

EMERGENCY STAFF REPLACEMENTS

PRE-FILLED, QUICK PICK-UP CHARACTER SHEETS



USE ONLY WHEN ASSIGNED

These sheets are emergency player characters drawn from the module's staff roster. The GM should keep this appendix separate from the spoiler-free primer and hand out only the selected sheet when a character dies, becomes nonfunctional, or must remain behind.

- The character enters at the next secured room, rescue scene, or connecting hallway.
- Attributes use the one-shot replacement spread: +2, +1, 0, and -1.
- Each staff member begins with 6 HP, 6 Sanity, 1 Story Point, and role-appropriate gear.
- Current HP, Sanity, Story Points, gear changes, conditions, and notes remain fillable.
- The performance reference is shorthand for cadence and screen energy, not a required impersonation.
- Practical Magic is absent unless the GM grants a magical item during play.

AVAILABLE STAFF

01 Marjorie Bell

Head Secretary

Annie Potts

02 Dr. Elaine Voss

School Nurse

Sigourney Weaver

03 Hank Doyle

PE Teacher and Coach

Kurt Russell

04 Leonard Baines

History Teacher

Jeff Goldblum

05 Gloria Pena

Special Education Teacher

Viola Davis

06 Frank Delaney

Wood Shop Teacher

Sam Elliott

07 Pamela Pritchard

English Teacher and Occult Club Sponsor

Catherine O'Hara

08 Lester Quill

Science Teacher

Dan Aykroyd

09 Delores Finch

School Counselor

Jamie Lee Curtis

10 Victor Halpern

Vice Principal

Christopher Walken

11 Janice Trent

Librarian

Joan Cusack

12 Milton Wexler

District Program Coordinator

Danny DeVito

MARJORIE BELL

HEAD SECRETARY

REPLACEMENT PROFILE 01 / 12
PERFORMANCE SHORTHAND: ANNIE POTTS

01 IDENTITY

PRONOUNS

she / her

DEPARTMENT

Main Office

DISTRICT ALIGNMENT

Neutral

APPEARANCE / ATTIRE

Practical blouse, cardigan, reading glasses, staff badge, and a key ring that could anchor a small boat.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI
DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

0

AGI

+2

INT

+1

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Clipboard Crusader

CAMPUS ROLE

Librarian / Office Staff / Custodian

05 PERSONA ABILITY

Once per session, cite a rule or procedure for +2 on access, authority, logistics, evacuation, de-escalation, or making someone hesitate.

06 CAMPUS ROLE ABILITY

Administrative Omniscience: Once per session, gain +2 on records, schedules, communications, visitors, keys, logistics, archives, media systems, or locating people.

07 IMMEDIATE USE

Once per scene, organize survivors or provide the correct name, route, key, schedule, or form.

08 COMPLICATION

Will not leave students, records, or the main office unsecured.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Administrative keyring; emergency attendance roster; office walkie-talkie; steel letter opener (D4).

OFFENSIVE

Steel letter opener (D4); heavy stapler if found (D2).

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Fast, dry, and exact. Speak as though every second, key, form, and person has already been budgeted.

STAFF CONNECTIONS

Trusts Dr. Voss in a crisis. Treats Victor Halpern as a procedural obstacle she has already routed around.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.

Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

DR. ELAINE VOSS

SCHOOL NURSE

REPLACEMENT PROFILE 02 / 12

PERFORMANCE SHORTHAND: SIGOURNEY WEAVER

01 IDENTITY

PRONOUNS

she / her

DEPARTMENT

Health Services

DISTRICT ALIGNMENT

Neutral

APPEARANCE / ATTIRE

Rolled sleeves, practical shoes, clipped badge, medical pouch, and a stare that ends arguments.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

0

AGI

+2

INT

+1

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Jaded Veteran

CAMPUS ROLE

Counselor

05 PERSONA ABILITY

Gain +1 against fear, trauma, manipulation, or bureaucratic intimidation. Once per session, ask whether something similar happened before and receive a useful precedent or warning.

06 CAMPUS ROLE ABILITY

Crisis Protocol: Gain +2 to calm, assess, redirect, comfort, or de-escalate. Once per session, help an ally recover D4 Sanity during a safe conversation.

07 IMMEDIATE USE

Automatically stabilize one injured NPC. Grant +1 to one medical or crisis-response test per scene.

08 COMPLICATION

Will not abandon a patient unless another responsible adult explicitly takes over.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Medical kit; bandages; medical scissors (D4); flashlight; wool blanket.

OFFENSIVE

Medical scissors (D4); aluminum crutch if available (D6).

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Controlled, direct, and quietly protective. Fear makes her more focused, never louder.

STAFF CONNECTIONS

Respects Marjorie Bell. Distrusts anyone who says an injured person can wait.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

HANK DOYLE

PE TEACHER AND COACH

REPLACEMENT PROFILE 03 / 12

PERFORMANCE SHORTHAND: KURT RUSSELL

01 IDENTITY

PRONOUNS

he / him

APPEARANCE / ATTIRE

DEPARTMENT

Athletics

School polo, track pants, whistle, winter coaching jacket, and permanently ready posture.

DISTRICT ALIGNMENT

Neutral

02 CONDITION

HP / 6

STORY / 1

SANITY / 6

RANGED: INT / DEFENSE: AGI
DEFAULT DR: 8

03 ATTRIBUTES

+2STR

+1AGI

-1INT

0RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Inspiring Tryhard

CAMPUS ROLE

Coach

05 PERSONA ABILITY

Once per session, give a short speech. Allies who hear it gain +1 on their next test. A school-safe metaphor also restores 1 Sanity to one ally.

06 CAMPUS ROLE ABILITY

Run the Drill: Gain +2 on movement, athletics, coordination, and group action. Once per session, give a command that grants allies +1 on their next Strength or Agility test.

07 IMMEDIATE USE

Carry an injured person, hold a doorway, or rally frightened students. Once per scene, grant +1 to a physical group action.

08 COMPLICATION

Prefers decisive action and may push the group toward a fight before every option is clear.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Whistle; athletic tape; school jacket; flashlight; baseball bat (D8) if recovered.

OFFENSIVE

Baseball bat (D8); metal folding chair (D6).

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Relaxed swagger, blunt confidence, and a half-smile when the situation becomes dangerous.

STAFF CONNECTIONS

Protective of students. Thinks Milton Wexler has never lifted anything heavier than a policy binder.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

LEONARD BAINES

HISTORY TEACHER

REPLACEMENT PROFILE 04 / 12

PERFORMANCE SHORTHAND: JEFF GOLDBLUM

01 IDENTITY

PRONOUNS

he / him

DEPARTMENT

Social Studies

DISTRICT ALIGNMENT

Neutral

APPEARANCE / ATTIRE

Rumpled jacket, loosened tie, glasses, chalk dust, and several folded documents in every pocket.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

0

AGI

+2

INT

+1

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Data-Driven Zealot

CAMPUS ROLE

Veteran Teacher

05 PERSONA ABILITY

Once per session, study records or institutional data and ask the GM one question about a hidden pattern or suspicious inconsistency.

06 CAMPUS ROLE ABILITY

Seen It Before: Gain +2 on classroom management, campus memory, pattern recognition, detecting nonsense, or remaining calm during institutional absurdity.

07 IMMEDIATE USE

Recognize old school names, photographs, rituals, and architectural history. Reveal one relevant historical connection.

08 COMPLICATION

Keeps explaining when everyone else should already be moving.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Heavy history anthology (D4); old school photographs; red pen; pocket flashlight.

OFFENSIVE

Heavy anthology (D4); wooden yardstick (D4) if found.

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Quick, cerebral, curious, and slightly too fascinated by terrible discoveries.

STAFF CONNECTIONS

Admires Janice Trent's archives. Assumes Earl knows more history than he admits.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

CULTISTS & CLASSROOMS // FILLABLE PRINT SHEET

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FIFTH FLOOR TO HELL

GLORIA PENA

SPECIAL EDUCATION TEACHER

REPLACEMENT PROFILE 05 / 12

PERFORMANCE SHORTHAND: VIOLA DAVIS

01 IDENTITY

PRONOUNS

she / her

DEPARTMENT

Special Education

DISTRICT ALIGNMENT

Disloyal

APPEARANCE / ATTIRE

Cardigan, comfortable shoes, lanyard, tightly organized binder, and the posture of someone who expects compliance.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

0

STR

-1

AGI

+1

INT

+2

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Student Advocate

CAMPUS ROLE

SPED Case Manager

05 PERSONA ABILITY

Test Intelligence to understand another character's fear, motive, emotional state, or immediate need. Gain +1 on a direct protective follow-up.

06 CAMPUS ROLE ABILITY

Compliance Shield: Gain +2 on documentation, procedure, student support systems, legal requirements, or bureaucratic resistance. Once per session, force an authority to pause and respond.

07 IMMEDIATE USE

Calm frightened students and identify whether behavior is panic, possession, or supernatural influence. Grant +1 to de-escalation.

08 COMPLICATION

Will prioritize vulnerable students even when doing so delays the larger mission.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Emergency binder; weighted blanket; laminated schedule cards; walkie-talkie; sturdy scissors (D4).

OFFENSIVE

Sturdy scissors (D4); emergency binder as defensive cover.

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Measured authority, penetrating eye contact, and no patience for evasive answers.

STAFF CONNECTIONS

Works well with Delores Finch. Has no tolerance for Victor Halpern using procedure to avoid responsibility.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

CULTISTS & CLASSROOMS // FILLABLE PRINT SHEET

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FIFTH FLOOR TO HELL

FRANK DELANEY

WOOD SHOP TEACHER

REPLACEMENT PROFILE 06 / 12

PERFORMANCE SHORTHAND: SAM ELLIOTT

01 IDENTITY

PRONOUNS

he / him

DEPARTMENT

Career Technical Education

DISTRICT ALIGNMENT

Neutral

APPEARANCE / ATTIRE

Work shirt, heavy boots, safety glasses, tape measure, and hands that make every tool look familiar.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI
DEFAULT DR: 8

03 ATTRIBUTES

+2

STR

-1

AGI

0

INT

+1

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Classroom Hermit

CAMPUS ROLE

CTE Teacher

05 PERSONA ABILITY

Once per session inside a classroom, office, library, shop, or similar room, gain +2 to find, improvise, barricade, repair, or repurpose something.

06 CAMPUS ROLE ABILITY

Shop Logic: Gain +2 to repair, construct, dismantle, reinforce, or safely operate equipment. Once per session, produce a plausible tool or material.

07 IMMEDIATE USE

Repair, dismantle, or reinforce one mundane object without a roll when proper tools are available.

08 COMPLICATION

Will not allow reckless use of dangerous shop equipment, even during a supernatural emergency.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Crowbar (D6); shop keys; duct tape; heavy gloves; safety glasses.

OFFENSIVE

Crowbar (D6); sledgehammer or fire axe (D8) if recovered.

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Slow, low, practical, and sparing with words. Look at the problem before speaking.

STAFF CONNECTIONS

Respects Earl's maintenance judgment. Considers Lester Quill brilliant but unsafe around open flames.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.

Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

PAMELA PRITCHARD

ENGLISH TEACHER AND OCCULT CLUB SPONSOR

REPLACEMENT PROFILE 07 / 12

PERFORMANCE SHORTHAND: CATHERINE O'HARA

01 IDENTITY

PRONOUNS

she / her

DEPARTMENT

English

DISTRICT ALIGNMENT

Loyal

APPEARANCE / ATTIRE

Statement scarf, dramatic reading glasses, faculty lanyard, ink-stained fingers, and an increasingly ruined professional outfit.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

+1

AGI

+2

INT

0

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Department Diplomat

CAMPUS ROLE

Veteran Teacher

05 PERSONA ABILITY

Once per session, gain +2 to negotiate, redirect blame, calm staff, stall authority, or make a terrible idea sound like a pilot program.

06 CAMPUS ROLE ABILITY

Seen It Before: Gain +2 on classroom management, campus memory, pattern recognition, detecting nonsense, or remaining calm during institutional absurdity.

07 IMMEDIATE USE

Knows what the club read, where it met, which students attended, and what happened immediately before the crisis.

08 COMPLICATION

Minimizes her responsibility until confronted with undeniable evidence or a student in danger.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Red pens; heavy literature anthology (D4); archive-room key; torn club notes.

OFFENSIVE

Heavy anthology (D4); classroom scissors (D4).

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Defensive, anxious, theatrical, and increasingly honest as pressure strips away her excuses.

STAFF CONNECTIONS

Defensive around Janice Trent. Genuinely cares about Nina Kessler despite making a catastrophic judgment call.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

LESTER QUILL

SCIENCE TEACHER

REPLACEMENT PROFILE 08 / 12

PERFORMANCE SHORTHAND: DAN AYKROYD

01 IDENTITY

PRONOUNS

he / him

DEPARTMENT

Science

DISTRICT ALIGNMENT

Neutral

APPEARANCE / ATTIRE

Lab coat over a shirt and tie, protective goggles pushed onto his forehead, and too many pens.

02 CONDITION

HP

 / 6

SANITY

 / 6

STORY

 / 1
RANGED: INT / DEFENSE: AGI
DEFAULT DR: 8

03 ATTRIBUTES

0

STR

+1

AGI

+2

INT

-1

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Creative Chaos Engine

CAMPUS ROLE

Veteran Teacher

05 PERSONA ABILITY

Once per session, create a useful tool, decoy, barricade, map, disguise, or visual aid. Gain +2 if tape, markers, cardboard, or an unclaimed cart are involved.

06 CAMPUS ROLE ABILITY

Seen It Before: Gain +2 on classroom management, campus memory, pattern recognition, detecting nonsense, or remaining calm during institutional absurdity.

07 IMMEDIATE USE

Improvise a chemical, electrical, or laboratory solution and identify unusual residue or material.

08 COMPLICATION

Wants to examine, preserve, or test things that everyone else correctly wants destroyed.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Safety goggles; heavy gloves; reagent kit; pocket notebook; Bunsen lighter.

OFFENSIVE

Corrosive solution if prepared (D8 against objects); fire extinguisher (D6).

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Technical enthusiasm, rapid explanations, and sincere belief in unlikely mechanisms.

STAFF CONNECTIONS

Collaborates with Frank Delaney. Thinks Leonard Baines lacks experimental rigor.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.

Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

DELORES FINCH

SCHOOL COUNSELOR

REPLACEMENT PROFILE 09 / 12

PERFORMANCE SHORTHAND: JAMIE LEE CURTIS

01 IDENTITY

PRONOUNS

she / her

DEPARTMENT

Student Services

DISTRICT ALIGNMENT

Disloyal

APPEARANCE / ATTIRE

Practical professional layers, calm expression, folders under one arm, and direct eye contact.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

0

AGI

+1

INT

+2

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Student Advocate

CAMPUS ROLE

Counselor

05 PERSONA ABILITY

Test Intelligence to understand another character's fear, motive, emotional state, or immediate need. Gain +1 on a direct protective follow-up.

06 CAMPUS ROLE ABILITY

Crisis Protocol: Gain +2 to calm, assess, redirect, comfort, or de-escalate. Once per session, help an ally recover D4 Sanity during a safe conversation.

07 IMMEDIATE USE

Restore 1 Sanity to one nearby character once per scene through focused support. Notice common possession tells.

08 COMPLICATION

Protects student confidences and may withhold information until trust or immediate necessity is established.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Counselor binder; tissues; flashlight; student schedule cards; steel letter opener (D4).

OFFENSIVE

Steel letter opener (D4); improvised office object as needed.

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Grounded, observant, emotionally intelligent, and capable of sudden command.

STAFF CONNECTIONS

Trusted by Gloria Pena. Has documented concerns about Pamela Pritchard's supervision practices.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

VICTOR HALPERN

VICE PRINCIPAL

REPLACEMENT PROFILE 10 / 12

PERFORMANCE SHORTHAND: CHRISTOPHER WALKEN

01 IDENTITY

PRONOUNS

he / him

DEPARTMENT

Administration

DISTRICT ALIGNMENT

Loyal

APPEARANCE / ATTIRE

Dark suit, severe tie, administrative badge, clipboard, and an expression that does not clarify anything.

02 CONDITION

HP

 / 6

SANITY

 / 6

STORY

 / 1
RANGED: INT / DEFENSE: AGI
DEFAULT DR: 8

03 ATTRIBUTES

0

STR

-1

AGI

+1

INT

+2

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Clipboard Crusader

CAMPUS ROLE

Department Chair

05 PERSONA ABILITY

Once per session, cite a rule or procedure for +2 on access, authority, logistics, evacuation, de-escalation, or making someone hesitate.

06 CAMPUS ROLE ABILITY

Leadership Meeting Clearance: Once per session, ask for one useful fact learned from a meeting, agenda, memo, or hallway conversation.

07 IMMEDIATE USE

Cite authority, access restricted areas, and make weak-minded school entities hesitate before acting.

08 COMPLICATION

His manner makes everyone suspect possession, whether he is possessed or not.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Restricted-area key; disciplinary forms; heavy stapler (D2); administrative radio.

OFFENSIVE

Heavy stapler (D2); metal chair (D6) if available.

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Unusual pauses, unnerving calm, and procedural certainty that may or may not be reassuring.

STAFF CONNECTIONS

Relies on Marjorie Bell while pretending the reverse is true. Considers Milton Wexler an unwelcome district witness.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.

Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

JANICE TRENT

LIBRARIAN

 REPLACEMENT PROFILE 11 / 12
 PERFORMANCE SHORTHAND: JOAN CUSACK

01 IDENTITY

PRONOUNS

she / her

DEPARTMENT

Library and Media

DISTRICT ALIGNMENT

Neutral

APPEARANCE / ATTIRE

Cardigan, sensible shoes, glasses on a chain, archive gloves, and a pencil tucked behind one ear.

02 CONDITION

HP

 / 6

SANITY

 / 6

STORY

 / 1

 RANGED: INT / DEFENSE: AGI
 DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

+1

AGI

+2

INT

0

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Classroom Hermit

CAMPUS ROLE

Librarian / Office Staff / Custodian

05 PERSONA ABILITY

Once per session inside a classroom, office, library, shop, or similar room, gain +2 to find, improvise, barricade, repair, or repurpose something.

06 CAMPUS ROLE ABILITY

Administrative Omniscience: Once per session, gain +2 on records, schedules, communications, visitors, keys, logistics, archives, media systems, or locating people.

07 IMMEDIATE USE

Locate obscure records, identify the old book, and remember where missing pages or archival items belong.

08 COMPLICATION

Freezes briefly when confronted by direct violence, then overcompensates with reckless courage.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

Archive keys; large classroom scissors (D4); cassette recorder; emergency flashlight.

OFFENSIVE

Large scissors (D4); heavy anthology (D4).

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Earnest, nervous, precise, and unexpectedly brave once someone threatens the collection.

STAFF CONNECTIONS

Trusts Leonard Baines with records, not with time limits. Blames Pamela Pritchard for removing an archival item.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.

Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.

MILTON WEXLER

DISTRICT PROGRAM COORDINATOR

REPLACEMENT PROFILE 12 / 12

PERFORMANCE SHORTHAND: DANNY DEVITO

01 IDENTITY

PRONOUNS

he / him

DEPARTMENT

District Office

DISTRICT ALIGNMENT

Loyal

APPEARANCE / ATTIRE

Rumpled district blazer, visitor badge, expensive shoes unsuited to snow, and a binder held like armor.

02 CONDITION

HP

/ 6

SANITY

/ 6

STORY

/ 1

RANGED: INT / DEFENSE: AGI

DEFAULT DR: 8

03 ATTRIBUTES

-1

STR

0

AGI

+2

INT

+1

RES

04 PERSONA AND CAMPUS ROLE

PERSONA

Department Diplomat

CAMPUS ROLE

Department Chair

05 PERSONA ABILITY

Once per session, gain +2 to negotiate, redirect blame, calm staff, stall authority, or make a terrible idea sound like a pilot program.

06 CAMPUS ROLE ABILITY

Leadership Meeting Clearance: Once per session, ask for one useful fact learned from a meeting, agenda, memo, or hallway conversation.

07 IMMEDIATE USE

Find policy loopholes, control a district radio, and stall an authority-based demon with bureaucratic language.

08 COMPLICATION

Will save himself first unless publicly committed to helping others or placed under direct scrutiny.

09 GEAR AND WEAPONS

DEFENSIVE / UTILITY

District radio; policy binder; office keyring; steel coffee thermos (D4).

OFFENSIVE

Steel thermos (D4); office letter opener (D4) if found.

10 PORTRAYAL AND CONNECTIONS

PLAY THIS CHARACTER AS

Cynical, slippery, fast-talking, and always calculating the safest available position.

STAFF CONNECTIONS

Avoids Victor Halpern's scrutiny. Underestimates Marjorie Bell at his immediate peril.

11 CURRENT GEAR / CHANGES

12 INJURIES / STRESS / CONDITIONS

13 SESSION NOTES / CAMPUS CLUES

QUICK PLAY

Roll D20 + attribute. Meet or exceed DR. Melee usually STR or AGI; ranged uses INT; defense uses AGI.
Damage: D2 minor, D4 light, D6 substantial, D8 heavy. Practical Magic: none unless the GM grants a magical item.