

A1 *Lara Croft*



Character — Female — Archaeologist — Raider

Intelligence:	95
Agility:	98
Stamina:	87
Special Abilities:	75
Fear Factor:	43

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A2 *Kurtis Trent*



Character — Male — Templar — Demon Hunter

Intelligence:	89
Agility:	62
Stamina:	87
Special Abilities:	98
Fear Factor:	83

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A3 *Werner Von Croy*



Character — Male — Archaeologist

Intelligence:	90
Agility:	24
Stamina:	30
Special Abilities:	32
Fear Factor:	24

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A4 *Margot Carvier*



Character — Female — Archaeologist

Intelligence:	83
Agility:	21
Stamina:	32
Special Abilities:	4
Fear Factor:	34

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B1 *Janice*



Character — Female — Prostitute

Intelligence:	65
Agility:	72
Stamina:	42
Special Abilities:	20
Fear Factor:	24

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B2 *Rennes*



Character — Trader

Intelligence:	71
Agility:	56
Stamina:	24
Special Abilities:	18
Fear Factor:	37

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B3 *Pierre*



Character — Cafe Owner

Intelligence:	52
Agility:	28
Stamina:	40
Special Abilities:	9
Fear Factor:	14

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B4 *Bernard*



Character — Old Man

Intelligence:	62
Agility:	18
Stamina:	30
Special Abilities:	12
Fear Factor:	43

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C1 *Louis Bouchard*



Character — Male — Mafia Boss

Intelligence:	81
Agility:	21
Stamina:	50
Special Abilities:	25
Fear Factor:	54

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C2 *Anton Gris*



Character — Male — Trainer

Intelligence:	42
Agility:	34
Stamina:	67
Special Abilities:	18
Fear Factor:	43

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C3 *Doorman*



Character — Male — Guard

Intelligence:	24
Agility:	30
Stamina:	62
Special Abilities:	22
Fear Factor:	78

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C4 *Doberman*



Creature — Animal

Intelligence:	4
Agility:	2
Stamina:	87
Special Abilities:	4
Fear Factor:	43

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d1 *Brother Obscura*



Creature — Ghost

Intelligence:	69
Agility:	90
Stamina:	93
Special Abilities:	71
Fear Factor:	99

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d2 *Proto Nephilim*



Creature — Prototype - Nephilim

Intelligence:	29
Agility:	94
Stamina:	70
Special Abilities:	46
Fear Factor:	92

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d3 *Undead Knight*



Creature — Skeleton

Intelligence:	6
Agility:	14
Stamina:	76
Special Abilities:	70
Fear Factor:	90

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d4 *Bat*



Creature — Animal

Intelligence:	4
Agility:	74
Stamina:	22
Special Abilities:	9
Fear Factor:	82

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E1 *The Cleaner*



Character — Male — Assassin

Intelligence:	81
Agility:	79
Stamina:	92
Special Abilities:	46
Fear Factor:	78

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E2 *Mercenary*



Character — Male — Mercenary

Intelligence:	33
Agility:	69
Stamina:	92
Special Abilities:	87
Fear Factor:	88

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E3 *Louvre Guard*



Character — Male — Guard

Intelligence:	64
Agility:	60
Stamina:	60
Special Abilities:	22
Fear Factor:	50

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E4 *Club Security*



Character — Male — Guard

Intelligence:	57
Agility:	64
Stamina:	56
Special Abilities:	12
Fear Factor:	68

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f1 *Marten Gunderson*



Character — Male — Mercenary

Intelligence:	82
Agility:	54
Stamina:	98
Special Abilities:	90
Fear Factor:	90

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f2 *Boaz*



Character — Female — Cabal — Doctor

Intelligence:	86
Agility:	34
Stamina:	22
Special Abilities:	12
Fear Factor:	26

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f3 *Muller*



Character — Male — Biologist

Intelligence:	82
Agility:	11
Stamina:	22
Special Abilities:	22
Fear Factor:	21

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f4 *Luther Ronzic*



Character — Male — Librarian

Intelligence:	87
Agility:	32
Stamina:	30
Special Abilities:	36
Fear Factor:	62

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91 Boaz (pod)



Creature — Mutant - Pod

Intelligence:	24
Agility:	43
Stamina:	77
Special Abilities:	70
Fear Factor:	97

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92 Boaz (flying form)



Creature — Mutant - Mosquito

Intelligence:	24
Agility:	95
Stamina:	80
Special Abilities:	70
Fear Factor:	92

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93 Mutant (equipped)



Creature — Mutant

Intelligence:	35
Agility:	78
Stamina:	60
Special Abilities:	32
Fear Factor:	90

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94 Mutant Inmate



Creature — Mutant

Intelligence:	1
Agility:	28
Stamina:	54
Special Abilities:	14
Fear Factor:	76

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h1 Pieter van Eckhardt



Character — Immortal — Black Alchemist

Intelligence:	96
Agility:	87
Stamina:	84
Special Abilities:	98
Fear Factor:	95

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h2 Karel



Character — Cabal — Lawyer

Intelligence:	90
Agility:	80
Stamina:	70
Special Abilities:	90
Fear Factor:	80

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h3 Karel (nephilim)



Character — Nephilim

Intelligence:	96
Agility:	97
Stamina:	86
Special Abilities:	98
Fear Factor:	90

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h4 The Sleeper



Creature — Nephilim

Intelligence:	92
Agility:	11
Stamina:	23
Special Abilities:	96
Fear Factor:	90

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