



SGT. ALEXANDER *WHISPER* FREDRICKS

Whisper is the unit's scout and sniper. Originally from New York City, he volunteered at the outset of the war and after basic weapons training was transferred to Special Research. An eternal optimist, he believes he and his fellow soldiers will be able to redeem the city, saving it from the Ghouls and helping restore the world.

Sgt. Alexander "Whisper" Fredricks CR 8

Fast Hero 3/Skulk 5

Medium-size humanoid

Init +3; **Listen** +5, **Spot** +5

Languages Ancient

3rd Special Research

Defense 20, touch 20, flatfooted 17

hp 53; **Mas** 14

Fort +4, **Ref** +9, **Will** +3

Spd 40 ft

Melee Knife +5 (1d4)

Ranged Barrett Light 50 +8 (2d12)

Base Atk +5; **Grp** +5

Atk Options Sneak Attack +2d6

Abilities ; Str 10, Dex 16, Con 14, Int 12, Wis 13, Cha 8

AP 4; **Rep** +2

Occupation: Military (DW) (Knowledge [Tactics])

Background: Advanced (Demolitions)

Skills: Balance +6, Climb +4, Craft (mechanical) +4, Demolitions +4, Disable Device +5, Hide +16, Knowledge (Tactics) +4, Listen +5, Move Silently +16, Search +5, Sleight of Hand +9, Spot +5, Tumble +9

Feats: Advanced Technology, Dead Aim, Far Shot, Futuristic Firearms

Proficiency, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Stealthy

Talents (Fast Hero): Increased Speed, Improved Increased Speed

Talents (Skulk): Sweep, Skill Mastery, Sneak Attack +2d6

Possessions: Knife, Barrett Light 50, 2 clips ammo

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Now seconds later by your reckoning, the tube is opening again, "Up! Up! Up! Move soldiers! Haven't you slept long enough? Need another little 500 year nap?!? Let's move! Let's move! Let's move!"

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WO ALISON *FINDER* HARDY

Prior to the Fall Alison was the unit's NBC specialist, expert in finding and disarming weapons of mass destruction. In the new environment the team finds itself in, Alison has adapted to become the team's technology specialist and medic. A trained medical doctor, she is horrified by what she sees in the new world. Always a strong-willed person, Alison is adapting well to both her new role and her new environment.

WO Alison "Finder" Hardy CR 8

Smart Hero 4/Scav 4

Medium-size humanoid

Init +1; **Senses** Radiation Sense, Scav Scan; Listen +3, Spot +3

Languages Ancient

3rd Special Research

Defense 17, touch 15, flatfooted 16

hp 48; **Mas** 14

Fort +5, **Ref** +4, **Will** +6

Spd 30 ft

Melee Metal Baton +4 (1d6-1/19-20)

Ranged Beretta 92F +6 (2d6)

Base Atk +5; **Grp** +4

Atk Options Exploit Weakness

Abilities Str 8, Dex 12, Con 14, Int 14, Wis 16, Cha 10

AP 4; **Rep** +2

Occupation: Military (DW) (Survival)

Background: Advanced (Treat Injury)

Skills: Computer Use +8, Craft (chemical) +8, Craft (electronic) +8, Craft (mechanical) +8, Demolitions +4, Disable Device +14, Drive +5, Hide +7, Knowledge (Earth and Life Sciences) +7, Knowledge (Tactics) +8, Knowledge (Technology) +12, Move Silently +7, Navigate +8, Repair +8, Search +8, Survival +14, Treat Injury +13

Feats: Advanced Technology, Armor Proficiency (light), Cautious, Combat Expertise, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Radiation Sense, Simple Weapons Proficiency, Surgery

Talents (Smart Hero): Savant (Knowledge [Technology]), Exploit Weakness

Talents (Scav): Scav Scan, Sneak Attack +1d6, Scav Survival

Possessions: Light undercover shirt or NBC suit (not normally worn unless exploring an area that is heavily irradiated), Metal Baton, Beretta 92F, 2 clips ammoSurgical Kit

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SGT. STUART *HELTER* GUTENBERG

Stuart is the unit's heavy weapons and fire support expert. He lays down the heavy fire that makes opponents think twice about taking him and his friends on. Of concern to his superiors in Eden is the fact that Stuart, nicknamed "Helter" by his teammates actually seems to *like* this new reality he has awakened to.

Sgt. Stuart "Helter" Gutenberg CR 8

Strong Hero 3/Guardian 5

Medium-size humanoid

Init +3 **Senses** Listen +1, Spot +1

Languages Ancient

3rd Special Research

Defense 21, touch 18, flatfooted 18

hp 58; **Mas** 15

Fort +7, **Ref** +7, **Will** +3

Spd 30 ft

Melee Metal Baton +9 (2d6+1/19-20)

Ranged HK G3 +12 (2d10+2)

Base Atk +8; **Grp** +9

Atk Options Improved Ignore Hardness, Defender +2, Burst Fire

Abilities Str 12, Dex 16, Con 15, Int 10, Wis 13, Cha 8

AP 4; **Rep** +1

Occupation: Military (DW) (Knowledge [Tactics])

Background: Advanced (Repair)

Skills: Climb +2, Craft (structural) +3, Demolitions +5, Knowledge (Tactics) +7, Repair +12, Survival +6

Feats: Advanced Firearms Proficiency, Advanced Technology, Armor Proficiency (light), Burst Fire, Exotic Firearms Proficiency (heavy machine guns), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency

Talents (Strong Hero): Ignore Hardness, Improved Ignore Hardness

Talents (Guardian): Defender +2, Weapon Focus (HK G3), Tactical Aid, Weapon Specialization (HK G3)

Possessions: Undercover Vest, Metal Baton, HK G3, 2 clips ammo

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you were laying down in the cryo-capsules at the heart of the Chicago Special Research center, a military force tasked with testing new weapons and tactics. In the armies formed in the days leading up to the war, robots and androids took over more and more of the dangerous field operations, while units like the 3rd Special Research, nicknamed "the Specter" worked out tactics under controlled conditions that the robot units would perform in the field. Even more secret than its usual activities was the Cryo-Preservation Research (CPR) program that would put soldiers and citizens to sleep in case of a war or natural disaster that threatened humanity.

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SGT. WALLACE *RIP* NORTHROP

Sgt. “Rip” Northrop is the unit’s combat engineer and is, if anything more important to the unit now than he was before the Fall. His technical skills will be vital to finding and repairing equipment left uncared for over the centuries. He will also be responsible for building vital equipment the unit cannot scavenge. Northrop is suffering serious denial about the current situation and his superiors are taking steps to let the gravity of the situation be known to him gradually. They’re afraid he won’t be able to handle finding out the awful truth all at once.

Sgt. Wallace “Rip” Northrop CR 8

Smart Hero 3/Tinker 5

Medium-size humanoid

Init +2; **Senses** Listen +0, Spot +5

Languages Ancient

3rd Special Research

Defense 22, touch 16, flatfooted 20

hp 45; **Mas** 14

Fort +4, **Ref** +4, **Will** +6

Spd 25 ft

Melee Metal Baton +4 (1d6+1/19-20)

Ranged Beretta 92F +5 (2d6)

Base Atk +3; **Grp** +4

Atk Options Trick

Abilities Str 12, Dex 14, Con 14, Int 16, Wis 10, Cha 8

AP 4; **Rep** +3

Occupation: Repairmen (Disable Device, Repair)

Background: Advanced (Craft [mechanical])

Skills: Computer Use +16, Craft (chemical) +9, Craft (electronic) +14, Craft (mechanical) +15, Craft (structural) +14, Demolitions +14, Disable Device +15, Drive +7, Knowledge (Technology) +14, Navigate +9, Repair +20, Research +9, Search +9, Spot +5

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Gearhead, Master Mechanic, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency

Talents (Smart Hero): Savant (Repair), Trick

Talents (Tinker): Jury-rig +2, Tinkering, Tech Weapon, Tinkercraft

Possessions: Tactical Vest, Metal Baton, Beretta 92F, 2 clips ammo

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SGT. WILLIAM *SKELTER* MANSON

Skelter is the unit's close combat specialist, which means he kicks down the door and takes it to the enemy up close and personal. Originally from Dallas, he believes the world has already ended and there is no hope of coming out of this city of the damned alive but is determined to take as many of the enemy with him as possible.

Sgt. William "Skelter" Manson CR 8

Strong Hero 3/Guardian 5

Medium-size humanoid

Init +2; **Senses** Sweep; Listen +1, Spot +4

Languages Ancient

3rd Special Research

Defense 23, touch 17, flatfooted 21

hp 66; **Mas** 16

Fort +8, **Ref** +6, **Will** +3

Spd 25 ft

Melee Power Sword +11 (2d6+6/19-20)

Ranged Colt Double Eagle +10 (2d6)

Base Atk +8; **Grp** +10

Atk Options Defender +2, Power Attack

Abilities Str 14, Dex 14, Con 16, Int 10, Wis 12, Cha 8

AP 4; **Rep** +1

Occupation: Military (DW) (Survival)

Background: Advanced (Drive)

Skills: Climb +0, Craft (structural) +3, Demolitions +3, Drive +5, Intimidate +2, Knowledge (Tactics) +6, Repair +3, Spot +4, Survival +8

Feats: Advanced Technology, Armor Proficiency (light), Armor Proficiency (medium), Exotic Weapon Proficiency (Power Sword), Personal Firearms Proficiency, Post-Apocalyptic Technology, Power Attack, Primitive Technology, Simple Weapons Proficiency

Talents (Strong Hero): Melee Smash, Improved Melee Smash

Talents (Guardian): Defender +2, Weapon Focus (Power Sword), Tactical Aid, Weapon Specialization (Power Sword)

Possessions: Tactical Vest, Power Sword, Colt Double Eagle, 2 clips ammo, power belt pack, 2 clips ammo

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SGT. ALLEN *WHEELS* LANSING

The unit's vehicle expert, Wheels also possesses a high degree of mechanical skill and will be able to supplement Sgt. Northrop's ability to repair old equipment that has been exposed to the elements or damaged and get it working again. A natural explorer, Lansing wants to see how the world has changed and is eager to get past the current problems and begin exploring this new world.

Sgt. Allen "Wheels" Lansing CR 8

Tough Hero 3/Road Warrior 5

Medium-size humanoid

Init +3; **Senses** Listen -1, Spot -1

Languages Ancient

3rd Special Research

Defense 18, touch 18, flatfooted 15

hp 64; **Mas** 15

Fire Resistance 15

Fort +7, **Ref** +7, **Will** +1

Spd 30 ft

Melee Metal Baton +8 (1d6+1/19-20)

Ranged HK MP5 +10 (2d6)

Base Atk +7; **Grp** +8

Atk Options Drive-By Attack, Offensive Driving, Vehicular Evasion

Abilities Str 13, Dex 16, Con 15, Int 10, Wis 8, Cha 12

AP 4; **Rep** +3

Occupation: Military (DW) (Navigate)

Background: Advanced (Repair)

Skills: Craft (mechanical) +3, Drive +16, Knowledge (Tactics) +5, Navigate +3, Pilot +10, Repair +11

Feats: Advanced Technology, Combat Driving, Drive-By Attack, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Surface Vehicle Operation (Heavy wheeled), Vehicle Expert

Talents (Tough Hero): Robust, Fire Resistance

Talents (Road Warrior): Boarding Party, Offensive Driving, Vehicular Evasion, Master Mechanic

Possessions: Metal Baton, HK MP5, Motorcycle with sidecar (adds one additional passenger or 200 lbs. of cargo), 2 clips ammo

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SGT. STANLEY *ORBS* ORBISON CR 8

Sgt. Stanley “Orbs” Orbison CR 8

Dedicated Hero 3/Survivalist 5

Medium-size humanoid

Init +2; **Senses** Track; Listen +14, Spot +14

Languages Ancient

3rd Special Research

Defense 19, touch 17, flatfooted 17

hp 47; **Mas** 12

Fort +6, **Ref** +6, **Will** +6

Spd 30 ft

Melee Metal Baton +7 (1d6/19-20)

Ranged Barrett Light 50 +9 (2d12)

Base Atk +7; **Grp** +7

Atk Options Called Shot +2d6

Abilities Str 10, Dex 14, Con 12, Int 14, Wis 16, Cha 8

AP 4; **Rep** +2

Occupation: Military (DW) (Hide)

Background: Advanced (Navigate)

Skills: Climb +5, Craft (pharmaceutical) +8, Hide +14, Jump +5, Knowledge (Tactics) +5, Listen +14, Navigate +14, Spot +14, Survival +17, Treat Injury +6

Feats: Advanced Technology, Armor Proficiency (light), Dead Aim, Far Shot, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Simple Weapons Proficiency, Track

Talents (Dedicated Hero): Skill Emphasis (Survival), Aware

Talents (Survivalist): Way of the Land, Hunter, Called Shot +2d6

Possessions: Light undercover shirt, Metal Baton, Barrett Light 50, 2 clips ammo.

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