



CROSSOVER

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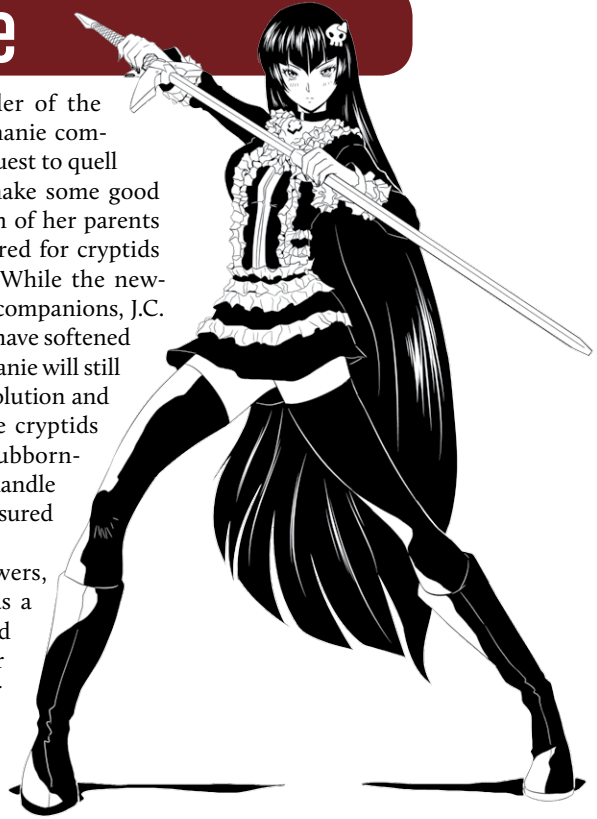
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*The following contains spoilers for Vampire Cheerleaders/
Paranormal Mystery Squad. If you haven't read at least
the first volume, continue at your own risk!*

Stephanie Kane

As the strong-willed, gothy leader of the Paranormal Mystery Squad, Stephanie commands her band of misfits in the quest to quell the cryptid threat...and maybe make some good money while she's at it. The death of her parents fuels her actions with a deep hatred for cryptids that's difficult to keep in check. While the new-found "monstrous" nature of her companions, J.C. Summerfield and her sister, Katie, have softened her somewhat in this regard, Stephanie will still be the first to offer violence as a solution and the last to share sympathy where cryptids are concerned. Her inherent stubbornness and propensity to fly off the handle certainly don't lend to making measured decisions either.

While she has no special powers, Stephanie has honed her skills as a master of the jian, a double-edged Chinese sword. Coupled with her athleticism and capacity to never back down, Stephanie Kane is a force to be reckoned with.



- +1 Agile
- +3 Attack
- +2 Combat Expert
- +1 Intuitive
- +2 Iron-Willed
- +2 Knowledge (Cosplay)
- +3 Knowledge (Cryptids)
- +2 Quick
- +2 Vigorous
- 2 Guardian (Char & Katie)
- 1 Hatred (Cryptids)
- 2 Impulsive
- 1 Infamous (Ruthless Cryptid Killer)
- 1 Rude
- 2 Short-Tempered
- 1 Stubborn

Attacks & Combat Stats (HEROIC)

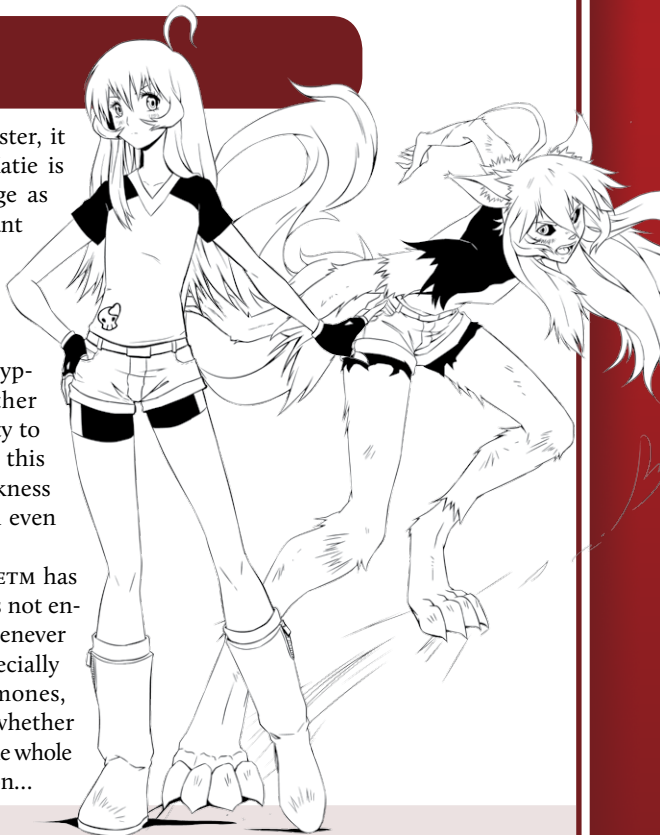
<p>Xianghua ARMOR PIERCING; WEAPON Xianghua, Stephanie's beloved jian, proves an adequate solution to many a problem.</p>	ROLL 4	DX 4	END 0
<p>Off with Its Head ARMOR PIERCING, EFFECTIVE X2; FINISHER, WEAPON When it comes to putting an end to a fight, Stephanie knows how to do it.</p>	ROLL 4	DX 6	END 0
DEFENSE 4	HEALTH 40	ENDURANCE 60	TV 14

Katie Kane

As Stephanie Kane's younger sister, it comes as little surprise that Katie is every bit as difficult to manage as her sibling. Add to that significant helpings of brattiness and teenage angst, and you have a handful no matter how you slice it.

Ever since an unfortunate incident with a lycanthropic cryptid, Katie possesses yet another problematic attribute: the ability to transform into a werewolf! In this form, she possesses great quickness and awing strength but also an even moodier personality!

Although treatment from PETM has helped, Katie's transformation is not entirely reliable or predictable. Whenever she feels intense emotion, especially those related to teenage hormones, she's liable to get her "fur on" whether she wants to or not. Never mind the whole business with phases of the moon...



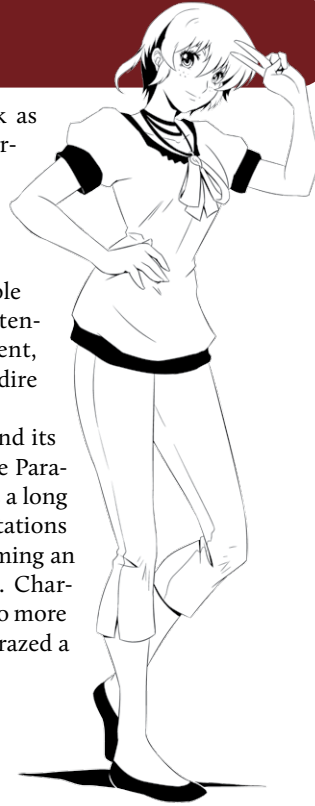
- +1 Evasive
- +2 Knowledge (Teenybopper Stuff)
- +5 Transformation
 - +1 Agile
 - +2 Attack
 - +2 Heightened Sense (Hearing)
 - +2 Heightened Sense (Smell)
 - +2 Quick
 - +2 Strong
 - +1 Tough
 - 2 Bizarre Appearance

- 1 Ageism
- 1 Crybaby
- 1 Easily Distracted
- 1 Short-Tempered
- 1 Unique Weakness (Dog Magnet)
- 1 Unique Weakness (Unreliable Transformation)

Attacks & Combat Stats (HEROIC)

TOOTH & NAIL	ROLL	DX	END
AFFINITY: FURRY While precision isn't Katie's strong suit, she makes up for it with raw power.	3	5	0
SHE'S YIFFIN' MAD!	ROLL	DX	END
EFFECTIVE, STUNNING; BREAK, UNWIELDY You really don't want to make her angry. No, seriously. Just don't.	3	6	0
DEFENSE	HEALTH	ENDURANCE	TV
3/5	40/50	40	14

Charlotte Roth



Charlotte and Stephanie have been thick as thieves since childhood due to their parents dragging them around the world on various cryptid-hunting jaunts. Despite the sheer amount of time she has spent in the presence of her hot-headed friend, Charlotte is a kind soul with a warm, likable presence. Unfortunately, all her good intentions fall apart in the heat of the moment, leaving her flustered or, worse, frozen in dire circumstances.

Still, Charlotte's knowledge of Wicca and its spells have proven an invaluable part of the Paranormal Mystery Squad, but each spell takes a long time to cast and involves elaborate incantations and gestures. This always makes precise timing an issue when it comes to her conjurations. Charlotte's powers also have the inclination to do more than she intends, like that time a fire spell razed a certain hotel to the ground...

Attacks & Combat Stats (HEROIC)

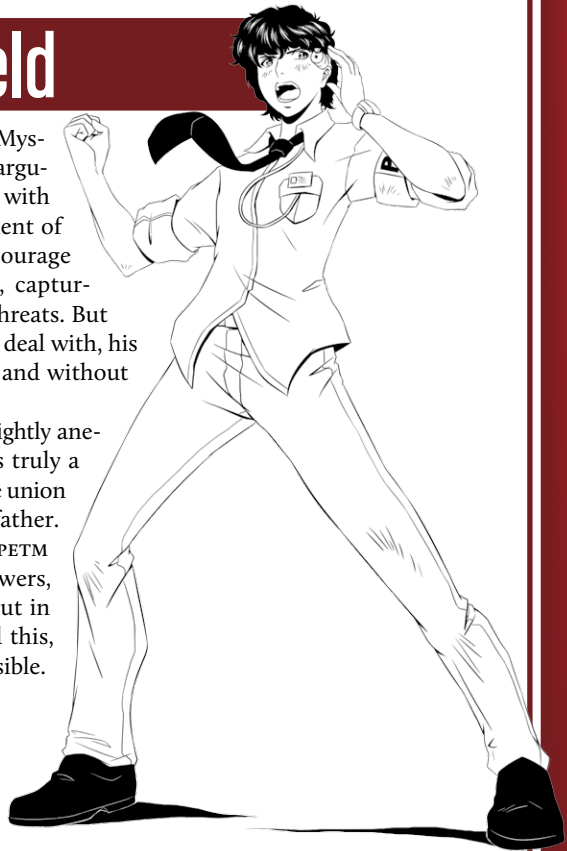
- +2 Attack
- +1 Healer
- +2 Knowledge (Attack Spells)
- +2 Knowledge (Retro TV)
- +2 Knowledge (Wicca)
- +2 Magic, Arcane
- +3 Sixth Sense
- +1 Smart
- +2 Spirit Medium
- 2 Focus (Magic and Attack Require Wand or Staff)
- 1 Kind-Hearted
- 1 Shy
- 1 Unique Weakness (Combat Paralysis)
- 1 Unlucky
- 1 Weak

Goddess of Wind		ROLL	DX	END
RANGED, STUNNING, AFFINITY: WIND; DELAYED, ELABORATE GESTURES		4	3	0
A powerful wind knocks foes down.				
Goddess of Ice		ROLL	DX	END
EFFECTIVE X2, RANGED, AFFINITY: ICE; DELAYED, ELABORATE GESTURES		4	5	0
Char gives an opponent the cold shoulder.				
Goddess of Fire		ROLL	DX	END
AREA EFFECT, EFFECTIVE, RANGED, AFFINITY: FIRE; DELAYED, ELABORATE GESTURES, LOW PENETRATION		4	4	10
She has the power...to light way too many things on fire at one time.				
DEFENSE	HEALTH	ENDURANCE	TV	
2	40	40	9	

J.C. Summerfield

J.C. Summerfield is the Paranormal Mystery Squad's lone male member and, arguably, only voice of reason. As a liaison with PETM (People for the Ethical Treatment of Monsters), J.C. does his best to encourage less drastic measures for handling, capturing, or otherwise subduing cryptid threats. But with three strong-minded women to deal with, his opinion is often overridden quickly and without fanfare.

Even though J.C. appears to be a slightly anemic desk jockey on the surface, he is truly a dhampir, a half-cryptid born from the union of a human mother and a vampire father. While he undergoes treatment from PETM to subdue his symptoms and his powers, the taste of blood will bring them out in full force. J.C. would prefer to avoid this, and outright violence, whenever possible.



- +1 *Agile*
- +1 *Intuitive*
- +3 *Knowledge (Cryptids)*
- +1 *Quick*
- +2 *Smart*
- +3 *Strong*
- 1 *Dependency (PETM Treatments)*
- 1 *Frail*
- 1 *Pacifist*
- 1 *Restricted Freedom (PETM)*
- 3 *Suppressed Power (Strength Requires Dhampir Form)*

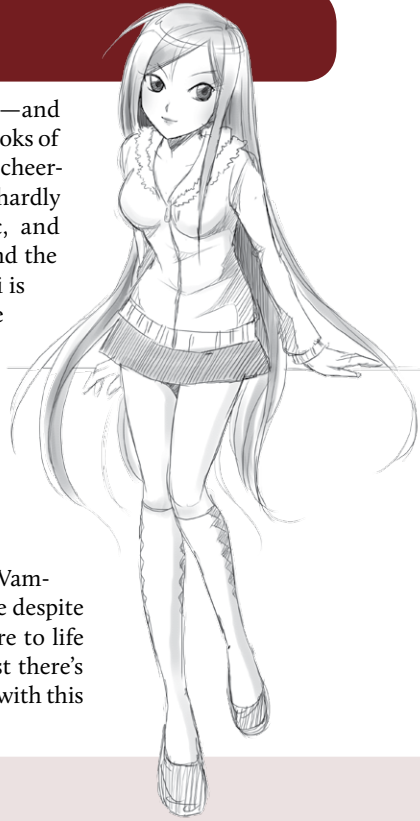
Attacks & Combat Stats (HEROIC)

Dhampir Damage AFFINITY: VAMPIRE While J.C. would rather not make use of force, he's quite capable as a dhampir.	ROLL	DX	END
	3	4	0
Don't Tase Me, Bro PARALYZING X2, RANGED; NO DAMAGE PETM may be naive, but it's not stupid. Tasers are standard issue.	ROLL	DX	END
	3	0	0
DEFENSE	HEALTH	ENDURANCE	TV
3	30	40	9

Lori Thurston

Lori Thurston is a girl of many talents—and many names if you dig through past yearbooks of Bakertown High. Her position as the head cheerleader of the local Bats football team is hardly surprising. She's beautiful, charismatic, and certainly intimidating enough to command the respect of her fellow squadmates. But Lori is more than a cheerleader, she's a Vampire Cheerleader! Throughout the years, she has relived high school countless times by pretending to be her own daughter. It has become Lori's ceaseless goal to make the Bakertown High cheerleading squad the best it can possibly be. And if that involves turning key members into vampires, well, *c'est la vie!*

Currently, she has a devoted clique of Vampire Cheerleaders at her side, loyal and true despite being prone to infighting. But there's more to life than high school, and in Lori's storied past there's bound to be those that have a bone to pick with this short-tempered vamp!



- +3 Agile
- +2 Attack
- +2 Beautiful
- +2 Charismatic
- +4 Cheerleader
- +3 Glamour
- +1 Intuitive
- +1 Iron-Willed
- +3 Quick
- +3 Strong
- +2 Tough
- +2 Vigorous

- 2 Dependency (Blood)
- 2 Guardian (The Squad)
- 1 Obsession (Cheerleading)
- 2 Short-Tempered
- 1 Unique Weakness (Must Be Invited)
- 2 Vulnerability (Back)
- 2 Vulnerability (Garlic)
- 2 Vulnerability (Sun)

Attacks & Combat Stats (HEROIC)

<p>Manicured Maul AFFINITY: VAMPIRE CHEERLEADER Lori has no problem using her devastating strength—even if she might break a nail.</p>	ROLL	DX	END
	5	6	0
<p>More than a Hickey FATIGUING, IMPAIRING, VAMPIRE; INACCURATE, UNWIELDY Like all vampires, Lori is capable of sucking the very life from her foes.</p>	ROLL	DX	END
	4	6	0
DEFENSE	HEALTH	ENDURANCE	TV
5	60	40	18

Vampire Cheerleaders

Much like cheerleading itself, Lori's squadmates have become a vital part of her life. As vampires, they all have the following Weaknesses in addition to their own: *Dependency* -2 (*Blood*), *Unique Weakness* -1 (*Must Be Invited*), *Vulnerability* -2 (*Back*), *Vulnerability* -2 (*Garlic*), and *Vulnerability* -2 (*Sun*). You can read more about these and other vampire facts later on in this guide.

Heather Hartley, despite being the newest member, shows great skill and promise, both as a cheerleader *and* a vampire. However, Heather's previously sheltered life has led her to be drunk with her newfound power. What kindness and propriety she may have once possessed have been shed in favor of being one *seriously* mean girl! The glamour-induced enslavement of her parents is testament to this.

ATTRIBUTES: Agile +2, Attack +1, Cheerleader +3, Cute! +1, Glamour +2, Quick +2, Strong +2, Wealthy +1 (Parent's Bank Account); Impulsive -1, Naive -1

Zoe Weller, co-captain of the Bats and Lori's right-hand vampire, is probably the most level-headed of the bunch. However, her constant rivalry with her fellow co-captain can derail the entire team into a petty fight.

ATTRIBUTES: Agile +1, Attack +1, Beautiful +1, Cheerleader +2, Glamour +2, Intuitive +2, Quick +1, Strong +3; Rival -2 (Suki)



Vampire Cheerleaders

Suki Taft, the other co-captain, is the team's bad seed. Equipped with no filter whatsoever, Suki says what's on her mind regardless of the potential consequences, and she has no qualms about using her feminine wiles to get what she wants.

ATTRIBUTES: Agile +2, Beautiful +1, Charismatic +1, Cheerleader +2, Glamour +2, Quick +2, Strong +3; Compulsion -2 (Speaking Her Mind), Dense -1, Love Magnet -1 (Asian Fever), Rival -2 (Zoe)

Lesley Chandra is by far the smartest of the cheerleaders and puts that aptitude to good use as the team's treasurer. But her academic nature belies a wild side...

ATTRIBUTES: Agile +1, Attack +1, Beautiful +1, Knowledge +3 (Money Matters), Smart +3, Strong +2; Secret -1 (Ms. Kama Sutra)

Leonard Duvall is practically an official squadmate (and even has a few cheerleading moves of his own). However, his fondness for long-time friend Heather and his dateless nerd lifestyle have made Leonard *incredibly* easy to glamour. This resulted in him spending a lot of time as a personal thrall of the Vampire Cheerleaders. But with the glamouring spell now broken, Leonard is exploring what it's like to be his own person (and an amateur adventurer). Even with his newly acquired arsenal of weaponry, Leonard is ultimately just a nice guy.

ATTRIBUTES: Attack +2 (Array of Stakes, Axes, and Other Makeshift Weaponry), Cheerleader +1, Combat Expert +1, Evasive +2, Knowledge +3 (All That is Geek), Knowledge +3 (Drink Mix Master), Smart +2; Kind-Hearted -1, Love Interest -2 (Heather), Vulnerability -2 (Glamouring), Weak -1, Weak-Willed -1



Vampires

Once the stuff of horror films and late-night scary stories, the world has become rife with all matters of *cryptids*. These real-life personifications of spirits, the undead, demons, and the like are prevalent across the globe. Many are peaceful enough, but others are hell-bent on causing mayhem against humankind.

Vampires are just one example of cryptid, but their remarkable charisma and human-like appearance makes it easy for them to integrate into society without notice. (Even as cheerleaders, apparently.) This only makes them all the more dangerous.

Vampire Abilities

Vampires have been feared across the centuries, and for good reason. However, not all of their powers from myth are based in fact. For instance, vampires do *not* turn into bats, mist, or any other dark, floaty things.

Among a vampire's true powers is the ability to **Glamour** others. By gazing into the target's eyes without breaking eye-contact, the vampire may influence his or her actions for the next 24 hours. After that time, or preferably, sometime before that time, the target must be re-glamoured for the vampire to retain control. Those aware of what is going on *can* resist being glamoured and do so against the vampire's *Glamour* dice. Every vampire gains this *Glamour* Ability, though at varying levels.

Vampires also gain **immense strength**, regardless of how weak they may appear. This strength manifests as *Strong* +2 at the very least, though older, more powerful vampires can exhibit Levels of +3, +4, or even +5!

Finally, and least surprisingly, vampires gain a new Attack: **Suck Blood** (FATIGUING, IMPAIRING, VAMPIRE; INACCURATE, UNWIELDY). Outside of combat or

against glamoured extras, one can just assume the target falls unconscious. Upon waking, victims of blood-sucking exhibit feelings of weakness and lightheadedness similar to...well...donating blood. Of course, an especially unscrupulous vampire, or just an especially clueless one, can kill a person by sucking too much blood.

The fangs vampires use for this purpose are retractable, so only the most careless vampires are likely to reveal themselves in this manner.

Vampire Weaknesses

While being able to charm everyone around you—or crush the few who escape your spell—is a very nice capability to have, being a vampire isn't all wine and roses.



Vampires have a **Dependency -2** for blood. If forced to skip a regular “meal,” vampires will receive a -2 to all actions until they are able to bloodfeast again. Given enough time, a vampire that does not drink blood will die.

Vampires have several unusual vulnerabilities. First off, **garlic** is an incredibly toxic substance. If vampires ingest it (or drink the blood of someone who has spiked their bloodstream with massive amounts of it), they will receive DX 2 Damage versus a Defense of zero. Consider this **Vulnerability -2** for all other purposes.

Sunlight, too, can prove a serious hazard to a vampire. However, loads of sunscreen is ample protection from the sun’s rays...at least for a while. But should a vampire have to face daylight without the protection of sunscreen or heavy clothing, they will receive DX 2 Damage versus a Defense of zero. Consider this **Vulnerability -2** for all other purposes.

While the story goes that a stake through the heart is the only sure way to kill a vampire, **their back is also very vulnerable**. Damage dealt to this location is twice as effective (again treated as a **Vulnerability -2**).

Finally, vampires have the **Unique Weakness -1 (Must Be Invited)**. They may not enter the dwelling of another person without the express invitation to do so.

Becoming a Vampire

To become a vampire, one must be initiated by another vampire (or by several, as the case may be). All of a person’s blood is drained from their body and replaced with some of their “maker’s” blood. The would-be vampire does not necessarily need to agree to this process, though glamouring would make such reservations of little consequence. Once someone has become a vampire, there is no turning back.

There is one other way to “become” a vampire. Should the relationship between a human and a vampire produce an offspring, the child is born a half-vampire, or dhampir. Though not as strong as a full-blooded vampire, a dhampir can also control some of a vampire’s less desirable qualities through treatment.

Cheerleading

To a certain breed of vampire, cheerleading is serious business. Abilities like *Agile* and *Performer* are perfect fits for this high school vocation, but *Charismatic*, *Quick*, and *Strong* can also factor into some rolls.

But if you like, you can bring cheerleading even more into focus for your games. Create a new *Cheerleader* Ability, or perhaps split it up into various aptitudes, like *Pep*, *Tumbling*, *Aerials*, and so on. Just don’t forget the words!

Purple & Black! Bats, let’s fly! Press the attack! To Victo-rye! Goooooo, Bats!

