

THE SLAYER ELITE: PREGENERATED CHARACTERS

The player characters are:

- Workname SMILEY: Cuckoo
- Workname THE SWEDE: Muscle
- Workname RED: Bang-and-Burner
- Workname FEATHER: Wire Rat
- Workname HORSE: Wheel Artist
- Workname VRACH: Medic

The characters are built on 22 Investigative points and 85 General points. If you have fewer than five players ...

4 players	+2 Investigative points each
3 players	+4 Investigative points each
2 players	+12 Investigative points each

As it's a one-shot, each Agent has reduced Cover and Network. They're built using the Cold War—era rules described on page 330 of the *Director's Handbook* — using Data Retrieval instead of Data Recovery, Radiotelegraphy as a separate Ability due to its importance, and swapping the less hacker-y Computer Use for Digital Intrusion.

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	1
Archaeology	
Architecture	1
Art History	1
Criminology	
Diagnosis	
History	
Human Terrain	1
Languages	1

Law	
Military Science	
Occult Studies	
Research	
Vampirology	

INTERPERSONAL

Bullshit Detector	1
Bureaucracy	1
Cop Talk	
Flattery	1
Flirting	1
High Society	2
Interrogation	
Intimidation	
Negotiation	1
Reassurance	1
Streetwise	1
Tradecraft	1

TECHNICAL

Astronomy	
Chemistry	
Cryptography	
Data Retrieval	
Electronic Surveillance	1
Forensic Pathology	
Forgery	1

Notice	2
Outdoor Survival	1
Pharmacy	
Photography	
Radiotelegraphy	
Traffic Analysis	1
Urban Survival	1

DESCRIPTION You grew up as a street kid in Marseilles, picking the pockets of tourists and selling fake watches and knockoff jewellery. You graduated from that to seduction, burglary, and elaborate con games. You're the perfect liar, the perfect smiling face.

An MI6 agent in Monte Carlo ratted you out to the flics, and now you're serving time, and waiting for your revenge.

BACKGROUNDS: Cuckoo

PREVIOUS PATRON: None (always freelance)

SOURCES OF STABILITY

- **SYMBOL** Your Rolex wristwatch. It's genuine — unlike all the ones you sold.
- **SOLACE** Your old teacher, Gaspal
- **SAFETY** A hotel in Italy where an old lover of yours works

COVERS

▪	
▪	
▪	
▪	
▪	
▪	

NETWORK CONTACTS

▪	
▪	
▪	
▪	
▪	
▪	

WEAPONS/ARMOUR/GEAR

MOD

▪	
▪	
▪	
▪	
▪	
▪	
▪	

HIT THRESHOLD [3]

SPECIALS

MOS (AUTOSUCCESS 1/GAME):

Sense Trouble

DISGUISE 8+ (CONNECTED COVER):

When you create a Cover, you can make your alternate identity be someone personally known to a given NPC

FILCH 8+ (NO SLIPUPS):

Spend points after you roll the die, on a 2 for +1 basis

GAMBLING 8+ (LUCK OF THE DEVIL):

Roll a die at the start of the game. At any point, swap that result for any other die roll

INFILTRATION 8+ (OPEN SESAME):

Open basic locks without rolling

GENERAL ABILITIES

Athletics	4
Computer Use	
Conceal	
Cover	8
Disguise	8
Driving	

Explosive Devices	
Filch	8
Gambling	8
Hand-to-Hand	4
Infiltration	8
Mechanics	
Medic	
Network	7
Piloting	1

Preparedness	5
Sense Trouble	2
Shooting	2
Shrink	4
Surveillance	4
Weapons	2

HEALTH

					8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12

STABILITY

						8	7	6	5	4	3	2	1
0	1	2	3	4	5	6	7	8	9	10	11	12	

INVESTIGATIVE ABILITIES

ACADEMIC	Accounting	___	___
	Archaeology	___	___
	Architecture	I	___
	Art History	___	___
	Criminology	I	___
	Diagnosis	___	___
	History	___	___
	Human Terrain	I	___
	Languages	I	___
	___	___	___
INTERPERSONAL	Bullshit Detector	I	___
	Bureaucracy	___	___
	Cop Talk	___	___
	Flattery	___	___
	Flirting	___	___
	High Society	___	___
	Interrogation	I	___
	Intimidation	I	___
	Negotiation	I	___
	Reassurance	___	___
TECHNICAL	Astronomy	___	___
	Chemistry	___	___
	Cryptography	___	___
	Data Retrieval	___	___
	Electronic Surveillance	I	___
	Forensic Pathology	___	___
	Forgery	I	___
	___	___	___
	Notice	I	___
	Outdoor Survival	2	___
Pharmacy	___	___	
Photography	I	___	
Radiotelegraphy	___	___	
Traffic Analysis	I	___	
Urban Survival	I	___	
___	___	___	
___	___	___	
___	___	___	

DESCRIPTION You served with the Swedish Army, where you learned to the virtue of self-discipline, and the will to power. The Army could not contain you, nor satisfy you, so you became a mercenary, a one-man army. In the eternal recurrence of combat, you impose your will over others through directed force. Yours is the philosophy of the bullet and the strong arm. Strength is truth; avoidable weakness is a moral failing.

You have no particular animus against British intelligence save that it is one more tool of the weak to keep the strong from seizing their rightful place, in Rhodesia most recently.

BACKGROUNDS: Muscle

PREVIOUS PATRON: Various small groups in the Balkans and Africa

SOURCES OF STABILITY

- **SYMBOL** Your well-thumbed copy of *Thus Spake Zarathustra*
- **SOLACE** The grave of your buddy Karl
- **SAFETY** Your remote hunting cabin in northern Sweden

COVERS

- _____
- _____
- _____
- _____
- _____

NETWORK CONTACTS

- _____
- _____
- _____
- _____
- _____

WEAPONS/ARMOUR/GEAR

MOD

- _____
- _____
- _____
- _____
- _____

HIT THRESHOLD [4]

SPECIALS

MOS (AUTOSUCCESS 1/GAME): Athletics

ATHLETICS 8+ (HARD TO HIT):

+1 Hit Threshold

HAND-TO-HAND 8+ (EYE OF THE TIGER; THRILLER COMBAT):

Spend 1 Hand-to-Hand to ascertain opponent's fighting ability; access special combat moves

SHOOTING 8+ (THRILLER COMBAT):

Access special combat moves

GENERAL ABILITIES

Athletics	8	___
Computer Use	___	___
Conceal	2	___
Cover	5	___
Diguiise	___	___
Driving	4	___
Explosive Devices	4	___
Filch	___	___
Gambling	___	___
Hand-to-Hand	8	___
Infiltration	4	___
Mechanics	2	___
Medic	2	___
Network	7	___
Piloting	2	___
Preparedness	6	___
Sense Trouble	4	___
Shooting	8	___
Shrink	___	___
Surveillance	2	___
Weapons	4	___

HEALTH		10	9	8	7	6	5	4	3	2	1
	0	1	2	3	4	5	6	7	8	9	10
STABILITY				8	7	6	5	4	3	2	1
	0	1	2	3	4	5	6	7	8	9	10

INVESTIGATIVE ABILITIES

ACADEMIC	Accounting	—	—
	Archaeology	—	—
	Architecture	2	—
	Art History	—	—
	Criminology	1	—
	Diagnosis	—	—
	History	—	—
	Human Terrain	1	—
	Languages	1	—
	Law	1	—
Military Science	1	—	
Occult Studies	1	—	
Research	—	—	
Vampirology	—	—	
INTERPERSONAL	Bullshit Detector	1	—
	Bureaucracy	—	—
	Cop Talk	1	—
	Flattery	—	—
	Flirting	1	—
	High Society	—	—
	Interrogation	—	—
	Intimidation	1	—
	Negotiation	—	—
	Reassurance	—	—
Streetwise	1	—	
Tradecraft	2	—	
TECHNICAL	Astronomy	—	—
	Chemistry	2	—
	Cryptography	—	—
	Data Retrieval	—	—
	Electronic Surveillance	—	—
	Forensic Pathology	—	—
	Forgery	1	—
	Notice	1	—
	Outdoor Survival	—	—
	Pharmacy	—	—
Photography	1	—	
Radiotelegraphy	—	—	
Traffic Analysis	1	—	
Urban Survival	1	—	

DESCRIPTION You're a former IRA bomb-maker. You were ratted out to the British, so you had to flee to Europe to avoid arrest. You've been arseing around on the continent for a few years now, trying to stay one step ahead of Interpol and bloody MI6. You're rapidly running out of friends and cash ...

BACKGROUNDS: Bang-and-Burner
PREVIOUS PATRON: Ex-Provisional IRA
SOURCES OF STABILITY

- **SYMBOL** A crucifix your mother gave you
- **SOLACE** Your uncle Michael
- **SAFETY** Michael's cottage in Ireland

COVERS

- _____
- _____
- _____
- _____
- _____

NETWORK CONTACTS

- _____
- _____
- _____
- _____
- _____

WEAPONS/ARMOUR/GEAR

MOD

- _____
- _____
- _____
- _____
- _____

HIT THRESHOLD [4]

SPECIALS

MOS (AUTOSUCCESS 1/GAME): Conceal
ATHLETICS 8+ (HARD TO HIT):
 +1 Hit Threshold

EXPLOSIVE DEVICES 8+ (BIGGER BANG): Spend an extra 3 points for more boom

MECHANICS 8+ (SWISS ARMY PREP):
 Spend Mechanics as Preparedness

SHOOTING 8+ (THRILLER COMBAT):
 Access special combat moves

GENERAL ABILITIES

Athletics	8
Computer Use	—
Conceal	4
Cover	5
Diguipe	2
Driving	4
Explosive Devices	8
Filch	2
Gambling	2
Hand-to-Hand	2
Infiltration	2
Mechanics	8
Medic	—
Network	7
Piloting	1
Preparedness	—
Sense Trouble	2
Shooting	8
Shrink	—
Surveillance	4
Weapons	2

HEALTH	8	7	6	5	4	3	2	1				
	0	1	2	3	4	5	6	7	8	9	10	11
STABILITY	6	5	4	3	2	1						
	0	1	2	3	4	5	6	7	8	9	10	11

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	1	___
Archaeology	___	___
Architecture	1	___
Art History	___	___
Criminology	1	___
Diagnosis	___	___
History	___	___
Human Terrain	1	___
Languages	1	___
	___	___
	___	___

Law	___	___
Military Science	1	___
Occult Studies	1	___
Research	1	___
Vampirology	___	___
	___	___
	___	___

INTERPERSONAL

Bullshit Detector	1	___
Bureaucracy	1	___
Cop Talk	___	___
Flattery	___	___
Flirting	___	___
High Society	___	___
Interrogation	1	___
Intimidation	___	___
Negotiation	___	___
Reassurance	___	___
Streetwise	1	___
Tradecraft	2	___
	___	___
	___	___

TECHNICAL

Astronomy	___	___
Chemistry	1	___
Cryptography	___	___
Data Retrieval	1	___
Electronic Surveillance	1	___
Forensic Pathology	___	___
Forgery	1	___
	___	___
	___	___

Notice	1	___
Outdoor Survival	___	___
Pharmacy	___	___
Photography	1	___
Radiotelegraphy	1	___
Traffic Analysis	1	___
Urban Survival	1	___
	___	___
	___	___

DESCRIPTION You followed your brother into the Army, and into clandestine ops, although you were better suited for the technical side of things and he was always on the sharp end. He was KIAed a few years ago; you did some digging, and found his death to be suspicious. When you tried to get some real answers, they tried to kill you too, and you've been on the run ever since. There's something rotten within MI6, but you haven't got close enough to find out what it is yet.

BACKGROUNDS: Wire Rat

PREVIOUS PATRON: Ex-Defence Intelligence

SOURCES OF STABILITY

- **SYMBOL A** A photograph of your brother in uniform
- **SOLACE** Your psychologist and counselor
- **SAFETY** Your parents' house in Manchester

COVERS

	___	___
	___	___
	___	___
	___	___
	___	___
	___	___

NETWORK CONTACTS

	___	___
	___	___
	___	___
	___	___
	___	___
	___	___

WEAPONS/ARMOUR/GEAR

	___	MOD
	___	___
	___	___
	___	___
	___	___
	___	___

HIT THRESHOLD [3]

SPECIALS

MOS (AUTOSUCCESS 1/GAME):

Preparedness

PILOTING 8+ (GRAND THEFT AERO/

AQUA; GEAR DEVIL): Steal any standard vehicle automatically for 1 point; access Thriller Chase rules

PREPAREDNESS 8+ (IN THE NICK OF TIME): Put schemes in place retroactively

SURVEILLANCE 8+ (THE WIRE):

+1 Electronic Surveillance

GENERAL ABILITIES

Athletics	4	___
Computer Use	2	___
Conceal	3	___
Cover	5	___
Diguiise	___	___
Driving	2	___
	___	___
	___	___

Explosive Devices	2	___
Filch	2	___
Gambling	___	___
Hand-to-Hand	4	___
Infiltration	4	___
Mechanics	4	___
Medic	___	___
Network	7	___
Piloting	8	___
	___	___
	___	___

Preparedness	9	___
Sense Trouble	2	___
Shooting	4	___
Shrink	___	___
Surveillance	8	___
Weapons	6	___
	___	___
	___	___

HEALTH	7	6	5	4	3	2	1					
0	1	2	3	4	5	6	7	8	9	10	11	12

STABILITY	7	6	5	4	3	2	1					
0	1	2	3	4	5	6	7	8	9	10	11	12

INVESTIGATIVE ABILITIES

ACADEMIC	Accounting	1	___
	Archaeology	___	___
	Architecture	___	___
	Art History	___	___
	Criminology	1	___
	Diagnosis	___	___
	History	___	___
	Human Terrain	1	___
	Languages	1	___
		___	___

INTERPERSONAL	Bullshit Detector	1	___
	Bureaucracy	___	___
	Cop Talk	2	___
	Flattery	___	___
	Flirting	1	___
	High Society	___	___
	Interrogation	___	___
	Intimidation	1	___
	Negotiation	1	___
	Reassurance	___	___
Streetwise	2	___	
Tradecraft	1	___	
	___	___	
	___	___	

TECHNICAL	Astronomy	___	___
	Chemistry	___	___
	Cryptography	___	___
	Data Retrieval	___	___
	Electronic Surveillance	___	___
	Forensic Pathology	1	___
	Forgery	1	___
		___	___
		___	___
		___	___

DESCRIPTION You worked as a driver and enforcer for the Italian mafia for many years, sinning outside the church and confessing your sins inside it. The heat was getting to you — the police were too close to identifying you — when your old parish priest slipped a note through the grill of the confessional. On it was a phone number, and that led you here ...

BACKGROUNDS: Wheel Artist
PREVIOUS PATRON: Mafia getaway driver
SOURCES OF STABILITY
 ■ **SYMBOL** Your lucky coin
 ■ **SOLACE** Your confessor, a priest in Turin
 ■ **SAFETY** A holiday home in Sardinia

COVERS
 ■ _____
 ■ _____
 ■ _____
 ■ _____
 ■ _____

NETWORK CONTACTS
 ■ _____
 ■ _____
 ■ _____
 ■ _____
 ■ _____

WEAPONS/ARMOUR/GEAR MOD
 ■ _____
 ■ _____
 ■ _____
 ■ _____
 ■ _____
 ■ _____

HIT THRESHOLD [3]
SPECIALS
MOS (AUTOSUCCESS 1/GAME): Weapons
DRIVING 8+ (GRAND THEFT AUTO; GEAR DEVIL): Steal any car automatically for 1 point; Thriller Combat moves
WEAPONS 8+ (QUINCEY MORRIS' BOWIE KNIFE; THRILLER COMBAT): Throw a knife without penalties; access Thriller Combat moves

GENERAL ABILITIES

Athletics	4	___
Computer Use	___	___
Conceal	2	___
Cover	5	___
Diguipe	2	___
Driving	8	___
	___	___
	___	___

Explosive Devices	2	___
Filch	2	___
Gambling	2	___
Hand-to-Hand	4	___
Infiltration	4	___
Mechanics	4	___
Medic	2	___
Network	7	___
Piloting	1	___
	___	___
	___	___

Preparedness	2	___
Sense Trouble	2	___
Shooting	4	___
Shrink	___	___
Surveillance	4	___
Weapons	8	___
	___	___
	___	___

HEALTH	8	7	6	5	4	3	2	1				
	0	1	2	3	4	5	6	7	8	9	10	11
STABILITY	8	7	6	5	4	3	2	1				
	0	1	2	3	4	5	6	7	8	9	10	11

INVESTIGATIVE ABILITIES

ACADEMIC

Accounting	___	___
Archaeology	___	___
Architecture	___	___
Art History	___	___
Criminology	___	___
Diagnosis	1	___
History	___	___
Human Terrain	1	___
Languages	2	___
	___	___
	___	___

Law	___	___
Military Science	2	___
Occult Studies	___	___
Research	1	___
Vampirology	___	___
	___	___
	___	___

INTERPERSONAL

Bullshit Detector	1	___
Bureaucracy	1	___
Cop Talk	1	___
Flattery	___	___
Flirting	___	___
High Society	___	___
Interrogation	1	___
Intimidation	1	___
Negotiation	1	___
Reassurance	1	___
Streetwise	1	___
Tradecraft	1	___
	___	___
	___	___

TECHNICAL

Astronomy	___	___
Chemistry	1	___
Cryptography	___	___
Data Retrieval	___	___
Electronic Surveillance	___	___
Forensic Pathology	1	___
Forgery	___	___
	___	___
	___	___

Notice	1	___
Outdoor Survival	1	___
Pharmacy	1	___
Photography	1	___
Radiotelegraphy	___	___
Traffic Analysis	1	___
Urban Survival	1	___
	___	___
	___	___

DESCRIPTION You're ex-Soviet Marines, the last survivor of a unit that was subjected to an experimental bioweapons test near Odessa. When it went wrong, you knew you'd be killed to cover up the fiasco. Instead, you hopped a freighter for Istanbul and the West, and found employment as a mercenary.

BACKGROUNDS: Medic (*vrach* is Russian for "Doctor")

PREVIOUS PATRON: Red Army bioweapons specialist

SOURCES OF STABILITY

- **SYMBOL** Your grandfather's hunting knife
- **SOLACE** The bartender at your favorite café in Paris
- **SAFETY** An abandoned Soviet weapons testing ground in the Ukraine — you know where the safe zones are

COVERS

	___	___
	___	___
	___	___
	___	___
	___	___
	___	___

NETWORK CONTACTS

	___	___
	___	___
	___	___
	___	___
	___	___
	___	___

WEAPONS/ARMOUR/GEAR

	___	MOD
	___	___
	___	___
	___	___
	___	___
	___	___

HIT THRESHOLD [4]

SPECIALS

MOS (AUTOSUCCESS 1/GAME): Stability

ATHLETICS 8+ (HARD TO HIT):

+1 Hit Threshold

INFILTRATION 8+ (OPEN SESAME):

Open basic locks without rolling

MEDIC 8+ (MEDICAL SCHOOL OF

HARD KNOCKS): +1 Diagnosis

SHRINK 8+ (TALK IT OUT):

+1 Bullshit Detector

GENERAL ABILITIES

Athletics	8	___
Computer Use	___	___
Conceal	2	___
Cover	5	___
Diguipe	___	___
Driving	2	___
	___	___
	___	___

Explosive Devices	___	___
Filch	___	___
Gambling	___	___
Hand-to-Hand	4	___
Infiltration	8	___
Mechanics	4	___
Medic	8	___
Network	7	___
Piloting	3	___
	___	___
	___	___

Preparedness	2	___
Sense Trouble	2	___
Shooting	6	___
Shrink	8	___
Surveillance	2	___
Weapons	4	___
	___	___
	___	___

HEALTH	9	8	7	6	5	4	3	2	1			
0	1	2	3	4	5	6	7	8	9	10	11	12
STABILITY	6	5	4	3	2	1						
0	1	2	3	4	5	6	7	8	9	10	11	12