

THE EDOM FILES:

PREGENERATED

CHARACTERS

THE PLAYER CHARACTERS ARE:

- Workname QUENTIN: Medic
- Workname MULLER: Muscle
- Workname VAROUTTE: Black Bagger
- Workname HENLEY: Bang-and-Burner
- Workname PARTON: Analyst
- Workname SILIVASI: Asset Handler

The characters are built on 20 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 PC 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	—	—
Archaeology	1	—
Architecture	—	—
Art History	—	—
Criminology	—	—
Diagnosis	2	—
History	—	—
Human Terrain	1	—
Languages	1	—
—	—	—
—	—	—
—	—	—
Law	1	—
Military Science	—	—
Occult Studies	1	—
Research	1	—
Vampirology	1	—
—	—	—
—	—	—

INTERPERSONAL

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

TECHNICAL

Astronomy	—	—
Chemistry	1	—
Cryptography	—	—
Data Retrieval	—	—
Electronic Surveillance	—	—
Forensic Pathology	2	—
Forgery	—	—
—	—	—
—	—	—
—	—	—
Notice	1	—
Outdoor Survival	—	—
Pharmacy	1	—
Photography	—	—
Radiotelegraphy	—	—
Traffic Analysis	—	—
Urban Survival	1	—
—	—	—
—	—	—
—	—	—

DESCRIPTION You're a field researcher, more used to exhuming unnaturally preserved corpses and autopsying vampire victims than treating actual living patients. You need to be in control, and get nervous when things get chaotic — or when your "patients" start moving. You've got a few wooden stakes and a bone saw hidden at the bottom of your medical bag, just in case you need to carry out an unexpected "indulgence" (execute a target).

BACKGROUNDS: Medic

PREVIOUS PATRON: Operation Edom

SOURCES OF STABILITY

- **SYMBOL** Your mother's silver crucifix
- **SOLACE** Your old medical school teacher
- **SAFETY** Your holiday home in Wales

COVERS

- _____
- _____
- _____
- _____
- _____

NETWORK CONTACTS

- _____
- _____
- _____
- _____
- _____

WEAPONS/ARMOUR/GEAR

- _____ MOD
- _____
- _____
- _____
- _____

HIT THRESHOLD [4]

SPECIALS

MOS (AUTOSUCCESS 1/GAME): Weapons

ATHLETICS 8+ (HARD TO HIT):

+1 Hit Threshold

MEDIC 8+ (MEDICAL SCHOOL OF

HARD KNOCKS): +1 Diagnosis

PREPAREDNESS+ 8 (IN THE

NICK OF TIME): Put schemes

in place retroactively

SHRINK 8+ (TALK IT OUT):

+1 Bullshit Detector

GENERAL ABILITIES

Athletics	8	—
Computer Use	2	—
Conceal	1	—
Cover	5	—
Diguiise	2	—
Driving	2	—
—	—	—
—	—	—
Explosive Devices	—	—
Filch	4	—
Gambling	2	—
Hand-to-Hand	2	—
Infiltration	2	—
Mechanics	1	—
Medic	10	—
Network	7	—
Piloting	1	—
—	—	—
—	—	—
Preparedness	8	—
Sense Trouble	4	—
Shooting	4	—
Shrink	8	—
Surveillance	—	—
Weapons	4	—
—	—	—
—	—	—

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	2	—
	Art History	—	—
	Criminology	1	—
	Diagnosis	—	—
	History	—	—
	Human Terrain	—	—
	Languages	1	—
		—	—

ACADEMIC	Law	—	—
	Military Science	2	—
	Occult Studies	1	—
	Research	1	—
	Vampirology	1	—
		—	—
		—	—

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

TECHNICAL	Astronomy	—	—
	Chemistry	2	—
	Cryptography	—	—
	Data Retrieval	—	—
	Electronic Surveillance	—	—
	Forensic Pathology	—	—
	Forgery	—	—
		—	—
		—	—
		—	—

TECHNICAL	Notice	—	—
	Outdoor Survival	—	—
	Pharmacy	—	—
	Photography	—	—
	Radiotelegraphy	1	—
	Traffic Analysis	1	—
	Urban Survival	1	—
		—	—
		—	—
		—	—

DESCRIPTION: You're former special forces. Did a tour with a bomb disposal squad, then with counterintelligence, and that brought you into Edom's orbit. You're one of its in-house pyrotechnics and explosives experts; turns out that a vampire-hunting unit needs to burn rather a lot of things at very high temperatures.

BACKGROUNDS: Bang-and-Burner

PREVIOUS PATRON: SBS / Operation Edom

SOURCES OF STABILITY

- **SYMBOL A** shotglass given to you by your father
- **SOLACE** Brenner, one of the other veterans from your old unit
- **SAFETY** Your father's retirement villa in Spain

COVERS

- _____
- _____
- _____
- _____
- _____

NETWORK CONTACTS

- _____
- _____
- _____
- _____
- _____

WEAPONS/ARMOUR/GEAR

- _____ MOD _____
- _____
- _____
- _____
- _____

HIT THRESHOLD [4]

SPECIALS

MOS (AUTOSUCCESS 1/GAME):

Sense Trouble

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):

Use Mechanics as Preparedness

GENERAL ABILITIES

Athletics	8	—
Computer Use	1	—
Conceal	4	—
Cover	5	—
Diguipe	1	—
Driving	4	—
	—	—
	—	—

Explosive Devices	8	—
Filch	—	—
Gambling	1	—
Hand-to-Hand	4	—
Infiltration	2	—
Mechanics	8	—
Medic	2	—
Network	7	—
Piloting	2	—
	—	—
	—	—

Preparedness	2	—
Sense Trouble	2	—
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	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	1	___
Archaeology	___	___
Architecture	1	___
Art History	___	___
Criminology	___	___
Diagnosis	___	___
History	1	___
Human Terrain	1	___
Languages	1	___
	___	___
	___	___

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

INTERPERSONAL

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

TECHNICAL

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

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

DESCRIPTION: You joined MI6 shortly after your partner disappeared mysteriously — possibly, you suspect, the victim of a vampire attack. The Parton family, you learned, has been targeted by such monsters in the past. You've never solved that case, but your investigations were noticed by Operation Edom, and it recruited you three years ago. You're still finding your feet in this strange shadow realm of spies and monsters, but you know you're building a better tomorrow for your child. He won't grow up in a world haunted by the Un-Dead ...

BACKGROUNDS: Analyst
PREVIOUS PATRON: Operation Edom
SOURCES OF STABILITY

- **SYMBOL** Your wedding ring
- **SOLACE** Your 4-year-old son
- **SAFETY** The old farmhouse you stayed at as a child

COVERS

	___	___
	___	___
	___	___
	___	___
	___	___

NETWORK CONTACTS

	___	___
	___	___
	___	___
	___	___
	___	___

WEAPONS/ARMOUR/GEAR

MOD

	___	___
	___	___
	___	___
	___	___
	___	___

HIT THRESHOLD [3]

SPECIALS

MOS (AUTOSUCCESS 1/GAME): Disguise
PREPAREDNESS 8+ (IN THE NICK OF TIME): Put schemes in place retroactively
SENSE TROUBLE 8+ (COMBAT INTUITION): Use your Sense Trouble rating to determine initiative
SHRINK 8+ (TALK IT OUT): +1 Reassurance

GENERAL ABILITIES

Athletics	6	___
Computer Use	2	___
Conceal	___	___
Cover	5	___
Diguiise	4	___
Driving	2	___
	___	___
	___	___

Explosive Devices	___	___
Filch	2	___
Gambling	4	___
Hand-to-Hand	4	___
Infiltration	4	___
Mechanics	___	___
Medic	___	___
Network	12	___
Piloting	___	___
	___	___
	___	___

Preparedness	8	___
Sense Trouble	8	___
Shooting	4	___
Shrink	8	___
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

	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	—	—
Art History	—	—
Criminology	1	—
Diagnosis	—	—
History	1	—
Human Terrain	2	—
Languages	1	—
	—	—
	—	—

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

INTERPERSONAL

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

TECHNICAL

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

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

DESCRIPTION: You grew up in Romania, but you've been an Edom agent since before you were born. Your family was recruited by the British spy network in your grandfather's time, and the "English money" came in, regular as clockwork, for more than seventy years. Then, a neighbor betrayed you, and you spent more than a year in a Romanian prison before you were able to escape and flee the country. Edom took you in, gave you a new home in England. You owe them your life.

BACKGROUNDS: Asset Handler

PREVIOUS PATRON: Securitate / Operation Edom

SOURCES OF STABILITY

- **SYMBOL** The key to your old prison cell
- **SOLACE** An old school friend in Bucharest
- **SAFETY** Your cousin's private island in Greece

COVERS

	—	—
	—	—
	—	—
	—	—
	—	—

NETWORK CONTACTS

	—	—
	—	—
	—	—
	—	—
	—	—

WEAPONS/ARMOUR/GEAR

MOD

	—	—
	—	—
	—	—
	—	—
	—	—

HIT THRESHOLD [3]

SPECIALS

MOS (AUTOSUCCESS 1/GAME): Infiltration

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.

SURVEILLANCE 8+ (THE WIRE):

+1 Electronic Surveillance

GENERAL ABILITIES

Athletics	4	—
Computer Use	—	—
Conceal	2	—
Cover	8	—
Diguipe	2	—
Driving	2	—
	—	—
	—	—

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

Preparedness	3	—
Sense Trouble	5	—
Shooting	6	—
Shrink	4	—
Surveillance	8	—
Weapons	8	—
	—	—
	—	—

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

PLAYER						
AGENT	Quentin	Muller	Varoutte	Hemley	Parton	Silivasi
Previous Patron	Edom	Edom	Edom	SBS/Edom	Edom	Securitate/Edom
Drive						
Health	8	10	6	10	8	8
Stability	8	8	6	8	6	8
Symbol	silver crucifix	old passport	black gloves	shotglass	wedding ring	old cell key
Solace	school teacher	English girlfriend	former boyfriend	old unit veteran	son, 4yo	school friend
Safety	Wales home	Paris bedsit	Swiss ski lodge	father's villa	old farmhouse	cousin's island
Cover	5	5	5	5	5	8
Network	7	7	7	7	12	7
Contact 1						
Contact 2						
Contact 3						
Contact 4						
Contact 5						
Accounting [A]						
Archaeology [A]						
Architecture [A]				2		
Art History [A]						
Astronomy [T]						
Bullshit Detector [I]	2					
Bureaucracy [I]						
Chemistry [T]				2		
Cop Talk [I]						
Criminology [A]						
Cryptography [T]						
Data Recovery [T]						
Diagnosis [A]	2					
Electronic Surveillance [T]						
Flattery [I]						
Flirting [I]						
Forensic Pathology [T]	2					
Forgery [T]						
High Society [I]						
History [A]						
Human Terrain [A]						2
Interrogation [I]						
Intimidation [I]						
Languages [A]						
Law [A]						
Military Science [A]		2		2		
Negotiation [I]						
Notice [T]						
Occult Studies [A]		2				
Outdoor Survival [T]						
Pharmacy [T]						
Photography [T]						
Radiotelegraphy [T]						
Reassurance [I]					2	
Research [A]						
Streetwise [I]						
Tradecraft [I]						
Traffic Analysis [T]						
Urban Survival [T]						
Vampirology [A]						