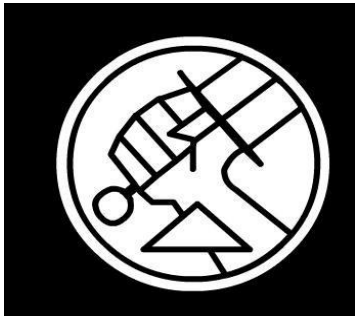


GURPS Character Sheet	Name: Zephyr		Player:		Date created	Sequence	
	Description: Female –your twin is Gale				Unspent points	Point total	
	Race:Half human Half Air Spirit		Story: Dark Places, Itzacon 9				
ST 9	Fatigue		Zephyr's supernatural abilities include already, a bonus to Climb, Jump, Move, Initiative and dodge 		Skills		Level
DX 14	Damage				Climb		14
IQ 14	Thrust				Jump		14
	Swing				Pistol		13
	Kick				Law		12
HT 10	Hits taken				Drive car		13
Initiative 9	Dodge 9	Move 9	Acrobatic		13		
Perception 14	Will 15		Fast draw pistol		15		
			Streetwise		14		
			Pick Lock		14		
			Stealth		14		

Power Name: Airbender & Ghosting

Airbending: Zephyr can bend and harden air allowing her to deflect bullets, encase people, erect a shield, and surprise the hell out of pigeons etc.

Ghosting allows Zephyr, her clothes and up to 3lbs of gear to become insubstantial and must be declared beforehand [think twins from Matrix II]. Zephyr 'Ghosts' on her initiative. This is a full round action. You can pass through walls etc and are immune to mundane physical attacks (but not natural air movements). You are not invisible but become translucent (- 2 Per to see you). You cannot interact with the solid world in this form. You don't take falling damage but cannot fly.

Level of Power: Airbender; Will 15.... roll under 15 to succeed. This works on your initiative score and is a full action. The air has hardness rating of DR2 plus 1 per every 2 points you make the roll by.

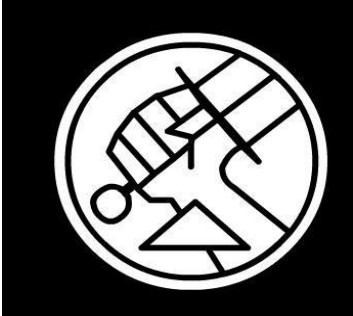
It is 2 hexes deep and has a radius of 1hex beyond Zephyr's own. For each additional fatigue point spend you can increase the radius and height by 1.

Advantages: Combat reflexes, the bonus to Initiative and fast draw is already calculated, other bonuses are not

Disadvantages: 1. Lightweight; can't carry much heavy weight and tires if she has to carry heavy weight very far 2. Habit; travels light (usually nothing she can't ghost with) 3. Distractable

Normal Equipment: Pistol, spare ammo.

Specialised Equipment:Ask

GURPS Character Sheet	Name: Gale	Player:	Date created	Sequence
	Description: female -your twin is Zephyr		Unspent points	Point total
	Race: Hall human/Air spirit	Story: Dark Places – Itzacon 9		
ST 9	Fatigue	Bonuses are already added into Gale's Intimidation, fast draw, Dodge and move 	Skills	Level
DX 13	Damage		Occult	11
IQ 14	Thrust		Drive car	13
HT 10	Swing		Pistol	14
	Kick		Fast draw pistol	16
	Hits taken		Intimidation	15
			SMG	13
Initiative 9	Basic speed	Move	Brawl	13
		9	Knife	13
Perception 14	Will 15	Dodge 9	Tactics	12
			Jump	15

Power Name: Airbender & Ghosting

Airbender: Once per round, Gale can compress and release a volume of air that can cause damage to a person or do 'knockback' damage. Concussion damage does 1d+1 for free.

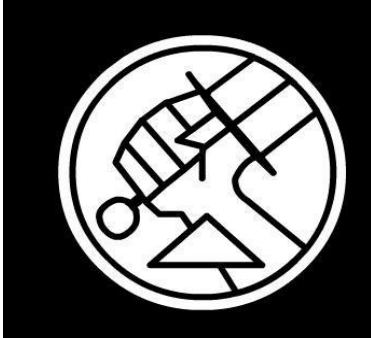
Ghosting allows Zephyr her clothes and up to 3lbs of gear to become insubstantial and must be declared [think twins from Matrix II]. Zephyr 'Ghosts' on her initiative. This is a full round action. You can pass through walls etc and are immune to mundane physical attacks (but not natural air movements). You are not invisible but become translucent (- 2 Per to see you). You cannot interact with the solid world in this form. You don't take falling damage but cannot fly.

Level of Power: Airbender; Will 15.... roll under 15 to succeed. This works on your initiative score and is a full action. For each fatigue point spent, add +1d6. For knock back damage roll the same mechanic but consider the result the number of yards an adult human is thrown back.

Gale must declare which she is using beforehand and they are both full round actions. Concussion can have multiple uses; breaking glass windows, deafening, attacking, distracting etc.

Advantages: Combat reflexes the bonus to Initiative and fast draw is already calculated, other bonuses are not.

Disadvantages: 1. Tempestuous, you are bad tempered sometimes 2. Indecisive – you sometimes have difficulties making snap decisions.

GURPS Character Sheet	Name: Daniel Glover		Player:		Date created	Sequence
	Description:				Unspent points	Point total
	Race: Human		Story: Dark Places – Itzacón 9			
ST 11	Fatigue			Skills		Level
DX 11	Damage			Psychology	15	
IQ 14	Thrust			Criminology	15	
HT 10	Swing			Research	14	
	Kick			First Aid	14	
	Hits taken			Diagnose	12	
				Detect Lies	16	
Initiative 5	Basic speed	Move	Diplomacy	13		
	5.25	5	Pistol	10		
Perception 14	Will 15	Dodge 5	Drive car	10		
			Interrogation	13		

Power Name: Psycher

Read mind: Daniel can read surface thoughts but only what the subject is thinking at that moment or what is just under the surface, telling details like the subjects’ wife’s name for example. Roll under 15 [will], also he must be within 5 yards

Psychometry: When we touch an object, we impart some of our psychic on it, imbuing it. Daniel can tell what happened or who touched an object or surface area etc. He must touch it and concentrate for at least one round. He may not take the ‘take your time’ move for this. The GM can tell you the penalties – they are included in the scenario. Objects that were used frequently by one person (a person’s lucky socks or their fave tennis racket) are easier to detect and give the strongest impressions.

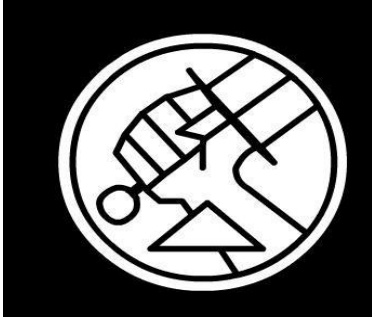
Roll under will [15] for this, adjust for time penalties. This will not work on objects that have been destroyed e.g. ashes or otherwise ruined.

Daniel can only use one power at a time and both powers are full round actions.

Advantages: Charismatic – add +1 to influence rolls etc when you decide to turn on your charm.

Empathy – you get people. +1 to rolls involving emotions, moods etc.

Wealthy – You have a source of income in addition to your pay as a BRPD agent. Your cheque account/credit card is good in this scenario for up to €2,000 dollars per day.

GURPS Character Sheet	Name: Alan Cleborne		Player:		Date created	Sequence	
	Description:				Unspent points	Point total	
	Race: Human		Story: Dark Places – Itzacón 9				
ST 10	Fatigue		** Alan can choose to ‘blink’ as his dodge 		Skills		Level
DX 13	Damage				Security	13	
IQ 14	Thrust				Pick Lock	14	
	Swing				Electronic ops	12	
	Kick				Streetwise	15	
HT 10	Hits taken				Observation	14	
					Shadowing	15	
Initiative 9	Basic speed	Move	Pistol	16			
	5.25	5	Forgery	15			
Perception 14	Will	Dodge	Detect lies	13			
	15	5**	Engineering – mechanical	13			

Power: Wayfarer

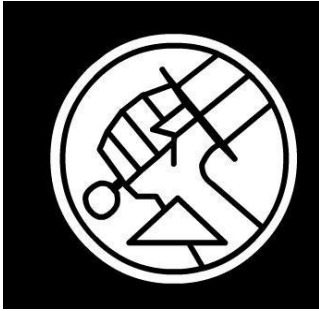
Blink: Instead of dodging, Alan can use to ‘Blink’. He disappears and reappears anywhere up to one hex away. This goes off on his initiative. Roll under 15. This is a full round action, obviously he can’t also take another dodge action but he may immediately blink again. He is never disorientated by motion.

Teleporter : Alan can teleport up to 10 yards away as a base range with no roll (though his roll number is 15). For each level of success he makes his will roll of 15 by, he can gain additional range as described in the GM’s distance/time chart. This is one full round action
Alan can also choose to teleport one other person or up to 120lbs of material up to his max base-range but not further. He must roll against will 15 for this. Other people become disorientated by this and must roll DX -6 to not be dizzy or nauseous. You must be able to see the place you are going to or have been there before.

Advantages:

Absolute Direction – you always know which way is out, North, up and down.

Absolute timing – you always know what time it is and how far it takes to cross a distance in real space e.g. running or driving at a steady speed.

GURPS Character Sheet	Name: Fred Schonberg		Player:		Date created	Sequence	
	Description:				Unspent points	Point total	
	Race: Human		Story: Dark Places – Itzacón 9				
ST 11	Fatigue: 11		Forest's bonus for running is added to his move but not his other bonuses. He also has a bonus added to speed reading, if you need a book summarised fast he is the man 		Skills		Level
DX 11	Damage				Administration	13	
IQ 13	Thrust				Brawl	11	
	Swing				Drive -car	11	
	Kick				Savoir faire{ }	12	
HT 12	Hits taken				History	12	
					Hiking	12	
Initiative 6	Basic speed 6	Move (land) 7	Occult	12			
			Speed reading	16			
Perception 14	Will 15	Dodge 6	Pistol	13			
			Running	12			
			Rifle-light auto	13			

Power: Time-streamer

Quick time: Frederick can give himself double move over land for rounds equal to the amount he passes his Will roll by, or alternatively slow another person down by half their move score. This is a full round action but must be declared on his initiative. It can be used in conjunction and concurrently with other Time abilities as long as one or other is already in effect but then expends one fatigue point.

Double Time: Fred can take an extra mundane full action next round, this must be declared on his initiative i.e he declares then dodge twice, attack twice or concentrate on driving while shooting etc.

Bullet Time: Fred can gain the Combat Reflexes advantage for rounds equal to the amount he passes his Will roll by. This must be declared on his initiative but activates instantly, however because of this, it is no use in an ambush (use after Danger-sense for better effect).

Dangersense: By glimpsing in to the immediate future, Fred acquires the danger sense advantage for that round only. It is a full round action that can only be used by itself. This is useful just before opening doors, drinking poisoned food, opening mysterious packages etc.

Advantages:

Absolute Timing: Not only does Fred always know the time, he has perfect rhythm and excels at games where timing and quick movement is essential, in addition he can boil the perfect egg!

Slow Aging: Perhaps as a result of his time abilities, Daniel ages at only 1/3 the rate of 'normal' people. He is older than he looks!

Language talent +1: Daniel picks up languages after only a few weeks of exposure. His mother tongue is _____ and he also speaks _____

Disadvantages: Sense of Duty to friends and Colleagues.