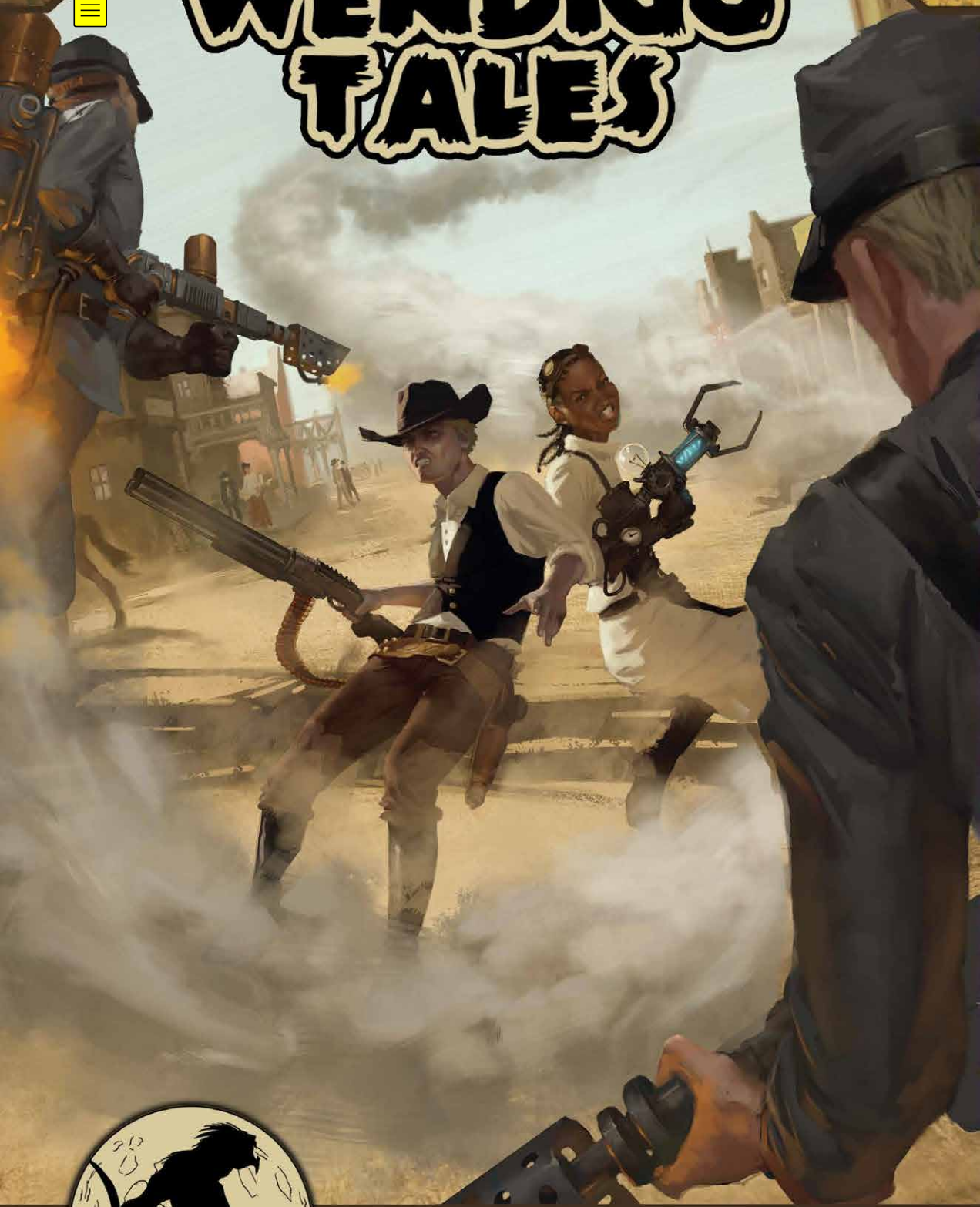


WENDIGO TALES



HEROES: VOLUME 1



VOLUME ONE
HEROES

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DEAD LANDS

THE WEIRD WEST

AMELIA GILSON

Amelia knows the pain of being a brilliant female inventor in a man's field. Years of labor at Hellstromme Industries in Potential, Arizona, taught her that much. The question is whether she can bring her plan to fruition and slip from under the company's thumb ... before ruthless investigator Baylock and his law dogs catch on.

After losing her father at age 14 Amelia had to grow up fast, which is why she's seen a little more than most folks just starting out. All her powers are produced by a single device she designed and built—the Electrofocuser—but each function has its own name.

Quote: *Listen here, eyeballer, you want to tell me what's got you so dang interested in me and my activities?*

Rank: Seasoned (4 Advances)

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Fighting d4, Notice d6, Occult d6, Persuasion d6, Repair d6, Science d6, Stealth d4, Weird Science d10

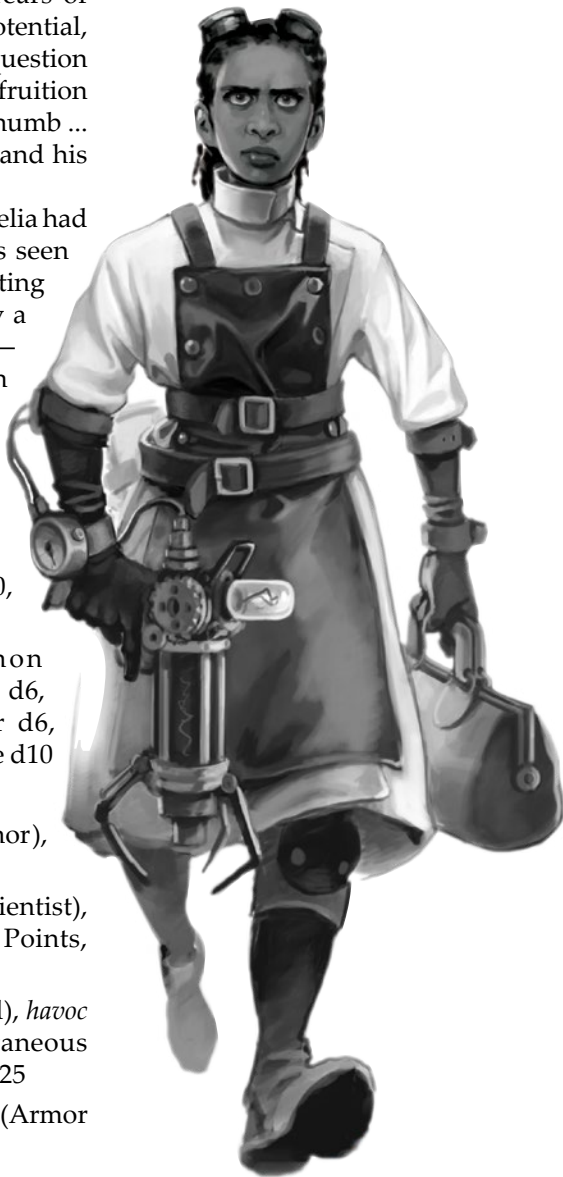
Pace: 6; **Parry:** 4; **Toughness:** 6 (1)

Hindrances: Cautious, Outsider (Minor), Wanted (Minor)

Edges: Arcane Background (Mad Scientist), Calculating, New Powers, Power Points, Veteran o' the Weird West

Powers: *Deflection* (Electrostatic Field), *havoc* (Repulsor Wave), *teleport* (Instantaneous Matter Transmitter). **Power Points:** 25

Gear: Gadgets, lab coat, leather apron (Armor +1), goggles, tool kit.





Blair Lawsen

Blair isn't exactly living the high life.

She's diabetic and addicted to sugar, holding down a job as a private eye in the Big Easy. And although fighting monsters in dark, rain-soaked graveyards isn't making her life any easier, it's not like she *asked* to be cursed. Truth be told she'd rather be at L'Enfer catching a set by her beloved Lilah.

Quote: *Ghoul bite. With a side of poison, on the house.*

Rank: Novice (0 Advances)

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

Skills: Athletics d4, Common Knowledge d4, Driving d4, Gambling d4, Notice d6, Occult d6, Persuasion d4, Shooting d4, Spellcasting d10, Stealth d4, Taunt d6

Pace: 6; **Parry:** 2; **Toughness:** 5

Hindrances: Ailin' (Diabetes), Habit (Minor—Sugar), Loyal, Overconfident

Edges: Arcane Background (Grifter), Power Points

Powers: *Boost/lower Trait, deflection, relief;*
Power Points: 15

Gear: Star Pocket (Range 10/20/40, Damage 2d6-1, RoF 1), sugar packets, the Cursed Gun (Range 12/24/48, Damage 2d6, RoF 1, AP 1, shooting a corpse acts as the *zombie* power but shortens the firer's life by one week each time it's done).





JAKE MENDEZ

Drifter, survivor, blessed with a syker's telepathic powers, Jake's hunting for the Voiceless, a vicious band of wasteland raiders who never make a sound. Why would anyone want to find them? They've got something Jake needs, and he needs it real bad. Without their help, you see, he might never repair his fractured mind.

Quote: *Wherever I go, there are always bugs around. Flying ones, crawling ones ... the damn things are everywhere.*

Rank: Novice (0 Advances)

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Fighting d6, Intimidation d6, Notice d6, Persuasion d4, Psionics d8, Shooting d6, Stealth d6, Survival d4

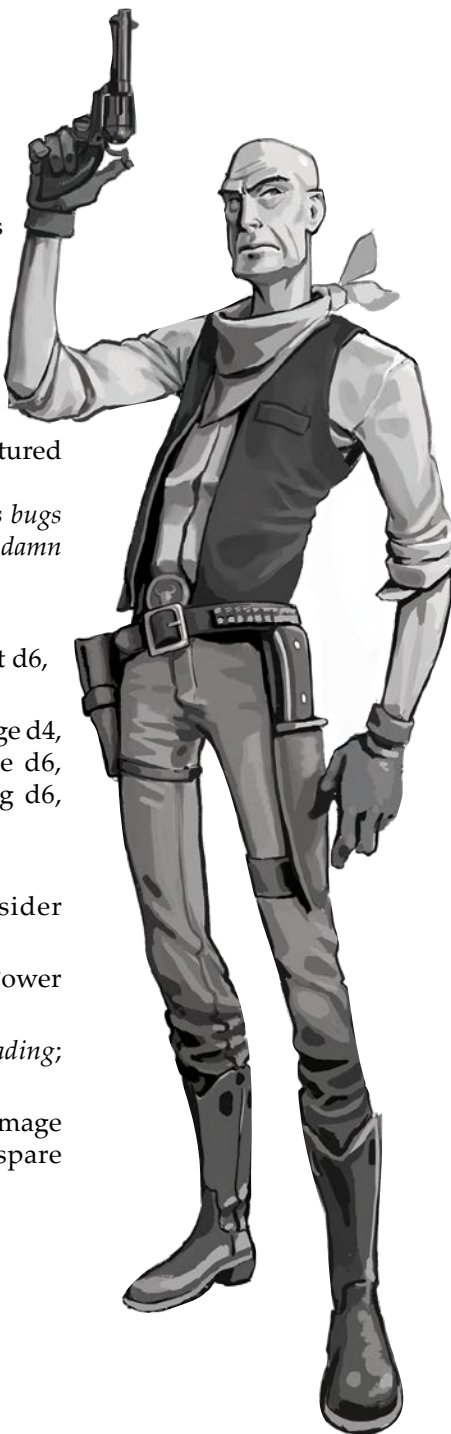
Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Driven (Major), Outsider (Major)

Edges: Arcane Background (Syker), Power Points

Powers: *Deflection, mind link, mind reading;*
Power Points: 15

Gear: 9mm pistol (Range 12/24/48, Damage 2d6, RoF 1, AP 1), knife (Str+d4), spare magazine.





LILY TATE

Lily is the newest transfer to East Texas University—smart, pretty, and blonde. But when she's caught up in a bizarre love triangle with two suitors who are more than they appear, Lily reveals secrets of her own. Secrets to put a suitor to shame ...

Quote: *I'm long since done picking monsters. Just like I'm long since past letting someone else fight my battles for me.*

Rank: Novice (Freshman, 0 Advances)

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

College Major: Undecided/Liberal Arts

Skills: Academics d6, Athletics d4, Common Knowledge d8, Driving d6, Intimidation d4, Investigation d6, Notice d4, Persuasion d6, Repair d4, Shooting d4

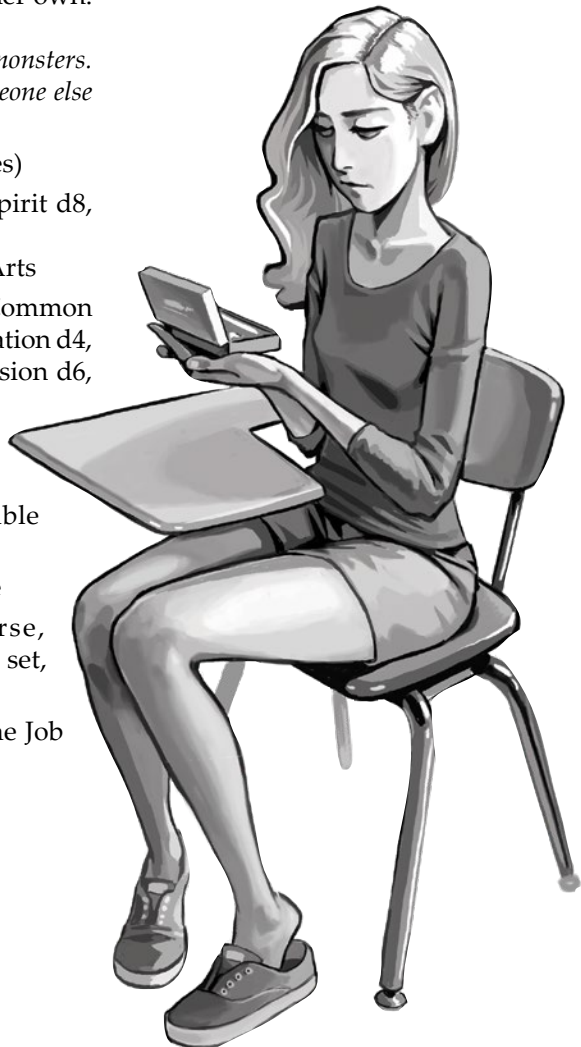
Pace: 6; **Parry:** 2; **Scholarship:** -2;
Toughness: 4

Hindrances: Curious, Loyal, Trouble Magnet (Minor)

Edges: Devout, Psychically Sensitive

Gear: Book bag, books, purse, smartphone, silver pen-and-pencil set, pepper spray.

Extracurricular Activities: Part-Time Job (tough: \$250, -2 Scholarship)





MAGNUS BOS

Bos, the "Great Ox," isn't your typical gladiator. The charge of a massive Egyptian beast addled his brain, made him simple and cruel. But what will happen when he faces off against a cabal of sorcerers? Will his great sacrifice be enough to turn the tables on their sinister plot?

Quote: *FIGHT ME! I am Graer of Gaul, monsters! I am the Watchman! Come! Show yourselves!*

Rank: Seasoned (5 Advances)

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12, Vigor d8

Skills: Athletics d8, Battle d4, Common Knowledge d4-1, Fighting d10, Intimidation d6, Notice d4-1, Persuasion d4, Stealth d4, Survival d4

Pace: 6; **Parry:** 7; **Toughness:** 9

Hindrances: Clueless, Illiterate, Loyal

Edges: Brawler, Brawny, Bruiser, Brute

Gear: Heavy spiked club (Str+d6+2), gladiator helmet (Armor +3), parma (Parry +1), greaves on both legs (Armor +1/+2).

Special Abilities:

- **Fists:** Str+d6.
- **Size 1:** Toughness +1.

