

Name: Michael

Other Names: John Michael Smith, Number One,

Concept (Role): Warrior 5

Background: Military - Specops

Abilities: Str +2, Dex +2, Con +1, Int +0, Wis +2, Cha +1, Spd 30 ft.

Core Ability: Determination

Initiative: +2

Combat: Attack +7 (+5 base, +2 Dex)

Defense: Dodge/Parry +7/+7 (+5 base, +2 Dex/+2 Str)

Saving Throws: Toughness +5 (+1 Con, +1 Tough, +3 armor), Fortitude +5 (+4 base, +1 Con), Reflex +3 (+1 base, +2 Dex), Will +3 (+1 base, +2 Wis)

Conviction: 5; **Virtue:** Patriotic, **Vice:** Stubborn

Reputation: +1

Non-Lethal Damage: Bruised (0), Dazed (5+), Staggered (10+), Unconscious (15+)

Lethal Damage: Hurt (0), Wounded (5+), Disabled (10+), Dying (15+), Dead

Fatigue: Winded, Fatigued, Exhausted

Skills: Climb +10 (8 ranks, +2 Str), Disable Device +8 (8 ranks, +0 Int), Knowledge (tactics) +8 (8 ranks, +0 Int), Stealth +10 (8 ranks, +2 Dex), Survival +10 (8 ranks, +2 Wis)

Bonus Feats: Armor Training, Assessment, Firearms Training

Favored Feats: Attack Specialization (Firearms), Sneak Attack

Feats: Accurate Attack, Armor Training (light), Armor Training (heavy), Assessment, Attack Focus (Firearms), Attack Specialization (Firearms), Endurance, Firearms Training, Military Rank, Sneak Attack, Tough

Languages: American English

Weapons: light pistol +8 (+4 damage, crit 20/+3, range inc 30 ft.), or machine pistol +8 (+4 damage, crit 20/+3, range inc 30 ft.), or combat [masterwork] knife +8 (+3 damage, crit 19-20/+3, range inc 10 ft), or (2) frag grenades +7 (+5 damage explosion, radius 50 ft., Reflex save 15)

Armor: armored jumpsuit

Possessions: All of Michael's equipment belongs to the United States military. (2) smoke grenades, night vision goggles, binoculars, and flash light.

Distinguishing Features/Mannerisms: Aside from the combat-related scars on his back and arms, Michael's body is a study in endurance and physical perfection. He sports a USMC tattoo on his right bicep, and a meticulously maintained crew cut.

Background: A Marine with Force Recon training and natural leadership abilities. Proficient in reconnaissance and weaponry, Michael's very classified missions have taken him all over the globe. He is gay, and has a lover named Gabriel.

Design Notes:

- Built using 8 points for abilities rather than 6. Given the bad mojo the clones are involved in, they have to be a bit tougher.

Name: Jonathon

Other Names: John Michael Smith, Number Two

Concept (Role): Expert 5

Background: Diplomat

Abilities: Str +0, Dex +0, Con +0, Int +2, Wis +3, Cha +3, Spd 30 ft.

Core Ability: Ultimate Trait (diplomacy)

Initiative: +0

Combat: Attack +3 (+3 base, +0 Dex)

Defense: Dodge/Parry +3/+3 (+3 base, +0 Dex/+0 Str)

Saving Throws: Toughness +0 (+0 Con, +0 Tough, +0 armor), Fortitude +1 (+1 base, +0 Con), Reflex +0 (+1 base, +0 Dex), Will +7 (+4 base, +3 Wis)

Conviction: 5; **Virtue:** Cautious, **Vice:** Timid

Reputation: +1

Non-Lethal Damage: Bruised (0), Dazed (5+), Staggered (10+), Unconscious (15+)

Lethal Damage: Hurt (0), Wounded (5+), Disabled (10+), Dying (15+), Dead

Fatigue: Winded, Fatigued, Exhausted

Skills: Bluff +11 (8 ranks, +3 Cha), Diplomacy +16 (8 ranks, +3 Cha, +3 Skill Focus, +2 Talented), Gather Information +13 (8 ranks, +3 Cha, +2 Talented), Knowledge (Civics) +12 (8 ranks, +2 Int, +2 Talented), Knowledge (Current Events) +10 (8 ranks, +2 Int), Knowledge (Earth Sciences) +10 (8 ranks, +2 Int), Language (Arabic, expert), Language (French, expert), Language (Korean, expert), Language (Mandarin Chinese, expert), Language (Persian, expert), Language (Russian, expert), Notice +11 (8 ranks, +3 Wis), Search +12 (8 ranks, +2 Int, +2 Talented), Sense Motive +11 (8 ranks, +3 Cha)

Bonus Feats: Benefit (Diplomatic Immunity), Skill Focus (Diplomacy)

Favored Feats: Fascinate, Suggestion, Well Informed

Feats: Benefit (Diplomatic Immunity), Benefit (Security Clearance), Connected, Contacts, Peacemaker, Skill Focus (Diplomacy), Talented (Diplomacy and Knowledge – civics), Talented Gather Information and Search), Wealthy, Well Informed

Languages: English, German, Spanish, Arabic, French, Mandarin Chinese, Persian, Korean, Russian.

Weapons: none

Armor: none

Possessions: none, Wealth: +12

Distinguishing Features/Mannerisms: Jonathan's appearance is nearly identical to Fr. Thomas' -- the same humble wardrobe, the same slightly-receding hairline, the same comb over. Jonathan appears about fifteen pounds lighter than the priest, however. Jonathan's complexion is often pale, sickly.

Background: A cautious, timid man, despite his job as a field agent for the United Nations' human rights division. Jonathan lives in Manhattan's East Village with his wife. He's a rising star at the U.N., politely declining promotions that would take him out of the field. But his travels have made Jonathan a cynic who embraces rationality over emotion.

Design Notes:

Built using 8 points for abilities rather than 6. Given the bad mojo the clones are involved in, they have to be a bit tougher.

Name: Dr. Mike

Other Names: John Michael Smith, Number Three

Concept (Role): Specialist 5

Background: Freelance Criminal Psychologist

Abilities: Str +0, Dex +1, Con +0, Int +3, Wis +2, Cha +2, Spd 30 ft.

Core Ability: The Knack

Initiative: +1

Combat: Attack +4 (+3 base, +1 Dex)

Defense: Dodge/Parry +4/+3 (+3 base, +1 Dex/+0 Str)

Saving Throws: Toughness +0 (+0 Con, +0 Tough, +0 armor), Fortitude +1 (+1 base, +0 Con), Reflex +2 (+1 base, +1 Dex), Will +6 (+4 base, +2 Wis)

Conviction: 5; **Virtue:** Determined **Vice:** Vain

Reputation: +5

Non-Lethal Damage: Bruised (0), Dazed (5+), Staggered (10+), Unconscious (15+)

Lethal Damage: Hurt (0), Wounded (5+), Disabled (10+), Dying (15+), Dead

Fatigue: Winded, Fatigued, Exhausted

Skills: Craft (writing) +7 (4 ranks, +3 Int), Drive +5 (4 ranks, +1 Dex), Diplomacy +6 (4 ranks, +2 Cha), Gather Information +14 (10 ranks, +2 Cha, +2 Talented), Knowledge (Behavioral Sciences) +15 (10 ranks, +2 Cha, +2 Talented), Knowledge (Current Events) +11 (8 ranks, +3 Int), Knowledge (Popular Culture) +11 (8 ranks, +3 Int), Knowledge (streetwise) +11 (8 ranks, +3 Int), Medicine +10 (8 ranks, +2 Wis), Notice +10 (8 ranks, +2 Wis), Search +11 (8 ranks, +3 Int), Sense Motive +13 (8 ranks, +2 Wis, +3 Skill Focus)

Bonus Feats: Talented (Gather Information and Knowledge – Behavioral Sciences), Well Informed

Favored Feats: Inspire, Well Informed

Feats: Awareness, Excellence (Knowledge – Behavioral Sciences), Firearms Training, Renown, Skill Focus (Sense Motive), Skill Mastery (Gather information, Knowledge – Behavioral Sciences, Notice, and Sense Motive), Skill Training, Talented (Gather Information and Knowledge – Behavioral Sciences), Urban Tracking, Well Informed

Languages: English,

Weapons: none

Armor: none

Possessions: none, Wealth: +12

Distinguishing Features/Mannerisms: The vainest of the clones, Dr. Mike dresses to the nines whenever he can. His hair is often coiffed in a camera-friendly blow-dried style. His fingernails are always clipped and cleaned. He wants his appearance to personify his excellent reputation as a criminal profiler.

Background: A man who is about to hit the big time ... and boy, is he smug about it. As a freelance criminal psychologist for the L.A.P.D., Dr. Mike has been the driving force behind the capture of Los Angeles' most notorious criminals, including the Three Ring Circus killer. Dr. Mike's recently-published book chronicling his exploits--Hunting the Hunters--is about to begin a major media push.

Design Notes:

Built using 8 points for abilities rather than 6. Given the bad mojo the clones are involved in, they have to be a bit tougher.

Name: Father Thomas

Other Names: John Michael Smith, Number Four

Concept (Role): Male Human Priest (Expert 5)

Background: Religious

Abilities: Str +1, Dex +2, Con +1, Int +0, Wis +3, Cha +2, Spd 30 ft.

Core Ability: Expertise

Initiative: +2

Combat: Attack +5 (+3 base, +2 Dex)

Defense: Dodge/Parry +5/+4 (+3 base, +2 Dex/+1 Str)

Saving Throws: Toughness +1 (+1 Con, +0 Tough, +0 armor), Fortitude +2 (+1 base, +1 Con), Reflex +3 (+1 base, +2 Dex), Will +7 (+4 base, +3 Wis)

Conviction: 5; **Virtue:** , **Vice:**

Reputation: +2

Non-Lethal Damage: Bruised (0), Dazed (5+), Staggered (10+), Unconscious (15+)

Lethal Damage: Hurt (0), Wounded (5+), Disabled (10+), Dying (15+), Dead

Fatigue: Winded, Fatigued, Exhausted

Skills: Concentration +11 (8 ranks, +3 Wis), Diplomacy +10 (8 ranks, +2 Cha), Knowledge (Behavioral Sciences) +8, Knowledge (Civics) +8, Knowledge (Theology and Philosophy) +11 (8 ranks, +0 Int, +3 Skill Focus), Notice +9 (6 ranks, +3 Wis), Perform (Oratory – Sermonizing) +10, Search +6 (6 ranks, +0 Int), Sense Motive +11 (8 ranks, +3 Wis), Swim +5 (4 ranks, +1 Str)

Bonus Feats: Dedicated (Catholic Church), Skill Focus - Knowledge (Theology and Philosophy)

Favored Feats: Seize Initiative, Tough

Feats: Dedicated (Catholic Church), Endurance, Firearms Training, Grappling Finesse, Improved Grab, Improved Strike, Improved Throw, Improved Trip, Skill Focus - Knowledge (Theology and Philosophy), Stunning Attack

Languages: American English

Weapons: does not usually wield them, but does know how.

Armor: none

Possessions: Rosary Beads, anything else he requires is provided by Project: 7th Son ; **Wealth:** +4 (donates most of his earnings)

Distinguishing Features/Mannerisms: Although Fr. Thomas is a karate black belt, his physique now reflects a slower-paced, priestly life. He has a slight beer gut and a humble comb over hairstyle. His hairline is beginning to recede

Background: As head priest of St. James Church in Stanton, Oklahoma, Fr. Thomas has spearheaded several outreach programs for his community, including a rehab center for drug addicts. A man who holds his faith in God above all things, Thomas is a devout Catholic priest whose personal views stray very little from his Catechism. He thinks often about the death of his parents, which (he thinks) occurred sixteen years ago.

Design Notes:

- I opted to make Father Thomas an expert rather than an adept, as in the story he displays no supernatural powers
- Built using 8 points for abilities rather than 6. Given the bad mojo the clones are involved in, they have to be a bit tougher.

Name: Jack

Other Names: John Michael Smith, Number Five

Concept (Role): Specialist 5

Background: Academic (Geneticist)

Abilities: Str +0, Dex +0, Con +0, Int +4, Wis +3, Cha +1, Spd 30 ft.

Core Ability: The Knack

Initiative: +0

Combat: Attack +3 (+3 base, +0 Dex)

Defense: Dodge/Parry +3/+3 (+3 base, +0 Dex/+0 Str)

Saving Throws: Toughness +0 (+0 Con, +0 Tough, +0 armor), Fortitude +1 (+1 base, +0 Con), Reflex +2 (+1 base, +0 Dex), Will +7 (+4 base, +3 Wis)

Conviction: 5; **Virtue:** Family Man **Vice:** Skeptical

Reputation: +5

Non-Lethal Damage: Bruised (0), Dazed (5+), Staggered (10+), Unconscious (15+)

Lethal Damage: Hurt (0), Wounded (5+), Disabled (10+), Dying (15+), Dead

Fatigue: Winded, Fatigued, Exhausted

Skills: Concentration +11 (8 ranks, +3 Wis), Diplomacy +9 (8 ranks, +1 Cha), Gather Information +9 (8 ranks, +1Cha), Intimidate (4 ranks, +1 Cha), Knowledge (Business) +12 (8 ranks, +4 Int), Knowledge (Civics) +12 (8 ranks, +4 Int), Knowledge (Current Events) +8 (4 ranks, +4 Int), Knowledge (Life Sciences) +19 (10 ranks, +4 Int, +3 Skill Focus, +2 Talented), Knowledge (Physical Sciences) +17 (8 ranks, +4 Int, +3 Skill Focus, +2 Talented), Medicine +18 (10 ranks, +3 Wis, +3 Skill Focus, +2 Talented), Notice +18 (10 ranks, +3 Wis, +3 Skill Focus, +2 Talented), Search +12 (8 ranks, +4 Int)

Bonus Feats: Skill Focus (Medicine), Talented (Knowledge – Life Sciences and Medicine)

Favored Feats: Master Plan, Skill Mastery

Feats: Gifted Skill (Notice), Master Plan, Reflective, Skill Focus (Knowledge – Life Sciences), Skill Focus (Knowledge – Physical Sciences), Skill Focus (Medicine), Skill Focus (Notice), Skill Mastery (Knowledge – Life Sciences, Knowledge – Physical Sciences, Medicine, Notice), Talented (Knowledge – Life Sciences and Medicine), Talented (Knowledge – Physical Sciences and Notice)

Languages: English, Latin, Spanish,

Weapons: none

Armor: none

Possessions: none, Wealth: +12

Distinguishing Features/Mannerisms: Jack is one of the best-fed of the bunch. He has a sweet tooth ... and a healthy paunch to show for it. Jack has a beard (which he is fond of scratching when he's concentrating), and wears wire-rim glasses.

Background: Married with twin daughters. Lives the contented life in Tucson, where he supervises a genetic research lab at the University of Arizona. Ever the scientist, Jack hails from a world where skepticism is more important than evidence. And the only thing more important than that is Jack's family.

Design Notes:

- Built using 8 points for abilities rather than 6. Given the bad mojo the clones are involved in, they have to be a bit tougher.

Name: Killroy 2.0

Other Names: John Michael Smith, Number Six, Killroy 3.0

Quote “Killroy 2.0 is here. Killroy 2.0 is Everywhere!”

Concept (Role): Specialist 5

Background: Hacker

Abilities: Str +0, Dex +0, Con +0, Int +4, Wis +2, Cha +1, Spd 30 ft.

Core Ability: The Knack

Initiative: +0

Combat: Attack +5 (+3 base, +0 Dex)

Defense: Dodge/Parry +3/+3 (+3 base, +0 Dex/+0 Str)

Saving Throws: Sanity +0 (+4 base, +2 Wis, -1 Delusions/Toughness +0 (+0 Con, +0 Tough, +0 armor), Fortitude + (+1 base, +0 Con), Reflex +1 (+1 base, +0 Dex), Will +6 (+4 base, +2 Wis, -2 to recover from mental disorders)

Conviction: 5; **Virtue:** , **Vice:**

Reputation: +2

Disorders: Delusions and Hallucinations (“The walls talk to me.”), Mania (Cyber Prophet), Paranoia, Weakened Mind x2

Non-Lethal Damage: Bruised (0), Dazed (5+), Staggered (10+), Unconscious (15+)

Lethal Damage: Hurt (0), Wounded (5+), Disabled (10+), Dying (15+), Dead

Fatigue: Winded, Fatigued, Exhausted

Fear: Spooked (0), Frightened (5+), Terrified (10+)

Terror: Confused (0), Unhinged (5+), Psychotic (10+), Insane (15+)

Skills: Bluff +9 (8 ranks, +1 Cha), Computers +17 (10 ranks, +4 Int, +3 Skill Focus), Concentration +10 (8 ranks, +2 Wis), Diplomacy +12 (8 ranks, +1 Cha, +3 Skill Focus), Gather Information +8 (8 ranks, +0 Cha), Knowledge (Civics) +12 (8 ranks, +4 Int), Knowledge (Current Events) +12 (8 ranks, +4 Int), Knowledge (Popular Culture) +12 (8 ranks, +4 Int), Knowledge (Technology) +14 (10 ranks, +4 Int), Notice +9 (8 ranks, +2 Wis, -1 Disorders), Search +11 (8 ranks, +4 Int, -1 Disorders), Sense Motive +8 (8 ranks, +2 Wis, -2 Disorders)

Bonus Feats: Skill Focus (Computers), Tireless

Favored Feats: Improvised Tools, Master Plan

Feats: Challenge – Fast Task (Computers [programming on the fly]), Expedient Relationship, Improvised Tools, Inspire Devotion, Master Plan, Second Chance (Diplomacy), Silver Tongued, Skill Focus (Diplomacy), Skill Focus (Computers), Tireless

Languages: American English

Weapons: none

Armor: none

Possessions: Killroy’s needs are provided for by Project 7th Son.

Distinguishing Features/Mannerisms: Weighing in at 320 pounds, Kilroy2.0 cares little for personal appearance -- after all, who can see him online? He sports a wildman's beard and thick-rimmed glasses, and his hair is often a shaggy, greasy mess. Kilroy2.0's wardrobe is as chaotic as his mind.

Background: The madman among the group, Kilroy2.0 is a Washington, D.C.-based computer hacker who posts governmental conspiracy theories on his websites. An obese trainwreck of a man, Kilroy talks to walls, abhors authority and sees himself as a quasi-religious figure.

Design Notes:

- Built using 8 points for abilities rather than 6. Given the bad mojo the clones are involved in, they have to be a bit tougher. Killroy’s point total is lower due to his mental disorders)

- Unlike the other beta clones, Killroy has a Sanity saving throw. He has already had a psychotic break and spent time in “treatment”.

Name: John

Other Names: John Michael Smith, Number Seven

Concept (Role): Expert 5

Background: Creative (musician)

Abilities: Str +2, Dex +0, Con +1, Int +1, Wis +1, Cha +3, Spd 30 ft.

Core Ability: Expertise

Initiative: +0

Combat: Attack +3 (+3 base, +0 Dex)

Defense: Dodge/Parry +3/+5 (+3 base, +0 Dex/+2 Str)

Saving Throws: Toughness +1 (+1 Con, +0 Tough, +0 armor), Fortitude +5 (+1 base, +1 Con, +3 Lucky), Reflex +4 (+1 base, +0 Dex, +3 Lucky), Will +10 (+4 base, +1 Wis, +2 Iron Will, +3 Lucky)

Conviction: 5; **Virtue:** Free-Spirited, **Vice:** Blunt

Reputation: +2

Non-Lethal Damage: Bruised (0), Dazed (5+), Staggered (10+), Unconscious (15+)

Lethal Damage: Hurt (0), Wounded (5+), Disabled (10+), Dying (15+), Dead

Fatigue: Winded, Fatigued, Exhausted

Skills: Craft (construction) +9 (8 ranks, +1 Int), Craft (writing- music) +12 (8 ranks, +1 Int, +3 Skill Focus), Diplomacy +11 (8 ranks, +3 Cha), Drive +8 (8 ranks, +0 Dex), Gather Information +11 (8 Ranks, +3 Cha), Knowledge (art) +9 (8 ranks, +1 Int), Knowledge (popular culture) +9 (8 ranks, +1 Int), Perform (singing) +16 (8 ranks, +3 Cha, +3 Skill Focus, +2 Talented), Perform (stringed instruments) +16 (8 ranks, +3 Cha, +3 Skill Focus, +2 Talented)

Bonus Feats:

Favored Feats: Jack-of-all-Trades, Skill Mastery

Feats: Affable, Iron Will, Jack-of-all-Trades, Lucky, Skill Focus (Craft [writing]), Skill Focus (Perform [sing]), Skill Focus (Perform [stringed instruments]), Second Chance (Perform [stringed instruments]), Talented (Perform [sing] and Perform [stringed instruments]), Well Informed

Languages: American English

Weapons: None

Armor: None

Possessions: Guitar

Distinguishing Features/Mannerisms: Standing at 5'11", John has a lean, almost lanky physique. His fashion tastes match his no-frills attitude -- he's a jeans and T-shirt man. His shoulder-length hair is almost always pulled back in a ponytail.

Background: A zero-bullshit college dropout who pours shots at a Miami nightclub and works construction to keep food on his table. A gifted musician, John writes rock songs in his downtime and pines for a recording contract to whisk him away from this life of sixty-hour work weeks. He has a girlfriend named Sarah, with whom he enjoys "Saturday sex."

Design Notes:

- Built using 8 points for abilities rather than 6. Given the bad mojo the clones are involved in, they have to be a bit tougher.