

Name: Barkley

Description: Dog and Domovoi Protector

ST **14** HP **14**
 DX **12** Will **10**
 IQ **10** Per **12**
 HT **12** FP **12**

Damage		Resistance	
Eyes		Arms	
Neck	2	Hands	
Skull	2	Legs	
Face		Feet	
Torso		Groin	

Advantages
 Acute Smell (+2 Per, smelling only)
 Enhanced Dodge (+1 Dodge)
 Luck (reroll 1x hour)

Disadvantages
 Duty (Eva)
 Easily Distracted
 Sense of Duty (Peter)
 Sense of Duty (Other Guardians)

Move: 6 Speed: 6
 Dodge: 10 Parry: 10 Block: 8

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Claw (front)	14	1d+4 cr	C	10
Claw (rear)	12	2d cr	C, 1	no
Bite	14	2d cut	C	no

Skills

Name	Level	Name	Level
- PRIMARY -		- WILDCARD -	
Digging	14	Domovoi Dog!	12
Fighting	14		
Intimidating Bark	12	- UNIVERSAL -	
Stealth	13	Climbing	12
Tracking	15	Dream Lore	10
		First Aid	12
		Search	12
		Throwing	12

Ranged Weapons/Attacks

Weapon Skill Damage Acc Range RoF Shots Bulk Rcl

Possessions

Collar (DR 2)



Name: Shadow

Description: Black Cat and Domovoi Protector

ST	12	HP	12
DX	14	Will	12
IQ	12	Per	14
HT	11	FP	11

Damage Resistance	
Eyes	Arms
Neck 2	Hands
Skull 2	Legs
Face	Feet
Torso	Groin

Advantages	Disadvantages
Alertness (+2 Per)	Duty (Peter)
Enhanced Dodge (+1 Dodge)	Fear of Dogs (Cynophobia)
Luck, Extraordinary (1x half-hour)	Sense of Duty (Eva)
	Sense of Duty (Other Guardians)

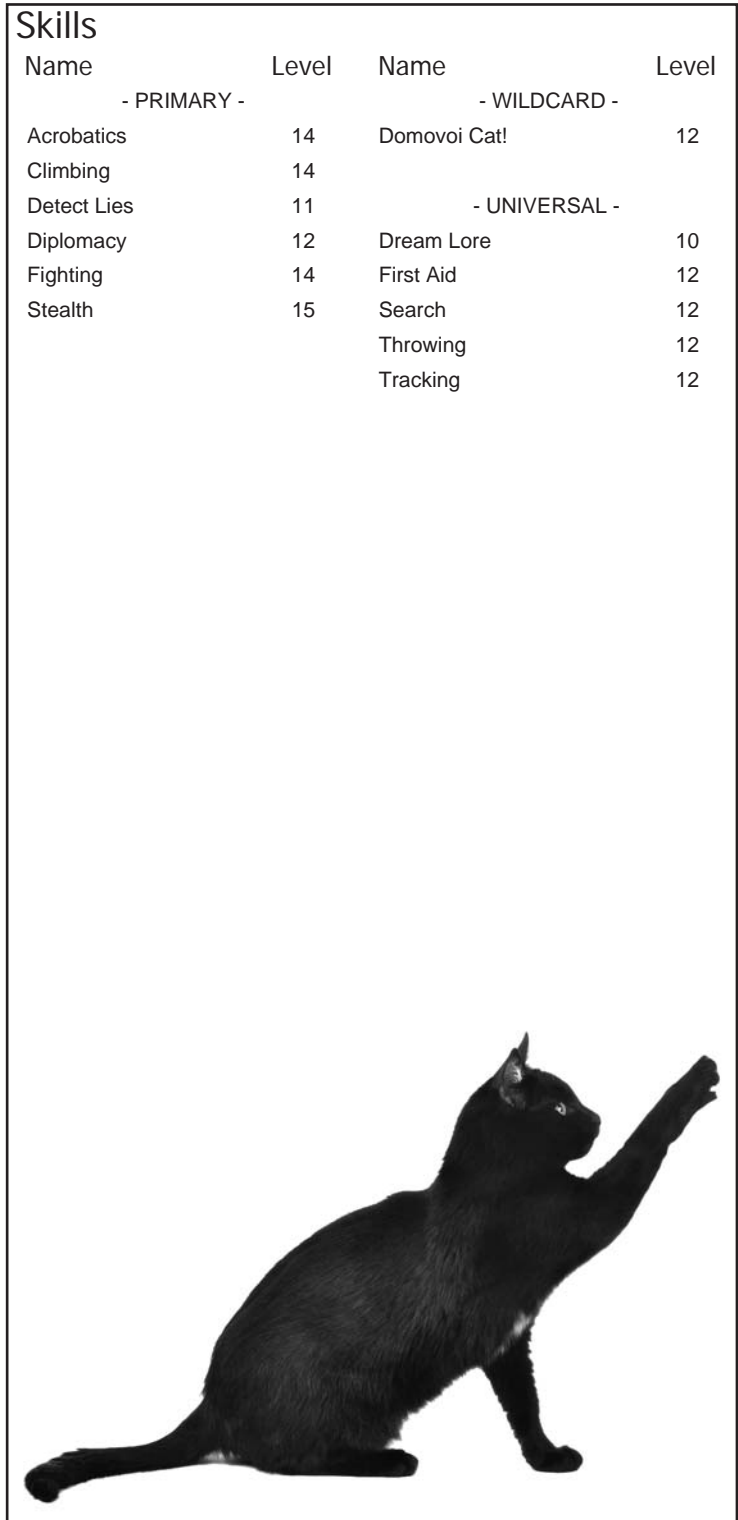
Move: 6	Speed: 6.25	
Dodge: 10	Parry: 10	Block: 8

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Claw (front)	14	1d+2 cut	C	10
Claw (rear)	12	1d+4 cut	C, 1	no
Bite	12	1d cut	C	no

Skills			
Name	Level	Name	Level
- PRIMARY -		- WILDCARD -	
Acrobatics	14	Domovoi Cat!	12
Climbing	14		
Detect Lies	11	- UNIVERSAL -	
Diplomacy	12	Dream Lore	10
Fighting	14	First Aid	12
Stealth	15	Search	12
		Throwing	12
		Tracking	12

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions
Collar (DR 2)



Name: **Soldier Man**

Description: **Action Figure and Guardian**

ST	13	HP	13
DX	13	Will	11
IQ	11	Per	11
HT	12	FP	12

Damage		Resistance	
Eyes		Arms	2
Neck		Hands	
Skull	2	Legs	2
Face		Feet	2
Torso	4	Groin	2

Advantages	Disadvantages
Combat Reflexes (+1 defenses)	Duty (Peter)
Enhanced Dodge (+1 Dodge)	Fear of Abandonment, Autophobia
High Pain Threshold (no shock)	Sense of Duty (Eva)
Luck (reroll 1x hour)	Sense of Duty (Other Guardians)

Move: 6	Speed: 6.25	
Dodge: 11	Parry: 11	Block: 10

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Knife, swing	14	2d cut	C, 1	10
Knife, thrust	14	1d+3 imp	C	10
Punch	15	1d cr	C	11
Kick	13	1d+2 cr	C, 1	no

Skills			
Name	Level	Name	Level
- PRIMARY -		- WILDCARD -	
Body Language	11	Soldier!	12
Fighting	15		
Guns (Rifle)	15	- UNIVERSAL -	
Intimidation	12	Climbing	12
Knife	14	Dream Lore	10
		First Aid	12
		Search	12
		Stealth	12
		Throwing	12

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
M1 Garand	15	5d pi	5	1k/5k	3	30	-5	4
Knife	12	1d+1 imp	0	10/20	1	T(1)	-2	-

Possessions
Body Armor (DR 4 or DR 2)
Knife
M1 Garand Rifle



Name: Tim-Tom Toot

Description: Furry Monster Imaginary Friend

ST	16	HP	14
DX	12	Will	11
IQ	10	Per	10
HT	12	FP	12

Damage Resistance	
Eyes	Arms
Neck	Hands
Skull 2	Legs
Face	Feet
Torso	Groin

Advantages	Disadvantages
Enhanced Dodge (+1 Dodge)	Dies if Peter dies/stops believing
Luck (reroll 1x hour)	Duty (Peter)
Snatcher (Concentrate for 1 turn, spend 4 FP, roll vs. Snatcher skill)	Sense of Duty (Eva)
	Sense of Duty (Other Guardians)

Move: 6 Speed: 6
Dodge: 10 Parry: 10 Block: 8*

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Punch	14	2d cr	C, 1	10
Gas Attack (costs 2 FP)	15	special	adj.	-

(all adjacent hexes roll vs. HT to avoid being nauseated: -2 to all attribute/skill rolls, -1 defenses)

Skills

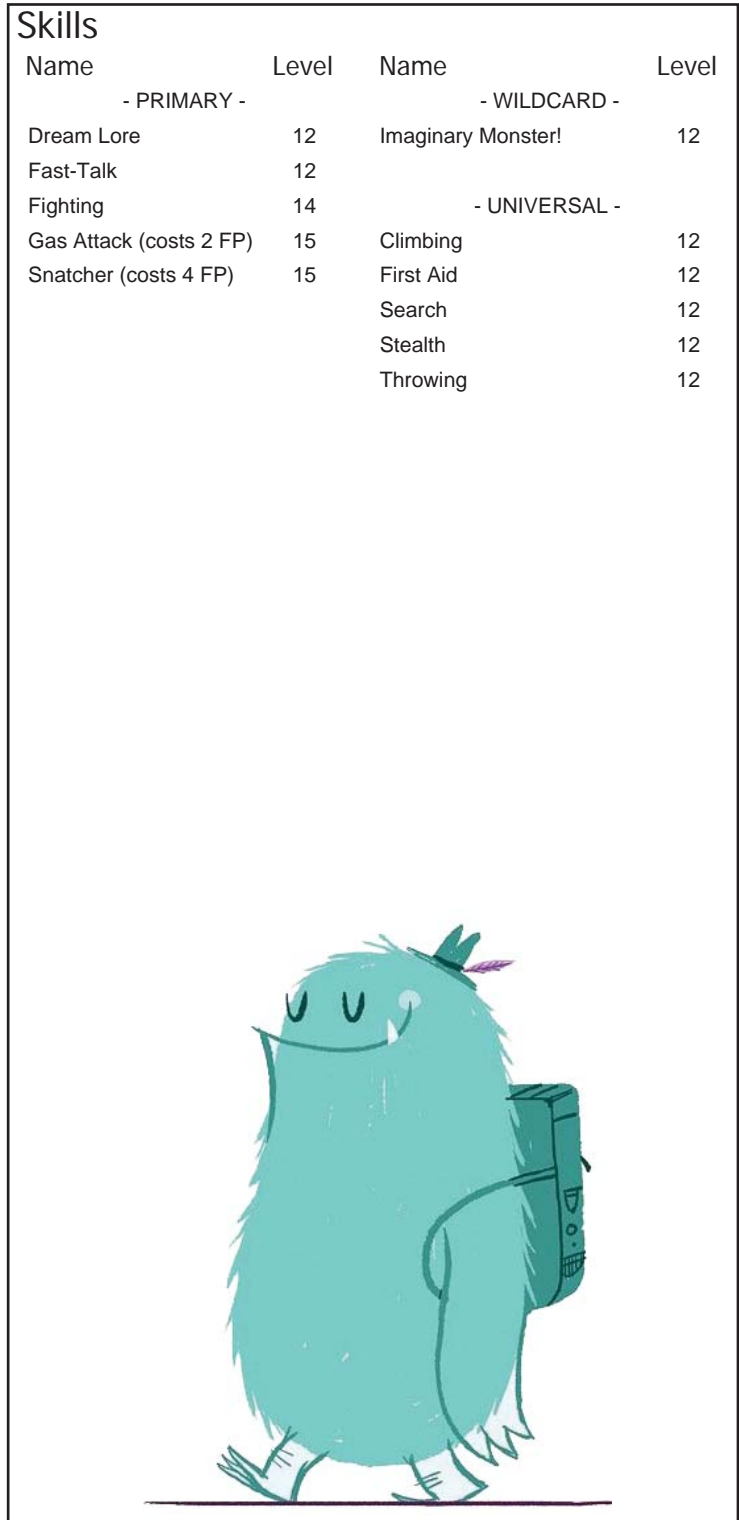
Name	Level	Name	Level
- PRIMARY -		- WILDCARD -	
Dream Lore	12	Imaginary Monster!	12
Fast-Talk	12		
Fighting	14	- UNIVERSAL -	
Gas Attack (costs 2 FP)	15	Climbing	12
Snatcher (costs 4 FP)	15	First Aid	12
		Search	12
		Stealth	12
		Throwing	12

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions

Backpack of Infinity
(focus of Snatcher ability)



Name: ValorousMcMane Description: Unicorn Imaginary Friend

ST	14	HP	14	Damage Resistance Eyes Arms Neck Hands Skull 2 Legs Face Feet 4 Torso Groin
DX	12	Will	12	
IQ	12	Per	12	
HT	12	FP	20	

Move: 6 Speed: 6
 Dodge: 10 Parry: 10 Block: 8*

Advantages Enhanced Dodge (+1 Dodge) Healer (Healing, Shield skills) Luck (reroll 1x hour)	Disadvantages Dies if Eva dies or stops believing Duty (Eva) Sense of Duty (Peter) Sense of Duty (Other Guardians)
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Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Horn	14	1d+2 imp	C	10
Kick	12	2d cr	C, 1	no

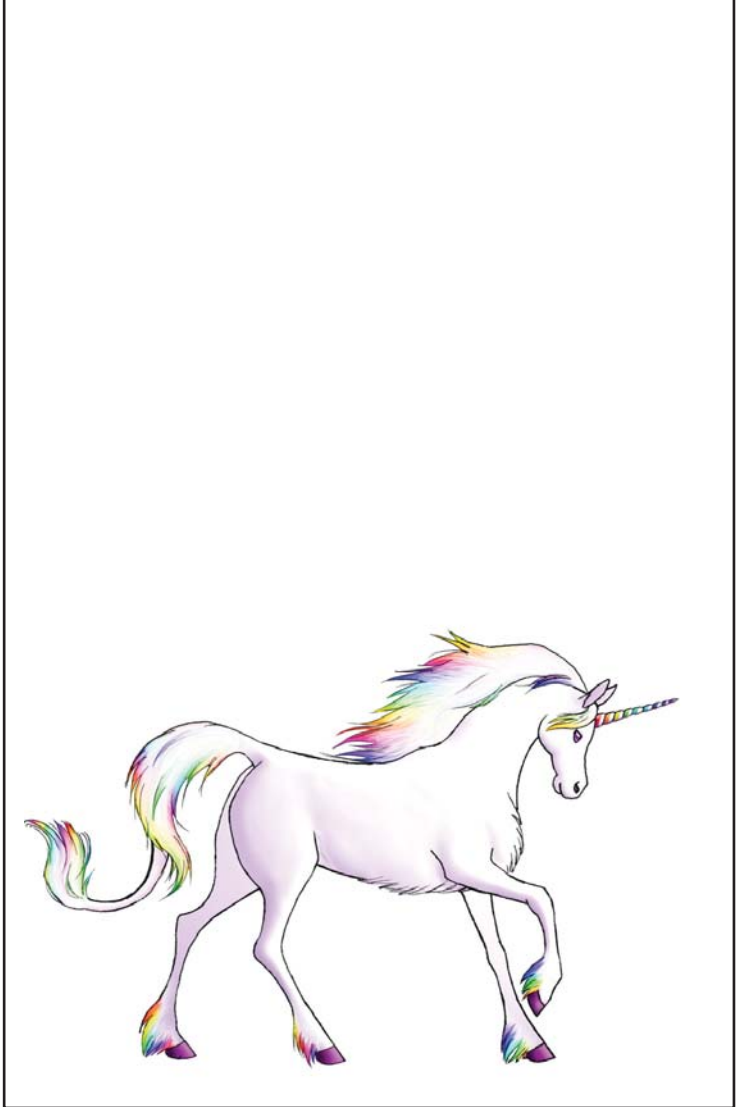
Skills

Name	Level	Name	Level
- PRIMARY -		- WILDCARD -	
Dream Lore	12	Imaginary Unicorn!	12
Fast-Talk	12		
Fighting	14	- UNIVERSAL -	
First Aid (+1d+2 HP)	14	Climbing	12
Healing (1 HP/2 FP)	15	Search	12
Shield (1 DR/2 FP	15	Stealth	12
max 2 DR, lasts 1 min)		Throwing	12

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions



Name: Z-Rex

Description: R/C Dinosaur and Guardian

ST	14	HP	14
DX	12	Will	11
IQ	11	Per	11
HT	13	FP	13

Damage Resistance

Eyes	4	Arms	4
Neck	4	Hands	4
Skull	4	Legs	4
Face	4	Feet	4
Torso	4	Groin	4

Advantages

Combat Reflexes (+1 defenses)
 Enhanced Dodge (+1 Dodge)
 High Pain Threshold (no shock)
 Luck (reroll 1x hour)
 Metal Body (DR 4, all)

Disadvantages

Duty (Eva)
 Fear of Water
 Sense of Duty (Peter)
 Sense of Duty (Other Guardians)

Move: 6 Speed: 6.25
 Dodge: 11 Parry: 11 Block: 10

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Bite	15	2d cut	C	no
Slam	15	3d cr	6	no

Skills

Name	Level	Name	Level
- PRIMARY -		- WILDCARD -	
Engineer	12	Dinosaur!	12
Fighting	15		
Intimidating Roar	12	- UNIVERSAL -	
Slam	15	Climbing	12
Super Jump (10 yards)	12	Dream Lore	10
		First Aid	12
		Search	12
		Stealth	12
		Throwing	12

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Super Jump	12	2d cr	4	30/60	1	-	-2	-

Possessions



	Barkely	Shadow	Soldier Man
Description	Dog, Domovoi	Cat, Domovoi	Action Figure, Guardian
ST	14 HP 14	12 HP 12	13 HP 13
DX	12 Will 10	14 Will 12	13 Will 11
IQ	10 Per 12	12 Per 14	11 Per 11
HT	12 FP 12	11 FP 11	12 FP 12
Speed	6 Dodge 10	6.3 Dodge 10	6.3 Dodge 11
Move	6 Parry 10 Block 8*	6 Parry 10 Block 8*	6 Parry 11 Block 10*
Advantages	Acute Smell (+2 Per.) Enhanced Dodge (+1) Luck (1x hour)	Alertness (+2 Per.) Enhanced Dodge (+1) Luck (1x half -hour)	Combat Reflexes (+1) Enhanced Dodge (+1) High Pain Threshold Luck (1x hour)
Disadvantages	Duty (Eva) Easily Distracted Sense of Duty (Peter) SoD (Guardians)	Duty (Peter) Fear of Dogs (!Barkely) Sense of Duty (Eva) SoD (Guardians)	Duty (Peter) Fear of Abandonment Sense of Duty (Eva) SoD (Guardians)
Skills	Domovoi Dog! (12) Digging (14) Fighting (14) Intimidating Bark (12) Stealth (13) Tracking (15) Climbing (12) Dream Lore (10) First Aid (12) Search (12) Throwing (12)	Domovoi Cat! (12) Acrobatics (14) Climbing (14) Detect Lies (11) Diplomacy (12) Fighting (14) Stealth (15) Dream Lore (10) First Aid (12) Search (12) Throwing (12) Tracking (12)	Soldier! (12) Body Language (11) Fighting (15) Guns (Rifle) (15) Intimidation (12) Knife (14) Climbing (12) Dream Lore (10) First Aid (12) Search (12) Stealth (12) Throwing (12)
DR	2 (Neck and Skull)	2 (Neck and Skull)	4 (Torso), 2 (Skull, Arms/Legs, Feet)
Attacks	Claw, front (14) 1d+4 cr, Reach C Claw, rear (12) 2d cr, Reach C, 1 Bite (14) 2d cut, Reach C	Claw, front (14) 1d+2 cut, Reach C Claw, rear (12) 1d+4 cut, Reach C, 1 Bite (12) 1d cut, Reach C	M1 Garand (15) 3d pi, Acc 5, RoF 3 Bulk -5, Rcl 4 Knife, melee (14) 2d cut sw / 1d+3 imp Punch (15), 1d cr Kick (13), 1d+2 cr

	Tim-Tom Toot	Valorous	Z-Rex
Description	Imaginary Monster	Imaginary Unicorn	R/C Dinosaur, Guardian
ST	16 HP 14	14 HP 14	14 HP 14
DX	12 Will 11	12 Will 12	12 Will 11
IQ	10 Per 10	12 Per 12	11 Per 11
HT	12 FP 12	12 FP 20	13 FP 13
Speed	6 Dodge 10	6 Dodge 10	6.3 Dodge 11
Move	6 Parry 10 Block 8*	6 Parry 10 Block 8*	6 Parry 11 Block 10*
Advantages	Enhanced Dodge (+1) Luck (1x hour) Snatcher (Concentrate for 1 turn, spend 4 FP, roll vs. Snatcher)	Enhanced Dodge (+1) Healer (Healing, Shield) Luck (1x hour)	Combat Reflexes (+1) Enhanced Dodge (+1) High Pain Threshold Luck (1x hour) Metal Body (DR 4, all)
Disadvantages	Dies if Peter dies/dblvs Duty (Peter) Sense of Duty (Eva) SoD (Guardians)	Dies if Eva dies/disblvs Duty (Eva) Sense of Duty (Peter) SoD (Guardians)	Duty (Eva) Fear of Water Sense of Duty (Eva) SoD (Guardians)
Skills	Imaginary Monster! (12) Dream Lore (12) Fast-Talk (12) Fighting (14) Gas Attack (15) Snatcher (15) Climbing (12) First Aid (12) Search (12) Stealth (12) Throwing (12)	Imaginary Unicorn! (12) Dream Lore (12) Fast-Talk (12) Fighting (14) First Aid (14) +1d+2 HP Healing (15) 1HP/2FP Shield (15) 1DR/2 FP max 2 DR, lasts 1 min. Climbing (12) Search (12) Stealth (12) Throwing (12)	Dinosaur! (12) Engineer (12) Fighting (15) Intimidating Roar (12) Slam (15) Super Jump (12) (10yds) Climbing (12) Dream Lore (10) First Aid (12) Search (12) Stealth (12) Throwing (12)
DR	2 (Skull)	2 (Skull), 4 (Feet)	4 (All)
Attacks	Punch (14) 2d cr, Reach C, 1 Gas Attack (15) 2 FP (all adjacent hexes roll vs. HT to avoid being nauseated: -2 to all attribute/skill rolls, -1 defenses)	Horn (14) 1d+2 imp, Reach C Kick (12) 2d cr, Reach C, 1	Bite (15) 2d cut, Reach C Slam (15) 3d cr, Reach 6 (ONLY) Super Jump (12) 2d cr, Reach 10, Bulk -2