



HOST CHARACTER LIST

EXPANSION PACK #2 CHARACTERS: #21-28 8 optional (4m, 4f).

Boxed Version: These characters are included in Kits C+.

Optional characters may be played in any number/combo with optional players from the main game. However, we do suggest attempting to keep the Factions at relatively equal numbers, if possible.

CHARACTER	BRIEF BIO	SUGGESTED ATTIRE
ALEXANDRE DU COUDRAY Vampire <i>Optional Male</i>	Alex is the ultimate yes-man and wannabe right-hand to Francois Tussand of the Southern Vampires. If Francois says “jump,” Alexandre’s already midair. “Loyal” doesn’t even scratch the surface.	<i>Sleek, loyal Southern Vampire vibes. Fitted black suit, crimson tie. Cape? Maybe. Optional: dark sunglasses.</i>
GWENDOLYN DRABECK Vampire <i>Optional Female</i>	Gwen is a stunning Northern Vampire and rocket scientist from Houston. Former NASA star, she has now pulled out of retirement to help build the two-stage rocket. She’s got brains, beauty, and previously hidden fangs.	<i>Elegant and intellectual. Lab coat over a sharp dress or jumpsuit, dark lipstick, and heels. Optional: NASA patch. Vampire fangs? Subtle but present.</i>
OSRAN BLOODWORTH Sorcerer <i>Optional Male</i>	Osran is the Head Warlock of Order Six, Royal Ravenblood Coven – a narcissist with a finger always ready to point—at someone else. Expect drama. He’ll likely derail the strategy meeting by sheer personality alone.	<i>Over-the-top warlock. Floor-length velvet cloak, ornate rings. Wand as a prop, and a mirror or compact for constant self-checks.</i>
XANTHA DRED Sorcerer <i>Optional Female</i>	Xantha is the high-spirited Head Witch of Order Nine, originally from New Zealand. She lives for adventure—traveling the world, visiting theme parks, and weaving magic along the way. Everywhere she goes, she brings a burst of chaotic good energy.	<i>Colorful, chaotic, and fun. Bright robe/cloak. Sparkly makeup, mismatched jewelry, maybe a souvenir hat from a theme park. Carry a lollipop wand.</i>
CODEE RAEIN Werewolf <i>Optional Female</i>	As the Alpha of the Canadian Werewolf Clan, Codee is proud, fierce, and deeply distrustful of outsiders. Now that Werewolves are no longer a secret, she’s on constant alert—anyone without fur is a potential threat.	<i>Leather jacket or faux fur-lined vest, boots, and natural earth tones. Add subtle werewolf touches—ears on a headband, clawed gloves, or face paint fur streaks.</i>
MADDEN BRAM Werewolf <i>Optional Male</i>	Madden is Scotland’s Werewolf Alpha with rage issues, known for snapping into beast mode <i>outside</i> of full moons. For everyone’s safety, keep him calm and caffeine-free.	<i>Tattered flannel, heavy boots, torn jeans, and lots of faux fur. Optional: a muzzle prop hanging from his belt.</i>
TOBY TALBERT Human <i>Optional Female</i>	Toby is June Grace’s timid and devoted assistant. She’s a nervous errand-runner who trails June’s every step like a loyal terrier, clipboard always in hand.	<i>Steampunk-themed vest, bow tie, clipboard, and nerdy Steampunk-themed glasses. Always clutching papers or whispering updates. Slightly oversized everything.</i>
VICEROY HOOK Human <i>Optional Male</i>	Viceroy is Romania’s top planetary defense scientist—a brilliant mind pushed to the brink. After a year of nonstop calculations and sleepless nights, he’s exhausted, razor-sharp, and barely holding it together.	<i>Lab coat over a wrinkled Steampunk-style shirt and wild hair, with dark circles under the eyes. Optional: scattered papers or blueprints in a satchel, calculator watch.</i>