

CORPORATION™

STRENGTH	7	
ENDURANCE	6	
AGILITY	6	
REFLEXES	7	
PERCEPTION	9	
INTELLIGENCE	7	
PRESENCE	7	

TRAININGS

Hacking

Mastered Weapon:

Laser Rifle

LANGUAGES

English

Spanish

Military Sign

Mandarin

CONVICTION



ARTS AND CULTURE	5
ASSESS TECH	3
ATHLETICS	
ATTITUDE	4
BUSINESS	1
CLOSE COMBAT	3
COMPUTERS AND AI	5
CORP KNOWLEDGE	
CRIME	5
CYBERNETICS AND ROBOTICS	
DRIVE	1
HEAVY FIREARMS	
LIGHT FIREARMS	4
LOOKING GOOD	4
LYING AND ACTING	3
MECHTRONICS	
MEDICINE	2
OBSERVATION	7
PILOT	
PSYCHOLOGY	2
SCIENCE	* 8
STEALTH	1
STREET CULTURE	2
SUPPORT WEAPONS	
TACTICAL FIREARMS	6

NAME Jack Anderson

CORP. W.F.

RANK 1

PROF. Scientific Support

DIVISION 3rd California Tactical

LEVEL 1

HP TOTAL



CURRENT

MASSING

ARMOUR VALUE (AV)

Light Combat Armour	+2
Total AV	2

MOVE SPEED

19

LICENSES

Law Enforcement

Light Firearms

Non-powered Melee Weapons

Tactical Firearms

Vending

World Database Access

Drive

COMBAT

WEAPON/ATTACK	AT	DAM	DEF	RATE	CON
Anderson adds the amount he passes to hit (the XS) to damage when firing his Laser Rifle.					
LR40 Laser Rifle	15	2D6+1	0	2	10
Black Cougar (pistol)	13	D8	0	3	10
Short sword	9	D6+7	3	3	10
Unarmed Strike	9	3	3	2	N/A

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ADDITIONAL EQUIPMENT

Black Cougar: *Standard issue Agent pistol (see combat overleaf)*

External Communication Device (Comm. Unit)

Handcuffs

PDA: *Standard issue computer. Wirelessly connects to internet*

Light Combat Armour: +2 AV (see *Armour overleaf*)

Laptop: *Configured for hacking*

Plasma Cutter: *Will cut through most material with ease, lasts 3 rounds*

Takata LR-40 Laser rifle: (see combat overleaf)

Analysis Toolkit: Used to identify unknown substances

Forensics Toolkit: *Used to test for DNA, blood, firearm residue etc. Can be used with World Database to identify people and objects*

Flask: *Contains finest coffee*

Short sword: *Tactical sized melee weapon (see combat overleaf)*

Credit: 250 (About \$500)

MEDICALS, DRUGS AND TOXINS

IV Medpack: *Automatically used when an Agent hits 0HP. Restores 20HP*

CONTACTS

BACKGROUND AND NOTES

It's a bit of a mystery why Jack Anderson is a Western Federation Agent. He is very smart and sophisticated having been born to highly ranked U.I.G. parents. He enjoys the finer things in life more than the W.F. really approve of and has been known to interrupt missions to trade art objects and fine wine. However, he is a very accomplished scientist and despite being a little distracted sometimes, gets the job done.

Trainings

Hacking - Anderson can use his computer to gain unauthorised access to computer systems. However this does use illegal software so if caught he will be in trouble

Mastered Weapon - Anderson is highly skilled at using his Laser Rifle, he adds the amount he passes his check by (his XS) to the damage of each hit.

Unusual Licenses

World Database Access - Allows Anderson to access the World Database so he can check a person's public file, their DNA or fingerprints.

Vending - Allows Anderson to legally trade and sell goods so long as he pays 20% tax on profits to the UIG

CORPORATION™

STRENGTH	7	
ENDURANCE	7	
AGILITY	7	
REFLEXES	6	
PERCEPTION	7	
INTELLIGENCE	7	
PRESENCE	8	

TRAININGS

Field Surgery

Dual Weapon:

Light Firearms

LANGUAGES

English

Spanish

Military Sign

Mandarin

CONVICTION



ARTS AND CULTURE	
ASSESS TECH	4
ATHLETICS	1
ATTITUDE	7
BUSINESS	4
CLOSE COMBAT	5
COMPUTERS AND AI	1
CORP KNOWLEDGE	3
CRIME	1
CYBERNETICS AND ROBOTICS	
DRIVE	2
HEAVY FIREARMS	
LIGHT FIREARMS	6
LOOKING GOOD	5
LYING AND ACTING	4
MECHTRONICS	1
MEDICINE	* 8
OBSERVATION	3
PILOT	
PSYCHOLOGY	3
SCIENCE	5
STEALTH	
STREET CULTURE	
SUPPORT WEAPONS	2
TACTICAL FIREARMS	2

NAME Dr Philippe Perez

CORP. W.F.

RANK 1

PROF. Medic

DIVISION 3rd California Tactical

LEVEL 1

HP TOTAL



CURRENT

MASSING

ARMOUR VALUE (AV)

Light Combat Armour	+2
Total AV	2

MOVE SPEED

21

LICENSES

Law Enforcement

Light Firearms

Non-powered Melee Weapons

Medical

Biohazard & Toxins

Public Appropriation

Drive

COMBAT

WEAPON/ATTACK	AT	DAM	DEF	RATE	CON
Dr Perez can fire a pistol with both hands simultaneously each round					
Black Cougar 1 (pistol)	13	D8	0	3	10
Black Cougar 2 (pistol)	13	D8	0	3	10
Long sword	12	D8+7	5	2	10
Unarmed Strike	12	3	5	2	N/A

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ADDITIONAL EQUIPMENT

2x Black Cougar: *Standard issue Agent pistol (see combat overleaf)*

External Communication Device (Comm. Unit)

Handcuffs

PDA: *Standard issue computer. Wirelessly connects to internet*

Light Combat Armour: +2 AV (*see Armour overleaf*)

Medical Toolkit: *Gives +2 bonus to all medicine rolls*

Long sword: *Tactical sized melee weapon (see combat overleaf)*

Credit: 200 (*about \$400*)

MEDICALS, DRUGS AND TOXINS

IV Medpack: *Automatically used when an Agent hits 0HP. Restores 20HP*

2 x Medpack: *Restores 20HP + Medicine*

2 x Toxin Purge: *Removes the effects of drugs/toxins*

Asmenic Dichlorate: *Removes memories of last 5 hours*

CONTACTS

BACKGROUND AND NOTES

Philippe Perez is the Division Leader, on his head lies the responsibility of success or failure on a mission; as such he is wound quite tightly. He is extremely tough, mentally, having grown up on the streets of Old Mexico and takes his role as Doctor and Division leader very seriously. He is enormously proud about being a member of the W.F. and hopes one day to be featured as Agent of the Month on W.F. TV. If it comes to a fight he likes to lead from the front unloading his Black Cougars with controlled precision.

Trainings

Field Surgery - Perez can heal up to his medicine +2 (10hp) to an individual. This can only be used once per person per scene and only once per set of injuries

Dual Weapons - Perez is skilled at firing a light firearm in each hand (see combat overleaf)

Unusual Licenses

Public Appropriation - Allows Perez to take the property of Citizens in pursuit of his mission objectives

Biohazard and Toxins - Allows Perez to legally carry normally illegal drugs and toxins

CORPORATION™

STRENGTH	6	
ENDURANCE	6	
AGILITY	8	
REFLEXES	8	
PERCEPTION	7	
INTELLIGENCE	7	
PRESENCE	7	

TRAININGS

Underground Operations

Dual Weapon:

Tactical Melee

LANGUAGES

English

Spanish

Military Sign

Mandarin

CONVICTION



ARTS AND CULTURE	1
ASSESS TECH	3
ATHLETICS	5
ATTITUDE	5
BUSINESS	2
CLOSE COMBAT	6
COMPUTERS AND AI	
CORP KNOWLEDGE	3
CRIME *	8
CYBERNETICS AND ROBOTICS	
DRIVE	1
HEAVY FIREARMS	
LIGHT FIREARMS	4
LOOKING GOOD	4
LYING AND ACTING	4
MECHTRONICS	
MEDICINE	1
OBSERVATION	3
PILOT	
PSYCHOLOGY	2
SCIENCE	
STEALTH	7
STREET CULTURE	5
SUPPORT WEAPONS	
TACTICAL FIREARMS	2

NAME Veronica Lang

CORP. W.F.

RANK 1

PROF. Criminal Operations

DIVISION 3rd California Tactical

LEVEL 1

HP TOTAL



CURRENT

MASSING

ARMOUR VALUE (AV)

Sub-dermal Plate	+1
Reenforced Clothing	+1
Total AV	2

MOVE SPEED

20

LICENSES

Law Enforcement

Light Firearms

Non-powered Melee Weapons

Security License

Detainment

Search Domestic Property

Drive

COMBAT

WEAPON/ATTACK

Black Cougar

AT

11

DAM

D8

DEF

0

RATE

3

CON

10

Lang can fight with a sword in both hands simultaneously each round

Long sword (1)

14

D8+6

6

2

10

Long sword (2)

14

D8+6

6

2

10

Unarmed strike

14

3

6

2

N/A

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ADDITIONAL EQUIPMENT

Silenced Black Cougar: *Standard issue Agent pistol (see combat overleaf)*

External Communication Device (Comm. Unit)

Handcuffs

PDA: *Standard issue computer. Wirelessly connects to internet*

Reenforced Clothing: *+1 AV Armour that's built in to clothing*

Sub-dermal plate: *+1 AV Armour plate inserted under the skin*

2x Long sword: *Tactical sized melee weapon (see combat overleaf)*

Security Bypass Device: *Allows electronic locks to be picked*

Lockpicks: *Allows non-electronic locks to be picked*

2 x Lock Analyser: *One use item, gives +4 to opening locks*

BioCleene Spray: *Organic solvent spray, to remove blood etc from clothing*

Climbing Gloves: *Thorned gloves gives + 4 to climbing*

Mini Camera: *Will take 5000 hi-res images or 24 hours of video*

Credit: 150 (About \$300)

MEDICALS, DRUGS AND TOXINS

IV Medpack: *Automatically used when an Agent hits 0HP. Restores 20HP*

CONTACTS

BACKGROUND AND NOTES

Veronica Lang grew up as a member of one of the many street gangs operating in L.A. Open City. As a smart talented thief she was headhunted by the Ai-Jinn to join them as an Agent, however, to their surprise she declined. Realising that the only way to progress in the world was to join a Corporation, she decided to work for one dedicated to raising humanity to a higher standard and protecting its own. Despite turning her back on the underworld she still has many connections there that can provide useful information for the right price.

Trainings

Underground Operations - Lang is still connected to the underworld and can get information or black market goods from her contacts

Dual Weapons - Lang is skilled at fighting with a long sword in each hand (see combat overleaf)

Unusual Licenses

Security License - Allows Lang to own a security bypass device and use it.

Detainment - Allows Lang to legally detain Citizens for up to 12 hours in pursuit of a mission

Search Domestic Property - Allows Lang to enter and search domestic property in pursuit of a mission

CORPORATION™

STRENGTH	9	
ENDURANCE	8	
AGILITY	6	
REFLEXES	6	
PERCEPTION	8	
INTELLIGENCE	6	
PRESENCE	6	

TRAININGS

Survival

Mastered Weapon:

Laser Cannon

LANGUAGES

English

Spanish

Military Sign

Russian

CONVICTION



ARTS AND CULTURE	
ASSESS TECH	4
ATHLETICS	4
ATTITUDE	4
BUSINESS	
CLOSE COMBAT	5
COMPUTERS AND AI	
CORP KNOWLEDGE	3
CRIME	1
CYBERNETICS AND ROBOTICS	
DRIVE	6
HEAVY FIREARMS *	8
LIGHT FIREARMS	2
LOOKING GOOD	5
LYING AND ACTING	3
MECHTRONICS	1
MEDICINE	2
OBSERVATION	5
PILOT	
PSYCHOLOGY	
SCIENCE	1
STEALTH	2
STREET CULTURE	1
SUPPORT WEAPONS	7
TACTICAL FIREARMS	

NAME Dirk Walker

CORP. W.F.

RANK 1

PROF. Heavy Firearms (Nuke)

DIVISION 3rd California Tactical

LEVEL 1

HP TOTAL



CURRENT

MASSING

ARMOUR VALUE (AV)

Light Combat Armour	+2
Combat Helmet	+1
Total AV	3

MOVE SPEED

23

LICENSES

Law Enforcement

Light Firearms

Non-powered Melee Weapons

Heavy Firearms

Offensive Equipment

Combat Drugs

Drive

COMBAT

WEAPON/ATTACK	AT	DAM	DEF	RATE	CON
Walker adds the amount he passes to hit (the XS) to damage when firing his Laser Cannon.					
Laser Cannon	16	5D8+5	0	1	10
Frag Grenade	15	3D6	0	1	10
Black Cougar (pistol)	10	D8	0	3	10
Unarmed Strike	11	4	5	2	N/A

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ADDITIONAL EQUIPMENT

Black Cougar: *standard issue Agent pistol (see combat overleaf)*

External Communication Device (Comm. Unit)

Handcuffs

PDA: *Standard issue computer. Wirelessly connects to internet*

Light Combat Armour: +2 AV (*see Armour overleaf*)

Combat Helmet: +1 AV (*see Armour overleaf*)

Laser Cannon - "Lil' Lady" (*see combat overleaf*)

2x Frag Grenade: 3D6 damage in a 3m blast (*see combat overleaf*)

A well thumbed copy of *Monthly Cannon Review* magazine

Credit: 150 (*about \$300*)

MEDICALS, DRUGS AND TOXINS

IV Medpack: *Automatically used when an Agent hits 0HP. Restores 20HP*

Medpack: *Restores 20HP + Medicine*

Combat Drugs: +2 to Str, End and Agil
Lasts for 10 mins

CONTACTS

BACKGROUND AND NOTES

Dirk Walker is what is affectionately described as a nuke. Nukes are obsessed by heavy firearms and less concerned about collateral damage. They tend to name their weapons and love them more than their kids, Dirk's Laser Cannon is called "Lil' Lady". When Dirk isn't cleaning his Laser Cannon, reading catalogues of new heavy firearms or studying video footage of them being used, he loves to watch old videos of 1980's survival films then go and reenact them in the swamps of the southern W.F. territories

Trainings

Survival - Walker can survive for great periods of time without modern comforts. If he passes an 'Intelligence + Endurance' check he can scavenge enough food to maintain himself.

Mastered Weapon: Laser Cannon - Walker is highly skilled at using his laser cannon, when he fires it he adds the amount he passed to hit by (the XS) to his damage roll

Unusual Licenses

Offensive Equipment - Allows Walker to carry and use dangerous equipment, such as grenades

Combat Drugs - Allows Walker to legally carry and use physically augmenting combat drugs