

DREAD: THE FIRST BOOK OF PANDEMONIUM

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| Troyka |
| NAME |

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|------------|
| Redemption |
| DRIVE |

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| Investigation |
| DISCIPLINE |

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|---|----------|
| 3 | STRENGTH |
| 5 | SENSE |
| 1 | SOUL |

| | |
|---|--------|
| 3 | COMBAT |
| 1 | MAGIC |
| 0 | ARMOR |

| | |
|----|------|
| 12 | FURY |
| 12 | LIFE |
| 1 | CASH |

| SKILLS |
|-------------------------------|
| Computer Use (Investigator) 1 |
| Crime (Investigator) 4 |
| Empathy (Reporter) 2 |
| Journalism (Reporter) 3 |
| Lore (Parapsychologist) 1 |

| SPELLS |
|---------------------------------|
| Nimrod: caster can track target |
| Oracle: see into near future |

| WEAPONS |
|--------------------------------------|
| Revolver (range 2, damage 1, ammo 1) |

| GEAR |
|----------------|
| Digital camera |

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|-------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| ADVANCEMENT | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
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OCCUPATION

used to be a newspaper reporter. Eventually quit to become a private investigator. Specialized in the paranormal.

ORIGIN

He saw too much, and wound up a slave to the bottle. Lost pretty much everything. Now starting over from zero.

HEADQUARTERS

Abandoned warehouse downtown. Dusty, dirty, covered with graffiti. Low-tech. Kitchen, military-style barracks, armory.

CONTACTS

Andrea McCaul, social worker
Chris Greene, bail bondsman

MENTOR

Keller. Caucasian male, fifties. Long grey hair in ponytail. Wears burgundy leather jacket. Gravelly voice. Doesn't talk much.

PERSONALITY

Troyka tries to be a decent man. He wants to be a force for positive change. Very people-oriented, sometimes gets wrapped up civilians and loses sight of the target.

CABAL

Gorgon is short-tempered and prone to violence. Uses magic to level the playing field. Sometimes goes too far, has to be reined in.

Quiet, stoic, contemplative. Chooses words carefully. Wary of snap decisions. Objective, rarely takes violence personally. Patient.