

Bryan Hartman
American Passenger

XP

TSOZ

Bryan is a typical self-absorbed American- a young, career-oriented man focused on the distractions of his own life, oblivious to those around him. The one person he cares about is his sister, his only family. He's watched out for her ever since they were kids. He's on board the Amsterdam because his sister convinced him to take the cruise, in part by threatening to go alone. Now that everything has gone crazy aboard the ship, he knows it's time to get them both out of there, by any means necessary.

VIGOR

5



INSTINCT

3



REASON

3



Endure - Adept
Athletics - Adept
Barricade - Competent
Intimidation - Competent
Melee - Competent

React - Competent
Boating - Competent
Empathy
Firearms
Scrounging
Stealth
Survival
Sway - Adept

Resist
Burglary
Deceit - Competent
Demolitions
Leadership
Medicine
Technology - Competent

SECRETS

Secret of Sprinting

Your character can move like the wind, when properly motivated. This secret allows the character to clearly out-pace opponents and get ahead or away from them. Cost: 1 Vigor.

Secret of Improvisation

You're creative and desperate, and providence shines on your inventiveness. When you improvise a weapon or haphazard trap to fight your enemies, it works as a +1 Weapon for that one scene. Continuing to use the same invention repeatedly confers only whatever normal bonuses it might have.

KEYS

Key of Indifference

"Face facts, people - not everybody here is going to make it." Maybe you've always been cold-hearted, or maybe you've just seen too much. Either way, life's tough and you're a cold bastard. 1xp for towing the hard line, showing now compassion. 3xp for abandoning another to a certain fate. Buy off: Relent and decide that some people or ideals are worth the effort.

Key of Family (Elizabeth)

You have a family you were either born into or adopted. Gain 1 XP every time you defend a family member from harm. Gain 3 XP every time you defend a family member at great danger to yourself. Buy off: Leave your family to strike out on your own.

Key of Terror

"Oh sweet Jesus, help me!" 1 xp for being terrified. 2xp for refusing to help because you are afraid. 5 xp when your fear gets someone killed. Buy off: Face your true fear.

HARM

BRUISED: Penalty die on your next ability check. These add up - if bruised twice in a round of Bringing Down the Pain, you'll have two penalty dice.



BLOODIED: All abilities associated with pool that you took the harm from now take a penalty die. If bloodied twice in same pool, take only one penalty die.



BROKEN: To perform any action you must spend a point from the ability's associated pool, with one penalty die.



Elizabeth Hartman
American Passenger

XP

TSOZ

As a yoga and Tai Chi enthusiast, Liz is in good shape and can handle herself with confidence. She finds her brother to be overbearing, but thinks his intentions are good. Liz is social, and has made friends with many of the hotel staff during the cruise, especially Zsara. She even snuck into the crew bar below decks earlier in the week, where she met Santoso.

VIGOR

4

INSTINCT

4

REASON

3

Endure

Athletics - Adept

Barricade

Intimidation

Melee - Competent

React - Adept

Boating - Competent

Empathy - Competent

Firearms

Scrounging - Adept

Stealth - Competent

Survival

Sway - Competent

Resist - Competent

Burglary

Deceit

Demolitions

Leadership

Medicine - Competent

Technology

SECRETS

Secret of Small Stature

Your character is smaller than most people in the world, and can use that to his advantage. Gain a bonus die any time your character is avoiding an attack from someone larger than him or any other situation in which his reduced size may help (i.e. an Athletics Ability Check to wriggle through a pipe.) Cost: nothing.

Secret of Knock-back

Your character's blows send people flying. Knock back a stricken character one yard per success level. If used in Bringing Down the Pain, your opponents are forced to defend for the next round while they recover. Cost: 2 Vigor.

KEYS

Key of Wishful Thinking

"They're still people. Maybe we can help them."
1 xp for showing a zombie compassion. 2 xp for convincing someone else to leave a zombie alone. 5 xp for risking your life to save a zombie. Buy off: Recognize zombies for what they are.

Key of Trust (Sara)

Through everything that's happened, the one thing you can still depend on is each other. Your character has given another character their trust, and is relying on them. 1xp for reaffirming that trust by taking what they say or do at face value. Gain 2xp each time you continue to trust them despite difficult circumstances, such as waiting for them on a darkened street. Gain 5xp if your trust in them puts you in deadly peril, or if they betray your trust. Buy off: Lose all faith in the trusted individual- or betray them first.

Key of Terror

"Oh sweet Jesus, help me!" 1 xp for being terrified. 2xp for refusing to help because you are afraid. 5 xp when your fear gets someone killed. Buy off: Face your true fear.

HARM

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BLOODED: All abilities associated with pool that you took the harm from now take a penalty die. If bloodied twice in same pool, take only one penalty die.

BROKEN: To perform any action you must spend a point from the ability's associated pool, with one penalty die.

Sara Nagy

Hungarian Shop Keeper, Hotel Dept.

XP

TSOZ

Sara works in one of the shops on the Upper Promenade Deck, and as a result she knows everybody. She's a street-smart, motivated woman who uses her contacts well. During this voyage she's made friends with Elizabeth, and even snuck her below deck for a crew party. She's got a soft spot for her friend Santoso, and tries to keep him out of trouble and help him out when she can. Now in the chaos, her instincts are telling her to go to ground and find a safe place to wait this thing out.

VIGOR

2

INSTINCT

5

REASON

4

- Endure** -
- Athletics** -
- Barricade** -
- Intimidation** - Competent
- Melee** - Competent

- React** - Competent
- Boating** -
- Empathy** - Adept
- Firearms** -
- Scrounging** - Competent
- Stealth** -
- Survival** -
- Sway** - Adept

- Resist** - Adept
- Burglary** - Competent
- Deceit** - Competent
- Demolitions** -
- Leadership** -
- Medicine** -
- Technology** - Competent

SECRETS

Secret of Contacts

Your character knows all sorts of people in all sorts of places. You can use this Secret for your character to automatically have a past relationship with any character in the adventure. You may describe the relationship in a short phrase, such as "old enemy," "wartime buddy," "ex-lover," but the Story Guide gets to decide the history and current disposition of the relationship. Cost: 3 points from a pool determined by the Story Guide. Vigor would fit for a wartime buddy, Instinct for an ex-lover, and Reason for a former colleague in your character's field of study.

Secret of Toughness

You have innate toughness (physical or otherwise) thanks to years of hard living. You get +1 Armor vs. shock and panic, and can use it as often as necessary to reduce harm at the cost of 1 die from any pool.

KEYS

Key of Conscience

You have a soft spot for those weaker than their opponents. Gain 1 XP every time you help someone who cannot help themselves. Gain 2 XP every time you defend someone with might who is in danger and cannot save themselves. Gain 5 XP every time you take someone in an unfortunate situation and changes their life to where they can help themselves. Buy off: Ignore a request for help.

Key of Fraternity (Santoso)

You have someone you are sworn to, a friend who is more important than anyone else. Gain 1 XP every time this character is present in a scene with you (maximum 3 per session). Gain 2 XP whenever you have to make a decision that is influenced by them. Gain 5 XP every time you defend them by putting yourself at risk. Buy off: Sever the relationship with this person.

Key of Terror

"Oh sweet Jesus, help me!" 1 xp for being terrified. 2xp for refusing to help because you are afraid. 5 xp when your fear gets someone killed. Buy off: Face your true fear.

HARM

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Santoso Onbekend
Indonesian "Wiper", Engine Dept.

XP

TSOZ

As a wiper, you spend your days cleaning and painting the engine room. Although you're good with tools, you only rarely get to assist with machinery repairs- you live your life low on the ship's hierarchy. Although you don't spend much time among the passengers, your friend Sara introduced you to the beautiful American Elizabeth Hartman. It was her that you thought of when things started going bad below deck. The horrors you saw down there- you don't ever want that to happen to Ms. Hartman.

VIGOR

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INSTINCT

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REASON

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Firearms -
Scrounging - Competent
Stealth - Competent
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Sway -

Resist -
Burglary -
Deceit -
Demolitions - Competent
Leadership -
Medicine -
Technology - Adept

SECRETS

Secret of the Grease-monkey

This character has a natural talent for working with engines and possibly other technical systems. Take +1 die any time handling tools and understanding machinery or other technology is called for.

Secret of the Ship

You know your way around ships, and this one in particular. After much exploration, you know where the best places are to hide or make a stand. Use this to locate a good hideout within a reasonable distance or to otherwise put yourself at a territorial advantage. Cost: 1 Instinct

KEYS

Key of the Coward

You avoid danger like the plague. Gain 1 XP every time you avoid a potentially dangerous situation. Gain 3 XP every time you stop a fight or evade a bad situation using other means besides violence. Buy off: Leap into combat

Key of Unrequited Love

You have a love for someone who does not return this love. Gain 1 XP whenever you have to make a decision that is influenced by them. Gain 2 XP every time you attempt to win their affection. Gain 5 XP every time you put yourself in harm's way or make a sacrifice for them. Buy off: Abandon your pursuit of this person or win their love.

Key of Terror

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Tim Mertens

Dutch Officer, Security Team, Deck Dept.

XP

TSOZ

Dressed in his security uniform, with a walkie talkie and his emergency sidearm (a .45 with one clip). Despite his law enforcement background, Tim is overwhelmed and cut off from his chain of command. He hasn't been able to raise the senior staff or crew on his radio, but he knows he has to do something to help the passengers and crew. If only he could get his hands to stop shaking...

VIGOR

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INSTINCT

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- Intimidation** - Competent
- Melee** - Competent

- React** - Adept
- Boating** -
- Empathy** - Competent
- Firearms** - Adept
- Scrounging** -
- Stealth** -
- Survival** -
- Sway** - Competent

- Resist-**
- Burglary** - Competent
- Deceit** -
- Demolitions** -
- Leadership** - Competent
- Medicine** -
- Technology** - Competent

SECRETS

Secret of Trustworthiness

You have an honest face, and it's hard to doubt your word. +1 die in conflicts where you're trying to convince others that you're being honest and have their best interest at heart.

Secret of Shooting

Your character is a crack shot. On a successful hit on any target, using the Firearms ability, she gains a +1 weapon bonus. Cost: 1 Instinct.

KEYS

Key of Integrity

Your character has a deep-seated understanding of what's right, and clings to it doggedly. You gain 1 XP whenever your character is tempted to betray his principles, 2 XP for acting to help someone else do the right thing, and 5 XP for risking your character's life to preserve his or her integrity or stop wrong-doing. Buy off - abandon your integrity and embrace corruption.

Key of Doom

You are doomed to a terrible fate. Gain 1 XP every time you act without regard to your safety. Gain 3 XP every time you put yourself at great risk. Buy off: Retreat from an overwhelming fight, or fight to survive so that you may be with a loved one.

Key of Terror

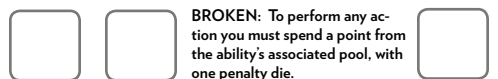
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