

# Andre Trogman

Age: 32

Strength	5
Intelligence	4
Charm	1

Primary Skill (+2): Intimidation

Abilities: Vehicular control

## Inventory:

- Lifestone (1)
- Touchstone (1)
- Wrench
- \$39
- Sunglasses
- Sportcoat
- Turtleneck
- Message capsule

## Summary:

Andre is a thug. He realizes that brute force can be the most important thing in the world, even when working for the greater good. Some people might find Andre a bit brusque, but anyone who spends much time with him soon realizes that strong and silent doesn't equal stupid.

# Viktoria Infokom

Age: 26

Strength	2
Intelligence	5
Charm	3

**Primary Skill (+2):** Understanding complex systems, Rationalization

**Abilities:** Spellcasting

**Inventory:**

- Lifestone (1)
- \$82
- Scrunchie
- Leather trenchcoat
- Sack of marbles
- Pencil
- Notebook
- Message capsule

**Summary:**

Viktoria first came to the attention of the Initiative by way of her cryptography work at MIT. Always one to mix work and play, Viktoria was a veritable science rockstar on campus. What nobody there knew though, was that she would often give herself a boost, using the occasional spell to help her crack extra-tough encryption algorithms or fashion dilemmas.

# Eric Clover

Age: 23

Strength	3
Intelligence	2
Charm	5

Primary Skills (+2): Speed, Luck

Abilities: Impervious to alcohol

## Inventory:

- Lifestone (1)
- Hair gel
- \$473
- Little Black Book
- Bottle Opener
- Suede Jacket
- Message capsule

## Summary:

Eric is the scmoozer. A failed porn star, Eric found new direction in life when he wooed an Initiative agent into bed. The agent realized how valuable his talents could be to the cause, and recruited him. This is Eric's dream job, because he's always wanted to be a secret agent. This sometimes causes a problem when he tries to namedrop his secret agent status at cocktail parties to make him seem even cooler.