

GOD LIGHT NPC SUMMARY

Army Deserters x 4

Action 3/1 [4] Insight 2 Influence 3 [5]

Desperate (+); Military Training (+); Diseased (-); [Work as a team (+); Just boys, really (+)]

Relationships: Loyalty to one another +2 Tools: SLR and Webley revolver

The Action score after the slash refers to the sick deserters. The figures and traits in square brackets are if in conflict with them as a group.

Captain Keith MASON

Action 3 Insight 2 Influence 3

Career Officer (+); Stiff Upper Lip (+); Gauge the Measure of a Man (+); Reckless lust for Revenge (-); Missing Hand (-)

Relationships: My men trust me (+2); Urquhart wants to placate me (-1)

Hidden Agenda: Recover GOD LIGHT for the Army (3); Have Revenge on the Soviets (3)

Tools: Browning HP 9mm, False Hand

Sergeant Desmond HENDON

Action 4 Insight 2 Influence 2

Bark Orders (+); Man Mountain (+); Distrusts Civilians (-)

Relationships: Cpt Mason can rely on me (+3) Tools: Sterling SMG

Royal Fusiliers Section (3 groups of 5 men)

Action 3 [6] Insight 2 [3] Influence 2

Military Training (+); Brave (+); Follow Orders to the Letter (-); [Work as a Team (+); Intimidating (+)]

Relationships: Loyalty to one another (+2) Tools: SLR Battle Rifle or Sterling SMG; Bayonet

Colonel Grigori Ivanovitch BARKOV

Action 3 Insight 5 Influence 2

Fearsome Intelligence (+); Vicious (+); Quirky Charisma (+); Hard to Kill (+); No Longer Sane (-); Radiation Poisoning (-); Overconfident (-)

Relationships: Babay want to tear me apart (-2); Urquhart knows he needs me (+3)

Hidden Agenda: Capture Tomescu (3); Secure GOD LIGHT (3) Tools: Babay Control Device; PPSH-41 SMG

Babay x 4 (4 groups)

Action 4 [6] Insight 2 [3] Influence 2

Othersight (+); Move Silently (+); Stick to any Surface(+); Frenzied Attack (-); Fearful of Electric Shock (-); [Pack Attack (+); Telepathic Communication (+)]

Relationships: Barkov fears us (-2)

Gerry 'Pretty Boy' REYNOLDS

Action 3 Insight 2 Influence 3

Master of the Deal (+); Mean as a Cut Snake (+); Thinks a lot of himself (-)

Relationships: The Krays know they scare me (-2) Tools: Snappy clothes; Colt M1911 Pistol

Kray Gangsters x 4 (3 groups total)

Action 3[5] Insight 2 Influence 2[3]

Intimidating Manner (+); Handy in a Fight (+); Treacherous (-); [Mob-Handed (+); "We Work for the Krays" (+)]

Relationships: Stick together (+1) Tools: Handguns, Sawn-offs, odd Sterling SMG.

Simeon URQUHART

Action 2 Insight 3 Influence 3

Lifetime of Lying (+); Spycraft (+); Get the Drop on Others (+); Scientific-sounding Mumbo Jumbo (-); Paranoid (-)

Relationships: Cryer was betrayed by me (-2); Astor has feelings for me (+2); Tomescu owes me (+2)

Hidden Agenda: Defect to the Soviets (4) Tools: Browning HP Pistol; Pipe like the boffins smoke; Cane

Constable Barry CRYER

Action 3 Insight 3 Influence 2

Determined to Survive (+); Experienced Copper (+); Angry as Hell (+); Strung Out (-); Secret Criminal (-)

Relationships: Urquhart knows I'll see him dead (-3); Burton can rely on me (+2); Welling sees me as competition (-1)

Hidden Agenda: Survive (3)

Tools: Barricade; .38 Webley revolver and 2 bullets

Irene GRAYLING

Action 2 Insight 3 Influence 3

Blend into the background (+); Knows London inside out (+); Mechanic (+); Scared (-); Over her head (-)

Relationships: Urquhart knows he scares her (-2); The Krays know they scare her more (-3)

Hidden Agenda: Survive (4); Make it up to the Twins (2)

Tools: .38 Webley revolver; Tool Box

Emily TOMESCU

Action N/A Insight 2 Influence 3

Omniscient Intelligence (+); Single-minded (+); Something's not quite right (-)

Relationships: GOD LIGHT is her existence (+3)

Dispossessed Mob

Action 1[4] Insight 2 Influence 2[3]

Survive Anything (+); Ever Watchful (+); Wretched (-); [United Voices (+); Know the Village Inside Out (+)]

Relationships: Their Community is all they have (+2)

Runner

Action 7 Insight 1 Influence 2

Astonishingly Fast (+); Inhuman Sensory Capabilities (+); Naturally Be-Weaponed (+); Many-Legged (-); Single-minded in Pursuit (-)