or another. And then the magic happens...

Attributes: Agility d6; Smarts d6; Spirit d8; Strength d4; Vigor d6

Skills: Fighting d4, Guts d6, Knowledge (Occult) d6, Investigation d6, Lockpicking d6, Notice d4, Persuasion d6, Shooting d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Cineromancer, Mark of Fear, Requiem

Hindrances: Anemic, Habit (Major: ashes of dead), Loyal

Gear: Medium Sidearm (12/24/48, 2d6, RoF 1, Shots 15), Mace Spray (2d6, Parry -2), Investigation Kit

Lifelike Detective (Optional): Add the Resignation Hindrance **without earning creation points for that.**

Secret Agenda (Optional): **You are using your position at the Bureau to obtain the ashes of special people for your bad habit. Right now, you have the remains of an old Parisian singer who you adored as a child, when your mother used to put on the discs of his ballads, and smoke them when you want to relax, to hear her singing again... If the Bureau should discover your secret, you'd be in serious trouble.**



MARVIN DI SAN GERMANO, OCCULT INVESTIGATOR

You never knew your parents. When you were few days old, someone left you on the door of the orphanage of the Sisters of San Germano and the nuns raised you among the other children.

Your character and your “gifts” have always distinguished you from the other children, and the Mother Superior also revealed to you one day *what’s going on* and taught everything she knew about that dark matter...

In recent years you had also opened an agency as a private detective, and for a couple of years you cheated many entities...

Then your agency went bust, and then you agreed to join the Bureau.

Attributes: Agility d4; Smarts d8; Spirit d8; Strength d4; Vigor d6

Skills: Streetwise d8+2, Fighting d4, Guts d8, Knowledge (Occult) d8 +2, Investigation d8+2, Notice d6, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Grifter, I’ve Seen Things, Occultist

Hindrances: Mean, Stubborn, When You Gaze Too Long Into the Abyss

Gear: Medium Sidearm (12/24/48, 2d6, RoF 1, Shots 15), Paranormal Kit

Lifelike Detective (Optional): Add the Enemy (Major: Unhuman) Hindrance **without earning creation points for that.**

Secret Agenda (Optional): **There is something rotten in the Bureau, you know that for sure. Your leaders have not told you everything, and you’re afraid the Vallum Program hides a worse danger than the “normal” Entities you encounter in the street. You must find evidence of this conspiracy.**

