

**Roster Book #0.5-E (Version 1.0)**  
**Guide to Non-Player Characters: The Big Book of NPCs**

**Contact Information & Disclaimers:**

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**Summary & Description:**

Every game needs villains to fight and heroes to fight them. But a good game has other people, too. Heroes and villains don't exist within a vacuum. For every costumed vigilante there are a dozen doctors, lawyers, cops, and robbers plugging away at their daily lives. Unfortunately, all of these regular people – while important – aren't particularly interesting, and let's face it, taking 10 minutes to create a new character every time your hero is confronted by a thug or police officer is a big waste of time. To that end, this big book of NPCs allows you to have accurate pre-made statistics on hand so that you can have realistic NPCs without putting in the extra effort.

**Groups of Major Importance:**

**Military**

The U.S. Armed Forces – consisting of the Army, Air Force, Marines, and Navy – is one of the largest fighting forces in the world. The U.S. Military is broken up into many different-sized groups. The largest group is called a Division and it consists of between 13,000 and 16,000 troops. The US Army has 10 active divisions totaling around half a million soldiers (500,000). It also has 8 reserve divisions with another half a millions soldiers (500,000). The National Guard is able to supply an additional 8 divisions (with

350,000 soldiers) if need be. This makes the US Army's available fighting force at over 1.3 million without instituting a draft.

The US Army's 10 major divisions consist of six "heavy divisions" (tanks and armored vehicles), an "air assault division" (helicopters), an "airborne division" (paratroopers), and two "light divisions" (infantry with light weapons). Each division has a command and support staff, such as engineers, military police, and officers.

Each division is broken down into smaller groups of 3,000-5,000 soldiers, called brigades or regiments. Each brigade is broken down into three to five battalions of 300-1,200 soldiers each. Each battalion is broken down into companies of about 150 soldiers each. Each company is further divided into platoons of around 40 soldiers. Each platoon is divided into groups of 9 to form a squad; the military's smallest unit. Each group smaller than a division has a specialty – for example: combat, intelligence gathering, engineering, or artillery.

The US Navy consists of around 380,000 sailors that are mostly divided among vessels (ships and submarines). Each vessel is assigned a crew, with a hierarchy headed by the Captain. Groups of vessels that operate together are called a fleet. The US Navy is divided into five operational fleets, based upon where the vessels operate. The US Navy maintains hundreds of different vessels and strategic aircraft.

The US Air Force consists of around 381,000 airmen, with another 263,000 in reserve. The Air Force is broken down into Air Divisions (ADs) or Numbered Air Forces (NAFs). The organization of operational Air Force units beneath each command varies widely, depending on the type of squadron (combat, air transport, or maintenance), aircraft, and mission. The squadron is the basic unit. The number of aircraft in a squadron depends on the squadron's purpose. There are generally 10 to 20 aircraft in a bomber squadron, 18 to 24 in a fighter squadron, and 8 to 16 in a transport squadron. Four or more squadrons form a wing, which usually includes separate operations, logistics, and support groups. Two or more wings form a division, and two or more divisions make a numbered air force.

Where the U.S. Armed Forces really shine is in technological superiority. The US Military arms itself with the latest advances in technological applications, giving it an advantage in firepower, reconnaissance, and soldier safety that is unrivaled by any other nation on earth. This technological advantage comes at a price: the US Military outspends all other military forces on earth *combined*. Any major invasion or attack on a country will almost surely be dealt with to the best of its military's ability.

### **Scientific Professionals**

The scientific community is always trying to make advances in human capability. Whether designing new technologies, improving on old designs, or simply exploring the universe around them, scientists make the breakthroughs that make new technologies possible. There are many major fields of application for science, such as the military, health, corporate, and government sectors.

Because science plays such a large role in modern societies, scientists can be a hot commodity in villainous circles. Whether the villain wants to force the scientist to invent something, prevent him from inventing something, or simply hold him for ransom, scientists are a favorite target for villains.

## **Law Enforcement & Other Civil Defenders**

The executive branch of American government is made up by various agencies intended to enforce (or execute) its laws. Several different law enforcement agencies exist at different levels of government. From coast to coast, every inch of America falls under the jurisdiction of one or more law enforcement agencies. Even small towns usually have at least one sheriff, while larger cities might have dozens or hundreds of police officers. At the next level, most counties in the US have county cops, which are of the standard police officer archetype. Next, there are state cops in every US state. At the top of the heap are a variety of federal agencies, each with their own highly-trained officers. Each level of law enforcement tends to concentrate on its own level of bureaucracy, for example, state cops tend to focus on state laws. These multiple levels provide some level of professional police protection for even the smallest and poorest cities. America certainly doesn't suffer from a lack of law enforcement.

Anyone in hero or villain circles will almost certainly run into law enforcement from time to time. Law enforcement will try to prevent crimes in progress, sometimes even vigilantism, making heroes just as much at risk of running afoul of the system.

In addition to law enforcement, various other civil defenders are on duty to protect the populace from assorted types of common calamities. For example, firefighters monitor a city to help prevent fires by enforcing all applicable fire codes, and to put out any fires that do break out.

## **Medical and Health Professionals**

Doctors, Nurses, Paramedics, and other health professionals devote their lives to improving the health or saving the lives of others. Unless your hero has the benefit of having a mutant healing factor or is rich enough to staff his own emergency room, he will probably need the services of one of these fine individuals, eventually. When that time comes, he'd better think of a very good excuse for looking like a punching bag or else he may end up in the hot seat as far as his secret identity is concerned.

## **Athletes**

Athletes may never do anything even remotely useful for society, except one thing: entertain it. Still, trivial as it may seem, entertainment is highly valued in our society. We value athletes higher than the educators of our children, the protectors of our civil liberties, the defenders of our country, our government officials, or even the guardians of our personal safety. Athletes are practically priceless in entertainment value. They make excellent targets for ransom because not only are they themselves wealthy, but also they have wealthy team owners, friends, and a huge fan base to draw funds from. Think of it this way: if people will fork over hundreds of millions of dollars per year to watch a guy throw a ball, how much would they pay to save his life?

Rarer than the professional athlete is the Olympic athlete. Generally, Olympic athletes play for the love of the event they compete in. Though not as good a payday as a pro, Olympic athletes are regarded as something of a national treasure, and would still make good marks for schemes designed to elicit ransom or leverage.

### **Street-Level Criminals**

Not all villains are super-powered, some are just people that have turned to a life of crime for whatever reason. Whether the solitary psychopath or the roving street gang, street-level heroes will face off against hordes of street-level criminals. Some work together, some don't, but all are dangerous. Whether your hero is out to punish them, bring them to justice, or even attempt to save them from a life of crime is up to the individual hero. At any rate, each thug is a story just waiting to be told, rife with as many possibilities as the Narrator can think up.

### **The Press**

Members of the press are always poking around, sniffing after the all-powerful story. Whether they truly believe in the fictional concept of the "public right to know" or are just trying to make a quick buck, reporters have a huge impact on a lot of people's lives, sometimes a not-entirely-positive one. Regardless of their intentions or the results of their work, reporters make it their business to amass information. Reporters are renowned for having useful contacts, keen research skills, and untapped pools of information.

Unfortunately for them, reporters draw a lot of attention for this perceived wealth of knowledge. A villain may capture a reporter to learn what he knows about the villain -- or about a hero or another villain. Ransom is also very tempting with those wealthy newspapers to foot the bill. A hero might contact a reporter to find out information about an ongoing investigation or clues to help solve a mystery.

### **Other Civilians**

Some average Joes run across your path more frequently than do others. You might go your entire life without crossing paths with a fisherman, but you're likely to run across a lawyer or two if you spend long enough fighting crime. Lawyers and judges go hand-in-hand with policemen when it comes to crime and punishment. These parties make up the judicial branch of government, and are the most important figures in the fair application of laws. Any person accused of a crime in the United States has the right to be represented in court by a professional attorney.

Any character accused of a crime may want to hire a private attorney to defend him because the attorney's relevant skills will probably be higher than the character's.

### **Athlete – Baseball (Catcher)**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

Strength 6D (Clubs), Agility 5D (Flinging), Intellect 4X (), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

### **Athlete – Baseball (Infielder)**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

Strength 5D (Clubs), Agility 5D (Flinging), Intellect 3X (), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

### **Athlete – Baseball (Outfielder)**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

Strength 7D (Clubs), Agility 4D (Flinging), Intellect 3X (), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

### **Athlete – Baseball (Pitcher)**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

Strength 5X (), Agility 6D (Flinging), Intellect 3X (), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

### **Athlete – Football (Linebacker)**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

Strength 7X (), Agility 5X (), Intellect 4X (), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

### **Athlete – Football (Lineman)**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

Strength 8X (), Agility 4X (), Intellect 3X (), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

#### **Athlete – Football (QB)**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

Strength 5X (), Agility 5D (Flinging), Intellect 4X (), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

#### **Athlete – Football (Receiver)**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

Strength 5X (), Agility 7X (), Intellect 3X (), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

#### **Athlete – Heavyweight Boxer**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

Strength 8D (Boxing), Agility 4X (), Intellect 3X (), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

#### **Athlete – Olympic (Greco-Roman) Wrestler**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

Strength 8D (Wrestling), Agility 4X (), Intellect 3X (), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

#### **Athlete – Olympic Gymnast**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

Strength 5X (), Agility 8D (Acrobatics), Intellect 4X (), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

#### **Athlete – Olympic Heavyweight Boxer**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

Strength 7D (Boxing), Agility 4X (), Intellect 4X (), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

### **Athlete – Professional (American) Wrestler**

Calling: Gloryhound Edge 0, Hand Size 2 (10)

**Strength 7D** (Wrestling), **Agility 5D** (Martial Arts), **Intellect 3X** (), **Willpower 4D** (Performing)

**Powers:** None.

**Equipment:** None.

**Description:** Athletes tend to be in very good physical condition, but not very bright. Though there are, of course, exceptions to these rules.

### **Con Man**

Calling: Greed Edge 0, Hand Size 2 (10)

**Strength 3X** (), **Agility 3X** (), **Intellect 3X** (), **Willpower 4D** (Persuasion)

**Powers:** None.

**Equipment:** None

**Description:** A con man (“con artist”) is a criminal that makes his money by tricking others into trusting him (by playing a “confidence game”). While not much use in a fight, con artists can talk their way out of most situations – it’s what they do for a living, after all.

### **Doctor, Medical (General Practitioner)**

Calling: Investigator Edge 0, Hand Size 2 (10)

**Strength 3X** (), **Agility 4X** (), **Intellect 5D** (Medicine), **Willpower 4X** ()

**Powers:** None.

**Equipment:** None.

**Description:** The General Practitioner is a good all-purpose doctor. Though he doesn’t have any particular specialty, he is good at diagnosing and treating a variety of common illnesses and injuries.

### **Doctor, Medical (Specialist)**

Calling: Investigator Edge 0, Hand Size 2 (10)

**Strength 3X** (), **Agility 4X** (), **Intellect 5C** (Medicine, \*Science skill), **Willpower 4X** ()

**Powers:** None.

**Equipment:** None.

**Description:** The Medical Specialist is a doctor with the full wealth of general medical knowledge, but with an additional field of specific expertise.

\*Science Skill: choose one skill from the following list to represent the doctor’s specialty: Biochemistry, Biology, Bionics, Chemistry, Genetics, Radiology, Super-Physiology

### **Emergency Medical Technician (EMT)**

Calling: Guardian Edge 0, Hand Size 2 (10)

**Strength 4X** (), **Agility 4X** (), **Intellect 4D** (Medicine {First Aid only}), **Willpower 4X** ()

**Powers:** None.

**Equipment:** None.

**Description:** The Emergency Medical Technician is a first responder trained in basic first aid. While invaluable in stabilizing patients, an EMT lacks the knowledge to perform long-term treatment.

### **Federal Agent**

Calling: Protector Edge 0, Hand Size 2 (10)

**Strength 6D** (Wrestling), **Agility 5B** (Driving, Marksmanship, Martial Arts), **Intellect 5D** (Espionage), **Willpower 5D** (Law Enforcement)

**Powers:** None.

**Equipment:** **Kevlar Vest +2**, **Semi-Automatic Pistol +4**

**Description:** Federal Agents are operatives of Federal Agencies, such as the NSA, FBI, CIA, DEA, and other groups with three initials. These agents tend to be highly trained in self-defense and in the pursuit and subdual of suspects.

### **Fireman**

Calling: Protector Edge 0, Hand Size 2 (10)

**Strength 7D** (Climbing), **Agility 4X** (), **Intellect 4C** (Medicine {First Aid Only}, Trivia {Fire Science}), **Willpower 5X** ()

**Powers:** None.

**Equipment:** **Axe +2**, **Fireman's Uniform** (Resistance +3 to Fire)

**Description:** Firemen, also known as Firefighters, are trained as first responders to combat fires and other emergency situations. Firefighters are trained in basic first aid, and are given rigorous training in Fire Science. Firefighters tend to be in excellent physical condition, and are of above-average intelligence.

### **Henchman**

Calling: Demolisher Edge 0, Hand Size 2 (10)

**Strength 5C** (Brawling, Knives), **Agility 4D** (Marksmanship), **Intellect 2X** (), **Willpower 2X** ()

**Powers:** None.

**Equipment:** Knife +2, Pistol +4

**Description:** Henchmen are a step up from common criminals. Typically, henchmen have undergone at least some sort of training, either at the hands of their leader or at a professional training academy, like the one run by the Taskmaster. In addition, their ties to a criminal boss tend to make them better equipped than common thugs.

### **Judge**

Calling: Protector Edge 0, Hand Size 2 (10)

**Strength 3X** (), **Agility 3X** (), **Intellect 6C** (Criminology, Law), **Willpower 6B** (Law Enforcement, Manipulation, Politics)

**Powers:** None.

**Equipment:** None.

**Description:** Lawyers usually aspire to be a judge. If a lawyer works hard enough, he

may eventually gain a courtroom to preside over, called a bench. Judges are supposed to be impartial and unbiased in their application of the law, making sure that justice is served within the rule of law.

### **Lawyer**

Calling: Protector Edge 0, Hand Size 2 (10)

**Strength 3X** (), **Agility 3X** (), **Intellect 5C** (Criminology, Law), **Willpower 5B** (Law Enforcement, Manipulation, Politics)

**Powers:** None.

**Equipment:** None.

**Description:** Everybody hates lawyers – until they need one. If the unfortunate should happen to your hero and he gets arrested, his criminal defense attorney will be his best shield against the system. I'm sure the last thing your hero wants is to be thrown into prison with all of the villains he put away.

### **Medical Research Scientist**

Calling: Investigator Edge 0, Hand Size 2 (10)

**Strength 3X** (), **Agility 4X** (), **Intellect 5B** (Biochemistry, Chemistry, Medicine), **Willpower 4X** ()

**Powers:** None.

**Equipment:** None.

**Description:** The Medical Research Scientist tests the limits of science by discovering new cures, inventing new drugs, and improving medical technology. If it's experimental or theoretical, the work is being done by an MRS.

### **Nurse (RN, LPN)**

Calling: Investigator Edge 0, Hand Size 2 (10)

**Strength 3X** (), **Agility 4X** (), **Intellect 4D** (Medicine), **Willpower 4X** ()

**Powers:** None.

**Equipment:** None.

**Description:** While their breadth and depth of knowledge isn't as large as a doctor's, nurses are nevertheless fully qualified medical personnel. Nurses conduct the majority of medical care in America, operating under a doctor's supervision.

### **Paramedic (Physician Assistant)**

Calling: Guardian Edge 0, Hand Size 2 (10)

**Strength 4X** (), **Agility 4X** (), **Intellect 4D** (Medicine), **Willpower 4X** ()

**Powers:** None.

**Equipment:** None.

**Description:** Paramedics are similar to EMTs, but have undergone two years of additional medical training. A Paramedic or Physician Assistant is a nursing-level medical provider.

### **Pharmacist**

Calling: Investigator Edge 0, Hand Size 2 (10)

**Strength 3X** (), **Agility 4X** (), **Intellect 5B** (Biochemistry {drugs only}, Chemistry {drugs

only}, Medicine), **Willpower 4X** ()

**Powers:** None.

**Equipment:** None.

**Description:** A pharmacist is a doctor that specializes in dispensing drugs rather than treating patients firsthand.

### **Pickpocket**

Calling: Greed Edge 0, Hand Size 2 (10)

**Strength 3X** (), **Agility 5C** (Sleight of Hand, Thievery), **Intellect 3X** (), **Willpower 3X** ()

**Powers:** None.

**Equipment:** Knife +2

**Description:** A pick pocket makes his living by lifting items off of another person (literally taking things from their pockets). The job requires dexterous hands and a gentle touch. Some pickpockets employ a bump-and-grab technique, distracting the mark with a bump while simultaneously grabbing the goods. Some use straight-up dexterity to take the goods without the mark noticing a thing. Some might even use a knife to slice through pockets or purse straps.

### **Police Detective**

Calling: Protector Edge 0, Hand Size 2 (10)

**Strength 5X** (), **Agility 4D** (Marksmanship), **Intellect 5C** (Criminology, Espionage),

**Willpower 5C** (Law Enforcement, Observation)

**Powers:** None.

**Equipment:** **Kevlar Vest +2**, **Pistol +3**

**Description:** Police Detectives are the officers assigned to investigate and solve cases by gathering evidence, conducting interviews, and following leads. These are the types of officers you've seen on shows like Law & Order.

### **Police Detective, Crime Scene Investigator (CSI)**

Calling: Protector Edge 0, Hand Size 2 (10)

**Strength 5X** (), **Agility 4D** (Marksmanship), **Intellect 5C** (Criminology, Espionage),

**Willpower 5C** (Law Enforcement, Observation)

**Powers:** None.

**Equipment:** **Kevlar Vest +2**, **Pistol +3**

**Description:** Crime Scene Investigators are forensic specialists, in charge of gathering and analyzing crime scene evidence. The job has been made famous by a series of TV shows, but the actual job is much more tedious and far less glamorous than it is portrayed.

### **Police Officer**

Calling: Protector Edge 0, Hand Size 2 (10)

**Strength 5C** (Clubs, Wrestling), **Agility 4C** (Driving, Marksmanship), **Intellect 4X** (),

**Willpower 5D** (Law Enforcement)

**Powers:** None.

**Equipment:** **Kevlar Vest +2**, **Nightstick +2**, **Pistol +3**

**Description:** Police Officers are the average cop walking the beat or patrolling the

streets. These officers are trained to handle just about any common disturbance, as well as to enforce laws and subdue criminals or suspects.

### **Police Officer (Riot Suppression Unit)**

Calling: Protector Edge 0, Hand Size 2 (10)

**Strength 5C** (Clubs, Wrestling), **Agility 4C** (Driving, Marksmanship), **Intellect 4X** (), **Willpower 5D** (Law Enforcement)

**Powers:** None.

**Equipment:** **Kevlar Vest +2**, **Nightstick +2**, **Pistol +3**, **Riot Shield +2**, “Tear Gas” (Poison 8 {Sedative, Poison Gas})

**Description:** The Riot Suppression Unit is a corps of police officers that have been specially trained to deal with riots and other types of group unrest. Members of this unit specialize in group-combat techniques and non-lethal responses, such as tear gas, fire hoses, and rubber bullets. Members responding to a riot wear a specially designed suit of armor called “riot gear” that consists of a full-body Kevlar suit, as well as body-length bullet-proof plastic shields, and helmets.

### **Police Officer (S.W.A.T.)**

Calling: Protector Edge 0, Hand Size 2 (10)

**Strength 6B** (Boxing, Clubs, Wrestling), **Agility 6B** (Driving, Marksmanship, Martial Arts), **Intellect 4X** (), **Willpower 5D** (Law Enforcement)

**Powers:** None.

**Equipment:** **Kevlar Vest +2**, **Nightstick +2**, **Pistol +3**

**Description:** S.W.A.T. – Special Weapons And Tactics – is the most elite unit of the police force. Given military training above and beyond the normal police training, S.W.A.T. is trained to use bigger and better weapons than the standard firearm. Sniper rifles, M5 assault weapon, and the M16 assault rifle are just a few of the standard weapons in their arsenal. Additionally, S.W.A.T. is trained to make forced entries against fortified locations (such as a hostage-taker barricaded in a building). S.W.A.T. is notorious for their “shoot first and ask questions later” policy, having a suspect fatality rate that often climbs above 50%.

### **Psychiatrist**

Calling: Investigator Edge 0, Hand Size 2 (10)

**Strength 3X** (), **Agility 4X** (), **Intellect 5C** (Medicine, Psychiatry), **Willpower 4X** ()

**Powers:** None.

**Equipment:** None.

**Description:** A psychiatrist is a medical doctor that has taken an additional four years of graduate courses in psychiatry (the study of mental health). Because they are licensed medical professionals, psychiatrists may diagnose physical illness and prescribe drugs.

### **Psychologist**

Calling: Investigator Edge 0, Hand Size 2 (10)

**Strength 3X** (), **Agility 4X** (), **Intellect 4D** (Psychiatry), **Willpower 4X** ()

**Powers:** None.

**Equipment:** None.

**Description:** A psychologist works in the field of mental health just like a psychiatrist, and diagnoses and treats many of the same mental illnesses. However, since they are not medical doctors, psychologists may not diagnose physical disorders, nor may they prescribe drugs.

### Reporter

Calling: Investigator Edge 0, Hand Size 2 (10)

Strength 3X (), Agility 4X (), Intellect 4C (Journalism, Trivia {News-related events}), Willpower 5B (Observation, Photography, Writing)

**Powers:** None.

**Equipment:** One or more of: Camera, Camcorder, Audio Recorder, or Notebook (for documenting important information).

**Description:** The investigative reporter scours the globe for the ever-elusive scoop. Because of their high-profile actions, heroes are sure to attract the attention of the news media, though not all of that attention is always positive.

### Scientist

Calling: Investigator Edge 0, Hand Size 2 (10)

Strength 3X (), Agility 4X (), Intellect 5B (Three Science Skills), Willpower 4X ()

**Powers:** None.

**Equipment:** None.

**Description:** This is the typical scientist, who spends most of his time conducting research or experiments in his chosen field of study. Scientists are often targets of nefarious groups looking to upgrade their scientific capabilities.

### Sheriff

Calling: Protector Edge 0, Hand Size 2 (10)

Strength 4X (), Agility 4C (Driving, Marksmanship), Intellect 3X (), Willpower 4D (Law Enforcement)

**Powers:** None.

**Equipment:** Pistol +3

**Description:** A sheriff, unlike officers in many larger police forces, tends to be an elected official. Sheriffs usually have less training, less funding, and less rigorous standards to meet than do city cops. What they lack in training, equipment, and physique, however, sheriffs often make up for with good old backwoods trigger-happiness.

### Soldier (Basic)

Calling: Soldier Edge 0, Hand Size 2 (10)

Strength 5B (Boxing, Knives, Wrestling), Agility 4C (Marksmanship, Martial Arts), Intellect 3D (Espionage), Willpower 4D (Military)

**Powers:** None.

**Equipment:** Kevlar Vest +2, Knife +2, Pistol +3, Rifle +4, Uniform (Blending 3, Body Armor +1, Resistance +4 to Cold and Radiation)

**Description:** The Soldier entry is for the generic enlisted men that make up the bulk of the U.S. Military ground forces of the Army, Navy, and Air Force.

### **Soldier (Elite)**

Calling: Soldier Edge 0, Hand Size 2 (10)

**Strength 6B** (Boxing, Knives, Wrestling), **Agility 6C** (Marksmanship, Martial Arts),

**Intellect 4D** (Espionage), **Willpower 4D** (Military)

**Powers:** None.

**Equipment:** **Kevlar Vest +2**, **Knife +2**, **Pistol +3**, **Rifle +4**, **Uniform** (Blending 3, Body Armor +1, Resistance +4 to Cold and Radiation)

**Description:** The Elite Soldier entry is for the best of the generic enlisted men; those that will likely go on to receive special forces training. The average member of the US Marine Corps is an elite soldier.

### **Soldier (Special Forces)**

Calling: Soldier Edge 2, Hand Size 4 (25)

**Strength 7B** (Boxing, Knives, Wrestling), **Agility 7C** (Marksmanship, Martial Arts),

**Intellect 5D** (Espionage), **Willpower 5B** (Military, Tracking, Survival)

**Powers:** None.

**Equipment:** **Automatic Rifle +5**, **Kevlar Vest +2**, **Knife +2**, **Pistol +3**, **Uniform** (Blending 3, Body Armor +1, Resistance +4 to Cold and Radiation)

**Description:** The Special Forces Soldier is a catch-all for the various special forces groups of the US military, such as the Army Rangers, Navy Seals, Army Green Berets, and U.S. Airborne, etc. They receive training beyond that of normal soldiers and are used for special operations. They usually operate in much smaller groups than do typical soldiers.

### **Thug**

Calling: Demolisher Edge 0, Hand Size 2 (10)

**Strength 5C** (Brawling, Knives), **Agility 4X** (), **Intellect 2X** (), **Willpower 2X** ()

**Powers:** None.

**Equipment:** Knife +2 or Cheap Pistol +3

**Description:** Thugs are common street toughs, like muggers. Though they usually are loners, occasionally they work together in small crews or gangs.

### **U.S. Air Force Pilot**

Calling: Soldier Edge 0, Hand Size 2 (10)

**Strength 5D** (Knives), **Agility 5A** (Aerial Combat, Marksmanship, Martial Arts,

Piloting), **Intellect 4D** (Aeronautics), **Willpower 4C** (Military, Survival)

**Powers:** None.

**Equipment:** **Knife +2**, **Parachute** (Negates impact damage from falling if parachuting from altitudes of firing distance or higher.), **Pistol +3**, **Uniform** (Body Armor +1, Resistance +4 to Cold, Pressure, and Radiation)

**Description:** The average U.S. Air Force pilots are the best-trained fighter pilots in the world. While not as concerned with physical strength as ground forces, pilots are nevertheless in peak physical and mental condition.

### **Young Punk**

Calling: Demolisher Edge 0, Hand Size 2 (10)

Strength 4C (Brawling, Knives), Agility 5X (), Intellect 2X (), Willpower 2X ()

**Powers:** None.

**Equipment:** Weapon +1 (Broken Bottle, Chain, Piece of Lumber, or Pocketknife) or +2 (Cheap Pistol, Knife, Pipe, or Board with Nails)

**Description:** Young Punks are young hooligans that will someday grow up to be thugs. They typically travel in packs, most commonly called gangs.