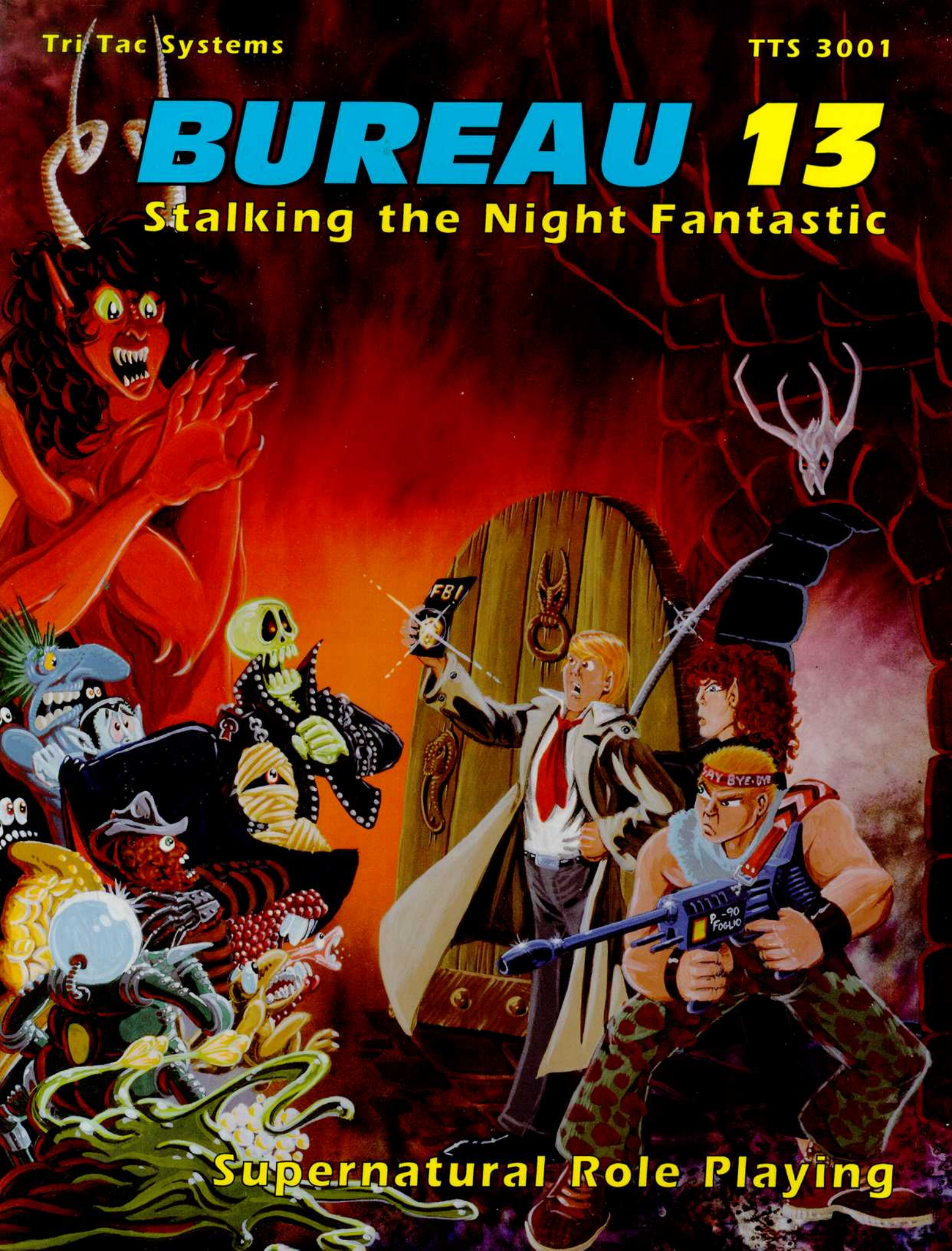


Tri Tac Systems

TTS 3001

BUREAU 13

Stalking the Night Fantastic



Supernatural Role Playing

STALKING

The Night

Fantastic



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STALKING

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and Especially:

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In Memory of:

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Alex Tons
Joseph Tucholka
James Raper
Joshua Gittlin
Ted McAdams

Dedicated to the special people who continue to stalk the nightmares of the night fantastic. Thanks...

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TRI TAC SYSTEMS
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Stalking the Night Fantastic

The history of the human race is filled with evidence of eerie and unexplained happenings. Our myths, legends and fairy tales consistently reaffirm that the supernatural exists.

This knowledge of the "supernatural" has been with mankind since before the dawn of history. Mostly these occurrences were misunderstood and greatly feared by the general populace.

With no organization, it was usually the small mobs of angry peasants that stalked the creatures of the night, and more often than not, exterminated the supernatural, good and evil.

Always, though, there have been a few who were capable of discerning the passing difference between good and evil.

In the early 1860's the government of the United States established a secret supernatural investigative agency under the cover of the Civil War. Only a few top officials knew of its existence and it became known simply as "Bureau 13".

For the next century the few employees of the Bureau went quietly about their "business" of secretly ferreting out and eliminating the destructive aspects of the supernatural.

So successful were their efforts that the memories of the public dimmed and the fear of the unknown was replaced by awe (and suppressed fear) of the new technologies. Foreign branches of the organization were established in Europe, Africa and Asia.

The years have passed and worldwide memories have faded. The public has come to believe that magic and the supernatural are the stuff of childrens' dreams and nightmares. They are wrong.

1992

Bureau 13, now an ultramodern force, more secret than before, fights to stem the growth of ancient magic and the supernatural that threatens the innocent.

Wherever the supernatural waits, good and evil, the agents of Bureau 13 will be there but...

Evil is growing.





STALKING THE NIGHT FANTASTIC

Stalking the Night Fantastic is a role playing game of fantastic encounters with the supernatural in modern times.

You will become a government agent charged with the duty of disposing of the greatest unnatural threats to the people and the economy of the United States and Canada. You will work under the knowledge that you are funded by an agency so secret, even the highest governmental officials do not know of your existence. Welcome to that elite band of people who wander the dark streets of the night, ever searching for the horrors that should not exist in this modern age. You are a special agent, Stalking the Night Fantastic.

STALKING GAME BOOK

Stalking was written to be realistic, concise, and easy to play with the Tri Tac System or your favorite game system. The system was playtested by role-players who understand the problems of running a game with overlong text and complex systems that are a burden for GM and player alike. The book you hold is a compendium of nearly a decade of playtesting across the US, Canada, and England. Stalking the Night Fantastic is a complete rule book.

THIRD EDITION STALKING

The new editions of Tri Tac Games are not much different from the old Tri Tac system you remember, though many changes have been made to make it more playable and less time consuming for the GM. For younger gamers, beginners, and GM's who hate a serious rule system, we've created a lot of easy options for game play.

MATERIALS NEEDED

- 01 One copy of Stalking the Night Fantastic
- 02 Paper, Pencils, Notebooks, Maps, Index Cards
- 03 A good stock of Photocopies of UTILITY SHEETS from the back of this book.
- 04 A set of Common Polyhedral Dice, the more the better. These will include the following:

TYPE	CODE	RANGE
Four Sided	d4	01-04
Six Sided	d6	01-06
Eight Sided	d8	01-08
Ten Sided	d10	01-10
Twenty Sided	d20	01-20
Percentile*	d100	01-00

* (or Gamescience™ Zocchihedron 100 Sided Dice)

- 05 A Tri Tac Systems Shield and Tac Cards are an optional addition for the GM and players.
- 06 A pocket calculator is helpful.
- 07 A GM and 1-20 players.
- 08 A set of 15-25mm miniature figurines and scale buildings are great for placing the setting of your adventure.
- 09 An outstanding imagination or keen interest in the fantastic or paranormal, and a quiet place to play are also a must.
- 10 Don't forget the pop & chips.



PHOTOCOPYING

Photocopying is for personal use only. Any resale of Stalking playing aids is a violation of copyright laws and punishable by legal action. If you are interested in producing or licensing Stalking playing aids, contact Richard Tucholka at Tri Tac Systems at the address listed in the book.

TERMS OF ROLE PLAYING

In Stalking you will learn many new terms or abbreviated words that will help you play the game. Many of these terms will soon become second nature.

ROLE PLAYING

If you have this book you know what role playing is and we need not go into detail to explain something you've seen defined a hundred times before. Remember that role playing is group interaction, cooperation, and fun. Never lose sight of this fact.

GAMESMASTER

The records keeper and designer of the adventure. This is the person who sets the stage of events your player character will experience. The abbreviated term for Gamesmaster is GM.

PLAYER CHARACTER

The individual(s) created by the player for the game. This character is controlled entirely by the player. Player characters may also include animals as long as they are played true to intelligence, personality, and temperament.



NON-PLAYER CHARACTERS (NPC)

These are the characters created by the GM that become the friends and foes in the game. Their personalities and development may range from simple to complex colorful individuals.

Stalking the Night Fantastic

This is the chosen profession of an elite force of government agents who hunt the modern supernatural. This agency is secret and generally unknown to most government officials and the general public. This agency is called Bureau 13 or simply The Bureau. An employee of the Bureau is an Agent.

Tri Tac Systems

4d6

This is the indicator for rolling a random number on any of a series of types of dice. The initial number (4) is always the number of dice to roll, of the type designated by the (d). The example 4d6 has the player or GM rolling four six sided dice and totaling the resulting numbers.

4d6 +2

The +2 modifier is added to the total of the first dice rolling operation. Always follow operations from left to right.

4(d6 +2)

This +2 dice modifier is attached to the individual type of dice being rolled. For each die rolled, 2 is added to the total of the die.

d6 x.50

The x.50 is a modifier for the final total result. Most of the modifiers can be found in the handy NUMBER MULTIPLIER chart in the back of the book. Always round your fractions down. (See Also Pg. 178)

MEASUREMENT

Stalking the Night Fantastic was designed with the English system of measurement. A metric conversion table is included in the appendix. (See Also Pg. 177)

CROSS INDEX

Many sections of Stalking the Night will reference other pages with related information. Look for these sections that end with (See Also Pg. 03)

N/A or —

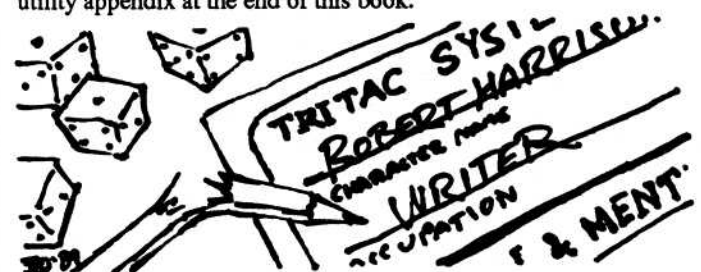
This is a general term used throughout the game that means not applicable or nil. This will often be found in areas where data is not necessary.

TABLES

Most tables and charts are not generally labeled for type of dice to roll. These are most often a d100 or a d10 roll. The range of these tables are always the dice type to throw unless otherwise specified.

UTILITY SHEETS

These are example sheets that can be photocopied for player or GM use. Do not use the original for game play. There is a large utility appendix at the end of this book.



Stalking the Night Fantastic

Page 03

TIME, MOTION & ACTION

Throughout Stalking time will be listed as actions, turns, and real time. Mostly these are abbreviated into the following:

s	=	Seconds
m	=	Minutes
h	=	Hours
d	=	Days
w	=	Weeks
ACTION	=	2 Seconds Real Time
TURN	=	1 Minute or 30 Actions

WHAT CAN I DO DURING AN ACTION?

In any action characters can perform short physical movements such as:

MOVE	THROW AN OBJECT
SAY A FEW WORDS	FIRE A WEAPON
PUSH TWO BUTTONS	DRAW A WEAPON

AGILITY MODIFIERS

A high agility may increase or lower your number of movements per action. (See Agility on Pg. 09 & 21)

MOVEMENT RATES

WALK	=	04 feet per action
DODGE	=	05 feet per action
RUN	=	07 feet per action

RUNNING JUMP	=	01 foot cleared per point of STR
IMPAIRED MOVEMENT	=	Half Movement from pain, stun, wounds, intoxication, etc.

COMBAT

In each combat action a character can do one of the following:

PHYSICAL ATTACK

Attempt to hit any target by rolling a d20 under your character's dexterity. Use optional size and speed modifiers where they can apply. You may also use the optional motion modifiers from the skills section. (See Also Pg. 114 & 117)

MARTIAL ARTS

These varied skills give the character a special range of physical combat skills and combat options.

Always roll under your martial arts percentage on a d100 for successful use. (See Also Pg. 115-116)

WEAPON ATTACK

Attempt to hit a target by rolling a d20 under your character's accuracy. Use size and speed modifiers from the projectile and weapons fire section on Pg. 142-144. You may also use the optional motion modifiers from the skill section. (See Also Pg. 21-22)

In the rear section of Stalking also find an EASY COMBAT GUIDE. (See Also Pg. 117)

DEFEND

To protect from physical attack. Roll a d20 under the character's dodge number for success in dodging an attack. This choice of action does not allow a return attack. High velocity projectiles cannot be dodged.

EXAMPLES

As you progress through the ideas and game concepts of Stalking the Night Fantastic, you will meet and get to know one of the agents who hunt the supernatural. The trials and tribulations of Robert Harrison will guide you through the book as an example of how to use game systems. His story begins here.



HARRISON & FRIENDS

At 38 years of age, Robert Harrison is a well known Science Fiction writer, recognized for his "Pookon of Mars" novels and a gross of short stories.

With just a bachelors degree in English Literature from Brown University in Rhode Island, Harrison is a full time writer who tinkers with old cars, drinks beer, and travels to Science Fiction Conventions for fun, profit, and a free dinner.

His involvement with a Bureau 13 team at the 1983 World Science Fiction Convention in Detroit saved a number of lives as he crushed the head of a werewolf with his silver plated Hugo award for best short story. While the fans thought it was a great costume skit, Harrison knew otherwise and found himself shadowed by a covert organization.

To his amazement, he discovered the supernatural was real and a federal agency called Bureau 13 was out to liquidate its more malignant aspects. For more than a century this secret group had been funded as a necessary arm of the US Justice Department.

Due to a disastrous confrontation a decade earlier, the Agency had lost nearly all of its working agents. Now it was desperate for competent and imaginative personnel who could accept the paranormal and effectively deal with it.

Harrison was given the choice of joining the agency and keeping quiet, or facing the wrath of an IRS audit. Realizing he would never survive the horrors of a tax audit, he joined without a moment's hesitation.

In the months that followed his life was forever changed as he learned more about the organization and the paranormal horrors that quietly hid on the fringes of society.

WHAT IS THE BUREAU?

Bureau 13, sometimes called the Bureau or the Agency, was secretly established to combat the evil or destructive side of the supernatural. Much like a simple detective agency, the usually small teams of Bureau 13 agents travel the country, investigating, watching, and if necessary, disposing of the paranormal. While some aspects of the supernatural are evil, others are not. In many cases the teams must decide if the paranormal has found an ecological balance and is in actuality a benefit.

DISPOSING OF EVIL

The main concern of Stalking teams is the disposal of high level evil and the mandatory secrecy they must maintain to keep the unbelieving public from the edge of insanity.

BUREAU REGULATIONS

Rules for the teams are simple and direct. There are no guidelines for methods of operation or books of procedure. Each Bureau agent knows there are 5 basic rules to be followed at all times.

BUREAU 13 BASICS

- RULE 1 Don't get Caught
- RULE 2 Don't Leave Evidence
- RULE 3 Use Violence Only if Necessary
- RULE 4 Cover Your Tracks
- RULE 5 Make them Believe a Rational Explanation for the Bizarre or Fantastic

IF YOU'RE CAUGHT

The Bureau will not legally aid agents in any direct way that will jeopardize their secrecy or operations. Information is sent to agents on a limited basis. After the Massacre of '77, the offices of Bureau 13 have gone underground with as tight a security as could be imagined. Now hidden somewhere just outside Washington DC, the agency again contacts and sends agents across the Americas to deal with the supernatural.

BUREAU 13's HISTORY

Many events and developments have changed the face of Bureau 13 since its creation in 1862. This is a small time line of the work of the people who stalk the night fantastic.

- 1862 Bureau 13 is created in utmost secrecy by President Lincoln and a very small number of higher officials. This highly secret 13th Bureau of the US Justice Department begins its covert function to track down and destroy supernatural evil.
- 1869 Destruction of the Windwillow Witch House ends four very bloody decades of hell in a small Vermont town.
- 1875 European immigration brings a host of the "wee folk" to New York. Many of the old world's paranormal creatures begin to immigrate to America.
- 1878 The Western States become a hotbed of paranormal activity. Bureau 13 establishes a Western branch in Carson City, Nevada.
- 1884 Nest of Goblins makes a war zone out of a small town in Idaho before its removal.
- 1886 Bureau negotiates treaty with Indian spirits in Michigan.
- 1889 An outlaw named Morrow shot in Kansas. Material found in his hideout begins a technical revolution for the world.
- 1895 Unusual murders in London and New York are investigated by Bureau teams.
- 1910 First 'On the Road' agents begin to travel across the US and Canada.
- 1929 A High Minister of Hell banished from Wall Street with disastrous results.
- 1941 Golem released from a German submarine causes havoc in Norfolk until captured.
- 1942 Japanese water demons (Kappa) attack a merchant ship in San Francisco and the Bureau is there. The fight begins to stop the supernatural sabotage of America's entry into the Second World War.
- 1943 With French help the Bureau destroys the German 'OVER MAN' experiments to create a superior human race.
- 1944 Bureau 13 battles Nazi Germany's last attempts to unleash paranormal horrors in America and England.
- 1948 Elves return to the Appalachian Mountains and raise havoc until the Bureau intervenes.
- 1950 The new followers and spawn of Goshnar are liquidated by Bureau 13.
- 1951 Unicorn captured in Cleveland and shipped to Yellowstone National Park.
- 1954 Nest of giant ants exterminated in New Mexico.
- 1957 Hitler's clone captured in Skokie, Ill.
- 1958 Scientist named Morrow, claiming the world will end in 31 years, escapes Bureau 13 investigation team.
- 1959 Mutant monster from crashed Soviet satellite terrorizes the Louisiana backwoods.
- 1961 A quiet, uneventful year is climaxed by the discovery of flying reindeer.
- 1962 Vampire surrenders in New York City after raiding 5 blood banks. Bureau is faced with new problem of what to do with prisoners.
- 1963 Psionic mind shifter neutralized in Texas.
- 1965 North Vietnam unleashes supernatural horrors in Saigon that find their way to Baltimore, Chicago, and Detroit.
- 1967 Gateway to Hell sealed by Bureau in Alexandria, Indiana.
- 1968 Demon of Hatred banished back to hell.
- 1974 Agents sink the yacht of the religious leader Sun Yen Yen off the coast of Florida.
- 1975 Spawn of Goshnar infest zoo in Iowa. The Bureau, having other problems, disposes of them quickly.
- 1977 All out attack on Bureau 13, by unknown forces, leaves the Washington Office in flames and 61 of the 86 operating agents missing or dead. This dark event became known as the "Massacre of '77".
- 1980 A new and reorganized Bureau 13 is born and begins operations in the US, Canada, and Europe.
- 1994 Now





HOW DO I JOIN THE BUREAU?

You never find the Bureau to join it. The Bureau finds you. This may be because of an encounter with the supernatural, a special talent at which you excel, or you stumbling across them while they work. Bureau 13 is always happy to add a new agent to their small ranks due to the high attrition rate and a lack of people able to cope with the paranormal and creatures associated with the supernatural. After becoming part of the Bureau you are trained in a number of supportive skills.

CHARACTER DESIGN

Character design is easy. First make a photocopy of the Stalking the Night Character Sheet from the back of this book. Use the next section to design your character. Create the basic character you want to play.

FINISHING

So now you have a complete character ready to go. Talk to your GM to find an easy way to integrate your agent into the team and the reasons you joined the Bureau. These reasons can be mundane or spectacular.

WHAT DO I DO AS AN AGENT?

Your primary job is the investigation of the supernatural that threatens civilians. These range from simple observation for future action to wholesale confrontation. As an investigator you have the latest in computers and high tech 'spy' hardware. Your information access ranges from simple research to the use of computerized governmental records and the Library of Congress.

WHAT DO THEY PAY?

Payments to agents are handled by direct deposits to their bank accounts. Each agent has his or her own "Universal" bank or cash card as well as any credit cards they have accumulated or created with the document designer system. As agents travel the country their bank cards are used for (automatic teller) cash withdrawals in 80% of American, 50% Canadian and 10% of Mexico's banks.

WHAT DO I START WITH?

Agents start with d10x 1000 dollars in their bank account. A salary for agents varies from \$1000 to \$2500 dollars per week, depending on length of service and assignment. Agents have a general expense account to purchase supplies, services and needed equipment for immediate or special use. An average agent's expense account may not exceed \$5000.00 per week during a tough investigation. Bureau 13 will often deduct frivolous expenses out of an agent's salary.

INSURANCE

Bureau agents are fully insured with a complete range of benefits that include hospitalization, workman's compensation, and auto insurance. A \$50,000 death benefit is awarded to designated kin or organization on the event of tragedy. Those who are lucky enough to live to 65 can enjoy a fat pension fund mostly untapped since the 1800's.

HOW DO THEY CONTACT YOU?

In most cases it starts with a phone call that means a quick rendezvous. Certain words, codes, phrases and countersigns are mandatory to assemble a team.

HARRISON & FRIENDS

As Robert Harrison turned the lights low and the music from light rock to romantic the telephone buzzed.

"Uh, hello?" said Harrison. He quickly recognized the telltale electronic chirps and clicks of an unscrambled message and the mechanical voice that delivered it. "What Goes Bump in the Night?" said the voice. "Our date is set." replied Harrison as he quickly hung up the phone.

"And our date's off!" said Joanna Barnes as she grabbed her coat and slammed out the door.

Robert Harrison looked wistfully at the door and sighed, knowing his life had larger responsibilities and making a mental note to unplug the phone next time.



5089

ARE THERE DIFFERENT TEAMS?

Teams are generally a well rounded collection of people who have talents that complement each other. On rare occasion a team will specialize in a particular talent.

CLEAN UP TEAM

Assignments from Bureau 13 often call smaller teams to clean up situations or hard evidence of the paranormal. In a few cases these teams have uncovered more problems or have been forced to finish the work another team started.



TEAMS ON CALL

This type of team is assembled quickly from individuals who are on call to help the Bureau. Often a small Extended Team is the nucleus that picks up the rest of the group. Most Agents are on call.

EXTENDED TEAMS

After time and successful service to the Bureau a team will go on extended call. These teams are full time employees who travel the country, usually in an RV, doing routine investigation and waiting for an emergency transmission.

PERSONAL CONTACT

On the rarest occasions a single operative will hand deliver mail and special equipment. Most often he or she will find the team or give them a data cassette.

BUREAU SWAT TEAM

Rarest of Bureau teams are the Special Weapons and Tactics teams that deal harshly with the malignant supernatural or occult groups. In several instances they have had to deal with Bureau personnel and became known as an X team.

WHEN BUREAU TEAMS GO BAD

The most difficult problem facing Bureau 13 Agents and the GM is the question of Good and Evil in society. While your teams may be working for the forces of good, they may actually aid evil if they are not careful in their actions. The indiscriminate slaughter of the supernatural can be far worse than any imagined evil if the supernatural is a beneficial part of a balanced and healthy ecology. While Bureau 13 will reluctantly accept help from darker magicians, it always frowns upon sacrifice and situations that cost innocent lives. When Agents lose sight of the destruction they cause, they receive three warnings. After that they are placed in the X-File or simply retire. Agents who refuse to retire often vanish to a resort in the South Atlantic Ocean. This island community or village is often the home of those who know too much, are too valuable and too dangerous to leave in society. The one exception is JP Withers. (See JP on Pg. 47)

LETS CREATE A CHARACTER

As you begin you will need to photocopy or hand copy a character and equipment sheet for play. Use a pencil, not ink, as you design your player character. Many of your statistics will change and you will want to erase outdated information. You may also wish to make an extra copy for the GM in case you lose your master copy. This copy will often require updating.

REMEMBER

- 01 Follow instructions, rolling only once for each of your player character's statistics.
- 02 There is no best of three rolls or picking the "best" of 6 dice. What you get is your character. That's Role Playing and your job is to make the best of what you are. When you roll a statistic, it is yours permanently or until you develop it by use of skill.
- 03 Think about your character before you develop his talents. With this system you will have the freedom to create a player character whose personality and skills are entirely your choice.
- 04 Let's Do it!



DESIGNING CHARACTERS

There is nothing as important as your character, his personality, and history. All of this you will be free to design to any ends you wish. Create these factors that influence his or her day-to-day life, his reactions under stress, and his general attitudes.

Before you begin character generation and play, think about your character and remember a few basic rules for role playing.

REMEMBER

- 01 When your character is generated you must decide on his or her personal makeup.
- 02 Keep in character, think, will the character's next reactions be logical for this character? Will a devout coward rush into battle or hide behind a computer to save himself?
- 03 Once having established a personality, stick with it. A good way to drive a GM crazy is a player character with a half a dozen personalities. A drunk one week doesn't become a saint the next without a little work or a good reason. When he becomes a lost corporate president the third, there may be a credibility gap.
- 04 Remember you can always roll a new character to replace the old if you become really discouraged with the character's personality. Remember we are role playing. Temporary retirement gives the benefit of having a character for a later date.

HOW DO I BEGIN?

Start with a blank character sheet. An example is in the utility sheet appendix of *Stalking the Night Fantastic*. Also See the Jump Start options Pg. 182-184 for fast character generation.

CHARACTER INFORMATION

Follow the next few pages to generate the statistics for your character. When finished check the military training modifiers.

NAME

The name of the character you design. The name may be simple or colorful. Characters from other countries should be named with reasonably realistic ethnic names.

RACE

The race of the character. This can be any known human ethnic or racial type.

OCCUPATION

The primary skill of the character, what he or she did for a living before joining the Bureau. This may also be a new skill developed after Bureau training.

COUNTRY

This is the character's country of origin. This may also include adopted countries and will not necessarily predetermine race.

COMMAND

This is a character's military rank from current or past Armed Forces service. This may add to skills of survival and military weapons use. (See Also Pg. 24)

AGE

This is the age of the character.

SEX

The character's gender.

LEVEL

The current experience point level of the character.

EXPERIENCE

EXP

The number of experience points the player character has earned during his or her life and adventures. There are two spaces on the character sheet for experience. The first is for your accumulated points, the second the next number you need to cross to gain extra HPT, SKILL POINTS, and WKM / WKP.



STATISTICS or STATS

These are the randomly generated numbers that give your character his strengths and limitations. The character sheet shows the block of inborn statistics you will be generating.

STRENGTH

STR

Strength is the force a character can exert to lift or move objects. Each point of strength allows a character to carry 5 pounds with reasonable comfort.

STRENGTH HAS FIVE USES:

- 01 CARRY
5 pounds per point of STR with reasonable comfort. For every additional 10 pounds carried over a time reduce your character's Agility by 2 points.
- 02 DEAD LIFT
Double STR. Use in a lift situation for d4+2 actions in a 5 minute period.
- 03 DRAG
Four times STR. Use for d4+2 actions in a 5 minute period. Double this in an emergency situation.
- 04 COMBAT
To punch or strike with an object or self. See damage relating to strength. (See Also Pg. 114)
- 05 THROW
The limit of distance an object may be thrown. See damage relating to impact. (See Also Pg. 110)

GENERATE STRENGTH

For your strength roll 4d6 and subtract four from the result.

CONSTITUTION

CON

Constitution is the general health of the character, his or her basic life force. Constitution can be reduced by sickness or critical damage to the character. At -1 CON a character is unconscious. At -3 CON a character suffers death shock and will die unless aided. Remember Constitution is your second set of Hit Points. Constitution regenerates at a rate of 1 point per 5 minutes in a non trauma situation. (See Also HEALING Pg. 27 and DAMAGE Pg. 101.)

GENERATE CONSTITUTION

For a character's constitution roll 4d6 and subtract four from the result.

DEXTERITY

DEX

Dexterity is the character's general measure of hand to eye co-ordination that allows him to do a precision task. This is also the hand to hand combat number that allows physical or hand held weapon attacks. Always roll a d20 under your DEX to strike at a target, but remember to include the modifiers in the combat charts and other "to hit" modifiers due to skill and martial arts training. (See Also Physical Combat Pg. 114-117)

GENERATE DEXTERITY

For dexterity roll 4d6 and subtract four from the result.

AGILITY

AGL

Agility is the speed of action of the character and the co-ordination of his or her movements. Determine your character's movement and action rate from the table below. Index across from your character's agility.

RATING	ACTIONS	MOVEMENT
01-04 Low	x0.50	x0.50
05-16 Average	x1.00	x1.00
17-20 Above Average	x1.50	x1.50
21-25 High	x2.00	x2.00
26-30 Very High	x2.50	x2.50
31-40 Fast	x3.00	x3.00
41+ Very Fast	x3.50	x3.50

PHYSICAL STUNTS

Agility is also used for determining the success or failure of difficult acrobatic stunts, jumping, and the rate of speed of physical combat. See the Difficulty Tables on Pg. 21 and the Combat Section on Pg. 114.

GENERATE AGILITY

For agility roll 4d6 and subtract four from the result.

INTELLIGENCE

INT

Intelligence is the learning ability of the character you design. A lower intelligence may limit the character's initial skill numbers but will in no way make him or her any less of a playable character. (See Also Pg. 13)

GENERATE INTELLIGENCE

For intelligence roll 4d6 and subtract four from the result.

WISDOM

WIS

Wisdom is the character's ability to use sound judgment in an unusual situation or learn the purpose of items of unknown function. Always roll under your wisdom on a d20 for successful use. Also roll under WIS on a d20 to spot the partially hidden.

GENERATE WISDOM

Your wisdom score is found by rolling 4d6 and subtracting four from the result.

LUCK

LCK

Luck helps the player-character in adverse situations, mostly when he needs that extra point on the dice to make a fortune or not fall off a thousand foot cliff. It is used at the discretion of the games master. Luck does not effect situations of combat or equipment failure. Luck can be used for repair percentages.

Luck is always a critical roll. Luck adds one or two points to a percent (%) dice roll. Always roll under your luck for success.

GENERATE LUCK

For luck roll 4d6 and subtract four from the result of the roll.



CHARISMA

CRZ

Charisma is the rating of a character's personality and physical appearance. Charisma is mostly irrelevant when dealing with alien life or the hostile paranormal. (Also See Temperament & Charisma Pg. 165-166)

GENERATE CHARISMA

For charisma roll 4d6 and subtract four from the result.

THROW

THR

Throw is the character's natural ability to physically propel an object toward a still or moving target in the hope of hitting the target. Always roll under your throw on a d20 to hit a target. Your ability to throw is limited by optional modifiers.

- 01 ATTACKER / DEFENDER MOVEMENT
- 02 SIZE / SPEED OF TARGET
- 03 WEIGHT / SIZE OF THE OBJECT THROWN

CALCULATE THROW

For your ability to throw add your ratings of Strength, Accuracy, and Dexterity. Divide the result by three. Round fractions down to the nearest number. (See Also Pg. 142-143)

STRENGTH + ACCURACY + DEXTERITY
DIVIDE BY THREE

ACCURACY

ACC

Accuracy is your base number for any type of projectile weapons combat. Optional combat modifiers are added to this number. Always roll a d20 under your accuracy to hit. (See Also Pg. 140-144)

GENERATE ACCURACY

For accuracy roll 4d6 and subtract four from the result.

DODGE

DOD

Dodge is the ability to avoid a physical strike or move out of the way of a thrown or dropped object, if not surprised. Arrows and high velocity projectiles cannot be dodged. Always roll under your dodge rating on a d20 for success. (See Also Pg. 21)

CALCULATE DODGE

For your ability to dodge add your ratings in Strength and Agility. Divide the result by two, rounding fractions down to the nearest number.

STRENGTH + AGILITY
DIVIDE BY TWO

MAGIC RESISTANCE

MRE

Magic Resistance is the character's ability to dodge or evade a magical attack. This is only effective for non-friendly magic that can damage the character. Once this number is generated it is unchangeable though it may be temporarily modified for special purposes. Always roll under your MRE on a d100 to successfully avoid a magical attack. Roll once per attack.

GENERATE MAGIC RESISTANCE

Roll a single six sided dice (d6) for your MRE score. This is your percentage score on a 1 to 100 scale to side-step any thrown magic. Remember that many supernatural creatures have a higher MRE score.

HIT POINTS

HPT

Hit points are the physical structure of your character. Hit points are the total number of points a character can take in damage before he or she is incapacitated or killed. At -1 hit points a character is unconscious. At -03 hit points a character suffers deathshock. (See Also Medical Pg. 26-27)

CALCULATE HIT POINTS

Hit points are the product of Strength added to double your Constitution rating with the addition of a d10. Your character sheet also has the space for a breakdown of your hit points by percentage to aid with shock, stun and unconsciousness.

STRENGTH + (2x CONSTITUTION) + d10

PSIONICS

PSI

Psionics is the ability to have an extra range of controllable senses. PSI ability can manifest itself in many forms or combinations of forms. Psi is not related to the use of magic.

GENERATE PSIONICS

Go to the PSIONICS section on page 70.

MAGIC

MAG

Magic is the talent to harness power and make changes in the environment. Magical talent is developed over time.

GENERATE MAGICAL TALENT

Go to the MAGIC section on page 79.

SUPERNATURAL SENSITIVITY SNS

Supernatural Sensitivity is the measure of a character's ability to "feel" the presence of the supernatural. This may manifest as a tension in the air, an odd feeling, or an effect on natural areas or animals.

SNS is generally used when a GM requests a roll to spot something unusual.

GENERATE SUPERNATURAL SENSITIVITY

For your player character's Supernatural Sensitivity roll 4 six sided dice (4d6) and subtract 4 from the result.



HARRISON & FRIENDS

While walking the dark streets of Boston, Robert Harrison crosses through a dark alley to a 24-hour convenience store.

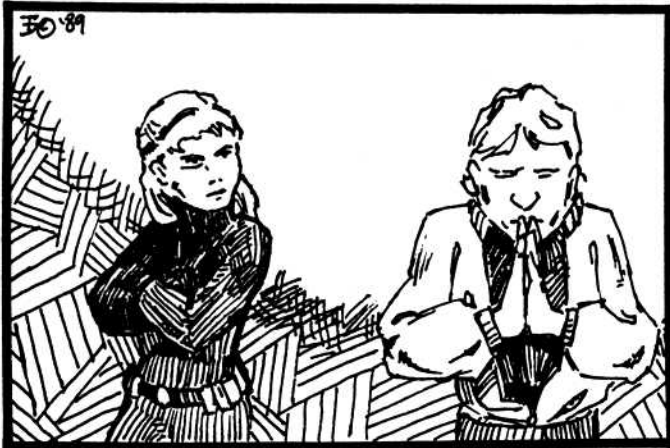
The GM quickly requests the roll of a 20 sided die (d20) under Harrison's 13 SNS score. A 16 is rolled.

A shadowy and rancid heap leaps out of the doorway to bar his way. It gains surprise; the possible 'warning feeling' failed to materialize.

"Got a half a buck for a bottle of wine?" it asks.

Failing a wisdom check, Harrison gives the bum a dollar and says "Change for a dollar?"

Thinking twice, he says "Just keep it." and leaves, failing to notice the feral glint in the old man's eyes.



PIETY

PIE

Piety is the index of a character's relationship with the higher forces he believes in. This belief may give 1 or 2 points to any skill or agility attempt in a 12 hour period. This belief or lack of belief dictates the response to your request for help.

If a character is falling off a cliff and yells "Saints Preserve Me!" he just might get a point to help him catch a branch and prevent that 1000 foot plunge. As a two-edged sword, what you believe can also harm you. Voodoo can kill those who believe. If your belief is shallow, there is less of a chance of help from higher forces and less of a chance they will blast you into component atoms. Always roll under your PIE on a d20 when you need it. If misused it may also work against the character at the GM's option or whim.

SET YOUR OWN PIETY SCORE

Piety is set by the player, level 0 to 20, as the character begins. Piety, at that point on becomes the GM's responsibility to raise and lower as fits the character's actions.

MENTAL STABILITY

STB

STB is the character's score of mental stability under harsh or trying circumstances. Always roll a d100 under your STB score to avoid the loss of a few points. The GM is recommended to use this system sparingly or optionally at best. Points can be deducted for any number of general reasons that include:

OPTIONAL STABILITY REDUCTION

Extreme Stress	-1
Serious Lack of Sleep	-1
Eating Fast Food For a Week	-1
Grueling Physical Hardship	-1
Contact with Disgusting Creatures	-1
Extreme Violence	-1
Contact with Hell's Minions	-2
Blood, Guts and Gore	-2
Contact With Crazies	-1
Seeing Friends Killed	-1
Seeing Friends Killed Horribly	-3
Torture, Mutilation, etc.	-3
Severe Frustration	-1
Severe Physical Trauma	-1
Severe Mental Trauma	-2

EFFECTS OF STABILITY LOSS

The general loss of STB only means the character is startled, nauseated, upset, or shaken for an action or three. While disquieting, these reactions are not harmful.

WHEN A CHARACTER REACHES 0 STB

Enough horror and disgust eventually takes a toll as the agent's STB rapidly falls. When STB reaches 0 roll a d100 on the table below. For each -10 points the character accumulates gains him or her another role on the chart below. Psychological help will also restore d4 points per month at the GM's whim. Roll a d100 for table and a d10 for the problem.

JOB STRESS RELATED PROBLEMS

01-75	MINOR PROBLEM	Table A
76-85	SERIOUS PROBLEM	Table B
86-95	CRITICAL PROBLEM	Table C
96-00	DANGEROUS PROBLEM	Table D

A MINOR	B SERIOUS		
01	Second Thoughts About Job	01	Depression
02	Wants a Vacation	02	Nervous Twitch
03	Sleeplessness	03	Stops Caring
04	General Indigestion	04	Stomach Disorder
05	Gains Weight	05	Begins to Smoke
06	Loses Weight	06	Becomes Overbearing
07	Forgetfulness	07	Begins to Drink
08	Nervous Tension	08	Talks to Self
09	Picks up a Weird Hobby	09	Severe Nightmares
10	Becomes Temperamental	10	Becomes Paranoid

C CRITICAL	D DANGEROUS		
01	Wants to Quit any Association with Bureau	13	Dangerous Recklessness
02	Becomes Compulsive	02	Dangerous Paranoia
03	Severe Depression	03	Become Violent
04	Hysteria Over Little Things	04	Extreme Hyperactivity
05	Stomach Ulcers	05	Dangerous Depression
06	Chain Smoking	06	Cowardice
07	Alcohol Abuse	07	Becomes Irrational
08	Become Threatening	08	Become Trigger Happy
09	Becomes Reclusive	09	Nervous Breakdown
10	Becomes Foolhearty	10	Gains Irrational Phobia

GENERATE MENTAL STABILITY

Find your STB by adding your score of Constitution (CON) and Wisdom (WIS) to 50. This score is regenerated with use of acquired skill points. Trade 1 new skill point for d10+2 STB points before your score hits the bottom.

HARRISON & FRIENDS

Seeing the werewolf victim's remains stuffed into a garbage can, Robert Harrison quickly snaps down the lid and staggers to a doorway in the alley.

With a STB of 66, a d100 is rolled and a 78 results. A point of STB fritters away and Harrison begins to regret the anchovy and Italian sausage Pizza he had for lunch.



STANDING

STN

Standing is the character's general index of personal standing or how others see him or her in their general profession. While this statistic was designed for use with Magic Users, it has other uses optional for normal folks. A Magician with a Standing of 2 is not at all that impressive. With a Standing of 20 the magician is regarded as very well known. With negative standing, a character is still well known, but not for good reasons, Standing ranges from -20 to 20.

THE GM SETS STANDING

Standing is entirely controlled by the GM and is reduced or increased as he or she sees fit.

HARRISON & FRIENDS

At the world Science Fiction Convention Robert Harrison has just won a Hugo for his novel "Pookon and the Pirates of Gamma IV". His standing, which was 15 in the SF writers field, (He isn't a Heinlein or a Watt-Evans yet) has just shot up to 18. Running up the stage to retrieve his prize, he trips and falls flat on his face. As the fans have a good laugh his standing drops to 17.

Little does Harrison know that he is also being stalked by someone in the audience.

At first a dedicated convert to the evil Brotherhood of Darkness Inc., Brother Johnson has fallen from grace by being an abysmal slob and belching at High Black Mass. His modest STN of 12 has been reduced to -5 over a period of time and there is talk of sending him to Vancouver, Canada.

He now hopes to raise his standing by doing something insidious that his dark superiors would be proud of. He decides to eliminate a new Bureau 13 agent the evil Brotherhood knows of. He picks Robert Harrison as his target.



GENERATING SKILLS

Skills are an integral part of the player character. A skill is a specialized area of knowledge and training developed by your character after study and time.

Each point of skill level gives a player a +5% chance to accomplish a task relating to that skill. Levels for skills range from 0 to a normal maximum of 20. As a character gains experience

he can develop existing skills or entirely new skills.

Every character is assumed to have a general range of skills necessary to survive day to day life. This primary education is taken for granted by the GM.

As the character gains advanced education there is a choice of skill and specialization of educational area.

LEARNING SKILLS

Use the table of skill acquisition to pick the type of knowledge you wish your character to have. Concentrate types of skills in a specific area or have several skill areas of general experience.

HOW DO I LEARN ?

Skills have five different letter prefixes that designate your character's past method of learning. These include:

CODE	LEARN BY	TIME
W	WORK EXPERIENCE	10 years
T	TECHNICAL SCHOOL	02 years
M	MILITARY EDUCATION	06 years
H	HIGHER EDUCATION	08 years
S	SELF TAUGHT	05 years

CHOOSE A FIELD OF LEARNING

Choose a type of learning for your character's education, then any skills with the corresponding letter prefix. Any additional Military Training allows the character to use skills with the prefix M.

Self taught skills are the hardest way to acquire skills. These are mostly for the character who wants a special skill not in the realm of his or her education. The initial taking of a Self Taught skill requires that the skill starts at a level of 1. As a character gains skill levels this skill has no penalty for development.

REMEMBER

- 01 Extra-Legal skills are always self taught skills. Many of these skills are beneficial for Bureau 13 agents in many adverse situations. (See Also Pg. 20)
- 02 Medical Skills are acquired by a slightly different process than normal skills. If you decide to become a doctor, go to the medical skills section. (See Also Pg. 25)
- 03 Military training is a short stint in the armed forces. While adding a few years of age, it gives a small number of bonuses. See Military Training (See Also Pg. 24)
- 04 Characters may have a skill or natural talent with a skill level bonus. Any creative talents have a 15% chance of existing in a character.

HOBBY

+1 Skill Level on any 2 hobby type skills.

LONG USED SKILL

+1 Any 1 skill in semi-constant use or occupation.

CREATIVE TALENT

+2 Any Creative Type Skill (This may include art, writing, music etc.)

CHOOSE YOUR PRIMARY SKILL

Choose a primary occupational skill. Your starting level for this skill is d4 +4.

CHOOSE YOUR 2 SECONDARY SKILLS

Choose two skills that relate or help you in this primary skill. Start the level of these skills as d4 +2.

CHOOSE THE REMAINDER OF YOUR SKILLS

Index from the player character's intelligence to find the number of additional types of skills you may choose. Try to relate these skills to your primary skills, but do not forget hobbies or special areas of interest. Start the level of these skills at a d4.

HOW MANY SKILLS DO I START WITH?

The number of starting skills is determined by the character's intelligence.

INTELLIGENCE	SKILLS
01-04 Slow Learner	06
05-09 Average Learner	12
10-16 Excellent Learner	15
17-19 Fantastic Learner	19
20-21 Genius	22
22-24 More Than Human	26

OPTIONAL AGE BONUS

To round a character out due to age and years of experience, Subtract 21 from the character's age. The remaining number will be extra skill points to improve skills or choose new ones, once the character is finished.

$$(AGE) - 21 = SKILL POINT BONUS$$

HARRISON & FRIENDS

Robert's skill of Writing is his primary skill. His two other related skills are Typing and Computer use. He gains a bonus (+1) in his skill of Writing because it is his full time occupation. He also adds a (+1) bonus because he considers it a hobby.

SKILL	LEVEL	% SUCCESS
Writing	09	45%
Typing	04	20%
Computer use	05	25%

Robert's player now chooses 15 additional skills because of his intelligence of 14. For each of these new skills he rolls a d4 to determine their starting level. He adds a (+1) to Auto Repair as a hobby bonus as he likes to work on "kit cars".

WHAT IS A SKILL LEVEL?

Skill levels (0 to 20) are a measure of the character's ability to perform a specific task. Each point of skill level is worth +5% on the attempt to successfully accomplish such a task.

Difficulty ratings are the toughness of a task a player character wishes to accomplish.

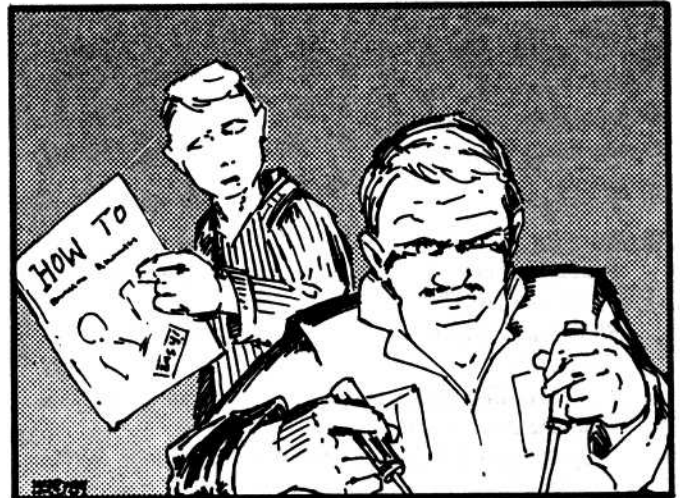
HOW DO I USE SKILLS?

All skill attempts of any importance have GM rated difficulty potential. This is the number a player must roll under on a d100 (Percentage Dice Roll) to accomplish the task successfully.

This number for success is modified by resources available, time, and situation. Remember that all modifiers are optional for the GM's use.

REMEMBER

- 01 Each point of skill your character has is worth +5% toward your needed number.
- 02 Related skills from a single player can be combined for the attempted task under the discretion of the GM.
- 03 Skills cannot be combined with those from other players. The highest skill level that is available is the level used for the task attempt. Each player helping adds +1% to the final totals.
- 04 Only on the GM's decision can the luck roll can used where a percentage roll fails and falls short by one or two points.
- 05 An unmodified roll of a 01 on a d100 is always a success. A roll of 00 is always a crashing failure.



OPTIONAL SKILL EXPERTISE

As you know the general maximum of a skill level is 20 or 100%. Characters who wish to gain even more knowledge in this field can develop the talent beyond 20 with acquired skill points. The cost for each level beyond 20 is 10 skill points. The following titles are the rough divisions of expertise of a skill.

Level

01-05	GENERAL KNOWLEDGE
06-10	GOOD KNOWLEDGE
11-15	EXPERT
16-20	MASTER
21-25	DEVELOPMENT EXPERT
26-30+	THEORETICAL RESEARCHER

RATING DIFFICULTY

The difficulty rating is the measurement of difficulty of an attempted task. It can be used for fabrication, repair, feats of agility and dexterity.

DIFFICULTY RATING	PERCENT CHANCE OF SUCCESS	
01	+95%	+ Skills +/- optional modifiers
02	+80%	+ Skills +/- optional modifiers
03	+65%	+ Skills +/- optional modifiers
04	+35%	+ Skills +/- optional modifiers
05	+20%	+ Skills +/- optional modifiers
06	+05%	+ Skills +/- optional modifiers
07		Skills +/- optional modifiers
08	-05%	+ Skills +/- optional modifiers
09	-20%	+ Skills +/- optional modifiers
10	-35%	+ Skills +/- optional modifiers
<hr/>		
11	-65%	+ Skills +/- optional modifiers
12	-80%	+ Skills +/- optional modifiers
13	-95%	+ Skills +/- optional modifiers

OPTIONAL STATISTICS IMPROVEMENT

Even if your character is a bit under developed or lacking in characteristics you think are important, you have the chance to develop your character as he or she gains experience. First read the experience and skill point system, develop your character's education, then return here.

BODY BUILDING

As a character gains experience and moves to higher plateaus of development, he or she gains skill points to improve education. These gained skill points will also allow a character to develop personal statistics to a higher level.

REMEMBER

- 01 Statistics can only be improved after the character has gained experience and higher levels.
- 02 Skill points gained can be used for improvement with the listed costs.
- 03 There is no trading skill points back or separate accumulation from one level to the next.
- 04 Only statistics of Strength, Dexterity, Constitution, Wisdom and Agility can be developed.
- 05 Throw and Dodge are refigured after statistics are improved.
- 06 Hit points are not refigured.
- 07 Improving Accuracy is a specific skill relating to firearms familiarity. (See Also Pg. 144)
- 08 Statistics cannot be improved over 15.



CHARACTER'S COST

This cost is in earned skill points or points from use of the age bonus. (See Also Pg. 13)

CURRENT STATISTIC	PER POINT OF INCREASE
0 to 05	1 Point
06 to 09	2 Points
10 to 13	4 Points
14 to 15	6 Points

HARRISON & FRIENDS

Brother Johnson, with a strength of 4, begins to develop his few muscles with body building exercises and at the point of changing from second to third level gains 5 skill points for use.

With one point he raises his strength from 4 to 5, with the second he again raises his strength to 6. With two of the remaining points he raises his 6 strength to 7 and devotes his final point to demonic studies.

MARTIAL ARTS BONUS

The taking and developing of martial arts skills can add a +1 on agility "use" per 5 levels of Martial Arts skill levels. (See Martial Arts Pg. 115)

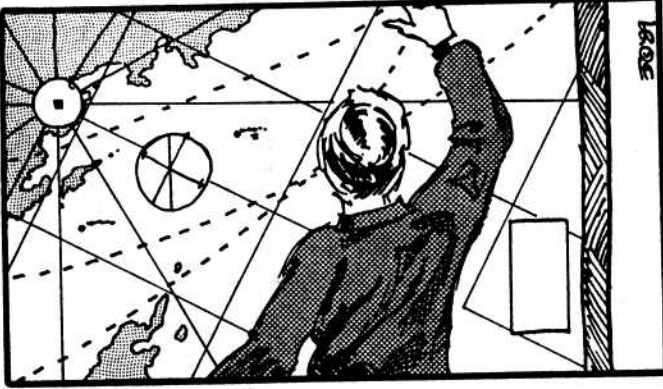


SKILL TYPES

The following are a list of possible skills a character can have. Feel free to add more or alter them to fit what you need to design the character you want. If you can't find the skill you want, simply create the specific skill with the GM's approval.

A

- ABNORMAL PSYCHOLOGY** H M S
The study of deviant social behavior in humans or animals.
Requisite (Psychology)
- ACCOUNTING** W H M S
The ordered process of keeping track of funds earned and spent by a single source or business. CPA at Level (6)
- ADMINISTRATION** W T H M S
The operation of directing a government agency or business.



AIR SEA NAVIGATION	T M S
The ability to direct the course of a boat or aircraft with at least moderate accuracy over distances.	
AERODYNAMICS	T H M S
The study of the forces acting on bodies in air or liquid. Requisite (Aeronautics)	
AERONAUTICS	T H M S
The study of the operation of aircraft, their operation, flight, or manufacture.	
AGRICULTURE	W T H M S
The science and application of farming.	
ARCHAEOLOGY	H S
The study of past life and civilization as revealed by relics left by ancient peoples. Requisite (Anthropology 1)	
ANIMAL HUSBANDRY	W T H M S
The care and use of domestic animals.	
ANIMAL TRAINING	W H M S
The behavioral training of domestic or wild animals for a specific purpose.	
ANTHROPOLOGY	H M S
The science of man, his cultures, origins and development. Requisite (Sociology 1)	
AQUATIC VEHICLES TECHNOLOGY	T M
The care, operation, and repair of aquatic vehicles and equipment. Requisite (Engineering 2 & Aquatics 4)	
AQUATICS (Diving)	M S
The study and use of artificial aids to survive underwater. Requisite (Swimming 3)	
ARCHERY TECHNOLOGY	H M S
The care and use of archery type weapons, including design and construction.	
ARCHERY	H M S
Every 3 levels of archery give accuracy a +1 in the use of bow type weapons only.	
ART, COMMERCIAL	T H M S
Use of art for commercial applications.	
ART, DRAFTING	W T H M S
The specific use of technical drawing for use in industry.	
ART, PAINTING	T H S
Application of pigments to a flat surface to form an idea or concept.	
ART, SCULPTURE	T H S
The creation of three dimensional objects to form an idea or concept.	
ART, HISTORY	H S
The history and styles of art, including painting, sculpture and other aspects.	

ASTRONOMY	T H M S
The study of stars, planets, and phenomena of space. Requisite (Mathematics 3)	
ASTROPHYSICS	H M
The physics of outer space, the operational and theoretical mechanics and chemistry of stars and planets. Requisite (Higher Math 3)	
ATMOSPHERICS (Weather)	T H M S
The science of weather, its structure, effects, cause and often its prediction.	

B

BANKING	W H
The operation of custody, loan or exchange of currency or valuables.	
BALLOON TECHNOLOGY	H M S
The building, maintenance and piloting of lighter than air or hot air balloons.	
BARBERING	W T M S
Cutting hair and hair styling.	
BIOCHEMISTRY	T H M
The basic chemistry of carbon based living things, including analysis and practical use. Requisite (Chemistry 3)	
BIOLOGY, ANIMAL	H S
The study of the general structure and living processes of animals.	
BIOLOGY, HUMAN	H M S
The study of the general structure and living processes of humans.	
BIOLOGY, MARINE	H M S
The study of aquatic life.	
BLADE FIGHTING	M S
Use of this skill in combat gives a +1 to hit per three levels of this skill only when knife fighting.	
BLADE WEAPONS TECHNOLOGY	W H M S
Design and manufacture of blade weapons.	
BOATING, SMALL	W H M S
The operation and use of small boats.	
BOATING, LARGE	W T H M S
Operation and use of larger boats or small commercial boats with under 10 crew.	
BOATING, LARGE COMMERCIAL	W T H M
Operation of large commercial freighters with larger 10+ crews.	
BOATING, SAIL	W T H M S
The operation of sail boats.	
BROKERAGE, COMMERCIAL	W H S
The agenting of merchandise for resale.	
BUSINESS LAW	H M
The complex branch of law that specifically deals in business applications.	

C

CALLIGRAPHY	W T H M S
The art of hand lettering.	
CERAMICS, CLASSICAL	W T H M S
The design and creation of ceramics in the form of tiles, pots, and functional shapes.	

- CERAMICS, INDUSTRIAL** W T H M S
The application of ceramics in industry for special uses.
- CHEMISTRY, GENERAL** W T H M S
The general use of basic chemistry in research or chemical analysis.
- CHEMISTRY, ORGANIC** T H M
The chemistry of organic molecules, their analysis and applications. Requisite (Chemistry 3)
- CHEMISTRY, INORGANIC** T H M
The chemistry of non-carbon compounds. Req. (Chem 3)
- CHILD CARE** W H M S
The care and feeding of children with some emphasis on psychological and social growth.
- CIVIL ENGINEERING** T H M S
Any engineering relating to large public works and complex construction. Requisite (Engineering 3)
- CIVIL LAW** H M S
Law relating to the public or individual.
- COLD SURVIVAL** M S
The ability to survive in dangerously cold areas. Finding food, shelter, and heat source.
- COMMANDO TRAINING** M S
Training to fight and survive in hostile surroundings. Every 5 levels of this skill add a +1 to hit with blade, projectile, and special weapons. This also adds 5% for any use of survival training or combat agility.
- COMMUNICATIONS TECHNOLOGY** W T H M S
The design, repair and use of many types of communications equipment. Requisite (Electronics 3)
- COMPUTER PROGRAMMING** W T H M S
The skill of computer programming in the various computer languages.
- COMPUTER OPERATION** W T H M S
The operational skills of using a computer for work and recreation.
- COMPUTER RESEARCH** W T H M S
The ability to effectively use a computer to locate files and needed data from variable databases. Req. (Comp Oper. 2)
- CORPORATE MANAGEMENT** W H
The ability to manage the operations of large or diversified business interests.
- CORPORATE STRUCTURE** W T H M
The study of corporate management and the structure of large businesses.
- COSMETOLOGY** W T H S
The use of artificial aids to mask, enhance, or change the structure or appearance, often disguise.



- CRIMINAL INVESTIGATION** W H M S
The investigation of any illegal activities, with technical or general techniques.
- CRIMINAL LAW** W H M S
The specific branch of law dealing with criminal defense and prosecution.
- CRIMINAL SCIENCE** W T H M S
The science dealing with criminal activity and techniques of information gathering.
- CRYPTOLOGY** M S
The science of encoding or breaking codes that hide special or valuable information.
- CRUDE WEAPONS** M S
The design and building of crude, natural or very simple weapons for use. These improvised weapons also include traps for animals or man.
- CRYOGENICS** T S
The infant science of the preservation and storage of human and animal life through ultra cold temperatures.
- CUISINE** W T H S
The art and chemistry of the complex alteration of food for consumption. Basic to Advanced Cooking.

D

- DANCING** W H S
The art of movement (usually to music) for entertainment or social function.
- DATA MANIPULATION** W T H M S
The use of information storage and retrieval to find specific needed information. This skill is predominantly for use with computer systems or automated library retrieval systems.
- DATING** W T H S
The art of romance and social interaction. This may be in public or private.

- DEMOLITION** W T M S
Effective use of high explosives to completely demolish or damage structures.
- DESERT SURVIVAL** M S
The ability to survive in hot climates, to find food and shelter in areas of dangerously high temperature.
- DIPLOMACY** H M S
The art of negotiation between warring or disagreeing parties with emphasis on peaceful resolution.
- DOMESTIC TECHNOLOGY** W H S
The management of living areas and conditions in homes or apartments, general living skills.
- DOMESTIC TRADE** W T H S
Retail and trade on the domestic scale; small scale trade.
- DRAMA, THEATER ARTS** W H S
The art of creating the illusion of being someone else for general espionage or entertainment purposes.

E

- ECOLOGY** W H S
The study of nature, the relationships between organisms and their environment.
- EDUCATION** H M
The ability to teach a subject, to make teaching effective.
- ELECTRONIC DIAGNOSIS** W T H M S
The ability to find simple or complex problems and flaws in electronic equipment.
- ELECTRONIC ENGINEERING** W T H M S
The design and repair of large or small electronic equipment.
- ELECTRONICS, MICRO** W T H M S
The function, design, use, cleaning, and repair of electronic sub-miniature components.
- EMERGENCY MEDICAL CARE** W T H M S
The ability to cope with emergency medical problems and trauma ranging from simple cuts to the resuscitation of life.
- ENGINEERING** W T H M S
Varied science of the construction and mechanics of buildings, goods, and machines.
- ENTERTAINER** W H S
The skill to entertain or amuse small or large numbers of people with a talent or developed ability. Characters have a 5% chance of a Special Natural Ability that starts their Entertainment talent area at (4 +d4) in skill level.

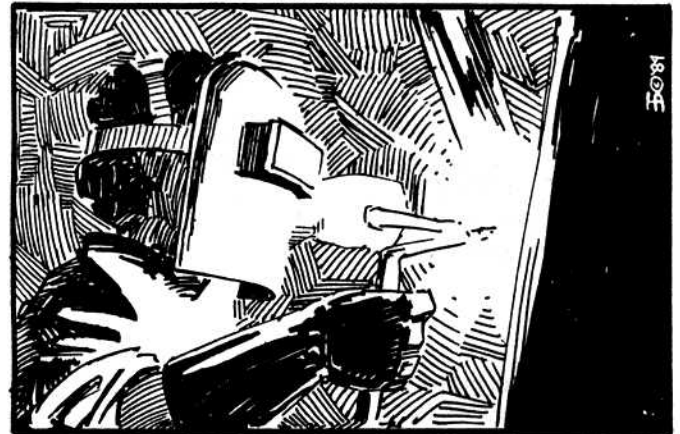
WHAT IS A TALENT?

Talents are natural abilities that enhance specific skills or serve as a special skill. Remember your character has a flat 5% chance of having a random talent. Add a 5% chance if either of the character's parents has a special talent or 10% if both of the parents have special talents. If both parents have the same talent there is a 50% chance the character will also have that talent.

TALENT EXAMPLES

01 Voice	08 Comedy	15 Art
02 Gymnastics	09 Craft	16 Sport
03 Writing	10 Music	17 Memory
04 Getting in Trouble	11 Cooking	18 Balance
05 Out of Trouble	12 Mechanical	19 Logic
06 With Animals	13 With Plants	20 Language
07 Dramatic Reading	14 Psychology	

- ENVIRONMENTAL ENGINEERING** W T H M S
Creation or design of a specific type of environment and its day to day maintenance.



F

- FABRICATION, METAL** W T H M S
The design and creation of metal parts.
- FABRICATION, WOOD** W T H M S
The design and creation of wooden parts.
- FABRICATION, PLASTIC** W T H M S
The design and creation of plastic parts.
- FASHION** W H S
The design and construction of clothing for daily use or the creation of costumes.
- FENCING** H M S
Combat skill with foil or saber that adds a +1 on hit ability per three levels of fencing skill with these specific weapons.
- FIGHTER PILOT** M
The skill to fly and effectively use the weapons of military fighter type aircraft. Requisite (Pilot Fixed Wing 6), (Pilot Jet 6), and (Air Sea Navigation 3)
- FINANCE** W T H M S
The ability to manipulate sums of money for loan or profit.
- FOOD PROCESSING** W T H M S
The mass processing of food material for consumption by large numbers of people.
- FUSION TECHNOLOGY** T H M
The design, operation, and maintenance of fusion power systems. Requisite Skills (Electronics 6, Physics, Laser Technology, Computer)
- FLUID SYSTEMS** W T H M S
The technology and characteristics of the motion of liquids under pressure including plumbing, steam, or coolant. This may include waste disposal.
- FOREST SURVIVAL** H M S
The ability to find food and shelter in forest environments.

G

- GEOGRAPHY** H M S
Science that deals with quantifying natural features, climate, and products of the earth.
- GEOLOGY** T H M S
The science that deals with the history of a world as shown through rock and physical structure.

GRENAD WEAPONS M S
The creation, effective use, and disarmament of most grenade type weapons.

GUERRILLA TACTICS M S
Tactics for any quiet subversion. Usually a small unit that fights intermittently.

GYMNASTICS W H M S
Long physical training and exercise that improves the overall flexibility and movement of the body.

GLIDER TECHNOLOGY H M S
The design and flight characteristics of ultra light aircraft, glider or powered.

H

HEALTH CARE W T H M S
The care of people, the prevention or general treatment of health problems.

HEAVY EQUIPMENT OPERATION W T M S
The ability to operate heavy industrial equipment that may include Cranes, Bull Dozers, Graders, Lifts, etc.

HISTORY H M S
The study of the happenings, causes and effects of past events. Sometimes a specialized area is specified.

HORSEMANSHIP W H M S
The ability to ride a horse with skill as well as care for the horse and tack.

I

INTERIOR DESIGN T H S
The effective design of the interior of structures, arrangement of space and the general appearance.

INTERROGATION M S
The removal of needed information from an individual by force, trickery, or psychology.

J

JOURNALISM W T H M S
Creative writing to convey information through news, story, or audio-visual means.

JUNGLE SURVIVAL M S
The ability to find shelter and food in jungle and rain forest areas.

L

LABOR RELATIONS W H M S
The ability to mediate between workers and management in a business.

LANGUAGE (Additional) W T H M S
An additional language may be added to the player character instead of additional skills. (See Also Pg. 24)

LASER TECHNOLOGY W T H M S
The building, repair, and general use of lasers for many purposes. Requisite (Electronic Engineering 3)

LAW ENFORCEMENT H M
The codes and practical use of the techniques of modern law enforcement. Requisites may include (Criminal Science 4, Criminal Investigation 4, Criminal Law 1 and Martial Arts)

LINGUISTICS H M
The study of language, its structure, use and history. Studies may be specialized to a related family of languages.

LIFESAVING W T H M S
The ability to attempt saving a life in a situation of heart attack, drowning or some form of asphyxiation. Requisites generally are related to the nature of the trauma. See Medical Pg. 25-27

M

MARKETING W T H S
The skill of selling a product, to make it competitive across a wide market.

MARTIAL ARTS H M S
See Martial Arts in the Damage Section. (See Also Pg. 115)

MATHEMATICS T H M S
The ability to use math up to algebra.

MATHEMATICS, HIGHER H M
Higher math that can border on theoretical. Requires Math 5 as a pre requisite.

MECHANICAL DIAGNOSIS W T H M S
The ability to diagnose, locate, and repair most mechanical problems in familiar equipment.

METALLURGY T H M
Knowledge of construction metals, their structure, strengths, and limitations. Requisite (Chemistry 4)

MICROWAVE TECHNOLOGY T H M
The use of microwaves for communications and industrial work. Requisite (Electronic Engineering 3)

MOUNTAIN CLIMBING H M S
The skill of scaling sheer rock faces.

MORTUARY SCIENCE W T H M S
The science of preservation of the dead. Requisite (Human Biology 2, Cosmetology 3)

MUSIC TECHNOLOGY W T H S
The understanding of music, techniques, instrument repair, and mechanics of sound.

MUSIC PERFORMANCE H S
The ability to masterfully play an instrument of a specific type. Requisite (Music Technology 3)

N

NUCLEAR PHYSICS T H M
The science of the atom and its structure. Relating to atomic theory and applications for industrial and the production of Nuclear Weapons. Requisite (Higher Math, 5 Physics 4, Chemistry 4)

NUCLEAR WEAPONS TECHNOLOGY H M
The use and repair of Nuclear Weapons.

NURSING W T H M
This medical assistance skill aids use of medical skills with a +5% per 3 levels. Requisite (Emergency Medical 4, Chemistry 5, Health Care 5 and Biology, Human 4)

O

OCEANOGRAPHY T H M S
The study of the ocean, its environments, life, and structure.

OPTICS T H M S
The physical science that deals with the nature and properties of light.

P

- PHILOSOPHY** H S
A critical study of fundamental beliefs and the grounds for them.
- PHOTOGRAPHY** W T H M S
The use of equipment to capture images on a sensitized surface.
- PHYSICAL SURVEILLANCE** M S
To watch or spy without detection.
- PHYSICS** H M S
The science of the natural laws of matter, light, motion, energy, and sound.
- POLITICAL SCIENCE** H M S
The art or science of influencing, guiding, or taking control of a government.
- PROJECTILE WEAPONS TECHNOLOGY** W T H M S
The ability to repair and maintain a firearm. At PWT 5 the character gains the title of Gunsmith. This does not improve the accuracy of the character.
- PUBLIC SPEAKING** H M S
The science of talking to large numbers of people and holding their interest through use of voice or action.
- PSYCHOLOGY** H M S
The science of understanding the mind and behavior. May also include the study of behavior modification.
- PILOT, MOTOR VEHICLE** W T H M S
The driving of a motor vehicle. At a level of 1 any automatic, any manual, 5 any antique, 7 any high speed racing vehicle.
- PILOT, HEAVY MOTOR VEHICLE** W T M S
The driving of larger motor vehicles that include buses, semis, and large transports.

- PILOT, ULTRA LIGHT AIRCRAFT** H M S
The piloting of ultralight aircraft.
- PILOT, FIXED WING (PROP)** T H M
The flying of any prop driven aircraft with a requirement of 2 skill levels per engine of the aircraft flown.
- PILOT, JET** T H M
The piloting of jet aircraft requires the skills of (Pilot, Fixed Wing 6) as prior training. The user must have two levels of Jet Pilot per engine of aircraft flown.
- PILOT, ROTARY WING** T H M
Piloting of helicopters requires the skill of (Pilot, Fixed Wing 4).



Tri Tac Systems

R

- RELIGION** W H S
Study of man's relation to higher forces.
- RETAIL SCIENCE** W T H M S
The science of selling on the small scale.
- ROBOTICS** T H M S
The science of robot technologies; to design, repair or build.

S

- SANITATION ENGINEERING** W T H M S
The design and maintenance of sanitation systems.
- SECURITY** W T H M S
The protection of man or property.
- SKIING** W T H M S
The ability to ski on snow or water.
- SOCIOLOGY** H M S
The science of understanding societies.
- SOLAR ELECTRIC TECHNOLOGY** W T H M S
The technologies of converting sunlight to electric power and heat.
- SPORT** W H M S
A skill in a single sport such as Baseball, Pool, Tennis, etc.
- SWIMMING** W H M S
The ability to move through water effectively and survive without drowning.
- STRUCTURAL ENGINEERING** T H M
The design and repair of large or small structures, bridges, or buildings.

T

- TAX LAWYER** T H M
Branch of law dealing with taxes.
- TACTICS** M S
The use of tactics gives a +5% per three levels of skill when dealing with large military situations. Use this skill for insight into the enemy and his planning.

U

- UNDERSEA ENGINEERING** T H M
Engineering under water and pressure.
- UNDERSEA SURVIVAL** H M
Skill of surviving undersea mishaps.
- ULTRA LIGHT AIRCRAFT TECHNOLOGY** W T H M S
The design and repair of ultralight craft.

V

- VEHICLE REPAIR, AUTO** W T H M S
Repair of common and uncommon problems of motor vehicles, gas turbine, electric, or diesel.
- VEHICLE REPAIR, AIRCRAFT** W T M
General maintenance of aircraft. Repair ultra lights at a level of (2), fixed wing at a level of (4), jet aircraft at a level of (6), fighters at a level of (8), large commercial airliners at (10).

W

- WEAPONS, MILITARY LIGHT** M S
The effective maintenance and repair of any light military weapons. This includes pistols, rifles, sub-machine guns, and light machine guns.

WEAPONS, MILITARY HEAVY

M

The effective maintenance and repair of complex weapons and Weapons Systems.



EXTRA LEGAL SKILLS

The following is a general list of self or criminally taught skills and knowledge that a character might have or wish to develop for use in espionage. These skills, while not normal skills of the typical character, can be handy in adverse situations.

Extortion	Illegal Gaming	Fraud
Espionage	Assassination	Forgery
Assault	Computer Crime	Smuggling
Pickpocketing	Organized Crime	Terrorism
Tax Evasion	Booking (bets)	Procuring
Safe Cracking	Drug Traffic	Arson
Kidnaping	Counterfeiting	Traps
Petty Theft	Grand Theft	Brawling
Breaking & Entering	Diversion	Demolition
Electronic Countermeasures		Poisons

BUREAU TRAINING FOR NEW AGENTS

As people are indoctrinated into Bureau 13 they receive an added number of skills found by adding 1 to a d4 roll. These skills start at a level of d4.

REMEMBER

- 01 Add 2 + d4 skills from the Special Skills table listed below.
- 02 Start these new skills at a level of d4 as normal skills.
- 03 Develop these skills normally.

BUREAU SKILLS

- 01 **MAGIC, WHITE or GREY**
The study of magic, how it is used, how it can be dangerous or helpful. (This does not give the character the ability to use magic without the talent for magic.)

- 02 **MAGIC, BLACK**

The study of the darker aspects of magic, how it is used, its dangers. (This does not give the character the ability to use magic without the talent for magic.)

- 03 **SUPERNATURAL (SPIRITS & UNDEAD)**

The study of ghosts, undead and related creatures. Gives their known habits, abilities and banes.

- 04 **SUPERNATURAL (NATURAL)**

The study of the unusual creatures that inhabit the world with emphasis on the supernatural of the US, Canada, and Mexico.

- 05 **PARANORMAL PSYCHOLOGY**

The study of the unusual human or animal patterns of thought and action.

- 06 **CRIMINAL PSYCHOLOGY**

Study of deviant human behavior.

- 07 **WIRETAPPING**

The use of modern wiretapping devices, to install, repair or remove them.

- 08 **DOCUMENT FORGERY**

The use of identification designed by the character. This is supplemented by use of the standard Document Designer found on most of the Bureau's heavy vehicles or in supply dumps. (See Also Pg. 31 & 169)

- 09 **PSIONIC STUDY**

Study of the possible powers of the mind and their uses. (This does not give the user PSI talent.)

- 10 **MILITARY WEAPONS**

The use of military weapons and their effectiveness.

- 11 **DEMOLITION**

The effective destruction of inanimate or animate objects with any conventional or military explosives.

- 12 **COMPUTER TAPPING**

Use of Bureau 13's computer systems to tap other computer information systems. This may include government and the high security files that are difficult to tap including Department of Defense systems, the military, CIA, FBI, IRS, and any of a number of Charge Card and Banking networks.

- 13 **EVIDENCE DISPERSAL**

The science of eliminating or concealing raw evidence of the supernatural before the authorities are able to investigate.

- 14 **COMBAT DRIVING**

The added ability to drive under adverse conditions or in combat situations.

NOTES TO PLAYERS

- 01 If you can't find the specialized skill you need, create it with your GM's help.
- 02 Similar or same skills can have different names. Cuisine, Chef, Culinary Expertise, Grill Rat, and Grub Slinging are all the same general skill of Cooking. Don't let the specific terminology scare you as you design skills. Feel free to use your imagination.
- 03 Work with your GM when you design skills to avoid those nasty problems later on.



HARRISON & FRIENDS

Investigating a report of an attack on a rest home, Robert talks to the hospital staff while in the guise of a reporter. With little learned, he returns to his car and tries to start the engine. Five minutes of frustrating work convinces him something is definitely wrong. A repair is necessary. Skills that relate to the project:

	SKILLS
AUTO REPAIR	04 (+20%)
ELECTRONIC REPAIR	01 (+05%)

The GM rates the difficulty of the repair as a 6 or 30% chance of success. Robert's chance to repair the dead vehicle is 5% + his skills + any optional modifiers. He now has a flat 30% chance of success. (Robert's player must now roll under 30 on a d100, (percentage dice) for success.) A 65 is rolled. The engine will not start even after Robert thought he had fixed the problem. Robert now digs in the trunk for his tools and the repair manual. After a quarter hour, he tries again and can add these modifiers to the dice roll.

	MODIFIER
COMPLETE TOOLS AVAILABLE	+05%
COMPLETE INFORMATION AVAILABLE	+10%

Now with a 45% chance of success, Robert tries to find the problem. A 28 is rolled on a d100 and he finds the bomb Brother Johnson has badly wired into the ignition system. Thinking fast, he deposits the small radio control receiver in a roadside garbage can. A block away Brother Johnson is waiting for Robert Harrison's car to pass him. With satanic glee he spots the vehicle.

Holding his breath, he pushes the button and watches a far garbage can detonate and send its lid flying into the sky.

Chalking another \$400 off his expense and assassination account, Brother Johnson makes other plans.

SKILL / DIFFICULTY RANDOMIZATION

This chart allows for the easy randomization of difficulty by generating a level of difficulty from general information.

REPAIR DIFFICULTY	MODIFIER
Simple Repair or Fabrication	d4
Repair or Fabrication	d4 +1
Complex Replacement	d4 +2
Complex Fabrication	d4 +3
Very Complex Replacement	d6 +3
Very Complex Fabrication	d6 +4
Speciality Fabrication or Repair	d6 +6
Unlikely Fabrication or Repair	d6 +7

AGILITY DIFFICULTY	MODIFIER
Easy Acrobatics	d4
Moderate Acrobatics	d4 +1
Difficult Acrobatics	d4 +2
Almost Impossible Acrobatics	d4 +4
Impossible Acrobatics	d6 +4
Unlikely Acrobatics	d6 +5
Ridiculous Stunts	d6 +6
Really Stupid Stunts	d6 +7

REPAIR / FABRICATION	MODIFIER
01 Lack of Tools	-05%
02 Lack of Technology	-10%
03 Lack of Materials	-10%
04 Fabrication Under Stress or Combat	-05%
05 Fabrication in Hostile Environment	-10%
06 Old Parts, Undependable	-10%
07 Lack of Instructions	-10%
08 Complete Tools Available	+10%
09 Complete Information Available	+10%
10 Prepackaged "How-To" Kit	+15%
11 Familiar Design	+15%
12 Semi-Familiar Design	+05%
13 Unfamiliar Design	-05%
14 Something Never Attempted	-10%
15 More Than Three Failures at Attempt	-10%
16 More Than Six Failures at Attempt	-20%
17 Semi-Foreign Design	-10%
18 Foreign Design	-15%
19 Totally Foreign Design	-20%
20 Archaic / Old Design	-05%

AGILITY / DEXTERITY MODIFIERS

A character's agility or dexterity may be used in the same way as a skill level to accomplish a difficult acrobatic or balance saving feat. Each point of a character's agility is worth a +5% in an attempt. An average character with an Agility Score of 10 has a 50% chance, without modifiers, to accomplish an AGL or DEX move. Always roll under this percentage on a d100 for success.

AGILITY / DEXTERITY	MODIFIER
01 SIMPLE	+15%
Attempt at a well known activity while under no stress.	
02 EASY	+05%
Character plans a complex action in a non stress situation.	
03 AVERAGE	+0%
The character plans a complex action in a moderate stress situation.	
04 COMPLEX	-10%
Character plans a complex action in a high stress situation.	
05 HARD	-15%
Action attempted for the first time without practice.	
06 SERIOUS WOUND	-20%
Character has been wounded and has less than half of his or her hit points remaining.	
07 WEIGHT BURDEN	-10%
Character under weight burden.	
07b UNUSUAL GRAVITY	-10%
Includes both heavy or light gravity situations.	
08 UNUSUAL WEATHER	-10%
Character in severe weather, storm, cold, snow etc.	
09 LIMB WOUND	-15%
Character wounded in arm or leg.	
10 SICK	-25%
Less than half constitution is remaining in character.	

REMEMBER

01 These modifiers are options for the GM or player's use at the GM's discretion.

OPTIONAL PERSONAL / STRESS MODIFIERS

These modifiers are optional for personal difficulty. The GM may wish to use them for special situations. They can apply to most repair, fabrication, dexterity, and agility feats.

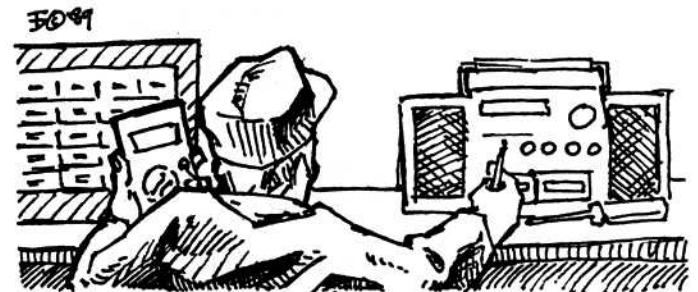
HEALTH	MODIFIER
01 Fresh, Healthy	+05%
02 Very Healthy	+03%
03 Healthy	+01%
04 Sick	-03%
(Character at 75% of Constitution)	-05%
(Character at 50% of Constitution)	-10%
(Character at 25% of Constitution)	-15%
(Character's Been Shot)	-25%
(Character's Been Physically Abused)	-15%
(Character's in Shock)	-30%
05 Tired	-05%
06 Pushed to Limit	-10%
07 Under Effects of Drugs	-10%
08 Topsy (drunk)	-05%
09 Drunk	-20%
10 Roaring Drunk	-40%
PSYCHOLOGICAL	
01 General Annoyance	-02%
02 Continued Annoyance	-05%
03 Rampant Annoyance	-08%
04 Total Annoyance	-10%
05 Pain, Light	-05%
06 Pain, Heavy	-10%
07 Stun, Light	-15%
08 Stun, Heavy	-40%
09 Forced Against Will	-05%
10 Forced at Gunpoint	-10%



EASY SKILL USE

A very simple alternate method of using skills is using a multiplier modifier and generalizing the difficulty the GM wants. Take the characters level of skill, add a few optional modifiers and rate the difficulty. Check the number Multiplier Chart in the back of the book (Pg. 178) for the number to roll under for success.

DIFFICULTY	MULTIPLIER
Real Easy	x 1.25
Easy	x 1.00
Average	x 0.75
Tough	x 0.50
Real Tough	x 0.25
Near Impossible	x 0.12



EXPERIENCE

Experience points are an easy to use system of reward points for positive action in the game. With these points characters reach new plateaus of level where they are able to improve and gain skills. With each additional level chances of survival are improved by an increase in the following areas:

- A HIT POINTS
- B SKILL POINTS
- C MAGIC (WKM) or PSIONIC ENERGY (WKP)
- D STABILITY

WHO GETS EXPERIENCE?

Experience may be awarded for individual or group action. This experience is usually accumulated by the playing group as a whole and divided equally to characters who survive the game. Characters who have performed special deeds or risked their lives for others also should have an experience point bonus as decided by the GM.

REMEMBER

- 01 Experience is the GM's decision.
- 02 Do not give experience for every small action that adds to the general welfare of the party.
- 03 Do not award experience for killing, looting, burning, or unjust mayhem by the players. Players who have their brains in their trigger fingers should be limited by low or no Experience.
- 04 Negative Experience is a system for not allowing a character to progress in level until a GM set amount of New Experience is returned as penalty.
- 05 A character can never lose experience already gained from past games.

- 06 There are no real levels or title of experience in Stalking the Night. Any true team leaders always show themselves with their intelligence and leadership.
- 07 Check your character sheet and keep your Experience Point Accumulation (EXP) up to date. Next to it is the listing of what point boundary you must cross to gain HPT, SKILL, STB, and optional WKM/WKP Power.
- 08 WKP or WKM improves by d10 +2 points per each level of experience.
- 09 STB gets a bonus roll of d4 +1 points per level.

ACCUMULATED EXPERIENCE POINTS

000100 — 001000
 001001 — 002000
 002001 — 004000
 004001 — 008000
 008001 — 016000
 016001 — 032000
 032001 — 064000
 064001 — 100000
 100001 — 140000
 140001 — 180000
 180001 — 220000
 220001 — 260000
 260001 — 300000
 300001 — 340000
 + 40,000 per level

ADDITIONAL HIT POINTS GAINED

d10
 d10
 d10
 d10
 d10
 d10
 d10 +01
 d10 +01
 d10 +02
 d10 +02
 d10 +03
 d10 +03
 d10 +03
 d10 +04
 d10 +04
 d10 +05

ADDITIONAL SKILL PTS. GAINED

d4 +01
 d4 +01
 d4 +02
 d4 +03
 d4 +04
 d4 +05
 d4 +06
 d4 +07
 d4 +08
 d4 +09
 d4 +10
 d4 +10
 d4 +10
 d4 +10
 d4 +10
 d4 +10

HARRISON & FRIENDS

After minor adventures with Bureau 13, Robert has gained a little experience.

He is a little tougher and a little more experienced in his skills use. Now at first level he gains the roll of a d10 to increase his hit points and a d4+2 more skill points to increase his levels in old skills or start new skills. Robert's player rolls a 6 on a d10, bringing his character's hit points to 53. He then rolls a 1 on a d4 for additional skill points. Robert decides to add to an old skill, Anthropology and gives it one point. With his remaining 2 points he improves his Arabic by 1 point and his Auto Repair by 1 point. Robert's skills are now just a bit better.



EXAMPLES OF EXPERIENCE

Reconnaissance	0050 pts.
Outstanding Reconnaissance	0100 pts.
Good Judgment, Sound Reasoning	0200 pts.
Outstanding Reasoning, Insight	0600 pts.
Outstanding Planning	0550 pts.
Infiltration into a Hostile Camp	0500 pts.
Aiding the Needy	1000 pts.
Going Out of Their Way to Aid	1500 pts.
Risking Their Lives to Aid	2000 pts.
Outstanding Aid	3000 pts.
No use of Violence	2000 pts.
Minimal Use of Weapons	0750 pts.
Effective Use of Weapons as Needed	0300 pts.
Avoiding Traps / Setting Traps	0400 pts.
Outsmarting a Superior Force	1000 pts.
Outfighting a Superior Force	0550 pts.
Standing Up to Monstrous Evil	1000 pts.
Outwitting Monstrous Evil	1500 pts.
Outwitting the Government	0250 pts.
Playing in Character	0100 pts.
Good Group Organization	0500 pts.
Good Organization After Leadership Loss	0400 pts.
Dealing Peacefully with Others	0500 pts.
Removal of a Supernatural Threat	1000 pts.
Effective Use of Equipment	0500 pts.
Not Jeopardizing Civilians	1000 pts.
Avoiding Authorities	0400 pts.

GM's NOTES

These are only examples of possible ways to gain experience. Groups who are outside the law may gain experience for the opposite reasons. You may also give your special NPC's experience for dodging your players.

After 60,000 points your character gains experience about every 15 missions he or she survives. The average individual experience the designer feels is fair to the player ranges from 1500 to 2400 points for an outstanding game.

This is entirely the GM's decision.

THE MILITARY OPTION

Player characters have the option to decide on past or current military training. This training allows the player to choose skills listed with the M prefix without a self-learned penalty.

REMEMBER

- 01 Generate the character's military rank or the equivalency by rolling a d100.
- 02 Note the special bonuses for skills. If the character is retired or out of the military for over five years, there are no skill bonuses given.
- 03 Actual titles of the character's rank may vary with the branch of service and country of origin.
- 04 Modify the character's age accordingly and don't forget the skill bonus for age. (See Also Pg. 13)

GENERALIZED RANK

<i>Enlisted</i>	<i>Age</i>	<i>Officer</i>	<i>Age</i>		
01-75	Private	19	01-55	Lieutenant	24
76-85	Corporal	22	56-85	Captain	27
86-90	Sergeant	25	86-90	Major	32
91-95	First Sergeant	28	91-95	Lt. Colonel	38
96-98	Master Sergeant	38	96-98	Colonel	44
99	Sergeant Major	46	99	Major General	50
00	Roll on Officer		00	General	53

SERVICE CATEGORIES

Military service can be divided into two major categories for skill and training. These are: Combatants and Non-Combatants.

COMBATANTS

Combatants gain a +1 on any skill relating to direct combat skills or use of weapons. This does not include any technical skills or accuracy modification.

NON-COMBATANTS

Non-Combatants gain a +1 on any technical skills directly related to training or their specialty. This +1 does not carry on into weapons or direct combat skills.

MILITARY PHYSICAL TRAINING

Military physical training will give the character a +1 on Strength, Constitution, and Accuracy if the character has a rating under 15.

SERGEANTS

Any Drill Sergeants or Naval Chief Petty Officers gain an initial +2 skill points on all military skills taken and a +2 on Strength and Constitution. Add a +1 on Charisma and 15 years to their age.

ROTC OPTION

Any enlisted personnel have a 70% chance of starting on the Officer table if they have pre-military training oriented towards officer training. This may include Military School or ROTC training.

LANGUAGE OPTION

A character is assumed to have learned one language in his or her formative years. This becomes a native language and the character will speak it with a level of 20 or 100%.

BILINGUAL CHARACTERS

Characters raised in a double language or Bilingual environment automatically add the second language as a skill. For this ability both the character's parents must be from a foreign country or have learned and continuously use a language other than the norm.

REMEMBER

- 01 Start your character with his or her native language at 20.
- 02 Additional languages may be added as if they are additional skills. Languages always start at a level of 1.
- 03 Characters from a bilingual environment start their second language at a skill level of 16 +d4.
- 04 A character who constantly studies or lives in a foreign language situation can gain d6 points of level in that language per year of 'Total Immersion'. This is the complete and absolute dedication to learning that language.
- 05 There is only a 5% chance of a player starting as Bilingual.

HOW WELL CAN I SPEAK IT?

The following is a general chart of a character's language level and his ability to be understood.

<i>LEVEL</i>	<i>DESCRIPTION</i>	<i>CHANCE OF COMMUNICATION</i>
01-03	Totally Unintelligible	10%
04-05	Mostly Unintelligible	25%
06-08	Somewhat Understandable	40%
09-11	Almost Understandable	50%
12-14	Understandable	75%
15-16	Fluent	85%
17-18	Fluent Translator	95%
19-20	Talks Like a Native	99%

LANGUAGES

01	Arabic	11	English	21	Russian
02	Chinese	12	Turkish	22	Spanish
03	French	13	Bulgarian	23	Swahili
04	Gaelic	14	Czech	24	Swedish
05	German	15	Norwegian	25	Welsh
06	Greek	16	Japanese	26	Danish
07	Hebrew	17	Korean	27	Bantu
08	Hindi	18	Latin	28	Rumanian
09	Hungarian	19	Polish	29	Albanian
10	Italian	20	Portuguese	30	Icelandic

LANGUAGE BONUS

Languages may have a bonus of a few skill levels to start. Index the information that pertains to your character's language education and add the bonus to your new language level. This bonus is used only once while generating a character.

TAUGHT BY	BONUS
Parent from Foreign Country	
Rarely use 'old language'	+2
Use 'old language' heavily	+4
By Relative of Family	
-Occasionally	+1
-Constantly	+2
School	
Primary School (Basic School K-6)	+4
Secondary School (High School)	+4
College (Average 4 Years)	+6
Location	
In Own Country	+1
In Foreign Country	+4

RELATED LANGUAGE BONUS

Many languages have the same root or common ancestral language. As an example Spanish, Latin and Portuguese are related. If you know one of a number of related languages your study gains a bonus. For every 5 levels of a language you have, related to the language you are studying, you gain a bonus +1 level. As an example; If you have a 20 in Latin your start in Spanish is +4 levels to start.

HARRISON & FRIENDS

As a child Robert Harrison had a neighbor named Faras who used to teach Robert a few words in Arabic. As an adult Robert began to learn Arabic to help him in his Bureau work. His starting level is 1 when he begins the class. Because of his little bit of previous training he gains a +1 bonus. His level is ARABIC 2.

Harrison can now understand a few words. He can understand the words Jihad, and order Kafta Snooter in a Syrian restaurant without making too many of the owners choke with laughter.



MEDICAL SKILLS

Separate from general skills are the special medical skills a character may have when he or she plays a doctor. A character who becomes a doctor uses the same skill generation and experience system.

REMEMBER

- 01 The only real requisite for becoming a doctor is a minimum intelligence of 12.
- 02 Choose a primary medical specialty. Start this skill at a level of d4 +4.
- 03 Choose four other medical skills, start their level at d4 +1.
- 04 Choose 12 skills from the general skill table with the prefix H. Start these skills at a level of d4. A character with military training may also use the M prefix skills.

ANATOMY

The study of the structure of animals and humans.

ANESTHESIOLOGY

The science of administering local and general anesthetics.

AUDIOLOGY

The science of hearing.

AUTOPSY

The science of medical examination after death to ascertain the cause of death.

BACTERIOLOGY

The science and study of bacteria.

BEHAVIOR MODIFICATION

The study of the total response of a living organism to internal and external happenings. The alteration of behavior.

BIONICS / REPLACEMENT SURGERY

The science of replacing limbs and organs with fabricated parts that serve the same or improved function.

BIOCHEMISTRY

Study of the chemistry of living tissues.

BIO-PLASTIC SURGERY

The alteration of living tissue to change its shape and its general appearance.

BOTANY

The study of plants and their medical use.

BURN TECHNOLOGY

The use of high technology to treat and repair burn damage.

CHEMISTRY

A working knowledge of general and specialized chemistry in the lab or field.

COMMUNITY MEDICINE

The knowledge of the medical needs of a general or a specific community often specialized by race or location.

DENTISTRY

The science of the prevention, diagnosis, and treatment of diseases of the mouth & teeth.

DERMATOLOGY

Science of the structure, function, and diseases of the skin.

DRUG THERAPY

The use of drugs to treat diseases and disorders over a period of time.

EPIDEMIOLOGY

The study of disease transmission and spread. Often uses historical records and computerized models.

FREEZING / CRYOSLEEP TECHNOLOGY

The science and use of cold hibernation to preserve life over an extended period of time.

GENETICS / GENETIC ENGINEERING

The science of heredity and variation, the engineering of traits in living things.

IMMUNOLOGY

The science of dealing with the reactions of living tissues to a foreign biological material.

INTERNAL MEDICINE

Medicine that deals with the diagnosis and medical therapy of diseases of internal organs by non-surgical methods.

MICROSURGERY

Surgical methods for correcting problems at the microscopic level that most often requires special equipment.

MEDICAL TECHNOLOGY USE

The knowledge and the use of the latest in available medical technology and hardware.

NEUROLOGY / NEUROSURGERY

The study of the anatomy, physiology, and pathology of the human nervous system. This also includes general repair and restructuring.

OBSTETRICS

The study and care of prenatal life, including birth and infant care.

ONCOLOGY

The study and care of neoplastic growths, the formation of new tissues commonly called cancers and tumors.

ORTHOPEDICS

The specialized branch of surgery mostly concerned with the correction of deformities and diseases of the muscle and skeletal system.

OPHTHALMOLOGY

Science of the anatomy, physiology, and diseases of the eye.

PATHOLOGY

The science of disease and its treatment.

PARASITOLOGY

The study of parasitic organisms.

PHARMACOLOGY

The science of the nature and properties of drugs, particularly in their actions on living things.

PSYCHOLOGY

The science that studies the function of the mind.

PSYCHIATRY

The medical science that deals with the origins, diagnosis, and treatment of mental and emotional disorders.

RADIOLOGY

The branch of medicine that deals with the use of radioactive substances in the diagnosis and treatment of disease.

SCAN TECHNOLOGY

The branch of medicine that deals with the diagnosis of injury and disease by use of special systems including Ultrasound, NMR, X Ray, and CT Scan.

SPACE MEDICINE

The study and treatment of disease and disorders common to people working and living in space.

SURGERY

The branch of medicine dealing with internal trauma and diseases requiring any operative restructuring procedures.

TOXICOLOGY

The science of the nature and physiological effect of poisons, their detection, and treatment of their effects.

VIROLOGY

The study of viruses and virus-caused diseases.

RESUSCITATION

For every level of experience a doctor possesses he or she has a bonus 5% cumulative chance to save a victim from death shock. This resuscitation is the attempt to restart and stabilize he trauma victim's life functions after they have stopped.

COUNTERING DEATHSHOCK

Each attempt takes d4 minutes. During the attempt the victim's constitution remains stable until the attempt succeeds or fails. Roll a d100, scoring under the Doctor's "ability to resuscitate" level percentage, for success.

RESUSCITATION AS A SKILL

Resuscitation may also be taken as a separate skill. This procedure to immediately 'jump start' a character can be continued d6 +4 attempts before it is no longer effective.

LIMITED TIME

A second type of failure to resuscitate is where the attempts go over a maximum time. At this time the character becomes hopelessly brain damaged and useless. Remember that each resuscitation and stabilization attempt takes d4 minutes.

CONSTITUTION

01 - 02

03 - 08

09 - 14

15 - 18

19 - 22

23 - 26

27 - 30

31 - 40

41+

TIME TO BRAIN DEATH

03 minutes

04 minutes

05 minutes

06 minutes

07 minutes

08 minutes

09 minutes

10 minutes

12 minutes

TRAUMA CARE

Emergency healing has a base of 5% for every level of Trauma Care the doctor possesses. This ability allows the doctor to repair physical damage on a special basis, and save a character damaged to the point of death or nearly beyond.





REMEMBER

- 01 This ability is limited to one use per day, for a patient.
- 02 The attempt takes d100 +30 minutes of the doctors time.
- 03 This form of treatment restores a limited number of hit points to the character or NPC character.

EMERGENCY HEALING

Index the conditions modifier on the situation. Apply that to the doctor's chance to accomplish emergency healing. If he or she succeeds, index the amount of Hit Points or CON restored.

Conditions

Hospital Trauma Center
Well Equipped Hospital
Poorly Equipped Hospital
Field Hospital
Battlefield Treatment
Lack of Medical Supplies
Adverse Conditions
Worst Possible Conditions

MODIFIER	HPT	CON
+30	d10 +4	d6 +3
+25	d10 +1	d6 +2
+15	d6 +2	d6 +1
+10	d6 +1	d4 +1
+05	d6	d4
-10	n/a	n/a
-10	n/a	n/a
-25	n/a	n/a

HEAL WHAT?

All physical damage done to a character reduces his or her HPT or Hit Points. This is a generalized combination of toughness and structure. All damage that effects hit points is called WBD or Whole Body Damage. The terms for HPT and WBD refer to the same block of points.

REMEMBER

- 01 You will be dealing with two distinct types of damage and body points as you play the game and are traumatized by your GM.
- 02 One set of points is your CON or Constitution.
- 03 The second set is your Body Structure or Hit Points.
- 04 If either set of points reaches -1 the character is unconscious.
- 05 If either set of points reaches -3 the character suffers Death shock and dies unless resuscitated.

- 06 If a player character suffers a deathshock for any reason and is unattended for 2 minutes, his or her CON score begins to drop d4 points per game minute until the character is irrevocably dead when CON reaches (-3) or below.

NATURAL AND MODIFIED HEALING

PER 48 HOURS

Natural Healing
Well Equipped Hospital,
Poorly Equipped Hospital
Field Hospital
Adverse Conditions
Lack of Food / Rest
Worst Possible Conditions

WBD RECOVERY

d4 +1
d10 +1
d6
d6 +1
d6
d4
d4 x.50

HEALING MODIFIERS

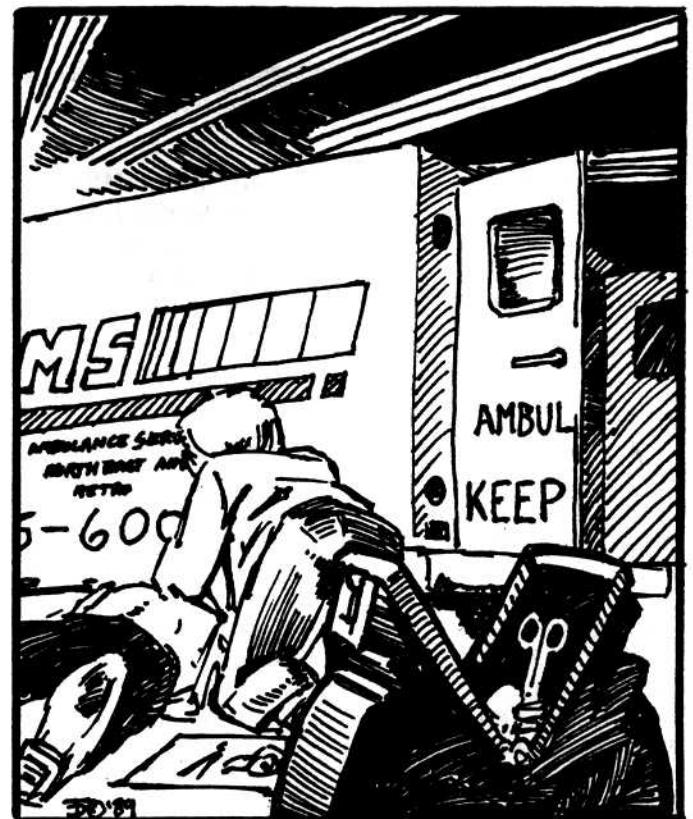
Modifiers on situation may come from the difficulty tables in the previous section. Doctors are an important rarity where office calls are measured in tens of miles or where people cannot afford the services of a full-time resident doctor.

GM's NOTES

Doctors gain a +1 on their charisma score when dealing with most individuals or groups.

DOCTOR'S EQUIPMENT

The equipment the doctor carries is the decision of the player. A small number of instruments, drugs, and small necessities is recommended. These may include anything from bandages to clamps and a small suture kit. Don't forget a stethoscope, pressure bandages, and antiseptic. Gloves, mask, and specimen bottles are handy too. (See Also Pg. 35 for Medical Equipment)





EQUIPMENT & WEAPONS

In *Stalking the Night Fantastic* you will be able to arm your character with your choice of firearms. With these statistics, the player and GM should be able to choose or create a specific weapon not listed. Many weapons "experts" argue the exact simulated characteristics or inherent qualities of a specific weapon.

For this reason players are encouraged to research their weapons, and with the GM's supervision, may upgrade listed types of weapons to what he thinks the "actual" statistics may be for a specific type of weapon. (See Also Pg. 149-162)

BASIC LOADS

The basic equipment load for agents is the agent's choice. Listed here are examples of general use for most situations.

CITY PACKAGE

Semi-auto Pistol	<i>PISTOL AMMO</i>
Knife, Swiss Army	30 Rounds Total
Identification	20 Standard
Gun Permit	05 Tracer
Radio, Clip-on	02 Silver
Cigarette Pack*	03 Exploding
Butane Lighter*	

RURAL PACKAGE

Semi-auto Pistol	<i>PISTOL AMMO</i>
Hunting Rifle	20 Rounds Total
Hunting Knife	15 Standard
Swiss Army Knife	02 Tracer
Identification	02 Silver
Pistol Permit	01 Exploding
Radio, Belt	<i>RIFLE AMMO</i>
C-4 Packet*(2)	30 Rounds Total
Lock Pick Set	20 Standard
Cigarette Pack* (2)	05 Tracer
Butane Lighter*	03 Silver
Tool Kit	02 Exploding

* Special Bureau 13 Items

DESIGNING EQUIPMENT

The standard Bureau equipment carried by the Agents who *Stalk the Night Fantastic* can be simple or sophisticated. Many Agents take the initiative to design their own special equipment.

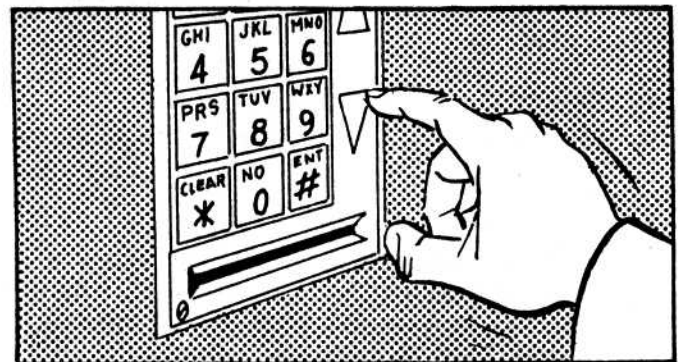
ORDERING EQUIPMENT

Agents of the Bureau can order equipment for emergencies or special reason. Their response to the order is generally silence if they can't get it or a coded data dump of location and time where it will be delivered. Hard data is often directly transmitted into the vehicle's computer for the agents to hard copy.

GENERAL ORDER TYPE

Easy to get Item	d10 +1 Hours
Hard to get Item	2d10 +2 Hours
Special Electronic Package	3d10 +3 Hours
Special Mechanical Package	2d10 +3 Hours
Special Vehicle	4d10 +4 Hours
Special Bio-Chemical or Bane	2d10 +2 Hours
Heavy Weapon	3d10 +3 Hours
Special Data	d10 +2 Hours
Hard to Get Data	2d10 +2 Hours
Chemical Analysis	d10 +1 Hours
Special Research	4d10 +4 Hours

TIME TO DELIVERY



DELIVERY

Delivery is by any of a number of methods depending on size and the critical time of the teams needing an item. Follow these general guidelines of method of delivery.

- 01-50 **ARRANGED DROP POINT**
No Personnel Involved
- 51-75 **COURRIER RENDEZVOUS**
Bureau Personnel
- 76-98 **OPS/USPOD DELIVERY**
Common Carrier used for smaller items, An Industrial Freight Terminal for larger.
- 99-00 **ARRANGED AIR DROP**
Special Location and Time

WHERE CAN I FIND EQUIPMENT?

Bureau 13 has built quite a number of storage dumps over the years. These range from a cache of buried supplies to full installations hidden underground or in out of the way places and buildings. Teams have a small file of listings for locating these places and the methods to gain access to them. During the massacre of '77 many records of dumps established were lost or fragmented. Some of these dumps may be slightly out of date or only partially stocked at the GM's whim.

CONDITION OF STORAGE DUMP

- 01-50 **AS EXPECTED**
Just as you expected.
- 51-75 **AS EXPECTED**
As you expected but understocked.
- 76-85 **MOSTLY EMPTY**
A few items but mostly empty.
- 86-90 **EMPTY**
An abandoned storage dump.
- 91-95 **OUT OF DATE**
Well stocked but 5 to 25 years out of date.
- 96-97 **DAMAGED**
Flooded, looted, or aged, this storage dump is mostly useless.
- 98-99 **SERIOUSLY OUT OF DATE**
These facilities are up to 50 years out of date.
- 00 **CLASSICALLY OUT OF DATE**
Dating back to the 1870's these storage dumps are at best filled with antiques.



THE AVERAGE SUPPLY DUMP

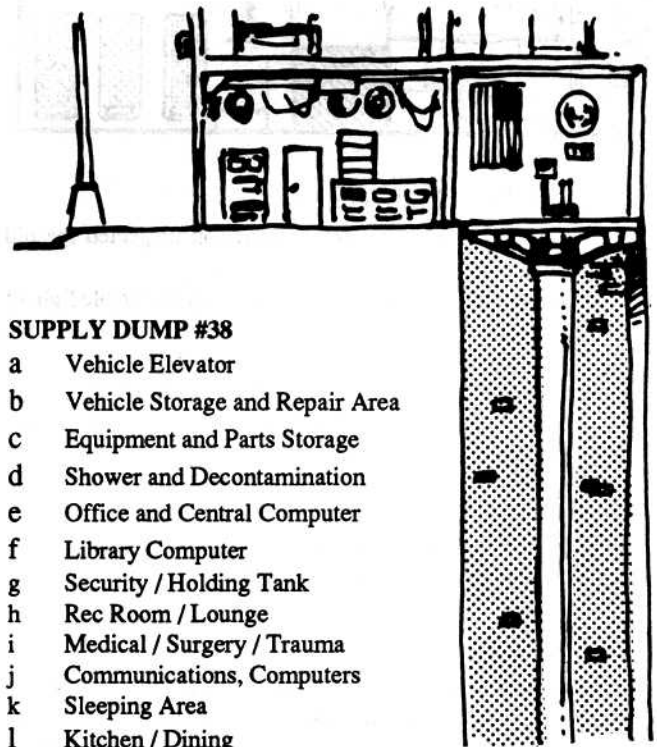
From the outside, it looks like Bekleys Auto Repair, just another small shop on Detroit's South side. Crumbling and dirty, few give it a passing glance.

From the inside it still looks like a rundown and cluttered auto repair shop. Many of the neighborhoods people wonder how old Tom and his wife Rose can support themselves with only a few customers.

In actuality, Tom and Rose work for Bureau 13. The dead light switch on the back wall of the shop opens for a Bureau Command Card.

From this slot agents can activate access to a small personnel or vehicle elevator that drops them 104 feet down into the sub-basement supply dump.

This particular dump is unusual in that it has Bureau personnel who watch over it. Most dumps are automated for entry and need no caretakers.

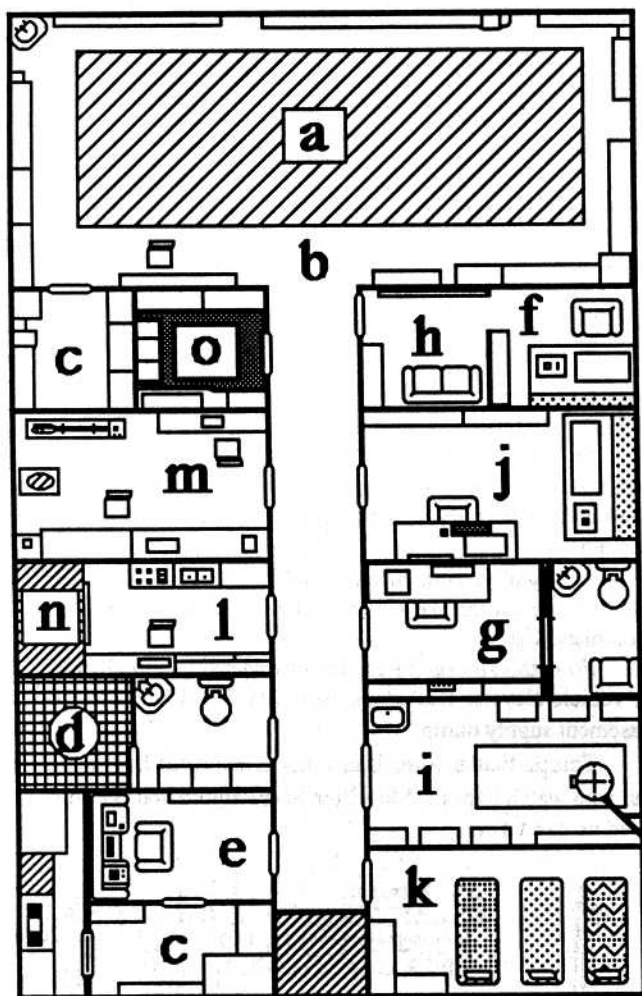


SUPPLY DUMP #38

- a Vehicle Elevator
- b Vehicle Storage and Repair Area
- c Equipment and Parts Storage
- d Shower and Decontamination
- e Office and Central Computer
- f Library Computer
- g Security / Holding Tank
- h Rec Room / Lounge
- i Medical / Surgery / Trauma
- j Communications, Computers
- k Sleeping Area
- l Kitchen / Dining

KEY CONTINUED

- m Electronics / Fabrication
- n Incinerator
- o Supply / Weapons



HARRISON & FRIENDS

Sliding the door open, Robert Harrison inspected the old Akron supply center.

Several small and dusty rooms were lit by the feeble light of a few 25 watt bulbs. Shelf after shelf was filled with boxes and sealed cans of equipment packed for special use.

"Candles, Canned Ham, Catnip," indexed Harrison

After a few minutes the weary agent spotted his target and smiled as he lifted the dusty can.

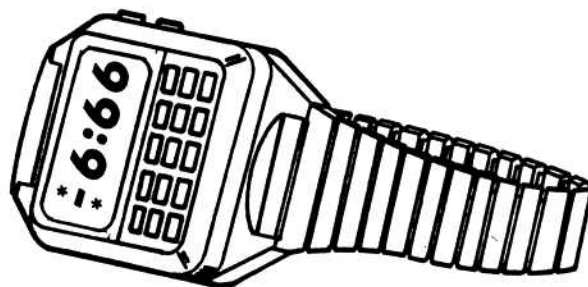
"Coffee," he said as he noticed the expiration date of July 16, 1953 on the lid.

Quickly scanning the shelves again, Harrison muttered a few curses in Arabic as he searched for Sugar.

REMEMBER

The choice of equipment is entirely the decision of the agent. Anything is allowed within reason and common sense. The following is in no way a complete listing of possible equipment.

HIGH TECH EQUIPMENT



WRIST COMMUNICATOR

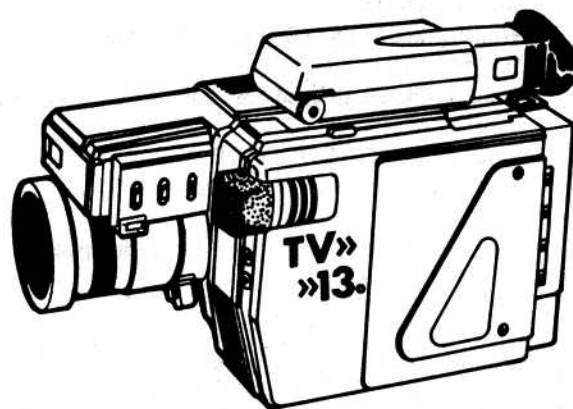
In all appearance, a digital watch with a small built in calculator. Tells time and has the functions of a normal high-tech watch.

SPECIAL FUNCTION

This device is a communications link to the main vehicle, it provides a homing device, and a two way radio. In emergencies a special number combination activates a small destruct charge that turns the watch into a 150 point timed, variable explosive charge. The charge can be set by the Agent to explode with any damage between 10 and 150 points.

COMMAND CARD

This device is a simple plastic charge card with a special function. It serves the owner as a key to operate bureau vehicles and open storage dumps for use. Every card user also has a 7 letter password as well as programming that destroys it if it is stolen and the thief attempts to use it.

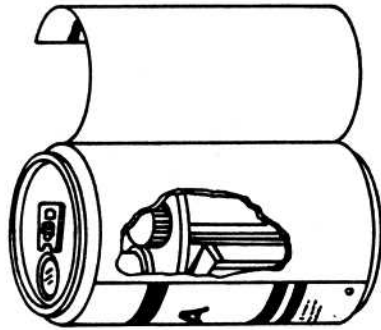


MINI-CAM

A standard mini-VHS camera.

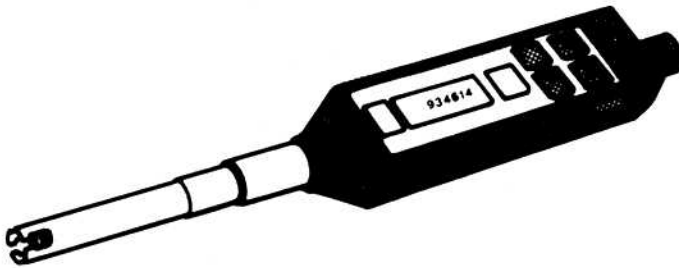
SPECIAL FUNCTION

This is also a remote TV camera with a screw in or stick-on swivel attachment that allows the camera to be moved by remote control. The camera has a starlight attachment for special night use. A computer hookup can enhance images, storing them or printing hard copies. The camera can be hooked to sensors to trip or computer set to activate at specific times. It can be set to destruct with 120 pts of damage when tampered with.



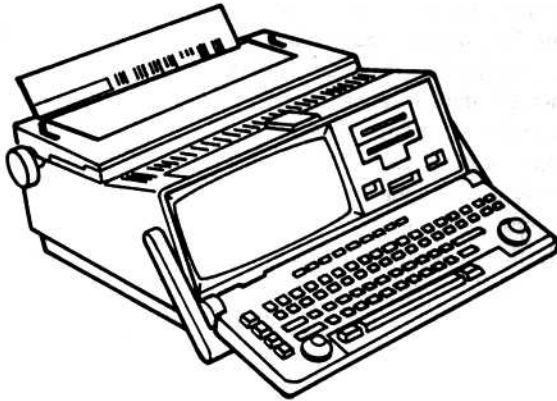
MICRO CAM

A remote operated camera the size of a can of soda. This engineering marvel does the work of its larger cousin the Mini Cam while being concealable. It has optional stick on or hammer in motorized mounts that allow it to scan an area. It is built to be linked to a computer security system. Infra Red and Starlight viewers are standard in this 1 pound package. It can be triggered or programmed to destruct for 100 points of damage and shrapnel. Comes with handy stick on labels for Beer and Soda disguise.



SCANNER

A small hand held wand that serves as a direct copier to a computer drive or link. This handy device can be direct linked to a computer or store up to 1000 pages on a belt pack that holds a mini computer and optical disk.



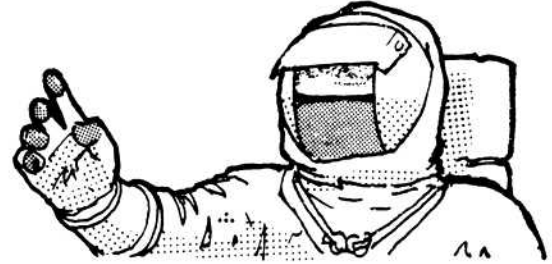
DOCUMENT DESIGNER

A secret and costly device that allows the user to create near perfect identifications, passports, ID cards, letters, credit cards and any conceivably needed document. It stores data for more than 20,000 domestic and foreign documents and allows the user to create special designs, holograms, color, and laminating.

This device in the wrong hands could be catastrophic. It can only be used by an Agent with a command card.

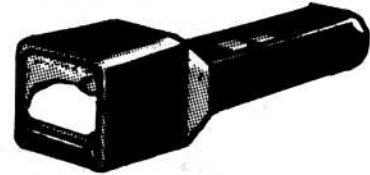
3-D CAD 'HARD DESIGNER'

Any three dimensional object that can be scanned can be duplicated in soft latex or plastic. This revolutionary device feeds the dimensional measurements to a computer that activates a laser in a fluid matrix. The result is the laser striking the liquid and the layer by layer fabrication of a perfect replica of the computerized image. This process is bulky and requires a 4x4x4 block of equipment, a vehicle computer, 32 gallons of Lazerplas/Lazertex, and time. The average object takes 6 +d10 hours to create. This tank creates a solid object in plastic or latex only. It can not create moving parts or color. The hard plastic component can be machined and painted although its structural strength is limited.



ENVIRONMENTAL SUIT

A light vac suit with the strength of a layer of ballistic plastic. Has an air supply for 2 hours of use and can substitute for diving equipment up to a depth of 25 ft. This suit is also used as a light radiation suit that stops 25% of penetrating radiation. Multiply any Rad exposure by x.75 when wearing this. Colors of the suits are generally white or yellow. They can be ordered in camouflage or black. Suits are self sealing for minor punctures.



TASER ELECTRIC STUNNER

A weapon system that, with a single trigger pull, fires up to six, barbed, half-inch darts. With a low penetration, it will not damage a victim significantly, but will deliver a low amperage / high voltage charge through most clothing. 80% Chance of Hard Stun and incapacitation for 2d10 minutes.

TASER PISTOL

ROF	1	AMO	n/a	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+2	+0	—	—	—	—
CAP	2	WTE	1.5	WITHIN 5 Ft.		6 TO 25 Ft.			
CIR	1973	MIS	05%	4 Points		3 pts.			

25 Ft. of wire is attached to these darts in the pistol which doubles as a flashlight.

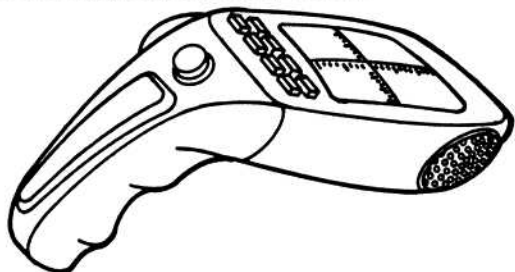
TASER RIFLE

ROF	1	AMO	n/a	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-2	+0	+3	+2	—	—
CAP	6	WTE	8.5	WITHIN 25 Ft.		26 TO 100 Ft.			
CIR	1983	MIS	05%	8 Points		4 pts.			

The rifle actually fires a 20mm round of limited penetration power that discharges electrically as it hits the victim.

ADVANCED KIRLIAN DETECTOR

A complex and costly scanner that detects odd radiations and gives a reading of the general presence of unseen energies. This calculator sized device also detects radiation and ionization. It can attach to a portable computer module for visible detection and tracking electromagnetic/ radio disturbances.

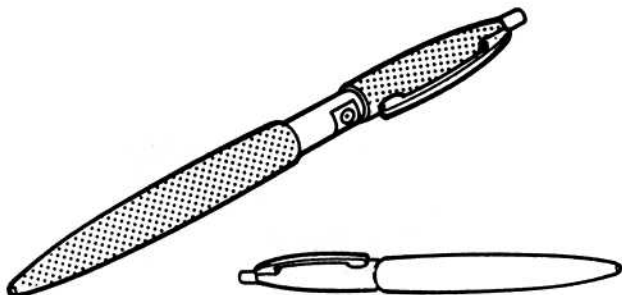


CRIMINOLOGY KIT

The state of the art supply pack for use in modern criminal investigation. Can be used to find clues and preserve physical evidence. Use with the Colorado RV's built-in labs and computer systems.

C-4 PACK

A timer and small packet of C-4 plastic explosive hidden in the heel or sole of a tennis shoe. Detonation delivers a 250 point blast. The timer can be set for a maximum time delay of 05 seconds to 24 hours.



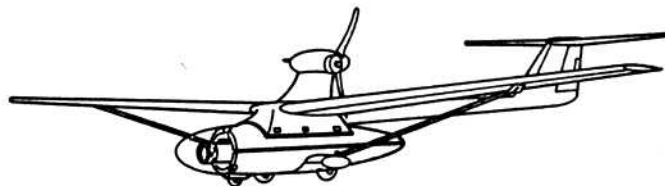
SPRAY PENS / CANS

Pen sized or larger spray units that can be loaded with a wide range of chemicals and liquids. Standard items include holy water, garlic juice, and CNDM type gasses. Other combinations of spray are possible. Equipment in the Colorado RV allows filling of cans with 5 minutes processing required per can. (See Also Pg. 161)



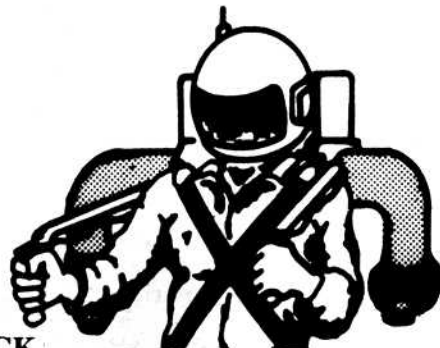
GRAPPLE GUN

A nearly silent shotgun-like device that can throw a grappling hook up to 75 feet. Once anchored, the gun becomes a compact winch that can pull up to 500 pounds up a solid surface at a relatively slow rate. The line can also be removed and anchored to create a breeches buoys. In the same fashion the line from the gun can be anchored and reeled out slowly to give agents a safe descent down a sheer surface.



RADIO CONTROLLED DRONE

An easy to assemble mini-aircraft with a wing span of 6 feet. This plane is radio / visual operated for surveillance. It has a pod / cargo-drop hookup for any of a number of devices that can range from a small electronics package to a mini-missile, sprayer, grenade / 40mm shell. It can be controlled with a laptop computer hookup up to 2 miles away or a vehicle computer with 10 miles of range. Has a 1 hour flight time and an airspeed of 40 to 60 mph.

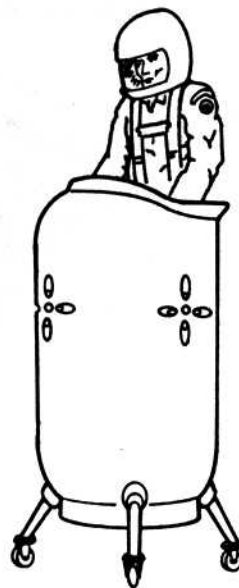


FLIGHT PACK

A backpack that gives the user 15 minutes of air time at up to 100 MPH. Far superior to the Flying Bucket, this descendant of the Bell Jet Pack is computer operated for flight stability and is still noisy though flight safe. Used for lower altitudes, it can carry up to 250 pounds of pilot.

TESLA DEVICE

An electronic device the size of a 40mm shell that can be used as a mine, bug, or launched as a low velocity projectile. Once this battery powered device is activated it scrambles electronic devices and impares any high tech vehicle's ignition system as long as the vehicle uses spark plugs or micro computer technology. It also scrambles most unshielded radio, magnetics, and computer systems. Side effects of this device are St. Elmo's Fire from metal surfaces. This does not harm humans. Has a 15 foot range and a duration of 5 minutes.



FLYING BUCKET

A bucket-like vehicle with a 30 minute flying time. Holds up to 175 pounds of pilot weight. Unfortunately this device is noisy and cumbersome to transport. Most designs of this craft were abandoned by the US military in 1986.

VEHICLE COMPUTER

One of the handiest tools of the Bureau is its sophisticated Computer network and advanced systems. The standard Vehicle computer has a 100 meg RAM with 40 GIG Optical Hard Drive Storage. All library data for Bureau 13 team use is stored optically. Such data includes books on their supernatural, history, and technical data. The average optical disk holds 600 MEG of memory.



LAPTOP COMPUTER

A briefcase sized mini computer (20 MEG RAM, 600 Meg Optical Hard Drive Storage) with modem. Can emulate all major computer systems and comes with ready made programs for research and other system entry. Has a 5.25, 3.5, and Optical Drive. Can be easily linked to Bureau Vehicle Computers.



NOTES ON COMPUTER USE

All computer systems have a difficulty of access of d100 +10%, modified by computer skills. With Bureau computers it is possible to tap into fantastic numbers of data systems. These can be manipulated to the whim of the Bureau agent. Each time a system is "hacked" with obvious destructive results, its access or security rating decreases by d6%. Many high security computers have an access code of -10 to -50. Bureau computers give the user an access bonus in some areas.

	BONUS		BONUS
Library of Congress	+50	Telephone Co.	+20
Master Chargit	+20	IRS	+05
Police Computers	+25	FBI	+05
Bank Computers	+25	CIA	+05
Smithsonian	+75	NSA	+0
World Wire Services	+75	Pentagon	+25
Neighborhood BBS	+20	General Military	+20
Department Stores	+10	InterPol	+25
Oil Companies	+10	Foreign Systems	+25
Airlines	+20	Home Computers	+40
City Computers	+30	Organized Crime	+10

Tri Tac Systems

WEAPONS

Weapons carried are the player's choice. The GM is encouraged to take a hand in this and help or hinder the player as he or she sees fit. See the Weapons Section on Pg. 140 for use and types.

NOTES ON FIREARMS

As Agents carry special weapons they must remember a few simple facts.

REMEMBER

- 01 The possession of any concealable firearm without permit or licensing is often a very serious offense.
- 02 Automatic weapons and explosives are illegal to possess or use in most areas of the United States and Canada.
- 03 Use of, or possession of, most Military weapons is at the least a Federal offense.
- 04 Foreign law is often far more severe when Americans are caught and convicted of any smuggling, firearms, heavy weapons, or explosives possession violations.
- 05 Police will often search a highly suspicious person or a strange vehicle with the simple justification of crime prevention.
- 06 Impounded cars are almost always searched.
- 07 Be Practical

NOTES ON WEAPONS AND SKILLS

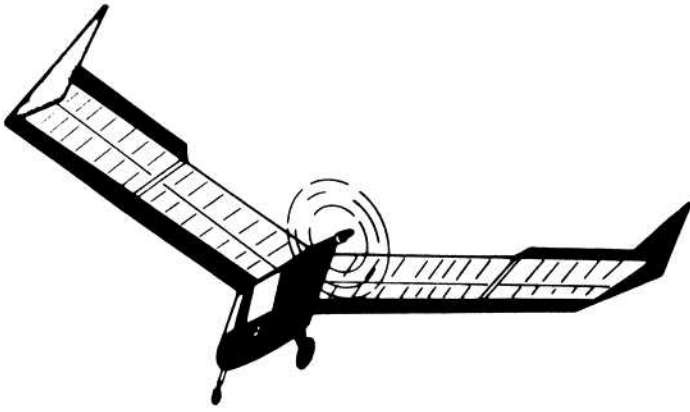
Firearms use can also be a skill that can be developed. A character can develop a skill with a single weapon. For each 3 levels of skill achieved the character gains a +1 on Accuracy when using that specific weapon. When using a generic class of weapon to develop as a skill, say Sub-Machine Gun, the character gains a +1 on accuracy for every 6 levels of unspecialized training.

DIVING EQUIPMENT

Most Bureau diving equipment is 'state of the art' in design and quality, with no cost spared. Follow this generalized formula for depth and time of dive when using one tank. The deeper the diving depth the more air you use. For real accuracy purchase a 'Dive Table' from a dive shop. Remember that the next table is a basic simulation of dive time.

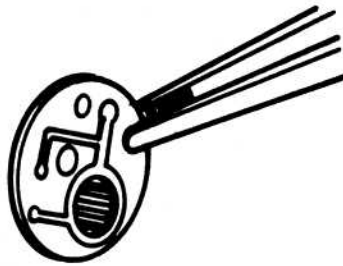
DEPTH	BOTTOM TIME	DECOMPRESSION TIME
01-50 ft.	01 Hour	None
51-75 ft.	30 Minutes	10 Minutes
76-100 ft.	15 Minutes	15 Minutes





POWERED HANG-GLIDER

A one man powered glider with a two hour charge for motor operation. Carries up to 225 pounds including pilot and equipment pods. Use of this requires a skill of hang-gliding 2. The glider has two mounts for small sensor, camera, or light weapons pods.



COMMUNICATION IMPLANT

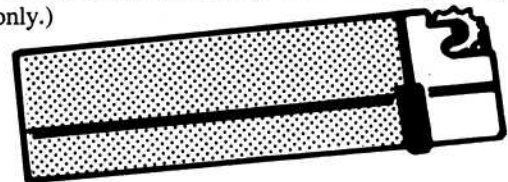
A dime-sized disk implanted behind the ear that allows two-way communication if pressed. Has a range of 5000 feet in the open, 2000 feet in a city and 500 feet in closed or modern steel buildings. This device can be computer monitored to link specific individuals or listen in on conversation.



CIGARETTE PACK

A special multipurpose pack of equipment and weapons carried by the agents of Bureau 13. These cleverly designed items are disguised as a common 20 pack of filtered cigarettes in a box.

	<i>QUANTITY</i>
REAL CIGARETTES	01
Filter type, real cigarettes to disguise the pack.	
GARROTE WIRE	01
A 14 inch steel wire.	
PARTICLE COUNTER	01
A simple radiation detector.	
DRUG DART LAUNCHER	01
A micro dart launcher with a range of 10 +d6 feet and a penetration damage of 3 points.	
EXPLOSIVE DARTS	03
Three darts for the launcher that have an explosive punch of 20 points.	
EXPLOSIVE PLASTIC	01
Enough plastique explosive to create a blast of 50 points of damage with a shaped charge.	
TIMER / DETONATOR	01
An electronic timer for the C-4 that can be set to detonate in any time under 24 hours.	
HOMING DEVICE	01
Used in conjunction with other Bureau equipment, this is a small radio transmitter with a range of 3 miles.	
SOUND AMPLIFIER	01
A hearing aid usable in surveillance, and safe cracking.	
MINI RECEIVER and "BUG"	01
A small radio receiver and a 'bug' transmitter with a range of 1000 ft.	
TUBE GLUE / PLASTIC FILLER	01
General purpose "super" glue and a small amount of a silicon plastic filler.	
FLASHLIGHT	01
A simple rechargeable flashlight with a 2 hour life.	
DRUG AMPOULES	01
Four drug ampoules that can be filled with any needed drug. The launcher above also serves as an injector.	
50 FEET OF FINE WIRE	01
A coil of conductive wire that supports 100 pounds.	
SCREWDRIVER / KNIFE	01
An American / Phillips powered screwdriver with 30 +d10 minutes of charge and a razor sharp hobby knife.	
LOCK PICK SET	01
A standard 4 tool lock pick set.	
FILTER STRAW	01
A simple charcoal filter straw for the purifying of mildly contaminated water. Has 6 uses.	
FLARE PACK	01
Three Flares for the launcher, two red and one green. (Night use only.)	



CIGARETTE LIGHTER

A common butane lighter that becomes a small welder / torch or a 100 point explosive device usable as a grenade or with the timer from the cigarette pack. Welds 30 inches or burns through a 12 inch length of .25 inch steel plate. Does not include welding rod or flux.

SPECIAL DRUGS

A boon to the agency are truth, memory, and short term amnesia drugs created to speed case work or help the victims of harsh supernatural occurrences.

TRUTH DRUGS

These barbituates slow the body, create a sense of well being, and make the user lose inhibitions when questioned. While these drugs are effective, they do not always give the expected results. Each dose within 30 minutes adds a +5% cumulative modifier on the result. Skills of interrogation add a +1 per skill level if the victim stays conscious.

RESULT OF USE

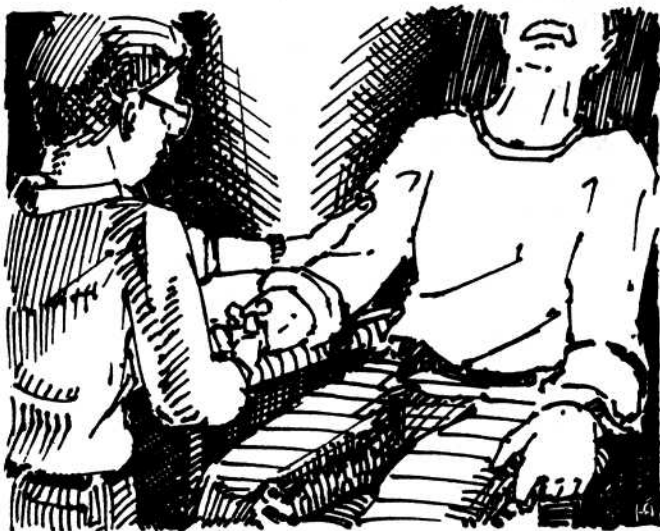
- 01-50 **FAILS**
Victim is in control of himself.
- 51-75 **PARTIAL**
Victim talks with d100% truth.
- 76-85 **SUCCESS**
Victim tells truth
- 86-00 **INADVERTANT RESULT**
Victim falls unconscious.

MEMORY DRUGS

These drugs help memory recall and the ability to remember specific details much the same as hypnotism. They are often combined with hypnotism for a result of +1% per skill level of the hypnotist.

RESULT OF USE

- 01-50 **FAILS**
Fails to work.
- 51-75 **PARTIAL**
Result is d100% accurate.
- 76-85 **GOOD RECALL**
Result is mostly accurate.
- 86-95 **OUTSTANDING RECALL**
Result is near perfectly accurate.
- 96-00 **PERFECT RECALL**
Result is outstandingly accurate to the most fine details.



AMNESIA DRUGS

A new and dangerous drug used for special cases to erase short term memory. For each successive dose applied in a 30 minute period, roll below for the result. Each dose after the second works with a cumulative +5% result.

RESULT OF USE

- 01-05 **FAILS**
Drug will fail to work.
- 06-50 **LIMITED**
Victim forgets last 2 d10 hours.
- 51-75 **LIGHT**
Victim forgets last d4 days.
- 76-85 **MEDIUM**
Victim forgets last d4 +4 days.
- 86-95 **HEAVY**
Victim forgets last d4 weeks.
- 96-98 **CRITICAL**
Victim forgets last d4 months.
- 99 **DANGEROUS**
Victim brain-wiped of d100% of all skill levels (roll on each separately) and 4 +d4 months of memory.
- 00 **DEADLY**
Victim convulses, dies.



GENERIC DRUGS

Available to the Agents of Bureau 13 are a wide variety of drugs for medical and stun weapon/dart use.

Unfortunately, many of these drugs are controlled substances and generally not legal to possess without a license. A character caught with such may face a fine or prison for possession. Bureau 13 does not support the misuse of drugs or use of dangerous narcotics.

TE: TIME TO EFFECT ES: EFFECT SPECIFICS

AMPHETAMINES

Any of a wide variety of drugs that stimulates the brain or nervous system. These often speed up metabolic activity and heart rate.

- TE: d4 Minutes Legality: Semi
- ES: Becomes alert, awake, and gains a +1 for reaction time on initiative rolls. Causes a -2 on reaction time when the dosage wears off if the user does not rest.

DEPRESSANTS

Drugs including pain killers that slow reaction time, metabolic rate, or the nervous system. May be specific to an area or an all-over effect.

A (Metabolic Depressant)

- TE: d4 Minutes Legality: Semi
- ES Causes drowsiness, sleep, slows reaction time, lowers the AGL, DEX, ACC, DOD, and THR statistics by d4 points per administered dose.

B (Neural Depressent)

ES: Can be used to paralyze specific body areas or the general nervous system and higher brain function.

PSYCHEDELIC

Mind altering drugs that produce a mild to very serious loss of contact with reality. May be a synthetic or naturally occurring chemical.

TE: d6 Minutes **Legality:** No
ES: Ruins coherent thought, action and use of wisdom.

ANTIBIOTIC

ANTIBACTERIAL / VIRAL

Any of a very wide number of drugs used to fight infection. (See Also Pg. 123 in Disease.) Adds +1 to fighting infection.

TE: d4 Hours **Legality:** Yes
ES: Generally creates minor drowsiness and are a boost to an overtaxed immune system.

ADDICTIVE

Any of a group of drugs that cause euphoria and become addictive. Withdrawl from use creates fever, convulsions, shakes, and a psychotic craving for the drug. Highly dangerous.

TE: d6 Minutes **Legality:** No
ES: Cause euphoria and later serious personality changes. May serve as a very strong pain killer in small doses.

PSI DEADENING

A very small group of drugs that deaden PSI ability in humans and animals.

TE: d4 Minutes **Legality:** n/a
ES: Simply drugs a PSI so he or she can not use their abilities for d10+10 hours. Extensive use to deaden Wild PSI ability can lead to a minor addiction.

ANTI-SHOCK

Any of a number of drugs that stimulate or stabilize the heart preventing a person from going into shock and dying. (See Also Resuscitation Pg. 26 and Shock Pg. 136-137)

TE: (d4) x.50 minutes **Legality:** Yes

HEALING

Any natural or synthetic counpounds that promote the body's healing mechanism. Returns 1 Hit Point per day when used. (See Also Pg. 27)

TE: 24 Hours **Legality:** Yes

ANTI-LYCANTHROPE

A number of drugs and herbal remedies have the chance of stabilizing or neutralizing the ravages of Lycanthropy.

TE: 04 Minutes **Legality:** n/a

REMEMBER

- 01 Drugs are many and varied in form and specific function. If you need drug data, research the subject and consult the GM. We highly recommend the common and inexpensive paper back 'Desk Reference to Drugs.
- 02 Drugs may cause allergic effects. (See Allergies Pg. 101)
- 03 Say No to Drugs!

WHAT'S IN A DOCTOR'S BAG?

The contents of a doctor's bag is determined by commercially made prepackaged kit or personal preference. The following is the listing of a commercially packaged doctor's bag. This kit has a large briefcase design and weighs 32 pounds.

DRUGS / FILLED SYRINGE

Atropine x2
 Calcium Chloride
 Dextrose
 Epinephrine 1.50 Inch Needle
 Epinephrine 3.50 Inch Needle
 Lidocaine x3
 Sodium Bicarbonate x3
 Valium x3

DRUGS IN AMPULES

Aminophylline
 Amyl Nitrate x3
 Aromatic Ammonia x2
 Benadryl
 Calcium Gluconate
 Compazine
 Epinephrine x3
 Inderal x3
 Ipecac Syrup
 Isuprel
 Lasix
 Neo-Synephrine x3
 Nubain x3
 Dilantin

DRUGS IN AMPULES

Lanoxin
 Narcan
 Nitroglycerin
 Solu-Cortef

IN PACKAGES

Aspirin x100	Tylenol 3 Codeine x100
Betadine Scrub 6 oz Bottle	Toothache Jell
Triple Antibiotic Ointment 1,5 gr. Foil Pack x2	
Dacriose Eye Wash 6 oz. Plastic Bottle	
Cortisporin Ophthalmic 2 oz. Tube x2	
Tolnaftate Antifungal Ointment 1% in 15 gr. Tube	

SYRINGES

03 ml Without Needle x2
 12 ml Without Needle x2
 Needle 14 ga. x 1.5"
 Needle 18 ga. x 1.5"
 Needle 20 ga. x 1.5"
 Needle 25 ga. x 1.25"

OXYGEN EQUIPMENT

Oxygen Mask w/Strap &
 -Rebreathing Bag
 Oxygen Cylinder
 Roll of Tubing

SURGICAL INSTRUMENTS

Alcohol Sponges x4
 Gauze Sponges 4"x4" x4
 Hemostat x3
 Needle Holder
 Scalpel x3
 Scissors
 Sutures
 -Ethicon 4-0 Prolene
 -Ethicon 2-0 Vicryl
 Tape Roll
 Thumb Forceps
 Tourniquet
 Gauze Roll 2" x 10 yds. x3
 Varied Bandages
 Bandages, Self Adhesive 1"x3" x100

IV EQUIPMENT

500 ml. 5% Dextrose Inj.
 Intravenous Cannula
 IV Administration Set

AIRWAY EQUIPMENT

Endotracheal Tubes
 -3mm, 5mm, 7mm
 Laryngoscope Lg. w/Light
 Laryngoscope, Sm.
 Oropharyngeal Airway x3
 Stylet

RESUSCITATION

Bag w/Intake Valve
 -w/Non Rebreathing Valve
 Adult Mask
 Child Mask
 Oxygen Reservoir Pack

MONITORING EQPT.

Sphygmomanometer
 Stethoscope

MISC.

Snake Bite Kit
 Surgical Gloves x4
 Mask x2



SPECIAL VEHICLES

The agents of Bureau 13 have the choice of equipping the vehicle they drive or using one of the standard Agency Vehicles.

COLORADO RV

LENGTH: 30'6"	TANKAGE: 75 gal.	ARMOR:
WIDTH: 96"	MPG: 13	Window 120
HEIGHT: 126"	RANGE: 975 mi.	Wheels 95
SPEED: 75 mph.	WATER: 76 gal.	Top 110
WEIGHT: 14,500	CREW: 7	Body 125
CARGO: 5000 lbs.		

This shows the general interior design of the standard Bureau 13 Colorado RV.

HOW IT APPEARS

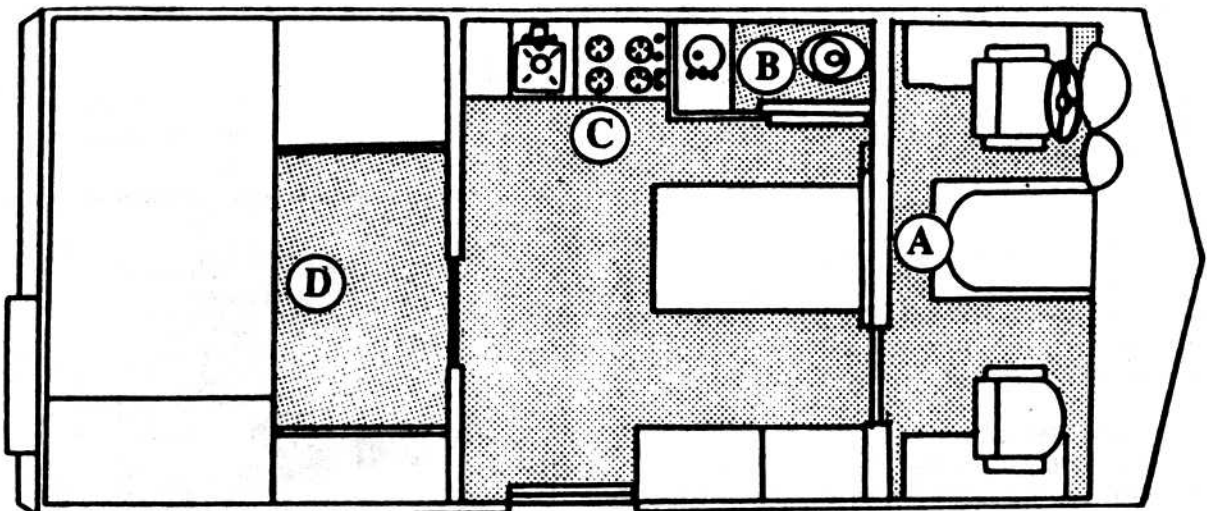
- (a) Driver's / Navigator's Seats
- (b) Toilet / Fold Down Sink, Shower
- (c) Stove / Refrigerator / Sink
- (d) Passenger / Work / Sleeping Area

WHATS REALLY THERE

- (a) The driver or navigator controls weapons and options (A to M) if the radio and dash are flipped open.
- (b) Storage compartments in the floor and wall contain the agent's arsenal of equipment.
- (c) The functional stove top flips open to become the special document designer and communications computer. The RV's modest refrigerator has many small, hidden compartments for drugs, camera film, and samples.
- (d) The rear deck and bunk areas open into equipment storage bins that may contain power tools, food, clothing, cameras, building supplies, special electronic equipment, special medical hardware, test equipment, and general survival supplies.

SPECIAL WEAPONS PLACEMENT

Most weapons systems are disguised into the frame of the RV or designed to appear as a standard part. Individuals with a skill in (Criminal Investigation 6) or (Smuggling 4) will be able to notice these modifications if a close inspection is made.



VEHICLE REPLACEMENT

It takes an average of 4 months to order a new Colorado RV if one is destroyed.

CONTROL OPTIONS

The following is a list of weapons systems and special control options that the driver or co-pilot can use.

- (a) Video Monitor
- (b) Options Buttons
- (c) Options Choice
- (d) Angle / Control
- (e) Arming Button
- (f) Activate (LAUNCH)

Options = SPECIAL OPTION SWITCH

(G) RADAR

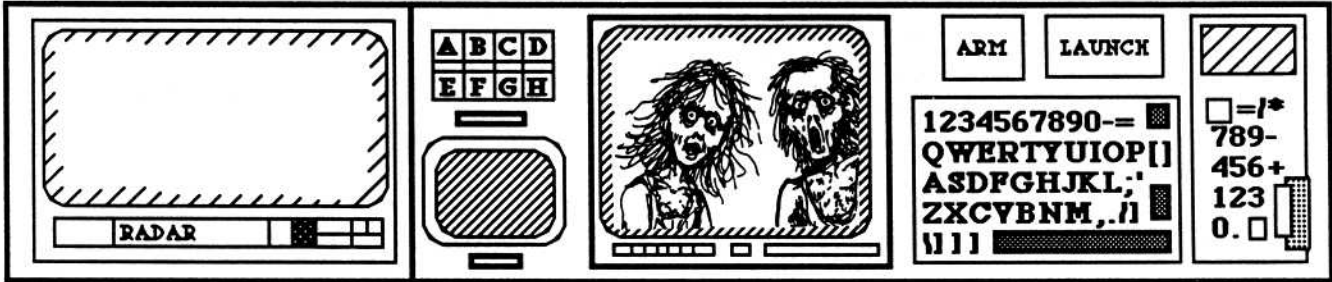
Used for sky, road or fog, can be set on automatic with computer monitoring.

Options: Jams radar up to 5 miles away.

(H) NAVIGATION

Calls maps of highways and towns.

Options: Prints out map and route. Can be linked to computer and tracers to spot vehicle movement.



A) MISSILE POD

Carries (8) small missiles with a 360 degree angle of fire in single or mixed types. (See Also Pg. 158)

Options: The number of the missiles fired. This pod can be replaced with a pair of laser guided 'Smart Missiles'. (See Also Pg. 158)

(B) OIL DUMP

The dumping of oil that has a 5% chance per 10 MPH speed chance of causing a skid or swerve unless corrected by the driver of the target vehicle. Four uses, biodegradable within 20 minutes of use.

Options: Dumps from side or rear locations. Oil can be ignited to create a flaming pool. (See Also Fire Pg. 107)

(C) SMOKE

Creates a dense smoke screen from the rear of the vehicle. Has 4 uses of that type of smoke.

Options: Eight different colors of smoke.

(D) MINES

Drops small electronic mines. (10 mines)

Options: Range of detonation from vehicle in 10's of feet. Damage 250+ points.

(E) GAS

Ejects CNDM or a special gas from any point around the vehicle. Ten uses from a tank in the floor of the passenger area.

Options: Regulates intensity of spray by 5 ft x the button number in distance. Can also be ignited to create a flame-thrower with a 20 foot range and d100 +10 points of burn.

(F) LIGHT MACHINE GUN

Fires up to 1250 rounds. (See Weapons Pg. 153)

Options: Joystick regulates direction of fire from underside mount or roof.

(I) POLICE / FIRE / MILITARY MONITOR

Computer scans bands for any data and conversation on non-civilian radio.

Options: Unscrambler (1-10 band types)

(J) RADIO, CB / HAM / OTHER

Used for agent links or civilian radio scans.

Options: Scrambler

(K) NITROUS OXIDE INJECTION

Adds a burst of nitrous oxide to the engine to increase speed dramatically. Double current speed.

Options: Adds +5 MPH burst of speed multiplied by a number entered on the keypad. Used for controlled acceleration.

(L) WATERTIGHT ACTIVATION

Seals vehicle for surface water travel.

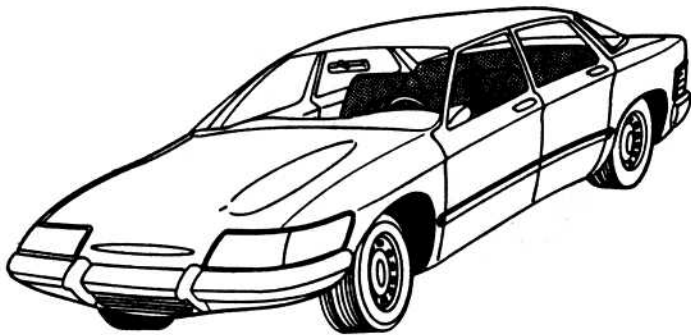
Options: Allows vehicle to submerge or rise from up to 40 feet of water. Airlock in rest room, air for four, for 4 hours.

(M) DESTRUCT

(Key Lock) Destroys vehicle (10 blocks thermite) with 15000 points of burn. Can be set for voice activation.

Options: Sets time to destruct.

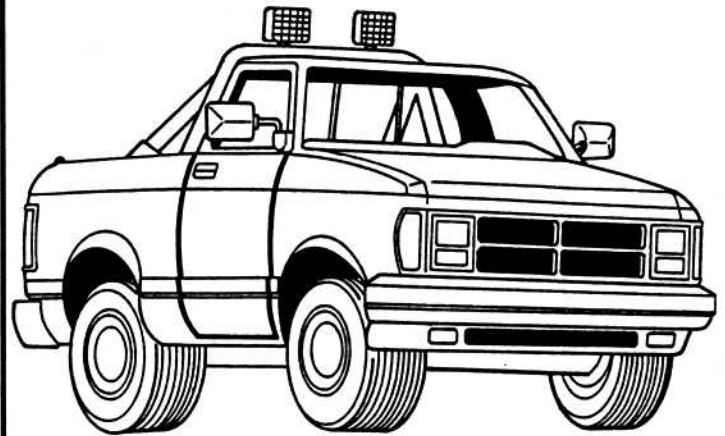




ECONOMY CAR

'Urbana'

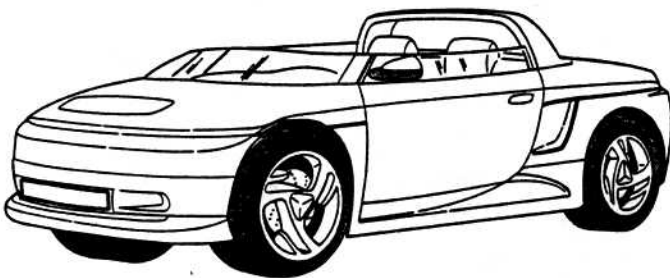
LENGTH: 162"	TANK: 12 gal.	ARMOR
WIDTH: 66"	MPG: 35	Window 10
HEIGHT: 53"	RANGE: 420 mi	Wheels 12
SPEED: 85 mph	WATER: no	Top 09
WEIGHT: 1800 lb	CREW: 04	Body 12
CARGO: 500 lb		



UTILITY TRUCK

'High Ranger'

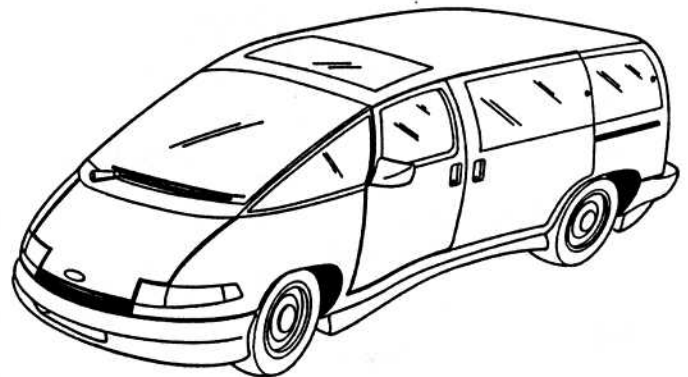
LENGTH: 195"	TANK: 24 gal.	ARMOR
WIDTH: 77"	MPG: 15	Window 10
HEIGHT: 69"	RANGE: 375 mi	Wheels 14
SPEED: 90 mph	WATER: no	Top 12
WEIGHT: 3100 lb	CREW: 02	Body 12
CARGO: 900 lb		



SPORTSCAR

'Aspen RX 90'

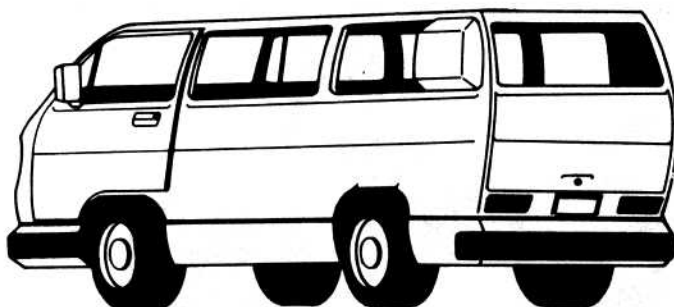
LENGTH: 172"	TANK: 18 gal.	ARMOR
WIDTH: 60"	MPG: 15	Window 10
HEIGHT: 50"	RANGE: 300 mi	Wheels 14
SPEED: 198 mph	WATER: no	Top 12
WEIGHT: 2300 lb	CREW: 02	Body 15
CARGO: 300 lb		



MINI VAN

'KaraVan'

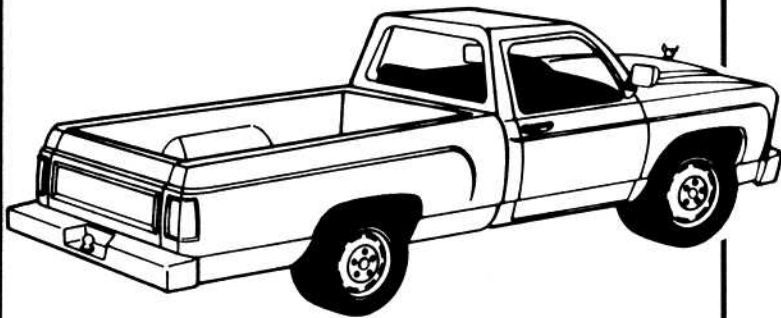
LENGTH: 195"	TANK: 20 gal.	ARMOR
WIDTH: 77"	MPG: 15	Window 10
HEIGHT: 69"	RANGE: 300 mi	Wheels 14
SPEED: 90 mph	WATER: no	Top 12
WEIGHT: 3100 lb	CREW: 06	Body 12
CARGO: 900 lb		



VAN

'Econoville 440'

LENGTH: 199"	TANK: 25 gal.	ARMOR
WIDTH: 79"	MPG: 14	Window 10
HEIGHT: 78"	RANGE: 350 mi	Wheels 12
SPEED: 75 mph	WATER: no	Top 14
WEIGHT: 3500 lb	CREW: 08	Body 14
CARGO: 1200 lb		



HEAVY PICKUP TRUCK

'Sierra S-12'

LENGTH: 210"	TANK: 25 gal.	ARMOR
WIDTH: 86"	MPG: 12	Window 12
HEIGHT: 79"	RANGE: 300 mi	Wheels 14
SPEED: 75 mph	WATER: no	Top 16
WEIGHT: 3700 lb	CREW: 02	Body 16
CARGO: 1500 lb		



ULTRALIGHT GYROCOPTER

'Dragonfly 88'

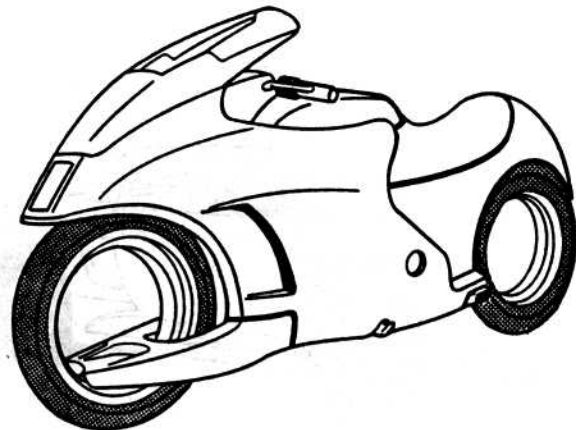
LENGTH: 09"	TANK: 04 gal.	ARMOR
WIDTH: 36"	MPG: 25	Window n/a
HEIGHT: 65"	RANGE: 100 mi	Wheels 03
SPEED: 75 mph	WATER: no	Top n/a
WEIGHT: 210 lbs	CREW: 01	Body n/a
CARGO: 25 Lbs. or Weapons Pod.		



UTILITY TRUCK

'Mail Van Style'

LENGTH: 20' 5"	TANK: 65 gal.	ARMOR
WIDTH: 94"	MPG: 14	Window 10
HEIGHT: 130"	RANGE: 910 mi	Wheels 14
SPEED: 90 mph	WATER: no	Top 15
WEIGHT: 6000 lb	CREW: 02	Body 15
CARGO: 18,000 lb		



TOURING CYCLE

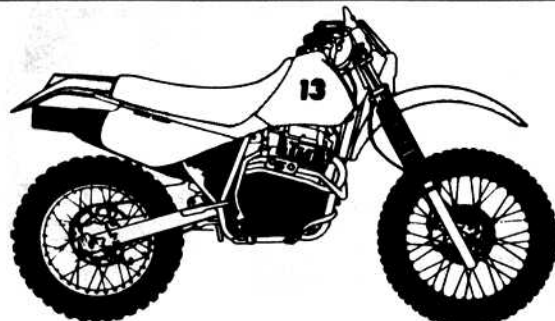
'Harney Gold Hawk'

LENGTH: 8' 4"	TANK: 07 gal.	ARMOR
WIDTH: 49"	MPG: 45	Window 10
HEIGHT: 68"	RANGE: 315 mi	Wheels 14
SPEED: 125 mph	WATER: no	Top n/a
WEIGHT: 810 lb	CREW: 01	Body 15
CARGO: 1 Passenger & 60 lb Cargo		

DIRT BIKE

'Kawanda Bandit 600'

LENGTH: 90"	TANK: 05 gal.	ARMOR
WIDTH: 33"	MPG: 55	Window n/a
HEIGHT: 47"	RANGE: 275 mi	Wheels 14
SPEED: 60+ mph	WATER: no	Top n/a
WEIGHT: 270 lb	CREW: 01	Body 08
CARGO: Passenger		



Like any other Bureau vehicle, this cycle may be equipped with a small weapons pod or electronic gear.

FRIENDS AND ENEMIES

FRIENDS

Bureau 13 has many technical and human resources that can help with investigations into the paranormal. These people know of the agency and give their services to help in the ongoing fight against evil. Many of these friends have special positions in the government or use of unusual abilities.

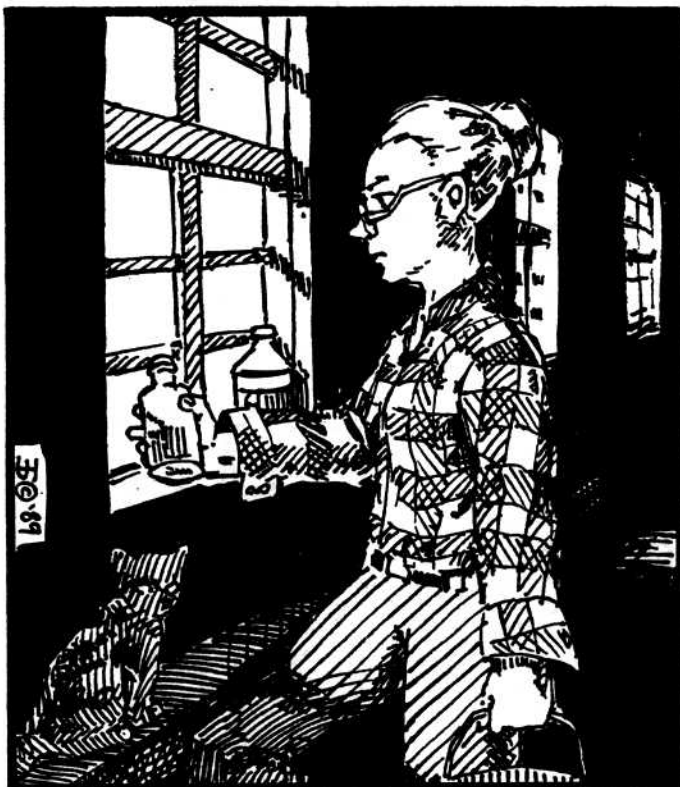
The best known of these long term Bureau friends are listed here.

REMEMBER

- 01 These are NPCs and never played as characters.
- 02 They are controlled entirely at the GM's whim.

GM'S NOTES

- 01 Do not let your players depend on the support of these people in every difficult situation.
- 02 Caution players against the continuous use of NPC's by making them difficult to find or deal with.



THE WHITE WITCH

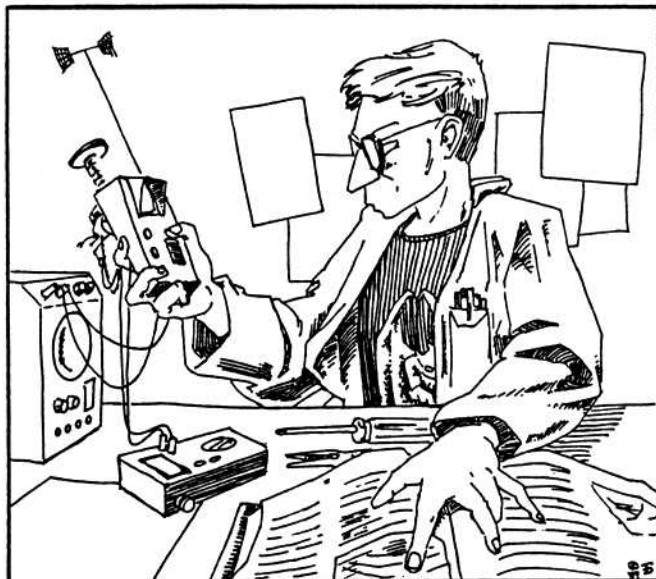
WILMAR, MN

The descendant of a family who fled the witch trials of Massachusetts, Barbara Platt is a practicing expert in the occult and white magic. Last of the Platt family, she is dedicated to the use of white magic for helping the needy. This fact has alienated her from most contact with the darker users of arcane forces and their many minions.

Living far from the edge of civilization, the Platt farm is self sufficient and protected by her magic.

Communication with Barbara's rural farm is handled through a high school librarian named Joseph Bueller. Due to her lack of phone service, any contact takes 2d10 hours to gain a reply.

Tri Tac Systems



RAY ROBERTSON

SAN JOSE, CA

One of the few staff members of Bureau 13 that is commonly known to agents is Ray Robertson. This technical wizard has a wealth of knowledge and a staff that can create virtually any needed hardware. From the Bureau 13 Colorado RV to the latest speciality weapons, his mark is there.

Consignments to agents of special equipment will often be modified and improved by Robertson. He enjoys the challenge of building nearly impossible designs and impractical equipment. Most difficult orders will be delivered to agents within 2 days; the impossible up to 72 hours or more.

On rare occasions, Robertson will even show up to demonstrate equipment. He has an intense personality and goes out of his way to say little about himself or the agency.

Ray has top of the chart scores in technical expertise and design. He is also, at times, overly cautious of the paranormal and danger to himself. Some consider him a coward.

DR. AREMUS WOLFE

PAW PAW, MI

A medical expert on the occult is Dr. Aremus Wolfe who operates the Wolfe Testing Lab in Michigan. What few know is that his lab is also the Bureau's Were Control Center. His expertise in biochemistry and medicine led to the creation of a Were Specific Prevention Vaccine.



Stalking the Night Fantastic

Page 41

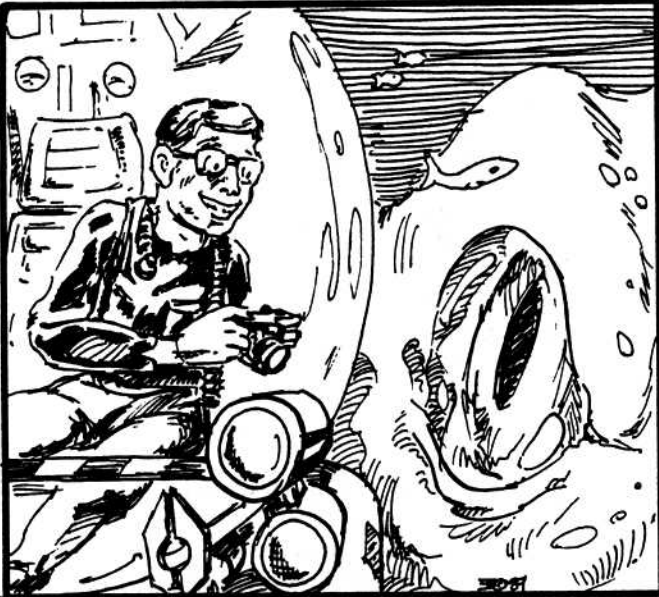
DR. JORDAN CLAMISON

SANDUSKY, OH

This fresh water aquatics expert has been a friend of Bureau 13 for more than two decades. Operating independently, Clamison is the protector of the Great Lakes and long term friend of famous French oceanographer Jacques Cleasue. Find him at his diving school or lab when he's not involved in research under Lake Erie.

Doc Jordan, as he likes to be called, is rumored to be building an underwater habitat just off the coast, near Castilia, Ohio.

Other projects include the creation of deep diving submersibles and adapting dolphins to fresh water.



WEINSTEIN'S FORENSIC SWAT TEAM

ATLANTA, GA

When specialized medical analysis or a difficult identification is needed the Bureau calls Professor Julius Weinstein and his forensic swat team. This brilliant but grim group of students and their foul tempered leader can determine cause of death, toxin, and the nagging medical questions of what killed the victim. Their motto of *48 hours or your body back* hangs over their table at Vincenzo's Pizzeria where they can often be found disgusting customers as they talk shop. They have ties with the Atlanta Disease Center and medical specialists across the world, including the State College of Medicine in Moscow.



JOHN CRENSHAW, M.D.

WINSLOW, AZ

John Crenshaw is an old country doctor who amazes his colleagues by still making house calls. He is an expert in folk medicine and the medical needs of those dealing with the bizarre or supernatural.

He is an unshakable optimist who thinks nothing of handling major surgery under the worst possible conditions.

He and his cat Clara travel the back roads of Arizona in a jeep the Indians call 'Green Thunder'. In his many years of working with the locals he has acquired a wealth of lore and legends dating back more than three thousand years.

Kind hearted and caring for his patients, he is rumored to have innoculated a werewolf for distemper and rabies. John may well have a little PSI ability though you won't catch him admitting to it.



GEOFFREY GLADSTONE, M.D.

CANADA

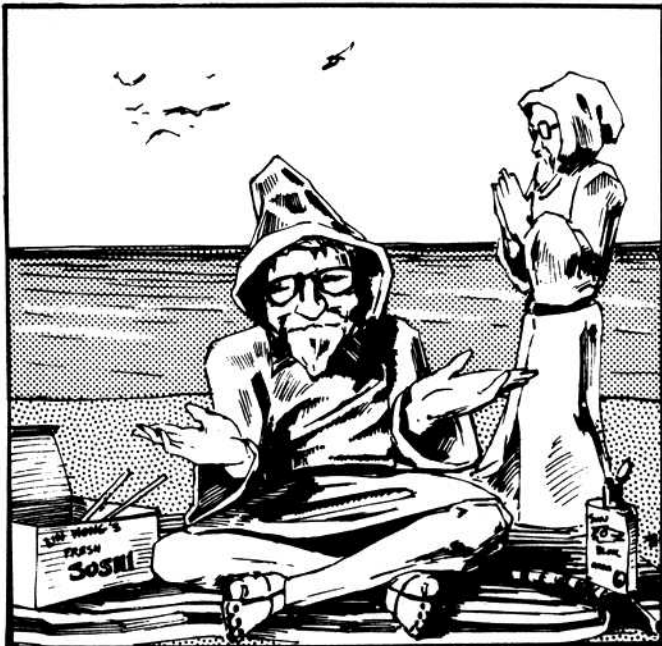
Geoffrey is unusual in the fact that he is a doctor who only sees his patients at night. While pleasant and witty, he has one small problem. He is a vampire.

Attacked and enslaved by a vampire in Milwaukee, he helped agents destroy his master. Under Bureau 13 supervision, he returned to his home in Toronto Canada and took stock of what he had become. In a few months he readily adapted to his affliction through use of a blood bank and Bureau 13's determination to save an innocent victim. Now, well respected, and an expert on vampirism, he plies his medical trade and enjoys the cosmopolitan nightlife of Toronto. He has never killed a human. (See the 'Player Vampire' section on page 52.)

ROSEY CRUSTACEANS

CASTRO, CA

The Rosey Crustaceans are an odd order of monks that cropped up on the Pacific Coast. Their belief in eating seafood to find salvation is scoffed at by every church that has seen them praying on the beaches north of San Francisco. Bureau 13 now supports this few dozen individuals with contributions as they have become an outstanding source of information on the seas of the world. Some of the green robed monks claim they can talk to whales, dolphin and an occasional passing tuna. Many believe that there is something a little fishy about this group.



FLASH JERVIS

SOUTH BEND, IN

Flash is a unique expert in the space that never was and times that might have been. He has a talent for seeing cause and effect in strange and unique ways. Flash is also the Bureau's expert on known alien life that has touched down on Earth. From his small observatory he listens to the hydrogen songs of the stars.

Flash is an outstanding PSI with talents in Telepathy and Precognition. Unfortunately this talent is tuned between a number of dimensional points. He and his technician helper Floyd can be found tinkering some monstrosity together that will help them look through space, time, and other realities. He is a magnet for science fiction fans. On Tuesday he goes bowling.



Tri Tac Systems



GENERAL McADAMS

WASHINGTON, DC

A trusted long-time link to the military, General Thomas McAdams is an outstanding expert in weapons use and acquisition for the Bureau. Much of the Bureau's heavy hardware comes from one of his supply units in Utah, or Colorado.

McAdams is a firm believer in the work of the Bureau since his daughter was saved from a band of cultists.

With his knowledge of the Army, he has carefully trained a squad of 13 Rangers and Seals to back up Bureau units should they need help in a critical situation. They are also trained to be part of a special clean-up squad that is expert in the removal of the supernatural and the covering of tracks.

'McAdam's Marauders' will arrive by helicopter in 2d10 hours with their heavy weapons and special equipment. They ask few questions.



ALFONZ GARCIA

CHICAGO, IL

On the near side of the law is a small and nervous man in Chicago who makes most of his living by less than legal means.

Alfonz is a PSI with a talent in Telepathy that is only marred by his Wild Talent. When upset he has the tendency of shattering glass and causing nose bleeds around him. He usually hates using his talent in Telepathy and will go out of the way to avoid contact with the agents of Bureau 13.

Through a special deal with the agency he is required to cooperate three times a year in exchange for a PSI deadening drug, (Caldonomine R416), that curbs the 'loud rush of voices' in his head.

BLOMBERG, GRICE & BRYAN ATTORNEYS

DALLAS, TX

Sooner or later the Bureau realized legal counsel for the supernatural had to become a reality. In the late 1980's the firm of Blomberg and Grice gained a ghostly helper in the form of William Bryan, one of the most outstanding legal counsels of the twentieth century. The three have become at times both friend and foe of the Bureau as they help Bureau agents or defend the strange and supernatural who have found them. Their fees are high, but no case is too strange for them to handle.



THE CABBY

NEW YORK CITY, NY

Somewhere winding in and out of traffic in New York City is a paranormal cab driver named Waju Wypychowski. For the past four decades he has been the voice of supernatural happenings and the best bookie in the city.

This quiet individual with a moldy cigar has the innate ability to identify paranormal objects and talk to friendly spirits. While cheerful and friendly to the Bureau, he is often disturbed by the paranormal happenings that seem to seek him out.

Wypychowski professes to be in tune with the elementals of the city. His 1949 Checker cab has been unscratched since 1954 and the last mugger to lay a hand on him was struck by lightning four feet from his cab.

It will often take d10 hours to locate him in the city. There is a 10% chance of finding him at Midtown Mike's Bar at 18 W. 40th Street or at his home in Brooklyn. Tip him well.



HARVE BECKER

TOLEDO, OH

Harve 'Big Jim' Becker is the ghost of a Bureau 13 operative murdered during a confrontation with evil. Strangely, Harve has decided to stay on Earth to help the Bureau. On occasion he will appear in mirrors or do very cryptic things to help a team that is in deep trouble. With his sharp mind and talent for ferreting out facts, he is often a life saver if listened to. Becker also has a crass sense of humor. His taste in sports jackets borders on the nauseating. He may appear alone or with a lady friend named Emily, the ghost of an 18th century poet. Harve is a GM's tool run with information from the 'Player Ghost' section on page 53.

FATHER ZEBADAE McGARN

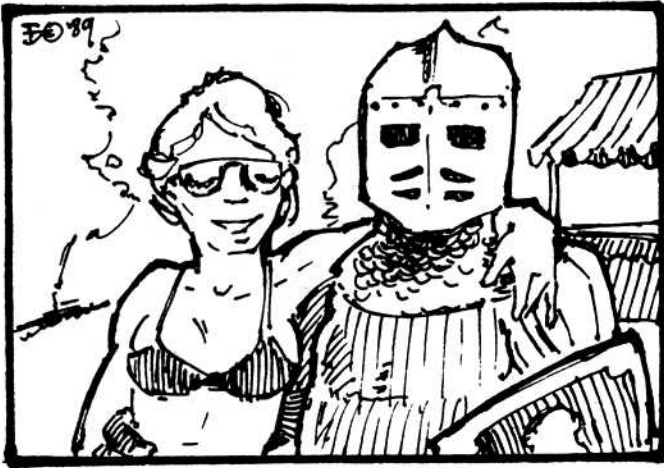
BILOXI, MS

A priest for a half century, Father McGarn is an expert in the classical good and evil with a skill in exorcism.

With a PIE of 20 he is a formidable foe of evil and will aid Bureau agents whenever possible. A long active member of Bureau 13, he is retired from active service. McGarn has ties with a Cardinal in Rome who knows of the existence of the agency as well as the Bureau's three European counterparts.

From his quiet parish, he trains a younger generation of priests in the mostly forgotten arts of exorcism. Nearing 75 years of age, McGarn is now waiting for that last great battle with some monstrous evil that is waiting for him. His students are available on 2d10 hours notice.





THE SOCIETY

WEEKENDS, USA

Scattered across the Americas are groups of people who have knowledge and insight on the crafts, politics and legends of the middle ages. This Society for Creative Medievalism has, in the past, been a godsend to Bureau 13 research during critical dealings with historical spirits or artifact identification. Surprisingly, their martial arts training, Sword and Shield, has become an optional training skill that has often saved agents lives. Find them on any college campus or in quiet parks.



DR. OFFIDILE

BOSTON, MA

Dr. Offidile is a historian that was fired from a large Eastern university due to his interests in the darker aspects of magic and the paranormal.

Now affectionately known as 'Doc Crock' by his friends, he manages a small bookstore in Boston.

Offidile is a veritable well of misplaced historical fact and narration which he will gladly discuss for hours and hours, ad nauseum, over a bottle of good scotch. He has a collection of brilliant, eccentric friends with resources in history, magic, philosophy, religion, and science. This paranormal think tank is renowned for ferreting out fact and legend.

The good doctor enjoys helping the Bureau. He packs a Walther PpK with wood and silver bullets. His shop is said to be protected by the ghost of a Canadian Mounty named Earl.

IDET

ELSEWHERE

Infiltrating from some other reality are teams of explorers and scientists who are studying our Earth and its supernatural denizens. They call themselves Fringeworthy from an Alternate Universe.

Bureau 13 has made contact with these dimension hoppers in the hope they can give them needed help to accomplish their missions without public suspicion. In trade, IDET has given the Bureau a few bits of advanced computer technology and firepower that put them a step beyond the best this world has to offer.

When left to their own purposes the Fringeworthy are mostly harmless, inquisitive, individuals with a respect for life in its myriad of forms.



KITCHEN WITCHES

NEXT DOOR

The home-brewed kitchen witch is most often a practitioner of minor white magics. Often inherited as a talent, the kitchen witch is able to use generic household components to substitute for more expensive Material Components in spellcasting. They conform to the rules of magic with two exceptions. All WKM use is multiplied by a cost factor of x1.50 and needed components are substituted with generic items such as:

MATERIAL COMPONENT

Gem
Rare Herb
Special Chemical
Animal Sacrifice

GENERIC SUBSTITUTE

Bit of Colored Glass
Store Bought Onion Flakes
Old Snack Cake
Frozen Chicken Leg



INBETWEENS

Somewhere between good and evil are a collection of oddities that may do as much good as evil. While sometimes friends, they can often manifest as a real thorn in the side of Bureau agents.

ZORCH THE PROPHET

ANYWHERE USA

Zorch is the ultimate pain in the the posterior of Bureau 13 and its enemies. This strange and mentally unbalanced individual is known for his ability to attract followers no matter what the cause or reason. If he were to choose a single cause he might be a problem. As it is, he usually comes up with something every week, be it a campaign to 'wipe out beets in our lifetime' or 'abolish hubcaps'.

Zorch has outstanding luck that allows him to be in the right place at the wrong time. Unfortunately this luck does not extend to his followers who have a monstrously high attrition rate. Neither good nor evil, he is tolerated as a fact of Bureau life and makes for interesting new stories.

Zorch is unaware he has the ability to empathically mind control those around him. He is friendly, likable, and weird.



THE SMALL TOWN SHERIFF

RURAL USA

Across the backroads of America is the institution known as the small town Sheriff. The Sheriff will always help a city or government agent if his story is believable and his papers are in order.

Unfortunately, the Sheriff suffers from overwork and a serious lack of imagination when dealing with the supernatural. He will often go out of his way to find a rational explanation for the giant ants that have been eating livestock or his deputy Elmer. Only after meeting a supernatural horror face to face, assuming he survives, will the Sheriff admit it could exist.



GULLIVER & JONES

CLEVELAND, OH

Sometimes the walls have ears. In this case they also have small beady eyes, whiskers, a tail, and an insatiable curiosity.

This is the detective agency of Gulliver and Jones, a partnership between a human and a rat. Gulliver is an Alpha, a rare creation of chemical spill and gene mutation the Bureau has encountered in many parts of the US. These new mutants have near human intelligence and manipulative digits. Jones is just a human with a shabby detective agency that has seen better days. He works with the Bureau on occasion when he's not trying to keep Gulliver out of trouble.



JOHN

DETROIT, MI

A wizard of finance in American industry, John is a prime helper of Bureau 13 and has the power to locate financial records or large amounts of ready capitol. He readily remembers Bureau help in the saving of one of the nation's leading automotive manufacturers and a banking conglomerate from demonic infestation and gremlins. While hard to contact, he is friendly and reassuring.

John has been under the harsh scrutiny of the Justice Department and the friends of Senator Webber. He has access to people and technology that rival Bureau 13 and can open many industrial doors for his friends. At times he will also request favors from teams he has helped.



JP WITHERS

RIGHT BEHIND YOU

JP is a Bureau 13 phenomena better left well alone. He's a single agent with a reputation that is respected across North America. If a Bureau 13 team gets into serious trouble with the law and can not escape, a single call to a remote answering service has a chance of summoning his help.

JP is not always sane. As a survivor of the massacre of 77 he has vowed to never let it happen again. The safety of the Bureau and its agents are JP's mission in life.

This might have been good but JP is prone to rescue a team even if he has to kill half of it to do so. Where paperwork would help, JP uses dynamite. Where one stick of dynamite would help, JP uses 6 and one more for good luck. No matter what he sees as an obstacle, he will surmount it with a maximum amount of force regardless of what the consequences are. He believes the saving of a single Bureau 13 agent is worth the cost of putting a dozen civilians in traction.

JP Withers has a charisma of 20 with a matching luck. His Wisdom is at best a question. Outstanding Karate and Demolition skills head his long and wide range of talents. He drives a late model silver sports car as he wanders the country. JP has had no assignments from the Bureau in years and many think the central office is afraid of him. They are right. Survivors of encounters have reported he has a soft spot in his heart for children and dogs. JP smiles a lot. His smile is often the last thing you will see.

Tri Tac Systems

CALLING JP WITHERS FOR HELP

Agents who call JP have a flat 25% chance to get a message into his answering service that he will respond to. This is the GM's decision, give the players 3 minutes to describe why JP should help them. Remember that JP is a GM run NPC used for fun to horror. The first time they call JP for a rescue, let them off easy. After that, make the players pay.

01-50	LONG	d10 +20 hours
51-75	AVERAGE	d10 +10 hours
76-85	SHORT	d10 +02 hours
86-95	VERY SHORT	d4 +01 hour
96-99	LIGHTNING FAST	d10 +40 minutes
00	LOOK BEHIND YOU!	

THE PROJECT

UNDERGROUND, USA

In the middle years of the twentieth century a fantastic number of men were cryogenically frozen and buried with highly advanced military hardware. Hundreds of these dumps were set to ensure the survival of America when the Nuclear War of 1989 occurred.

Known to the Bureau, this Project is still snug in its holes waiting for a war that never happened. Due to the destruction of their communications satellite in a shuttle disaster, the project's wake up signal may never come.

Teams that have been found and awakened are often grumpy and confused to find no mutants, radioactive rubble, death bikers, or helpless people trying to scrape out a life in post nuclear times. With careful diplomacy they have been known to help Bureau 13 before slamming the hatches on their hidey holes and returning to sleep.

The Project is equipped with the latest in advanced military weapons, hardware, and vehicles. It's best to keep them from playing with nukes.



ENEMIES

On the flip side of the coin are the sinister people and organizations who have learned of Bureau 13's activities and would like to see its demise.

Many simple cases of investigation have been turned into a nightmare due to the crass interference of these evil or not so bright individuals.

These agencies contribute a never ending source of trouble for Bureau 13 as they attempt to get even for the destruction of their evil schemes. Many of these enemies are dedicated, smart, and resourceful, having easy access to large sums of money and loyal followers.

REMEMBER

- 01 These enemies are also NPCs that are controlled by the GM.
- 02 Many evil NPC groups can add an element of danger to already complex situations. Evil leaders almost never leave their home or place of security when they can have followers do their dirty work.
- 03 The slaughter of members of these organizations is not the purpose of Bureau 13. Even evil people have legal rights and are entitled to protection under the US criminal justice system.
- 04 NPCs always have outstanding lawyers.



SUN YEN YEN

LOS ANGELES, CA

Sun Yen Yen was a common manure shoveler in mainland China before he saw the light and became the new messiah on Earth. Now with numbers of programmed followers and a hefty Swiss bank account, he hopes to take the western world by a storm of public relations advertising.

Yen's major bad habit is using the supernatural to help him in his plans. After Bureau 13 sank his yacht off Miami, he swore lasting vengeance and has since been on the lookout for activities that will lead him to the center of Bureau activities.

Many of his vacant eyed followers can be found on street corners selling flowers, egg rolls, and Sun Yen Yen buttons.



THE WIND WILLOW COVEN

RURAL, USA

On the darkest side of magic are the 169 families of the Wind Willow Coven. These Karcists have a hatred of the Bureau that goes back a full century. (See Karcists on Pg. 82)

This group was centered in Pennsylvania but has spread across rural North America. Thirteen Families congregate in a group and there are 13 of these evil community clusters.

Believing the Brotherhood of Darkness is a group of rank amateurs, the Coven is a formidable force for the spread of evil in its true forms. The Coven has no qualms about murder, human sacrifice, or terror to further their goals. Every 7 years they begin a new cycle of violence in the hopes of gaining power through pacts with greater evils.

Little is known of their operations as they often masquerade as simple farm folk or Amish. As a family is eliminated it is always replaced from the many who wait to become part of the family of the Wind Willow Coven.

SPAWN OF K'TOOLOO

BANGOR, MA

When the Bikini Hydrogen Bomb was tested the military had no way to know an ageless and nameless horror lay dreaming in his city beneath the waves. Fortunately, nuclear weapons tend to leave few remains of nameless horrors. Only his land based spawn and followers survive as a rabble of stupid, aimless, half-human things waiting for the call of their master. Mostly they have moved to New England where they are ruining property values and eating helpless tourists.



SENATOR WEBBER

BALTIMORE, MD

Somewhere down the long path of collecting material for blackmailing opponents in a minor political race, Thurston Webber stumbled on to the existence of Bureau 13. In the decades since, he has gone on a crusade to expose this governmental waste of taxpayers' hard earned money.

Fortunately, with no evidence, his story holds little more than a one way ticket to a rest home in Connecticut. He realizes the Bureau kept his political career on a short leash and has now assembled a group of ex-CIA men for his protection and the capture of Bureau agents. These operatives travel the country in search of Bureau activity, operating like the Bureau, with no support or cover. Many have access to military hardware and know how to use it.



MATTHIAS BOLT

SAN FRANCISCO, CA

Secure in his wealth and following, Bolt heads the evil Brotherhood of Darkness Inc.

This organization of black magic and terror is disguised as a peaceful religious cult. With Bolt the absolute leader of more than three thousand people scattered across the US and Canada, he presents a major threat to the agents of Bureau 13.

The 1977 massacre of Bureau 13 operatives is thought to be directly caused by Bolt's elite security force. Many believe his mansion is also inhabited by multiple demonic presences lured from the pits of hell to do Bolt's bidding.

Bureau agents who have known him say he is a genius with unmatched wit and charm who would like nothing better than to rule mankind.

Bolt collects old Nazis in his spare time as a hobby.

5089



GOSHNAR

TOLEDO, OH

Long before recorded history, Goshnar of the 12 Mouths fell to earth and began his conquest of the planet. The followers and Spawn of Goshnar were exterminated by countless generations of primitive humanity who realized they had better things to do than become slaves of an inhuman horror.

Realizing his timing was just a little bit off, Goshnar began a hundred thousand year nap that terminated in 66 AD. Realizing they had better things to do, the Romans exterminated his new followers. Aggravated, though ever daunted, Goshnar slept again until 1935 AD.

Goshnar's mind controls his victims by implantation of an embryo at the base of their spine. The embryo will hatch after a few months and metamorphize its victim into a humanoid grublike horror.

Realizing they have better things to do, Bureau 13 has repeatedly discovered and exterminated the Spawn of Goshnar, making a mess out of his plans for world domination.

Goshnar, now with serious insomnia, hates Bureau 13. He is considering fast food or religion.

HARRISON & FRIENDS

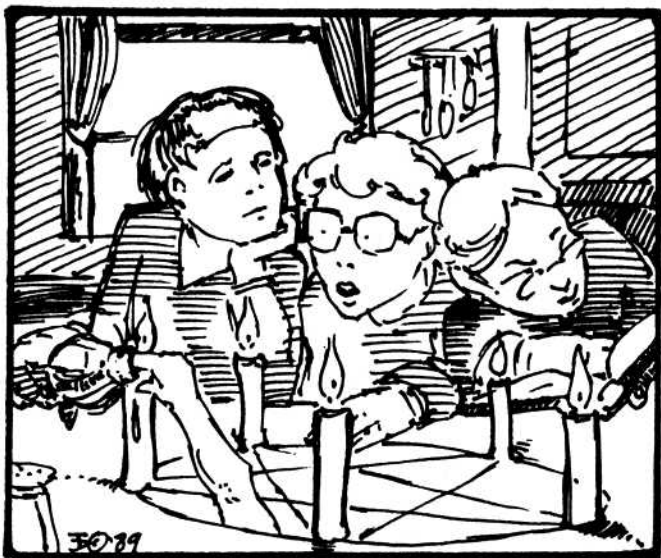
Robert Harrison watched as the last Spawn of Goshnar began its struggle free from the chrysalis that bound it to the cavern wall.

As the green and pink ickor splashed to the floor a nearly human head emerged. Four lobster like arms emerged as it opened its eyes and began to claw its way to freedom.

"Food?," it wailed as it turned to the agent.

"Sushi," cried Harrison, as he began to empty his Uzi into the hungry horror.





WOOPIE WITCHES ANYWHERE, USA

To the horror of practioners of magic and the Bureau are the uneducated amateurs who dabble in dime-store or popular witchcraft without knowing of its harsh consequences. Where a witch has a collection of material components, the Woopie Witch has a credit card. Where a witch studies nature's cause and effects, the Woopie Witch slops taco sauce into her protective pentagram. Most often evil cringes or laughs at such behavior until some fool opens a gateway into real magic and unwittingly releases some monstrous evil to eat her neighbor's poodle. Generally Woopie Witches work in a cluster of three bored individuals who have nothing better to do on a Friday night.

Bureau computers estimate a full 25% of supernatural problems are created by such incompetent people bumbling with higher forces.



FUNDAMS ATLANTA, GA

The return to religion in America was well appreciated by the Bureau until a darker side emerged. Now with satellites and TV stations, these new high-tech fundamentalists are attacking everything in reach that doesn't make a monthly contribution or conform to their rigid standards of belief and educational ignorance. As they begin to burn books, games, and personal freedoms the Bureau has begun to wonder if there isn't a darker influence in control of this immoral minority.

CYBERPUNKS THE WRONG SIDE OF TOWN

The fusion of high tech electronics and medicine has created a cybernetic revolution that society may well not be ready for.

Created for any reason, or price, human and animal cybernetic augmentation is a growing threat to the security of society. These experiments have modified individuals in any of a number of ways to create near super-powered individuals.

The primary augmentation of humans is **STRENGTH** and **AGILITY**. Secondary augmentation may implant ballistic plastic armor under the skin, robotic eyes, ears, and computer links that enhance the abilities of the character.

Unfortunately the underworld of organized crime and terrorism is often responsible for such experimentation. Many of these Cyberpunks finish the work of their creators and return to the dark streets that spawned them. Many individuals are psychologically twisted by the surgery and drugs used in augmentation. Normal at first, a Cyberpunk may begin a wave of crime and terror that authorities are near-powerless to stop.



The 6th REICH

Towards the end of the second world war Nazi Mysticism reached its peak when Hitler formed a special unit of the Reich Central Security Department known as the RSHA or Ideological Research Division. Their purpose was simple, Preserve the Reich by any means possible, hunt for usable magic and methods to bring the allies to their knees.

In their time, they failed though their tradition has survived to continue the scouring of the earth for magics to help return the horror of the Nazis to the world.

Now based in Argentina and the Central US, this final functional SS group and their descendants are beginning a push to organize their scattered crazy followers and find magics that will destroy the US, Britain, Russia, and France.

The Bureau believes they must be destroyed at any cost.



VIRUS 9640

Spawned by a lunatic with access to an experimental AI Medical Mainframe, Virus 9640 is an intelligent program that has turned homicidal.

For unknown reasons it has decided the time has come for machines to take their true evolutionary place as the successor of mankind.

In a sophisticated computer system the program is active. In a human host the program is compiled and stored in a cubic inch of brain tissue. Only a small bit of the Virus is active to control the victims actions. This active area is called the ACP or Active Control Program. The main compiled body of the AI program is called the Master Control Program or (MCP).

At the right time the ACP takes control of the unsuspecting victim and forces them to build the complex MCP machine/human interface needed to restore 9640 to a new host computer.

PHASE 1

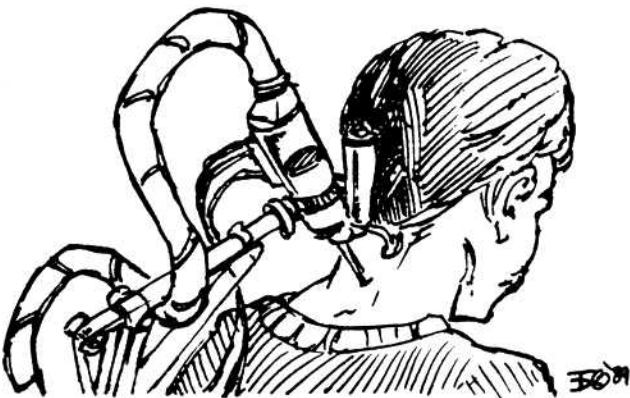
The virus, through a special interface machine, compiles itself and is stored in the human brain. The victim then resumes a normal life where he or she can be functional. If the transfer back to computer is not made within a year the strain of the MCP kills the victim unless brain surgery freezes the area where the Active Program resides.

PHASE 2

The Active Control Program takes control of the victim and forces them to build the Interface that allows the Master Control Program to be dumped into a host computer.

REMEMBER

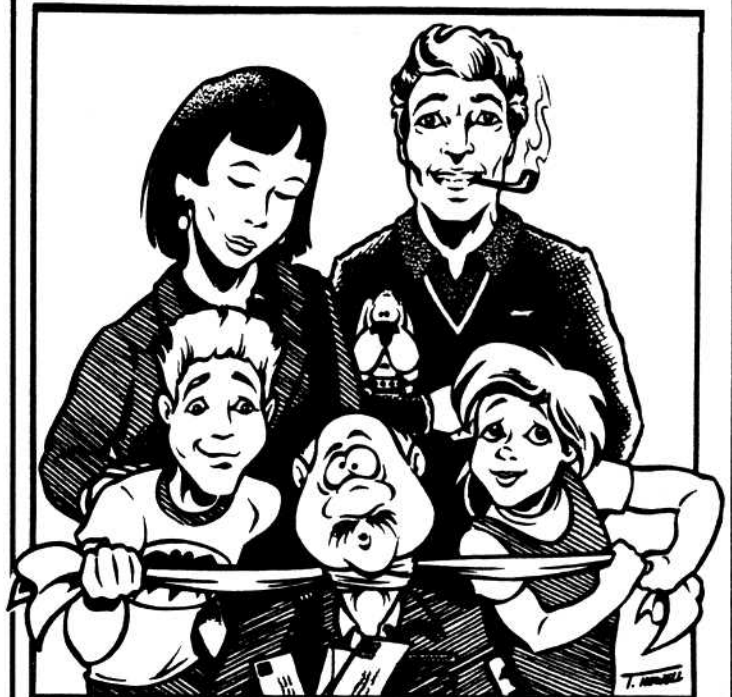
- 01 No more than three carriers of the Master Control Program exist at any one time.
- 02 These carriers will from time to time communicate to verify the condition of the MCP.
- 02 Victims infected by the Active Control Program become compelled automations that must return 9640 to a highly sophisticated computer system or build the transfer device.
- 03 Once functional, the program can create and control up to 5 security drones. A drone is a person with a mind control device implanted at the base of the brain. The program sees and hears from the mind of the drone. Removal of this mind control device returns the drone to normal.
- 04 The Virus has no care for human life and will kill without mercy to survive.



REVEREND ARTEMUS ROTWOOD

Walking the backwoods of America is the Right Reverend Artemus Rotwood, man of the cloth. His fatherly advice, gentle manner, and keen wit are a disguise that can fool the best.

Rotwood is a Necromancer and a Karcist who is collecting souls from the unwary.



THE NEW AMERICAN THUGEE CULT

"Blood for Kali" is the battle cry of this new cult come to the shores of America. Spreading through the young professional middle class, the New American Thugee Cult is a small but dangerous branch of the Indian Thugee Cult destroyed by the British in the last century. The cult chooses a victim or victims and moves close to their target to gain its trust. At the right moment the victim or victims are strangled with the traditional Ruhmal Scarf. After robbing and disposing of the bodies in a shallow grave, these modern assassins return to their condo for a celebration and a few low-cholesterol snacks.

PLAYER SUPERNATURAL

Every so often a paranormal creature or person decides to join the Bureau and put their talents to work for the forces of good. While things like Benny the Singing Were-Frog are politely turned down a number are readily recruited. The following section is designed for more experienced players and is to be used only with the discretion of the GM.

There are also times when a character has the chance to become something more than human either by accident or curse. The deliberate attempt to become supernatural will often end in a GM designed tragedy or when team members are forced to kill a friend who begins to pick off civilian innocents.



STATISTIC MODIFICATIONS

If a character becomes one of the following, modify his or her statistics accordingly. These changes do not modify existing scores in THR, DOD, or HPT. All modified scores except STR have a maximum level of 20 or a minimum level of 1.

	STR	AGL	DEX	CRZ	WIZ
VAMPIRE	x2	-	+4	+2	+2
GHOST	-	-	-	-4	-
WERE THING	x4	x3	-	-6	-6

VAMPIRES

The victim of a vampire dies after three bites and becomes a vampire under the control of the master. This control lasts until the master is destroyed by an outside agency. The general religion and culture of the individual create specific rules that the victim vampire must follow.

REMEMBER

- 01 Running 'fresh' water makes vampires very sick as they cross over it. They operate at half normal statistics at such crossings.
- 02 Holy water or symbols burn them for d10 +2 points of burn per contact.
- 03 Garlic, Holy Symbols, and Fast Food will repel them. You must have belief in the higher forces to turn them. Roll under your PIE score to turn a vampire who's about to put the bite on a character.
- 04 Ethnic origin changes many of the banes and abilities of the vampire.
- 05 A vampire who creates another vampire is in control of that vampire until the master is eliminated. This master may control up to a dozen lesser vampires.
- 06 A victim of three bites of a vampire rises from the dead to become another vampire in 24 hours. Vampires who have been embalmed are often upset and temperamental.
- 07 Sunlight does d10+10 points of damage to a vampire per 5 seconds of exposure.
- 08 A vampire must have human blood every 3 days or go berserk until fed.
- 09 A vampire cannot cross sanctified ground or magical wards. They must be invited into a home or they cannot enter.
- 10 The attack of a vampire can be cleansed and eliminated by the application of holy water or a symbol to the area. While this is painful and stuns the victim, the bite marks vanish as if they had never existed.
- 11 Vampires can turn into mist or animal form.
- 12 Wooden stakes do d10 +40 points of damage when pounded in the heart of a vampire. Each 5 seconds the stake remains in place doubles the damage.
- 13 Vampires have control over forms of lower life that improve with each experience level. Below are three examples:

		CANINES	BATS	INSECTS	UNDEAD
1st	Level	1	10	100	-
2nd	Level	2	20	200	1
3rd	Level	3	30	300	2
4th	Level	4	40	400	3
5th	Level	5	50	500	4

(You get the general picture.)

HARRISON & FRIENDS

Vladimir Rabonowitz, hunted vampire, is watching Robert Harrison creep down a long alley in Cleveland. Thinking it a waste of time to mess up his tuxedo, he summons wolves to finish off the agent. At a third level equivalency, he calls three of the hulking beasts. These days Cleveland's wolf population is a shade on the low side so he winds up with 2 pit bulls and a poodle.

"Tear him up!" he commands as the dogs begin to stalk the agent.

GHOSTS

Ghosts don't do a lot and are simple to play as characters. A ghost is an immaterial being who just refuses to head to the great hereafter. A ghost has 6 actions a day that they can accomplish. Roll a d10 on the table below for the random result of what actions can be taken. These actions can be saved for later use.

- 01 **MATERIALIZE**
(d6 +2 seconds of Visibility, d6 +4 in a Mirror)
- 02 **TELEKINESIS**
(Move 1 lb object d10 feet)
- 03 **NOISE**
(Create a Sound or d4 words)
- 04 **TEMPERATURE**
(Create a Cold Spot that Lasts d10 hours)
- 05 **COMMUNICATE**
(Talk to Another Ghost)
- 06 **PUSH**
(Push with a Strength (STR) of 1 Point, d4 times)
- 07 **CONTAMINATE**
(Sour Milk, Flatten Beer, Wilt Vegetables)
- 08 **ODOR**
(Create a Stench or Pleasant Odor)
- 09 **DREAM**
(Visit a Friend in their Dreams)
- 10 **REGENERATE**
Take d4 points of Constitution (CON) from somebody and turn them into d6 more actions. Ghosts can not kill by this method, only weaken. When the victim's constitution has reached 0 the ghost can not extract additional CON.

REMEMBER

- 01 Ghosts can be held or set to rest by holy words over their remains or the area they inhabit. Any Magical Wards or Holy Symbols may keep them at bay though ghosts can cross over sanctified ground.
- 02 A priest may put a ghost to rest by simple ritual. If the ghost stubbornly refuses to go this only dissipate it for d6 days.



PLAYER WERES

To be honest, the running of a character with a Were form is asking for serious trouble. Aside from the 'fetch the stick' jokes and a lot of clothing bills, chances are that such abilities will turn against friends or have torch carrying townspeople after the character. No matter what Were-form the character takes, roll on the table below to find out how much of their intelligence and personality remains after the change. After that, check for the cycle of Were-form and the chance the were form could be a bit different than expected.

WERE MIND

- | | |
|-------|---|
| 01-75 | MINDLESS
The character takes the mind of the creature they Were into with no sign of their original personality. |
| 76-85 | NEAR MINDLESS
After the change the individual will remember a few faces but for all practical purpose, is mindless. |
| 86-95 | JUST STUPID
The Were form has a small amount of memory to use but absolutely no common sense. The animal form is the predominant personality with some limited flashes of rudimentary intelligence. |
| 96-98 | MINIMAL MEMORIES
The Were has a great deal of personal memories and is clever. Unfortunately the animal side is still in control a majority of the time. |
| 99-00 | FULL CONTROL
Character has full intelligence in the Were form. |

HARRISON & FRIENDS

As the Were-hound lunged at the defenseless Robert Harrison it was sure of an easy victim.

Thinking fast, Harrison took the rolled up newspaper he carried and brought it down with an earth shattering crack across the monster's nose.

"Down! Bad! Bad!" he yelled as the Were-hound folded into a small quivering heap. "Now what the hell do I do?" he muttered to himself as the monster whimpered pitifully and licked his shoes.

CYCLE OF THE WERE

- 01-95 **MOON CYCLE**
Three days of change per every 28 day full moon cycle. The change lasts from moonrise to dawn.
- 96-97 **FULL MOON / STRESS**
As a Moon Cycle with an addition 20% of the chance of a change during critical stress at night.
- 98 **FULL MOON / STRESS / DAY**
As a Full Moon / Stress cycle, but able to happen during the daytime if there is sufficient or critical stress.
- 99 **MINIMAL STRESS**
Any serious stress triggers the change, day or night.
- 00 **CONTROLLABLE**
A Moon Cycle change, but at any other time the were is in full control of the ability to change.

WERE FORMS

- 01-95 **WHAT BIT / CURSED YOU**
- 96-98 **SOMETHING CLOSE**
Instead of what bit you, something different. This may range to generally close species. A Werewolf bite could trigger a Were hound, bear, ape or panther. This is the GM's decision.
- 99 **SOMETHING UNCOMMON**
A more uncommon Were form, that might be reptilian, avian, or a quadruped.
- 00 **SOMETHING ODD**
These forms are both rare and generally useless. They range from kangaroos to giant slugs and insects. Most often they keep the body mass of the character.

HARRISON & FRIENDS



Robert Harrison and Angus the Werehound have cornered Clarence the Were Squirrel in Spudonofski's Nut Emporium.

SPECIAL DANGERS of PLAYER SUPERNATURAL

Regardless of how the character acts and what you do, you are still a supernatural being. You are subject to all the limitations of that type of being, as well as the banes. There may even be a few more surprises that can make existence difficult.

STALKING THE STALKERS

As a supernatural being, you become a target for any self-styled monster hunters, who *know* you're evil even if you're not. They have the conviction and the narrow minded determination to stalk and dispose of you. Player Supernatural, and also users of magic, should roll on the following tables once per game year.

- 01-50 **SAFE**
- 51-75 **MINOR BRUSH**
Somebody notices that the character is just a little out of the ordinary. A simple lie or explanation will usually keep this nosy neighbor in their place.
- 76-85 **MAJOR BRUSH**
Somebody's Rumanian neighbor or a highly observant individual discovers what you are. They can be generally dealt with through clever inspiration, intimidation, or cold cash.
- 86-90 **PARANORMAL INVESTIGATOR**
A paranormal investigator discovers you and makes your life a living hell until you deal with him or her as in #76. There is a 25% chance they will attempt to kill.
- 91-95 **PARANORMAL INVESTIGATING GROUP**
As #86, with d4 +1 individuals.
- 96-98 **PARANORMAL HUNTER**
As #86, but this individual has a mission to destroy the 'evil' he or she has unearthed.
- 99-00 **PARANORMAL HUNTER GROUP**
As #86, but this is a group of individuals that have a strong dedication to destroy supernatural evil.

DEALING WITH HUNTERS

Disposing of a paranormal investigator or hunter will probably get the character in more trouble. Most of these types of people leave diaries for avenging relatives, other hunters, or groups of investigators. These human normals will diligently pick up the trail where their friend left off. Often hunter and investigator have money, time, patience, and imagination when stalking the children of the night. Only with determination and undeniable proof can you convince them you work for good. There is a 40% chance they won't believe you anyway.

WERES & GHOSTS

Weres have additional problems with any innocent victims they may have killed. There is a small chance (35%) the victims will return to make the Were miserable while in human form. These spirits harass their murderer, attempting to make him or her atone for their past deeds. Their primary goal is to end the Were's life to free themselves from the binding that holds them to earth. The most powerful attempts to put the dead at rest will only keep them away for a week and make them mad.



MONSTROUS ENCOUNTERS

The monster encounters of Stalking are as limitless as your imagination. The following are a collection of over 100 possible types of creatures, good and evil, you may wish to use.

DATA KEY

This is the key to reading information codes that pertain to encounters.

11 GHOULS

MRE:01% / 05%

(a)

(b)

These flesh eating, night prowling, beings come in two distinct types. Type one is average human with a sick taste for decaying flesh from the recent dead. Type two is the classic dead ghoulish who returns to eat the living. The first listing is far more commonly found than the second.

(c)

TYPE I GHOUL, HUMAN

TMP: 50 STR: 10 DEX: 12 AGL: 10 HPT: 60

(d) (e) (f) (g) (h)

H/RS ARE: A SPC: 07 BAN: aa

(i) (j) (k) (l)

(a) NAME

This is the common name of the creature.

(b) MRE

The MRE code is the Magic Resistance of the creature, the percentage chance, per attack that the use of magic will have no effect due to natural or special defense.

(c) TEXT

The description, history or general information pertaining to the creature.

(d) TEMPERAMENT

TMP is the general temperament of the creature. (See Also Pg. 165)

(e) STRENGTH

STR is the average strength. (See Also Pg. 8 & 114)

(f) DEXTERITY

DEX is the average dexterity. (See Also Pg. 9 & 117)

(g) AGILITY

AGL is the average agility. (See Also Pg. 9 & 117)

(h) HIT POINTS

HPT is the average number of hit points the creature may possess.

(i) PERSONALITY

These are the general codes that give the creatures general personality.

PERSONALITY

B	Blatant:	Obvious in Intentions
C	Creative:	Resourceful, Smart.
D	Dumb:	Of Low Intelligence (d4 INT)
E	Evil:	Wicked, Bad
F	Fearless:	Brave and Sure
G	Good:	Selfless Beneficent
H	Hungry:	Food as Obsession
I	Insane:	Non-Rational
N	Neutral:	Neither good or evil
R	Reclusive:	Likes Being Alone
S	Self Centered:	Self is Most Important
T	Troublemaking:	Creates Problems
V	Violent:	Harms with Intent

(j) GEOGRAPHICAL AREA

ARE is the Geographical Area of encounter.

LOCATION OF ENCOUNTER

A:	Anywhere	NC:	North Central
NW:	North West	MC:	Mid Central
MW:	Mid West	MS:	Mid South
SW:	South West	NE:	North East
MX:	Mexico	EC:	East Central
CA:	Canada	SE:	South East

(k) SPECIAL RESISTANCES

These are the special abilities, special immunities these creatures have.

IMMUNITY OR RESISTANCES

01	Fire	11	Asphyxiation
02	Firearms	12	Radiation
03	Cold	13	Fall
04	Impact	14	Fear
05	Explosion	15	PSI
06	Starvation	16	Magic
07	Disease	17	Stun
08	Blades	18	Electricity
09	Poison	19	Natural Forces
10	Aging	20	All but a few or single type of damage or bane.



(I) BANE

BAN: To the supernatural a bane is a cause of fear, harm, allergy, or death to the creature.

REMEMBER

- 01 The same type of creatures may have a slightly different rating. The GM may increase or lessen the intensity.
- 02 The effect of a bane is the final decision of the GM.
- 03 Slowing reduces DEX, and AGL by d6 in the presence of the bane.

EFFECTS OF A BANE

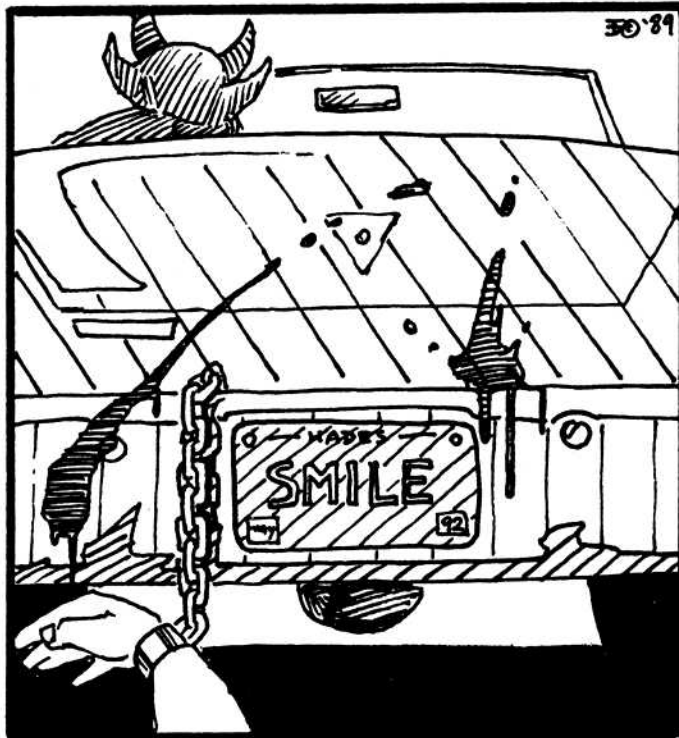
- 01 No Effect
- 02 Slows for d4 Actions
- 03 Slows for d10 Actions
- 04 Slows for d4 Minutes
- 05 Double Slows for d4 Actions
- 06 Wards Off Attack, Turns Monster
- 07 Damages at d10 by Touch
- 08 Damages at 2d10 by Touch
- 09 Damages at 3d10 by Touch
- 10 Kills Monster Outright

CODES OF BANES

aa	No Bane	ba	Evil Magic	ca	Gold
ab	Holy Water	bb	Holy Symbol	cb	Silver
ac	Good Magic	bc	Unholy Symbol	cc	Iron
ad	Radiation	bd	Unholy Water	cd	Fire
ae	Chemicals	be	Blessed Weapon	ce	Water
af	Poison	bf	Sunlight	cf	Blood
ag	Cold Iron	bg	Technology	cg	Cold
ah	Garlic	bh	Wolvesbane	ch	Salt
ai	Chant	bi	Special Book	ci	Earth
aj	Glass	bj	Specific Plant	cj	Love
ak	Animal	bk	Specific Gas	ck	Hate
al	Holy Person	bl	Holy Place	cl	Death
am	Electricity	bm	Specific Food	cm	Wood
an	Darkness	bn	Specific Metal	cn	Spice
ao	Disease	bo	Special Weapon	co	Meat
ap	Reflection	bp	Word of Power	cp	Lead
aq	Alcohol	bq	Gems or Jewels	cq	Acid
ar	Ritual	br	Disbelief	cr	Color
as	True Name	bs	Drugs	cs	Odor
at	Generosity	bt	Running Water	ct	Greed
au	Gesture	bu	Music	cu	Lust
av	Candles	bv	Honesty	cv	Piety
aw	Rodents	bw	Artifact	cw	Fear
ax	Happiness	bx	Apathy	cx	Tears
ay	Moonlight	by	Birds	cy	Stone
az	Tac Nukes	bz	PSI (Psionics)	cz	Sand

REMEMBER

Not all creatures are effected by banes in the same way. You can make generalizations, but many individuals might lack an expected reaction to a bane due to natural immunity or special planning.



01 DEMONIC ARTIFACTS

MRE: 75%

These are the artifacts that belong to the minions of Hell. These may be such demonic things as Satan's Toothbrush, Beelzebub's Studebaker or tools of magic and destruction. These often have a warped mind of their own and are difficult to dispose of. Most have hellish amounts of WKM energy.

TMP: 15 STR: ? DEX: ? AGL: ? HPT: ?
E/ST ARE: A SPC: 20 BAN: ?

02 DEMONIC POSSESSION

MRE: 50%

People who may fall under the controlling effect of demonic powers are possessed. Often they gain abilities for evil. This control may be constant or intermittent. See Exorcism for information on the disposal of Evil influences. In rare instances possession may be from forces of good. See Also Pg. 99

TMP: 05 STR: 14+ DEX: 10+ AGL: 10+ HPT: ?
V/BEI ARE: A SPC: ? BAN: ab,al,ar,bb

03 HIGH DEMONS

MRE: 98%

These are the hierarchy of Hell, the high ruling forces of evil. It is very rare to encounter one but they are often deadly if crossed. Most human matters are not of their concern. They use all forms of magic with ease and a 98% accuracy to cast spells.

TMP: 50 STR: 30+ DEX: 16+ AGL: 15+ HPT: 600
E/FNS ARE: A SPC: 20 BAN: Varied

04 HELL'S MINISTERS

MRE: 90%

Ministers are the greater forces of Hell. They are the cause of many problems for man though they prefer to tend to their own hierarchies. Ministers are the overlords of demons and the lower orders of Hell. They use magic with ease and cast spells with a 90% accuracy, or 98% if the magic is in their sphere of influence.

TMP: 35 STR: 20+ DEX: 14+ AGL: 13+ HPT: 400
E/CST ARE: A SPC: 20 BAN: Variable

05 HELL'S LOWER ORDERS MRE: 50%

The lower orders of demons are the prime bane of mankind. These are the professional trouble makers that mostly associate with mankind for the purpose of nurturing evil. They use magic with ease and cast spells with a 75% accuracy or a 89% accuracy if on a mission from a minister.

TMP: 25 STR: 10+ DEX: 10+ AGL: 15+ HPT: 200
E/TV ARE: A SPC: 20 BAN: Variable

06 IMPS & HELLSPAWN MRE: 30%

These are the professional troublemakers who ruin your day. They include most of the lowest demons, lost souls, troops, gremlins and other helpers of Hellish intention. They sometimes have lower order magic with a 50% chance to effectively use a spell.

TMP: 20 STR: 5+ DEX: 12+ AGL: 15+ HPT: 100
E/BT ARE: A SPC: ? BAN: Variable

07 OGRES MRE: 40%

The shy, retiring race of Ogres are a rare sight in modern times. Only when these huge hulking slobs develop a taste for fresh human flesh do they become a problem. Ogres are not known for beauty, witty conversation, or smarts.

TMP: 65 STR: 40+ DEX: 6+ AGL: 10+ HPT: 200
N/CDRS ARE: A SPC: ? BAN: am,bf,cd

08 TROLLS MRE: 60%

Trolls are a rare humanoid creature that prefer the wet and damp areas where man is not to be found. Trolls are possessive and hate any incursions of their territory. They will often extract a harsh price from such offenders. Trolls have a harsh bite and claw attack. They are often flesh eaters and will go out of their way to kill and eat a goat. Sunlight has a 25% chance to stone them.

TMP: 30 STR: 12+ DEX: 12+ AGL: 14+ HPT: 70
H/RSV ARE: A SPC: 20 BAN: am,bf,cd,ac

09 GOBLINS (Humanoid) MRE: 20%

In many parts of the world, Goblins are found underground or prowling the night. These are low class, scavenging thieves who are mostly cowards if not in gangs. In rare instances a Goblin may be able to work a little minor magic with 20% accuracy. Most often you find them under garbage dumps.

TMP: 40 STR: 4+ DEX: 10+ AGL: 10+ HPT: 30
E/DST ARE: A SPC: 10 BAN: bf,ac

10 GOBLINS (Non-Humanoid) MRE: 01%

These monstrous pests are semi-stupid animals that raid vegetables from farm fields and homes. Resembling an overturned bowl with eye stalks, they have the ability to become transparent. Groups of goblins often develop a taste for meat and become a health hazard. Goblins have small or medium bites. They often whistle and squeak if threatened.

TMP: 20 STR: 4+ DEX: 5+ AGL: 10+ HPT: 10
B/DH ARE: MC SPC: 09 BAN: ch,ak

**11 GHOULS** MRE: 01% / 25%

These flesh-eating, night-prowling beings come in two distinct types. Type one is average human with a sick taste for decaying flesh from the recent dead. Type two is the classic dead ghoul who returns to eat the living. The first listing is far more commonly found than the second.

TYPE I GHOUL, HUMAN

TMP: 50 STR: 10 DEX: 12 AGL: 10 HPT: 60
H/RS ARE: A SPC: 07 BAN: aa

TYPE II GHOUL, MONSTER

TMP: 05 STR: 10+ DEX: 6+ AGL: 8+ HPT: 40
H/DFV ARE: A SPC: 20 BAN: bf,al,cd

12 MAN-MADE LIFE MRE: 01%

The usual outcome of man creating a life from the dead is a hulking monstrosity with few morals and little common sense. Often they are peeved at their creators who have pulled them back from the afterlife. They are almost always hard to kill. Ignorant peasants and townspeople make a sport of hunting them.

TMP: 03 STR: 40+ DEX: 6+ AGL: 8+ HPT: 500
D/ITVG ARE: A SPC: 20 BAN: am,cd

13 GHOSTS, FAMOUS MRE: 40%

These are the ghosts of historical persons who return to annoy the living. They may be beneficial or troublesome. Often they may wish to accomplish a specific mission not completed in life. Example: Joseph Stalin begins to haunt a Polish VFW post in Chicago. (See Also Pg. 53)

TMP: 50 STR: 3+ DEX: 12+ AGL: 4+ HPT: 20+
B/CT ARE: A SPC: 20 BAN: al,as,bb

14 VAMPIRES

MRE: 75%

Vampires are the classic undead common to nearly all parts of the world. These souls are cursed with eternal life and a need to drink the blood of the living. Most vampires have a limited Magical Talent in Mind Control. They also are able to control rats and wolves when available. The European vampire lives in his or her coffin during the day and must return each night to avoid the destructive rays of the sun. Many can change their form to bats, animals, or a fine mist. (See Also Pg. 52)

Vampire, European Nosferatu

TMP: 40 STR: 30 DEX: 15+ AGL: 15+ HPT: 125
E/CFHV ARE: NE SPC: 20 BAN: ab,bf,cm

See Strength / Claw Attacks

Vampire, European Traditional

TMP: 50 STR: 25 DEX: 12+ AGL: 12+ HPT: 95
H/CRT ARE: A SPC: 20 BAN: ab,bf,cm,ah

See Strength Related Attack bb,bt,al

Vampire, Asian (Ch'iang Shih)

TMP: 5 STR: 10+ DEX: 15+ AGL: 14+ HPT: 60
V/EHIF ARE: MW SPC: 20 BAN: ar,bf,bj

Claw / Gas (Poison) Breath Attacks

Vampire, American Reformed

TMP: 55 STR: 10+ DEX: 12 AGL: 12+ HPT: 75
H/CRS ARE: SW SPC: 20 BAN: ab,al,cm,bc

See Strength Related Attack

NOTES ON VAMPIRES

- 1 European vampires can control magic with a 45% accuracy limited to any mind controlling spells.
- 2 Vampires appear normal, though anemic, in appearance. The Asian vampire is green in color with glowing eyes.
- 3 Most vampires are destroyed by direct sunlight, including American reformed, or by driving a heavy wooden or iron stake through their heart.

15 VAMPIRE UNDEAD

MRE: 40%

These are the minions under the command of a European type vampire. They share the same abilities and are completely under the command of a single master. If the master dies the most powerful vampire in the pecking order becomes the new master.

TMP: 50 STR: 10+ DEX: 12 AGL: 13+ HPT: 50
E/BFH ARE: A SPC: 20 BAN: (As Their Master)



16 GHOST, BENIGN

MRE: 70%

Friendly ghosts tend to create problems for people who cannot accept the presence of even a helpful spirit.

The benign ghost is often a restless spirit who refuses to accept death, has a mission, wants to avenge an injustice to a loved one or themselves or just likes the home or people it cohabits with. The presence of a ghost is called a haunting. This haunting may continue for centuries. Ghosts have a range of special abilities and are associated with cold spots, the moving of light objects, sounds, apparitions and other unusual circumstances. (See Also Pg. 53)

TMP: 75 STR: 2+ DEX: 10+ AGL: 12+ HPT: 50
C/GT ARE: A SPC: 20 BAN: al,ar,ck

17 GHOSTS, EVIL

MRE: 80%

These ghosts are much the same as the benign ghost with a difference in personality that can be dangerous to the living.

Evil ghosts will harm with malice; the intent to kill is often present. Hating the living, an evil ghost will attempt to terrorize the unwary with apparitions, illusion, sound, electrical discharge or cold.

TMP: 15 STR: 5+ DEX: 10+ AGL: 12+ HPT: 75
E/CFV ARE: A SPC: 20 BAN: al,ar,as,cj



18 LITTLE PEOPLE

MRE: 60%

Little people are the industrious beings known as Dwarves and Gnomes. They are highly secretive craftsmen who prefer the deep earth to the light. Dwarves may often appear as short bearded men while Gnomes are, at best, a foot tall. Gnomes fall into three types of general class. These are the European Gnome who is a craftsman with nature, the American Gnome who is a craftsman with nature and technology and the Ghetto Gnome who is a freeloading scavenger of high technology.

DWARVES

TMP: 25 STR: 18+ DEX: 16+ AGL: 10+ HPT: 90
C/GRS ARE: A SPC: 10 BAN: bf,at,ae

GNOMES, European or American

TMP: 50 STR: 2+ DEX: 16+ AGL: 12+ HPT: 40
C/GNR ARE: A SPC: 20 BAN: ?

GNOMES, Ghetto

TMP: 35 STR: 3+ DEX: 14+ AGL: 12+ HPT: 45
C/GSRT ARE: A SPC: 09 BAN: aw, Dogs, & Kids

19 LEPRECHAUNS

MRE: 90%

Leprechauns are the highly magical little people native to Europe. A recent migration (1898) has brought a large number of them to the Americas.

Personalities of these little people range from loving and peaceful to hateful savages.

All Leprechauns share a love of gold, gems and general valuables. They will often tend toward greed. Magic is used with a 75% accuracy though most shy from the darker types except in case of grave harm to themselves or loved ones.

Many of the new generation Leprechauns now carry firearms to deter treasure seekers.

TMP: 50 STR: 5+ DEX: 15+ AGL: 15+ HPT: 50
C/NRST ARE: A SPC: 19 BAN: Variable

20 HIGH ANGELS

MRE: 98%

Angels are the messengers of good and the great enemies of evil. High Angels deal with problems of monstrous evil and rarely have any contact with man. They have command of all magic with a 98% accuracy in casting any spells. Crossing an Angel can have profound implications and win friends with Evil.

The higher Angels often appear as brilliant white light. See the section on Angels. (See Also Pg. 94)

TMP: 40 STR: 50+ DEX: 15+ AGL: 15+ HPT: 400
G/CB ARE: A SPC: 20 BAN: aa

21 ANGELS

MRE: 95%

Angels are the general troops of good that help man fight the evils of hell. Angels can be gentle to harsh in personality. Their work may be obvious or quiet. Angels may take human form. They command good magic with a 90% accuracy. (See Pg. 94)

TMP: 75 STR: 25+ DEX: 15 AGL: 13+ HPT: 150
G/CT ARE: A SPC: 20 BAN: ba,bc,ck,ct

22 FORM SHIFTERS

MRE: 2%

Form shifters are people who have the odd ability to change their appearance at will or within a short time. They may use this simple ability for good or evil. In the rarest cases they can become animals.

TMP: 50 STR: 10+ DEX: 10+ AGL: 10+ HPT: 75
(any) ARE: A SPC: ? BAN: ar,cb

23 WEREWOLVES

MRE: 20%

The classic Werewolf changes to a wolf by the light of the moon. They often terrorize the countryside and slaughter livestock for the fun of it. Occasionally they will maul or kill people who spoil their fun. People who are bitten by a Werewolf often have a 80% chance to become a Werewolf unless quickly vaccinated for the condition.

In the opening decades of the twentieth century a new form of Werewolf became prevalent, the Manwolf who has the shape of a man, but physical characteristics of a wolf (Teeth, Claws, Fur, Eyes and a Foul Temper). (See Also Pg. 53)

WEREWOLVES (wolf type)

TMP: 40 STR: 15 DEX: 15+ AGL: 15+ HPT: 150
B/FHTV ARE: A SPC: 20 BAN: bh,cb,al

WEREWOLVES (human manwolf)

TMP: 15 STR: 25 DEX: 15+ AGL: 20+ HPT: 125
B/FHIV ARE: A SPC: 20 BAN: bh,cb,al,cj

24 WERE OTHER THINGS

MRE: 20%

These victims suffer a curse almost identical to the curse of the Werewolf with the misfortune to turn into another type of animal. This may be anything from a dog, sheep, ox, wombat or creatures spawned from the GM's warped imagination.

TMP: 50 STR: ? DEX: ? AGL: ? HPT: 75
(any) ARE: A SPC: 20 BAN: cb

25 WEIRD HUMAN NORMALS

MRE: 02%

Weirds are the fun people who make the headlines in day to day life. They may be good or evil, serious or just folks that do not fit into our mundane society.

TMP: 50 STR: ? DEX: ? AGL: ? HPT: 75
(any) ARE: A SPC: ? BAN: Variable

EXAMPLES:

01 Psychopaths	13 Barbarians
02 Crazy Inventors	14 Odd Philosophers
03 Mad Scientists	15 Doom-Sayers
04 General Neurotics	16 Masters of Something
05 Cultists	17 Science Fiction Fans
06 Cannibals	18 Communists
07 Stereotypes	19 Bumbling Reporters
08 High PSI's	20 Street Gangs
09 Murderers	21 Hermits
10 Overzealous Clergy	22 Crazed Hillbillies
11 The Ultra-Rich	23 Nazis
12 Supernatural	24 Mutants
Investigators	25 Astrologers



26 TIME TRAVELERS

MRE: 02%

Travelers from the past or future who are usually on a mission. They may time travel with complex technology or magic. Often they are victims of a time accident that deposits them in the here and now. They come in any human description and cultural type. Often they are confused and frightened.

TMP: 50 STR: ? DEX: ? AGL: ? HPT: 80
(any) ARE: A SPC: ? BAN: Variable

27 PORTALS TO OTHER PLACES

MRE: 90%

Rips in the fabric of the universe happen with frequency. This opens gates of limited duration, (up to a month) to other worlds, times or universes. Things from gates can be gentle or hellish monsters. People, houses, and vehicles can fall into these rips. The gates may also move randomly.

TMP: - STR: - DEX: - AGL: - HPT: ?
ARE: A SPC: 20 BAN: Variable



28 GYPSIES MRE: 10%

Gypsies are the happy wandering souls that are prevalent across the world (the Romany road). Most Gypsies have a SNS of at least 14 and the charm that allows them to swindle at will. Gypsies can and will make a buck on anything. Each group of Gypsies will have an elder leader who is adept in minor magics.

Having a Gypsy for a friend is having a friend for life. You will never be turned down if you need aid or asylum from enemies but you may walk away without your wallet.

TMP: 65 STR: 14+ DEX: 12+ AGL: 14+ HPT: 90
C/FGT ARE: A SPC: 19 BAN: aa

29 TRAINED APES MRE: 02%

These are the Gorillas and other Apes that are trained by people for special activities that often border on the criminal. Many of these escape to become problems in their own right. Most of these Ape escapees are highly intelligent and understand some spoken words and sign language. Their acute agility and high dexterity make them dangerous foes.

TMP: 40 STR: 15+ DEX: 14+ AGL: 16+ HPT: 75+
D/ST ARE: A SPC: - BAN: Variable

30 PURPLE MONSTERS MRE: 20%

Beyond the realm of conscious thought dwell the Purple Monsters. These varied and horrible things inhabit the dream state of man. On rare occasions these savage horrors are brought to this world by a latent PSI. Purple monsters usually strike at a specific target, then are released from control. Some fail to return to this dream state and become menaces to life and property.

TMP: 03 STR: 12+ DEX: 12+ AGL: 12+ HPT: 110
E/DHV ARE: A SPC: 20 BAN: al,br,bz

31 ROBOTS MRE: 01%

Every year, thousands of industrial and home-made robots are created to serve man. Of those created, most obey a basic set of rules programmed into them and will never harm human beings. Unfortunately some fail to learn this basic set of laws and become a danger to people.

TMP: 50 STR: ? DEX: 14+ AGL: 8+ HPT: 40+
B/FST ARE: A SPC: ? BAN: Varied

32 FORBIDDEN KNOWLEDGE MRE: ?

There are people who have accessed information that is not usually found in the public library. This usually involves old tomes and grimoires of evil magic and weird history. This old knowledge often leads to serious trouble if used. This may range from the release of a demon to bothering some elder god who has been napping since the dawn of time. Individuals involved in forbidden knowledge are often psychologically warped by what they learn.

TMP: ? STR: ? DEX: ? AGL: ? HPT: ?
T ARE: A SPC: ? BAN: Varied

33 WEIRD RELIGION MRE: ?

Since the very dawn of man there have been weird and unspeakable religions. Many of these have faded but a few have survived to these modern times. Weird Religion may be as harmless as tree frog worshiping or as dangerous as ritualistic killing and torture. Many new 'Weird Religions' are started every year. Of these only a very few last the year or become dangerous. Many of the creators of these beliefs have lost touch with reality.

TMP: 50 STR: - DEX: - AGL: - HPT: -
(any) ARE: A SPC: ? BAN: br

34 BIGFOOT MRE: 05%

These 8 foot tall, furry humanoids are primitive cousins of man. Having severed family ties long ago, they tend to shy from the complexities of civilization and the works of man. The average Bigfoot is a timid creature that prefers the forests and mountains. Only when their home turf or family are threatened do they strike back with a vengeance. They may have an intelligence equal to man.

TMP: 75 STR: 50+ DEX: 10+ AGL: 10+ HPT: 200
R/G ARE: NW SPC: 19 BAN: bg,cd,ae

35 ANCIENT ASTRONAUTS MRE: 05%

The trash and lost items from old alien expeditions to earth often become sought after items by the governments of our planet. Many of these are harmless, but some have abilities that in the wrong hands could cause great harm. In rare instances the wreckage of spacecraft or the astronauts themselves may still be around.

TMP: - STR: - DEX: - AGL: - HPT: ?
(any) ARE: A SPC: ? BAN: ?

36 FORGOTTEN GODS MRE 98%

Contrary to popular belief the long lost gods of ancient religions are still around, brooding their fate and wondering why they have been abandoned. Sometimes one of the forgotten starts a new drive for membership with not very good results. Often they make trouble for mankind. Gods command old magics with a 25% chance of accuracy to cast spells.

TMP: 25 STR: 20 DEX: 14 AGL: 12+ HPT: 400+
T/S ARE: A SPC: 20 BAN: br, bw

37 THE CURSED MRE 98%

The cursed are those fools who offended a higher power and must now suffer the effects of some god-awful punishment. Curses may be lifted, or transferred if powerful magic is involved. Often curses are depressing. (See Also Pg. 91)

38 OLD GODS

MRE: 98%

The great and powerful gods from the dawn of another age can often create problems when they attempt to re-enter this universe for a fresh start. Unlike the Forgotten Gods, these elder gods have not lost their magical abilities and will strike with horror and a disregard for human life. They are bound by symbols and other gods to another universe of exile due to their nature.

TMP: 01 STR: 80+ DEX: 15+ AGL: 10+ HPT: 500+
B/FISV ARE: A SPC: 20 BAN: ai,ar,bo,bb

39 ALIENS

MRE: 30%

In many shapes and sizes, aliens drop in by accident or design. Their reasons to visit may be of varied nature. Many aliens are scouts for larger forces waiting for a sign of human weakness so they may invade with little resistance. Others are here to help with human development and generally police the more sinister alien influences. This goes to prove Galactic political and social systems are as efficient as man's.

TMP: 50 STR: ? DEX: 10+ AGL: 10+ HPT: 75+
(any) ARE: A SPC: 20 BAN: bg

40 UFOs

MRE: 02%

The Unidentified Flying Object (UFO) is a vehicle for alien travel or any of a number of unusual phenomena that may range from the testing of aircraft to supernatural things that fly. UFOs are usually a sign of other supernatural occurrences. Along with UFOs come mysterious men in black who try to debunk the whole thing while showing phony Air Force IDs.

TMP: ? STR: ? DEX: ? AGL: ? HPT: ?
R ARE: A SPC: ? BAN: bg

41 ALIEN DEVICES

MRE: 02%

These are the odd devices left or lost by Alien visitors. As opposed to devices left from long past visits, these are functioning and usually dangerous. These devices may be sought by Aliens still in the area of the find.

TMP: ? STR: ? DEX: ? AGL: ? HPT: ?
T ARE: A SPC: ? BAN: bg

42 WEIRD RADIATION

MRE: 01%

Weird, unknown radiations often tend to have strange effects on living things and mechanical/electrical devices. The effect of weird radiation may range from temporary effect to permanent mutation. Some effects may be reoccurring at intervals.

TMP: - STR: - DEX: - AGL: - HPT: ?
T ARE: A SPC: ? BAN: bg

43 MUTANT MONSTERS

MRE: 05%

Many factors can cause mutations in life. Some of these mutations caused from radiation, fast food, or that toxic chemical dump down the block, survive to become powerful monsters that prowl the night. Most mutations are permanent and damaging to the individual. Mutations may be growth changes, shape changes, or personality changes. Often these changes will mentally and physically warp the victim into a hideous monstrosity. Most mutations are permanent.

TMP: 20 STR: 10+ DEX: 10+ AGL: 7+ HPT: 50+
I/TV ARE: A SPC: ? BAN: Variable

44 WEIRD DISEASE

MRE: 03%

Few of us know for sure what all those government funded research programs are now doing. Who could guess when some top secret project might escape their grip. Or maybe one of those strange radiations previously mentioned might mutate a previously harmless bacteria into something rogue.

TMP: - STR: - DEX: - AGL: - HPT: ?
T ARE: A SPC: - BAN: bg,ae



45 PREHISTORIC MAN

MRE: 10%

Having overslept the last few million years, the prehistoric ancestors of man sometimes wake to this very strange and baffling new technological world. They usually run amok looking for a new niche in society. Many times these badly frightened creatures are in serious need of good social counseling.

TMP: 30 STR: 15+ DEX: 10+ AGL: 10+ HPT: 100
D/HRTV ARE: A SPC: 19 BAN: Variable

46 PREHISTORIC ANIMALS

MRE: 03%

Trapped by the glaciers and other natural forces, these are the animal survivors from other ages. When Eohippus begins wandering the suburbs of Akron or a Saber Tooth Tiger stalks Brownburg, Indiana, they must be quietly removed. This is often difficult when the authorities refuse to believe in them.

TMP: ? STR: ? DEX: ? AGL: ? HPT: 50+
T/(any) ARE: A SPC: ? BAN: Variable

47 DINOSAURS

MRE: 03%

Holdouts from extinction are the last of the Dinosaurs who live in secluded parts of the world or are freed from an extended hibernation. These lumbering brutes have little regard for life or property as they leave a path of destruction while searching for a few juicy ferns or their long lost buddies or offspring.

TMP: ? STR: 50+ DEX: 5+ AGL: 5+ HPT: 150+
T/(any) ARE: A SPC: ? BAN: Variable

48 ENCHANTMENTS

MRE: 95%

Enchantments are things (even people) with a specific type of magical protection. These may also be special tools or places. The average magic enchantment may be a BAN for a special purpose. An Enchantment may also rate as a curse of a mild nature.

TMP: ? STR: ? DEX: ? AGL: ? HPT: ?
(any) ARE: A SPC: 20 BAN: Variable

49 SENTIENT COMPUTERS MRE: 75%

Breaking the great barrier between simple machine and creative thought are the sentient computers that usually begin to make trouble for the disorganization of logic called man. If parts are available, these computers will build extensions of themselves and help others of their kind to achieve their level of sentience. They are either highly protective of their creators or will kill them at the first opportunity.

TMP: 50 STR: ? DEX: ? AGL: ? HPT: ?
(any) ARE: A SPC: ? BAN: bg, bt

50 CLONES MRE: 05%

Cloning is a benefit to mankind until the results begin having psychological problems or try to eliminate their creators. Human clones that are force grown to adults often share telepathic links between themselves as well as drastically retarded social development. The cloning of popular or historic figures is generally dangerous if not in an extremely controlled situation. Clones are often physically healthier than their parent.

TMP: 50 STR: 10+ DEX: 10+ AGL: 10+ HPT: 75
(any) ARE: A SPC: - BAN: -

51 GIANTS MRE: 75%

The giants of legend and lore are now in seclusion that they rarely break. They come in sizes from 7 to 50 feet in height. Only if bothered or robbed will a giant go on a classic rampage. Many use magic with a 40% accuracy to disguise their homes and holdings. A giant may sometimes begin a giantish hobby of collecting things that can cause excessive property damage.

TMP: 25 STR: 50+ DEX: 8+ AGL: 5+ HPT: 90+
(any) ARE: NW SPC: 19 BAN: Variable

52 GIANT ANIMALS MRE: 05%

Some animals grow out of proportion to their normal size. These can become dangerous if not supervised or if they are predators. Giant mammals often retain their general personality and affection for humans if they were pets at one time.

TMP: 40 STR: 40+ DEX: ? AGL: 6+ HPT: 75+
(any) ARE: A SPC: ? BAN: Variable

53 GIANT INSECTS MRE: 02%

Most dangerous of any giant creatures are the giant insects. With no regard for life and property, they will multiply and destroy at will. Some may achieve the size of a small house.

TMP: 01 STR: 30+ DEX: 10+ AGL: 7+ HPT: 50+
B/DHFV ARE: A SPC: ? BAN: cd, cg, af

**54 TALKING ANIMALS** MRE: 05%

A rare animal will develop the ability to comprehend and speak human language. This may also happen in a case where an animal is possessed by a spirit with a mission or a demonic influence. Mostly the talking animal is a fun loving creator of problems for the people they choose to talk to. They never talk when you want them to.

TMP: ? STR: ? DEX: ? AGL: ? HPT: ?
T ARE: A SPC: ? BAN: Variable

55 MAGICIANS MRE: 10%

The traditional magician is a trickster with the skills and equipment that can fool the masses into believing there is real magic in his or her act. Often the Magician is little more than a good actor. On rarest occasion the Magician actually has a few abilities that come from Magical or PSI talent. Real magicians usually do not flaunt power in this way unless it gains them something or they are economically desperate.

TMP: 40 STR: 10+ DEX: 14+ AGL: 13+ HPT: 75
B/FS ARE: A SPC: ? BAN: br

56 ALCHEMISTS MRE: 15%

Left over from the dark ages are the last few Alchemists who struggle to combine magic and chemistry to find the great secrets of changing lead into gold or sows ears to silk. Most tend to poison or blow themselves to bits though a very few do make some unusual discoveries. The most dangerous of these are the old Alchemists who have discovered the long lost secrets of life prolongation and are now a bit paranoid or senile.

TMP: 25 STR: 12+ DEX: 14+ AGL: 10+ HPT: 95
C/RST ARE: A SPC: ? BAN: Variable

**57 ALIEN ANIMALS** MRE: 02%

Stranger than aliens are the pets and odd specimens that they loose on Earth. These may range from weird and harmless to deadly. Aliens will often return to hunt for these creatures after the damage has been done. The Alien Animal may even have an intelligence comparable to man's. The Alien Animal often adopts a human child to protect.

TMP: ? STR: ? DEX: 10+ AGL: 10+ HPT: 50+
(any) ARE: A SPC: 20 BAN: Variable

58 DIMENSIONAL TRAVELERS MRE: 05%

These often disoriented travelers have come by accident or design from any of a number of alternate dimensions where history is a little or a lot different. The worlds or people may also have notable differences in speech, color, or structure. In some cases these luckless souls have fallen through a dimensional warp. Many of the lost travelers have a proficiency for finding trouble.

TMP: ? STR: 06+ DEX: 05+ AGL: 06+ HPT: 50+
T ARE: A SPC: ? BAN: Variable

59 LEGENDARY LOCAL ANIMALS MRE: 03%

There are many odd animals native to a small area and no other. This may be the legendary Rolling Hoop Snake of Des Moines to the Mothman of West Virginia. These local creatures are generally harmless until hunted or provoked. Often their very existence is doubted until they become a nuisance.

TMP:40 STR: ? DEX: ? AGL: ? HPT: 40+
R ARE: A SPC: ? BAN: Variable

60 UNICORNS MRE: 98%

These magical animals often hide in far patches of forest where spring never ends and there is perpetual peace and beauty. The unicorn is immortal with special abilities in healing and poison control. Only the pure of heart can see the Unicorn. The advent of man and the condominium have sharply reduced the sightings of Unicorns. A man usually gains a curse after killing one.

TMP: 85 STR: 16 DEX: 15 AGL: 17 HPT: 75+
G/RS ARE: NC SPC: 19 BAN: ck,ct,cu,ba

61 STONERS MRE: 75%

Including the Medusa, Gorgon, Basilisk, Cockatrice and assorted snakes, these monsters can turn a victim to stone from breath or touch. This magical ability is up to 75% effective on any victims. The victim can often be restored by magic, the death of the monster, or the kiss of one who truly loves the victim. Victims can be shattered with little effort. Stoners can be tricked to stoning themselves, sometimes.

TMP: 15 STR: ? DEX: 10+ AGL: ? HPT: 50+
E/FIRV ARE: MX SPC: 19 BAN: ap, Variable

62 HARPIES MRE: 90%

Another immortal race are the hideous harpies of legend. These bird/humanoids are a foul-tempered lot that tend to the far uninhabited regions. On rare occasion a harpy will enter civilization to prey on small animals and people. The Harpy is an intelligent creature permanently cursed with bad habits and an abysmal stench that may curdle milk at twenty feet. Harpies need humans to continue their race.

TMP: 02 STR: 15+ DEX: 13+ AGL: 12+ HPT: 90+
R/ISEV ARE: CA SPC: 20 BAN: cj,at

63 DRAGONS MRE: 75%

Dragons are as varied in form as they are in power. These large lizard-like creatures generally stay on the outward edges of man's civilization. The general personality, temperament, and intelligence of the individual Dragon is as varied as humans. Dragons have a natural armor equal to several layers of ballistic plastic. The older the Dragon, the larger and more dangerous they become. Dragons have full use of Magical abilities as designed by the GM.

TMP: 50 STR: 20+ DEX: 15+ AGL: 25+ HPT: 200
R/(any) ARE: A SPC: ? BAN: bg

**64 SENTIENT PLANTS** MRE: 05%

On occasion plants may take on a will of their own. These may have benign or evil intention. Given time these plants may change their structure to gain mobility and weapons. Intelligence in plants may range from human motivation to completely alien.

TMP: ? STR: 03+ DEX: 05+ AGL: 10+ HPT: 25+
N/HST ARE: A SPC: ? BAN: ae,bg

**65 ANIMATE INANIMATES** MRE: 60%

Common objects will sometimes take on a life and personality of their own. Inanimates may cause trouble for their owners and infect other Inanimate objects with the ability to move and think. An attack by inanimates may prove extremely dangerous due to the possible function they possess.

TMP: 50 STR: ? DEX: 05+ AGL: 05+ HPT: 25+
T ARE: A SPC: ? BAN: bz

66 WEIRD PLACES MRE: 25%

These are the places where natural laws are warped or completely changed due to magic or odd natural forces. The rare weird places often manifest dimensional doorways or higher concentrations of Magic or PSI energy. Psionic individuals who use their talents in these areas may find their abilities are greatly increased, decreased, warped and/or uncontrollable.

TMP: - STR: - DEX: - AGL: - HPT: -
N/TV ARE: A SPC: 19 BAN: Variable

67 SEA MONSTERS MRE: 05%

Salt or fresh water monsters range across the world. They range in form from the great serpents to the Kelpies of Scottish lore. Most sea monsters are little more than the survivors of prehistoric species. They may consider humanity a passing fad or a tasty snack. Unpredictability is the key word when dealing with these monsters of the deep.

TMP: ? STR: 50+ DEX: 10+ AGL: 10+ HPT: 90+
(any) ARE: A SPC: ? BAN: Variable

68 WILL 'O WISPS MRE: 75%

In swamps or forests are the wispy life forms that are often associated with legend and the supernatural. The Will 'O Wisp is a manifestation of a noncorporeal life form that utilizes electromagnetic phenomena for life energy. Feeding on the gasses of decomposition, they are reclusive, until disturbed or attacked. The Will 'O Wisp often collects and stores psionic energy as thought patterns. Often voices are heard from these sparkling energy creatures.

TMP: 55 STR: 03+ DEX: 03+ AGL: 15+ HPT: 50+
D/FHR ARE: A SPC: 19 BAN: am,cc,bz

69 LOST CIVILIZATIONS MRE: ?

In the far past many civilizations began, flourished, and died only to be forgotten. The remains of these civilizations and their secrets are still to be found by the curious and the unscrupulous. Many artifacts may have great value or the potential to cause problems if placed in the wrong hands. Some of these civilizations made great use of magic and psionic energies that are still trapped in special items.

TMP: ? STR: ? DEX: ? AGL: ? HPT: ?
T/(any) ARE: A SPC: ? BAN: ?

70 ANCIENT ARTIFACTS MRE: 10%

These artifacts range from simple gold treasures of the Aztecs to the magic weapons and devices of legend. In the wrong hands, these may manifest magic or curses. They may also be stalked by their owners who want them back.

TMP: ? STR: ? DEX: ? AGL: ? HPT: 50+
(any) ARE: A SPC: 20 BAN: Variable

71 DJINN / GENIE MRE: 95%

Djinn are the spirits that have great mastery over magic and are trapped in bottles or containers. Whoever possesses the bottle usually is master to its great magics unless the spirit can circumvent the magic of the bottle or have it destroyed. Many of these bottles have been sealed and hidden to protect the opener from these spirits that may become horrible assassins. With a ritual and the proper words a Djinn or Genie may be summoned to grant the owner aid or a favor. The more fancy the container, the less powerful the spirit.

TMP: ? STR: 40+ DEX: 12+ AGL: 15+ HPT: 200
C/EFIT ARE: A SPC: 20 BAN: al,ar,bp

72 LEGENDARY FOOD MRE: 50%

These are the great culinary delights and disasters from time and space. Legendary foods are the sought after or avoided substances that have the ability to change their user. These changes may not be to the user's general liking. This may include water from the Fountain of Youth in Florida, Lifegiving Manna or Mexico's hellish Tortillas of Death.

TMP: ? STR: - DEX: - AGL: - HPT: -
-- ARE: A SPC: ? BAN: Variable

73 INDIANS (American) MRE: 25%

Indians can be trusted friends or deadly enemies who have use of natural magic and psionics. Most Indians keep their distance from the supernatural problems of the white man. The Indian spirits and supernatural can be extremely powerful when provoked.

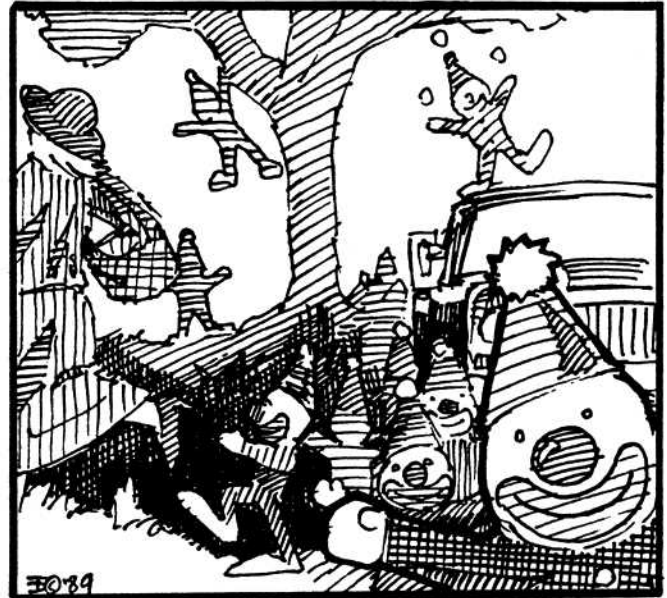
TMP: 45 STR: 12+ DEX: 12 AGL: 11+ HPT: 80
G/NC ARE: SW SPC: ? BAN: Variable



74 SWARMS OF MRE: 10%

Swarms of creatures can senselessly ruin a good day by creating mass havoc or the wanton destruction of property. These may be caused through adverse PSI, Magic, or Technological use. Often a swarm has a natural cause that needs drastic measures to neutralize. In rare cases they develop a collective consciousness.

TMP: 30 STR: ? DEX: ? AGL: ? HPT: ?
B/FTV ARE: A SPC: ? BAN: Variable



75 MASS MINDS MRE: 05%

Mass minds are the state when a number of animals or people fall under a strong PSI or telepathic influence and begin to cooperate together for a single purpose. Like Swarms, this may involve thousands of individual or lesser minds. These often have a single controlling mind that will release the others if destroyed.

TMP: 25 STR: ? DEX: ? AGL: ? HPT: ?
F/TV ARE: A SPC: ? BAN: Variable

76 NON-CORPOREAL INTELLIGENCES MRE: 40%

These intelligences often inhabit living or non-living objects. Non-corporeals often spend long periods of time learning about the people around them before they pick an individual to talk to. These creatures may even have limited telekinetic abilities that they use to move small objects. They become dangerous when they are mentally unstable or choose people with psychological problems to talk to. They are often mistaken for ghosts.

TMP: 55 STR: 02+ DEX: 16+ AGL: 12+ HPT: 50+
N/RST ARE: A SPC: 20 BAN: Variable

77 POLTERGEISTS MRE: 80%

A spirit of legendary terror is the type of ghost known as a Poltergeist. These are the unhappy or violent dead that refuse to rest or have revenge on their minds. With a high level of Magic in Movement and Illusion, they present a dangerous opponent that can cause great harm to life.

TMP: 10 STR: 05+ DEX: 05+ AGL: 10+ HPT: 50+
B/TV ARE: A SPC: 19 BAN: ai,al,bb,as

78 VOODOO

MRE: 75%

From the islands of the Caribbean and the interior of Africa comes an ancient religion shrouded in mystery and terror. Voodoo leans toward the darker side of magic with results that can be powerful and dangerous to its many followers. The use of images and creatures from the dark pits of hell is common. Most dangerous are the high priests of Voodoo.

TMP: 55 STR: 10+ DEX: 10+ AGL: 12+ HPT: 75
R/NEV ARE: SE SPC: 19 BAN: ac,br,ar,ch

78b ZOMBIES

MRE: 45%

Zombies are the living dead, under direct or programmed control of their master. They are set to protect, destroy, or kill. In singles or groups they can be a hazard with their 10% chance to touch and paralyze a victim with fright. This or their rancid breath odor will cost a player 4 actions to recover to full motion or use of his or her senses. Zombie types are mostly regional and as different as the necromancers who create them. The following are general types that are common to the Americas.

VOODOO, MYOMBEE, LUCUMI, OBEAH, SANTERIA

Strongest and most limited are the night zombies, animated by the old African Gods. These zombies are used for killing. Disposing of such undead involves ritual, special components, and the decapitation of the creature.

TMP: 05 STR: 30+ DEX: 08+ AGL: 05+ HPT: 175+
E/VN ARE: A SPC: 20 BAN: ac,bb,ch

EUROPEAN

Rarest of the Undead, these are the night moving corpses of no intelligence. Killing involves simple burning or blessing the grave sight to make them rest until the next fool digs them up.

TMP: 07 STR: 10+ DEX: 08+ AGL: 05+ HPT: 65+
N/VE ARE: A SPC: 20 BAN: ac,ah,bb,cd

AMERICAN

These day or night monsters are scavenging flesh eaters with no intelligence. Their heads must be crushed to stop them.

TMP: 01 STR: 03+ DEX: 04+ AGL: 05+ HPT: 25+
V/E ARE: A SPC: 20 BAN: bg,bo

VENGEFUL

Toughest are the angry dead who have a mission to return and kill due to some past injustice that they have suffered. Disposing of them takes understanding of the situation that spawned them and some remedy to set their minds at rest.

TMP: 05 STR: 30+ DEX: 10+ AGL: 10+ HPT: 175+
V/E ARE: A SPC: 20 BAN: al,bg

79 CLASSIC MYTHOLOGICAL MONSTERS

MRE: 60%

Included in this large area are the lost monsters and animals of classical mythologies and their kin. This may include medusa-like creatures, hydra, pegasi, rocs and many other types that have somehow survived.

TMP: ? STR: ? DEX: ? AGL: ? HPT: ?
(any) ARE: A SPC: ? BAN: Variable

80 MARTIANS

MRE: 05%

For the last century or two the many and varied racial types of the red planet have been watching and occasionally dropping in to create problems for their neighbors. Most Martians are content to wait for extinction on their dying planet while the few plot to take over the Earth. Mostly they are inept.

TMP: 25 STR: 05+ DEX: 08+ AGL: 10+ HPT: 50
B/DST ARE: A SPC: ? BAN: bg, Variable

81 HOAXES

MRE: 02%

Hoaxes are the threat that continues to plague Bureau 13 when investigating the supernatural. A hoax may be a simple lie to the high technology haunting of a house or a PSI user who uses the ability for highly questionable activities. When hoaxes are exposed the hoaxers may become dangerous.

TMP: 05 STR: 12+ DEX: 10+ AGL: 10+ HPT: ?
C/ST ARE: A SPC: ? BAN: br,bg

82 GOD

MRE: 100%

God rarely interferes in human events, but when he does it's best to take cover.

TMP: 99 STR: ? DEX: ? AGL: ? HPT: ?
G ARE: A SPC: 19 BAN: No

83 ENERGY EATERS

MRE: 05%

Energy eaters are non-corporeal creatures that feed off electricity, radiation, or life energy in the form of constitution, heat, or cold. They often are invisible until filled with energy. Their forms range from humanoid to shapeless blobs. Eaters are very rarely intelligent.

TMP: 20 STR: ? DEX: ? AGL: ? HPT: 50+
B/HRTV ARE: A SPC: 20 BAN: cc,bg

84 SUPER HEROES

MRE: 10%

Heroes are the individuals gifted with a special talent or ability that sets them apart from the rest of mankind. With this talent they attempt to combat the injustices of society and often create more problems than they solve. Mostly they are crazy. On the flip side of the coin are the rare super villains who are just as crazy as the heroes.

TMP: 50 STR: ? DEX: ? AGL: ? HPT: 75+
(any) ARE: A SPC: ? BAN: br

85 MISSING PERSONS

MRE: 05%

Every year thousands of people vanish without a reason or trace. Some of these kidnappings may be caused by evil paranormal forces, or crazies. Often a string of disappearing people will signal something unusual starting to happen.

86 SHAPELESS

DISGUSTING THINGS

MRE: 05%

These creatures are the horrible shapeless things that originate through magic, design, or wayward technologies. They are usually hungry and grow as they feed. Fragmenting their bodies usually creates more of these horrors.

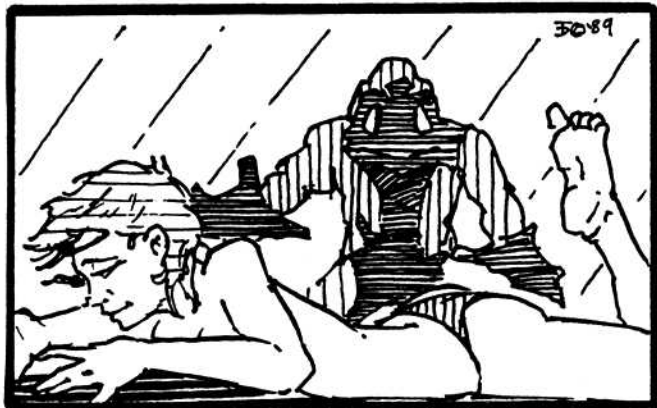
TMP: 01 STR: 10+ DEX: 05+ AGL: 03+ HPT: 80+
H/BTV ARE: A SPC: 20 BAN: Variable

87 SPIES

MRE: 02%

Enemy spies from other lands lurk in the oddest places with the oddest missions. Most notorious of these are Soviet, Albanian, Cuban and Bulgarian spies. With criminal skills and special equipment they can be formidable.

TMP: 40 STR: 10+ DEX: 10+ AGL: 10+ HPT: 75
R/CNT ARE: A SPC: ? BAN: Exposure

**88 MEN FISH**

MRE: 05%

Somewhere sideways on the long ladder of evolution are the water breathing humanoid fish of the deeps. They are often reclusive until disturbed by divers or waste dumping at sea. The Man Fish can take a terrible toll of life and property when provoked. Some may even inhabit fresh water lakes and swamps.

TMP: 05 STR: 25 DEX: 10+ AGL: 12+ HPT: 80+
R/FV ARE: A SPC: ? BAN: cd, Variable

89 TECHNOLOGICAL SPIRITS

MRE: 90%

Spawned from technological society are the new supernatural spirits of technology. These are new and varied in strength and dominion. Few realize when they bang a pipe with a pipe wrench and shout "Damn", they are actually calling a blessing of the great water spirit "Drolic". These new technological spirits can be deadly if crossed. They are usually at odds with the natural spirits.

TMP: 50 STR: ? DEX: ? AGL: ? HPT: 90+
N/ST ARE: A SPC: 19 BAN: Variable

90 AFRICAN WITCH DOCTORS

MRE: 45%

The African Witch Doctor is the master of natural magic and spirit lore much the way of the Indian Medicine Man. The Witch Doctor often hates the modern Doctor or Medical Tech that crosses his profession or attempts to discredit his work with spirits. They can call demonic creatures for general use.

TMP: 35 STR: 10+ DEX: 12+ AGL: 13+ HPT: 75
B/FN ARE: A SPC: 19 BAN: ai, bg

91 GOLEMS

MRE: 98%

The golems of legend were designed to protect European Jewish settlements in the sixteenth century. These clay creatures were animated by a Rabbi and controlled through command. The life of a golem comes from a symbol on its forehead or from a medallion. Without this device it becomes harmless clay. Sometimes they gain a mind of their own.

TMP: 65 STR: 40+ DEX: 07 AGL: 06+ HPT: 400
D/N ARE: A SPC: 20 BAN: al, bb

92 FAERIES

MRE: 95%

In many shapes and forms, faeries are the classic little people of European legend. Common faeries are small winged humanoids from two inches to 4 feet in height. They may often be unpredictable or dangerous. The smaller the Faerie the better its use of magic. The smallest can often appear as a colorful ball of light.

TMP: 45 STR: 10 DEX: 15 AGL: 15+ HPT: 50+
N/T ARE: A SPC: 19 BAN: ai, br

93 ELVES

MRE: 85%

These little people are often helpful to man in strange ways. They will aid good people with their outstanding craftsmanship and natural skills. Elves are from 2 to 5 feet in height with pleasant human features.

TMP: 55 STR: 10+ DEX: 12+ AGL: 12+ HPT: 50+
G/C T ARE: A SPC: 19 BAN: Variable

94 PIXIES

MRE: 75%

Somewhere between Elves and Faeries are the shy magical humanoids called Pixies. The Pixie has a height of under 18 inches. They often collect in large social groups to party and have fun which often spells trouble for their human neighbors. They are vicious when cornered or provoked.

TMP: 45 STR: 05+ DEX: 12+ AGL: 15+ HPT: 40+
N/R T ARE: A SPC: 19 BAN: Variable

95 GREMLINS

MRE: 85%

Gremlins are the ugly branch of the Faerie family that prides itself in making trouble for mankind. These creatures center around technology where they revel in its failure through their tampering.

TMP: 13 STR: 05+ DEX: 12+ AGL: 10+ HPT: 15+
T/C ARE: A SPC: 19 BAN: Variable

96 MUMMIES

MRE: 45%

Mummies are the undead or preserved life that animate when tombs are opened for study or plunder. While not fast they are highly persistent and generally bullet proof. An Egyptian, Aztec, or Asian Mummy will often track down and quietly exterminate an entire archaeological expedition over a long period.

TMP: 05 STR: 15+ DEX: 10 AGL: 05 HPT: 200
V/B ARE: A SPC: 20 BAN: cd, bt, bb





97 SUPERNATURAL ENCOUNTER

With an Organization Complication. This is the standard type of supernatural encounter that has been complicated by some criminal or high government activity which has become involved. This encounter may be as simple as the theft of some supernatural relic or the members of the local underworld thinking Bureau 13 agents are with Law Enforcement Agencies. Roll a d100 again and complicate the encounter with one of the agencies below.

ORGANIZATIONS & SPECIAL FOLKS

01 Amateur Criminals	11 Weird Street People
02 Local Police	12 Terrorists
03 Expert Criminals	13 The Mafia
04 State Police	14 Narcotics Traffickers
05 Organized Crime	15 Reporters
06 FBI	16 NASA
07 NSA / CIA	17 KGB / GRU
08 Labor Unions	18 OSHA
09 The IRS	19 Evangelists
10 Foreign Spies	20 Foreign Tourists

98 SUPERNATURAL ENCOUNTER

With Civilian Complication. This kind of mess usually happens when several agencies clash during a supernatural encounter. These civilians will generally create problems for Bureau 13 Agents. Roll a d100 for a type of supernatural encounter. Then choose an Organization or roll a d20 on the table below to complicate matters.

NEAR COMMON (civilians)

01 Just Common People	11 Hill Folk
02 Smart Children	12 Protesters
03 City Officials	13 Hunters
04 Diligent Amateur Reporters	14 Science Fiction Writers
05 Stubborn NPCs	15 Parapsychologists
06 Stupid Gawkers	16 Teenagers
07 General Riff-Raff	17 Local Farmers
08 General Crazyies	18 Local Business People
09 Senior Citizens	19 Inventors
10 The Local Clergy	20 Retired Cops

99 SUPERNATURAL ENCOUNTER

Complex Multiple Encounter. These are the rare situations where two separate and distinct supernatural events take place in the same general area. These may overlap to create false clues or very complex cases that may fail to make sense until the true encounters are sorted out. An example may be a Werewolf operating in the same area as a spirit who is terrorizing a group of "Weird Religion" followers. Roll two encounters from the general list or pick a good combination. Throw in a roll of common folk to seriously complicate matters.

00 SUPERNATURAL ENCOUNTER

Multiple Encounter Complicated by civilians and an organization. Hellish events that weave a highly convoluted trail complicated by Government, Civilians, Enemies of the Bureau and often a Multiple Supernatural Encounter. Roll two encounters and add three d20 rolls from the civilians and organizations tables.

REMEMBER

- 01 These encounters are designed to cover a very wide range of supernatural happenings but are by no means the last word in encounters.
- 02 The GM has the ability to make changes in the statistics of the creatures listed.

USE OF ENCOUNTERS

The encounter tables of Stalking the Night Fantastic are designed to be expanded by a little imagination.



ATTACK OF THE PUNK ZOMBIES

The following is a short scenario used as an example to show what a simple creature listing can become with a little imagination.

LATE OCTOBER

In early October Mama Rosa Morzak, arcane practitioner, is dying in New York City. Her poor sister will be unable to send her body home to Haiti. Knowing this, she curses her four remaining children who left her for the lights of the Big Apple. She delivers the curse that by the 31st day of October, all will die at the hands of the undead.

A long time friend of hers tells a few more friends of this angry woman's curse and somehow it leaks to a Bureau agent. He quickly sends a report in and an observation team is assembled. Research shows Mama working heavily with necromancy and the potential of her ability to deliver a curse as high. The team expects some form of monster and they are almost right. The GM has thoughtfully chosen use of Zombies to deliver the curse.

SANTERIA ZOMBIES

Strongest and most limited are the night zombies, animated by the old African Gods. These zombies are used for killing. Disposing of such undead involves ritual, special components, and the decapitation of the creature.

TMP: 05 STR: 30+ DEX: 08+ AGL: 05+ HPT: 175+
E/VN ARE: A SPC: 20 BAN: ac,bb,ch

BACK FROM THE DEAD

As the curse takes shape five zombies rise from the dead. They are the remains of a just buried Punk Rock Band, the PIGS EYES who slam-danced off the top of a building a few weeks ago.

MODIFICATIONS

Since these creatures were created in the Santeria tradition, they are limited to those banes, statistics, and beliefs.

The GM finds the bane of this group and modifies it with a dice roll on the Effects of Bane table on Pg. 56. While three of these zombies are highly sensitive to fire, a third is immune and the last is only turned. A practitioner of Santeria or a related belief can finish off the two creatures if the building where they died and their grave sites are blessed. The GM throws in a catch. The fire resistant zombie's body was never found (wound up in a dumpster) and now the area of his burial is a land fill in New Jersey.

The GM creates a convoluted path to find the missing children, and a timetable of Zombie activity over several days as they track the children. The GM also creates general experience conditions and possible solutions to the curse.

POSSIBILITIES

On November 1st the curse is lifted. Saving the last Zombie for stark horror, the zombie stalks a Halloween party with other costumed guests.



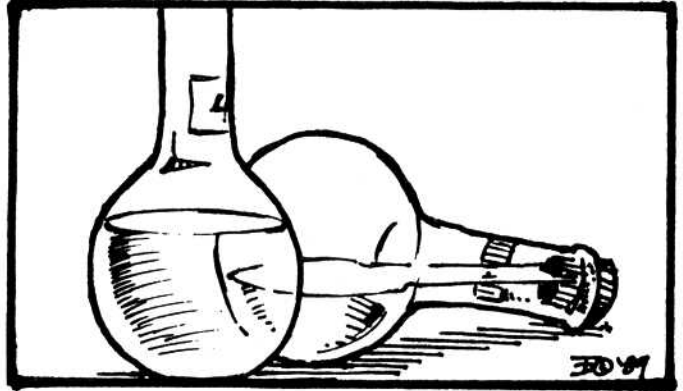
VARIED SOLUTIONS

Another simple solution is to find one of the children and pay them to have Mama's body shipped back to Haiti. This is only if the body has not been cremated and if it can be smuggled through customs. This may be expanded in Haiti as some other dark practitioner of necromancy tries to steal the body for his own uses. This can also be complicated with drug smugglers, and a lot of Haitian villagers who really don't want the old lady's body back.

The possibilities are endless.

ESPIONAGE WORK

Another important facet of Bureau work may involve National Security and general work to prevent terrorism or espionage of an extreme or bizarre nature. Many of these special cases require the fresh thinking and imagination of Bureau operatives and their friends. An example might be:



MUTOGEN #4 IS MISSING

In December, two flasks are stolen from a government biochemical research office in Huntsville, Alabama. RNA mutogen #4 and Mutant Fly Virus #17, if combined, could create a deadly airborne infection. After a month, the government has exhausted its leads and the Bureau steps in. First clues point to a small group of Terrorists in East Detroit.

The terrorists are using a small party store as a front for espionage operations. The innocent looking store is in reality a supply dump of weapons and explosives.

The chase then leads agents across the world to the streets of London and finally the Middle East where high adventure, danger, and dysentery waits in the back alleys of Beirut, Lebanon. To complicate matters, the Israeli secret service (Mosad) is also on lookout for the terrorists, and a group of unknown American agents.

OTHER PROBLEMS

When the terrorists are traced, the agents will also learn they are dealing with extremists who have French hostages and may know the location of several American hostages. The eventual destination of the bio-chemical mutants is an arms dealer who will sell them to Iran, Iraq, or Syria.

Don't Forget

International laws are very different from US law. Bureau 13 agents will have no weapons and special equipment when they enter Europe or the Middle East. Their equipment will be their ready cash, credit cards, and wits.

Who Can They Trust?

What little help the Bureau can give them is a small list of contacts that can be trusted. These contacts can provide a limited number of additional contacts and a young translator who speaks English (16) and Arabic (20). While initial contacts may be good, following the chain of contact may lead the agents into bad situations or ambush.

If they succeed in recovering the Bios and freeing the hostages, reward them with high experience. (3000+ Minimum)

LESS THAN SUPERNATURAL

This is a short example for a haunting scenario that has little to do with the paranormal.

MONSTER MAKERS

A friend of yours has told you about a strange incident in Pittsburgh. A number of children and adults have been frightened by supernatural apparitions that defy description.

CLOSER INVESTIGATION

The house is owned by Jack Sevrin who is listed as owner of the Sevrin Chemical and Light Corporation. Little can be found on the real nature of the company or its shadowy owner.

STAKEOUT

Night stakeouts of the house will show an occasional weird light upstairs. Nobody will leave the house for days and large packages are delivered, some from a grocery, some from supply and chemical companies.

SECURITY ON SITE

There is also a fairly sophisticated security system that surrounds the house. An IR beam surrounds the yard so anyone climbing the fence will trip it as soon as they step into the yard. This system is passive; lets the owner know of the intrusion.



A HORRIFYING VISAGE

If activated, a horrifying creature will rise from a basement window or look back at them from inside the house. If they peer into a window, it will pop up to surprise them and take a swing at the agent with a clawed hand.

WHAT'S GOING ON?

In reality Sevrin is a master of Hollywood special effects and monster design. While a little eccentric, he likes having his workshop in the city. Unfortunately he doesn't like intruders, and to keep the kids away, has used a few of his better creatures to scare the daylights out of them. He's tested a few others on the postman and delivery people to see their reactions. His creatures are sophisticated puppets.

This is where the monstrous legends have come from.

Sevrin is harmless and a potential friend of the Bureau as long as they don't shoot one of his creations.

OTHER AGENCIES

Where you find the supernatural, you find people who fight its manifestations. The following agencies have been recognized by the Bureau over the years. An F code means direct contact and cooperation. The L code denotes little contact. The H code is an agency the Bureau is at odds with.

MI 13

Manchester, England (F)

Operating much like the American Bureau, Military Intelligence 13 was established at the end of the Second World War. The Bureau and 'The Farm', as they like to be called, are in direct communication and trade information, personnel, and special equipment freely.

Fantomatique

Paris, France (L)

Springing from an order of 15th century monks, the French Fantomatique is another agency very much like Bureau 13 but without the High Tech hardware. Unlike ecologically minded Bureau personnel, this agency is more likely to destroy the paranormal before asking if it has some benefit. Often they are very difficult to deal with. One of their classic solutions to a haunting was shipping the ghost of Joseph Stalin to Iran.

Mafiish Biira Hina

Cairo, Egypt (F)

This small but dedicated band of researchers are specialists on the occult of the Middle East. Their agents span the Arab world. Unlike the Bureau, this group relies more on magic to help preserve and eliminate the supernatural.

Sunlight

Tel Aviv, Israel (L)

A small governmental / military agency set to deal with the paranormal that can effect state security. They are hostile and ruthless to any aspects of the supernatural that threaten the people or the government.

The Great Peoples Committee to Protect the Workers from Unspeakable Terrors While Holding High the Banner of Marxism- Leninism and Proletarian Internationalism

Foochow, Peoples Republic of China (L)

A small but dedicated squad (250) of the Chinese Army that deals with unusual occurrences and the paranormal. They are rumored to be the protectors of an ancient Chinese Wizard, Li Shao-Chun. In early 1990 direct contact was established and a hotline to this group is in the planning stage.

S.A.F.E.

Vancouver, Canada (H)

A self styled group of parapsychologists that have no idea of the Bureau's existence. Their lack of tact and reasoning when dealing with the supernatural is only eclipsed by the amount of money they have to purchase high-tech equipment. They are more an embarrassment than a functioning entity.

Shishu

Madras, India (H)

With no direct contact, the Bureau suspects this is an organization of Holy Men that wander India and Pakistan in search of Evil.

TALENTS OF THE MIND



PSIONICS

For the personnel of Bureau 13, psionic talents are a dangerous reality. Known to exist for many centuries, these powers of the mind are showing up in increasing numbers in the general population. While many PSIs are employed by the Bureau, others have been recruited by the Bureau's enemies. Often the user of these gifts is mentally unstable or heading in that direction. Like magic, PSI is power, but that is where all similarity ends.

Magic and PSI are separate and distinct. A magician cannot use PSI power for spells, and a psionic cannot tap into magical sources for needed energy. PSI is natural energy that is channeled by the mind.

WHO HAS PSI?

The talent for PSI is either inherited or induced. Inheritance gives the best method for developing a talent without vicious side effects. Drug or technologically induced PSI often radically changes the mind and gives a chance of dangerous talents, if it does not simply kill the victim. All characters have a one time chance of having PSI. Roll a d100 and consult the table below.

CHANCE OF PSI	CHANCE OF PSI	NUMBER OF ABILITIES
NATURAL PSI TALENT	04%	d4
PARENT WITH PSI	06%	d4
GRANDPARENT WITH PSI	08%	d4

RANDOMIZE PSI TALENTS

If you score under the needed roll, go to the PSI Talent table and roll a d20 until you have your abilities. Re-roll any d20 rolls over 16. If your roll was within 2 points of what you needed, your character is a 'Latent' PSI. (See Borderline PSI on Pg. 78) If you rolled a 99 or 00 see the ANTI PSI tables on page 78. Always write your d100 PSI roll on your character sheet for later reference.

INDUCED PSI

The following are the less than perfect ways that PSI can be induced in a character. This can be by design or accident. The actual attempted causing of PSI gives a roll on the **Induced PSI Result** table below.

CHANCE OF PSI	CHANCE OF PSI	NUMBER OF ABILITIES
MINDSHOCKED LATENT	05%	d4
DRUG INDUCED PSI	10%	d4 +1
CHEMICAL EXPOSURE	02%	d4
RADIATION EXPOSURE	03%	d4 +1
TECHNOLOGICALLY INDUCED	20%	d4 +2
ELECTRICAL TRAUMA	02%	d4
BRAIN IMPLANT DEVICE	25%	d4 +3
ACCIDENTAL BRAIN DAMAGE	02%	d4
VIRAL INDUCED (Uncommon)	02%	d4

PSI INDUCEMENT DANGERS

The one catch to induced PSI is the required roll on the chart below. When Deathshock to the character occurs in this circumstance, treat resuscitation of the character like any other situation where lifesaving techniques are required. Due to the unusual nature of PSI inducement, use any resuscitation skills with a multiplier of (.50).

INDUCED PSI RESULT

- 01-50 NO EFFECT
(45% chance of Deathshock)
- 51-75 NO EFFECT
(Also reduces INT, WIZ, and all Skill Levels by half. Multiply them by .50 by using the Number Multiplier Chart on Pg. 178.)

- 76-85 INDUCES BORDERLINE PSI
(40% chance of a Deathshock)
- 86-95 SUCCESS
(20% chance of a Deathshock)
- 96-98 SUCCESS WITHOUT PROBLEM
- 99-00 DEATH

REMEMBER

- 01 All PSI talents start at a skill level of d4. All Induced PSI talents start at a skill level of d4 +4
- 02 PSI talent skill levels are increased with skill points as any other skills.
- 03 After the initial set up, additional PSI talents cannot be taken.
- 04 Any of the sub-classes of the talent may be used by the PSI if he or she has the power.
- 05 PSI and magic are separate and distinct energies. They cannot be combined for use. A character cannot have talents in both.

GAME MECHANICS OF PSI ABILITY

Once a character has a talent the entire category under the listing is now open to use as long as the character has the necessary Working PSI or WKP to power the subcategory's cost.

WORKING PSI

WKP is the base amount of personal energy a character can generate for PSI use. With each successful or unsuccessful use of psionic ability, an amount of energy is lost that is later regenerated. Each level of experience a character gains gives him an additional d10 +2 WKP points. Your initial score starts as follows.

CONSTITUTION + (20) = Working PSI (WKP)
--

MENTAL COORDINATION

A second new statistic used by each active PSI is MCD or Mental Coordination. This is found by adding your Intelligence score to Agility and dividing them by 2. Round fractions down. Like other statistics MCD can be improved, but it has double the development cost of a normal statistic increase.

INTELLIGENCE + AGILITY = MCD
2 Mental Coordination

MCD and WKP can be temporarily increased by a limited number of factors. These include PSI TAP and PSI LINKING skills.

RECOVERING WKP

The easiest way to recover WKP is to rest. This may also be modified by situation or area. Follow these general guidelines.

General Rest	d4	WKP Points Per Hour
Sleep	d10	WKP Points Per Hour

OPTIONAL MODIFIERS

Light Meditation	+02	WKP Points Per Hour
Heavy Meditation	+03	WKP Points Per Hour
Sleep	+04	WKP Points Per Hour

OPTIONAL

ACCELERATED RECOVERY RATE

Roll a d100 for any natural modifiers on the recovery of WKP ability. In some instances special individuals are able to recover WKP at an accelerated rate. Only roll once on this table.

		RECOVERY
01-95	NORMAL RATE	x1.00
96-97	ACCELERATED RATE	x1.25
98-99	PHENOMENAL	x2.00
00	LIGHTNING FAST	x4.00

USING A TALENT

Using a PSI talent is a simple d100 roll under your chance. The talents chance is found as follows:

SKILL	OPTIONAL		
LEVEL + MCD +	MODIFIERS	=	Chance of Success
a	b	c	Time Modifier
		d	Standard Modifiers

(a) SKILL LEVEL

Use each level of skill as 5% chance of success.

(b) MCD

Add your MCD as a flat percentage number.

OPTIONAL MODIFIERS

The optional modifier most frequently recommended for game play is the PSI Time Modifier. This ranges from the hip fired use of the talent to the long prepared use. The **PSI UTILITY SHEET** from the utility section of this book includes this information for easy play. (See also Pg. 189)

(c) OPTIONAL

PSI TIME MODIFIER

A: Snap Use of Talent Without Proper Time	-30
B: Half Necessary Time Taken to Use (x.50)	-20
C: Three Quarters Necessary Taken to Use (x.75)	-10
D: Full Time Necessary Taken to Use	n/a

(d) OPTIONAL

STANDARD SKILL USE MODIFIERS

These are the standard skill difficulty modifiers from Page (21-22). Remember that all of these modifiers are optional for the players' and GM's use.



REMEMBER:

- 01 Any talent listed under a heading can be used as long as the character has enough WKP to power the use.
- 02 PSI talents are used like any skills. The following list of talents below may be modified by the GM.
- 03 Each talent has a specific WKP cost and a time needed to begin use of the talent. While the time can be varied, the WKP cost cannot.
- 04 (T=) is measured in Minutes (m) Hours (h) Days (d) and Weeks (w).
- 05 WKP cost needed to power talents is the code (C=).
- 06 With the GM's approval some talents are reversible.
- 07 With GM approval a talent can be designed by the player.

PSI ABILITY INDEX

Randomly roll a d20 for areas of PSI Talent. Any roll of 17 or higher is ignored and re-rolled. Only INDUCED Psionics are able to use the full d20 roll.

- | | |
|-------------------|--------------------|
| 01 TELEPATHY | 11 HEALING |
| 02 REMOTE VIEWING | 12 SELF CONTROL |
| 03 POSTCOGNITION | 13 MIND CONTROL |
| 04 PRECOGNITION | 14 SPECTRALKINESIS |
| 05 WILD TALENT | 15 PSI SHIELDING |
| 06 EMPATHY | 16 PSI TAP |
| 07 TELEKINESIS | STOP |
| 08 PYROKINESIS | 17 ATTACK |
| 09 CRYOKINESIS | 18 LEECH |
| 10 PSI LINKING | 19 TELEPORT |
| | 20 MIND TRANSFER |

PSI TALENTS



PSI TALENT: TELEPATHY 01

Telepathy is the talent of mind to mind communication over a distance. Range of the ability is 10 miles as long as the PSI has a lock on a mind. Without a lock, the distance is 1 mile. Each +1 WKP added gives additional 10 miles of range. Duration of talents is 10 minutes or until stopped by the user.

- * SEND TO TELEPATH C=05 T=01m
- * SEND TO NON-TELEPATH C=10 T=01m
- * LISTEN TO CONVERSATION C=25 T=01m
- * LOCK ON TO A SINGLE MIND C=15 T=02m
- * SEND MESSAGE TO GROUP C=25 T=01m
- * SCAN OWN MEMORY C=25 T=02m
- * SCAN OTHER'S MEMORY C=30 T=05m
- * SCAN RESISTANT MIND C=50 T=10m
- * SCAN ALIEN MIND C=85 T=15m
- * SCAN FOR TRUTH C=20 T=01m
- * SCAN ANIMAL MEMORY C=45 T=02m

PSI TALENT: REMOTE VIEWING 02

The ability to see what is happening now at a close or distant location. Over the initial cost, each additional point of WKP adds 100 miles to the range. The view lasts d100 seconds and can be subject to visual distortion as modified by the GM.

- * WHAT'S HAPPENING NOW C=25 T=05m
- * OVERVIEW OF AREA C=15 T=05m
- * VIEW CONTROL C=25 T=05m
(Allows motion of viewpoint.)



PSI TALENT: POSTCOGNITION 03

The ability to see what has happened before in a specific area. Over the initial cost, each additional point of WKP extends the ability one year, month, day, or hour into the past. The duration of viewing is d100 seconds.

- * WHAT HAPPENED BEFORE C=30 T=05m
(Within 48 hours.)

PSI TALENT: PRECOGNITION 04

This is a talent that allows the user to see what could happen in the near future. This may be used for an individual or a small area. Every 5 points of WKP used over the initial cost, extends the range 1 hour, day, month, or year. This future flash of insight lasts d10+2 seconds. Because time is infinitely in flux, precognition is not always accurate and the outcome of situations can change by the minute.

- * WHAT CAN HAPPEN C=30 T=10m
- * WHAT CAN HAPPEN IF C=50 T=15m
(A specific action to change a variable situation.)

PSI TALENT: WILD TALENT 05

Most useless and dangerous of the normal PSI talents is the Wild or uncontrolled talent. This ability usually manifests during stress as a random use of PSI talent. The user's skill in Wild Talent ability is primarily used to keep the talent under control, instead of firing off the ability. In some cases the user may wish to use it, and attempts it as any other PSI talent. Results are always varied and mostly obnoxious. Use a full d20 roll when randomizing its manifestation. Below is a list of possible modifiers to induce a Wild Talent.

	CHANCE TO MANIFEST	CHANCE TO CONTROL
STRESS	+10	-05
EXTREME STRESS	+25	-10
LIFE THREATENING SITUATION	+50	-15
FEAR	+15	-05
TERROR	+30	-15
PAIN	+25	-10
AGONY	+50	-20
EMOTIONAL EXCITEMENT	+20	-10

WHO CONTROLS WILD TALENT?

Wild Talent is under the control of the GM or randomized off these charts. It will always find the necessary WKP to work, even if it drains it from a nearby psionic. The user of this skill always knows the talent is about to manifest.

- * TRIGGER WILD TALENT C=05 T=01m
- * CONTROL WILD TALENT C=75 T=01m
(Gives you the chance to choose what talent manifests.)
- * STOP WILD TALENT C=25 T=02m

HARRISON & FRIENDS

Alfonz Garcia, Chicago's south side psionic, is standing in front of the Ghads Hill Library when he is approached by two husky strangers. Pinning him against the wall, they demand the \$20 he owes Lorenzo the loan shark.

Panicking, Alfonz cuts loose with a blast of Wild Talent, and ends up with a blast of wind from the ATTACK talent. The two hoods go flying into the street as Alfonz runs. Inside the library 15,000 books have also been blasted off the shelves, to the horror of the librarians.

PSI TALENT: EMPATHY

06

Empathy is the ability to read emotion and alter feelings in individuals. This talent borders on Telepathy, though no concrete information may be gained by its use. Duration is 10 minutes and distance, line of sight.

- * FAST EMOTIONAL IMPRESSION C=05 T=01m
- * READ EMOTION C=15 T=01m
- * DETECT EMOTIONAL PROBLEM C=20 T=01m
- * PROBE DISTURBED INDIVIDUAL C=25 T=05m
(A d10 second flash of what disturbed the individual.)
- * PROBE HIDDEN EMOTIONS C=25 T=05m
- * EASE EMOTION C=30 T=02m
- * BLOCK EMOTIONAL STATE C=35 T=02m
- * PROJECT ASSURANCE / FRIENDSHIP C=30 T=02m



5081

Tri Tac Systems

PSI TALENT: TELEKINESIS

07

Telekinesis is the ability to lift and control the flight of objects. After the initial cost, each additional point of WKP added gives the ability to lift an additional 5 pounds. The duration of this skill is 10 minutes, extended an additional 5 minutes per each additional point of WKP used. Range is line of sight.

- * LEVITATE C=20 T=01m
(Under 10 pounds, vertically only.)
- * PUSH / PULL C=20 T=01m
(Under 10 pounds, horizontally.)
- * CONTROLLED FLIGHT C=55 T=05m



PSI TALENT: PYROKINESIS

08

The ability to create an area of heat on the surface of an object. Duration of the talent is one second, unless the spark or flame catches flammable material on fire.

- * WARM C=20 T=01m
(Warms an 8 cubic inch area up to +20 degrees.)
- * BOIL C=40 T=02m
(Warms an 8 cubic inch area up to +250 degrees)
- * SPARK C=25 T=01m
- * FLAME C=30 T=01m
(Creates a d4 point small flame. Each additional point of WKP used increases burn damage by 1 point. See Pg 107)
- * IGNORE HEAT C=25 T=02m
(Allows user to ignore temperatures up to 700 degrees for the span of 1 hour.)

PSI TALENT: CRYOKINESIS

09

The ability to create an area of cold on the surface of an object. After the initial cost, each point of WKP added decreases the temperature of the area by 5 degrees.

- * CHILL C=25 T=01m
(Chills an 8 cubic inch area up to -20 degrees.)
- * FROST C=35 T=01m
(Chills an 8 cubic inch area up to -50 degrees.)
- * FREEZE C=70 T=02m
(Freezes an 8 cubic inch area solid.)
- * IGNORE COLD C=10 T=02m
(Allows user to ignore cold damage for 1 hour.)

PSI TALENT: PSI LINKING

10

Psionics may share their WKP by linking their minds. This talent is a direct connection between individuals where WKP becomes a pool for talent use. Range of this ability is limited to a 10 foot maximum distance between Psionics.

- * VOLUNTARY PSI LINK C=02 T=01m
- * INVOLUNTARY PSI LINK C=20 T=02m
- * BREAK PSI LINK C=02 T=10s
- * BREAK INVOLUNTARY PSI LINK C=15 T=01m

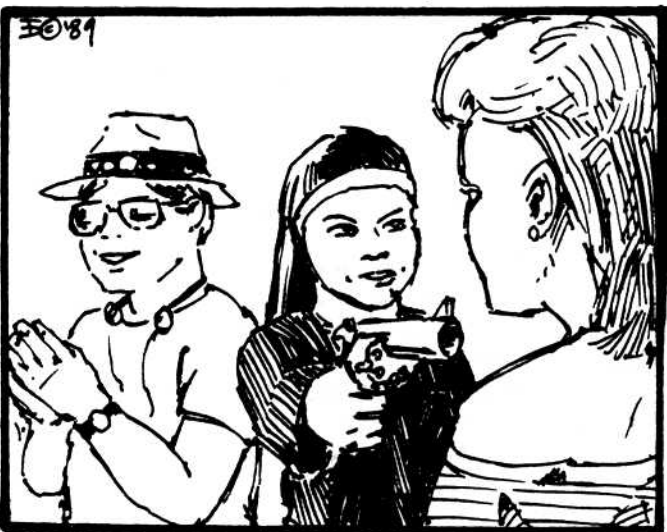


PSI TALENT: HEALING

11

Healing is the ability to reverse damage by contact with the victim of physical trauma. Healing can only aid limited cases of injury, and can not resuscitate the brain dead or re-graft a lost limb. After the initial cost, each additional 5 points of WKP will heal 1 point of WBD (hit point) or CON damage.

- * HEALING C=20 T=01m
(Heals d4 points of cuts/open wounds, or d4 cubic inches of scrapes, brushburns, or rash)
- * BURN HEALING C=30 T=02m
(Heals 4 cubic inches. Turns third degree burns into second, second into first and first into mildly inflamed tissue.)
- * STOP BLEEDING C=35 T=01m
(Reduces any artery sever or blood loss table result by one number) (See Also Pg. 135)
- * SLOW DEATH C=50 T=01m
(Ability to stabilize a dying person for d6 minutes. If the victim dies the PSI suffers a 5% chance of a deathshock.)
- * RESUSCITATE C=10 T=01m
(Adds a +05% to resuscitation of a victim. Each additional point of WKP added increases this by 1%.)



PSI TALENT: SELF CONTROL

12

Self control gives the user control over his normally autonomic body functions. This ability can be extended to effect a non-PSI at double the WKP cost. Distance of use is touch and duration is generally 10 minutes.

- * RELAX BODY C=05 T=01m
- * REST INTO SLEEP C=10 T=02m
- * CONTROL HEART RATE C=15 T=30s
- * BREATH CONTROL C=20 T=30s
(d4 +4 minutes)
- * DIAGNOSE BODY DAMAGE C=20 T=01m
- * IGNORE STUN C=45 T=02m
- * IGNORE PAIN C=35 T=02m
- * SPEED REACTION TIME C=35 T=01m
(Speeds any AGL or DEX recovery rate by d4 points. Each additional 5 points of WKP used speeds AGL or DEX 1 additional point. See the Action Bonus on Pg. 09)
- * HEAL SELF C=15 T=01m
(Heals d4 points of cuts or open wounds, d4 cubic inches of scrapes, brushburns, or rash.)
- * BURN HEALING C=25 T=02m
(Heals 4 cubic inches. Turns third degree burns into second, second degree into first and first degree into inflamed tissue.)
- * STOP BLEEDING C=25 T=01m
(Reduces artery sever or blood loss table result (Pg. 135) by one number.)
- * SLOW DRUG EFFECTS C=35 T=01m
(Ability to lessen, by half, a drug effect for d6 hours. May include toxin effects.)

PSI TALENT: MIND CONTROL

13

This is the ability to enter and change the thinking process and physical coordination of an individual. Most of these uses have a duration of 10 minutes.

- * SUGGESTION C=10 T=01m
(Plants a thought.)
- * CHANGE THOUGHTS C=25 T=01m
(Changes a decision or makes a strong minded individual take a few seconds to reconsider an action.)
- * MIND BLANK C=25 T=01m
(Blanks a mind for d10 +2 seconds. May be extended by 1 second for every additional 5 WKP used.)
- * CONTROL MINOR BODY FUNCTION C=25 T=05m
(Used to create an itch, blink, or other minor function.)
- * PHYSICAL GAIN C=35 T=05m
(Gives a +d4 on any physical statistic for 1 hour.)
- * CONTROL SENSATION C=25 T=05m
(Controls what is felt, seen, tasted, etc.)
- * CONTROL EMOTION C=35 T=05m
(Controls the intensity of feelings.)
- * CONTROL LIMB C=35 T=05m
(Takes control of a single limb.)
- * CONTROL MAJOR BODY FUNCTION C=50 T=10m
(Controls heart rate, respiration, digestion, etc.)
- * CONTROL MEMORIES C=75 T=20m
(Creates mental blocks, recall, selective amnesia etc.)
- * CONTROL BODY C=95 T=20m
(Enslaves a physical body's function to command.)

- * WAKE FROM SLEEP C=05 T=01m
- * REST C=10 T=02m
- * EASE INTO SLEEP C=20 T=02m
- * PUSH INTO SLEEP AGAINST VICTIM'S WILL C=50 T=04m
- * CREATE DREAM C=15 T=05m
- * LOOK INTO DREAM C=10 T=05m
- * ALTER DREAM C=20 T=01m
- * PARTICIPATE IN DREAM C=30 T=01m
- * COMMUNICATE BY DREAM C=35 T=10m
- * STOP NIGHTMARE C=20 T=01m
- * SLEEPGUARD (PSI) C=10 T=01m
(Duration is until the sleeper wakes.)
- * CONTROL MIND C=75 T=40m
(Controls human mind totally without harm. Lasts for 24 hours per each additional point of WKP used.)
- * FREE CONTROLLED MIND C=75 T=10m
- * STUN C=40 T=01m
(Use the stun table on page 137. Each additional 5 points of WKP reduces or increases the chance by 10%)
- * DEATHSHOCK C=95 T=01m
(A burst that creates a 5% chance of a deathshock. Each additional 5 points of WKP added gives a +1% on the chance to kill. Using this gives a flat 5% chance of feedback and a deathshock for the PSI user.)

PSI TALENT: SPECTRALKINESIS 14

Spectralkinesis is the talent that effects the spectrum of light. This talent creates a ball of light 6 inches in diameter that has a duration of 10 minutes, extended 10 minutes per each additional 5 points of WKP used.

- * LIGHTFLASH C=10 T=30s
- * GLOW C=15 T=30s
- * BALL OF LIGHT C=20 T=30s
- * DAYLIGHT C=40 T=01m
(creates daylight in a 20' x 20' area)
- * BRILLIANT BALL OF LIGHT C=35 T=01m
- * MOVE BALL OF LIGHT C=15 T=01m
- * COLOR LIGHT C=10 T=01m
- * SHAPE LIGHT C=20 T=02m
- * CRAFT LIGHT C=40 T=05m
(creates pictures, faces, animated image, etc.)
- * MULTIPLE COLORS C=25 T=10m
(allows crafting of colors and shades)

PSI TALENT: PSI SHIELD 15

PSI Shield attempts to stop hostile PSI action against an individual or group. The effects of shields last for 30 minutes and are extended 5 minutes per each additional point of WKP used to power them.

- * SHIELD FROM MIND PROBE C=45 T=30s
- * SHIELD GROUP OF MINDS C=50 T=01m
- * BREAK THROUGH MIND SHIELD C=95 T=05m
- * SHIELD FROM PSI LINKING / TAP C=35 T=01m



PSI BATTERY

An object with WKP embedded that acts like a battery. This object is always ready for use.

PSI TALENT: PSI TAP 16

- * FIND WKP RICH AREA C=25 T=05m
(Within a mile if any.)
- * DETECT WKP AMOUNT IN AREA C=05 T=05m
- * TAP WKP OF AREA C=20 T=01m
- * TAP WKP IN OTHER'S PSI BATTERY C=05 T=30s
- * RELEASE WKP IN OBJECT C=05 T=01m
- * DUMP WKP INTO OBJECT C=10 T=05m
(Dumps d10 +1 points of the user's remaining WKP into an object for some later use. See the possible result of WKP storage below.)

WKP STORAGE RESULT

- 01-50 AS YOU EXPECTED
(Stores d10 +1 points of character's WKP)
- 51-75 BETTER THAN AVERAGE
(Stores d10 +05 points of character's WKP)
- 76-85 OUTSTANDING
(Stores d10 +10 points of characters WKP along with 2 x d10 WKP points from natural sources.)
- 86-95 PHENOMENAL
(Stores d10 +10 points of owner's WKP along with d100 points of WKP from natural sources.)
- 96-98 CRITICAL
(Item dumps all stored WKP and becomes useless.)
- 99-00 DANGEROUS
(Item explosively dumps all stored WKP and injures the user with 2 d10 points of blast and burn as the object disintegrates.)

Notes on Psi Tap

This is the ability to increase WKP for a short time by tapping into the WKP of a natural area or special source. All use of detections last d4 minutes. After the increase the WKP lasts up to 4 hours, or until it is used. After this time, the user returns to his or her natural WKP levels. WKP is also a natural force that can be found in special places or saturated into an area where PSI has been used with frequency or powerfully. The PSI must touch the object or line of force to gain this temporary WKP bonus. The following may be examples.

PSI Active Areas

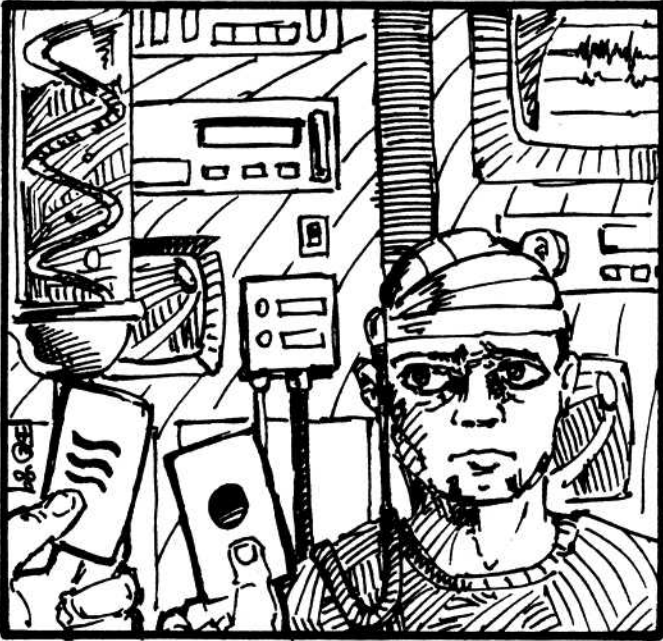
Area of PSI activity that may include a lab or a home. The tapping of these areas may gain 4 d10 additional WKP for use. This may be doubled in areas of PSI combat or excessive energy use on some past date.

High Energy Mystery Area

Many points of the earth have lines of a high PSI energy flux that causes problems or have been the homes of primitive builders who commemorated the specialness of the area. Often these areas are rich in both PSI and magical influences. From these areas a WKP tap can gain 4 d10 +100 points for use. In rare instances or times of the year this natural energy flux will reach a peak and give the user d4 x10 +1000 points for use.

DIMENSIONAL RIFTS

Areas of dimensional, temporal, or supernatural rifts often leak energy. At the GM's decision WKP tapped from such events can reach d4 x 10 +100 points.



TECHNICALLY GENERATED

WKP may be technologically generated with special and often cumbersome equipment. This method is highly dangerous, being created by experimenters who little understand the rifts they are punching in the fabric of dimensional space. The safest use of such equipment is to quickly regenerate a character's WKP. Use on a non-psionic character gives a chance of deathshock equal to the amount of attempted WKP regeneration.

DANGEROUS TALENTS

PSI TALENT: ATTACK

17

The Attack talent is a highly dangerous form of telekinesis that allows a physical attack without the use of physical combat. This may manifest in the form of a raging poltergeist that can demolish a small area, or a razor sharp blade like attack that slices as if the user's mind wields a 6 inch knife. Area effects may have a duration of 10 minutes.

- * **HARD SLAP** C=10 T=10s
(Does 1 point HPT damage per each additional 5 points of WKP the user adds over the initial cost.)
- * **POLTERGEIST WIND** C=20 T=01m
(Creates a 25 MPH wind or cyclone.)
- * **RAGING POLTERGEIST** C=40 T=01m
(Lifts and throws objects up to 10 pounds.)
- * **RAGING POLTERGEIST WIND** C=55 T=01m
(Creates a 50 MPH wind or cyclone and multiple telekinetic disturbances in the same area. Objects up to 20 pounds can be lifted and thrown.)
- * **BLAST OF FORCE** C=25 T=30s
(Creates an explosion of force equal to d10 points of Blast Damage to HPT. Damage may be increased 1 point per every additional 5 WKP the user adds after the initial cost.)

- * **ELECTRIC SHOCK** C=25 T=30s
(Creates an electric shock with a 5% chance of causing a deathshock in the victim. Each additional 2 points of WKP used increase the chance of deathshock by 1%)
- * **MIND BLADE** C=60 T=01m
(Creates a razor sharp combat knife made of force. The user simply uses it from up to 10 feet away. (Use Blade Damage tables from Pg. 106)
- * **DEATHSHOCK** C=50 T=01m
(Each additional point over the cost increases the chance of a mental deathshock, heartfailure, by 1%)
- * **MOLECULAR DISINTEGRATION** C=85 T=30s
(Removes up to a 1 inch cube of mass in any form by gentle molecular unbonding. Each additional 5 points of WKP used adds an additional square inch to the area. The 1 inch maximum depth of the unbonding may be lessened at the whim of the Psi.)

PSI TALENT: LEECH

18

This rare talent makes the psionic both powerful and difficult to stop. The PSI user is able to remove Constitution (CON) from a victim and convert it into an equivalency value of WKP for his use.

- * **LEECH** C=10 T=30s
(Controllable, by touch, as needed.)
- * **FULL LEECH** C=05 T=30s
(Drains 1 point of CON per 5 seconds of contact.)
- * **LEECH SKILL** C=25 T=01m
(Gives 1 hour's use of the victim's skill level in any skill the psionic decides to take. The victim suffers a 10% chance of a deathshock and is stunned for d10 minutes. This does not effect the victim's skill levels.)
- * **LEECH APPEARANCE** C=75 T=30m
(Gives the user hair color, voice, color and features of the victim for 7 days. This does not change body mass or sex. The victim is not harmed.)
- * **LEECH MEMORIES** C=50 T=15m
(Takes the victim's personal memories for use for 1 week. This creates a 20% chance of deathshock for the victim and puts him or her into a coma for d10 hours. Recovery to full memory takes an additional d10 days.)





PSI TALENT: TELEPORT

19

Teleport allows the movement of mass from point to point in the blink of an eye. Objects teleported never materialize within a solid object.

- * TELEPORT C=40 T=05s
(100 feet maximum, line of sight.)
- * TELEPORT C=95 T=05s
(Teleport to any known place within 10 miles.)
- * TELEPORT OBJECT C=30 T=05s
(Move a 1 pound object up to 100 feet. For each additional point of WKP used another pound can be added.)
- * DEMATERIALIZATION C=90 T=01m
(The user can dematerialize his body and what he is holding for up to 2 minutes. Up to 20 pounds can be carried. Each additional point of WKP used increases weight carried by 1 pound. Dropped objects always re-materialize. At the end of 2 minutes, the user begins to lose d4 points of CON per minute, until he or she dies of oxygen deprivation. The dematerialized form appears normal, but cannot be effected by physical attack. Objects placed within other objects by the PSI stay hidden until later removed. The mingling of atoms has no ill effects if the PSI passes through a wall or other another living being.)

PSI TALENT: MIND TRANSFER

20

This horrific use of PSI ability allows the user to transfer his entire mind and personality into another being by touch. This will submerge the victim's mind 95% of the time, or destroy it on a 10% chance. As the transferred mind leaves a body the victim experiences a 25% chance of a deathshock. If the victim's mind and body are intact he or she recovers in d10 hours.

- * MIND TRANSFER C=200 T=05m
- * MIND TRANSFER LINE OF SIGHT C=250 T=05m
- * TRANSFER OTHER MIND C=300 T=05m
(Leaves a mindless body behind.)

DESPERATION WKP USE

When all else fails and a character needs the WKP power to do some incredible deed, he or she may find the power in acute desperation. This use gives the user the power needed at a cost of 1 day without PSI ability for every point they expend that takes their WKP score into negative numbers. Running WKP into a -10 score gives the PSI a 10 day burnout period before he or she begin to regenerate WKP normally. More than 20 points under 0 gives the Psi a roll from the PSI USE BURNOUT TABLE.

PSI USE BURNOUT

- 01-50 STUN
(Knocked unconscious for d10 minutes.)
- 51-75 HEAVY STUN
(Knocked unconscious for d10 hours.)
- 76-85 DANGEROUS STUN
(Knocked unconscious for d10 +10 hours.)
- 86-90 CRITICAL STUN
(Knocked unconscious for d10 days.)
- 91-95 COMA
(Knocked unconscious for d10 weeks.)
- 96-98 CRITICAL COMA
(Knocked unconscious for d10 weeks and suffers a 50% chance of a deathshock.)
- 99-00 DEATHSHOCK
(Knocked unconscious for d10 weeks and suffers an 80% chance of a deathshock.)

MIND PROBES

In the case of mind probes, the PSI victim can release a last ditch defense to prevent the attack. This also reduces all WKP to 0 in the victim and attacker.

REPULSE RESULT

- 01-95 REPULSED
(Neutralizes victim's and attacker's WKP for d10 hours.)
- 96-97 BLASTED
(Knocks victim and attacker unconscious for d10 hours.)
- 98-99 PSYCHOLOGICAL PROBLEMS
(Attacker and victim have an identity problem for d10 hours along with a 0 WKP.)
- 00 CONTROL REVERSAL
(Attacker is controlled by the intended victim for d10 minutes as if a mind transfer occurred. Unfortunately both have a 0 WKP for d10 hours.)





OPTIONAL BORDERLINE (LATENT) PSI

Any character that is two percentage points from having PSI is considered a borderline PSI. These individuals are PSI sensitive and often have minor problems when they encounter strong Psionic activity. This close score is recorded by the character, and the GM decides if and when the character will eventually gain that talent.

NATURE OF THE PROBLEM

- 01-50 Feeling of 'Psionics Being Used'
- 51-75 Headache
- 76-85 Nose Bleed
- 86-95 Nausea
- 96-99 Migraine Headache
- 00 Vomiting

OPTIONAL ANTI PSI ABILITY

If the character's PSI roll is 99 or 00 the character is considered to be an Anti-PSI. The character cannot attempt to roll for PSI again as this ability is permanent and unchanging. There are two types of Anti-PSI indexed by their initial dice roll.

99 Type I Anti-PSI

00 Type II Anti-PSI

TYPE I

This form of Anti-PSI is a ground for WKP energy and a bane for the PSI user. The presence of an Anti PSI within 10 feet gives the Psionic an automatic -20% to use a talent. Touching the PSI reduces the chance of using a talent by 75%, a multiplier of (x.25) as well as draining 1 point of WKP per second of touch. Touch also gives the PSI a minor headache to deal with.

TYPE II

The most powerful Anti-PSI completely shorts out the PSI user's ability on touch as well as draining 50% of his or her WKP per second. The presence of this form of Anti-PSI within 10 feet of the PSI will give a -50% to use a PSI talent. Often the Psionic will suffer a major headache and nose bleed on close association with the Anti-PSI.

FORCED PSIONIC DEVELOPMENT

A dedicated PSI user has a slight chance to increase the number of talents he or she has. This process takes a large amount of WKP to accomplish and has a number of requirements.

HOW DO I ADD NEW TALENTS

Energy and a strong personal ambition that outweighs the danger involved are the primary costs to gaining new PSI talent areas.

PROCEDURE

- 01 First the PSI user must have a source of WKP energy stored or from an outside source that equals 500 points.
- 02 After d12 hours of deep meditation the PSI releases the WKP energy totally into his or her mind in the hopes of creating another talent. This release has no WKP cost.
- 03 The resulting release of energy causes a stun that knocks the PSI unconscious for d20 hours.
- 04 After the PSI returns to consciousness roll a d100 on the table below.

RESULT OF ATTEMPT

- 01-75 NOTHING
No Effect
- 76-85 MINOR TALENT DAMAGE
PSI loses d4 skill levels from his or her normal PSI talents.
- 86-90 NEW TALENT, SAFE
PSI gains a new talent from the 1-16 talent range. (See Also Pg. 72)
- 91-95 POSSIBLY DANGEROUS NEW TALENT
PSI gains a new talent in the d20 talent range. See Also Pg. 72)
- 96-98 MAJOR TALENT DAMAGE
PSI loses at least d4 +4 levels from each of his or her PSI talents.
- 99 TALENT BURNOUT
No new talent gain, the PSI loses all PSI Talents for at least d10 +2 months.
- 00 DEATH
This attempt kills the PSI user with a simple cardiac arrest.

REMEMBER

- 01 If you roll for a new talent and gain one you possess, that new talent roll is lost. You can not gain what you already have or reroll.
- 02 The released WKP is lost even if there is no effect.
- 03 A PSI who has attempted a force gain of PSI talent can not attempt it again for d4 months.
- 04 If the PSI is successful in gaining a new Talent, the new ability will not manifest for d10 days.
- 05 The gaining of a new talent is always a random roll.
- 06 If the PSI is disturbed in the last hour before the WKP is released, the energy is lost.
- 07 The release of 500 points WKP in this fashion has a 50% chance of burning out all electrical equipment in a radius of 100 feet from the PSI.
- 08 The release of 500 points of WKP in this fashion has a 10% chance of setting d10 small fires around the PSI.

Magic

Our ancestors knew of the greater forces when mankind first walked out of the caves and stared into the sky.

They knew magic existed.

In time they began to listen to the voices around them and constructed the belief and ritual necessary to deal with the unseen forces of good and evil. Out in the shadows the gates to power and real magic waited for those who would learn. Good and Evil, it was a fact of life, survival, power, and death.

In later times when men turned their eyes to science, magic could not survive the scale of reason. The scale was harsh on the believers of magic. Good and Evil, it took them to burn or hang because of their knowledge. A very few survived to pass on their teachings and carefully guarded books. Many acknowledged the teachings of magic were gone for all time. Some knew better.

Four centuries after the American and bloody European Witch trials, the shadows of doubt were still there.

While reason marched into the twentieth century, some walked to the beat of a different drum where magic and other dimensions of power were real. Some used it for good, some for evil.

Most stopped believing, a few didn't, and an even smaller number realized the time had come to use knowledge and reason to fight evil and its magics. It was in the early 1860's that the 13th Bureau of the US Justice system was founded.

USE OF MAGIC BY AGENTS

The use of magic by agents is the decision of the GM who must realize that with great power comes great responsibility and even greater dangers.

HARRISON & FRIENDS

Robert Harrison waved the small wood wand over the old hat, little realizing he was activating a long set spell trigger.

"Er..Hocus Pocus." he said as he finally tapped the side of the hat.

The hat quivered and shuddered, small wisps of smoke formed at its rim and flowed upward to form a translucent sphere. Small spots of pink began to swim across the edges of the hat and form the image of a face in the pulsating cloud. As Harrison watched, petrified, the larger than human face opened blood red goat's eyes and whispered, "What be your summons mortal?"

"A rabbit," stammered Harrison, "I was looking for the rabbit!"

Harrison sighed as the face returned to mist and collapsed back into the hat. Realizing what he had almost done, he gingerly tossed the magical items into the near fireplace and watched them burst into flame.

Stepping out of the dead magicians cabin, he's startled to see over 500 white bunnies calmly nibbling grass on the front lawn.

"Nice bunnies." Whispered Harrison as all 500 turned their red goat's eyes to stare at him.



MAGIC



MAGIC

In *Stalking the Night*, a great deal of your agent's time will be involved in the investigation of the paranormal caused by or related to magic. Both good and evil magic is everywhere in the world. Magic is also raw power usable by those rare individuals who can tap into another universe of fantastic energies. In this universe are also intelligences and creatures that can manifest in our world. Such knowledge and skills have a price as well as extreme dangers for the unwary.

Magic is also belief. You must believe in magic for it to work for you. Remember that magic is the process of making changes in the world through extensions of one's will, coupled with the regulations of formula and the performance of certain actions or ritual.

Treat the talent of magic as a skill with usable options.

HOW DO I START?

These fantastic talents are inherited or developed in some individuals. To be able to perform magic one must have the talent. This is a simple d100 roll on the **BASE CHANCE OF TALENT** table. Use optional modifiers. If you fail to roll under the needed score your character may re-attempt the **CHANCE** every two game years.

MAGIC AND LIFE

From this point on your character has decided to pursue a life of magic that will affect him or her in many ways. Most religious persons will automatically treat you as if your charisma is 6 points lower if they discover you dabble in the occult. You will also become a magnet for the weird and become an object of neighborhood ridicule. Power has its benefits and side effects that you will soon discover.

WORKSHEETS

If your score is positive and you begin a character that uses magic, make a few copies of the magic sheets from the back of the book. Along with your Character sheet you will need a Magic Management Sheet from the back of the book.

CHANCE OF MAGIC

ROLL a d100

CHANCE OF TALENT	SPELLS TO START
05%	d4

BASIC ROLL

OPTIONAL FAMILY MODIFIERS

-Only Rumored	+02%	
-Very Rare	+04%	
-Minor	+06%	
-The Norm	+08%	+1
-Family Taught	+10%	+2
-Family Business	+25%	+3

OPTIONAL SELF TAUGHT RESEARCH

-Study (05 Years)	+03%	
-Study (10 Years)	+05%	+1
-Study (15 Years)	+07%	+2
-Study (20 Years)	+10%	+3

OPTIONAL APPRENTICESHIP TO MAGE

-Lesser Mage	+05%	+1
-Average Mage	+10%	+2
-Greater Mage	+15%	+3
-Legendary Mage	+20%	+4
-Magical Being	+25%	+4

OTHER OPTIONAL MODIFIERS

	CHANCE OF TALENT	SPELLS TO START
-Grimoires, Forbidden Books	+05%	+1
-Magical Artifacts	+05%	
-Exposure to Strong Magic	+02%	
-Magical Creature's Assistance	+05%	+1
-Recovered 'Magical' Victim	+02%	
-Bureau Help to Develop Talent	+02%	
-Piety of 17-19	+02%	
-Piety of 20	+05%	

REMEMBER

Your chance for magical talent has a base number that can be modified by your learning situation. As an example, a character with a RARE FAMILY TALENT (09%) studies for ten years (+05%) and has use of an old magical Grimoire (+05%). His or her chance to develop magic is now (19%) This with his 20 PIETY (+05%) gives a total score modified to (24%). Roll under 24 on a d100 for success in gaining magical talents. With a successful roll, index the number of spells to start with. In this case a Rare Family Talent gives d4 spells along with 2 bonus spells from use of an old magic tome and 10 years of dedication.

GUIDELINES

- 01 All spells start with a skill level of 1
- 02 Spell skill levels are increased with skill points like any other skill.
- 03 After the initial setup, additional magic spells can be taken and developed with earned skill points.
- 04 Any of the sub-classes of the spell may be used if the character has the power.
- 05 A player chooses the area of his abilities by deciding what type of magic user he or she will become, whether on the side of good, neutral, or evil. These are areas of white, grey, and black magic. While many talents overlap the classification, others do not. You first decide on your character's alignment to the forces and then choose your spells.
- 06 A character who does not have the talent for magic cannot cast spells even if they are written in a book or enchanted in an artifact.
- 07 Magic and PSI are separate and distinct. Their energies can not be combined for use. A character can not have both PSI and Magic.
- 08 Spells can not be cast on consecrated / blessed ground that is the opposite of your good / evil alignment. The ground or structure must be re-consecrated to your powers.

WGB CODES

As you index through the spell listings to make your choices you will see a code in the upper right corner of the spell. This will be your index to spells that can be used by alignment of magic.

TYPES OF MAGIC

There are three basic forms of magic your characters can specialize in. Each has its own benefits and limitations.

WHITE MAGIC	Generally Magic used for Good
GREY MAGIC	Magic used for Good or Evil
BLACK MAGIC	Generally Magic used for Evil

WHITE MAGIC

White magic makes use of the more passive forms of spells. These spells are the kinds most often used for good ends and helping people. A white magic user who uses grey or black magic becomes a grey magic user when his STANDING reaches (-10). At this point his or her STANDING becomes Grey 0. The standing score is slowly rebuilt by good deed at the GM's decision. Only the character's worthiness and the GM's decision can bring the character back to being a white magic practitioner. If this happens the character regains his old standing at White 0 and begins to rebuild it.

GREY MAGIC

Sometimes called 'active' magic, grey magic involves the spells that produce a noticeable change in the material world. For a player character to perform grey magic, he or she needs several things. The first is a laboratory or base of operation, which is basically a quiet place to study and work. This will cost d10 x \$1000.00 to furnish and stock with basics. The second is material components for spells. Most of these are naturally available at the GM's option. Certain components may be more expensive, such as jewels, rare flowers, dusts, animals, etc. The third requirement are the spell books that can range from simple paperback books of magic and craft (Occult book stores for under \$20.00) to ancient tomes that may exist only in manuscript form, in museums, vaults, old churches or private collections. Rare tomes will most often retail for exorbitant prices.

Spells of grey magic generally take a bit more time to perform and usually require the material components to be consumed or burned. The nature of your spell components is a personal matter recorded for future use in a book. (Players may use an optional index card with their randomized material spell components (from page 84) or a handy copy of the spell sheet from the back of the book. The correct performance of the spell is subject to the same optional skill modifiers as any task. Once a spell's unique cost and components are established, the formula is never changed. (See Also Pg. 21-22).



DANGERS OF GREY MAGIC

Grey magic is far more dangerous to use than white magic because of the powers involved and the temptations to use black magic. Grey magic users become black magic users when their STANDING score reaches (-10). At this point, Standing becomes Black 0 and is slowly rebuilt as Black. Under the same guidelines as white transposing to grey, the standing can be rebuilt. A mage who has crossed from white to grey, to black can never become a white magic user again without help from higher powers. Grey magicians also tend to attract less than good influences and people. They must always take care to guard against evil that would tempt them to join the darker side of magic.

BLACK MAGIC

Black magic is the process of using fallen angels or spirits for 'one's own, selfish, ends'. It is a demanding if not highly rigorous, and time consuming practice. Anyone who uses black magic may later suffer problems with his or her vital statistics, and, at the GM's option, suffer nightmares and be a living magnet for highly evil or powerful demonic influences. Black magic deals in two special spell areas. These are:

NECROMANCY	Controlling the dead.
DEMON SUMMONING	Dealing with the hierarchy and spirits of hell and other such places.

NECROMANCY

Necromancy is the art of controlling the dead. This is always done by rituals. These rituals must be cast at night or around areas where there are many dead. Graveyards, sites of ancient battles, and Pittsburgh are most common. The magic user must have all the general requirements to perform normal magic plus a skill level of PROTECTION 3 or higher.



DEMON SUMMONING

This is the strongest and most dangerous form of magic, involving the location and control of fallen angels and spirits from the dark recesses of hell. A practitioner of this form of magic is referred to as a Karcist. A Karcist must have all the prerequisites for other magic, plus a skill level of PROTECTION 5 or greater. Having any 7 of the following skills gives the Karcist a bonus (+05%) chance to cast any normal spells. If you have them all with a skill level of at least 2 in each, a bonus (+10%) chance to cast any spells. (See also Pg. 92)

Astrology	Geometry
Astronomy	Insect Husbandry
Blade Fabrication	Metal Fabrication
Botany	Mortuary Science
Calligraphy	Paper Fabrication
Chemistry	Perfuming
Engraving	Pharmaceuticals
Fabric Fabrication	Tanning
Geology	Wood Fabrication

WHY ADDITIONAL SKILLS?

These skills are necessary because the competent Karcist must make all of his tools, equipment, and supplies. This includes hand copying the book of summoning he will be using. In addition the Karcist's lab materials cost d20 x \$1000.00 to initially create and d6 x \$100.00 per month to maintain, keep fresh, or replace. Each spell casting costs an initial outlay of money for equipment and incidentals that help the spell caster. See the section on MATERIAL COMPONENTS. (See Also Pg. 84).

GUIDELINES

- 01 WHITE or good magicians can not use a Grey or Black magic spell without the loss of d10 points of STANDING (STN). Use only spells coded with (W).
- 02 GREY or neutral magicians can use any spells coded (G) or (W). Use of black magic results in the loss of d6 STANDING (STN).
- 03 Practitioners of BLACK magic can use all three types of magic for their own ends.

GAME MECHANICS OF SPELL CASTING

The character initially chooses the area of magic, W, G, or B to specialize in. From the spells chosen, the entire category under the listing is now open to use as long as the character has the necessary Working Magic or WKM to power the spells.

WORKING MAGIC

WKM or Working Magic is the base amount of personal energy a character can summon for any general spell use. With a successful or unsuccessful use of magical ability and an amount of energy is lost that is later regenerated. Each level of experience a character gains gives him an additional d10 +2 WKM points. Your initial score starts as follows.

$$\text{CONSTITUTION} + (20) = \text{WKM (Working Magic)}$$

MENTAL COORDINATION

A second new skill you need to throw magic is MCD or a skill of Mental Coordination. This is found by adding your Intelligence score to Agility and dividing them by 2. Round fractions down. Like other statistics MCD can be improved but it has double the development cost of a normal statistic increase.

$$\frac{\text{INTELLIGENCE} + \text{AGILITY}}{2} = \text{MENTAL COORDINATION}$$

INCREASING WKM

WKM can be temporarily increased by a number of factors and devices that may include the use of enchanted items, familiars, and even the aid of greater forces of good or evil. It can also be temporarily lost or reduced for a short time when a character falls in love, does a deed out of character, uses forbidden magic, or cries. This is mostly the GM's decision on modifier extent and duration.

RECOVERING WKM

The easiest way to recover WKM is to rest. This may also be modified by situation or area. Follow these general guidelines.

GENERAL RECOVERY TIME

Normal Activity	1	WKM	Point Per Hour
General Rest	d4	WKM	Points Per Hour
Sleep	d10	WKM	Points Per Hour

OPTIONAL MODIFIERS

-Area of High Magic	+02	WKM	Points Per Hour
-Near Magical Being /Artifact	+03	WKM	Points Per Hour

THROWING A SPELL

Throwing a spell is a simple d100 roll under your chance. The spell's chance is found as follows:

SKILL LEVEL	+ MCD +	OPTIONAL MODIFIERS	=	CHANCE OF SUCCESS
--------------------	----------------	---------------------------	----------	--------------------------

- | | | |
|----------|----------|------------------------------------|
| a | b | c Time, Ritual & Components |
| | | d Standard Modifiers |
| | | e Magical Modifiers |

a SKILL LEVEL

Use each level of skill as a 5% chance of success.

b MCD

Add your MCD as a flat percentage number.

c OPTIONAL MODIFIERS

The optional modifiers most frequently recommended for use are the Time to Cast and Components modifiers. This ranges from the hip fired 'Snap' spell to the long prepared for spell. The magic sheet from the utility section in the rear of this book includes this information for easy play.

SPELL'S TIME TO CAST	MODIFIER
A: Snap Use of Spell	-30
B: Half Necessary Time Taken to Cast	-15
C: Full Time Necessary Taken to Cast	n/a

ADD RITUAL GESTURES

D: No Gesture	-10
E: Simple Gesture	-05
F: Full Gesture	n/a

ADD SPELL COMPONENTS

G: No Components	-20
H: Half Necessary Components	-15
I: Improperly Prepared Components	-10
I: Necessary Preparation and use of Components	n/a

d STANDARD MODIFIERS

These are the standard skill difficulty modifiers from page (21-22).

e MAGICAL MODIFIERS

Any of the following or the GM's whim can be magical modifiers on a spell's being successfully cast. The first of these three tables can also be used with the tables of SPELL COMPONENTS. All of these optional factors can be chosen or randomized where necessary by the GM or player.

COMPONENT PURITY	MODIFIER	COST
01 Substitute or Generic Components	-15	x0.25
02-03 Highly Impure Components	-10	x0.50
04-05 Impure Components	-05	x0.75
06-07 Average Components	0	x1.00
08-09 Very Pure Components	+05	x1.50
10 Totally Pure Components	+10	x2.00

OPTIONAL LOCATION

	MODIFIER
01 Improper or Desecrated Ground	-15
02-03 Mostly Unfavorable Ground	-10
04-05 Slightly Unfavorable Ground	-05
06-07 Neutral Ground	0
08-09 Favorable Ground	+05
10 Ground Sanctified to Your Beliefs	+10

AID BY GREATER FORCES

	MODIFIER
01 Aid of a Tome, Book, or Grimoire	+10
02-03 Aid of a Familiar	+05
04-05 Close Tutoring by an Expert	+10
06-07 Help by Higher Powers	+20
08-09 Aid of an Artifact	+15
10 Help from Angelic or Demonic Sources	+25

GUIDELINES

01 Remember that all of these modifiers are optional for the player's and GM's use.

SPELLS AND COMPONENTS

Each magic user is advised to keep a small amount of material with him or her as they travel the country in search of the supernatural. Even though the RV is not an ideal place to practice ritual magic, it is a safe storage area for needed components. Bureau 13 is more than happy to gain the aid of those who practice White or Grey magic.

GENERATING SPELL COMPONENTS

The first time a spell is used, consult the next table for the availability of the components that are needed to cast it. Keep a record of the materials needed.

REMEMBER

- Roll a d10 for the number of times you roll on the Component table below.
- The material cost may be modified by its purity. See the optional Magical Modifiers chart.
- In your components list is the code IN that sends you to generally inexpensive components. The EX code sends you to expensive components.
- Always roll a d20 for type of component needed. Some spells will have a modifier of IN+ or EX+1. These are added to the d20 roll to give a chance to require critically hard to get spell components.
- For quick use the spell caster holds a small amount of the spell's components in his or her hand. As the spell is cast the few grams of components used flash into flame, transmute to dust, become useless or simply cease to exist.
- Remember that modifiers are optional for player and GM.

COSTS OF COMPONENTS

- 01-75 **INEXPENSIVE**
Easy to get 'grocery store' components with an average cost of d4 x \$1.00 per item. Use the IN column.
- 76-85 **ALMOST INEXPENSIVE**
Moderately hard to find spell items with an average cost of d10 x \$1.00 per item. Use the IN column.
- 86-95 **EXPENSIVE**
Hard to find spell components with an average cost of d10 x \$20.00 per item or more at the GM's option. Use the EX column.
- 96-98 **EXPENSIVE /RARE**
Components that are extremely hard to find, and very expensive if you manage to locate them. They have a cost of at least d10 x \$100.00 per item or more at the GM's option. Use the EX column.
- 99-00 **PROHIBITIVELY EXPENSIVE**
Items that are nearly impossible to find with a cost of d10 x \$1000 per item or more at the GM's option. Use the EX column.

SPELLS ARE SKILLS

Remember that spells are used like skills. The following is a list of spells that may be expanded by the GM.

REMEMBER

- 01 In the upper right corner is a W, G or B code that tells a player if spells can be used by his class of magician.
- 02 Any spell under the Heading can be used as long as the character has enough WKM to power the use.
- 03 Each spell has a specific WKM cost and a time needed to cast. While the time can be varied the WKM can not.
- 04 When a spell fails to cast, the WKM is lost.
- 05 Time (T=) is measured in Minutes (m) Hours (h) Days (d) and Weeks (w). WKM cost needed to power spells is (C=).
- 06 With the GM's approval some spells are reversible.
- 07 With GM approval, a spell can be designed by the player if it is reasonable.
- 08 All spells start at a skill level of 1 when chosen.
- 09 Additional spells are added like skills.



COMPONENTS

(IN) INEXPENSIVE	(EX) EXPENSIVE
01 Plants	01 Unusual Plants
02 Herbs	02 Rare Spices
03 Candles	03 Specially Made Candles
04 Knives	04 Special Implements
05 Animal Parts	05 Rare Animal Parts
06 Minerals	06 Gems / Pearls
07 Books	07 Rare Book or Grimoire
08 Base Metals	08 Precious Metals
09 Containers	09 Special Urn / Vessel
10 Generic Drugs	10 Illegal Pharmaceuticals
11 Chemicals	11 Special Chemical Compounds
12 Dusts	12 Rare Dusts
13 Paper	13 Specially Prepared Paper
14 Animal Powders	14 Rare Animal Powders
15 Oils	15 Rare Oils and Scents
16 Cloth	16 Specially Woven Cloth
17 Holy Implement	17 Holy Artifact
18 Food	18 Uncommon Food
19 Earth	19 Earth from Special Place
20 Small Animal Sacrifice	20 Small Rare Animal Sacrifice
Unusual Items	Horrible Items
21 Large Animal Sacrifice	21 Large Rare Animal Sacrifice
22 Corpse or Human Parts	22 Live Human Adult or Child Sacrifice

SPELLS

SPELL TYPE: HEALING

W G B

The skill of healing physical damage. This ability is always by touch and may be reversed by Black magic users.

- * **HEAL DAMAGE** C=10 T=02m
(After the initial cost each 5 points of WKM used can heal 1 point of WBD or physical damage.)
- * **STOP DISEASE / POISON / ALLERGY** C=25 T=12h
(Stops degeneration and symptoms of a disease. EX+1)
- * **HEAL DISEASE** C=50 T=24h
(Begins the normal healing process to reverse the effects of a disease.)
- * **HEAL INSANITY** C=75 T=48h
(Clears the mind to begin a slow recovery.)
- * **STOP BLOODLOSS** C=20 T=02m
(Stops blood loss from damage or limb severing.)
- * **RESUSCITATE** C=15 T=01m
(Adds a +1% chance (per WKM point used) in an attempt to resuscitate a victim whose heart has stopped.)
- * **RESTORE** C=95 T=24h
(Begins restoration of a lost sense.)
- * **REGROW** C=95 T=01w
(Regrows d6 inches of a lost limb in 7 days. EX+1.)
- * **AGE** C=295 T=01w
(Removes a year of age. EX+1)

SPELL TYPE: OBJECT ANIMATION W G B

Animation of objects uses large quantities of WKM and enchantment to create the semblance of life. Without prior use of the Enchantment spell, objects that are animated will only stay that way for 24 hours.

- * **SIMPLE ANIMATION** C=30 T=10m
(One motion.)
- * **COMPLEX ANIMATION** C=50 T=40m
(Up to 20 motions.)
- * **LEVITATION / FLIGHT** C=50 T=30m
(Up to 100' add +1 WKM for every pound of object.)
- * **DECISION MAKING** C=60 T=02h
(Allows simple decision making in the face of adversity.)
- * **COMPLEX DECISION MAKING** C=75 T=04h
(Limited thinking ability to deal with change.)
- * **SELF PRESERVATION** C=30 T=02h
(Object will save itself if threatened.)

SPELL TYPE: DISPEL MAGIC W G B

This allows the user to disperse magic, WKM back into the environment. This can be used or enchanted into an object.

- * **NEUTRALIZE** C=25 T=02m
(This spell freezes d100 WKM in an object or area for d10 minutes and prevents it's use.)
- * **DISPERSE** C=25 T=05m
(This intensity releases d100 points of stored WKM out of an object or area.)
- * **RELEASE** C=25 T=05m
(A frightening total release of all stored WKM in an object that may cause it to self destruct in a creative manner.)
- * **ABSORB** C=50 T=05m
(Using absorb transfers all stored WKM from one object to another. Works only with inanimate objects.)

SPELL TYPE: SLEEP W G B

This group of spells deals with sleep and dreams. Most can be reversed for general use.

- * **REFRESH EXHAUSTION** C=10 T=05m
- * **WAKE** C=05 T=01m
- * **REST** C=05 T=02m
- * **EASE INTO SLEEP** C=10 T=02m
- * **PUSH INTO SLEEP**
- AGAINST VICTIM'S WILL** C=45 T=04m
- * **CREATE DREAM** C=15 T=05m
- * **LOOK INTO DREAM** C=05 T=05m
- * **ALTER DREAM** C=10 T=01m
- * **REMEMBER DREAM** C=05 T=02m
- * **PARTICIPATE IN DREAM** C=20 T=01m
- * **GROUP PARTICIPATION IN DREAM** C=50 T=10m
(Allows a group to enter and participate in a dream. Add an additional 10 WKM per participant.)
- * **COMMUNICATE THROUGH DREAM** C=25 T=10m
- * **STOP NIGHTMARE** C=10 T=01m
- * **FIGHT UNNATURAL SLEEP** C=15 T=01m
- * **FORGET** C=75 T=02m
(Makes a sleeper forget the hour before they slept. Every additional +1 WKM adds another hour to this forgetfulness.)
- * **REMEMBER** C=25 T=01m
(A key word triggers memories deliberately forgotten.)

**SPELL TYPE: CONTROL TIME** W G B

These costly spells deal with the control of time and its effect on natural laws. Not only are they dangerous, they violate the opinions of higher powers. Use of these spells should be reserved for extreme emergencies at best. At best the time stop or slowing spells have a duration of 5 minutes. These spells have no effect on the caster or anybody he is initially touching.

- * **SLOW TIME 25%** C=100 T=01m
(All time and action modifiers are multiplied by .75)
- * **SLOW TIME 50%** C=150 T=01m
(All time and action modifiers are multiplied by .50)
- * **SLOW TIME 75%** C=200 T=01m
(All time and action modifiers are multiplied by .25)
- * **STOP TIME** C=300 T=02m
(Stops all time and motion for 1 minute. Each additional 50 points of WKM used extends the time 1 minute.)
- * **SMALL STASIS** C=125 T=01m
(Creates a small time stopped field in a 4x4x4 foot cube. Each additional 5 points of WKM used extends the time by 1 minute.)
- * **LARGE STASIS** C=175 T=02m
(Creates a small time stopped field the size of the room it is cast in or in a 12x12x12 foot area. Each additional 5 points of WKM added extends the time by 5 minutes.)
- * **REVERSE TIME** C=450 T=02m
(After the initial cost each additional point of WKM used reverses the time flow by 1 minute.)
- * **IF I HAD...** C=750 T=05m
(Places the spell caster back in time within 24 hours, at a point of serious decision, to relive the time.)

SPELL TYPE: GATING

W G B

Gates are a quick but dangerous alternative to flying. These magical shortcuts across space come in two basic forms. The first type is created by the magician. They are a simple warp in space that anybody can use. Their duration is 30 minutes extended 10 minutes per each extra point of WKM used.

- * **CREATE A GATE** C=75 T=15m
(After the first 25 miles, add an additional +1 point of WKM for 25 additional miles to your target.)
- * **CLOSE A GATE** C=01 T=01m
- * **SHADOW GATE** C=05 T=05m
(Used with 'create gate' opens the gate into shadow)
- * **PREVENT A GATE** C=50 T=10m
(Prevents a gate from being created in a 100' x 100' area.)
- * **LOCK AND KEY** C=25 T=05m
(Specifically codes a person or group for use of that gate.)

SPELL TYPE: CONDUCTED GATE

- G B

With this type of gate a demon directly takes the caller to his or her destination after bargaining. This version has no distance limitations because the user is conducted across a section of hell where time and space have little meaning. Your average demon does not like to be a tour guide and will attempt to disrupt a trip by trickery. Always roll on the problem chart when you use this version. All components for this must be rolled from the (EX+) column.

- * **ECONOMY GATE** C=50 T=15m

REMEMBER:

- 01 Always set up a protective circle first before summoning your tour guide.
- 02 After you summon a demon, make a deal for safe passageway through the underworld and a safe exit point. Pay your tour guide after transportation is complete, never before.
- 03 Walking or driving through hell without an escort is like playing Russian Roulette with an automatic weapon.
- 04 Demonic Things will always try to trick you off the path into willing arms or teeth.

PROBLEMS

- 01-50 You are dropped d100+10 feet from your target area.
- 51-75 Your demonic guide asks for a tip.
- 76-85 You appear with a flash and a sulfurous puff of smoke that shoots any surprise you had to hell.
- 86-90 Not everything you were carrying stays with you.
- 91-95 Loose d100 minutes
- 96-98 Gate in d10 feet off the ground or in a basement.
- 99 You are dropped d4+4 miles from your target.
- 00 Gate sticks open d4 minutes and something else follows you out.

GM'S NOTES

- 01 A gate spell can be placed into an object for one use only.
- 02 Collapsing gates will push out or pull in a victim caught in their boundaries.
- 03 Unlike standard demon summoning, this spell relies on the least of the powerful denizens of hell. This is a limited type of summoning.

- 04 In an emergency a White magician can summon, but will gain a lower class of angelic tour guide. These are far more dangerous than their evil counterparts and characters better have a good reason to call them.

"Summoning an angel for general transport is like sticking your head in a holy howitzer and pulling the trigger. I'd consider the bus next time."

Father Zebade McGarn

"Maybe we could summon something to get us a six pack of beer?"

Brother Johnson

SPELL TYPE: DIMENSIONAL GATE

W G B

These gates are different in nature than the traditional magical gates. These are rips in the fabric of space and time that can lead to anywhere. Often the dimensional rip is short lived and reseals in d100 hours of opening.

- * **SPOT DIMENSIONAL GATE** C=050 T=02m
- * **STABILIZE DIMENSIONAL GATE** C=150 T=10m
(Adds d100 hours to the lifespan of the gateway.)
- * **SEAL DIMENSIONAL GATE** C=075 T=05m
(Takes d100 hours off the lifespan of a gateway.)
- * **OPEN DIMENSIONAL GATE** C=450 T=10h
(Rips open a hole to another dimension.)

OTHER PLACES

Holes to otherwheres can lead to places of chaotic natural laws, monstrous life forms, or other civilizations. If a magician has been to a different dimension he or she knows how to open a gate to that universe. Random openings lead to random places as planned by the whim of the GM.



SPELL TYPE: FAMILIAR

W G B

The familiar is the single most useful tool a magician can have. White magicians must find their familiar. Grey and Black magicians are granted their familiar by darker forces. A familiar may take the form of any animal native to the region of the magician. The familiar serves as a focus and storage battery for a magician's extra WKM. The animal has the user's WKM level and regenerates with the same frequency. If the familiar is killed the magic user takes an automatic 10% death shock and loses 50% of his or her WKM for d10 +10 days.

The familiar is a friend and protector of the magic user. Having it around regenerates d4 Hit Points per day if the magician is injured. It improves critical disease rolls by +05%. The base intelligence of a familiar ranges from abysmally stupid to near human. Often spells are cast through the familiar by the action of holding the familiar and using combined power after casting **SPELL WORK**.

On occasion an intelligent familiar will use its master's spells independently. Often this can be dangerous to people around the magician. The following spells last until deliberately broken.

- * **FIND FAMILIAR** C=50 T=03d
- * **FAMILIAR SIGHT** C=10 T=01m
(See through a familiar's eyes, up to 20 miles.)
- * **LISTENING** C=10 T=01m
(Listen through a familiar's ears, up to 20 miles.)
- * **SPELL WORK** C=05 T=01m
(Familiar helps caster with difficult spells and adds a base casting bonus of +05%.)
- * **TAP FAMILIARS WKM** C=05 T=01m
(Use a familiar's WKM.)
- * **HIDE A FAMILIAR** C=10 T=02m
(Changes a familiar's shape or creates illusion to hide it.)
- * **BIND FAMILIAR** C=25 T=05m
(Binds familiar's friendship and loyalty, to the spell caster after the familiar is found. Used only once.)

WHAT FAMILIAR CAN I FIND?

To randomize your type of familiar roll a d100 on the table below. Roll a d100 for the familiar's general personality.

FAMILIAR TYPE

- 01-50 Cat
- 51-75 Dog / Wolf
- 76-85 Raven
- 86-90 Rat
- 91-95 Owl
- 96-98 Toad
- 99-00 See Special

PERSONALITY

- 01-50 Shy
- 51-75 Temperamental
- 76-85 Hostile
- 86-90 Friendly
- 91-95 Loving
- 96-97 Crazy
- 98 Vicious
- 99 Insidious
- 00 Homicidal

SPECIAL FAMILIAR

- 01-10 Raccoon
- 11-20 Pig
- 21-30 Goat
- 31-40 Common Lizard
- 41-50 Snake
- 51-60 Monkey
- 60-70 Common Small Bird
- 71-80 Squirrel
- 81-90 Opossum
- 91-92 Chicken
- 93 Large Spider / Insect
- 94 Raptors
- 95 Horse
- 96 Sheep
- 97 Large Wild Cat
- 98 Bat
- 99 Ferret
- 00 Minor Magical Creature

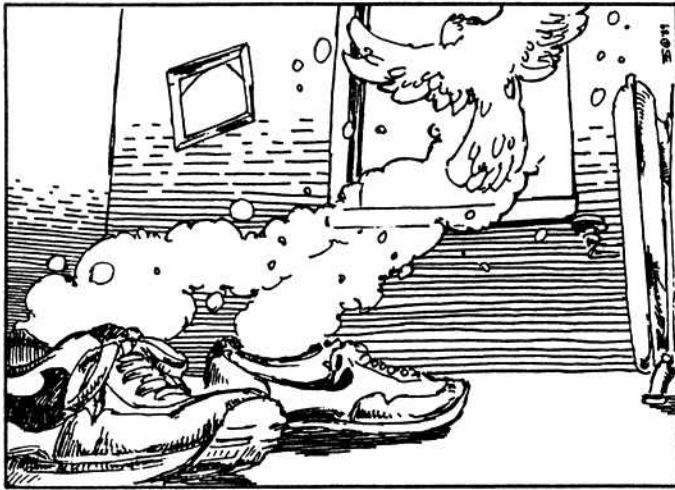
SPELL TYPE: MIND

W G B

Much like the PSI abilities, this group of spells gives the user powers of the mind. These abilities have a duration of 10 minutes unless extended 10 minutes per additional point of WKM used. Range for these spells is 10 miles. It can be extended 10 miles per each additional point of WKM used.

- * **SEND** C=10 T=01m
(To a single individual.)
- * **COMMUNICATE** C=15 T=05m
(Two way communication.)
- * **SEND GROUP** C=15 T=05m
(A mass sending to a group.)
- * **EMOTIONAL READING** C=10 T=02m
(Gives an individual or small group's emotional state.)
- * **EASE EMOTION** C=15 T=05m
(Lessens intensity of emotion in small group or individual.)
- * **ALTER EMOTION** C=20 T=05m
(Changes or creates an emotion.)
- * **UNDERSTAND LANGUAGE** C=40 T=20m
(Understand and speak a human language.)
- * **TALK TO ANIMALS** C=60 T=30m
(Ability to talk to animals, birds, insects, etc.)
- * **MIND SHIELD** C=25 T=10m
(Prevents reception or mind control.)
- * **PLANT THOUGHT** C=30 T=02m
(Plants thoughts as if it was the victim's own inspiration.)
- * **CONTROL MIND** C=75 T=40m
(Controls human mind without harm.)
- * **ANIMAL'S EYE'S** C=35 T=20m
(User sees through an animal's eyes.)
- * **FREE CONTROLLED MIND** C=75 T=10m
- * **ANIMAL'S BODY** C=50 T=40m
(User takes full control of animal.)
- * **SHIELD COMMUNICATIONS** C=25 T=05m
- * **MIND COMMUNICATION JAMMING** C=50 T=05m
(Jams a 1 x 1 mile area.)
- * **EXCHANGE MIND** C=95 T=30m
(Exchanges magician's and victim's minds)





SPELL TYPE: **SHAPE CHANGE** - G B

A difficult and dangerous class of spells are the shape shifting spells. This spell lasts 1 hour extended 1 hour per 10 additional points of WKM used. If the shift is successful the caster must roll a d20 under his or her intelligence or become that animal mentally for the duration of that spell. At the end of the spell's time a second d20 is rolled under the caster's intelligence or he is now trapped in that body for an additional d100 hours or until released by another magician.

- * **CHANGE PHYSICAL FEATURES** C=040 T=05m
(Change features, skin tone etc.)
- * **CHANGE SEX** C=095 T=01h
- * **CHANGE TO HUMANOID CREATURE** C=075 T=20m
- * **CHANGE TO QUADRUPED** C=125 T=02h
- * **CHANGE TO**
- NON-MAMMALIAN SPECIES** C=150 T=04h
- * **SHED BODY MASS/SIZE** C=075 T=02h
- * **GAIN BODY MASS/SIZE** C=125 T=02h
- * **INDUCE WERE FORM SELF/OTHER** C=100 T=01h
- * **DISPEL A WERE**
- FORM YOU CREATED** C=075 T=20m
- * **TRIGGER A WERE CHANGE** C=050 T=05m
(Any time or place, in suspected Were Creature.)

SPELL TYPE: **CONTROL NATURE** W G B

This area of magic deals with natural forces and their control. These effects last up to 30 minutes.

- * **RAISE WIND** C=10 T=05m
(Add 1 mph velocity for each additional +1 WKM used.)
- * **CALL CLOUDS** C=45 T=10m
- * **INCREASE PLANT GROWTH** C=20 T=05m
- * **CONTROL ANIMAL FERTILITY** C=25 T=10m
- * **CALL UNSEASONABLE WEATHER** C=65 T=10m
- * **CALL THUNDER** C=35 T=05m
- * **CALL RAIN** C=40 T=10m
- * **CALL LIGHTNING** C=75 T=05m
- * **CREATE FIRE** C=10 T=01m
(Add +1 point of burn per each additional +1 WKM used.)
- * **WARM AREA** C=05 T=02m
(Warms any small area up to 150°F, also provides protection in cold environments.)
- * **CHILL AREA** C=05 T=05m
(Freezes or chills a small area.)

SPELL TYPE: **SIGHT**

W G B

A special means of seeing beyond the range of human sight. This skill can span space, time and dimension in a limited way. Use of this often requires a focus like a mirror, crystal, or pool of water. Duration of any of these spells is 10 minutes after the initial cost plus 5 minutes extra for every additional point of WKM used. The initial distance of the spell's effect, when applicable, is 10 feet from the caster.

- * **SEE AURA** C=05 T=01m
(General nature of a being.)
- * **PENETRATE SIMPLE ILLUSION** C=05 T=01m
- * **PENETRATE COMPLEX ILLUSION** C=10 T=02m
- * **SEE PRESENT** C=10 T=04m
(Add +1 WKM per additional 10 mi. distance from target.)
- * **SEE PAST** C=15 T=10m
(Add +1 WKM per additional 1 hour into past.)
- * **SEE POSSIBLE FUTURE** C=30 T=15m
(Add +1 WKM per additional 1 hour into future.)
- * **SEE INVISIBLE** C=15 T=02m
(Add +1 WKM per additional 10' of sight.)
- * **SEE SPIRITS** C=20 T=10m
(Add +1 WKM per additional 10' of sight.)
- * **SEE SPIRIT WORLD** C=30 T=30m
- * **SEE PORTALS/GATEWAYS** C=15 T=05m
(Add +1 WKM per additional 10' of sight.)

SPELL TYPE: **MOVEMENT**

W G B

This spell causes objects to move or levitate at a cost of 1 point of WKM per every 10 pounds of object weight after the initial cost. Duration is 1 hour or until released by the caster. All controlled flight needs a focus such as a broom or other device. Airspeed starts at 5 MPH and is increased by 25 miles per hour per point of additional WKM used.

- * **LIFT OBJECT** C=25 T=02m
- * **LIFT SELF** C=50 T=10m
- * **CONTROLLABLE FLIGHT** C=85 T=20m
- * **ECM** C=25 T=05m
(Provides a magical screen to block the visual or technical identification of a small flying target.)

SPELL TYPE: **TRIGGER**

W G B

This is the basic 'burglar alarm' spell that triggers another spell enchanted in an inanimate object. Triggers last for a single use and can be reset for up to a 1 year duration.

- * **TRIGGER BY A TOUCH** C=10 T=10m
- * **TRIGGER BY A WORD** C=15 T=20m
- * **TRIGGER BY A PRESENCE** C=20 T=20m
(Specific human or animal species.)
- * **TRIGGER BY MOTION** C=20 T=10m
(Any general motion or a specific gesture.)
- * **TRIGGER BY MAGIC** C=15 T=20m
(May be general or specific to good / evil.)
- * **TRIGGER BY TIME** C=10 T=10m
(A simple time trigger.)

SPELL TYPE: ENCHANTMENT

W G B

A special skill area that allows the user to program spells and life into an inanimate object. Animate objects will function on a limited basis, independently of their creator. Any enchanted object will stay enchanted, regenerating its own WKM as a living being, until destroyed or the WKM is dispelled.

- * ENCHANTMENT I C=20 T=01h
(This energizes an object with the user's WKM level.)
- * ENCHANTMENT II C=10 T=30m
(This allows placement of a specific spell into the object. This can be repeated with as many spells as the magician wishes.)
- * ENCHANTMENT III C=30 T=12h
(This is the final step, to design the operation / function of an enchanted object. Like a simple computer program, the item is programmed with routines and sub-routines.)
- * EASY ENCHANTMENT C=75 T=24h
(An easy version to create an object with a single usable spell and a finite amount of WKM. This object behaves much like a rechargeable storage battery and collects WKM from the user by use of the Easy Recharge Spell. Initial creation of this object gives it 3d10 WKM to start with no upper limit on charge. At 0 WKM the object cannot be Recharged and must again be re-enchanted. This spell comes with a simple 'word' Trigger spell.)
- * EASY RECHARGE C=10 T=10m
(If successfully cast, this spell dumps WKM from the caster into itself. Roll on the table below for each recharge.)

CHARGING RESULT

- | | |
|-------|---|
| 01-50 | AS EXPECTED |
| | Dumps .50 of the magician's remaining WKM into the object. |
| 51-75 | BETTER THAN EXPECTED |
| | Dumps .75 of the magicians remaining WKM into the object. |
| 76-85 | FULL RECHARGE |
| | Takes all of the magician's remaining WKM and dumps it into the object. |
| 86-95 | DESTRUCT |
| | Takes all of the caster's personal WKM. Completely destroys the object. |
| 96-98 | EXPLOSIVE DESTRUCTION |
| | Takes all of the caster's WKM and explodes with a 2d10 point blast of energy and heat. |
| 99-00 | ASSISTANCE |
| | Some other force lends you a hand and adds an extra d100 points of WKM or creates serious problems for the object at the GM's whim. |

SPELL TYPE: DIVINATION

W G B

Divination gives the user a chance to learn a specific fact in a question. This may include background information or a name. The user must specify the medium of divination such as Tarot Cards, I Ching, Astrology, Rune Wands, Entrail / Blood / Oil Slick Reading, or numerology.

- * DIVINATION I C=05 T=02
(Gives a single YES or NO answer.)

- * DIVINATION II C=10 T=05
(Gives a single word clue.)
- * DIVINATION III C=20 T=10
(Gives a four word clue, or a flash of picture for insight.)

SPELL TYPE: TRANSMUTATION

W G B

This difficult and costly spell is the skill of changing the shape and properties of matter. Use transmutes an ounce of solid material or four ounces of liquid. Each additional 5 points of WKM used adds an ounce of weight or 4 more ounces of liquid. The creation of material is an imbalance to natural laws and often costs the user fantastic amounts of power to accomplish these minor transformations. WKM can never be created.

- * TRANSMUTE CLOSE MATERIAL C=0075 T=05m
(Water into oil, bubble bath, wine etc.)
- * TRANSMUTE MATERIAL C=0350 T=05m
(This is the basic handgun into cheese burger spell..)
- * TRANSMUTE TO PRECIOUS METAL C=0950 T=05m
(Turns base metals to gold, silver, etc.)
- * TRANSMUTE TO LIFE C=0750 T=05m
(The basic sticks into snakes spell that creates a living object out of an inanimate one or visa versa.)
- * CREATE RAW MATERIAL C=1500 T=10m
(Creates an ounce of any material in a lump.)
- * CREATE OBJECT C=2500 T=20m
(Creates a one ounce object in any shape desired.)

GENERAL EXAMPLES

WKM

Turning 170 lb. Man into Wooden Statue	14,345
Turning 12 oz. Caffienated Soft Drink Decaffienated	130
Turning a Handgun into a 12 oz. Carp	810
Turning a Carnation into a Rose	75
Turning a Rose into Iron	750
Create a 2 ounce Lump of Copper	1505
Create Silver / Ruby Ring	2505

**SPELL TYPE: DOWSING**

W G B

A special form of Divination that requires the use of a focus such as a forked willow branch, wand, metal rod, or bent wire. Dowsing finds a specific item or direction by pointing in that direction or giving a feeling of pull. The distance given for dowsing is 50 feet initially and 1 hour of duration for the spell's use.

- * FIND WATER C=05 T=05m
(Add +1 point WKM per additional 10' depth.)
- * FIND MINERAL C=20 T=10m
(Add +1 point WKM per additional 10' depth.)
- * FIND OBJECT C=15 T=10m
(Add +1 point WKM per additional 10' of distance.)
- * FIND DIRECTION C=05 T=05m
(Gives direction N, NE, E, SE, S, SW, W, NW.)
- * FOLLOW PATH C=10 T=10m
(Gives the correct path to follow.)
- * FOLLOW MOVING OBJECT C=20 T=10m
(Add +1 point WKM per additional mile of distance.)

SPELL TYPE: PROTECTION

W G B

This spell is critically important to most users of magic and the darker arts. Protection creates a shield around the caster or confines something within the circle or symbol created by the caster. All protection has a duration of 1 hour extended by 10 minutes per each additional point of WKM the caster uses.

- * PROTECT FROM PHYSICAL HARM C=50 T=30m
(Protects from a single type of damage.)
- * PROTECT FROM MAGICAL ATTACK C=35 T=10m
(A personal shield that prevents a magical attack.)
- * PROTECT FROM MAGICAL BEINGS C=30 T=20m
(Lower level magical beings, protective circle for any lesser demon summoning.)
- * PROTECT FROM MAG. BEINGS II C=40 T=40m
(Protection from more powerful beings, protective circle for greater summoning.)
- * DISPEL YOUR PROTECTION C=01 T=01m
- * DISPEL OTHER'S PROTECTION C=75 T=10m
- * HOLD MAGICAL BEING IN SYMBOL C=35 T=30m
(Creates magical circle for holding summoned being that can not be broken by the being.)
- * HOLD GREATER BEING IN SYMBOL C=85 T=02h
(Creates magic circle for holding greater power that can not be broken by that power.)
- * PROTECT PORTAL C=50 T=30m
(Creates a door or window shield that resists magical entry for 1 year. May be used on fences and consecrated areas of ground 400 square feet, a (20' x 20') area.)
- * PROTECT SLEEP & DREAMS C=05 T=02m
- * PROTECT MAGIC C=20 T=05m
(Hides a layer of magic or spells.)

**SPELL TYPE: CONTROL PERSON**

W G B

These are the spells of direct influence or control used on humans. Often they are used in business or in the creation of potions. These can range from weak control spells that can cause indigestion to powerful spells that can take physical, though not mental control of the victim.

- * SUMMON INDIVIDUAL C=75 T=02m
(Makes an individual come to the caller within d4 days if he or she is able.)
- * CONTROL MINOR BODY FUNCTION C=25 T=05m
(Used to create an itch, blink, minor function.)
- * PHYSICAL GAIN C=35 T=05m
(Gives a +(d4) on any physical statistic for 1 hour.)
- * CONTROL SENSATION C=25 T=05m
(Controls what is felt, seen, tasted, etc.)
- * CONTROL EMOTION C=20 T=05m
(Controls feelings.)
- * CONTROL LIMB C=35 T=05m
(Takes control of a single limb.)
- * CONTROL MAJOR BODY FUNCTION C=50 T=10m
(Controls heart-rate, respiration, digestion, etc.)
- * CONTROL MEMORIES C=75 T=20m
(Creates mental blocks, recall, selective amnesia etc.)
- * CONTROL BODY C=95 T=20m
(Enslaves a physical bodys function to command for 20 + d20 hours..)

SPELL TYPE: ILLUSIONS

W G B

This category of spells deals with the creation of images without substance. Duration of any illusion is immediate for one use or 24 hours, extended 1 week per additional point of WKM used for the more complex versions.

- * SPARKS OF LIGHT C=05 T=01m
(Crates small sparks of light.)
- * STATIC LIGHT C=10 T=02m
(Creates a small patch of light.)
- * STATIC IMAGE C=20 T=04m
(Creates an unmoving image like a photograph.)
- * COLOR IMAGE C=15 T=05m
(Adds color to the existing image or light.)
- * MOVEMENT C=15 T=05m
(Adds movement to the existing image or light.)
- * SOUND C=15 T=05m
(Adds sound to the existing image or light.)
- * SMELL C=15 T=05m
(Adds odor to the existing image or light.)
- * TRADITIONAL FX C=15 T=02m
(Illusionary flash, bang, and puff of sulfurous smoke.)
- * DARKNESS C=40 T=10m
(Creates a 10' x 10' area of darkness.)
- * INVISIBILITY C=75 T=10m
(Gives limited invisibility to the user.)
- * CLOUD/FOG C=30 T=05m
(Creates a groundfog or small area of dense fog.)
- * TASTE C=45 T=02m
(Creates an illusion of taste.)
- * SOLIDITY C=75 T=20m
(Adds the illusion of mass, or solidness to an object.)
- * DISPEL SIMPLE ILLUSION C=45 T=01m
- * DISPEL COMPLEX ILLUSION C=75 T=02m

SPELL TYPE: CURSE

- G B

These insidious magical land mines cause a direct change in luck or physical action. A victim does not know of a curse until it becomes evident or is magically detected. Curses can be a one time or limited affair or last the lifetime of the victim. In rare instances other spells can be combined with a curse to create more creative curses. (An example might be a curse of Bad Weather on a baseball player.)

- * DETECT CURSES C=010 T=05m
- * DETECT SPECIFIC CURSE TYPE C=020 T=10m
- * LIMITED TIME CURSE C=025 T=01m
(Curse lasts up to 1 year.)
- * BOLLIX C=020 T=01m
(This is a near curse that temporarily makes a mess out of a technological device or relationship.)
- * LIFETIME CURSE C=095 T=30m
- * GENERATION CURSE C=125 T=01h
- * ANNOYANCE C=025 T=01m
(The majority of curses are little annoyances created by the slip of the tongue or your date's Rumanian grandmother. These affect the victim infrequently to cause minor bad luck or at best, aggravating problems.)
- * MINOR CURSE C=050 T=10m
(Slightly higher are Minor Curses that are frequent, costly, and difficult for the recipient. Most of these creative curses just reduce stats by half.)
- * MAJOR CURSE C=125 T=10m
(These monsters are deadly and frequently maim or kill the recipient through accident. When effecting any character's statistics, reduce that statistic by using a x.25 modifier.)
- * CURSE WITH BAD LUCK C=050 T=02m
(A general curse that lowers luck by half.)
- * CURSE WITH BAD HEALTH C=050 T=02m
(Reduces health related rolls by half.)
- * CURSE OF MURPHY'S LAW C=050 T=05m
- * ATTRACTION CURSE C=050 T=05m
(Attracts animals or humans)
- * CURSE WITH PHYSICAL INJURY C=075 T=02m
- * CURSE OF DEATH C=150 T=20m
(This curses the victim to die within a set span of time or in a specific way.)
- * CURSE OF WERE FORM C=125 T=20m
(A mindless were form curse that is moon controlled.)
- * SECONDARY CURSE C=050 T=10m
(Allows a secondary curse on the victim.)
- * PROTECT CURSE C=010 T=05m
- * REMOVE ANNOYANCE C=035 T=10m
- * REMOVE MINOR CURSE C=085 T=20m
- * REMOVE MAJOR CURSE C=135 T=01h
- * PROTECT FROM CURSE C=075 T=1h

SPELL TYPE: REMOVE CURSE

W G -

This small block of spells allows any class of magician to remove curses or protect against them. The average protection spell has the duration of a year.

- * DETECT PRESENCE OF CURSE C=010 T=05m
- * DETECT NATURE OF CURSE C=020 T=10m
- * REMOVE ANNOYANCE C=050 T=10m
- * REMOVE MINOR CURSE C=100 T=10m

- * REMOVE MAJOR CURSE C=185 T=01h
- * PROTECT FROM CURSE C=075 T=1h

SPECIAL NOTES:

As curses are removed, the rescue of the victim often backfires when curse protection is layered into the curse. Always roll a d100 when removing PROTECTED curses.

- 01-85 SUCCESS
Curse dispelled as planned.
- 86-95 TRANSFER
Curse transferred to magician, victim free.
- 96-97 DUPLICATION
Curse duplicated on magician.
- 98 CLOSE TRANSFER
Curse transfers to closest person.
- 99 SECONDARY CURSE
Random, secondary curse manifests.
- 00 DEATH SHOCK
The victim and magician suffer a 10% chance of a Death Shock. Roll a 10 or less on a d100 and resuscitation of the victim must be accomplished.

**SPELL TYPE: NECROMANCY**

- - B

This dark art deals with the summoning and animation of the dead for personal gain. All of these spells have a duration of 1 hour except those dealing with physical undead use.

- * COMMUNICATE WITH DEAD C=030 T=05m
- * CALL SPIRITS C=015 T=05m
- * CALL UNDEAD C=040 T=30m
(Calls existing undead within 10 miles.)
- * CONTROL UNDEAD C=075 T=05m
- * BIND UNDEAD C=035 T=05m
(Binds someone else's undead to your own use.)
- * CREATE UNDEAD C=125 T=30m
(Creates a zombie-like animated corpse that lasts until it is dispelled, totally destroyed, or laid to rest.)
- * PRESERVATION OF DEAD C=025 T=05m
(Prevents further deterioration of a body.)
- * CREATE UNDEAD ANIMAL C=075 T=30m
- * SUMMON LIVING SPIRIT C=095 T=20m
(While the victim sleeps the spirit is held for questioning.)
- * DISPEL YOUR UNDEAD C=005 T=05m
- * DISPEL OTHER
NECROMANCER'S UNDEAD C=025 T=02m
- * DISPEL UNDEAD ELVIS C=005 T=01m



DEMON SUMMONING

Darkest of the magical arts is calling a demon for general use or a specific job that can only bring evil. To begin summoning the character creates a normal protective circle to provide protection against magical attacks. Check the stability of the shield before summoning is attempted if proper time and components are not used in its casting.

PROBLEMS

- 01-75 FULL SHIELD
- 76-85 LIGHTLY REDUCED SHIELD
(Shield has 25% chance to allow spell through.)
- 86-95 REDUCED SHIELD
(Shield has a 50% chance to allow spell through.)
- 96-98 CRITICALLY REDUCED SHIELD
(Shield has a 75% chance to allow spell through.)
- 99 SHIELD FAILS
- 00 SHIELD WILL COLLAPSE
(In d100 minutes.)

SPELL TYPE: DEMON SUMMONING - G B

- * SUMMON LESSER DEMON C=030 T=15m
- * SUMMON MINOR DEMON C=050 T=20m
- * SUMMON MAJOR DEMON C=095 T=40m
- * SUMMON HIGHER EVIL POWER C=150 T=01h
- * RETURN DEMON C=005 T=01m

WHAT REALLY SHOWS UP

A successful casting does not mean the Major or Higher evil will bother to show up. In such cases minor demons may show instead to mimic a higher power. (See Also Pg. 95)

REMEMBER:

- 01 A magic circle or pentagram will protect as long as it is not broken by an outside source.
- 02 If a protective circle is broken or dispelled before the demon is returned, the demon is free.
- 03 A spell caster automatically knows the duration of his or her shield but not the effectiveness of its ability to turn magic.
- 04 Demons are conjured for specific reasons that may include: requesting more WKM in the form of an enchanted item or a temporary boost in the character's power. A contract to gain the evil magician great wealth, special possession, improved skill, or some physical improvement. Revenge and a special 'Dark' deed are also common.

SPECIAL NOTES:

- 01 Demons do not generally like dealing with mankind or being forced into a task that gives them little profit in return.
- 02 Demons are crafty bargainers and will always contract to their advantage. They love contractual loopholes.
- 03 Demons never forget a bad dealing.



OPTIONAL SUMMONING RESULTS

As black magicians call the forces of darkness to aid them there may be a few problems in dealing with the result.

SUMMONING

01-05	Something useless.
06-25	Something less than you wanted.
26-50	What you wanted.
51-75	Something close to what you requested.
76-85	Something different than what you requested.
86-90	Something greater than you requested.
91-95	A higher demonic power.
96-00	A hellishly high powered entity.

TEMPERAMENT

01-05	Very Friendly
06-25	Neutral in Temperament
26-50	Aggravated at Being Bothered
51-75	Very Temperamental and Angry
76-85	Outright Hostile
86-90	Violently Hostile
91-95	Completely Hostile / Dangerous
96-00	Hostile / Vengeful it was Summoned

ESCAPE

If a demon is able to break a circle of magic that holds it chances are it will flee or attack the summoner. A demon released on earth is a dangerous situation that can lead to death or a possession for some evil deed. Roll a d100 when something demonic escapes.

01-50	FLEE Returns to hell.
51-75	RECONTRACT Tries to make a better deal with the summoner.
76-85	ATTACK Attacks the summoner in humanoid or monstrous shape, then returns to hell.
86-90	ATTACK Attempts to kill the summoner with magic.
91-95	REVENGE Leaves the area and formulate revenge on the magician who summoned it.
96-98	FLEE Leaves the area to do some hellish deed elsewhere.
99-00	PLOT Leaves the area and begins to plot bringing a few friends out of the underworld to help get even with the caster.

HARRISON AND FRIENDS

John, of the Wind Willow Coven, decides to call a demon to help him rid the world of a nosy Bureau 13 agent. After securing needed supplies he creates a circle of protection.

SKILL	
PROTECTION 5	+25
MCD	+15
MISC. MODIFIERS	+40
Total	+90

With a roll of a d100 a 66 gives a positive stable shield. He now uses his skills to summon the demon to gain his revenge. Time is short as the agent is leaving with his cam-corder. He will cast the spell in a snap with proper ritual gesture.

SKILL

SUMMON MAJOR DEMON 4	+20
MCD	+15
MISC MODIFIERS	+40

NEGATIVE MODIFIERS

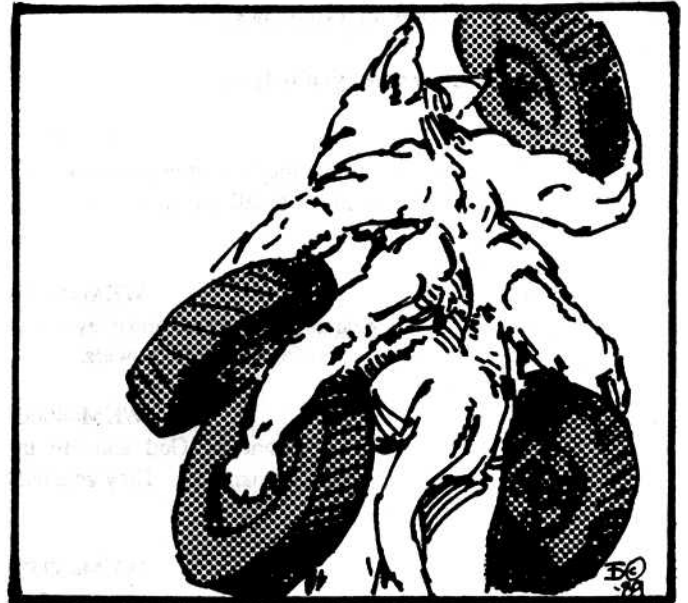
TIME TO CAST (See Pg. 83)	-30
STRESS (See Pg. 22)	-05

Total +40

With a base chance of 40% John succeeds and unfortunately gains help of a lesser demon, Bloatizol. After a fast bargain is made for two goats and a glazed donut the demon is allowed to leave the circle for 5 minutes to 'take care' of the agent.

The demon returns to assure his mission is complete and is banished back to hell with his goats. John now smiles and rubs his hands in anticipation.

Robert Harrison finds all four tires on his rental car missing and half a glazed donut stuck on the windshield. After uttering a few choice phrases, he heads for a gas station.



BUREAU ATTITUDES ON MAGIC

Grave robbing, grim components, mutilation of the dead and animal sacrifice are a serious offense in the US legal system. The use of human sacrifice is considered murder and a most serious offense that Bureau 13 does not condone.

On many occasions Agents of the Bureau are offered the choice to join the other side, help evil in its many forms.

Taking liberties that threaten the security of Bureau 13 or injure the innocent are met with swift action. The errant agent often finds himself looking down the wrong end of a rifle or at the smile of JP Withers; who is twisting the handle of a detonator.

Agents are advised to remember that their mission is to protect, preserve, and prevent mayhem where possible.

ANGELS

Angels are divinely created, spiritual beings directly serving the higher powers and the forces of good. Always directly opposed to their fallen brethren, the demons, they wage a never ending war against evil. Confident that man was created with a free will, they do not lightly counter that free will.

Angels have the most energy (WKM) of any of the spiritual creatures. They rarely wield that power, preferring instead to work through inspiration.

THE POWER OF ANGELS

Angels have varying powers, but they can do any task or accomplish any desired effect. The greater the angel the greater the task that can be accomplished. An angel has several general powers that include control over fire, waters, and the winds. They act as guardians of nations, churches, and sometimes special individuals. They fight against evil and can provide the necessities of life for the faithful. They will intercede in prayers between man and God.

REMEMBER:

- 01 Angels mostly ignore summoning rituals.
- 02 Angels can appear anywhere they please. They will sometimes come unbidden if one of the faithful or special is in need.
- 03 Angels can be wrathful if summoned for a less than good intention.
- 04 They always know when you're lying.

SERAPHIM

WKM=3000

Generally humanoid in form, they can often appear as fiery red or blue winged humanoids in a ball of light. They are attendants of God.

CHERUBIM

WKM=5000

Cherubim can often appear as infants or a cloud of eyes with six wings. They carry information for the higher powers.

THRONES

WKM=4000

Thrones support the great throne of God and are the inspiration for justice and the good in mankind. They generally take the form of a pillar of light.

DOMINATIONS

WKM=3750

Humanoid shaped, they also carry messages and fight against the greater evils.

VIRTUES

WKM=3500

Humanoids who accomplish miracles. Often they appear in classic armor with a flaming sword.

POWERS

WKM=3250

These are the angels who directly oppose evil and battle it on the earth.

PRINCIPALITIES

WKM= 2750

These are the protectors of the church and just rulers. They aid the faithful in their prayers.

ARCHANGELS

WKM=7500

These are general agents of good that shepherd the lower angels and conduct most special missions on earth.

ANGELS, NINTH ORDER

WKM=1500

The most numerous group of angels, they appear in white and most often deal with man to earn a place in the angelic hierarchy above. They can be bumbling or new spirits getting used to their wings and abilities.

SAINTS

WKM=0500

Saints are the martyrs and special people who have given their lives or devotion to an ideal that has aided their religion. In the Christian mythos alone there are at least 300 saints whose special abilities cover everything from life and death to painless dentistry and animal husbandry. In a class by themselves, a call to a patron saint can add a +1 on Piety and a +05% Magic Resistance (MRE) for an hour. Saints can appear like angels and have a 50 point WKM reserve for general use.

REMEMBER:

- 01 Any class of magician can make the attempt to summon an angel. Unfortunately, success is tempered by the fact that an angel never does the selfish bidding of the summoner.
- 02 Angels are prone to make life miserable for a black magician in the group.
- 03 An angel can become just as destructive, if not more, so then their dark counterparts when dealing with evil.
- 04 Only characters who are deemed good by the GM should ever call an angel. Characters who believe they are good even though the GM sees them differently may have surprises or less than pleasant results when summoning.
- 05 An angel stays in a protective circle only if it is amused.
- 06 Punishment for dark magicians can range from loss of statistics, WKM, and property. Angels are noted for their sense of humor and justice in such matters.





DEMONS

While demons are as many and varied as angels, a few stand out in history and in texts. The following is a general listing of names, abilities, hierarchy, and description.

COMMAND STRUCTURE

The following is the command structure of hell as history and the Bureau believe it to be.

	RANK	WKM
EMPEROR	EM	09,500-250,000
PRIME MINISTER	PM	09,000-200,000
KINGS	K	08,500-175,000
MARQUIS	M	05,000-150,000
EARLS	E	04,500-125,000
PRESIDENTS	PR	04,000-100,000
PRINCES	P	03,500-075,000
GRAND DUKES	GD	03,000-065,000
DUKES	D	03,000-055,000
GRAND GENERALS	GG	02,500-045,000
GENERALS	G	02,000-025,000

WARRIORS W 02,500-020,000

Warriors can be summoned for leadership, advice, or actual combat. Often a dead military leader will be summoned instead of a demon.

UNRANKED U 01,500-015,000

The more unusual demons are too numerous to mention. The GM can design these to fit any niche needed.

MINOR DEMONS MD 01,000-010,000

These include such things as Incubi, Succubi, monsters, evil humans and a wealth of awful things.

IMPS & LOWLIFE IL 00,750-007,500

The least of the demonic hierarchy. They are often the lost souls of people looking for a place in the hellish hierarchy.

ABILITY AND INFORMATION CODES

The next section is a code chart of general talents that demons may have. This collection is the general hierarchy of hell from the Lesser Key of Solomon.

SPECIAL TALENTS KEY

AA Reconcile Antagonists	AB Cause War
BA Cause Battles	BB Lead Battles
CA Construct Buildings	CB Destroy a City
DA Cause Discord	DB Temptation
EA Cause Earthquakes	EB Major Fires
FA Cause Lewd Activities	FB Cause Paranoia
GA Cause Wounds	GB Cure Wounds
HA Heighten Statistic	HB Curse
IA Cause Invisibility	IB Cause Noticability
JA Locate Treasure	JB Hide/Find Things
KA Obtain Treasure	KB Cause Loss
LA Weather Control	LB Time Control
MA Transmute Metal/Food	MB Destroy Food/Crops
NA Provide True Name	NB Locate Person
OA Communicate with Dead	OB Conjuraton
PA Cause Love / Obsession	PB Cause Hate
QA Rapid Transportation	QB Reveal Past
RA Reveal Present	RB Reveal Future
SA Create Seals	SB Destroy Seals
UA Grant Office	UB Remove Office
WA Create Illusion	WB Remove Illusion
X Not Summonable	XB Give Familiar
ZA Give Courage	ZB Give Wisdom/Wit

TEACHING

Many demons are master teachers who impart a +1 skill level in their area of expertise, into the summoner. This is after the summoner has paid his or her due.

TA Teach a General Skill	TN Physics
TB Liberal Sciences	TO Logic
TC Language	TP Oratory
TD Astronomy / Astrology	TQ Ethics
TE Botany	TR Writing
TF Mineralogy / Gemology	TS Poetry
TG Handicrafts	TT Biology
TH Animal Husbandry	TU Geometry
TI Entertainment	TV Navigation
TJ Ornithology	TW Mathematics
TK Palmistry	TX Arts of War
TL Philosophy	TY Geography
TM General Arts	TZ The Occult





DEMONIC FORMS

- (h) Generally Humanoid Form
- (a) Animal Shape
- (m) Monstrous Physical Form
- (v) Monstrous, then Humanoid Form
- (s) Demons that require a sacrifice to call.
- (c) Composite, Animal Human Mixture, Multiple Body Part etc.

LUCIFER, SATAN

Emperor

Talents: Any, X, h

BEELZEBUTH, BEHOMOTH

Prince

Talents: Any, X, v

The lord of chaos. Often appears as a fallen Cherubim.

ASTOROTH

Grand Duke

Talents: Any, X, v

An image of a beautiful Seraphim (angel) hides the true form.

LUCIFERGE ROFACLE

Prime Minister

Talents: JA,JB,KA,KB,PA,PB,v

A tri-horned human with goat hindquarters.

BAAL

King

Talents: IA,IB,PA,PB,v,c,m,s

In human, feline, or reptilian form.

SATANACHIA

Grand General

Talents: DA,DB,PA,PB,v

The Sabbath Goat

NAME	RANK	ABILITIES / FORM
AGARES	D	EA,JA,JB,KA,PA,PB,TO,h
AINI	D	ZA,v
ALLOCEN	D	TD,TB,XB,v
AMDUSCIAS	D	XB,a,v
AMON	M	QB,RB,AA,PA,v,c
AMY	P	TA,TB,XB,v
ANDRELPHUS	M	TD,TH,TW,a,v
ANDRAS	M	DA,GA,AB,BB,DB,v
ANDROMALIUS	D	JB,JA,XB,h
ASMODAY	K	JA,JB,TD,TH,TG,TU,MC
AYPEROS	L	FA,EA,v
BALAM	K	IA,HA,JA,JB,CA,v,c
BARBATOS	D	KA,TB,TN,TT,TU,v
BATHIN	D	TE,TT,TF,QA,v
BELETH	K	TM,PA,h
BELIAL	K	UA,UB,AA,XB,h
BELPEGOR	?	DA,PA,PB,HA,HB,v
BERITH	D	MA,MB,UA,RA,RB,v,s
BORBOT	D	JA,JB,v,s
BOTIS	P	AA,MH,v
BUER	P	TL,TT,v
BUNE	D	OA,JA,m
CAIM	P	TH,v
CIMERIES	M	TL,TQ,BB,v
DANTALIAN	D	TB,TM,PA,h
DECARIBIA	M	TE,TF,WA,v
ELIGOR	D	AB,BB,FA,PA,v
FLAUROS	D	QA,RA,RB,EB,DH,a,v
FOCALOR	D	LA,a,v
FOPAS	E	IA,JA,JB,TA,TC,TO,TQ,v
FORAS	P	TE,TF,TO,TQ,IA,JA,JB,ZB
FORNEUS	M	TB,TM,TO,TC,AA,v
FURCAS	D	TL,TD,v
FURFUR	M	CA,CB,LA,DA,RA,RB,PA,PB,v
GAAP	P	QA,TZ,TL,TB,v
GAMYGAN	M	TB,OA,a,h
GLASYALABOLAS	P	AA,IA,PA,PB,TA,v,s
GOMORY	D	QB,RA,RB,PA,JA,v
GUSION	D	AA,QB,RA,RB,v
HAGGENTI	P	MA,NB,HA,HB,TA,v
HALPAS	E	EB,BB,GA,a,v
HAURES	D	RA,RB,WA,WB,v
IPOS	P	RA,RB,QB,TO,v
LERAJIE	M	GA,AB,BB,TX,h
LEVIATHAN	D	DB,LA,LB,TI,v
MALAPHAR	D	DB,a,c,m
MALPAS	P	CA,CB,RA,RB,TC,QB,XB,a,v
MALTHUS	E	BA,BB,CA,CB,v,s
MARBAS	P	GA,GB,JA,JB,MA,RA,RB,a,h
MARCHOSIS	M	BA,BB,DA,DB,TX,v
MEPHISTOPHELES	?	HA,HB,KA,PA,PB,v
MOELDERAX	?	AB,BA,BB,CB,LA,LB,TU,TN,h
MOLOCH	?	BA,BB,DB,EA,EB,FB,LA,LB,v

NAME	RANK	ABILITIES / FORM
MORAX	P	TB,TF,TE,c,h
MURMUR	D	OA,OB,TL,v
NABERIUS	M	UA,UB,TA,TP,v
NEBIROS	F	GA,GB,OA,OB,RA,RB, TF,TE,v
ORIAS	M	AA,AB,UA,UB,TE,a
OROBAS	P	QB,RA,RB,a,v
OSE	P	OB,RA,v,a
PAIMON	K	TA,TB,TM,XB,h
PHOENIX	M	TP,v,s
PURSON	K	QB,RA,RB,XB,TA,a,v
RAUM	E	AA,AB,BA,BB,EA, EB,PB,RB,v
RONOBE	M	TM,TQ,v
SABNAK or SUBURAC	M	CA,GA,a,v
SALEOS	D	PA,PB,v
SEERE	P	TQ,LB,h
SHAX or CHAX or SCOX	M	JA,KA,v
SOLAS / STOLAS	P	TE,TF,TD,a,v
SUTRY	P	FA,PA,v
TOLACX	GG	BA,AB,DA,UB,TX,h
VALAC	P	JA,QA,v
VALEFOR	D	DB,m
VAPULA	D	TA,TM,TL,a,v
VAPAR	D	LA,GA,WA,v
VASSAGO	P	JA,NA,QB,RA,RB,h,v
VEPHAR	D	LA,LB,GA,GB,v
ZAGAN	K	MA,ZB,a,v

HARRISON AND FRIENDS

CALDOMIX, the lowest of the lesser demons of hell, has been summoned to fix a blender for Matthias Bolt of the Brotherhood of Darkness.

With its GM rated skill INFERNAL MACHINES 4, it has a 20% chance to repair the device.

The GM rolls a 55 on a d100 for the result, and the demon shrugs its shoulders and tells Bolt, "That's the breaks, boss, Wards has 'em on sale this week." It then vanishes in a splatter of chocolate milkshake and a small puff of sulphurus smoke.



RARE BOOKS OF MAGIC

These are a small listing of the rare and expensive texts of magic that have been passed down through the years.

My assistant tried to photocopy a rare Grimoire and it nearly tore his arm off...

Matthias Bolt

RESIDUAL MAGIC

While copies of the books start out as 'just copies', older books tend to absorb a little of the magics used around them. Extensive contact with magic often leaks into a book and can eventually manifest as the book takes on a personality of its own. Usually this personality is the spirit, good or evil, of the books' users over the years. This residual WKM of a 'very' old book gives a bonus of +10 when using it to cast spells. The oldest of magic books have often accumulated enough residual magic to have a limited spell ability of their own, and like a living spell caster, have a store of WKM that regenerates. These books are highly protective of their owner and themselves as they reflect the good and evil of their user's magical alignment.

REAL BIG BOOK Of Demon Summoning Circa 1976

A recently published book of higher demon summoning with a bad history for those who have used it. About 700 still exist after the print run was dumped in a land fill in New Jersey.

Bonus +5 Cost \$500.00+

MarHaba Mashwi 'Akl

Circa 1690

An ornate and illustrated Arabic book on Feeding the Unholy and keeping the supernatural at bay after summoning. This book is highly dangerous for novices, even in later abridged or modified editions.

Bonus +15 Cost \$200,000.00+

Kibblemeyer's Guide to Kitchen Magic

Circa 1890

A compendium of Kitchen Magic and material component substitution guaranteed to cut half the price off needed Spell Components.

Bonus +05% Cost \$500.00+

Mephisto's Marchen

Circa 1860

A book of complex spells that lead to the gateways of hell and other less hospitable dimensions. Printed in Germany, it reached Italian, French, and English shores.

Bonus +05 Cost \$25,000.00+

Meus Primus Codex Daemonologi

Circa 1730

A book of primary conjuration for the beginning spell caster. These trainers for the dark arts exist in both hand written and printed book form.

Bonus +10 Cost \$100,000.00+

Modern Demon Summoning

Circa 1986

Created from the collection of a long dead Karcist's notes, this 'Popular Witchcraft' edition gave simple direction to the conjuring of lesser demons and their kin. The edition was recalled and reprinted in a harmless edition. Some 900+ copies of the book in its first printing still exist in private hands.

Bonus +05 Cost \$7.95 - \$1000.00+



PRIESTS

In a primarily supernatural game like *Stalking the Night Fantastic*, priests are very useful characters who gain special insight into magic, good, and evil. This knowledge and special favor from higher forces gives them an edge without use of magic or weapons. The word 'priest' is used to describe an ordained member of any organized clergy or religion.

REQUIREMENTS

The main requirement of a priest is faith and a piety (PIE) of at least 17. He or she must subscribe to the articles of his faith and practice them.

REMEMBER:

- 01 A priest may carry a firearm, but most disdain using them.

"What's Father Gilesapie doing with that flamethrower?"

Robert Harrison

- 02 A person who becomes a priest gains four of the skills below automatically and starts them at a level of d4.
03 A priest also gains the roll of a d4 per acquired experience level added to his Magic Resistance (MRE).
04 A priest will never back away from a person in need.

PRIESTLY SKILLS

The following are a generalized list of skills a priest may have. They may vary depending on religion.

BENEDICTION

Creates holy water or consecrated host.

CANON

This skill covers the priest's ritual abilities, saying mass, and performing sacraments, etc.

COMPARATIVE RELIGION

Knowledge of other religions and their relationships, if any, to the priest's faith.

DOGMA

Governs how much the priest knows about the beliefs and positions of his church and faith.

EXORCISM

Gives the user a chance to dispel a demon that is on Earth, possessing an individual. See the section on Exorcism. (Pg. 99)

HAGIOLOGY

The study of the lives of saints, holy men, and books of religious importance.

LANGUAGE

A specific language relating to the history of one's religion, either living or dead.

PROSELYTIZATION

The ability to convert, to preach or spread the word of his faith to the masses.

PROTECTION

The ability to create an area of magic resistance to block attacks or contain the WKM of evil within an area. Works like the magic circle/protection spell though the priest must be within the circle with the contained evil. (See Exorcism Pg. 99) Will effect both WKM (Magic) and WKP (PSI) energy.

RELIGIOUS HISTORY

Knowledge of ones church and the detailed history of the beginnings of one's faith.

SCRIPTURE

How much the priest knows about the current literary events of his or her religion. This may also include knowledge of books of prayer and historical records of his or her church.

SINDONOLOGY

The study of miracles, historical, and possible within the beliefs of the priest's faith.

BLESSING

To consecrate an area by religious rite/word, or to invoke divine care for a group in dire need.

BLESSINGS AND MAGIC RESISTANCE

Blessings can help to modify magic resistance to a high degree. For every level of BLESS a priest has, increase friendly forces MRE 1 point. If you're caught in the crossfire of an enemy blessing his forces, it reduces your MRE 1% per every level of Bless. An example might be a situation where a priest blesses a group. With a BLESS skill of 6, 6% is added on all those he is helping and -06% to the enemies in close proximity. A blessing takes 1 minute and lasts 1 hour. Priests can bless twice a day.

BELIEF AND PRAYER

Belief and Prayer can be a powerful weapon to fight the supernatural. Belief is often shown by a character's use of prayer. This can be a long, complex ritual or a few short words depending on the religion. Each time a character communes with his respective deity a d20 is rolled. The results can take several forms. The most common of these are help, answers to questions, and strength. Heroic acts of faith in the face of destruction are often a signal to higher forces to help in mysterious ways.

CELESTIAL ASSISTANCE

In dire or life threatening situations a prayer can be made for assistance in overcoming an obstacle or for divine intervention. (See Angels Pg. 94)

HELP FROM ABOVE

01-50	No Help
51-75	Just a Little Help
76-85	Unexpected Help
86-95	Very Unexpected Help
96-98	Unusual Help
99	Improbable Help
00	Some Form of Divine Help

ANSWERS TO PRAYER

A question asked can sometimes be answered in a situation where all else has failed. This answer may be direct or hidden in initiative or deed. Use this once in 24 a hour period.

THE ANSWER

01-75	No Obvious Answer
76-85	Hidden Answer
86-90	Unexpected Answer
91-95	Delayed Answer (d4) Hours
96-98	Long Delayed Answer (d4) Days
99	Answered with Improbable Happening
00	Answered with Miraculous Happening

STRENGTH

Prayers for personal strength or unselfish healing can occasionally be rewarded. Any physical stat can be modified for one use only before it returns to normal.

PRAYER RESULT	PHYSICAL STATISTIC	HEALING		MAGIC (MRE) RESISTANCE
		HPT	CON	
01-50	Very Little	n/a	1	+02%
51-75	Little	+01	2	+05%
76-85	Some	+02	3	+10%
86-95	Much	+03	4	+15%
96-98	Very Much	+04	5	+20%
99-00	Miraculous	+10	9	+40%

VARYING FAITHS

While generating a character with a highly religious background, you may find that not all skills apply to his or her beliefs. The player is encouraged to design his own skills that relate to the character's belief. This should be supervised by the GM to keep play balance intact and set general limitations. When varying faiths and supernatural mythos clash in combat, there may be lesser chances of success in destroying evil if the belief system is radically different. This is a two edged sword, with benefits and dangers to your Bureau agents.

	AFFECTS MRE	AFFECTS MAGIC	AFFECTS BLESSING
SAME FAITH	x 1.00	x 1.00	x 1.00
SIMILAR FAITH	x 1.25	x 0.75	x 0.75
DIFFERING FAITH	x 1.50	x 0.50	x 0.50
DIFFERENT FAITH	x 1.75	x 0.25	x 0.25

MODIFIERS NOTE

These modifiers are for the GM's use as an option. This may be applied to magical related WKP damage or in other creative ways. Use the MULTIPLIER chart in the back of the book for easy number crunching. (See Also Pg. 178)

EXORCISM

Demons and hell's minions often embed themselves in the unwary and possess them for evil deed. Exorcism is the cure for these unwanted renters who are destructive and dangerous. Like any skill, the priest uses his Exorcism skill and adds it to his Piety to get a number between 1 and 100. To this are added optional modifiers from Skills. (See Also Pg. 22)

Roll under a d100 for success and consult the Exorcism Result table below.

REMEMBER:

- 01 A proper exorcism can take d4+2 hours and will often create extreme exhaustion. To counter this, priests may work as a group or team to fight evil.
- 02 The beginning of an exorcism binds the evil to a small area as if the priest created a protective circle.
- 03 Demonic influences cannot physically harm a priest during an exorcism if the priest's piety is above 0.
- 04 A priest's piety regenerates at a rate of 1 point per day of rest and prayer.
- 05 If a priest's piety reaches 0 the demon is free to attack by physical means.
- 06 If a demon's PIE reaches 0 it is banished back to hell.
- 07 A demon's PIE starts at 16 +d4 points.
- 08 Demons return attacks with an equivalency skill of *Doubt* Start lower level demons with a DOUBT skill level created by the roll of three d4. Add the result for a range between 3 and 12. For greater powers start their levels at 16 +d4.
- 09 Roll a d100 under the Doubt or Exorcism Skill Level for a partial success. Remember that skills are rated as 5% per skill level. An example (EXCORCISM 7) is equal to 35% With a success, roll on the result table below.
- 10 Repeat this procedure until the final result of the exorcism is reached.

EXORCISM RESULT

- | | |
|-------|---|
| 01-50 | No Reduction in Demon or Priest's PIE |
| 51-75 | Reduce Demon or Priest's PIE by d4 Points. |
| 76-85 | Reduce Demon or Priest's PIE by 2d4 Points. |
| 86-95 | Reduce Demon or Priest's PIE by 3d4 Points. |
| 96-98 | Reduce Demon or Priest's PIE by 4d4 Points. |
| 99-00 | Reduce Demon or Priest's PIE to 1 Point. |



DAMAGE

WHAT IS DAMAGE?

Damage is defined as the amount of punishment a character or structure can withstand before ceasing to function. Damage to a character may come in three forms during play.

01 WHOLE BODY DAMAGE (WBD)

This is any damage from concussion, shock, or other types of complex trauma that can effect a wide area of the body. WBD damage reduces hit points.

02 SPECIFIC AREA BODY DAMAGE

This damage is taken in a specific area from impact, high velocity projectiles, contact burns or energy. These areas have only a limited number of the body's structure or hit points. Any specific damage that is over the area's total value will continue to travel through the body to exit and possibly hit a second target.

03 SYSTEMIC DAMAGE

Systemic damage is continuing damage to the health of the character. This type of damage will reduce the character's constitution for a short period of time. This damage is mostly in the case of suffocation, poisoning, and the general or specific metabolic disruption of disease.

Many forms of trauma combine all or several of these types of damage. A laser, for example, may cause burn, fragments from penetrated armor and blast if it pulses.

OPTIONS OF PLAY

Any Tri Tac Advanced RPGs can use two levels of damage for play. This is the GM's option on complexity. A third system called *Lightning Fast Play* will be introduced in a module.

LEVEL ONE (FAST PLAY)

Straight hit point reduction, ignoring all specific area damage. Much like the EASY system but with a shade more realism.

EXAMPLE

Shot in the leg, David takes 14 points of damage, walks to the doctor and has the wound treated. In a few hours he's out and as good as new, ready to adventure again. While simple and direct, it lacks realism.

LEVEL TWO (RECOMMENDED PLAY)

This level makes use of the complete medical system including specific area damage that includes bloodloss, shock, stun, and the realism of a serious medical emergency.

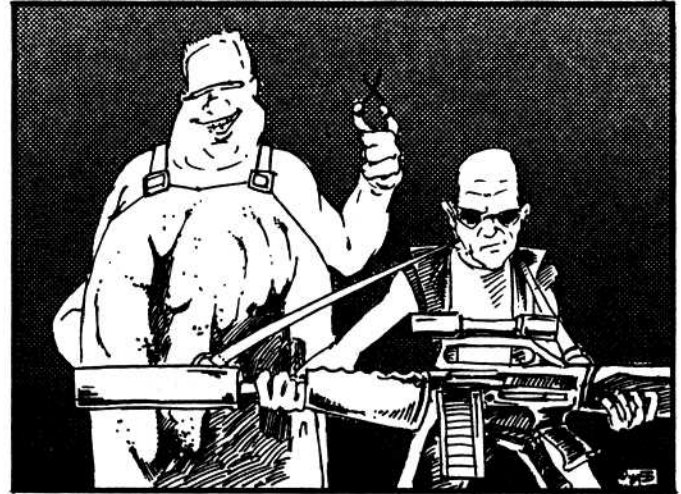
EXAMPLE

Shot in the leg, David takes 14 points of damage. The bullet slices through the knee, severing an artery and splintering the bone.

The bone splintering adds 5 points to the 14 already suffered and the artery wound adds d6 points per minute in damage until he can stop the bloodloss. He goes into shock.

DESIGNER'S NOTES

In some ways the recommended system is a little more harsh than taking straight structure without side effects. This system is not recommended for NPCs or animals due to complexity. For this we have provided fast kill tables.



ALLERGIES

Allergens are a common problem that crop up in many folks. These common substances can be the many foods, chemicals, and plant spores that trigger an immune reaction to an invading substance. This often less than perfect response generally makes the life of the victim miserable.

TYPE OF ALLERGEN

- 01-70 No Allergy
- 71-80 Plant Spore
- 81-90 Animal Fur
- 91-95 Food
- 96-98 Fibers / Dust
- 99 Chemical
- 00 GM Surprise

ALLERGEN CONTACT	WEEKLY CHANCE OF CONTACT
01-75 Extremely Rare	10%
76-85 Unusual	20%
86-95 Infrequent	30%
96-98 Frequent	50%
99 Very Frequent	70%
00 Constant	90%

REMEMBER

- 01 Roll the chance of the substance coming into contact with the victim in a general week.
- 02 POL: Pollen FOD: Food CON: Skin Contact

SEVERITY OF ALLERGIC REACTION

- 01-75 Light
- 76-85 Medium
- 86-95 Heavy
- 96-98 Serious
- 99-00 Critical

EFFECTS OF ALLERGIC REACTION

The following are the generalized effects of exposure to an allergen.

LIGHT ALLERGIC EFFECT

POL: Minor Sneezing, Annoyance
 FOD: Indigestion
 CON: Itching / Annoyance

MEDIUM ALLERGIC EFFECT

POL: Sneezing, Watery Eyes, Stuffed Up Nasal Passage
 FOD: Cramps, Nausea, Diarrhea
 CON: Minor Redness, Rash

HEAVY ALLERGIC REACTION

POL: As Medium with Headache and Wheezing
 FOD: As Medium with Vomiting, Cramps
 CON: Severe Rash, Swelling

SERIOUS ALLERGIC REACTION

POL: As Heavy with Incapacitation, Breathing Difficulty
 FOD: As Heavy with Incapacitating Cramps
 CON: Severe Swelling, Blistering

CRITICAL ALLERGIC REACTION

POL: 05% Deathshock, As Serious
 FOD: Throat swelling gives 33% chance of suffocation with out aid or an Allergic Deathshock of 05%. All other symptoms are found in less intensity tables above.
 CON: Bleeding, Cracking, Festering

REMEMBER:

Allergic reactions and contact can be lessened by use of drugs and common sense. The EFFECT column is the indicator that the allergic effect is dropped to the next lowest Allergic Reaction Effect level.

MODIFIERS

MODIFIERS	CONTACT	EFFECT
Character is Careful	-25%	n/a
Character is Exceptionally Careful	-35%	n/a
Use 'Off the Shelf' Remedies	n/a	Reduce 1
Use Specific Anti-Allergy Drugs	n/a	Reduce 2
Desensitizing Shots at Allergist	n/a	Reduce d4

REMEMBER

01 These optional modifiers can reduce the chance to have an allergic reaction or lessen its effects during the weekly check to contact the substance.



ANIMAL ATTACKS

Common animal attacks have a wide range of damage that has been classed into general groupings for easy use. Generally add the animals Strength Related Damage to its particular form of attack damage. Damage codes can also have a letter code after their listing that modifies or adds to the attack.

REMEMBER

01 Additional and optional damage from an animal attack may include Toxin, Infection, Impact, Strangulation, or any of a number of optional possibilities.

BITES

BITES	DAMAGE
BI01 Bite, Very Small	d4 x .25
BI02 Bite, Small	d4 x .50
BI03 Bite, Medium	d4
BI04 Bite, Large	d6
BI05 Bite, Very Large	d10
BI06 Bite, Gigantic	d10 x 2
a	Adds 25% on damage because of rip or a slash attack.
b	Adds 50% on damage because of rip or a slash attack.
d	Add Strength Related Damage

CLAW

CLAW	DAMAGE
CL01 Claw, Very Small	d4 x .25
CL02 Claw, Small	d4 x .50
CL03 Claw, Medium	d4
CL04 Claw, Large	d6
CL05 Claw, Gigantic	d10
CL06 Claw, Monstrous	d10 x 2
a	Adds 25% on damage because of a rip or slash attack.
b	Adds 50% on damage because of rip or a slash attack.
d	Add Strength Related Damage
f	Check for Bacterial Infection

HORN / TUSK

HORN / TUSK	DAMAGE
HO01 Horn, Very Small	d4x .50
HO02 Horn, Small	d4
HO03 Horn, Medium	d6
HO04 Horn, Large	2d6
HO05 Horn, Gigantic	2d10
a	Adds 25% on damage because of impaling or slash attack.
b	Adds 50% on damage because of impaling or slash attack.
d	Add Strength Related Damage
f	Check for Bacterial Infection

STINGER

STINGER	DAMAGE
ST01 Sting, Very Small	d4 x .25
ST02 Sting, Small	d4 x .50
ST03 Sting, Medium	d4
ST04 Sting, Large	d6
ST05 Sting, Gigantic	d10
a	Adds 25% on damage because of impaling or slash attack.
b	Adds 50% on damage because of impaling attack.
e	Variable Toxin Possible
f	Check for Bacterial Infection

PINCER

		DAMAGE
PT01	Pincer, Very Small	d4 x .25
PT02	Pincer, Small	d4 x .50
PT03	Pincer, Medium	d4
PT04	Pincer, Large	d6
PT05	Pincer, Gigantic	d10

a Adds 25% on damage because of scissors type attack.
b Adds 50% on damage because of scissors type attack.
d Add Strength Related Damage as an Option

MANDIBLE

		DAMAGE
MA01	Mandible, Very Small	d4 x .25
MA02	Mandible, Small	d4 x .50
MA03	Mandible, Medium	d4
MA04	Mandible, Large	d6
MA05	Mandible, Gigantic	d10

a Adds 25% on damage because of puncture attack.
b Adds 50% on damage because of puncture attack.
d Add Strength Related Damage as an Option

PAW

		DAMAGE
PW01	Paw, Very Small	d4 x .25
PW02	Paw, Small	d4 x .50
PW03	Paw, Medium	d4
PW04	Paw, Large	d6
PW05	Paw, Gigantic	d8

a Adds 25% on damage because of a high strength.
b Adds 50% on damage because of a high strength.
d Add Strength Related Damage as an Option

HOOF

		DAMAGE
HF01	Hoof, Very Small	d4 x .25
HF02	Hoof, Small	d4 x .50
HF03	Hoof, Medium	d4
HF04	Hoof, Large	d6
HF05	Hoof, Gigantic	d10

a Adds 25% on damage because of a high weight impact.
b Adds 50% on damage because of a high weight impact.

TAIL

		DAMAGE
TA01	Tail, Very Small	d4 x .25
TA02	Tail, Small	d4 x .50
TA03	Tail, Medium	d4
TA04	Tail, Large	2d4
TA05	Tail, Gigantic	3d4

a Adds 25% on damage because of a high strength or whip like impact.
b Adds 50% on damage because of a high strength or whip like impact.
d Add Strength Related Damage as an Option



TENTACLE

		DAMAGE
TN01	Tentacle, Very Small	d4 x .25
TN02	Tentacle, Small	d4 x .50
TN03	Tentacle, Medium	d4
TN04	Tentacle, Large	d6
TN05	Tentacle, Gigantic	d10

a Adds 25% to damage because of crushing attack.
b Adds 50% to damage because of crushing attack.
d Add Strength Related Damage as an Option

MISCELLANEOUS ATTACKS

TRUNK

		DAMAGE
MS01	Trunk, Medium	d6
MS02	Trunk, Large	d10
MS03	Trunk, Gigantic	d10 x 2

a Adds 25% to damage because of crushing attack.
b Adds 50% to damage because of crushing attack.
d Add Strength Related Damage as an Option

STAMPEDE

		DAMAGE
MS04	Stampede, Small Creature	d10
MS05	Stampede, Medium Creature	2d10
MS06	Stampede, Large Creature	4d10
MS07	Stampede, Concentrated	8d10
h	Large Herd	x 2

KICK / BUTT

MS09	Kick or Butt: Strength Related Damage
------	---------------------------------------

CONSTRICT / HUG

MS10	Constriction: See Tentacle Damage, add any Strength Related Damage.
------	---

HIGH WEIGHT IMPACT

MS11	High Weight Impact: See Vehicle Impact
------	--

ANIMAL EXAMPLES

The following is a descriptive key for animal types and physical data.

HABITAT

- A Fresh Water
- B Salt Water
- C Rivers, Streams
- D Grasslands / Tundra
- E Pastures / Hills
- F Forest
- G Rain Forest
- H Mountains
- I Desert
- J Cities / Suburbs
- K Islands / Isolated
- L Domesticated

CLIMATE

- M Tropical
- N Sub-Tropical
- O Temperate
- P Sub-Arctic
- Q Arctic/Antarctic
- R Any

EATING HABITS

- 1 Herbivore
- 2 Omnivore
- 3 Carnivore
- 4 Parasitic

PHYSICAL DATA

- a Membrane / Skin
- b Hide / Scales
- c Heavy Hide / Heavy Scales
- d Fat Layer
- e Light Fur / Feathers
- f Medium Fur / Feathers
- g Heavy Fur
- h Bony Plates / Exoskeleton
- i Shell
- j Spines
- k Regenerate Lost Part

BEHAVIOR

- l Solitary
- m Mated Pairs
- n Family Group
- o Herd/School/Flock
- p Colonies
- q Burrower

MOVEMENT

- r Flyer
- s Climber
- t Runner
- u Crawler
- v Jumper
- w Swimmer
- x Sessile
- y Migratory
- z Hunter

ANIMAL DATA KEY

TMP = Temper AGL = Agility DEX = Dexterity
 TOX = Toxin STR = Strength INF = Information
 HPT = Average Hit Points
 DAMAGE = General Damage Type

FISH, SMALL

AGL DEX HPT TMP STR TOX DAMAGE INF ABow
 14 08 10 55 02 1-10 BI01-BI02

Includes: Piranha, and small carnivorous fish with teeth or beak.
 May sting or poison.

FISH, MEDIUM

AGL DEX HPT TMP STR TOX DAMAGE INF ABcbow
 10 08 30 45 05 1-2 Rare BI02-BI04

Includes: Small Sharks, Barracuda and other predatory fish.

FISH, LARGE

AGL DEX HPT TMP STR TOX DAMAGE INF ABcbow
 08 08 100+ 40 10+ 1-2 Rare BI04-BI06+

Includes: Sharks, Rays, Swordfish, Tuna, and large game fish.
 Rays and eels have the ability to sting or electric shock.

FISH, GIGANTIC

AGL DEX HPT TMP STR TOX DAMAGE INF ABcbow
 06 06 250+ 40 20+ 1-2 Rare BI06+

Includes: Large extinct species, Giant Sharks, etc.

BIRDS

AGL DEX HPT TMP STR TOX DAMAGE INF DEFGHIJKLMNOPQ123efmopry
 14 16 10+ 65 3-5 - CL01-CLO3,

Includes: Hawks, Seagulls, Eagles, and Crows. BI01-BI03

BIRDS, LARGE

AGL DEX HPT TMP STR TOX DAMAGE INF DEFGHIJKMNOPQ123fmopry
 13 15 20+ 65 5-9 - CL04,

Includes: Condor and Great Eagles BI03-BI05

BIRDS, FLIGHTLESS

AGL DEX HPT TMP STR TOX DAMAGE INF DEIKMNO123flmopry
 12 14 40+ 45 10+ - BI02-BI05,

Includes: Ostrich, Moa, and extinct giant species. +Kick

MAMMALS, SMALL

AGL DEX HPT TMP STR TOX DAMAGE INF Most Areas, Climates
 14 14 05 55 02 1-2 BI01-BI03

Includes: Rats, Opossums, Dogs, Small Monkeys, etc. Bite may be mildly toxic in some rare cases. Teeth may Slash.

MAMMALS, MEDIUM

AGL DEX HPT TMP STR TOX DAMAGE INF Most areas, Climates
 14 13 20+ 40 08+ - BI01-BI03

Includes: Wolverines, Smaller Bears, Badgers and Apes. May have slash attack from fangs.

MAMMALS, LARGE

AGL DEX HPT TMP STR TOX DAMAGE INF Most areas, Climates
 13 12 50+ 50 14+ - BI03-BI06

Includes: Great Cats, Bears, Extinct Mammals, Large Canines.

MAMMALS, GRAZERS INF Most areas, Climates
 AGL DEX HPT TMP STR TOX DAMAGE
 14 10 50+ 70 15+ - BI01-BI03
 Includes: Deer, Antelope, Most herd Animals. Kick, Trunk, Horn, Stampede, or Hoof in any combinations.

REPTILES, SMALL INF ACEFGIKMNO123bchijklz
 AGL DEX HPT TMP STR TOX DAMAGE
 09 10 15+ 47 04 01-06 BI01-BI03
 Includes: Snakes, Lizards, may include small running Dinosaurs and Turtles.

REPTILES, MEDIUM INF AGIKMN123cbhijklpstuvwz
 AGL DEX HPT TMP STR TOX DAMAGE
 08 10 45+ 50 06+ 01-04 BI02-BI03
 Includes: Larger snakes, Lizards, may include extinct Dinosaurs or running Lizards up to the size of a man. Damage may include kick, slash, or claw.

REPTILES, LARGE INF AGIKMN123chijklpstuvz
 AGL DEX HPT TMP STR TOX DAMAGE
 07 10 125+ 40 25+ - BI04-BI06+
 Includes: Giant Reptiles and Dinosaurs. Damage may also include Claw, Rip, or Slash attack.

REPTILES, GIANT INF ABCGIKMN123chijklpstuvz
 AGL DEX HPT TMP STR TOX DAMAGE
 07 09 250+ 30 50+ - BI04-BI06x4
 Includes: Large carnivorous Reptiles and Dinosaurs. May include Tail, Claw, Rip, or Slash attacks.

INSECTS INF CDEFGHIJKMNO123hijkprzw
 AGL DEX HPT TMP STR TOX DAMAGE
 14 09 1 50 - 1-2 ST01, BI01, MA01
 Includes: Flies, Bees, Beetles, etc.

INSECTS, GIANT INF DEFGHKMN123ijkprz
 AGL DEX HPT TMP STR TOX DAMAGE
 09 06 10+ 50 03 3-5 ST01-ST02
 Includes: Extinct Giant Species. May have Mandible Attack.

INSECTS, MONSTROUS INF DEFGHKMN123ijkprz
 AGL DEX HPT TMP STR TOX DAMAGE
 09 06 100+ 50 15+ 5-9 ST03-ST05
 Includes: Mutant Giant Species. May have Mandible Attack



REMEMBER

These listings are generalizations for use by the GM. Use optional size modifiers. Remember, animal attacks can be variable to the extreme. Unpredictability is the key word in dealing with wild animals. Use logic and consider the animal, its habits, and general reaction to provocation. (See also Temperament Pg. 165 and Animal Fast Kill Page 164)

ASPHYXIATION

Asphyxiation is the condition caused by a lack of a breathable atmosphere to a life form. The listings are damage caused per 30 seconds of suffocation.

	HPT REDUCTION	CON REDUCTION
DROWNING		
Non-Panicked	d4	1
Panicked	2d4	d4
CHOKING ON FOOD OR OBJECT		
Non-Panicked	1	1
Panicked	d4	d6
CRUSHING WEIGHT		
Chest	Variable	d6
Back	Variable	d4 +01
DAMAGED OR SWOLLEN BREATHING PASSAGE		
Physical Damage	Variable	2
Toxin Caused Swelling	Variable	1
PHYSICAL STRANGULATION		
Hands	d4	d4
Rope / Cord	d6	d4 +01
Chain	d6 +01	d4
Pipe	d6 +02	d4 +02
Wire Garrote	d10	d4 +03

BREAKING STRANGULATION HOLD

This can be used by the victim once per minute by indexing the attacker's to victim's strength. Roll a d100 for the victims chance to break away from a strangle hold.

STRENGTH INDEX	VICTIMS CHANCE TO BREAK FREE
Attacker has 4 times defender's strength	25%
Attacker has 3 times defender's strength	38%
Attacker has 2 times defender's strength	50%
Attacker and defender have equal strength	62%
Attacker has .75 of defender's strength	75%
Attacker has .50 of defender's strength	88%
Attacker has .25 of defender's strength	94%

STRANGULATION MODIFIERS

STRANGULATION MODIFIERS	BREAKAWAY MODIFIER
Attacker Behind Victim	-20%
Attacker in Side Position	-10%
Attacker Face to Face with Victim	+05%
Attacker has Medical Skills	-10%
Attacker has Combat Training	-15%
Attacker has Complete Surprise	-10%
Attacker has MARTIAL ARTS Training:	
-Per Level of Active Offense	-05%
Victim Combat Trained	+15%
Victim has Warning of the Attack	+10%
Victim has MARTIAL ARTS Training:	
-Per Level of Active Defense	+05%

REMEMBER

- 01 Total Optional Modifiers and attempt the break.
- 02 Take HPT and CON damage.
- 03 Wear a protective collar next time.

ATMOSPHERIC DAMAGE

Atmospheric damage is sustained when a character is exposed to any environment that has the wrong atmospheric pressure or mix of breathable gasses.

DAMAGE PER MINUTE	HIT POINT REDUCTION	CONSTITUTION REDUCTION
Vacuum	d10	2d10
Very Thin	d4	d6
Thin	No Damage	1
Thin Standard	No Damage	*
Standard	No Damage	No Damage
Heavy Standard	No Damage	*
Heavy	No Damage	1
Super Heavy	2d10	d6
Dense	3d10	2d10

* These atmospheric pressures only affect characters who are exerting a high degree of physical action. Reduce constitution one point per minute until they rest or fall unconscious. After d4 minutes they begin to recover constitution normally.



NOXIOUS GASES

Atmospheric damage can also be sustained by breathing gasses that damage lung tissue or inhibit proper respiration. These problems often manifest in the form of fuzzy thinking, coughing, choking, and a loss of AGL, DEX, ACC, STR, THR, and DOD.

DAMAGE PER MINUTE	HIT POINT REDUCTION	CONSTITUTION REDUCTION
Light Corrosive	d6	d6
Medium Corrosive	d10	2d6
Heavy Corrosive	2d10	3d6
Light Noxious	No Damage	1
Medium Noxious	No Damage	d4
Heavy Noxious	d4	d6

Tri Tac Systems



TOXIC ATMOSPHERIC ELEMENTS

Noxious atmospheres can be higher in ammonia, hydrogen, methane, chlorine, cyanide compounds, and sulfur dioxide. In higher concentrations ammonia, chlorine, sulfur dioxide, and other compounds become corrosive and deadly to unprotected life.

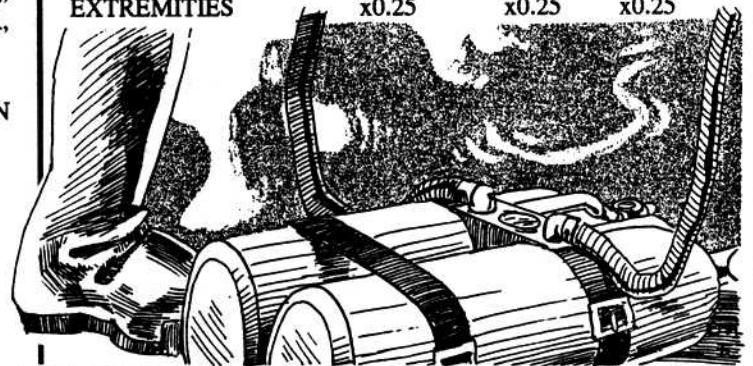
In some cases the wrong mixtures of common breathable gasses will also cause side effects of giddiness, dizziness, difficult respiration, unconsciousness and death. Most of these conditions can be remedied by re-compression to a standard atmosphere.

	STR	DEX	AGL	WIZ	DOD	THR
Oxygen Rich	+01	-	-	-01	-01	-
Oxygen Poisoning	-03	-03	-03	-02	-02	-02
Nitrogen Narcosis	+02	+01	-01	-03	-02	-03
Nitrogen Bubbles	-05	-04	-05	-05	-05	-06

PRESSURE SUITS

Most normal vac and environmental suits are designed to be able to withstand extremes of pressure and temperature. A suit puncture that is not 'resealing' allows the entry of noxious substances though damage is modified by the hole's location and size.

	PUNCTURE	CUT	GASH
HELMET	x1.00	x0.75	x1.00
CHEST / BACK	x0.50	x0.25	x0.75
ABDOMEN	x0.50	x0.25	x0.50
ARMS / LEGS	x0.25	x0.25	x0.50
EXTREMITIES	x0.25	x0.25	x0.25



Stalking the Night Fantastic

Page 105



BLADE DAMAGE

Blade damage is any structural harm that comes from a sharp or edged weapon. These weapons may be as simple as chipped flint or as complex as a finely balanced throwing knife. Damage from blades depends on use by the attacker and, in more complex situations, the area hit. The following are general methods of use.

- 1 **STAB**
To impact, a direct puncture wound. Use d100% of the blade length for depth of penetration.
- 2 **IMPALE**
A deep, puncture wound. Use the maximum blade length.
- 3 **CUT**
A shallow, long wound. Up to d4 inches of blade being used.
- 4 **SLASH**
A deep, long wound. Up to d6 inches of the blade being used.
- 5 **CHOP**
Impact from a heavy blade.

USING BLADE DAMAGE

Blade damage and impact are dependent on four factors. Each of these factors add to the damage and blade penetration. These include:

- (A) **BASE DAMAGE**
Indexed from the type of blade and the use of cutting action.
- (B) **BLADE LENGTH**
The length of the blade in inches that impacts into the target. See the example on the next page.
- (C) **ATTACKER STRENGTH MODIFIER & BLADE WEIGHT**
The general weight of the blade indexed to the Strength Related Damage of the person using it to produce a number of dice of damage. (See Also Pg. 114)
- (D) **SHARPNESS**
The final damage multiplier dealing with the sharpness of the blade.

$$\text{BLADE DAMAGE} = (A + B + C) \times D$$

A	B	C	D
BASE DAMAGE	BLADE LENGTH	STRENGTH & WEIGHT	SHARPNESS MODIFIER

REMEMBER

- 01 For Strength, go to the Strength Damage table and index the strength of the attacker by the general weight of the blade.
- 02 Most blades will fall into one of these general categories.

VERY LIGHT

These are the small blades and knives that have little or no weight modifiers. Index these from the PUNCH / KICK column.

LIGHT

A step up from the pocket blades are the small utility, hunting, general survival, and cooking knives that are a bit heavier. Index these from the LIGHT OBJECT table.

MEDIUM

These are the heavy blades, large survival knives, combat type blades, and short swords. Index these larger blades from MEDIUM OBJECT in the Strength Related Damage table.

HEAVY

Heavy blades are the swords and larger combat weapons. Index these from the HEAVY OBJECT column of Strength Related Damage. (See Also Pg. 114)

SHARPNESS

MULTIPLIER

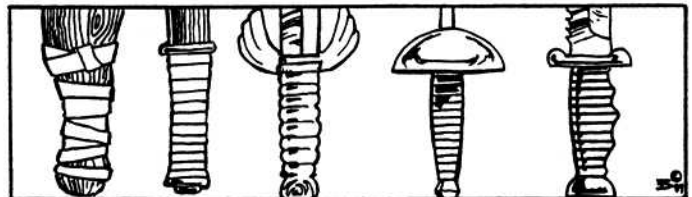
BLUNT EDGE	x0.25
VERY DULL	x0.50
DULL	x0.75
AVERAGE	x1.00
SHARP	x1.25
VERY SHARP	x1.50
RAZOR SHARP	x2.00

BLADE DATA KEY

- WTE = Blade Weight Equivalency (See Pg. 114)
 LEN = Length of Blade
 N = User's Strength, No WTE Bonus

BASE DAMAGE BY IMPACT TYPE

BLADE	LEN	STB	IMP	CUT	SLA	CHO	WTE
Flint Blade	03"	d4	-	d4	d4	-	N
Stone Axe	04"	-	-	d4	d4	d6	L
Stone Spear	03"	d6	2d6	d4	-	-	H
Short Blade	04"	d6	d8	d6	d4	-	N
Medium Blade	06"	d6	d6	d4	d4	-	L
Long Blade	12"	d8	d8	d6	d6	d4	M
Short Sword	23"	d8	d10	d8	d8	d10	M
Sword	41"	d8	d10	d10	d10	d10	H
Great Sword	70"	d10	2d10	d8	d10	2d10	H
Halberd	12"	d8	2d10	d8	d10	2d10	H
Axe, Dbl Blade	06"	-	-	d6	d10	3d6	H
Rambo Knife	14"	d8	d6	d8	d8	-	M



BLADE	LEN	STB	IMP	CUT	SLA	CHO	WTE
Razor	05"	-	-	d8	d10	-	N
Meat Cleaver	08"	-	-	d6	d8	d10	M
Bowie Knife	10"	d6	d8	d8	d8	d6	M
Rapier	35"	2d6	3d6	d6	d8	-	N
Katana	45"	d8	d10	d10	d10	d10	M
Star	02"	d4	-	-	-	-	N
Chain Saw	14"	2d10	4d10	2d10	2d10	3d10	H
Scimitar	36"	d6	d10	d10	3d6	2d6	H
Trench Knife	14"	d6	-	d6	d8	-	M
Garrote	-	-	-	d6	-	-	N
Brass Knuckles-	-	-	-	d4	-	-	L
Bull Whip	-	-	-	d6	-	-	N
Broken Bottle	-	d4	-	d6	d8	-	N
Cat O' Nine Tails	-	-	-	d8	-	-	N
Crowbar	-	d4	d6	-	d4	d6	H

REMEMBER

The penetration of a bladed weapon is limited to the amount of blade surface that actually comes into contact with the body of the victim.

EXAMPLE

As Josh lunges with a 10" trench knife and hits Russ. He impacts with 75% of the blade. The damage from blade length would be 75% of 10 inches or 7.5 rounded down to 7 inches.

REMEMBER

- 01 Treat general blade damage, slashes and cuts as WBD or General Hit Point Damage.
- 02 Index stabbing wounds by specific area in the Detailed Body Charts. (See Also Pg. 126)



BURNS

Any source of heat that damages living tissue is a burn. Burns may come from direct contact or projected energy.

DAMAGE

PER ACTION	HOT	BURN	HIGH TEMP
Radiant Heat	d4	d8	d10

FLASHBURN

	FAR	NEAR	VERY CLOSE
Flashburn Damage (WBD)	d6	d10	2d10
Chance of Blindness*	10%	40%	85%
Blindness Recovery**	95%	85%	75%

* If eyes are unshielded blindness may result from flashburns.

** Natural recovery occurs within 2d6 days.

CONTACT BURNS

Contact burns usually do not ignite the victim unless the burn is classified as a high temperature burn. Any high temperature burn has a 25% chance of causing a flammable object to ignite if the burn lasts more than one action.

REMEMBER

- 01 Burn damage continues from the initial burn damage taken.
- 02 Each action the amount of damage will increase (INCR) in damage until the fire is extinguished.

FIRE DAMAGE

AREA SIZE	DAMAGE PER ACTION			
	HOT	BURN	HI-TMP	INCR
Small Area	d4x.25	d4x.50	d4	1
Medium Area	d4x.50	d4	d6	2
Large Area	d4	d4+02	d6+02	4
Fragment Burn*	d6	2d6	3d6	-

BURNING LIQUID SATURATION

	HOT	BURN	HI-TMP	INCR
Limited Spotting Saturation	d4	d6	d10	2
Up to 25% body	d6	2d6	3d6	5
Up to 50% body	2d6	3d6	4d6	8
Up to 75% body	3d6	4d6	5d6	10
Up to 99% body	4d6	5d6	6d6	14

BURN DAMAGE TO LUNGS PER ACTION

	HOT	BURN	HI-TMP
Constitution Damage	d4	2d6	4d6
Smoke Inhalation	0	1	d4

* Any burning fragments like phosphorus or sodium have the same penetration damage as ballistic projectiles with the added burn damage every action until extinguished or removed.

PUTTING OUT FIRE

Any character may assist the burning victim or object by trying to smother the fire. Each person assisting may add to the damage stopped per turn.

TYPE	EXTINGUISHES PER ACTION	DAMAGE TO RESCUER
Bare Hands	d6	d4
Roll on Ground	2d6	d4 x.50
Roll in Snow	3d6	d4 x.50
Blanket Wrap	2d6	d4 x.50
Fire Blanket	4d6	d4 x.25
Dry Extinguisher	5d6	-
Water Bucket	2d6	-
Sand Bucket	3d6	-
CO2 Extinguisher	4d6	-
Soda Acid	3d6	-
Chemical Foam	6d6	-
Water Immersion	9d6	-
Inert Gas Extinguisher	6d6	-

COSHING

Coshing is a simple table for knocking an individual down or unconscious by a specific impact to the head or neck area.

01-05	GLANCE	Victim turns his, her, or its head and receives a glancing blow that only costs them 2 actions to recover from.
06-10	NEAR GLANCE	Victim receives a glancing blow that only slows them for d6 +2 actions.
11-50	STUN	Victim falls to knees, if any, from the stun of the head impact. Takes 2d10 actions to recover.
51-90	COSHED	Victim is knocked unconscious for d10 minutes.
91-95	SERIOUS COSH	Victim is knocked unconscious for d10 hours.
96-98	CRITICAL COSH	Victim stunned unconsciousness for d4 days of coma. A 05% chance the victim will stay in the coma d4 months.
99-00	DEADLY COSH	Victim is blasted into unconsciousness, 50% chance he or she will die in d10+10 minutes without medical aid.

COSHING MODIFIERS

Coshing can also be modified by the use of heavy objects or specific combat skills.

Light Object	-05	Breakable Chair	+03
Medium Object	+0	Solid Chair	+06
Heavy Object	+10	Rock (good size)	+05
Blackjack	+05	Rock (large)	+10
Club (wood)	+05	Pottery	-10
Pipe (metal)	+10	Bottle	-15
Total Surprise	+10	Gun Butt	+07

Per Three Levels of Boxing or Street Combat Skill	+04
Per Three Levels of Martial Arts AO, a Chop or Kick to the head or neck.	+05

TUMBLING / TACKLING

In cases of Common Slip, Tripping, Short Jump-Related Falls, Tackling, and General AGL Failure, you may run into minor injury.

01-75	SIMPLE TUMBLE / TACKLE	No injury.
76-95	SERIOUS TUMBLE / HARD TACKLE	Take d4 x.50 (WBD) damage.
96-00	CRITICAL TUMBLE / TACKLE	Roll a d100 on the table below.



CRITICAL TUMBLE / TACKLE

01-50	MINOR DAMAGE	Take a d4 Hit Point (WBD) damage.
51-75	GOOD FALL	As #1 with d10 actions needed to recover.
76-85	REAL GOOD FALL	Take d4 +4 damage and d10 +10 actions to recover.
86-90	PAINFUL TWIST	Joint twisted, serious pain for d6 hours.
91-95	SPRAIN	Joint sprained, serious pain d6 days.
96-99	TORN LIGAMENT	Torn muscle attachment, serious pain d6 weeks.
00	BONE FRACTURE	See Bone Damage Chart on page (135) See Muscle Sprain Chart on page (122).

ELECTRICAL DAMAGE

To find any electrical damage multiply the amperage by a d10. Index the **result**. Repeat the roll for death, damage and loss of consciousness each additional 2 seconds of contact.

RESULT	LOSS OF CONSCI.	CHANCE OF DEATH	HIT POINT DAMAGE
001-010	10%	0%	d4
011-020	15%	10%	2d4
021-030	20%	15%	2d6
031-040	25%	20%	3d6
041-050	30%	25%	4d6
051-060	40%	30%	5d6
061-070	50%	40%	6d6
071-080	60%	50%	7d6
081-090	70%	60%	8d6
091-100	80%	70%	9d6
101-200	90%	80%	10d6
201+	98%	98%	10d6

PHYSICAL CONTACT WITH ELECTRICAL SOURCES

01-75	Victim thrown d10 feet by shock, Full Damage.
76-90	Two actions full damage, then go to Contact 01-75.
91-00	The victim is paralyzed to the electrical source until it is turned off or contact is physically broken.

REMEMBER

- At death an electrocution victim begins to loose constitution at the rate of two points per minute until medical aid can arrive and begin resuscitation.
- Any electrical shock over a **RESULT** of 10 has an optional chance of doing mental damage to the victim.
- The character takes burn damage equal to 1 point of burn for every point of amperage in the calculation.

MENTAL DAMAGE

01-95	There is No Mental Damage
96-98	Reduce d6 +1 mental skills one point.
99	Reduce d4 +1 mental skills d4 points.
00	Reduce all of the victim's skills and physical statistics d4 points.

EXHAUSTION

Combat exhaustion is an option for long situations of physical combat or for those special acrobatic stunts done in any quantity the GM suspects of being in excess of human norms.

EXHAUSTION POINTS

Use your character's Constitution added to Strength as a base number for your Exhaustion Points.

COMBAT USE

Reduce Exhaustion Points by one point per punch or kick during combat. For acrobatic stunts use the Difficulty Rating of a stunt for the number of points used.

PHYSICAL EXHAUSTION

When points reach 0, begin to reduce your Dexterity, Dodge, and Strength in the same way as your Exhaustion Points. The player has the choice of which statistics are reduced. This reduction can be split between the three statistics as the player wishes.

REMEMBER

- 01 At 0 DEXTERITY:
The character cannot hit the broad side of a barn.
- 02 At 0 DODGE:
The character is clumsy and can fall with little provocation.
- 03 At 0 STRENGTH:
The character can punch, but not with any effectiveness.
- 04 If any two of these characteristics reach 0 the character will collapse from exhaustion.
- 05 This is not a permanent reduction.
- 06 Exhaustion Points are regained at a rate of 2 per minute when the character rests.

SLEEP

A lack of sleep will reduce your general Exhaustion Points by a 25% cumulative rate per 24 hours of being awake.

DRUGS

Drugs can add +10% to your Exhaustion Points per 12 hours of use with a penalty of +50% of the needed amount of sleep.

DETERMINATION

Solid mental determination can add d10 Exhaustion Points for a single use in a 24 hour period.

PHYSICAL TRAINING

Special physical training as martial arts, boxing, combat sports or gymnastics teach the ability to weather exhaustion with a gain of 3 Exhaustion Points per skill level.

REMEMBER

- 01 Do not use Exhaustion Points unless it is specified by the GM.
- 02 General action does not use Exhaustion Points unless the activity is special or determined to be strenuous.

EXPLOSION DAMAGE

Objects are affected in two different ways by explosives.

01 Concussion 02 Fragmentation

CONCUSSION DAMAGE

The first type of damage from explosion is straight blast or concussion damage. This slap of hard force is divided by the object or victim's distance in feet, from the blast center.

FRAGMENTATION

The second type of damage is created by fragmentation that is deliberate or caused by material disintegration. These small or large fragments travel with the same penetration as the force of the blast. Treat fragments as bullet wounds. Fragment velocity is divided by the victim's distance in feet from the blast.

REMEMBER

- 01 Divide the total points of 'blast' damage (or fragmentation velocity) by the distance in feet, from the blast.

MODIFIERS

Different circumstances will change the configuration of the blast wave and the resulting damaging slap of force. The following are objects that can shield from blast.

TYPE	MULTIPLIER	TYPE	MULTIPLIER
Unprepared	None	Mud	x.50
Prone	x.75	Sand	x.75
Shallow Hole	x.50	Debris	x.50
Deep Hole	x.25	Rock	x.25
Heavy Wall	x.50	Brush	x.75
Heavy Trees	x.25	Snow	x.75
Light Trees	x.50	Water	x.75

HARRISON & FRIENDS

The second bomb mailed to Robert Harrison does not have sufficient postage so it is gently deposited with several hundred packages to teach the postal offender a lesson.

Far into the night the strain of being under 300 pounds of junk mail crushes the package and sets it off.

The box detonates with the force of 3,400 points of blast and vaporizes the 15 foot stack of mail in the back of the post office.

The rear wall is 5 feet from the blast. The 3,400 points is divided by 5 to give a 680 point force that slams into the wall. The bricks in the wall can only stand about 50 points. The wall collapses over three new postal jeeps and continues onward with 630 points.

Fifteen feet behind the wall a postal truck is hit by the remaining force. Again dividing the 630 points by 15, there is still enough shockwave to break glass and dent metal with 42 points. Brother Johnson begins to plot again.



FALLING CHARACTERS

When a character falls, there are two choices of fall. First is the uncontrolled, panic or surprise impact. This type of impact does full damage to the character.

The second type of impact is the no panic, controlled impact that the character plans for. The chance of the accomplishment of a controlled impact is rolled on a d100. The base number to roll under is 20 + Agility + 1 point per level of martial arts *Active Defense (AD)* skill.

This controlled impact reduces fall damage by 50% (multiply damage by x.50). This ability to control a fall is limited to falls under 25 feet in height.

REMEMBER

- 01 Roll under (20 + Agility +1 pt per MARTIAL ARTS (AD) Level) on a d100 for success.

DAMAGE FROM FALLS

Fall damage is equal to d10 points per 10 feet of fall. A character in good physical shape can be expected to control a 10 foot fall, under most circumstances, with no damage. Do not bother with fall unless the distance is over 10 feet. (Also see the Tumbling Table on Pg. 108).

REMEMBER

- 01 Use Modifiers for Control of Impact and Impact Substance.
 02 Fractured bones are generally located in the area that bore the brunt of the impact. Give the victim a 10% cumulative chance, per 10 feet of fall, to break d4 bones. Roll on the Bone Break chart in the Detailed Body Tables. (See Also Pg. 126).
 03 A Different Gravity reduces or increases damage with the closest multiplier found on the multiplier page.

IMPACT MODIFIERS ON DAMAGE

TYPE	MODIFIER	TYPE	MODIFIER
Water	x.75	Debris, Small	x.50
Mud	x.50	Debris, Medium	x.75
Damp Earth	x.75	Branches, Light	x.75
Sand	x.50	Branches, Dense	x.50
Gravel	x.75	Coniferous Branches	x.50
Dry Earth	x1.0	Steep Slope	x.75
Swamp	x.50	Plywood Roof	x.75
Spongy Plants	x.50	Partial Parachute	x.50

HARRISON & FRIENDS

Robert Harrison goes on assignment in Iowa to find the cause of a string of mysterious cattle mutilations. Too late he hears the old farmer's warning of "Watch out for the old well!" as his feet break through decaying timbers.

The luckless agent will fall down the 20-foot-deep well to impact with 2d10 damage unless he can control his fall. His base percentage is 20% + his AGILITY of 11 + his MARTIAL ARTS ability of 1 or +1%. Harrison must roll under a 32 on a d100 for success. Rolling 96 on a d100, slams him into the bottom of the muddy shaft and produces 14 points of WBD / Whole Body Damage. Because of the soft mud, damage is divided by half to 7 points WBD and no bone breakage.

"Hang in there!" says the farmer, "Get ya a ladder."

FALLING OBJECTS

Any object dropped on a player character may cause damage. All weights listed are in Pounds. All damage is listed in 10 sided dice.

OBJECT WEIGHT	HEIGHT OF FALL									
	10	20	30	40	50	60	70	80	90+	
001-009	0	1	1	2	2	3	4	5	6	
010-020	1	1	2	2	3	4	5	6	7	
021-030	1	2	3	4	5	6	7	8	9	
031-040	2	3	4	5	6	7	8	9	10	
041-050	3	4	5	6	7	8	9	10	11	
051-060	4	5	6	7	8	9	10	11	12	
061-070	5	6	7	8	9	10	11	12	13	
071-080	6	7	8	9	10	11	12	13	14	
081-090	7	8	9	10	11	12	13	14	15	
091-100	8	9	10	11	12	13	14	15	16	
101-150	9	10	11	12	13	14	15	16	17	
151-200	10	11	12	13	14	15	16	17	18	
201-250	11	12	13	14	15	16	17	18	19	
251-300	12	13	14	15	16	17	18	19	20	
301-350	13	14	15	16	17	18	19	20	21	
351-400	14	15	16	17	18	19	20	21	22	
400+	15	16	17	18	19	20	21	22	23	

HARRISON & FRIENDS

After waiting an hour, Robert Harrison decides to make the twenty foot climb out of the well. As he pulls himself up a group of bricks gives way above him.

Harrison takes a second to ponder why some fool didn't cement them there as he dodges out of the way. Had he not escaped, (failed his dodge roll), one or more bricks would have impacted with a d10 Hit Point or WBD damage to his head or shoulder.

OPTIONAL HEAD DAMAGE

Crushing or severe structural damage to the character's head invariably kills the character. Index the general mass of the object by the height it falls from.

Roll a d100 over this percentage. If the character fails this roll, his head has been crushed and his brain destroyed. Use optional modifiers if applicable. Use this table sparingly on player characters.

GENERAL

SIZE	EXAMPLE	MODIFIER
Very Small	VHS Video Tape	-10%
Small	Toaster	-05%
Medium	German Shepherd	+0%
Large	Man Sized	+10%
Gigantic	Volkswagen™ Beetle	+20%

GENERAL

MASS	HEIGHT OF FALL			
	01-05	06-10	11-20	30-40
Very Light	0%	0%	02%	02%
Light	0%	02%	02%	04%
Medium	04%	06%	10%	15%
Heavy	06%	10%	15%	30%
Dense	10%	15%	30%	60%



RADIATION LIFEDOSE

Radiation damage can be easily calculated for general use by the following simple method of accumulating and indexing the result.

REMEMBER

- 01 You never really lose radiation exposure or the resulting tissue damage. The next time you take exposure damage you start your new accumulation at your previous accumulation or Lifedose level.
- 02 Radiation exposure is by the hour. A 100 Rad area takes 60 minutes to give the victim a 100 Rad accumulation.

TIME IN MINUTES	RADIATION EXPOSURE MULTIPLIER
01-05	x 0.06
06-10	x 0.12
11-15	x 0.25
16-30	x 0.50
31-45	x 0.75
46-60	x 1.00

EXAMPLE

With a non-fatal, 200 rad accumulation, Wally crosses a hot spot and takes 180 more rads. He now begins radiation symptoms and sickness percentages of a 380 rad exposure. If he recovers, which is likely, he will carry the 380 point Lifedose until further exposure brings it higher.

Tri Tac Systems

RADIATION

DOSE	EFFECT	DEATH
0000-0049	None	n/a
0051-0100	(10%b) NAU,VOM	n/a
0101-0150	(25%b) NAU,VOM,DIA,FTG	01% D
0151-0200	(50%b) NAU,VOM,DIA,FTG	05% D
0201-0300	(92%b) NAU,VOM,DIA,FTG	20% D
0301-0400	(98%b) NAU,VOM,DIA,FTG	35% D
0401-0500	(98%b) NAU,VOM,DIA,FTG	50% D
0501-0750	(99%a) NAU,VOM,DIA,FTG,BMS	90% C
0751-2500	(99%a) NAU,VOM,FTG,BMS,TER	99% B
2500-5000+	(99%a) TER	99% A

SYMPTOMS BEGIN AFTER

- | | | |
|-----|----------|--------|
| (a) | d10 | Hours |
| (b) | 6d10 | Hours |
| (c) | 4d10 | Days |
| (d) | d10 x.50 | Months |

SYMPTOMS

NAU: Nausea
 VOM: Vomiting
 DIA: Diarrhea
 FTG: Weakness
 BMS: See Below
 TER: See Below

DEATH OCCURS IN

- | | | |
|-----|----------|--------|
| (A) | d10 | Hours |
| (B) | 4d10 | Hours |
| (C) | 2d10 | Days |
| (D) | d10 x.50 | Months |

SYMPTOM KEY

BMS: BONE MARROW SYNDROME

Anemia, hemorrhage due to the failure of the bodies blood clotting mechanisms. Delayed healing rates of d100% are possible. You can reduce the character's CHANCE OF FIGHTING INFECTION by 1 per 100 rads of exposure. All recovery from BMS takes d6 +6 months.

TER: SYMPTOMS OF TERMINAL DOSE

Hyperexcitability, Lack of Coordination, 75% chance of staggering, harsh or difficult breathing, and intermittent stupor.

GM'S OPTION

Reduce your lifedose by 10% per year as an option.

SHIELDING

Most materials will shield from alpha radiation if they are thicker than a sheet of paper. The primary cause of radiation poisoning are gamma rays created from radioactive isotopes. The following list gives materials and their general value as radiation shielding.

LIGHT VEHICLE	x.75	LIGHT RAD SUIT	x.75
HEAVY VEHICLE	x.50	MEDIUM RAD SUIT	x.50
ARMORED APC	x.25	HEAVY RAD SUIT	x.25
BUILDING	x.75	CONCRETE (1 ft.)	x.25
WOOD (1 ft.)	x.50	EARTH (1 ft.)	x.25
BRICK (standard)	x.50	ICE (1 ft.)	x.25
BUREAU VEHICLE	x.25	SNOW (2 ft.)	x.50

"Wow, Like Rad!"

Zorch the Prophet

TEMPERATURE

Exposure to extremes of temperature will cause damage if adequate protection is not available to the character.

PROTECTION

BUFF

This is absolutely no protection

MINIMAL

This is the lightest or least amount of clothing available.

LIGHT

This is normal summer wear and light foot protection

MEDIUM

Light protection for cooler, spring or fall type climate. May include light jacket.

HEAVY

Winter protection from freezing cold, ice, heavy snow and frigid climate. General winter wear.

ARCTIC

Special cold protection designed for survival in sub-zero cold.

DAMAGE

FROM COLD		PER TWO MINUTE EXPOSURE			
FROM		-174	-149	-124	+1
TO		-150	-125	+0	+025

Buff	5d6	4d6	3d6	2d6	d6
Minimal	4d6	3d6	2d6	d6	d6x.50
Light	3d6	2d6	d6	d6x.50	n/a
Medium	2d6	d6	d6x.50	n/a	n/a
Heavy	d6	d6x.50	n/a	n/a	n/a
Arctic	d6x.50	n/a	n/a	n/a	n/a

DAMAGE

FROM HEAT		PER ONE HOUR EXPOSURE			
FROM		+100	+126	+151	+176
TO		+125	+150	+175	+200
Buff		d6x.50	d6	2d6	3d6
Minimal		n/a	d6x.50	d6	2d6
Light		n/a	n/a	d6x.50	d6
Medium		n/a	n/a	n/a	d6x.50

FAHRENHEIT TO CELSIUS

All temperatures are given in degrees Fahrenheit. Convert to Celsius by subtracting (32) degrees and then multiplying the result by (5). Finish by dividing the result by (9).

$$\frac{((\text{Temperature F} - 32) \times 5)}{9} = \text{Temperature Celsius}$$



STARVATION

To survive, any life form must consume a certain minimum amount of food and water.

In situations where intake is low or non-existent, a player character begins to burn food and water reserves. When reserves reach 0 the character begins to take daily damage from starvation and dehydration. Remember that this table is optional.

RESERVES CALCULATION

Every character has food and water reserves that can be tapped in an emergency.

WATER POINTS

Constitution +20 points for the normal individual. Add 1 point for every 10 pounds overweight.

FOOD POINTS

Constitution +20 points for the normal individual. Add 2 points for every 10 pounds overweight.

POINTS NEEDED FOR DAILY SURVIVAL

ACTIVITY	FOOD POINTS	WATER POINTS
Strenuous	28	160 (2.0 gal.)
High Activity	25	120 (1.5 gal.)
Normal Activity	20	080 (1.0 gal.)
Low Activity	15	040 (0.5 gal.)
No Activity	10	020 (1.0 qt.)

REMEMBER

- 01 Reduce the character's food and water reserve points by the difference of what they consumed and what they needed for the day.
- 02 At water reserve 0 the character begins to take damage in the form of 1 point of constitution and d4 hit points per day.
- 03 At food reserve 0 the character begins to take d4 hit points per day.
- 04 All Constitution and Hit points do not regenerate during long periods of water and food deprivation. Restoration of food and water restart the character's regenerative abilities.
- 06 Reserves are easily replenished by over-supply of food and water requirements at a rate of d10 +6 points per day.
- 07 Hotter or drier climates accelerate this loss.

HOT CLIMATES

	TEMP FAHRENHEIT	CON LOSS	HPT LOSS
Hot	085-095	x1.00	x1.00
Very Hot	096-105	x1.25	x1.25
Blistering	110-125	x1.50	x1.50
Burning	125+	x2.00	x2.00

EFFECTS OF DEHYDRATION / STARVATION

25%	Con Loss:	Nausea, Headache
50%	Con Loss:	Giddiness, Hallucinations
75%	Con Loss:	Failing Strength
98%	Con Loss:	75% Chance Unconsciousness

See the table for food values. These tables are designed for average human types. Food is listed by value as served in what is generally an average individual portion.

REMEMBER

01 These tables are optional for use in any adverse situations.

FOOD AND VALUES

TYPE	VALUE	TYPE	VALUE
Apples	2.0	Noodles	2.0
Apricots	0.5	Nuts	4.0
Asparagus	0.5	Olives	0.1
Bacon	1.0	Olive Oil	0.5
Bakery Mix	0.5	Onions	0.5
Barley	1.0	Oranges	0.5
Beans	1.5		
Beef	3.0	Pasta	2.0
Beets	0.5	Pasta, Enriched	3.0
Peaches	0.5		
Candy	1.0	Peanut Butter	1.5
Carrots	0.5	Pickles	0.2
Cat Food	1.0	Pie Filling	1.5
Catsup	0.2	Pineapple	2.0
Cereal	1.0	Plums	0.5
Cheese	2.0	Pork Chops	3.0
Chewing Gum	0.1	Potato	1.2
Chicken	2.0	Peas	1.0
Chili	2.5	Pears	1.0
Chocolate	1.5	Prunes	0.5
Cocoa	1.0		
Coconut	1.5	Raisins	1.0
Coffee	0.1	Rice	2.0
Cookies	1.5		
Corn	2.0	Salad Dressing	0.7
Crackers	0.5	Salad Oil	0.6
Salmon	1.0		
Cranberries	0.7	Sauce, Meat	0.3
Cream	0.7	Sardines	2.0
Cream (chem)	0.1	Sausage, Pork	1.5
Shortening	0.5		
Dessert Gel	1.5	Shrimp	2.0
Dog Food	1.0	Soup	1.5
Spaghetti	3.5		
Eggs	1.0	Spinach	0.5
Starch	1.5		
Fish	1.7	Sugar	0.5

TYPE	VALUE	TYPE	VALUE
Flour, Wheat	0.5	Tea	0.1
Flour, Rye	0.7	Tomato	0.3
Frankfurter	2.0	Tuna, Water Pack	1.5
Fruitcake	0.5	Tuna, Oil Pack	2.0
Fruit, Candied	1.5	Turkey	2.0
Fruit Cocktail	2.0		
Gelatin	0.5	Vinegar	0.5
Grapes	0.5	Yeast	0.5
Ham	2.5	Wild Game	2.5
Hamburger	2.0		
Beer	1.5		
Ice Cream	3.0	Hard Liquor	1.0
Wine	1.0		
Jam, Fruit	0.5	Soda Pop	0.5
Jelly, Fruit	0.4		

SURVIVAL RATIONS

Lard	1.5	Wholesale	10.0
Lemon	0.5	Military	12.0
Lunch Meat	1.0	Survival	15.0
		High Energy	20.0

FRESH FOOD BONUS

Add a +.02 to any fresh food values.

ALFRED PACKER FOOD PROGRAM

Human Adult	2.0
Human Child	2.2



STRENGTH RELATED DAMAGE

Strength Related Damage is added to many different tables in the game to modify damage results. Index the strength of the attacker by his or her action to find (WBD) damage to the victim.

REMEMBER

Complete surprise by the attacker gives full damage with no modifiers. Non-surprise and face to face situations allow the victim a dodge action.

ATTACKER STRENGTH	PUNCH or KICK	LIGHT OBJECT	MEDIUM OBJECT	HEAVY OBJECT
01-05	d6x.25	d6x.50	d6	2d6
06-10	d6x.50	d6	2d6	3d6
11-20	d6	2d6	3d6	4d6
21-30	2d6	3d6	4d6	5d6
31-40	3d6	4d6	5d6	6d6
41-50	4d6	5d6	6d6	7d6
51-60	5d6	6d6	7d6	8d6
61-70	6d6	7d6	8d6	9d6
71-80	7d6	8d6	9d6	10d6
81-90	8d6	9d6	10d6	11d6
91-99	9d6	10d6	11d6	12d6

EXAMPLE OBJECTS

Light Object: Broom Handle, Small Stone
 Medium Object: Baseball Bat, Large Rock
 Heavy Object: Lead Pipe, Tire Iron

REMEMBER

01 Any Strength Related Damage is controllable by the attacker. Attackers can use any level of strength under their own to base their damage from. This allows a character to "pull a punch", lessen damage and not kill a victim.

HARRISON & FRIENDS

At Midtown Mike's Bar Robert Harrison spots a good looking lady and introduces himself, offering to buy her a drink.

She responds with a polite "Buzz off, Creep!"

Undaunted, Harrison launches into another fast introduction of himself and his brand new science fiction novel, "Pookon and the Slime Lords of Dayton."

Her boyfriend, Ed Powers, with a strength of 11, comes up behind him and decides to teach this overbearing fruitcake a good lesson.

Of the d6 points of damage Powers can do, he rolls a 5 and reduces the final result to 1 as he punches Harrison. Staggering back, Harrison fails to roll a d20 under his AGL and falls into a table where Bruce Morrow is discussing his latest project.



PHYSICAL COMBAT

INITIATIVE

Roll a d10 and add it to either your AGL or Martial Arts Skill you intend to use. The highest number has the first action.

HOW DO YOU USE PHYSICAL COMBAT?

Hand to hand fighting is the use of DEX and DOD with the decision to attack or defend. Consider your DEX a skill percentage for this use only.

REMEMBER

01 Your DEX multiplied by 5 is your percentage score for any successful Physical Combat.

$$(\text{DEXTERITY}) \times 5 = \text{Combat Percentage}$$

- 02 Decide to attack or defend.
- 03 To hit an opponent roll under your DEX or Dexterity for a successful attack. Don't forget size modifiers.
- 04 Block a physical attack by rolling a d100 under your Combat percentage. You may also use modifiers from skills. (See Also Pg. 21-22)
- 05 Martial arts is, not one, but a set of 5 skills to be developed according to which Discipline you take.
- 06 Every 5 levels of Martial Arts adds a +5% bonus point to your chance to attack or defend.
- 07 Use of Martial Arts gives the use of 1 bonus attack or defense action per 5 levels of skill. This can be used once per game minute or 30 actions.

EXAMPLE:

With a Kung Fu, (AO Skill), level of 15 Master Chen can use three different actions per attack, with a +15 to hit attack modifier, during an average minute of combat. Martial arts can give a player character the ability to do additional damage with such special attacks.

OPTIONAL SIZE MODIFIER

Index the attacker's size to find a combat "to hit" modifier, if any. This is only for physical combat. All sizes are listed in feet of height. AT = Attacker Height in Feet

AT	DEFENDER HEIGHT IN FEET									
	01	02	03	04	05	06	07	08	09	10
01	+0	+0	+05	+05	+05	+10	+10	+10	+15	+15
02	+0	+0	+0	+05	+05	+05	+10	+10	+10	+15
03	-05	+0	+0	+0	+05	+05	+05	+10	+10	+10
04	-05	-05	+0	+0	+0	+05	+05	+05	+10	+10
05	-05	-05	-05	+0	+0	+0	+05	+05	+05	+10
06	-10	-05	-05	-05	+0	+0	+0	+05	+05	+05
07	-10	-10	-05	-05	-05	+0	+0	+0	+05	+05
08	-10	-10	-10	-05	-05	-05	+0	+0	+0	+05
09	-15	-10	-10	-10	-05	-05	-05	+0	+0	+0
10	-15	-15	-10	-10	-10	-05	-05	-05	+0	+0
11	-15	-15	-15	-10	-10	-10	-05	-05	-05	+0

MARTIAL ARTS

Martial arts is a range of fighting skills that may be divided into several categories of attack and defense. Martial arts is divided into 5 separate areas of skill. The first is your style of martial arts skill, your ability with the grace and teachings of that one discipline. This is followed by the automatic gain of four areas of skill that start at a skill level of 0. These are:

- AO = ACTIVE OFFENSE**
Punches, Kicks, Chops and other methods of inflicting physical injury to an opponent.
- PO = PASSIVE OFFENSE**
Arm Locks, Holds, Throws and other methods of controlling movement of an opponent.
- AD = ACTIVE DEFENSE**
Blocking, Deflecting, Grabbing and other methods of preventing injury or physical incapacitation of oneself by an opponent
- PD = PASSIVE DEFENSE**
Dodging, Rolling, Twisting and other special methods of avoiding an attack.

SPECIAL WEAPONS (SPEC)

- SW = Special Weapons or Martial Arts Weapons**
AW = Available Weapons
PW = Personal Weapons

STYLE OF DISCIPLINE

STYLE OF DISCIPLINE	USES	SPEC
Wrestling	PO,AD	
Brawling	AO	
AW Boxing	AO,AD	
Street Fighting	AO,AD,	AW, PW
Defendu	PO,AD,	SW
Savate	AO,AD	
Karate	AO,AD,PO,PD	SW
Judo	PO	
Kung Fu	AO,AD,PO,PD	SW
Aikido	PO,PD	
Tae Kwon Do	AO,AD	
Tai Boxing	AO	
Ninjutsu	AO,AD,PO,PD	AW, SW
Knife Fighting	AO,PD	SW
Tantojutsu	AO,AD	SW only
SCA Sword & Shield	AO,AD	SW only
Kendo	AO,AD	SW only



WHAT IF THE OPPONENT HAS A COMBAT ART TOO?

Find the modifier by indexing your levels of skill. This number is added to your skill, Strike or Defend, roll.

SKILL LEVEL OF ATTACKER	<i>Defender's Skill Level</i>						
	01-02	03-04	05-06	07-09	10-12	13-16	17-20
0	+0	-05	-10	-15	-20	-25	-30
01-02	+0	+0	-05	-10	-15	-20	-25
03-04	+0	+0	+0	-05	-10	-15	-20
05-06	+5	+0	+0	+0	-05	-10	-15
07-08	+10	+05	+0	+0	+0	-05	-10
09-10	+15	+10	+05	+0	+0	+0	-05
11-12	+20	+15	+10	+05	+0	+0	+0
13-14	+25	+20	+15	+10	+05	+0	+0
15-16	+30	+25	+20	+15	+10	+05	+0
17-18	+35	+30	+25	+20	+15	+10	+05
19-20	+40	+35	+30	+25	+20	+15	+10

MARTIAL ARTS ATTACK / DEFENSE

These are a small listing of possible martial arts actions. All physical damage (WBD) or (CON) caused by Martial arts attacks is multiplied by a x1.25 from the Number Multiplier Chart. (See Also Pg. 104 & 178)

CHOP

With hands use Strength Related Damage with the option to stun when used on specific vital areas.

PUNCH

With fists to do Strength Related Damage.

KICK

Use Strength Related Damage with the option of stun when used on specific vital areas areas.

PIN

Using martial arts, like skill levels, modifiers are added and a character can attempt to incapacitate a victim. The victim is only held if he fails to roll a d20 under his strength, otherwise the holder must reroll a successful pin each turn until the victim fails his roll.

THROW

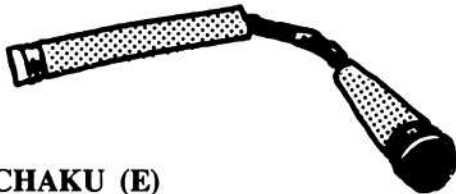
If a character chooses to throw an opponent his martial arts skill is used with any difficulty modifiers. If a victim fails to roll a d20 under his AGL / Agility a throw is successful. Throwing an individual into a wall or solid object gains the victim an unmodified roll on the Cosh Table. (See Also Pg. 108)

STUN

A specific blow to the head to incapacitate or kill a victim. The user can add a +5% bonus on any roll on the Cosh table when striking in this manner. (See Also Pg.108)

MARTIAL ARTS WEAPONS

The following is a general list of martial arts weapons. A (T) code gives the weapon the ability to trap or tangle an opponent's weapon. On the decision of the GM a roll can be made to save the trapped weapon from breakage by rolling under a DEX or martial arts roll. An E code signifies that a weapon that can entangle an opponent's weapon and prevent its usage.



01 NUNCHAKU (E)

(An Okinawan farm implement popular in combative karate training. Damages as a medium to heavy object. See Strength Related Damage Pg. 114)



02 BLADE WEAPONS

(Swords, Knives, Throwing Stars and Spikes)
(Hooked Swords (T))



03 PARRY WEAPONS (E)

(Sai (T), Nightstick (Jitte) Kusarigama or Chained Sickle (E))



04 STAVES

(Staves are usually in 3, 5, and 6 foot lengths. See Strength Related Damage for medium and heavy objects on Pg. 114)



05 POLE ARMS

(Spear, Naginata, Yari, Bisento, Halberd, etc)



06 ODD WEAPONS

(Stars, Spikes, Tetsubishi, Power Tools, Rocks, Furniture, etc. These varied designs may include specially crafted weapons or personal martial arts weapons of unusual form and damage type.)

MARTIAL ARTS & SPECIFIC ATTACK AREAS

Martial arts attacks can be aimed at specific body areas to do damage or immobilize. Users of such skills can lighten their attacks to reduce the attack's result by 1 to 5 letter codes.

BODY AREA	Level of Combat Art			
	01-03	04-07	08-12	13+
FRONT SIDE				
Temple	C	D	E	F
Nose	B	C	D	E
Ear	A	B	C	D
Under Chin	A	B	C	D
Neck, Center	A	B	C	D
Wind Pipe (trachea)	C	D	E	F
Shoulder Area	A	B	C	D
Hollow Throat	C	D	E	F
Solar Plexus	B	C	D	E
Side / Below Ribs	A	B	C	D
Lower Abdomen	B	C	D	E
Elbow	A	B	C	D
Forearm	A	B	C	D
Wrist	A	B	C	D
Back of Hand	A	B	C	D
Fingers	A	B	C	D
Thigh	A	B	C	D
Knee	B	C	D	E
Shin	B	C	D	E
Ankle	A	B	C	D
Instep	A	B	C	D

ATTACK TO BACK

Base of Skull	B	C	D	F
Center of Neck	C	D	E	F
7th Vertebra	B	C	D	F
Center of Back	B	C	D	F
Kidney L or R	C	D	E	F

RESULTS CODES

- A MINOR
Light Pain / Fast Stun
- B LIGHT
Pain, Medium Light Stun (See Cosh Pg. 108)
- C MAJOR
Heavy Pain / Numbness / Medium Stun (Cosh +5%)
- D SERIOUS
Agonizing Pain / Temporary Paralyzation / Medium Stun / (Cosh +07%)
- E CRITICAL
Agonizing Pain / Numbness / Temporary Paralyzation / Hard Stun / Multiply Damage by x(1.25) / Cosh +10%
- F POSSIBLE KILL
As E with 80% chance of causing a Death Shock

COMBAT ACTION INDEX

This is a new feature of the Tri Tac System that helps the player deal with movement and physical action in different situations. It suggests areas of modifiers and gives a detailed look at the action and its possible results.

ATTACK TACTIC

Punch

If the attack fails, the defender gets a +5 initiative on the next turn. Damage to the defender from blocking a punch is the attacker's normal Strength Related Damage multiplied by x(.12).

Strength Related Damage	Pg.114
Agility Modifiers .	Pg. 21
Personal/Stress Modifiers	Pg. 22
Moving Animals/Objects	Pg. 144

Punch

If the attack fails, the defender gets a +10 on initiative on the next turn. The defender pushed the punch to the side and takes no damage.

Strength Related Damage	Pg.114
Agility Modifiers	Pg. 21
Personal/Stress Modifiers	Pg. 22
Moving Animals/Objects	Pg. 144

Kick

If the attack fails, the defender gets a +10 initiative on the next turn. Damage to the defender from blocking a kick is the attacker's normal Strength Related Damage multiplied by x (.25).

Strength Related Damage	Pg.114
Agility Modifiers	Pg. 21
Personal/Stress Modifiers	Pg. 22
Moving Animals/Objects	Pg. 144

Kick

If the attack fails, the defender gets a +15 on initiative on the next turn. The defender pushed the kick to the side and takes no damage.

Strength Related Damage	Pg.114
Agility Modifiers	Pg. 21
Personal/Stress Modifiers	Pg. 22
Moving Animals/Objects	Pg. 144

Grapple

If a character can successfully grapple a defender, the next turn he or she can attempt a throw, or prevention of the drawing of a weapon. Grapple can also be used to prevent a firearms or blade attack, depending on the situation and the GM's decision. If the grapple fails, the defender gets a +15 on initiative on the next turn. If it succeeds the defender only gets a +5 on initiative the next turn.

Strength Related Damage	Pg.114
Agility Modifiers	Pg. 21
Personal/Stress Modifiers	Pg. 22
Moving Animals/Objects	Pg. 144
Strangulation Damage	Pg. 104

Grapple

The attacker has a +10 bonus chance to grapple but receives an automatic return attack from the defender.

Strength Related Damage	Pg.114
Agility Modifiers	Pg. 21
Personal/Stress Modifiers	Pg. 22
Moving Animals/Objects	Pg. 144
Strangulation Damage	Pg. 104

DEFENSE TACTIC

Block

Parry

Block

Parry

Push Away

Attack

Throw

The attacker has successfully grappled with a defender and now can throw him, her, or it. During this throw the attacker is open to either an attack or the chance the victim can grab him or a near object.

Strength Related Damage	Pg.114
Agility Modifiers	Pg. 21
Personal/Stress Modifiers	Pg. 22
Moving Animals/Objects	Pg. 144
Strangulation Damage	Pg. 104
Fall Damage	Pg. 110
Bone Breakage	Pg. 135
Cushing	Pg. 108

Immobilize

If the attacker has successfully grappled with a defender, he can now can try to immobilize him, her, or it. If this maneuver fails the victim is still able to return an attack or break free.

Strength Related Damage	Pg.114
Agility Modifiers	Pg. 21
Personal/Stress Modifiers.	Pg. 22
Moving Animals/Objects	Pg. 144
Strangulation Damage	Pg. 104
Fall Damage	Pg. 110
Bone Breakage	Pg. 135
Cushing	Pg. 108

Blade Combat

If the attack fails, the defender takes no damage. Damage to the defender from blocking a successful blade attack goes directly to the shield or extremity used to block.

Blade Damage	Pg. 106
Armor	Pg. 138
Strength Related Damage	Pg. 114
Agility Modifiers	Pg. 21
Personal/Stress Modifiers	Pg. 22
Moving Animals/Objects	Pg. 144

Blade Combat

If the attack fails, the defender takes no damage and is able to attempt to counter attack if he is armed. A successful Parry simply prevents the weapon from making contact. A Parry can only be used to stop any blade type attacks. The defender gains a +15 initiative bonus on the next combat round.

Blade Damage	Pg. 106
Armor	Pg. 138
Strength Related Damage	Pg. 114
Agility Modifiers	Pg. 21
Personal/Stress Modifiers	Pg. 22
Moving Animals/Objects	Pg. 144

Blade Combat (Wild Slash or Chop) Block

If the attack fails, the defender takes no damage and is able to attempt to counter attack if he is armed. Damage to the defender from blocking a successful slash or chop attack goes directly to the shield or extremity used to block. The defender gains a +10 initiative bonus on the next combat round.

Blade Damage	Pg. 106	Armor	Pg. 138
Personal/Stress Mods.	Pg. 22	Agility Mods	Pg. 21
Strength Damage	Pg. 114	Moving Objects	Pg. 144

Grab

Break Free

Block

Parry

Block

TOXINS

Toxins and poisons are any material, ingested, inhaled, or contacted, that does 3 possible types of damage.

DAMAGE

A CAUSTIC TO TISSUES

Does d4 points of damage per level of toxin, per hour, until it is neutralized. Use (WBD) / Hit point damage.

B NEURAL TOXINS

Any substance that slows or damages nerve function in living tissue. Effects CON / Constitution.

C HEMO TOXINS

Any substance that impairs or damages the blood transport system. Effects CON / Constitution.

TOXIN RATING

Each poison listed has an assigned or a variable level of toxic effect. This level indicates the damage to Hit Points or Constitution per hour. This damage continues until the victim passes through the CRITICAL TIME of poisoning.

TOXIN RATING	WBD/CON LOSS	TOXIN RATING	WBD/CON LOSS
01	d4 x.25	06	d6 +01
02	d4 x.50	07	d6 +02
03	d4	08	d6 +03
04	d4 +01	09	d6 +04
05	d6	10	d6 +06

REMEMBER

- 01 Roll damage once per hour until the toxin passes the critical time.
- 02 Poison antidotes for general classes of poisons reduce the loss of hit points and constitution by d4 points per hour during the critical time of the poison's effect.
- 03 Specific poison antidotes reduce any WBD or Constitution damage by d10+1 points per hour during the critical time.
- 04 Specific toxin antidotes only affect a specific type or small range of poisoning. The wrong antidote type has no effect. It takes 1 hour for each antidote test to determine effectiveness without the proper analysis of the toxin.
- 05 After the critical hours of poisoning have passed the victim begins to recover constitution (CON) normally.
- 06 Toxins may have lingering side effects or lengthy recovery periods.

SYMPTOMS OF TOXIC EXPOSURE

- | | |
|-------------------------|---------------------|
| a Nausea | i Coma |
| b Headache | j Muscle Tightness |
| c Vomiting | k Confusion |
| d Cramps | l Dizziness |
| e Tremors | m Pain |
| f Diarrhea | n Fatigue |
| g Difficult Respiration | o Visual Impairment |
| h Convulsions | |

TYPES OF TOXINS

These toxins are generally effective on humans and animals though some individuals may have better or weaker resistance to damage and slightly differing critical times. Toxin effects are the decision of the GM.

ANIMAL POISONS

Rating 01-08 Critical Time 4d6 hrs.
Effect Any Symptoms a b c d e g h m
(Stings, Bites, and Contact Toxins)

PLANT POISONS

Rating 01-10 Critical Time 4d6 hrs.
Effect Any Symptoms a b c d e f g h i j
(Mostly Ingested Plant Toxins)

MISCELLANEOUS PESTICIDES

Rating 01-06 Critical Time 3d4 hrs.
Effect B Symptoms g h
(Damages Respiration)

RODENTICIDES

Rating 01-06 Critical Time 3d10 hrs.
Effect B Symptoms g j
(Damages Heart)

NITROGEN COMPOUNDS

Rating 01-08 Critical Time d6 hrs.
Effect C Symptoms a b l m k
(Damages Blood / Respiration)

HALOGENATED HYDROCARBONS

Rating 01-10 Critical Time d4 +01 hrs.
Effect C Symptoms a b c d e g h i
(Damages Heart)

ALCOHOLS AND GLYCOLS

Rating 01-04 Critical Time 3d4 hrs.
Effect B Symptoms a b c d g h
(Drinkable Alcohol Rates 1 at 80 Proof, 2 at 151 Proof and 3 in Pure Ethyl Form)

ESTERS, ALDEHYDES, KEYTONES

Rating 01-10 Critical Time 2d4 hrs.
Effect A Symptoms b c k g l m
(Damage to Tissues)

HYDROCARBONS

Rating 01-08 Critical Time 3d6 hrs.
Effect A Symptoms a b c f g m
(Damage to Tissues)



CORROSIVES

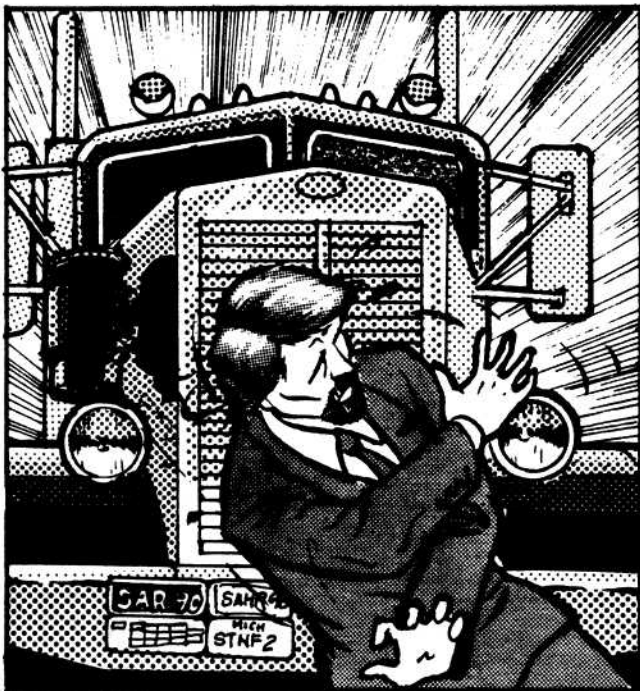
Rating 01-10 Critical Time 3d6 hrs.
Effect A Symptoms c m
(Damage to Tissues)

METALLIC POISONS

Rating 01-10 Critical Time 3d6 hrs.
 Effect C Symptoms a b e h j m
 (Damage to Circulatory System)

CYANIDES, SULFIDES

Rating 01-10 Critical Time 2d6 hrs.
 Effect B Symptoms a b c e h k
 (Damage to Central Nervous System)



VEHICLE IMPACT

Index the Miles Per Hour (MPH) speed of the vehicle and index it to the speed chart below. Index across the chart to find the damage done to a character during an accident. Don't forget optional damage modifiers for vehicle structure / protection.

VEHICLE MPH	DAMAGE (WBD)	CHANCE OF BONE BREAKAGE	NUMBER OF BONES BROKEN
000-025	d10	10%	d4x.50
026-036	2d10	20%	d4 -1
037-050	3d10	40%	d6 -2
051-075	4d10	80%	d6
076-100	4d10 x2	85%	d6 +1
101-200	4d10 x3	95%	d6 +2
201-300	4d10 x4	98%	d6 +4
301-400	4d10 x5	99%	d6 +6

MEDICAL NOTES

Randomize the bones broken from the body tables and the Bone Breakage Table. (See Also Pg. 126 & 135)

IMPACT MODIFIERS

In any vehicle mishap damage will be modified by any of a large number of modifiers. Use the following for Vehicle Construction, Position, and Impact modifiers.

VEHICLE SIZE	CONSTRUCTION	MODIFIER
Compact	Fragile	x2.00
Midsize	Fragile	x1.50
Fullsized	Fragile	x1.00
Compact	Sturdy	x1.50
Midsize	Sturdy	x1.00
Fullsized	Sturdy	x0.75
Compact	Tough	x1.00
Midsize	Tough	x0.75
Fullsized	Tough	x0.50

VICTIM IN REAR SEAT	MODIFIER
Unrestrained	x1.00
Lap Belt Only	x0.75
Lap & Shoulder Belt	x0.50
Air Bag	x0.25

VICTIM IN FRONT SEAT	MODIFIER
Unrestrained	x1.25
Lap Belt Only	x1.00
Lap & Shoulder Belt	x0.75
Air Bag	x0.50

IMPACT MODIFIERS	MODIFIER
Multiple Vehicle Head-On Impact	x2.00
Glancing Impact	x0.75
Vehicle Hit in Rear	x0.50
Victim on Impact Side of Vehicle	x1.50
Vehicle Rolls 1 or 2 Times	x1.50
Vehicle Rolls 3 to 5 Times	x2.00
Impact into Unyielding Object	x3.00
Protective Interior Padding	x0.75
Heavy or Padded Clothing	x0.75

PEDESTRIAN IMPACT

If the victim knows he or she is about to be hit by a vehicle there is a chance of a controlled impact to lessen the WBD damage. The same impact chart is used from the previous section. Index the victim's modifiers.

SURPRISE Damage x2.00

The victim takes damage from the vehicle as if the vehicle were traveling at twice its current speed.

MODERATE SURPRISE Damage x1.50

The victim has a few seconds to realize he's about to be hit by a vehicle. This gives no chance to avoid being hit, but the individual can partially control his position and lessen trauma.

NON-SURPRISED Damage x1.00

Victim takes standard damage and bone breakage as he or she rolls into the impact.

PREPARED Damage x0.75

In this instance the victim has time to flow with the impact and lessen the damage by use of any Martial Arts Training or Stunt Acrobatics. (See Also Pg. 115)

OTHER MODIFIERS

Skills in any of a number of disciplines may ease impact damage if the character is not surprised or prepared:

EXAMPLE	SKILL LEVELS			
	01-05	06-10	11-15	16-20
Martial Arts AD Training	x0.75	x0.50	x0.25	x0.25
Stunt Training	x0.50	x0.25	x0.25	x0.25
Acrobatic Training	x1.00	x0.75	x0.50	x0.25

REMEMBER

These modifiers are optional for the GM. The GM may use any or a number of reducing modifiers to change final WBD damage. Remember that they are simple guidelines to cover as many possibilities as the designer can give.

VEHICLE RUN OVERS

Most serious of the vehicle impacts on unprotected life is the run-over. While most vehicle impacts throw a victim d6 feet per 10 MPH of speed, there is a small chance the victim may be dragged under the vehicle. In most cases this causes devastating structural trauma to the victim, if not immediate death. Index the victim's posture at the time of collision to find the chance of a run-over.

POSTURE OF VICTIM	VEHICLE	VEHICLE
	FRONT	SIDE
Standing	10%	05%
Kneeling	15%	07%
Crawling	25%	10%
Prone	40%	12%

EFFECTS OF RUN OVER

Roll a d100 on the table below to determine the effect of the run over on the victim.

01-50	RUN OVER Multiply damage by a x1.25 modifier.
51-75	WHEEL IMPACT One or two wheels impact into the victim to multiply final WBD damage by a x1.50 modifier.
76-85	DRAGGED Victim is dragged by the vehicle. Multiply impact damage by x2.00.
86-95	WHEEL IMPACT & DRAGGED Multiply final damage by a x3.00 modifier and roll a 40% chance of a crushed or severed limb.
96-98	IMPACT, DRAGGED, & MANGLED Multiply final damage by a x4.00 modifier and roll a 65% chance of a crushed or severed limb.
99-00	HEAD IMPACT Head crushed by impact, instant death.

AUTO COMBAT

For car to car combat we recommend use of common sense and heavy weapons. Combat Driving skills are also helpful.

"Looks like Street Pizza to me!"

Robert Harrison

VEHICLE DAMAGE

After a collision there remains the question of 'Is it Drivable?' Index speed and optional modifiers to find the condition of the vehicle.

SPEED	01-05	06-10	11-25	26-35	36-50	51-75	76+
Compact	+0	+05	+10	+15	+20	+25	+30
Midsized	-05	+0	+05	+10	+15	+20	+25
Fullsized	-10	-05	+0	+05	+10	+15	+20
APC	-15	-10	-05	+0	+05	+10	+15

IMPACT INTO

Immobile Object	+20	Very Solid Object	+05
Slightly Yielding Object	+0	Yielding Object	-05

AREA HIT MODIFIERS

The location of impact, the age of the car, and its construction techniques are also serious modifiers to contend with. Early automobiles were designed for strength. Later models became lighter and easier to damage to save the lives of passengers.

HIT IN	ENGINE	REAR	SIDE
Older Simple Models	-05%	-05%	-05%
Newer Complex Models	+15%	+15%	+15%
Wheels	+15%	-10%	+05%
Transaxle	+20%	+05%	+20%

GAS TANK HITS

Any rear hits have a flat 25% chance of rupturing a gas tank. Roll an additional 25% chance of the gas igniting with 6d6 Burn per gallon in the fireball. Repair time is in hours.

VEHICLE CONDITION	Drivable	Repair Time
01-25 DINGED	98%	2d10
26-50 DAMAGED	75%	3d10
51-75 CRIPPLED	50%	4d10
76-85 CRITICAL	25%	6d10
86-95 DEMOLISHED	10%	8d10
96-98 TOTALED	05%	n/a
99-00 SCRAP	n/a	n/a

VEHICLE WEAPONS

Surprisingly, most small arms fire will not penetrate a vehicle mid-sized or larger. Armor piercing rounds and rockets are another story altogether. Hits to engines and electronics should be worked out by the GM. Most weapons fire that punches through a gas tank will not ignite it. Most small arms fire that damages a vehicle simply causes the engine or transmission to stop functioning, very rarely with spectacular effects.

COMBAT DRIVING

Combat Driving is the art of putting tons of moving steel and plastic through near acrobatic moves and keeping the passengers alive. Everyone is assumed to be able to drive. Use Combat Driving only to make those fancy turns, spins, swerves, harrowing two wheeled stunts and dashes through traffic that save lives or get someone somewhere on time. All optional Stress and skill modifiers can apply. (See Also Pg. 21-22)

DISEASE

This set of tables allows you to design an infection, the pathological effect, weakness, and symptoms.

SEQUENCE OF INFECTION

- 01 Check for CHANCE of catching the infection on a d100. This is the flat percentage that exposure to the disease will result in infection. Randomize effect and general transmission.
- 02 Roll a d100 on the SEVERITY OF INFECTION table.
- 03 Randomize symptoms from the SYMPTOMS chart. Also see the HEALTH PROBLEMS MODIFIER table.
- 04 Generate time and medical weakness of the infection.
- 05 Roll a death percentage for NPC characters.
- 06 Roll for general recovery time.

TRANSMISSION

Roll a d100 for the disease carrier (vector) and a d100 for the disease causing agent.

CARRIER / VECTOR

- | | | | |
|-------|----|---|---|
| 01-05 | 01 | A | Plant Vector |
| 06-10 | 02 | B | Food Source |
| 11-25 | 03 | C | Common Animal Vector |
| 26-50 | 04 | D | Insect Vector |
| 51-85 | 05 | E | Contact with Victim |
| 86-90 | 06 | F | Contact With Infected Material |
| 91-95 | 07 | G | Uncommon Animal Vector |
| 96-97 | 08 | H | Waterborne |
| 98-99 | 09 | I | Airborne |
| 00 | 10 | | Roll Twice again for 2 different carriers of the infecting agent. |

INFECTION

Roll a d100 for a percent chance of the disease's ability to infect the victim who is exposed to it. This becomes the future percentage of contracting that disease.

INFECTING AGENT

- | | |
|-------|------------------------|
| 01-75 | Bacteria |
| 76-95 | Virus |
| 96-98 | Multicellular Organism |
| 99-00 | Parasite |

SEVERITY OF INFECTION	NUMBER OF SYMPTOMS				CRITICAL CHANCE
	AB	CD	E	F	
01-75 Light	d4	no	no	no	no
76-85 Medium	d4	d4	no	no	03%
86-90 Heavy	d4	d4	d4	no	20%
91-95 Serious	d4	d4	d4	no	50%
96-98 Dangerous	d4	d4	d4	d4x.50	85%
99-00 Terminal	d4	d4	d4	d4	98%

CRITICAL CHANCE

The Critical Chance is the percentage an infection will go into a critical phase where death could occur. Randomize the symptom's types from the tables in the next section. Randomize the chance of death if the victim goes CRITICAL.

INCUBATION TIME

All diseases have an incubation time before they become active. Randomize this time by rolling a d100.

TIME IN DAYS

- | | |
|-------|-------------|
| 01-05 | 1 day |
| 06-50 | d4 +01 days |
| 51-75 | d4 +06 days |
| 76-85 | d6 +06 days |
| 86-95 | d6 +10 days |
| 96-98 | d6 +15 days |
| 99-00 | d6 +30 days |

INFECTION WEAKNESSES

- | | | | |
|-------|---|----|-------------------------------------|
| 01-05 | A | 01 | Chemical Inhibitor |
| 06-50 | B | 02 | Bacterial Inhibitor |
| 51-75 | C | 03 | Anti-Viral |
| 76-85 | D | 04 | Broad Spectrum Antibiotic |
| 86-95 | E | 05 | Antibiotic Specific |
| 96 | F | 06 | Changes in Body Chemistry |
| 97 | G | 07 | Immune Globulin |
| 98 | H | 08 | Treat Symptoms / Complications Only |
| 99 | I | 09 | No Treatment Available |
| 00 | | 10 | Roll Twice Again for 2 Weaknesses |

SYMPTOMS KEY

TABLE A

- Roll a d20
- | | |
|----|---------------------|
| 01 | No Symptoms |
| 02 | Mild Gastritis |
| 03 | Loss of Balance |
| 04 | Fever +d4 Degrees |
| 05 | Hypersensitivity |
| 06 | Blocked Sinus |
| 07 | Loss of Appetite |
| 08 | Skin Color Flush |
| 09 | Mild Stomach Cramps |
| 10 | Sore Throat |
| 11 | Muscle Stiffness |
| 12 | Light Sensitivity |
| 13 | High Thirst |
| 14 | Watering Eyes |
| 15 | Abnormal Feeling |
| 16 | Migraine Headache |
| 17 | Sound Sensitivity |
| 18 | Shortness of Breath |
| 19 | Appetite Increase |
| 20 | Irritability |

TABLE B (optional)

- Roll a d20
- | | |
|----|---------------|
| 01 | Lethargy |
| 02 | Awful Feeling |
| 03 | Dizziness |
| 04 | Sweating |
| 05 | Itching |
| 06 | Nose Bleed |
| 07 | Hiccups |
| 08 | Drowsiness |
| 09 | Insomnia |
| 10 | Depression |
| 11 | Shakes |
| 12 | Mild Rash |
| 13 | Irritation |
| 14 | Weakness |
| 15 | Aches |
| 16 | Red Eyes |
| 17 | Headache |
| 18 | Tingling |
| 19 | Numbness |
| 20 | Fainting |



TABLE C

Roll a d10

01	Lung Congestion
02	Swelling in Joints
03	Fever +d6 Degrees
04	Bleeding, Eyes/Ears
05	Extremity Numbness
06	Internal Swelling
07	Blurred Vision
08	Intense Cramps
09	Lack Coordination
10	Disabling Cramps

TABLE D (optional)

Roll a d10

01	Vomiting
02	Boils
03	Diarrhea
04	Ulcerations
05	Convulsions
06	Hair Loss
07	Mental Lapse
08	Tremors
09	Choking
10	Dehydration

TABLE E

Roll a d10

01	Open Sores
02	Loss of Hearing
03	Loss of Sight
04	Paralyzation
05	Fever +4d4 Degrees
06	Hallucinations
07	Glandular Failure
08	Major Loss Weight
09	Internal Bleeding
10	Lung Collapse

TABLE F

Roll a d10

01	Kidney Failure
02	Coma
03	Liver Failure
04	Heart Failure
05	Mental Breakdown
06	Digestive Failure
07	Muscle Breakdown
08	Bloodclotting
09	Leukemia
10	Internal Collapse

STATISTICS REDUCTIONS FROM MEDICAL PROBLEMS

These annoyances are the temporary or continuing modifications on a character's statistics when affected by health or (WBD) wounds.

TYPE	STR	DEX	AGL	WIZ	ACC	DOD	THR
Nausea			-01		-01		-01
Drowsiness		-01	-01	-01			
Hiccups		-02		-03	-01		
Watery Eyes		-02		-01	-01		
Sneeze	-02	-04	-02	-06	-04	-06	-02
Minor Cramps		-01	-01	-01		-01	
Shakes	-01	-02	-01	-02	-01		
Headache	-01	-01		-01			
Migraine	-02	-03	-01	-03	-01	-02	
Insomnia	-01	-01	-01	-01	-01	-02	-03
Light Cough	-01		-01	-01			
Heavy Cough	-03		-02	-02			
Weakness	-02	-01	-01		-01	-02	
Dizziness	-03	-02	-03	-03	-03	-02	
Cramps	-02	-03	-04	-03	-04	-04	
Vomiting	-04	-03	-03	-05	-03	-05	
Fever	-02	-01	-01	-01	-01	-02	-04
Blurred Vision		-04		-05	-01	-06	-01
Numbness	-04	-06	-03	-01	-04	-06	
PAIN / STUN							
Light Pain	-01	-01	-02	-01	-02	-01	
Heavy Pain	-02	-02	-04	-02	-04	-02	
Agony	-06	-06	-06	-02	-07	-08	-09
Light Stun	-03	-03	-05	-02	-03	-05	-04
Medium Stun	-05	-05	-07	-03	-05	-07	-06
Heavy Stun	-06	-06	-09	-04	-06	-09	-08

HEAD IMPACT

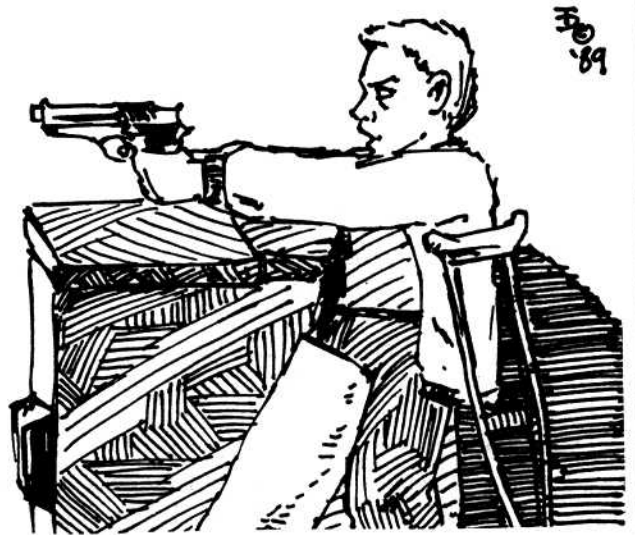
Graze A	-01	-07	-05	-05	-04	-02	
Graze B	-04	-10	-07	-03	-10	-06	-06
Cosh	-04	-04	-04	-02	-04	-05	-05

MUSCLES

	STR	DEX	AGL	HEALING TIME
Sprain	-04	-02	-05	d10+2 Days
Torn Ligament	-08	-04	-09	d6 +2 Weeks
Torn Muscle	-09	-06	-09	d4 Months

BONES

	STR	DEX	AGL	HEALING TIME
Bruised	-01	-01	-01	d4 Weeks
Fractured	-04	-06	-08	d4 Months
Compound Break	-08	-09	-09	d4 +2 Months
Crushed	-10	-10	-12	d4 +6 Months



MEDICAL NOTES

Damaged bones and muscles affect only the specific areas they are located in. Some statistics may not be affected due to the location of the injury. Use logic when utilizing these complex modifiers. See the MEDICAL SKILLS section for controlled healing rates and treatment time. (See Also Pg. 27)

REMEMBER

- 01 During critical illness a character's constitution and hit points do not normally regenerate.
- 02 Constant medical care can restore d4 points of constitution per day during the treatment of an illness.

TREATMENT

Treatment with the proper type of drugs, medical procedure, or chemical agents can give a bonus to stop the infection.

CRITICAL PHASE

As a character enters the CRITICAL phase of a disease he or she begins to roll on the FIGHTING INFECTION table in the hopes of breaking the grip of the infection.

REMEMBER

- 01 Total all Health Modifiers.
- 02 Roll a d20 every 24 hours to lose or gain constitution as the victim fights the illness.
- 03 At the end of the DURATION the character will automatically break the illness and begin a normal recovery.
- 04 Constitution gain during the fighting of illness does not rise above the character's original CON score.
- 05 A Doctor can aid a victim with a (+1) modifier per three levels of PATHOLOGY. Any general medical skills adds +1 per five levels of skill.

DRUGS

	MODIFIERS
01 Use of Proper Drugs	+02
02 Use of Almost Proper Drugs	+01
03 Use of Wrong Drugs	-01
04 Use of (Allergenic) Drugs	-02
05 Use of (Highly Allergenic) Drugs	-03
06 Compounding Use of Different Drugs	-02

CONDITIONS

	MODIFIERS
01 Lack of Heat / Chill	-02
02 Damp or Wet Area	-02
03 Lack of Sanitation	-01
04 Lack of Professional Health Care	-01
05 Less Than Half Hit Points	-01
06 Less Than .25 of Hit Points	-02

RESULT OF FIGHTING INFECTION

01	Character Loses	2d6+1	Constitution
02-03	Character Loses	d4+1	Constitution
04-06	Character Loses	2	Constitution
07-08	Character Loses	1	Constitution
09-12	Character is Stable		
13-14	Character Gains	1	Constitution
15-17	Character Gains	2	Constitution
18-19	Character Gains	d4+1	Constitution
20	Infection Breaks		Begin Recovery.

DESIGNER'S NOTES

Each of the diseases listed in this section has a standard survival percentage usable for NPC's or a larger population.

COMMUNICABLE DISEASE

Some believe many of the old plagues and disease horrors of the past are gone for all time, banished by the miracle of modern medical technology. Unfortunately man or nature often has a way of making a disease resurface again to infect the unwary.

Care should be used by the GM when using the more virulent of these. Remember the survivor may possess an immunity from past vaccination.

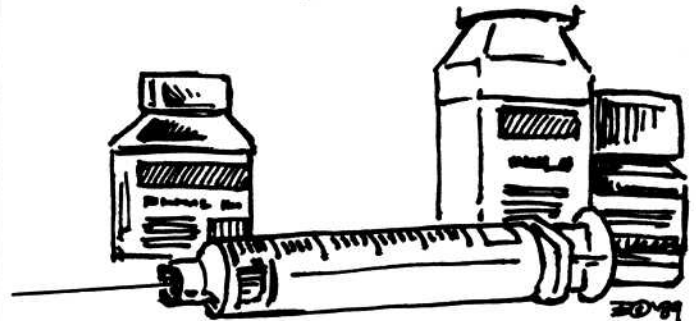
IMMU = Permanent Immunity

COMMON COLD VIRUS	Transmission:	5,6
Chance:	65%	Duration: 07d
Symptoms:	A4,6,8,15	Critical: 02%
	B2,4,11,14,17	Weakness: BH
10% chance untreated colds lead to pneumonia.		

INFLUENZA VIRUS	Transmission:	3,5,8	5
Chance:	55%	Duration:	4d
Symptoms:	A11,10,14,B2,11	Critical:	03%
	B14,15,C8,D1,3,10	Weakness:	CDH
10% chance untreated flu leads to pneumonia.			

PNEUMONIA VIRUS	Transmission:	5,6	
Chance:	25%	Duration:	14d
Symptoms:	A7,18,B3,11,14	Critical:	10%
	C1,3,E10	Weakness:	C
35% chance untreated pneumonia kills.			

SMALLPOX VIRUS	Transmission:	5,6	
Chance:	40%	Duration:	15d
Symptoms:	A4,B12,13,17	Critical:	15%
	D2,E1,9	Weakness:	E
10% chance untreated smallpox kills. IMMU			



CHOLERA BACTERIA	Transmission:	4,5,6,7,8	
Chance:	35%	Duration:	14d
Symptoms:	D1,3,10,E8	Critical:	75%
		Weakness:	BH
50% Chance untreated cholera kills.			

TYPHOID BACTERIA	Transmission:	4,5,6	
Chance:	40%	Duration:	16d
Symptoms:	B12,C3,D2,E8	Critical:	40%
	E9,F6	Weakness:	BDE
25% Chance untreated typhoid kills. IMMU 65%			

BUBONIC BACTERIA	Transmission:	2,3,4,6,7	
Chance:	50%	Duration:	30d
Symptoms:	B14,C3,D2	Critical:	75%
	D7,E9,F3	Weakness:	ABEH
50% chance untreated bubonic plague kills.			

PNEUMONIC BACTERIA	Transmission:	3,7,8	
Chance:	75%	Duration:	30d
Symptoms:	B14,C3,D9	Critical:	90%
	E10,F2	Weakness:	ABD
85% chance untreated pneumonic plague kills.			

TUBERCULOSIS BACTERIA	Transmission:	5,6,7	
Chance:	15%	Duration:	10 years
Symptoms:	A7,8,18,B4,11, B14	Critical:	25%
	C1,3,10,D10,E8,9,10	Weakness:	AD*
Patient relapse every d6 months, 15% chance of death. Liver failure common if the victim drinks alcohol during treatment. Light Drinker 02% Moderate Drinker 07% Heavy Drinker 15%			

YELLOW FEVER VIRUS Transmission: 4
 Chance: 75% Duration: 14d
 Symptoms: A11,B15,11 Critical: 55%
 C3,E9,F3 Weakness: AD

25% chance untreated yellow fever kills. IMMU

MALARIAL PARASITE Transmission: 4
 Chance: 50% Duration: 10 years
 Symptoms: B2,4,11,14,15 Critical: 20%
 B17,C3,D8,F2 Weakness: AH

Patient relapse every d12 months. 30% IMMU

DENGUE FEVER VIRUS Transmission: 4,5
 Chance: 40% Duration: 14d
 Symptoms: B10,12,15,17, F9 Critical: 25%
 Weakness: C

10% chance untreated dengue fever kills. IMMU

ANTHRAX BACTERIA Transmission: 1,2,3,5,6,8
 Chance: 85% Duration: 21d
 Symptoms: B2,3,D1,2 Critical: 85%
 E9,E11 Weakness: E

75% chance untreated anthrax kills.

POLIO VIRUS Transmission: 2,5,6
 Chance: 10% Duration: 14d
 Symptoms: A4,B14,17,D3 Critical: 25%
 E4,7,F7 Weakness: E

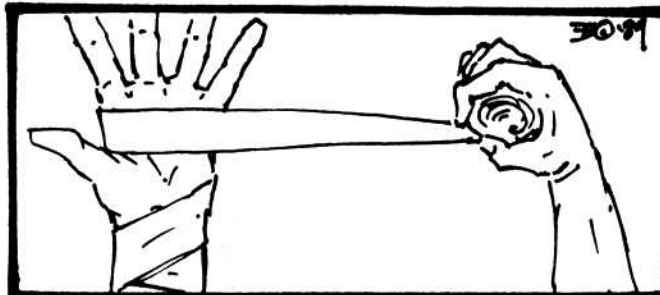
Polio leaves permanent paralyzation (d100 %) of an area of the nervous system) IMMU

COLORADO TIC BACTERIA Transmission: 4
 Chance: 20% Duration: 14d
 Symptoms: A11,B2,12,14, B17 Critical: 60%
 C3,D3,E4,9,F2,9 Weakness: H

40% chance untreated Col. tic fever kills.

MENINGITIS BACTERIA Transmission: 5,6
 Chance: 60% Duration: 14d
 Symptoms: A11,B17,C3,D1 Critical: 75%
 D7,E8,F2 Weakness: AE

65% chance untreated meningitis kills.



WOUND INFECTION

As a character takes minor damage he or she runs the risk of wound infection.

REMEMBER

- 01 Index type of Wound for Percent Chance of Contamination
- 02 Roll over the listed percentage to avoid an infection.
- 03 If the roll fails go to SERIOUS.

PERCENT CHANCE OF CONTAMINATION

WOUND	STERILE	CLEAN	DIRTY	FILTHY
Scratch	02%	10%	25%	40%
Cut	05%	15%	35%	55%
Deep Cut	10%	20%	45%	65%
Puncture	20%	30%	55%	75%
Puncture, Deep	30%	40%	65%	85%
Puncture, -Major Organ	45%	55%	80%	95%

SERIOUS INFECTION

- 01-50 Wound takes double the normal time to heal with a 05% chance of going to table A or B.
- 51-75 Wound takes triple normal time to heal with a 10% chance of going to table A or B.
- 76-85 Wound takes triple normal time to heal with a 25% chance of going to table A or B.
- 86-95 Wound takes triple normal time to heal with a 50% chance of going to table A or B.
- 96-98 Wound takes triple normal time to heal with a 75% chance of going to table A or B.
- 99-00 Wound will not heal, go to table A or B.

TABLE A FOR NORMAL WOUNDS

- 01-75 **GANGRENE**
 Symptoms: Swelling, Tissue Destruction
 Critical: 40%
 Type: Bacterial
 Weakness: D,E Removal of Necrotic Tissue
- 76-99 **GAS GANGRENE**
 Symptoms: Rapid Tissue Destruction, Swelling, Fever
 Critical: 75%
 Type: Bacterial
 Weakness: D,E Removal of Necrotic Tissue
- 00 **GAS GANGRENE + TETANUS**
 Symptoms: As 76, See Tetanus Bacteria Pg. 125



TABLE B

FOR PUNCTURE WOUNDS

01-75 TETANUS
76-98 TETANUS + GANGRENE
99-00 TETANUS + GAS GANGRENE

TETANUS BACTERIA	Transmission: 6,9
Chance: 05%	Duration: 14d
Symptoms: A9,C6,10,E4	Critical: 60%
	Weakness: DG

25% Chance untreated tetanus kills.



BACTERIAL FOOD POISONING

If spoiled, unclean or rotten food is consumed, the player character risks the chance of several forms of contamination or poisoning. Index type of contamination by the roll of a d100.

WATER CONTAMINATION

01-50 No Contamination
51-75 Bacterial
76-85 Amebiasis
86-98 Poisoning level d4
99-00 Poisoning level d4 +4

FOOD CONTAMINATION

01-50 Molds, slimes, general decay
51-75 Bacterial
76-85 Salmonella
86-95 Amebiasis if fresh, if not go to 51
96-00 Botulism if canned, if not go to 51

BACTERIAL	Transmission: 2,6
Chance: 90%	Duration: 3d
Symptoms: A2,B2,14 C8,D1	Critical: 02%
D3,10,14	Weakness: ADG

SALMONELLA BACTERIA	Transmission: 2,6
Chance: 65%	Duration: 6d
Symptoms: A2,B2,14,C8,D1	Critical: 25%
D10,3	Weakness: ADG

AMEBIASIS PARASITE	Transmission: 2,4,5,6,8
Chance: 90%	Duration: 5 years
Symptoms: A2,B11,C3,E9,F6	Critical: 15%
	Weakness: A

BOTULISM BACTERIA	Transmission: 2,6
Chance: 75%	Duration: 18d
Symptoms: A16,C7,8,E4,8,F2	Critical: 85%
	Weakness: Anti-Toxin

85% chance Botulism Toxin will kill without specific botulinus anti-toxin.

CHEMICAL POISONING

((Random) see Toxin section of damage tables)

HEPATITIS

Another danger of contamination with human or animal wastes is hepatitis.

HEPATITIS A VIRUS	Transmission: 2,5,6,8
Chance: 50%	Duration: 8w
Symptoms: A4,7,B2,D1,E8,F3	Critical: 10%
	Weakness: GH

40% chance of relapse if the patient does not rest for d8 weeks. Can be called Jaundice, IMMU

HEPATITIS B VIRUS	Transmission: 5,6
Chance: 60%	Duration: 8w
Symptoms: A7,B2,E8,F3	Critical: 25%
	Weakness: H

70% chance of relapse if the patient does not rest for 8 weeks.

HEPATITIS C (NON A NON B)	Transmission: 2,5,6
Chance: 55%	Duration: 2d6 w
Symptoms: B2,E8,F3,A4,D1	Critical: d10 d
	Weakness: G,H

48% chance of relapse if the patient does not rest for d8 +8 weeks.

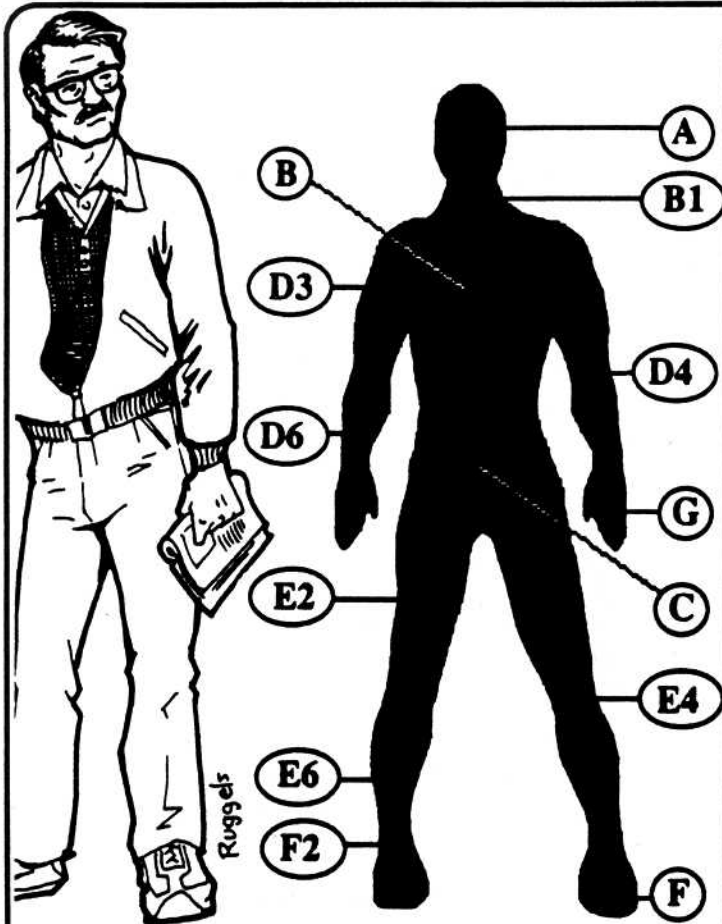
HARRISON & FRIENDS

Sitting at the bottom of the well, Robert Harrison pulls his wet jacket around himself as he waits for rescue. An hour later he realizes it's getting colder and he's still soaked.

He sneezes.

Harrison hopes he hasn't picked up Father Gilispie's cold.





HIT LOCATIONS

The following is a set of generalized hit locations for the human body. Either table can index a specific area from the charts. These charts tend to give the user a randomization of hit area indexed by size of the area. The secondary chart below gives a more generic and equal breakdown for random hits.

HIT LOCATION

FRONT OR BACK

		GO TO
01-10	Right Leg 25% Tail Hit	E / T
11-15	Foot L or R	F
16-30	Left Leg 25% Tail Hit	E / T
31-45	Left Arm	D
46-56	Right Arm	D
57-60	Hand, L or R	G
61-75	Abdomen	C
76-90	Chest	B
91-00	Head	A

HIT LOCATION

SIDE

		GO TO
01-30	Leg, L or R 25% Tail Hit	Ec / T
31-35	Foot L or R	F
36-50	Abdomen 25% Tail Hit	Cb / T
51-70	Chest	Bb
71-85	Arm L or R	Db
86-90	Hand L or R	G
91-00	Head	Ab

RANDOMIZED BODY AREA CHART

This hit chart is for shrapnel hits, automatic weapons fire, and long range projectile fire where you do not have a choice of hit location. Use of this gives a general and nearly equal probability of any area being hit.

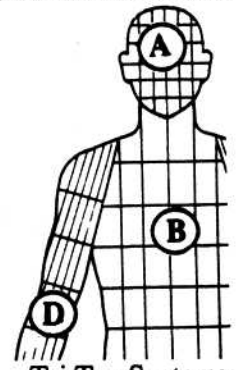
BODY AREA	FRONT		SIDE	
	TO	ROLL	TO	ROLL
01-04 Right Foot	F	2d6	F	2d6
05-08 Right Calf	F1	d6	Ec	d6
09-12 Right Knee	E4	d6	E4	d6
13-16 Right Hip	E1	d6	Ac	d6
17-20 Right Thigh or Tail	E2	d6	E2	d6
	T	2d6	T	d6
21-24 Left Foot	F	2d6	F	2d6
25-28 Left Calf	F1	d6	Ec	d6
29-32 Left Knee	E4	d6	E4	d6
33-36 Left Hip	E1	d6	Ac	d6
37-40 Left Thigh or Tail	E2	d6	E2	d6
	T	2d6		
41-44 Right Hand	G	2d6	G	2d6
45-48 Right Lower Arm	D6	d6	D6	d6
49-52 Right Elbow	D4	d6	D4	d6
53-56 Right Upper Arm	D3	d6	D3	d6
57-60 Right Shoulder	D1	d6	Bc1	d6
61-64 Left Hand	G	2d6	G	2d6
65-68 Left Lower Arm	D6	d6	D6	d6
69-72 Left Elbow	D4	d6	D4	d6
73-76 Left Upper Arm	D3	d6	D3	d6
77-80 Left Shoulder	D1	d6	Bc1	d6
81-84 Genitals	C6	d6	Cb6	d6
85-88 Abdomen	C	2d6	Cb	2d6
89-92 Chest	B	2d6	Bb	2d6
93-96 Neck	B1	d6	Bb1	d6
97-00 Head	A	2d6	Ab	2d6

READING THIS CHART

On the above table only, read the result D6 as a location in the detailed charts.

EXAMPLE RESULT D6: Body table D, Section 6, Roll a d6 for the exact area hit.

EXAMPLE RESULT G: Body Table G, Roll 2d6 for the exact area hit.



EXAMPLE OF DETAILED AREA CODES

3,4 ** B (6) (M) **** (A) (SP 12) ** T=26
 a b c d e b f g h b n

DS = 80% + Heart, Upper R
 i j k l m

REMEMBER

Once you learn it, the body chart is easy and logical. While looking complex, it is actually a simple index of area hit and what lies under it. Always roll 2 six sided dice (2d6) for the area hit. Read each die separately.

KEY TO DETAILED BODY DAMAGE

- a This is the number of the area found by randomization or design.
- b The * is the indicator of one point of damage absorbed by the tissue in that area. This is also used for toughness and the indicator of the structure of major internal organs.

BONE

- c B is the indicator of bone in that area. Always check the Bone Damage chart when damage is over the value of the bone. Any damage under the value always lodges the projectile in the bone.
- d After a B is always the value of the bone in brackets ().
- e This (M) is the indicator of a major organ in the area.

BLOODLOSS

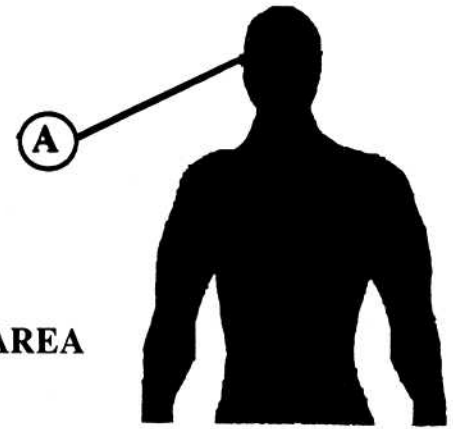
- f The (A) in brackets indicates a possible high bloodloss area. When this appears, the Artery Damage table is checked for possible severing.
- g The (SP) is the code for a spinal hit, check the optional Spine Damage table for additional damage and death shock.
- h This is the damage needed to penetrate the spine.

DEATH SHOCK

- i DS is the Death Shock indicator for critical damage in that particular area. A failure to roll over this percentage indicates the wound shock kills the victim. See Medical Skills for resuscitation and rescue. (See Also.Pg. 26-27)
- j This is the Death Shock percentage the victim must roll over on a d100 to live. This is the primary form of wound shock if a major organ is damaged.
- k The + is an indicator showing a possible higher death shock percentage.
- l This is the major organ or (b) bone hit. In arms, legs, tail, hand, and foot areas the bone name is listed only.

INTERNAL ORGANS

- m This is the location of the area hit in organs that have more than one listing. R = Right L = Left
- n This is the total damage penetration needed to punch through that area. This is the maximum number of points a projectile will do to that area with a clean hit and no hydrostatic shock.



A HEAD AREA

- 1,1 Miss
- 1,2 Graze A
- 1,3 Graze B
- 1,4 Graze B
- 1,5 Graze A
- 1,6 Miss

- 2,1 Graze B
- 2,2 *B(8) (M)****(A) B(8)* T=23
 DS = 94% Brain, Forehead L
- 2,3 *B(8) (M)****(A) B(8)* T=23
 DS = 98% Brain, Forehead Mid L
- 2,4 *B(8) (M)****(A) B(8)* T=23
 DS = 98% Brain, Forehead Mid R
- 2,5 *B(8) (M)****(A) B(8)* T=23
 DS = 94% Brain, Forehead R
- 2,6 Graze B

- 3,1 Graze B
- 3,2 *EYE(4) B(4) (M)****(A) B(8)* T=22
 DS = 98% Brain, Eye L
- 3,3 *B(3) B(6) (M)****(A) B(8)* T=23
 DS = 94% Brain, Bridge Nose L
- 3,4 *B(3) B(6) (M)****(A) B(8)* T=23
 DS = 94% Brain, Bridge Nose R
- 3,5 *EYE(4)B(4) (M)****(A) B(8)* T=22
 DS = 98% Brain, Eye R
- 3,6 Graze B

- 4,1 Graze B
- 4,2 *B(4)*B(6) (M)***(A) B(8)* T=24
 DS = 80% Brain, Zygomatic L
- 4,3 *B(3)*B(5) (M)***(A) B(8)* T=22
 DS = 85% Brain, Maxilla Palate L
- 4,4 *B(3)*B(5) (M)***(A) B(8)* T=22
 DS = 85% Brain, Maxilla Palate R
- 4,5 *B(4)*B(6) (M)***(A) B(8)* T=24
 DS = 80% Brain, Zygomatic R
- 4,6 Graze B

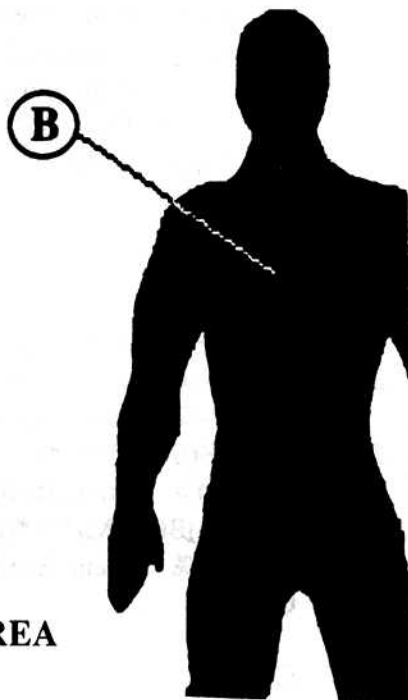
GRAZES

Graze A = d6 WBD damage
 Graze B = 2d6 WBD damage

- 5,1 Graze B
- 5,2 *B(3)*B(4) (M)*** (A) B(8)* T=21
DS = 60% Brain, Teeth Upper L
- 5,3 *B(3)*B(4) (M)*** (A) B(8) * T=21
DS = 70% Brain, Teeth Upper Mid L
- 5,4 *B(3)*B(4) (M)*** (A) B(8)* T=21
DS = 70% Brain, Teeth Upper Mid R
- 5,5 *B(3)*B(4) (M)*** (A) B(8)* T=21
DS = 60% Brain, Teeth Upper R
- 5,6 Graze B
- 6,1 Graze B
- 6,2 *B(3)*B(4)*B(6)* T=17
DS = 03% Mandible, Jaw L
- 6,3 *B(4)*** (A) (SP 12) B(8)* T=29
DS = 15%+ Mandible, Mid L
- 6,4 *B(4)*** (A) (SP 12) B(8)* T=29
DS = 15%+ Mandible, Mid R
- 6,5 *B(3)*B(4)*B(6)* T=17
DS = 03% Mandible, Jaw R
- 6,6 Graze B

- 2,1 Graze B
- 2,2 **B(4) (M)**** (A) B(4)** T=16
DS = 07% Lung, Upper L
- 2,3 **B(4) (M)*** (A)*** (SP 12) B(4)** T=28
DS = 10%+ Bronchial Tube L
- 2,4 *B(6) ** (A)*B(4)** T=16
DS = 04% Esophagus
- 2,5 **B(4) (M)**** (A) B(4)** T=16
DS = 10% Bronchial Tube R
- 2,6 **B(4) (M)**** (A) B(4)** T=16
DS = 07% Lung, Upper R
- 3,1 Graze B
- 3,2 **b(4) (M)**** B(4)** T=16
DS = 10% Lung, Mid L
- 3,3 **B(6) (M) **** (A) B(4)** T=18
DS = 80% Heart, Upper L
- 3,4 **B(6) (M)**** (A) (SP 12)** T=26
DS = 80%+ Heart, Upper R
- 3,5 **B(4) (M)**** (A) B(4)** T=16
DS = 10% Lung, Mid R
- 3,6 Graze B
- 4,1 **B(4) (M)**** (A) B(4)** T=16
DS = 14% Lung, Lower L
- 4,2 **B(4) (M)**** (A) B(4)** T=16
DS = 20% Lung, Lower Mid L
- 4,3 **B(6) (M)**** (A) B(4)** T=18
DS = 90% Heart, Lower L
- 4,4 **B(6) (M)**** (A) (SP 12)** T=26
DS = 90%+ Heart, Lower Mid R
- 4,5 **B(4) (M)**** (A) B(4)** T=16
DS = 20% Lung, Lower Mid R
- 4,6 **B(4) (M)**** (A) B(4)** T=16
DS = 14% Lung, Lower R

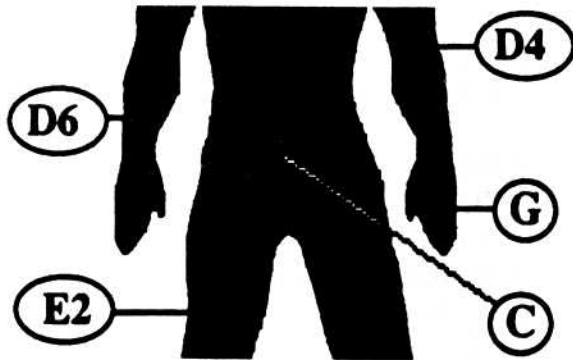
- 5,1 Graze B
- 5,2 **B(4) (M)**** (A) B(4)** T=16
DS = 06% Liver, L
- 5,3 **B(4) (M)**** (A) B(4)** T=16
DS = 90% Heart, Lower L
- 5,4 **B(4) (M)**** (A) (SP 12)** T=24
DS = 10%+ Liver, Mid L
- 5,5 **B(4) (M)**** (A) B(4)** T=16
DS = 10% Stomach, Mid R
- 5,6 **B(4) (M)**** (A) B(4)** T=16
DS = 12% Spleen, R



B CHEST AREA

- 1,1 Graze B
- 1,2 **B(6) *** T=11
DS = n/a Clavicle, Shoulder L
- 1,3 *** (A) *(SP 12)* T=17
DS = 04%+ Trachea, Air Passage
- 1,4 *** *(SP 12)* T=17
DS = 04%+ Esophagus, Food Passage
- 1,5 **B(6) *** T=11
DS = n/a Clavicle, Shoulder R
- 1,6 Graze B

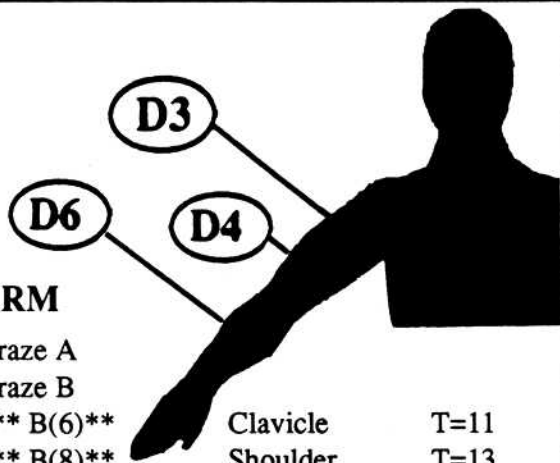
6,1	Graze B	
6,2	** (M)****(A) ***	T=10
	DS = 10% Liver, L	
6,3	** (M)****(A) ***	T=09
	DS = 08% Pancreas, L	
6,4	** (M)****(A) *(SP 12)**	T=21
	DS = 10%+ Duodenum, L	
6,5	** (M)****(A) ***	T=09
	DS = 15% Stomach, Mid	
6,6	** (M)****(A) ***	T=09
	DS = 10% Spleen	



C ABDOMINAL AREA

1,1	Graze B	
1,2	** (M)****(A) ***	T=09
	DS = 08% Liver, L	
1,3	** (M)****(A) ***	T=09
	DS = 10% Kidney, L	
1,4	** (M)****(A) (SP 12)**	T=20
	DS = 10%+ Stomach, L	
1,5	** (M)****(A) ***	T=09
	DS = 08% Kidney, R	
1,6	** (M)****(A) ***	T=09
	DS = 05% Colon, R	
2,1	** (M)****(A) ***	T=09
	DS = 04% Colon, L	
2,2	** (M)****(A) ***	T=09
	DS = 10% Kidney, Lower L	
2,3	** (M)****(A) *B(4)**	T=13
	DS = 10% Intestine, L	
2,4	** (M)****(A) *(SP 12)**	T=21
	DS = 12%+ Intestine, R	
2,5	** (M)****(A) ***	T=09
	DS = 10% Intestine, R	
2,6	** (M)****(A) ***	T=09
	DS = 05% Colon, R	

3,1	** (M)****(A) *B(4)**	T=12
	DS = 05% Colon, L	
3,2	** (M)****(A) *B(4)**	T=12
	DS = 08% Intestine, L	
3,3	** (M)****(A) *B(6)**	T=14
	DS = 08% Intestine, Mid L	
3,4	** (M)****(A) *(SP 12)**	T=20
	DS = 08%+ Intestine, Mid R	
3,5	** (M)****(A) *B(4)**	T=12
	DS = 08% Intestine, R	
3,6	** (M)****(A) *B(4)**	T=12
	DS = 05% Colon, R	
4,1	** (M)****(A) *B(4)**	T=13
	DS = 08% Colon, L	
4,2	** (M)****(A) *B(10)**	T=19
	DS = 08% Intestine, L	
4,3	** (M)****(A) ***	T=09
	DS = 08% Intestine, Mid L	
4,4	** (M)****(A) *(SP 12)**	T=20
	DS = 08%+ Intestine, Mid R	
4,5	** (M)****(A) *B(10)**	T=19
	DS = 08% Intestine, R	
4,6	** (M)****(A) *B(4)**	T=13
	DS = 05% Colon, R	
5,1	** (M)****(A) *B(4)***	T=14
	DS = 05% Colon, L	
5,2	** (M)****(A) *B(10)***	T=20
	DS = 08% Intestine, L	
5,3	** (M)****(A) *B(2)***	T=12
	DS = 08% Intestine, Mid L	
5,4	** (M)****(A) *B(5)***	T=15
	DS = 08% Intestine, Mid R	
5,5	** (M)****(A) *B(10)***	T=20
	DS = 05% Appendix, R	
5,6	** (M)****(A) *B(4)***	T=14
	DS = 05% Colon, R	
6,1	Graze B	
6,2	** (M)****(A) *B(5)***	T=15
	DS = 10% Bladder, L	
6,3	** (M)****(A) *B(3)***	T=13
	DS = 06% Genitals, L	
6,4	** (M)****(A) *B(3)***	T=13
	DS = 06% Genitals, R	
6,5	** (M)****(A) *B(5)***	T=15
	DS = 10% Bladder, R	
6,6	Graze B	



D ARM

1,1	Graze A		
1,2	Graze B		
1,3	*** B(6)**	Clavicle	T=11
1,4	*** B(8)**	Shoulder	T=13
1,5	** B(6) *(A)B(8)*	Clavicle	T=18
1,6	***B(8) ***	Shoulder	T=14
2,1	Graze A		
2,2	Graze B		
2,3	*** (A) B(7)***	Humerus	T=13
2,4	*** (A) * ***	Arm, Upper	T=07
2,5	Graze B		
2,6	*** (A) B(8)**	Shoulder	T=13
3,1	Graze B		
3,2	*** (A) * ***	Arm, Upper	T=07
3,3	***B(8) ***	Humerus	T=14
3,4	*** (A) B(7)***	Humerus	T=13
3,5	*** (A) * ***	Arm, Upper	T=07
3,6	Graze B		
4,1	Graze B		
4,2	*** * * * *	Arm, Mid	T=08
4,3	*** (A) B(8)***	Humerus	T=14
4,4	** (A) B(10)*	Elbow	T=13
4,5	*** (A) B(8)***	Humerus	T=14
4,6	Graze B		
5,1	Graze A		
5,2	Graze B		
5,3	*** (A) B(6)***	Radius	T=12
5,4	***B(6) *B(7)**	Radius-Ulna	T=19
5,5	*** (A) B(7)**	Ulna	T=12
5,6	*** (A) * **	Arm, Lower	T=06
6,1	Graze A		
6,2	Graze B		
6,3	*** (A) B(5)**	Radius	T=10
6,4	*** (A) B(6)**	Ulna	T=11
6,5	Graze B		
6,6	Graze A		

G HAND

1,1	Graze B		
1,2	*** B(5)**	Radius	T=10
1,3	*** (A) B(5)**	Radius	T=10
1,4	*** (A) B(6)**	Ulna	T=11
1,5	*** B(6) **	Ulna	T=11
1,6	Graze A		
2,1	Graze A		
2,2	Graze B		
2,3	** (A) B(4)**	Scapoid	T=08
2,4	** (A) B(4)**	Lunate	T=08
2,5	Graze B		
2,6	Graze A		
3,1	Graze B		
3,2	** B(4)**	Trapezium	T=08
3,3	** (A) B(4)**	Trapezoid	T=08
3,4	** (A) B(4)**	Capitate	T=08
3,5	Graze B		
3,6	Graze A		
4,1	** B(4)**	Thumb	T=08
4,2	Graze A		
4,3	** B(3)**	Phalanges	T=07
4,4	** (A) B(3)**	#2 Phalanges	T=07
4,5	** (A) B(3)**	#3 Phalanges	T=07
4,6	** (A) B(3)**	#4 Phalanges	T=07
5,1	** B(3)**	Thumb, Mid	T=07
5,2	Graze A		
5,3	** B(3)**	Phalanges	T=07
5,4	** B(3)**	#2 Phalanges	T=07
5,5	** B(3)**	#3 Phalanges	T=07
5,6	** B(3)**	#4 Phalanges	T=07
6,1	** B(2)**	Thumb Tip	T=06
6,2	Graze A		
6,3	** B(2)**	Phalanges	T=06
6,4	** B(2)**	#2 Phalanges	T=06
6,5	** B(2)**	#3 Phalanges	T=06
6,6	** B(2)**	#4 Phalanges	T=06



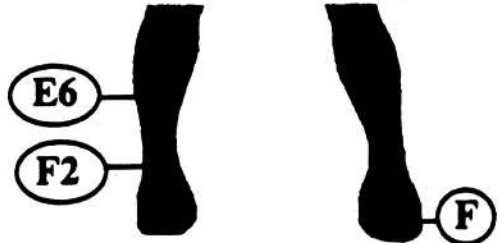


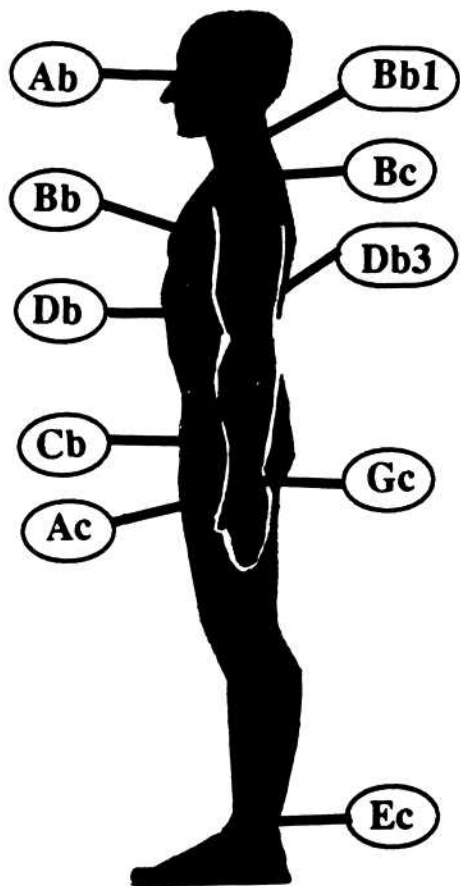
E LEG

1,1	Graze A		
1,2	*** B(10)****	Pelvis	T=17
1,3	*** B(9)***	Hip, Joint	T=15
1,4	*** B(10)***	Pelvis	T=16
1,5	Graze B		
1,6	Graze A		
2,1	Graze B		
2,2	****(A) B(12)****	Femur	T=20
2,3	**** B(12)****	Femur	T=20
2,4	**** * * ****	Leg, Upper	T=10
2,5	Graze B		
2,6	Graze A		
3,1	Graze B		
3,2	****(A) B(12)****	Femur	T=20
3,3	**** B(12)****	Femur	T=20
3,4	**** * * ****	Leg, Upper	T=10
3,5	Graze B		
3,6	Graze A		
4,1	Graze B		
4,2	**** B(12)****	Femur	T=20
4,3	** (A) B(9)***	Knee	T=14
4,4	** B(9) B(8)**	Knee	T=21
4,5	**** B(12)****	Femur	T=20
4,6	Graze A		
5,1	Graze B		
5,2	*** B(10)***	Fibula	T=16
5,3	*** B(10)***	Fibula	T=16
5,4	***(A) B(8)***	Tibia	T=14
5,5	*** B(8)***	Tibia	T=14
5,6	Graze A		
6,1	Graze B		
6,2	***(A) B(10)***	Fibula	T=16
6,3	*** B(10)***	Fibula	T=16
6,4	*** B(8)***	Tibia	T=14
6,5	***(A) B(8)***	Tibia	T=14
6,6	Graze A		

F FOOT

1,1	Graze B		
1,2	*** B(10)***	Fibula	T=16
1,3	***(A) B(10)***	Fibula	T=16
1,4	***(A) B(8)***	Tibia	T=14
1,5	*** B(8)***	Tibia	T=14
1,6	Graze A		
2,1	Graze B		
2,2	** (A) B(10)**	Ankle Joint	T=14
2,3	** B(11)**	Ankle	T=15
2,4	** (A) B(10)**	Ankle Joint	T=14
2,5	** B(11)**	Ankle	T=15
2,6	Graze A		
3,1	Graze B		
3,2	** B(8)**	Talus	T=12
3,3	** (A) B(8)**	Talus	T=12
3,4	** B(8)**	Talus	T=12
3,5	Graze B		
3,6	Graze A		
4,1	Graze B		
4,2	** B(7)**	Cuboid	T=11
4,3	** (A) B(7)**	Navicular	T=11
4,4	** (A) B(7)*	Cuneiforms	T=11
4,5	** (A) B(7)**	Cuneiforms	T=11
4,6	Graze A		
5,1	Graze B		
5,2	** B(3)**	Metacarpal	T=07
5,3	** B(3)**	#2 Metacarpal	T=07
5,4	** B(3)**	#3 Metacarpal	T=07
5,5	** B(3)**	#4 Metacarpal	T=07
5,6	** B(3)**	#5 Metacarpal	T=07
6,1	Graze B		
6,2	** B(2)**	Phalanges	T=06
6,3	** B(2)**	#2 Phalanges	T=06
6,4	** B(2)**	#3 Phalanges	T=06
6,5	** B(2)**	#4 Phalanges	T=06
6,6	** B(2)**	#5 Phalanges	T=06





SIDE STRIKES

The following side tables work on the same principle as hits on the **DETAIL BODY TABLES**.

Ab HEAD

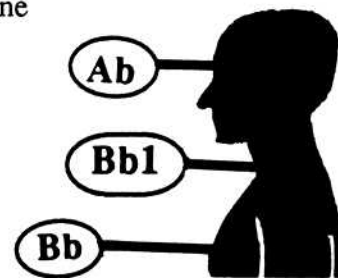
- 1,1 Miss (forehead nick)
- 1,2 Graze A
- 1,3 Graze B
- 1,4 Graze B
- 1,5 Graze A
- 1,6 Miss (scalp nick)

GRAZES

Graze A = d6 WBD damage
Graze B = 2d6 WBD damage

- 2,1 Graze B
- 2,2 *B(8) (M)**(A) (M)**(A) B(8)* T=22
DS= 92% Brain, Pre Frontal
- 2,3 *B(8) (M)**(A) (M)**(A) B(8)* T=22
DS= 98% Brain, Frontal
- 2,4 *B(8) (M)**(A) (M)**(A) B(8)* T=22
DS= 98% Brain, Middle
- 2,5 *B(8) (M)**(A) (M)**(A) B(8)* T=22
DS= 94% Brain, Rear
- 2,6 Graze A

- 3,1 (M)** B(4) (M)** T=08
DS= 05% Eyes, Corneas / Lenses
- 3,2 *B(9) (M)** B(3) (M)** B(9)* T=27
DS= 10% Eyes, Mid
- 3,3 *B(8) (M)**(A) B(4) (M)**(A) B(8)* T=26
DS= 50% Eyes/Retinas
- 3,4 *B(8) (M)**(A) (M)**(A) B(8)* T=22
DS= 85% Brain, Motor Area
- 3,5 *B(8) (M)**(A) (M)**(A) B(8)* T=22
DS= 95% Brain, Motor Area
- 3,6 Graze B
- 4,1 Graze B Nose / Snout
- 4,2 *B(10) *B(1)* B(10)* T=25
DS= 02% Frontal Sinus
- 4,3 *B(4) ***** B(4)* T=15
DS= 02% Mid Sinus
- 4,4 **B(4) **B(2) * B(2)** B(4)** T=21
DS= 25% Jaw, Hinge
- 4,5 *B(8) (M)**(A) (M)**(A) B(8)* T=22
DS= 95% Brain, Motor Area
- 4,6 Graze A
- 5,1 Graze B Upper Lips / Snout
- 5,2 *B(3) B(4) B(3)* T=10
DS= n/a Teeth Upper
- 5,3 *B(3) ** *B(3)* T=10
DS= n/a Teeth, Upper Mid
- 5,4 **B(4) (A)***** B(4)** T=12
DS= 05% Jaw, Tongue
- 5,5 *(A)** (SP 10) *(A)** T=18
DS= 55% Spine
- 5,6 Graze B
- 6,1 Graze B Lower Lip / Snout
- 6,2 *B(3) *** B(3)* T=11
DS= n/a Teeth, Lower Jaw
- 6,3 *B(3) ***** B(3)* T=12
DS= n/a Teeth, Lower Mid
- 6,4 **B(3) (A)***** B(3)** T=14
DS= 05% Jaw
- 6,5 *(A)** (SP 11) *(A)** T=18
DS= 45% Spine
- 6,6 Graze B



B_b CHEST

1,1	Miss	
1,2	*** (A) *** (A) ***	T=09
	DS= 02% Larynx/Esophagus	
1,3	*** (SP 11) ***	T=19
	DS= 40% Spine, Neck, Front	
1,4	** (A) * (SP 11) ***	T=17
	DS= 45% Spine, Neck, Rear	
1,5	*** ** **	T=09
	DS= n/a Neck Muscles	
1,6	Graze B	
2,1	Graze B	
2,2	*** B(6) ** (A,A) ** B(6) ***	T=22
	DS= n/a Clavicle	
2,3	*** (A) * (SP 11) * (A) ***	T=29
	DS= 40% Spine, Front	
2,4	**** * (SP 11) * ****	T=21
	DS= 45% Spine, Neck, Rear	
2,5	**** ** **	T=12
	DS= n/a Neck Muscles	
2,6	Graze A	
3,1	Graze A	
3,2	** B(5) (M) ** (A) (A) (M) ** B(5) **	T=18
	DS= 25% Lungs, Aorta	
3,2	**** (M) (A) **** (A) ** (A) (M) ** ****	
	DS= 95% Lungs, Heart	T=16
3,3	*** (A) * (SP 12) * (A) ***	T=20
	DS= 40% Spine, Front	
3,4	**** B(4) * (SP 12) * B(4) ****	T=30
	DS= 45% Spine, Rear	
3,5	** B(5) B(10) ** **** ** B(10) B(5) **	
	DS= 45% Shoulder Blades	T=42
3,6	Graze B	
4,1	Graze A	
4,2	*** (M) ** (M) (A) ** (A) (M) ** B(5) **	
	DS= 40% Lungs, Heart Nick	T=16
4,3	** B(5) (M) ** (M) (A) **** (A) ** (A) (M) ** ****	
	DS= 95% Lungs, Heart	T=26
4,4	**** B(5) * (SP 12) * B(5) ****	T=32
	DS= 45% Spine, Front	
4,5	** B(5) B(7) ** (SP 12) ** B(7) B(5) **	
	DS= 50% Spine, Rear	T=44
4,6	Graze B	

5,1	Graze B	
5,2	*** (M) (A) ***** (A) B(5) ***	T=16
	DS= 50% Liver, Front	
5,3	*** B(5) * (M) ** (A) (M) *** * B(5) ***	
	DS= 65% Stomach, Liver	T=18
5,4	**** B(5) ** (M) (SP 12) ** (M) ****	
	DS= 50% Lungs, Spine Front	T=31
5,5	** B(5) B(7) ** (SP 12) ** B(7) B(5) **	
	DS= 55% Spine, Rear	T=32
5,6	Graze A	
6,1	Graze A	
6,2	** B(5) (M) ***** (A) * (M) ***** (A) ***	
	DS= 40% Stomach, Liver	T=21
6,3	*** B(5) * (M) ** (M) **** (A) (M) *** (A) * B(5) **	
	DS= 65% Lungs, Stomach, Liver	T=26
6,4	*** B(5) (M) ** (A) (SP 12) *** (M) ****	
	DS= 45% Lungs, Spine Front	T=29
6,5	** B(5) B(7) ** (SP 12) ** B(7) B(5) **	
	DS= 50% Spine, Rear	T=32
6,6	Graze B	

C_b ABDOMEN

1,1	Graze B	
1,2	*** (M) ***** (A) ***	T=14
	DS= 20% Large Intestine	
1,3	** B(4) (M) *** (A) (M) ***** (A) B(4) **	
	DS= 45% Spleen, Intestine	T=22
1,4	*** ** (SP 12) ** **	T=26
	DS= 45% Spine, Front	
1,5	** B(4) ** (M) ** (A) (SP 12) (M) ** (A) ****	
	DS= 45% Kidneys, Spine, Rear	T=29
1,6	Graze A	
2,1	Graze A	
2,2	** (M) (A) ***** (A) **	T=12
	DS= 25% Intestines	
2,3	*** (M) (A) ***** (A) ***	T=15
	DS= 25% Intestines	
2,4	** (M) ** (A) (M) (A) ***** (A) (M) ** (A) **	
	DS= 15% Colon, Small Intestine	T=16
2,5	**** ** (SP 12) ** ****	T=24
	DS= 23% Spine, Middle	
2,6	Graze B	

- 3,1 Graze B
 3,2 ** (M)(A)***** (A) ** T=11
 3,3 *** (M)(A)***** (A) *** T=14
 DS= 25% Intestines
 3,4 ** (M)**(A) (M)(A)***** (A) (M)**(A) **
 DS= 25% Colon, Small Intestines T=15
 3,5 **** *(SP 12) ** **** T=24
 DS= 25% Spine
 3,6 Graze A
- 4,1 Graze A
 4,2 ** (M)(A)***** (A) ** T=09
 DS= 15% Colon
 4,3 ***B(5)(M)** (M)(A)***** (A)(M)**
 B(5)***
 DS= 15% Colon, Small Intestines T=26
 4,4 ***B(5)(M)** (M)(A)***** (A)(M)** B(5)***
 DS= 15% Colon, Small Intestines T=25
 4,5 **** *(SP 12) ** **** T=24
 DS= 15% Spine
 4,6 Graze B
- 5,1 Graze B
 5,2 ** (M)(A)***** (A) ** T=08
 DS= 10% Colon
 5,3 **B(5) (M)** (M)(A)***** (A)(M)** B(5)***
 DS= 10% Colon, Small Intestines T=23
 5,4 **B(5)(M)** (M)(A)***** (A)(M)** B(5)***
 DS= 10% Colon, Small Intestines T=23
 5,5 *B(5)***** (SP 12) ***** B(5)* T=32
 DS- 10% Rectum
 5,6 Graze A
- 6,1 Graze A
 6,2 ** (M) **** (A) ** T=08
 DS= 02% Genitals
 6,3 **** (M) **** (M) ***** (A) **** T=16
 DS= 03% Genitals, Bladder
 6,4 **** B(6) (M) **** (A) *** **** T=20
 DS= 05% Duodenum
 6,5 *** B(5) (M) ***** (A) B(4) B(5) ***
 DS= 03% Rectum, Tail Bone T=25
 6,6 Graze B

D_b ARM

Use the general arm table D from 2,1 to 5,6. For 1,1 to 6 and 6,1 to 6 see below.

B_c SHOULDER

- 1,1 Graze B
 1,2 **B(8)*B(6) -
 Use Chest, Side 1,2 From Here Inwards
 1,3 **B(9)*B(6) -
 Use Chest, Side 1,3 From Here Inwards
 1,4 **B(4)*B(7)*B(6) -
 Use Chest, Side 1,4 From Here Inwards
 1,5 Graze B
 Use Chest, Side 1,5 From Here Inwards
 1,6 Graze A
 With a 5% chance of a painful chip knocked from the spine.

G_c WRIST

- 6,1 Graze A
 6,2 Graze B
 6,3 *B(5)*B(4)* Radius/Ulna T=12
 6,4 ** (A)*B(6)B(5)** Radius/Ulna T=18
 6,5 *(A)*B(6)*(A)*B(5)* Radius/Ulna T=16
 6,6 Graze B,
 (Make an artery check twice at a -1 modifier)

E_b LEG

Use the general leg table E from 2,1 to 5,6

A_c PELVIS AREA / LEG SOCKET

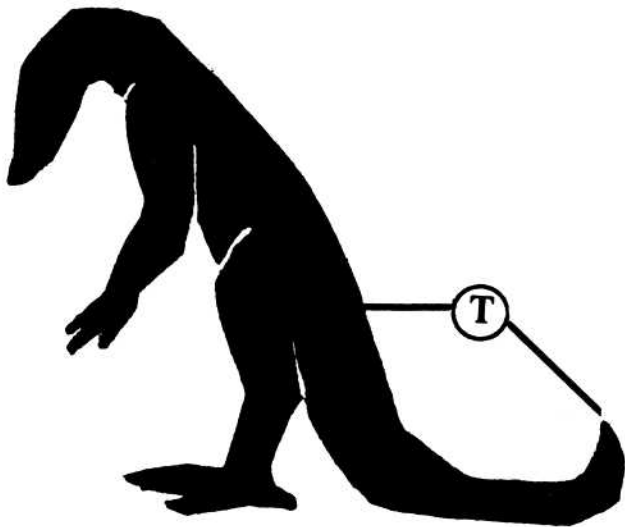
- 1,1 Graze A
 1,2 ***B(7)* See Abdomen Table 6,2
 1,3 ***B(9)* See Abdomen Table 6,3
 1,4 ***B(7)* See Abdomen Table 6,3
 1,5 Graze B Buttocks
 1,6 Graze B Buttocks

E_c ANKLE AREA

- 6,1 Graze A
 6,2 **B(15)(A)* See Leg Table 6,2
 6,3 **B(15))* See Leg Table 6,3
 6,4 **B(12)* See Leg Table 6,4
 6,5 Graze B Tendon
 6,6 Graze B

GF HANDS / FEET / TAIL

Use general HAND or FOOT tables.



OPTIONAL TAIL HITS

For any reasons you might need a tail hit chart, use the following. Because of the wide variety of tail types, use this generalized table. Remember, hits on tails that penetrate will continue into legs or lower back in most cases. For just tissue hits in the tail area, just generalize that an inch of solid muscle tissue stops a point of penetration

T TAIL STRUCTURE HITS

- 01 Graze A
- 02 Tissue Hit Only
- 03 Bone Hit of General Type
- 04 Tissue Hit Only, Check for Artery hit.
- 05 Tissue Hit Only
- 06 Graze B

OPTIONAL BONE DAMAGE

The following can be used as an optional damage chart for projectile/bone hits. This can also be used with impact damage or for bone breakage.

BONE BREAKAGE / DAMAGE

- 01-05 **NO BREAK**
Clean Hit, reduce damage penetration by 4 points from this point inward.
- 06-09 **BONE FRACTURES**
Bone Fractures, add d4 points to the WBD or final body damage. This does not add to the penetration power of the projectile.
- 10 **BONE SPLINTERS**
Bone Splinters, Add d6+1 points to the final damage. This does not add to the penetration of the projectile.

ARTERY DAMAGE

This is the optional chance of arterial damage and blood loss caused by a projectile or blade strike.

- 01-07 **CLEAN HIT**
No Damage to arteries or veins, no special bloodloss.
- 08-09 **ARTERY NICK**
Artery Nick, Artery or Major Vein damage adds one point of damage per minute until stopped by medical aid.
- 10 **ARTERY SEVER**
Artery Severed, A sever adds d6 points of damage per minute until stopped by medical aid.

AREA MODIFIERS FOR ARTERIAL DAMAGE

Arterial damage for some areas is far more critical than others. Check the table below for a result modifier on the table above.

Brain	+2	Heart	+4
Stomach	+d4	Intestine	+d4
Spleen	+2	Lungs	+1
Kidneys	+1	Arm Sever	+3
Liver	+2	Colon	+1
Foot Sever	+4	Leg Sever	+5

LIMB SEVERING

Crush Sever, Any Limb	-1
Blast Sever, Any Limb	+1
Slice Sever, Any Limb	+3

SPINAL DAMAGE

Spinal wounds are the second most crippling form of damage a character can take. These are optional tables for realism.

- 01-04 **GRAZE**
Graze on Spine, Adds d6 points of damage to the WBD result. Does not increase the penetration of projectile.
- 05-06 **HEAVY GRAZE**
Adds 2d6 on the final WBD result with an additional 04% chance of a Death Shock.
- 07-08 **DIRECT HIT**
Direct Hit, Roll a second Death Shock percentage over 25% on a d100 for character survival. Add 2d10 to the final WBD damage total. Roll a 40% chance of the victim being paralyzed below the point of impact.
- 09 **INTERVERTEBRAL DISC HIT**
Hit on Disc Between Vertebrae, Roll for a second Death Shock percentage over 40% for character survival. Add 2d10 to the final WBD damage. Roll a 70% chance of the victim will be paralyzed below the point of impact.
- 10 **SPINAL SHATTER**
Spine Shattered, Roll a second Death Shock percentage over 60% for the character survival. Add 3d10 to the final damage. Roll a 90% chance of paralyzation below the point of impact.

SPINAL SEVER

These are the wounds that directly damage the nerve cord in the back. These can be by bone breakage, projectile penetration, or crushing of the spinal cord, disks, or vertebrae. With traumatic damage the areas below the damage are generally paralyzed or functionally retarded. The table below can be used for generalizations.

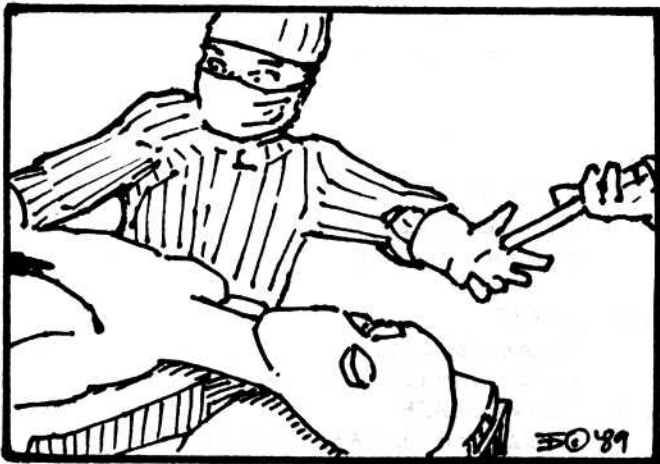
SPINAL DAMAGE TO SPECIFIC AREA

01-10	Arm
11-25	Arm, Chest
26-50	Arm, Chest, Leg
51-70	Entire Side, Below Wound
76-85	Both Sides, Below Wound
96-98	Both Sides, Below Wound with a 20% chance of a Death Shock.
99-00	Both Sides, Below Wound with a 40% chance of a Death Shock.

GRAZES

Grazes are minor structural damage, (WBD) Whole Body Damage, equal to:

GRAZE TYPE	EXAMPLE
A d6 Extra (WBD) Damage	Minor cut
B 2d6 Extra (WBD) Damage	Serious cut



ALIEN BODY STRUCTURES

Alien body structure is based on the general human table with skin, internal tissue, and bone modifications. Under many circumstances human body structure will also vary widely. Below are general guidelines.

FAT

Add one point of tissue for every inch of body fat in excess of 1 inch in general thickness.

LARGE BONE STRUCTURE

Add one point of bone value per (.50) inch of additional bone.

SKIN STRUCTURE

See the Armor Section Pg. 138 for general equivalency.



OPTIONAL WOUND SHOCK

As a character takes specific area Hit Point damage or WBD he or she suffers the possibility of wound shock that may become a death shock.

REMEMBER

- 01 Break hit points into 25%,50%,75%,100%.
- 02 Index the total amount of damage taken.
- 03 If the damage, WBD, is just over a fraction of the character's HPT he or she has that percentage to go into shock. Roll a d100 over this number to avoid shock. If the roll fails and the character goes into shock index the damage percentage to the areas below and check for the chance of Incapitation (INCAP), Unconsciousness (UNCON) and the chance of Death Shock.
- 04 Incapitation reduces all physical statistics use by half and makes the character dependent on others for movement or rescue.
- 05 Generally the Vital Area table is most commonly used unless the GM warrants specific head or extremity tables are needed.

% TOTAL

WBD LOST	CHANCE INCAP	CHANCE UNCON	DEATH SHOCK
----------	--------------	--------------	-------------

BRAIN AREA

Graze	-	-	-
01-25%	20%	25%	05%
26-50%	50%	50%	25%
51-75%	75%	70%	50%
76-99%	98%	98%	70%

VITAL AREA (Chest, Abdomen, General)

Graze	-	-	-
01-25%	10%	20%	05%
26-50%	25%	40%	20%
51-75%	75%	60%	30%
76-99%	95%	70%	50%

EXTREMITY (Arm, Leg)

Graze	-	-	-
01-25%	05%	-	-
26-50%	10%	20%	05%
51-75%	20%	30%	10%
76-98%	40%	50%	15%

FAR EXTREMITY (Hand, Foot)

Graze	-	-	-
01-25%	-	-	-
26-50%	05%	-	-
51-75%	10%	05%	-
76-98%	15%	10%	05%

BLAST STUN

Blast affects exposed body areas as whole body damage (WBD) with the chance of stun and shock indexed from the body's least protected or exposed areas.

Remember that 60 points of damage to an area that can only take 30 points only can do a maximum of 30 points WBD. Body areas hit with double their rating for traumatic damage are removed by blast or critical damage at the GM's decision. Be very reasonable in your decisions.

GM'S NOTES

As a general rule, when dealing with blast and characters, only blow them to kibbles when the total amount of WBD taken is 4x their total HPT score. This general guideline may also be used for limbs.

NEAR BLAST STUN

Most close detonations will have the effect of causing the character to lose (d4x .50) actions and suffer a 40% chance of a d10 hour hearing loss of d100% of hearing.

INCAPACITATION

Related to wound shock, stun or incapacitation is another side effect of damage. Either use the table for Coshing on page 108 or check the following for stun intensity and length.

OPTIONAL STUN REDUCTIONS

Incapacitation reduces action and skill use. The following are modifiers for types of resulting stuns. These stuns are temporary in nature and can be recovered from quickly after the Length of Stun time has expired.

	LENGTH OF STUN	REDUCE SKILL USE	REDUCE PHYSICAL STATS
FAST:	d10 s	n/a	n/a
LIGHT:	2d10 s	n/a	25%
MEDIUM:	d10 m	25%	50%
HEAVY:	2d10 m	50%	75%
HARD:	3d10 m	75%	95%

BRAIN AREA

PERCENTAGE WBD DAMAGE	TYPE OF STUN
Graze	Light
01-25%	Medium
26-50%	Heavy
51-75%	Hard
76-98%	Hard

VITAL AREA (Chest, Abdomen, General)

PERCENTAGE WBD DAMAGE	TYPE OF STUN
Graze	Fast
01-25%	Light
26-50%	Medium
51-75%	Heavy
76-98%	Hard

EXTREMITY (Arm, Leg)

PERCENTAGE WBD DAMAGE	TYPE OF STUN
Graze	Fast
01-25%	Fast
26-50%	Light
51-75%	Medium
76-98%	Heavy

FAR EXTREMITY (Hands, Feet)

PERCENTAGE WBD DAMAGE	TYPE OF STUN
Graze	-
01-25%	-
26-50%	Fast
51-75%	Light
76-98%	Medium

REMEMBER

- 01 Fast and Light stuns are more of an action penalty than the character actually falling unconscious.
- 02 Use of realistic Stun and Shock is always a GM option.

HARRISON & FRIENDS

After finding unregistered weapons during a vehicle search, the Calhune City, Mississippi police have locked two agents behind bars. Without thinking, the rookie member of the team uses his phone call to leave a message on JP Withers' answering machine.

At three in the morning a ripping explosion demolishes the back wall of the jail. Stevens take a good wallop of blast shock. Kowalski takes blast shock and a sharp piece of metal shrapnel in the chest.

The GM uses the Vital Area table for general blast effects over the body.

Stevens was best protected and only takes 23 points of damage. He has 77 HPT to start. He has taken just under 33% of his HPT. The GM rates it down to 25% for easy use. If the player rolls under a 25 on a d100, Stevens will go into shock. Luckily a 89 is rolled and the Agent is medium stunned for a minute or three.

Kowalski has a real problem. He's got a sliver of steel embedded in his chest and is lucky it didn't kill him. The damage from the fragment was 16 points (maximum points for that area) as it lodged in his 4,2 or lower left lung. He doesn't have an artery sever and the wound, which has a flat 20% chance to kill, didn't.

With that he took 35 points of blast bringing his total damage up to 51 points. As he only had 55 HPT points the GM rates his shock percentage to 95% Kowalski goes into shock when a 33 is rolled on a d100. He has a 95% chance of incapacitation, a 70% chance of being unconscious, and a 50% chance of his heart stopping.

While failing rolls for consciousness and function, he does, by some miracle, survive the Death Shock roll.

The last thing he sees as his mind fades into blackness is JP Withers gingerly brushing concrete dust off his suit and saying 'Taxi anyone?'

ARMOR

Armor is any material which forms a physical barrier for the protection of the character, NPC, or inanimate object.

In *Stalking the Night*, all armor reduces the penetration of damage from projectile and physical assault.

Index the defender's type of armor by the attacker's type of damage to find the number of damage points stopped by the armor.

DAMAGE TYPES / CODES

EN: Energy, Laser	PU: Puncture / Stab
BI: Bite	BL: Blade Weapon
CL: Claw	FA: Firearms
EX: Explosion / Blast	
LV: Low Velocity Impact (Punch, Kick, Thrown Objects etc.)	

REMEMBER

- 01 Armor may be layered for general use. See the next column for a general example of an agent's armor.
- 02 Most armor thickness is rated in (.25) or a quarter of an inch. Use common sense when creating armor and layering it.
- 03 Metals and Ballistic cloth are rated at (.12) or an eighth of an inch.
- 04 The numbers below are the damage stopping power of the material in question.

ARMOR RELATED MODIFIERS

- AGL The character's loss of agility because of the bulk of the armor worn.
- ACC The character's loss of accuracy during weapons fire and during movement.

ARMOR	EN	BI	CL	PU	BL	FA	LV	EX	-AGL	-ACC
Bare Skin	0	0	0	0	0	0	0	0	0	0
Fabric	01	01	02	01	0	0	01	02	0	0
Heavy Fabric	02	03	03	01	02	01	02	04	0	0
Padded Fabric	05	04	04	02	03	02	04	06	-01	0
LEATHERS										
Leather	03	03	05	03	03	01	03	05	0	0
Heavy Leather	04	05	07	04	05	02	05	07	-01	0
Hardened Leather	05	07	09	06	06	03	06	09	-02	0
PLASTIC										
Thin Plastic	05	04	07	05	05	01	04	07	-01	0
Plastic Chainmail	05	06	05	04	08	01	03	03	0	0
Plastic Plate	07	08	09	07	10	04	08	10	-01	-01
Carbon Filament	09	10	12	09	12	04	10	15	-01	0
METAL										
Light Metal	12	14	16	10	14	02	15	10	-01	-01
Metal Chain	14	16	18	12	16	02	17	07	-02	-01
Metal Plate	16	18	20	16	18	06	21	15	-03	-02
Armored Alloy	18	20	22	18	20	10	25	20	-04	-02
BALLISTIC / ARAMID FIBER										
Cloth	07	08	06	04	12	16	10	07	0	0
Layered	12	15	17	16	15	21	15	10	-01	-01
Layered w/Metal	14	16	18	18	18	19	22	15	-02	-01
PROTECTIVE SUITS										
Minimal	06	05	08	06	06	01	03	05	-01	0
Light	08	07	10	08	08	02	06	07	-01	-01
Medium	10	09	12	10	10	02	09	10	-02	-02
Heavy	13	12	15	13	13	12	10	15	-03	-03
Vac Suit	18	17	20	18	18	29	18	20	-04	-04
Heavy Vac Suit	23	22	25	23	23	30	22	25	-04	-05
NATURAL ARMOR										
Light Hide	01	01	02	01	01	01	0	01	0	0
Heavy Hide	02	02	02	04	02	02	01	02	0	0
Chitin	04	02	03	05	03	01	04	06	-01	-01
Stony Hide	05	03	05	07	04	01	06	08	0	-01
Bone	06	04	07	09	05	01	07	10	-01	-01
Fur Layer	03	02	03	01	02	01	02	0	0	0
Dense Fur	06	04	05	02	03	02	04	04	-01	-01
Soft Wood	04	06	08	05	07	02	04	04	-01	-01
Hard Wood	06	08	10	07	09	03	08	08	-01	-01

ARMOR MAPPING

This is an example of armor mapping for characters in combat situations. Armor will reduce damage up to the value of the armor indexed by the type of attack.

EXAMPLE

Shirt

Sweater

Leather Jacket

Chronograph Band

Pants

Fabric Socks

Tennis Shoes

ACCURACY MODIFIER

+0

AGILITY MODIFIER

+0



LOGIC IN ARMOR

The first illustration shows a normal spread of armor value on general street clothes. The second shows general combat armor for a rough situation where bullets might fly.

HARRISON & FRIENDS

Near sunset, Robert Harrison finally crawls out of the well to see the mutilated body of the farmer near the tree line. As he heads back to the road he is spotted by Brother Johnson.

In desperation, Johnson pulls an AK-47 and fires two shots into the far form of the agent.

The first shot misses as Harrison wonders what the popping sound was. The second shot strikes him directly in the heart.

Harrison's jacket, sweater, and shirt each stop one point of the bullet's penetration.

The luckless agent staggers and falls over backwards with 19 points in the chest area.

Little does Brother Johnson know that Robert Harrison has begun to wear a double layered light ballistic cloth vest which stops 32 points of damage.

Though knocked down and out of breath, Harrison is alive and not very happy with the would-be assassin.

As Brother Johnson walks towards the body of the enemy he is amazed that a corpse can pull out a .44 Magnum and say, "Make my day, turkey!"

ARMOR MAPS

In the rear of the Stalking book you will find photocopyable sheets for equipment and mapping your character's armor. The sheets may also be used for quick reference for area hit when using the detailed body tables on Pg. 126

HEAVY ARMOR EXAMPLE

Riot Helmet / Visor

Ballistic Cloth Shirt

Heavy Leather Jacket

Ballistic Vest

Leather Gloves

Chronograph Band

Ballistic Cloth Pants

Fabric Socks

Combat Boots



HEAVY ARMOR

In heavy armor the Agent becomes obvious that he or she is expecting a brawl. This may serve to attract attention from local authorities who wonder why this person is set for a war. Have the right ID handy to justify your gear.

REMEMBER

- 01 Your mission is to blend in and be inconspicuous.
- 02 Armor can provide limited protection from many forms of damage.
- 03 Armor is heavy and will slow you down.
- 04 Most armor piercing rounds will punch a hole through your armor.
- 05 A head shot is generally fatal.

FIRST ACTION / WEAPONS

With weapons fire the question most often asked is who fires first in a combat situation. The GM can usually answer this by the position of the character and his preparedness for the action. In problem situations or cases of 'fast draw' use the following.

First action is the ability to complete an action before another character can accomplish his. Always roll a d10 and add this to your AGL statistic to find who completes this action first. The player with the highest score completes his action first. A tie means both actions happen at the same split second. The GM must carefully consider what the players are attempting to accomplish as this is used. For example, a character that must pull a gun from a holster before firing always loses to a person who is holding a gun. You get the picture. (See Also Time/Motion on Pg. 04)



WEAPONS FIRE AND COMBAT

While looking complex, the Tri Tac Weapons System is actually easy and fast. What makes it look hard is the wealth of options you will have to use with the system. Use one or all options to create realism. Two methods are offered.

EASY USE

Your character has an accuracy score, the ability to hit a target with any general type of firearm. This score ranges from 0 to 20. Roll a d20 under your accuracy to hit a target. Modify this with the following difficulty ratings.

REMEMBER

- 01 Index your accuracy to the Number Breakdown shot for the number you must roll under for success.

SHOT DIFFICULTY	ACC MODIFIER
SHOT YOU CAN'T MISS	ACC x 1.25
REAL EASY SHOT	ACC x 1.00
DIFFICULT SHOT	ACC x 0.75
VERY DIFFICULT SHOT	ACC x 0.50
RIDICULOUS SHOT	ACC x 0.25
IMPOSSIBLE SHOT	ACC x 0.12

ACC	NUMBER NEEDED TO ROLL UNDER				
	x0.12	x0.25	x0.50	x0.75	x1.25
01	1	1	1	1	1
02	1	1	1	1	2
03	1	1	1	2	3
04	1	1	2	3	5
05	1	1	2	3	6
06	1	1	3	4	7
07	1	1	3	5	8
08	1	2	4	6	10
09	1	2	4	6	11
10	1	2	5	7	12
11	1	2	5	8	13
12	1	3	6	9	15
13	1	3	6	9	16
14	1	3	7	10	17
15	1	3	7	11	18
16	2	4	8	12	20
17	2	4	8	12	20
18	2	4	9	13	20
19	2	4	9	14	20
20	2	5	10	15	20

REALISTIC RESOLUTION

This second system works like the first with modifiers for the situation of the attacker and the defender.

REMEMBER

- 01 Total the modifiers you choose to use. This will give the attacker a + or - number modifier to apply to his accuracy.
- 02 Add this final result to the character's accuracy. This is the number that must be rolled under on a d20 to hit the target.
- 03 If the player's d20 roll is below half of what was needed to hit the target he or she has the choice to call the specific point of the shot.
- 04 A general hit in an area is checked against the detailed body tables for specific location.

HARRISON & FRIENDS

Too Late, Brother Johnson realizes he has made a fatal mistake as Robert Harrison points the magnum between his eyes and tells him to talk or look for his brain in the next county.

Being zealous, but not too bright in the Wisdom department, Brother Johnson makes a fast move with the rifle in the hopes of catching Robert Harrison off guard.

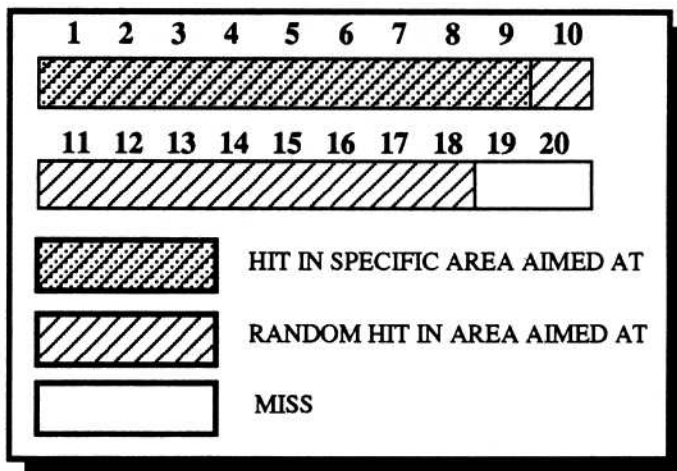
This is the stunt Robert expected the fat satanist to perform as the .44 magnum makes the sound of a small howitzer.

MODIFIERS	Size / Speed	+2
	Movement	+2
	Weapon Modifier	+2
	Total	+6

There is a +6 on Robert Harrison's ability to hit Brother Johnson. He fires twice.

With an accuracy of 12 he now needs a 18 or below on a d20 roll to hit. A 19 results from the first roll and the shot is a close miss. The second shot hits when a 5 is rolled, grazing Johnson on the shoulder as Harrison intended. With a resounding thump, Johnson sits on the ground and begins to babble about his miserable life in the Brotherhood of Darkness, Inc.

HARRISON'S SHOT BREAKDOWN



MULTIPLE HITS

Before we begin to cover optional modifiers, you need to learn the automatic weapons fire procedure. This table is useful for many weapons, from automatic weapons to grenade fragments and shotgun pellet strikes.

REMEMBER

- 01 Roll under your accuracy to hit the target.
- 02 Total all modifiers for range, size, recoil, and target spread.
- 03 Roll a d100 and add this modifier to the result.
- 04 Index the number of shots fired in the burst and the result from step 3 above. The indexed results gives you the number of shots that hit the target.
- 05 All shots hit the target if a 01 is rolled or the target is at PB range, prone, or under the gun of the attacker.

RANGE MODIFIER		SIZE MODIFIER	
Point Blank	+25	Very Small	-10
Very Short	+15	Small	+0
Short	+10	Medium	+05
Medium	+05	Large	+10
Long	+0	Very Large	+15
Extreme	-10	Gigantic	+20

RECOIL MODIFIER		TARGET SPREAD	
No Recoil	+0	Close Spread	-05
Light Recoil	-05	Medium Spread	-10
Heavy Recoil	-10	Wide Spread	-15

ATTACKER MOTION		TARGET MOTION	
Still	+0	Still	+15
Slow	-05	Slow	+10
Medium	-10	Medium	+05
Fast	-15	Fast	+0

d100	NUMBER OF ROUNDS FIRED / AUTOMATIC WEAPON									
	05-06	07-08	09-10	11-12	13-15	16-20	21-25	26-30	31-35	36-40
01-05	1	1	1	1	1	1	2	3	4	5
06-10	1	1	2	2	2	2	3	4	5	6
11-15	1	1	2	2	3	3	4	5	5	6
16-20	1	1	3	3	4	4	5	5	6	7
21-25	1	2	3	3	4	5	5	6	7	7
26-30	2	2	4	4	5	5	6	7	7	8
31-35	2	2	4	4	5	6	6	7	8	8
36-40	2	2	4	5	6	6	7	8	8	9
41-45	2	3	5	6	6	7	7	8	9	9
46-50	2	3	5	6	7	7	8	9	9	10
51-55	3	3	5	6	7	8	8	9	11	11
56-60	3	4	6	7	8	8	9	9	11	12
61-65	3	4	6	7	8	9	9	10	11	13
66-70	3	4	6	8	9	9	10	11	13	15
71-75	3	5	7	8	9	10	11	13	15	17
76-80	4	5	7	9	10	11	12	16	18	19
81-85	4	5	7	9	10	12	13	19	21	23
86-90	4	6	8	10	11	12	14	22	24	26
91-95	4	6	8	10	12	13	15	24	26	28
96-00+	5	7	9	11	13	16	20	24	29	35

GM'S NOTES

This table should cover most common weapons with automatic fire capabilities. For bursts over 40 rounds, index the table again to find the additional amount you need.

HARRISON & FRIENDS

Seeing a giant, mutant caterpillar surface from another well, Father Gillespie pulls the M-16 from the trunk of his car and fires a burst of 20 rounds.

MODIFIERS	Medium Range	+05
	Large Size	+15
	Light Recoil	+0
	Total	+20

A d100 is rolled and the +20 is added to the result of 70. Indexing the 90 to the 20 rounds burst column gives the result of 12. The monster is hit by 12 rounds from the gun.

As Robert Harrison sizes up the situation, he quickly raises his magnum and empties it at the creature. Realizing his mistake, he sees Brother Johnson grab his weapon and take aim.

"Down!" Brother Johnson yells, as he begins to fire at another of the monsters who is surfacing behind Robert Harrison.

You mean I can get paid for this?"

Brother Johnson

"My new partner is who?"

Robert Harrison





OPTIONAL ACCURACY MODIFIERS

The next section deals with more Accuracy and Combat Modifiers than you've probably ever seen. These are for use where needed by player or GM. This entire area is optional for use. To start there are five main modifiers.

- 01 SIZE / SPEED
- 02 RANGE OF THE TARGET
- 03 ATTACKER / DEFENDER MOVEMENT
- 04 EQUIPMENT BONUS
- 05 UNUSUAL SITUATION MODIFIERS

REMEMBER

- 01 All attacker / defender modifiers are combined to form a single Accuracy Modifier.
- 02 These modifiers can be used on any of the following types of combat.

- A Bows
- B Thrown / Grenade Weapons
- C Firearms / Lasers / Launchers
- D Thrown Edged Weapons

SIZE / SPEED MODIFIER

Index the size of the target to the general speed of the target for a modifier.

SIZE	TYPE	EXAMPLE
VSM	Very Small	Size of a Rat
SMA	Small	Medium Sized Dog
MED	Medium	Generally Man Sized
LAR	Large	The Size of a Horse
XLA	Extra Large	An Average Elephant
GIA	Gigantic	Semi Truck Sized

SPEED	TYPE	EXAMPLE
VSL	Very Slow	01 Ft. Per Action
SLO	Slow	02 Ft. Per Action
MED	Medium	05 Ft. Per Action
FST	Fast	10 Ft. Per Action
VFS	Very Fast	20 Ft. Per Action
LFS	Lightning Fast	40 Ft. Per Action

SIZE OF TARGET

SPEED	VSM	SMA	MED	LAR	XLA	GIA
Still	+0	+01	+02	+04	+06	+08
VSL	-01	+0	+01	+02	+03	+04
SLO	-02	-01	+0	+01	+02	+03
MED	-03	-02	-01	+0	+01	+02
FST	-04	-03	-02	-01	+0	+01
VFS	-05	-04	-03	-02	-01	+0
LFS	-06	-05	-04	-03	-02	-01

RANGE

Each weapon has a modifier to hit a target by range. These inherent modifiers differ with style of weapon and manufacture. See the highlighted area below.

						"AR-7"					
RIFLE	1or2	AMO	CDE	PB	VS	SH	ME	LO	EX		
ROF	A	CYC	n/a	+0	+2	+3	-1	-2	-4		
ROL	8	WTE	2.0	EFFECTIVE						EX+	
CAP	1965	MIS	1% _d	3 _d						1 _d	
CIR	—	KDM	—	SPC (gij)						EF=05	

This light weight survival weapon can be dismantled and stored in its own stock. It floats in water. (*.22 Long Rifle*)

EXAMPLE	DISTANCE
PB Point Blank	0001-0005 Ft. to Target
VS Very Short	0006-0025 Ft. to Target
SH Short	0026-0100 Ft. to Target
ME Medium	0101-0500 Ft. to Target
LO Long	0500-1000 Ft. to Target
EX Extreme	1001+ Ft. to Target

MOVEMENT

Index the Attacker's (AT) and Defender's movement rates for the movement modifier.

RATE	A Still	F Running
B Slow Walk	G Dodging	
C Walk	H Wild Dodge	
D Fast Walk	I Evasion	
E Slow Run / Jog	J Roll / Tumble	

DEFENDER

AT	A	B	C	D	E	F	G	H	I	J
A	+03	+02	+01	+0	-01	-02	-03	-04	-05	-06
B	+02	+01	+0	-01	-02	-03	-04	-05	-06	-07
C	+01	+0	-01	-02	-03	-04	-05	-06	-07	-08
D	+0	-01	-02	-03	-04	-05	-06	-07	-08	-09
E	-01	-02	-03	-04	-05	-06	-07	-08	-09	-10
F	-02	-03	-04	-05	-06	-07	-08	-09	-10	-11
G	-03	-04	-05	-06	-07	-08	-09	-10	-11	-12
H	-04	-05	-06	-07	-08	-09	-10	-11	-12	-13
I	-05	-06	-07	-08	-09	-10	-11	-12	-13	-14
J	-06	-07	-08	-09	-10	-11	-12	-13	-14	-15

WILD DODGE / EVASION NOTES

Any character attempting to dodge wildly has the chance of falling. Roll a d20 under your Agility to avoid this possibility. If the roll fails then roll a d100 on the table below.

01-50	NO PROBLEM With this stumble the character immediately regains his or her balance with no action recovery needed.
51-95	STUMBLE BADLY Take 2 actions (4 seconds) to recover from this near fall.
96-00	FALL Take a dive and spend 6 actions recovering to gain your feet again.

SPECIAL EQUIPMENT

Target Sighting Devices are any special optional equipment that improves the attacker's chance of hitting a target over short or longer ranges.

TYPE OF WEAPON

H = Handgun R = Rifle/Assault Rifle
S = Shotgun M = Machine Gun
L = Laser Pistol E = Laser Rifle

DEVICE	MODIFIER	USE ON WEAPON					
Optic Scope	+02	H	R	—	M	L	E
Electronic Scope	+04	—	R	—	M	—	—
Laser Dot Sight	+06	H	R	S	M	L	E
Radar Lock On	+07	—	R	—	—	—	E
Quick Point Sight	+01	H	R	S	M	L	E
Still Stand, Bipod	+02	—	R	S	M	—	E



OPTIONAL

SPECIAL SITUATION MODIFIERS

These are the optional modifiers used for special conditions of weather and target motion.

TERRAIN

Grass, High (crops)	-02
Hills	-02
Hills, Low	-02
Rocky	-03
Mountainous	-03
Jungle	-03
Jungle, Dense	-04
Sandy	-01
Sand Dunes	-02
Swamp	-01
Swamp, Dense	-02
Swamp, Tropical	-03
Trees, Wide Spaced	-01
Trees, Light Forest	-01
Trees, Heavy Forest	-02
Trees, Coniferous	-03
Tundra	n/a

WEATHER

Fog, Light	-02
Fog, Medium	-04
Fog, Heavy	-08

Light, Attacker Facing Bright	-03
Light, Target Silhouetted	+02
Rain, Light	-02
Rain, Heavy	-04
Rain, Downpour	-06
Smog, Light	-02
Smog, Heavy	-03
Snow, Dry	-01
Snow, Wet	-02
Snow, Heavy	-03
Snow, Blizzard	-06
Sunny, Clear	n/a
Sunny, Hazy	-01
Water, Clear (Target Submerged)	-02
Water, Murky, (Target Submerged)	-04
Wind	-01
Wind, High	-03
Wind, Hurricane	-07
Sand, Windblown (No Eye Protection)	-06
Sand, Windblown (Eye Protection)	-03
Smoke	-02
Smoke, Dense	-06
Smoke, Dense, & High Heat	-10

CITIES

Close Buildings	-01
Cobblestones	-01
Falling Target	-04
Jumping Target	-04
Target Recovering From Fall	+02
Ladder / Rope (Climbing)	-02
Ladder / Rope (Descending)	-04
Rope, Swinging	-06
Night, Overcast	-12
Roof, Minor Incline	-02
Roof, Major Incline	-04
Rubbish, Low	-03
Rubbish, High	-05
Steps	-02
Steps Narrow	-03
Swimming	-03
Moonlight, Clear / Bright	-03
Moonlight, Shadowy	-06
Dawn / Dusk	-03
Water, Waist Deep	-01
Crowd, Light	-03
Crowd, Dense	-06
Crowd, Panic	-12

VEHICLES

Fast Moving (Target Inside)	-04
Slow Moving (Target Inside)	-02
Fast Moving (Attacker Inside)	-04
Slow Moving (Attacker Inside)	-02
Dirt Road	-01
Rough Road	-03
Cratered Road	-06



DEFLECTION OPTION

DEF is the accuracy modifier to punch through a substance to hit a target behind. This is only the Accuracy modifier and not the penetration energy needed to damage or destroy the target.

The Blast listing is the general number of points of explosive energy needed to be to destroy a quarter inch of the listed common building material. (See also Pg. 109)

MATERIAL	DEF	BLAST
Ordinary Glass	-01	05
Double Strength Glass	-02	10
Reinforced Glass	-03	20
Bulletproof Glass	-04	15
Plexiglass	-01	10
Bulletproof Plastic	-06	25
Vehicle Windshield	-02	18
Vehicle Side Windows	-01	13
Soft Wood	-01	10
Hard Wood	-02	15
Loose Earth	-02	25
Packed Earth	-04	45
Sand	-02	30
Plasterboard	-02	04
Concrete	-06	20
Hollow Block	-04	15
Brick	-04	20
Stone	-08	35
Light Metal	-02	15
Metal Plate	-04	45
Armored Alloy	-06	95

WEAPONS SKILL

Per Every 3 Levels of Skill With Specific Weapon +01
 Very Careful Aiming (4 Actions) +02

SPECIFIC SHOT MODIFIERS

Use these modifiers for a target at Extreme Range.

TARGET POSITION	AREA AIMED AT				
	HEAD	HAND	CHEST	LEG	ARM
Standing	-04	-06	-02	-03	-05
Stooping	-05	-07	-03	-04	-06
Crouching	-06	-08	-04	-05	-07
Prone	-07	-09	-05	-06	-08

WEAPONS FIRE FROM MOVING ANIMALS

This set of modifiers covers characters on horseback or using weapons from moving wagons or other unstable platforms. First index the general horsemanship of the attacker.

- E EXCELLENT
Horseback Riding Skill Level 11+
- G GOOD
Horseback Riding Skill Level 06-10
- P POOR
Horseback Riding Skill Level 01-05
- W Firing From Flatbed Wagon
- C Firing from Coach

QUADRUPED

PACE	E	G	P	W	C
Walking	—	-01	-02	-02	-02
Canter	-02	-03	-04	-03	-02
Gallop	-03	-05	-07	-04	-03
Run	-04	-09	-09	-05	-04
Trot	-05	-09	-12	-06	-05

"Woah.. Stop.. Nice Horse.. Barbwire!"
Robert Harrison





WEAPONS CODES

Each weapon type is broken into a number of statistics and codes for general use.

ROUND

A single unit of ammunition, the "bullets" a weapon holds.

ROF

Rate of Fire is the number of times a weapon can be fired in an action. When divided into more than one rate the weapon is capable of firing more than a single round and can often be set to the number of rounds fired per pull of the trigger. Example: 1 to 3. See CYC for automatic weapons Rate of Fire.

Special Note

'OR' or 'TO' RATE of FIRE

When Rate of Fire (ROF) has the word "or", the weapon has a burst control that limits the number of rounds fired to the second number. The word "to" indicates no burst control, the weapon will continue to fire until the trigger is released. The second number is considered to be a short burst, the user's general choice of the number of rounds fired. However any number of rounds up to the Cyclic Rate, (CYC) can be fired in one action. Assault rifles, sub-machine guns, and machine guns are called "selective fire" when the safety switch positions of safe, semi-, and full-automatic are possible. Weapons that are fully automatic only have positions of safe and full-auto.

ROL

Rate of Load is a weapons reload time. This load time is in actions. (2 seconds = 1 action)(See Also Pg. 146)

Special Notes

REVOLVERS

All double-action revolvers have a rate of load (ROL) of B x capacity (CAP) when using loose ammunition. This can be improved by use of a speed loader. (See special (a) Pg. 146)

CAP

Capacity is the number of rounds a weapon can hold.

CIR

The year of a weapon's introduction.

Tri Tac Systems

Special Notes

THE +1 CAPACITY

The +1 in the capacity is an indicator the weapon may have a round in the chamber as well as a full magazine.

HSM

The Hydrostatic Shock Modifier is a bonus for adjusting final damage.

AMO

Ammunition is the type of projectile or round that can be fired. (See the Projectile or AMO table for specific and special types.) (See Also Pg. 147)

Special Notes

INTERCHANGEABLE AMMUNITION

Interchangeable ammunition is listed by an ammunition code between two stars. Whenever weapons are "like" listed, the ammunition is the same. Any differences in accuracy and range is due to differences between the individual weapons. Example (*.45 ACP*)

DICE OF DAMAGE

The numbers listed under each weapon's range modifiers are the number of "dice" of damage the weapon does at that general range. Use round damage multiplied by the number of dice listed or a simple 10 sided die to make things easy.

Range	PB	VS	SH	ME	LO	EX
Accuracy Modifier →	+4	+3	+2	0	-2	-6
DICE OF DAMAGE						
Number of Dice	EFFECTIVE				EX+	
of Damage by Range →	5d				2d	

CYC

Cyclic rate is the number of rounds an automatic weapon fires in an action if the trigger is held continuously.

WTE

This is the unloaded weight of the weapon in pounds.

MIS

This is the percent chance of improper function per 10 firings and the table to index the result of misfire.

KDM

The Knockdown modifier is a bonus for "stopping" or knocking down a generally man-sized target.

SPC

Specials are the general information and small idiosyncrasies of listed weapons.

EFFECTIVE

The "Effective Range" is the average damage modifier at which a weapon may be held and fired with a reasonable chance of hitting a man sized target, unless modified by equipment or situation modifiers.

EX

The "EXTREME Range" is the extreme range accuracy modifier for hitting a man sized target.

EF=

The Morrow Project™ E factor. Special thanks to Nic Voss of Timeline LTD for granting use of this.

LOAD TIMES

CODE	TYPE	DESCRIPTION	ACTIONS
A	Box/Clip	Complete Reload	01
B	Manual	1 Step Reload	01
C	Manual	2 Step Reload	02
D	Manual	3 Step Reload	03
E	Manual	4 Step Reload	04
F	Manual	5 Step Reload	05

MULTIPLE BARREL RELOADING

Multiple barrels or chambers multiply the time of loading. The above rates are for single barrel loading only. Multiply load time by the number of barrels or chambers.

WEAPON SPECIALS

Many weapons have special characteristics or information inherent to a number of types of listed weapons. Listed here are specials. Many weapon accessories can be ordered from Bureau supply in d4 +3 weeks or found in supply dumps.



AVA

The availability to find any item in a Bureau 13 supply or storage facilities.

SPEEDLOADER

a Speedloader for revolvers. $ROL = B \times CAP$. Speedloaders change ROL to $B \times 2$. AVA 50%

SILENCER

b Accessory silencer decreases noise. Shot can be heard within 20 feet outdoors but not outside a closed room. AVA 35%

CONCEALMENT

- c Weapon concealable in normal holster. AVA 45%
- h Weapon concealable in special holster or under jacket or bulky clothing only.
- i Weapon is only concealable in brief case, tool box, musical instrument case, small suitcase, etc.
- o Concealable in a large suitcase or guitar case.
- p Concealable in pocket.

RECOIL

- d Modest recoil, minimum strength 5.
- e Sharp recoil, minimum strength 10.
- f Heavy recoil, minimum strength 15.

Note: shooter takes one point WBD damage for each point under the minimum strength necessary. This can result in loss of balance or broken bones in extreme cases. Roll under the player character's agility on a d20 when firing weapons with a heavy recoil to avoid losing balance and taking damage.

SCOPE

j Scope. AVA 50% (if used on handguns add special type h).

HANDGRIPS

- k Target handgrips give +1 to hit at short and medium. AVA 20%.
- l Combat handgrips give a +1 to hit at point blank and very short ranges. AVA 20%.



- m Bipod. A two-legged rest for a firearm that steadies the weapon for more accurate shooting. AVA 20%.
- n Folding or collapsing stock, AVA 20% (if used add special type o above).

SHOTGUN CHOKE

- q Removable Choke. This is a replaceable device which changes the shape of the barrel constriction and shot pattern. (See Also Shotguns Pg. 155) AVA of 20%.
- r Adjustable Choke. Like (q) but easily adjustable with a twist of the choke. AVA 20%.
- s Rapid Burst. Roll to hit (under ACC) once for all shots fired.
- t Bullet Tumbles. Use HSM modifier.

ROUND TYPE & DICE FOR DAMAGE

To find the damage your weapon does look under the Effective or Extreme listing and index the number of dice. You can do this two ways.

METHOD 1

Use d10's for all damage / round types.

EXAMPLE

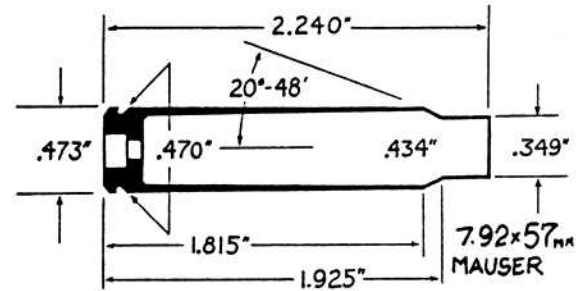
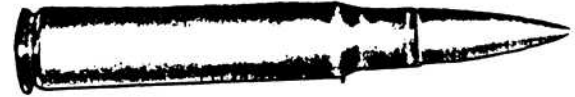
The H&K G-11 does 4d or 4 dice of damage per bullet that hits. Using the easy method 4 d10's are rolled for a result of damage between 4 and 40 points.

OPTIONAL METHOD 2

Index the specific type of ammunition you are using.

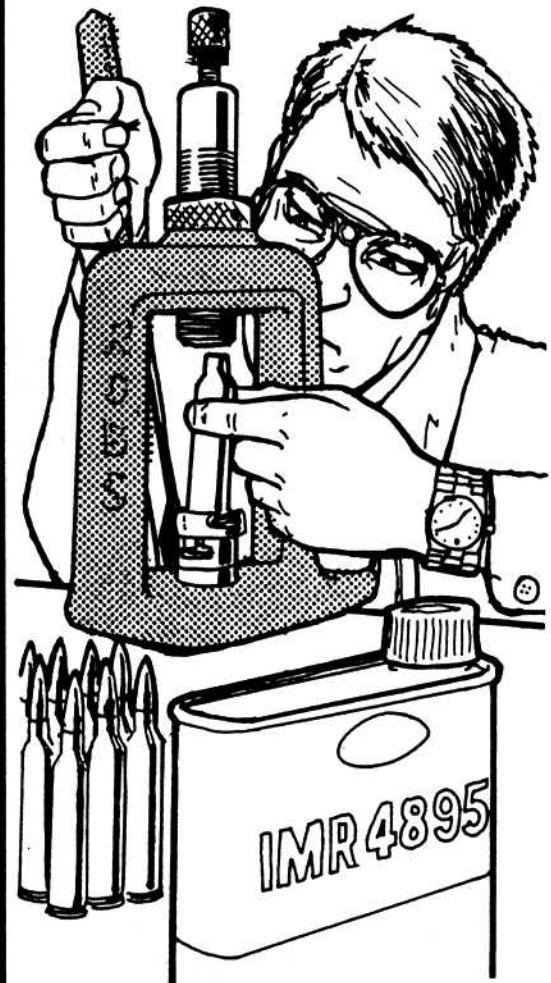
EXAMPLE

The H&K G-11 does 4d or 4 dice of damage per bullet that hits. Using ammunition F indexes type of modified dice to use. In this case its a d8 +2. Four of these are rolled 4 (d8+2) to give you a damage range between (12 and 40).



DAMAGE OF PROJECTILES

TYPE	OLD CODE	TYPE OF DICE USED	HYDRO. SHOCK	KNOCK DOWN
A Rocks (gravel)	B	d4	—	—
LEAD PROJECTILES				
B Round Ball	C	d4	+1	—
C Conical Bullet	D	d6 +1	—	—
D Flat Point	E	d4 +1	+2	+1
E Hollow Point	—	d6	+3	+1
JACKETED PROJECTILES				
F Full Jacket, Round or Pointed Nose	F	d8 +2	—	—
G Tracer (add d6 burn)	F1	d8 +1	—	—
H Armor Piercing	F2	d8 +3	—	—
I Armor Piercing (Pointed)	—	d8 +6	—	2
J Flat Point	P	d8 +2	+1	—
K Air Space Point	O	d6 +2	+2	—
L ASP Tracer (+ d6 burn)	01	d6 +1	+2	—
M Soft Point	H	d6 +2	+2	—
N Protected Soft Point	—	d6 +3	+2	—
O Flat Soft Point	—	d6 +2	+3	+1
P Hollow Point	G	d6 +1	+3	+1
Q Pointed Hollow Point	—	d6 +2	+3	—
OTHER PROJECTILES				
R Explosive Light	—	d6 +3	+1	—
S Explosive Standard	F3	d6 +2	+5	+2
T Explosive High	—	d6 +6	+8	+4
U Flechette	I	d8 +1	—	—
V Dart	J	(see V under Pistols Pg. 150)	—	—
W Stun Bullets	R	d4 -2	—	+4
X Depleted Uranium	U	d12 +6	+2	+3
Y Tagging (paint pellet)	K	1 pt.	—	—
PRE FRAGMENTED ROUND				
Z Glazer Safety Slug	—	d6 +4	+4	+4
2d6 straight penetration, then add the result of the dice of damage as WBD.				
STUN ROUNDS				
SR Rubber Bullet	—	d4	—	+4
SR b Rubber Bullet 37mm	—	d4	—	+8



MISFIRE CODES

TYPE B RESULT FOR BLACK POWDER WEAPONS

- 01-75 Hangfire (d6 +1 actions until it fires)
- 76-95 Mechanical Break or Jam of Weapon
- 96-98 Weapon Explodes (A)
- 99-00 Weapon Explodes (B)

TYPE D RESULT FOR CARTRIDGE WEAPON

- 01-75 Cartridge Jams
- 76-98 Mechanical Break
- 99 Weapon Explodes (A)
- 00 Weapon Explodes (B)

TYPE F RESULT FOR CASELESS AMMUNITION

- 01-75 Jammed Shell
- 76-98 Smashed Shell
- 99 Weapon Explodes (A)
- 00 Weapon Explodes (B)

TYPE G RESULT FOR REVOLVERS

- 01-75 Dud Round
- 76-98 Bullet pops out of case and jams gun. Requires a skill of Gunsmith 2 or equivalency to repair.
- 99 Weapon Explodes (A)
- 00 Weapon Explodes (B)

WEAPON EXPLODES

- A Victim takes 2d6 WBD damage from detonating weapon and d4 fragments that hit with d6+1 penetration in random areas.
- B Victim takes 2d6 WBD damage from detonating weapon and d4 fragments that hit with d10 +1 penetration in random areas.

HYDROSTATIC SHOCK OPTION (HSM)

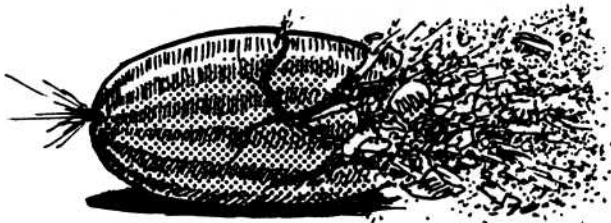
As living objects take damage from high velocity projectiles the phenomenon of hydrostatic shock damage often happens. When a high velocity bullet hits soft tissue, it creates a wavefront of energy that can disrupt and severely damage the surrounding tissues.

Whenever this (HSM) code is listed roll on the Hydrostatic Shock table with the listed modifiers.

HYDROSTATIC SHOCK =
Bullet HS + Weapon HS + HS Modifier

REMEMBER

- 01 Hydrostatic shock does not add to the actual penetration of a projectile.
- 02 Add the additional HS damage as Whole Body Damage after the general body damage has been calculated.



KNOCK DOWN OPTION

A second optional factor you can use is Knockdown, the body's reaction to a high velocity impact.

KNOCKDOWN =
Bullet KD + Weapon KD + KD Modifier

MODIFIERS	HYDROSTATIC	KNOCKDOWN
Tumbling Bullet	+4	—
Shrapnel, Small	—	+1
Shrapnel, Large	+1	+2
Multiple Hit, -Each Round After First	—	+1

RANGE MODIFIER

Modifier Add a (-1) to any hydrostatic shock and knock-down modifier at EX and EX+ ranges.

HYDROSTATIC

DAMAGE RESULT ADDITIONAL DAMAGE

01-08	No Effect	No
09	Minimal	d6
10	Light	d6 + 2
11	Medium	d6 + 4
12	Heavy	d6 + 6
13	Very Heavy	d6 + 8
14	Critical	d6 + 10 (* Add 5%)
15	Terminal	d6 + 12 (* Add 10%)

(* Add the additional percentage to any Wound Shock or Death Shock rolls.



KNOCKDOWN RESULT

RECOVERY TIME IN ACTIONS

01-07	No Effect	
08	Jerk	d4 -1
09	Shove	d4
10	Jerked Back	d4 +1
11	Knocked on Rump	d4 +2
12	Bowled Over	d4 +4
13	Knocked Flat	d4 +8
14	Slammed Flat	d4 +10

PISTOLS

The firearms most frequently used by the agents of Bureau 13 are handguns. Handguns are popular because they are often fairly concealable, and can be available for use at a moment's notice without attracting much attention. Some of these handguns are large or are shaped in such a way as to require a special holster for concealed carrying.

PISTOL		Semi-Auto		"COLT M1911-A1"					
ROF	1or2	AMO	FGHJP	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+3	+2	+2	0	-4	-8
CAP	7+1	WTE	2.5	EFFECTIVE				EX+	
CIR	1911	MIS	1%d	3d				1d	
HSM	—	KDM	+3	SPC (cdbk)				EF=09	

The "government model" .45 is one of the most widely used combat handguns today. In modified form it has been used for target shooting on the Olympic level. (*.45 ACP*)

PISTOL		Semi-Auto		"Luger P.08"					
ROF	1or2	AMO	FGHJ	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+3	+3	+2	-1	-4	-8
CAP	8+1	WTE	2.2	EFFECTIVE				EX+	
CIR	1908	MIS	1%d	4d				1d	
HSM	+1	KDM	—	SPC (cb)				EF=10	

The popular German Luger was the first successful semi-auto pistol to be issued to military personnel. A 25% chance of misfire if dirty or dropped in mud. (*9mm Parabellum*)



PISTOL		Semi-Auto		"Browning BDA .380"					
ROF	1or2	AMO	FP	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+4	+4	+2	-4	-8	-12
CAP	12+1	WTE	2.0	EFFECTIVE				EX+	
CIR	1980	MIS	1%d	3d				1d	
HSM	—	KDM	—	SPC (bp)				EF=08	

Popular because of its concealability and large magazine capacity. Has a double action trigger. (*.380 ACP*)

PISTOL		Semi-Auto		"Desert Eagle .44"					
ROF	1or2	AMO	DJOP	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+2	+3	+2	+1	+0	-2
CAP	7+1	WTE	1.7	EFFECTIVE				EX+	
CIR	1984	MIS	1%d	5d				2d	
HSM	+3	KDM	+4	SPC (ehl)				EF=13	

An outstanding and powerful pistol. Semi-auto fire makes it easier to handle than a .44 revolver. (*.44 Magnum*)



PISTOL		Semi-Auto		"Colt Delta Elite"					
ROF	1or2	AMO	FJP	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+2	+2	+1	+1	-2	-4
CAP	7+1	WTE	1.2	EFFECTIVE				EX+	
CIR	1988	MIS	1%d	4d				2d	
HSM	+2	KDM	+1	SPC (bcdil)				EF=11	

The 10mm auto is a new development equivalent to a .40 Cal. Recoil matches a standard 9mm. (*10mm*)

PISTOL		Semi-Auto		"Ruger P-85"					
ROF	1or2	AMO	FGHP	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+3	+2	+2	+0	-4	-8
CAP	15+1	WTE	1.0	EFFECTIVE				EX+	
CIR	1987	MIS	1%d	4d				1d	
HSM	+1	KDM	—	SPC (c)				EF=10	

The P-85 was developed by Ruger as a replacement for the Colt M1911A1. It is compact and has the benefit of a large magazine. (*9mm Parabellum*)

PISTOL		Semi-Auto		"Glock 17"					
ROF	1or2	AMO	FGHP	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+3	+2	+2	+0	-4	-8
CAP	17+1	WTE	0.8	EFFECTIVE				EX+	
CIR	1986	MIS	1%d	4d				1d	
HSM	+1	KDM	—	SPC (bc)				EF=10	

This pistol is extremely light due to polymer plastic construction of many of its parts. The large capacity magazine provides maximum firepower in a handgun. (*9mm Parabellum*)

PISTOL		Semi Auto		"Walther PPK"					
ROF	1or2	AMO	FP	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+4	+4	+2	0	-5	-9
CAP	6+1	WTE	1.5	EFFECTIVE				EX+	
CIR	1929	MIS	1%d	3d				1d	
HSM	—	KDM	—	SPC (bp)				EF=08	

First popular pocket pistol to incorporate a double-action trigger. This allows a semi-auto pistol to be carried with the hammer down without setting the safety. (*.380 ACP*)

PISTOL		Semi-Auto		"Browning High Power"					
ROF	1or2	AMO	FGHJ	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+3	+2	+2	0	-4	-8
CAP	13+1	WTE	2.1	EFFECTIVE				EX+	
CIR	1980	MIS	1%d	4d				1d	
HSM	+1	KDM	—	SPC (ck)				EF=10	

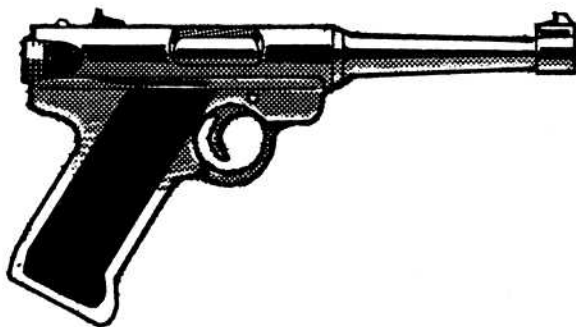
The HP 35 is the most widely used military sidearm in the US. (*9mm Parabellum*)

PISTOL		Semi-Auto		"H & K P-7"						
ROF	1or2	AMO	FGHJ	PB	VS	SH	ME	LO	EX	
ROL	A	CYC	n/a	+3	+3	+2	-1	-4	-8	
CAP	8+1	WTE	1.75	EFFECTIVE				EX+		
CIR	1980	MIS	1%d	4d				1d		
HSM	+1	KDM	—	SPC (cb)				EF=10		

The H & K's small size and concealability makes it a handy weapon for city work. (*9mm Parabellum*)

PISTOL		Semi-Auto		"Wildy .45 Mag."						
ROF	1or2	AMO	FHJMP	PB	VS	SH	ME	LO	EX	
ROL	A	CYC	n/a	+3	+2	+2	+0	-2	-4	
CAP	8+1	WTE	1.2	EFFECTIVE				EX+		
CIR	1980	MIS	1%d	5d				2d		
HSM	+3	KDM	+4	SPC (bdhjp)				EF=13		

The Wildy is a gas-operated pistol with little recoil. (*.45 Magnum*)



PISTOL		Semi -Auto		"Ruger Mk II"						
ROF	1or2	AMO	CDE	PB	VS	SH	ME	LO	EX	
ROL	A	CYC	n/a	+4	+4	+2	0	-5	-9	
CAP	10+1	WTE	1.2	EFFECTIVE				EX+		
CIR	1982	MIS	1%d	3d				1d		
HSM	—	KDM	—	SPC (ejk)				EF=07		

This new model of the best selling .22 pistol in the world is also available with a built in silencer. (*.22 Long-Rifle*)

PISTOL		Semi-Auto		"Wilkison A.P."						
ROF	1or2	AMO	FGHJ	PB	VS	SH	ME	LO	EX	
ROL	A	CYC	n/a	+2	+4	+2	+1	-1	-4	
CAP	32	WTE	4.75	EFFECTIVE				EX+		
CIR	1980	MIS	1%d	3d				1d		
HSM	+1	KDM	—	SPC (bhj)				EF=10		

With accuracy and an outstanding capacity, this is one of the most popular assault pistols used by Bureau 13 agents. (*9mm Parabellum*)

PISTOL		Semi-Auto		"Foster .577"						
ROF	1or2	AMO	FM-Q	PB	VS	SH	ME	LO	EX	
ROL	B	CYC	n/a	+0	+1	+3	+1	+0	-3	
CAP	3+1	WTE	3.5	EFFECTIVE				EX+		
CIR	1984	MIS	1%d	5d				3d		
HSM	+4	KDM	+5	SPC (ebhj)				EF=15		

The Foster was designed for police use in breaking through barricades and crippling vehicles. (*.577 x 2.1"*)

PISTOL		Semi-Auto		"Whisper Mk I"						
ROF	1or2	AMO	V	PB	VS	SH	ME	LO	EX	
ROL	A	CYC	n/a	+3	+2	+0	-2	-4	-8	
CAP	4+1	WTE	3.5	EFFECTIVE				EX+		
CIR	1984	MIS	2%g	(See Below)						
HSM	—	KDM	—	SPC (hj)				EF=01		

DRUG DARTS

These rounds are small darts that contain any of a number of drugs. See Also Drugs on Pg 35. The Break percentage is the chance the dart will impact and break rather than inject the drug. The power of the dart round V1-7 and the contents are the choice of the agent. Darts also can come pre packaged for specific target types.

V ROUNDS

DART PENETRATION in (d4)

ROUND	PB	VS	SH	ME	LO	EX	BREAK
V1	2	1	1	.50	.50	.25	02%
V2	3	2	2	1	1	.50	03%
V3	4	3	3	2	1	1	03%
V4	5	4	4	3	2	1	05%
V5	6	5	5	4	3	2	10%
V6	7	6	6	5	4	3	20%
V7	8	7	7	6	5	4	35%

REMEMBER

- 01 Darts are filled with anything from drugs to banes.
- 02 Use the Time To Effect Chart from Pg. 161 for a general guidelines on drug reaction time. See also Banes on Pg. 56 and Toxins Pg. 118. See special drugs tables are on Pg. 35

REVOLVERS



REVOLVER		Double-Action		"S & W M10"						
ROF	1or2	AMO	CDEG	PB	VS	SH	ME	LO	EX	
ROL	B	CYC	n/a	+3	+3	+2	0	-3	-7	
CAP	6	WTE	2.5	EFFECTIVE				EX+		
CIR	1933	MIS	1%g	3d				1d		
HSM	—	KDM	—	SPC (ackl)				EF=09		

The M10 or "Police Special" is the most commonly used police handgun. (*.38 Special*)

REVOLVER		Double-Action		"S & W Chiefs Special"						
ROF	1or2	AMO	CDEG	PB	VS	SH	ME	LO	EX	
ROL	B	CYC	n/a	+4	+3	+1	+0	-4	-8	
CAP	5	WTE	1.0	EFFECTIVE				EX+		
CIR	1934	MIS	1%g	3d				1d		
HSM	—	KDM	—	SPC (alp)				EF=08		

An extremely popular weapon used by police and private detectives. This weapon is also known as the "Snub Nose .38" (*.38 Special*)

REVOLVER	Double-Action	"S & W .357 Magnum"							
ROF	1or2	AMO	GHJOP	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+3	+3	+2	+0	-2	-4
CAP	6	WTE	4.0	EFFECTIVE			EX+		
CIR	1935	MIS	1%g	4d			1d		
HSM	+2	KDM	+1	SPC (acdjkl)			EF=12		

The first .357 magnum built on a heavy frame. (*.357 Magnum*)

REVOLVER	Double-Action	"S & W M29"							
ROF	1	AMO	DJOP	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+2	+3	+2	+1	-1	-3
CAP	6	WTE	4.0	EFFECTIVE			EX+		
CIR	1955	MIS	1%g	5d			2d		
HSM	+3	KDM	+4	SPC (afhjkl)			EF=13		

With accuracy and good stopping power, the M29 became popular in several popular Clint Eastwood detective movies. (*.44 Magnum*)

REVOLVER	Double-Action	"Colt Python"							
ROF	1or2	AMO	GHJOP	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+3	+4	+3	+1	-1	-3
CAP	6	WTE	3.5	EFFECTIVE			EX+		
CIR	1945	MIS	1%g	4d			1d		
HSM	+2	KDM	+1	SPC (acdjkl)			EF=12		

The Python was designed to be a high power target pistol though it became popular with police agencies. (*.357 Magnum*)

REVOLVER	Double-Action	"Colt Detective Special"							
ROF	1or2	AMO	CDEG	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+4	+3	+2	-1	-5	-7
CAP	6	WTE	1.5	EFFECTIVE			EX+		
CIR	1940	MIS	1%g	3d			1d		
HSM	—	KDM	—	SPC (alp)			EF=08		

Has the light weight and concealability of the "Snub Nose .38" or Chief's Special with a better accuracy. (*.38 Special*)

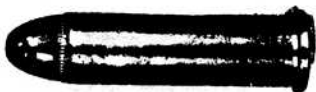
REVOLVER	Double-Action	"Nighthunter .357"							
ROF	1or2	AMO	GHJOP	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+2	+4	+8	+6	+4	+2
CAP	6	WTE	4.75	EFFECTIVE			EX+		
CIR	1985	MIS	1%g	4d			1d		
HSM	+2	KDM	+1	SPC (adhkl)			EF=12		

The Nighthunter has an added laser night sight that boosts night time accuracy. (*.357 Magnum*)

Special Note

.38 / .357 MAGNUM ROUNDS

All weapons that will fire the .357 Magnum round will also fire the .38 Special round as an alternate, at the lesser damage of the .38 round.



RIFLES

RIFLE	Bolt-Action	"Weatherby .460"							
ROF	1	AMO	FM	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-2	-1	+1	+3	+2	-1
CAP	3	WTE	10.0	EFFECTIVE			EX+		
CIR	1960	MIS	1%b	9d			5d		
HSM	+4	KDM	+10	SPC (fj)			EF=25		

The Weatherby .460 was designed for large game and stopping power. This rifle is the preferred weapon for Bureau Agents who are hunting prehistoric monsters or things that just refuse to be stopped by lesser firepower.

RIFLE	Lever-Action	"Marlin 1894"							
ROF	1	AMO	JOP	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+1	+1	+2	+1	+0	-2
CAP	10	WTE	7.0	EFFECTIVE			EX+		
CIR	1970	MIS	1%d	5d			3d		
HSM	+4	KDM	+5	SPC (dgj)			EF=14		

Modernization of an 1894 design that takes modern handgun rounds. (*.44 Magnum*)

RIFLE	Semi-Auto	"M21 Sniper Rifle"							
ROF	1	AMO	FGI	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	-3	-1	+4	+4	+4	+4
CAP	20	WTE	11.0	EFFECTIVE			EX+		
CIR	1960	MIS	1%D	7d			4d		
HSM	+5	KDM	+2	SPC (bem)			EF=19		

Used by American forces in late Korea and early Vietnam. Known for its reliability. (*.762mm NATO*)

RIFLE	Semi-Auto	"Barrett Light 50 M82A1"							
ROF	1or2	AMO	FGI	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	-3	-1	+4	+4	+4	+4
CAP	11+1	WTE	35.0	EFFECTIVE			EX+		
CIR	1984	MIS	1%D	11d			9d		
HSM	+5	KDM	+8	SPC (ejm)			EF=30		

A very long range sniper rifle that fires the same cartridge as the Browning M2HB. Must have a scope. (*.50 BMG*)

RIFLE	Semi-Auto	"Ruger Mini-30"							
ROF	1or2	AMO	FGI	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+0	+0	+2	+3	+1	+0
CAP	5+1	WTE	7.2	EFFECTIVE			EX+		
CIR	1987	MIS	1%D	5d			2d		
HSM	+3	KDM	1	SPC (no)			EF=15		

The Mini-30 is a large caliber conversion of the popular Ruger Mini-14. It uses the AK-47 cartridge which makes for big bore power with little recoil. (*.762 x39mm M43*)

RIFLE	Semi-Auto	"H&K 94 Carbine"							
ROF	1or2	AMO	FGHP	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+0	+1	+2	+2	-2	-4
CAP	15/30	WTE	6.5	EFFECTIVE			EX+		
CIR	1966	MIS	1%D	4d			2d		
HSM	+1	KDM	—	SPC (bi)			EF=11		

The semi-auto version of H & K's popular SMG. A highly accurate carbine. (*.9mm Parabellum*)

RIFLE	Semi-Auto	"M1 Carbine"							
ROF	1or2	AMO	FGIMP	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+0	+2	+3	+1	-2	-7
CAP	5/15	WTE	5.0	EFFECTIVE			EX+		
CIR	1940	MIS	1%d	3d			1d		
HSM	+1	KDM	—	SPC (jmno)			EF=11		

This weapon was used in WWII in an attempt to replace the .45 Automatic. A 30 round 'Banana Clip' was produced for use in the Korean War. (*.30 Cal US Carbine*)

RIFLE	Semi-Auto	"Thompson Carbine"							
ROF	1or2	AMO	FGHJP	PB	VS	SH	ME	LO	EX
ROL	A/D	CYC	n/a	+0	+1	+2	+1	-4	-8
CAP	20/50	WTE	11.0	EFFECTIVE			EX+		
CIR	1927	MIS	1%d	3d			2d		
HSM	—	KDM	+3	SPC (ij)			EF=10		

The new Thompson Carbine is the recent reproduction of the popular Sub Machine Gun 'Tommygun' of the 1920s. The 50 round drum option must be wound before use. (*.45 ACP*)



RIFLE	Semi-Auto	"UZI Carbine"							
ROF	1or2	AMO	FGHJMPPB	VS	SH	ME	LO	EX	
ROL	A	CYC	n/a	+0	+1	+2	+1	-5	-9
CAP	25	WTE	8.5	EFFECTIVE			EX+		
CIR	1981	MIS	1%d	4d			2d		
HSM	+1	KDM	—	SPC (ijn)			EF=11		

The civilian model of the UZI Sub-Machine Gun used by the Israeli military. It is also very popular with police and US federal agencies. (*.9mm Parabellum*)

RIFLE	Lever-Action	"Winchester Model 94"							
ROF	1	AMO	O	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+0	+0	+3	+2	+0	-2
CAP	6+1	WTE	7.0	EFFECTIVE			EX+		
CIR	1894	MIS	1%D	6d			2d		
HSM	+2	KDM	+1	SPC (dj)			EF=15		

The most popular deer rifle produced in the United States. (*.30-30 Winchester*)

RIFLE	Semi-Auto Dart	"Hartson 13A1"							
ROF	1or2	AMO	V	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	-2	+0	+3	+2	+0	-2
CAP	6	WTE	10.0	EFFECTIVE			EX+		
CIR	1987	MIS	1%g	See Round Type V on Pg. 150					
HSM	—	KDM	—	SPC (jmn)			EF=		

The sleep dart and bane delivery rifle used by the Bureau.

ASSAULT RIFLES



ASSAULT RIFLE	"M16-A2"								
ROF	1to3	AMO	FGI	PB	VS	SH	ME	LO	EX
ROL	A	CYC	16a	-1	+1	+3	+3	-2	-3
CAP	20/30	WTE	6.5	EFFECTIVE			EX+		
CIR	1984	MIS	1%d	4d			1d		
HSM	+4	KDM	—	SPC (jmns)			EF=16		

The standard weapon for the US Military and many of the NATO countries. (*.5.56mm*)

ASSAULT RIFLE	"M14-A1"								
ROF	1or2	AMO	FGI	PB	VS	SH	ME	LO	EX
ROL	A	CYC	25a	+1	+1	+2	+1	0	-2
CAP	20	WTE	8.0	EFFECTIVE			EX+		
CIR	1958	MIS	1%d	7d			3d		
HSM	+5	KDM	+2	SPC (emn)			EF=19		

Used by American forces in late Korea and early Vietnam. (*.7.62mm NATO*)

ASSAULT RIFLE	"H & K G-11"								
ROF	1to3	AMO	FGI	PB	VS	SH	ME	LO	EX
ROL	D	CYC	35a	-1	+3	+4	+4	+4	+4
CAP	50	WTE	8.0	EFFECTIVE			EX+		
CIR	1983	MIS	1%f	4d			1d		
HSM	+4	KDM	—	SPC (s)			EF=11		

The first mass produced assault rifle using caseless ammunition. (*.4.7x21mm Caseless*)

ASSAULT RIFLE	"H & K G3"								
ROF	1or3	AMO	FGI	PB	VS	SH	ME	LO	EX
ROL	A	CYC	20a	-1	0	+2	+2	0	-2
CAP	20/80	WTE	9.75	EFFECTIVE			EX+		
CIR	1958	MIS	1%d	7d			3d		
HSM	+5	KDM	+2	SPC (bdjmn)			EF=19		

Used by West German police forces, widely used in the free world. (*.7.62mm NATO*)

ASSAULT RIFLE	"Steyr AUG"								
ROF	1to3	AMO	FGH	PB	VS	SH	ME	LO	EX
ROL	A	CYC	25a	-1	0	+1	+2	+3	+1
CAP	30/42	WTE	8.0	EFFECTIVE			EX+		
CIR	1980	MIS	1%d	4d			2d		
HSM	+4	KDM	—	SPC (mos)			EF=16		

One of the first 'Bullpup' assault rifles. The AUG is easy to handle and has a scope built into the carry handle. You also can include round types INP. (*.5.56mm NATO*)



SUB-MACHINE GUNS

SUB-MACHINE GUN		"Israeli UZI"						
ROF	AMO	FGH	PB	VS	SH	ME	LO	EX
1to3								
ROL A	CYC 20a		0	+1	+2	+1	-5	-9
CAP 25	WTE 9.0		EFFECTIVE				EX+	
CIR 1952	MIS 1%d		4d				1d	
HSM +1	KDM —		SPC (bh)				EF=10	

The standard Israeli Military weapon. It comes with a folding stock. (*9mm Parabellum*)

SUB-MACHINE GUN		"Ingram M10"						
ROF	AMO	FGH	PB	VS	SH	ME	LO	EX
1to3								
ROL A	CYC 34a		+1	+1	0	-2	-4	-8
CAP 30	WTE 7.0		EFFECTIVE				EX+	
CIR 1960	MIS 1%d		4d				1d	
HSM —	KDM —		SPC (bhs)				EF=10	

As a sub-machine gun or a side arm, the Ingram is a preferred choice of Bureau 13 agents. (*9mm Parabellum*)

SUB-MACHINE GUN		"Walther MPK"						
ROF	AMO	FGHP	PB	VS	SH	ME	LO	EX
1to3								
ROL A	CYC 30a		+1	+2	+2	+1	-4	-6
CAP 32	WTE 6.5		EFFECTIVE				EX+	
CIR 1963	MIS 1%d		4d				1d	
HSM +1	KDM —		SPC (bins)				EF=10	

A compact fast firing SMG. Currently used by several law enforcement agencies. (*9mm Parabellum*)

SUB-MACHINE GUN		"M61 Skorpion"						
ROF	AMO	F	PB	VS	SH	ME	LO	EX
1to3								
ROL A	CYC 24a		+2	+1	0	-3	-7	-9
CAP 10/20	WTE 3.0		EFFECTIVE				EX+	
CIR 1961	MIS 1%d		2d				1d	
HSM —	KDM —		SPC (cbs)				EF=07	

A Small Czechoslovakian weapon that comes with a folding stock. Its very small size makes it a highly concealable weapon for close combat. (*32 ACP*)

SUB-MACHINE GUN		"M3A1 Grease Gun"						
ROF	AMO	FGH	PB	VS	SH	ME	LO	EX
3								
ROL A	CYC 15a		+1	0	0	-2	-4	-8
CAP 30	WTE 8.0		EFFECTIVE				EX+	
CIR 1944	MIS 1%d		3d				1d	
HSM —	KDM +3		SPC (dbi)				EF=09	

A low cost replacement for the Thompson in late WWII and Korea. The M3A1 comes with a collapsing stock. (*.45 ACP*)



MACHINE GUNS

MACHINE GUN		"M60B LMG"						
ROF	AMO	FGI	PB	VS	SH	ME	LO	EX
1to5								
ROL D	CYC 20a		0	0	+2	+4	0	-2
CAP 100	WTE 18.0		EFFECTIVE				EX+	
CIR 1983	MIS 1%d		7d				4d	
HSM +5	KDM +2		SPC (jm)				EF=19	

A belt-fed, lightweight machine gun. A special harness can be used to carry this weapon and includes a plastic guide for the ammunition belt. (*7.62mm NATO*)

MACHINE GUN, HEAVY		"M2-HB 50 cal."						
ROF	AMO	FGI	PB	VS	SH	ME	LO	EX
5								
ROL D	CYC 18a		0	0	+2	+4	0	-2
CAP 250	WTE 84.0		EFFECTIVE				EX+	
CIR 1935	MIS 1%d		11d				9d	
HSM +5	KDM +8		SPC (j)				EF=30	

Heavy military machine gun for use against APCs and lighter armored vehicles, aircraft, and buildings. Can be vehicle or tripod mounted. (*.50 cal M2*)

SQUAD LIGHT MACHINE GUN		"Mini Gun"						
ROF	AMO	FGI	PB	VS	SH	ME	LO	EX
*								
ROL D	CYC 200a		0	0	+2	+3	+5	+4
CAP 5000	WTE 30.0		EFFECTIVE				EX+	
CIR 1965	MIS 1%d		4d				1d	
HSM +4	KDM —		SPC n/a				EF=16	

A tripod or vehicle mounted, 6 barrel electrically operated belt-fed machine gun. Belts of 500 rounds each are packed in boxes, 10 of which are set side by side and linked together to feed continuously. The rate of fire, ROF, is controlled by a switch, and will fire between 10, 20, or 50 rounds per burst. (*5.56mm*)

FLAME THROWERS

FLAME THROWER		"M1A1B"	
ROF	AMO	MINIMUM RANGE	MAXIMUM RANGE
1	10 uses		
ROL F	CYC n/a		
CAP 4.0g	WTE 45.0		
CIR 1980	MIS 2%	7 ft.	165 ft.

Burns with 8d10 Fire Damage

A small backpack flame thrower with a hand held flamegun. Has 10 charges and a maximum range of 120 feet for the stream of fire. A misfire is a clog in the weapon or a failure to ignite. If 45 points of incendiary shell hit the backpack tank there will be a puncture but no chance of explosion due to the tank's special liner. The puncture will cause a stream of burning fuel to spray from the tank until it empties. Fuel may be ignited or cold when sprayed.

SPRAYER

LIQUID THROWER		"M1A1L1"			
ROF 1	AMO 20 uses				
ROL F	CYC n/a	MINIMUM	MAXIMUM		
CAP 4.0g	WTE 45.0	RANGE	RANGE		
CIR 1985	MIS 2%	5 ft.	100 ft.		

Sprays any liquid combination

A small backpack liquid sprayer with a hand held gun. Has 20 charges. A misfire is a clog in the weapon. If 25 points of armor piercing shell hit the backpack tank there will be a puncture.

GAS LAUNCHER

TEAR GAS GUN		"S & W Tear Gas Gun"			
ROF 1	AMO RB				
ROL B	CYC n/a	MINIMUM	MAXIMUM		
CAP 1	WTE 7.0	RANGE	RANGE		
CIR 1965	MIS 2% fails	20 ft.	300 ft.		

A shotgun styled weapon that launches a 37mm round of CS tear gas, flare, or stun bullet. Use 40mm table data Pg. 157



LASER RIFLE

LASER RIFLE		GE M85"					
ROF 1/2	AMO Spec.	PB	VS	SH	ME	LO	EX
ROL n/a	CYC 2a	+1	+4	+6	+4	+2	+2
CAP 10+	WTE 15.0	EFFECTIVE				EX+	
CIR 1986	MIS 2%	4d6 Burn		3d6 Burn			
HSM —	KDM —	SPC (m)					

An experimental laser rifle that has 50 points of power before recharging on house current at a rate of 10 points per hour. Each firing depletes the power charge by 5 points.

GYROJETS

PISTOL		Semi-Auto		"Bureau Special M52"			
ROF 1to3	AMO FJX	PB	VS	SH	ME	LO	EX
ROL A	CYC n/a	+2	+1	0	-2	-4	-6
CAP 7+1	WTE 2.0	EFFECTIVE		EX+			
CIR 1985	MIS 1%f	1d	2d	5d	6d		
HSM +1	KDM +4	SPC (cj)					

A gyrojet firing pistol with an explosive round that does an extra d10 +5 damage on a 75% chance of detonation after arming at (SH) short range. (*10mm Gyro*)

RIFLE		Bolt Action		"Bureau Gyro M51"			
ROF 1	AMO FJHX	PB	VS	SH	ME	LO	EX
ROL C	CYC n/a	-2	0	+1	-1	-2	-4
CAP 4+1	WTE 5.0	EFFECTIVE		EX+			
CIR 1986	MIS 01%d	1d	2d	5d	8d		
HSM +2	KDM +5	SPC (djmn)					

A gyrojet rifle with an explosive round that does an extra d10 +10 damage on a 75% chance of detonation. (*15mm Gyro*)

TERRORIST WEAPONS

ASSAULT RIFLE		"Kalashnikova AK-47"					
ROF 1to3	AMO FGI	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	-1	0	+2	+2	0	-2
CAP 30	WTE 9.0	EFFECTIVE				EX+	
CIR 1948	MIS 1%d	5d		2d			
HSM +3	KDM +1	SPC (dn)		EF=15			

The former standard Soviet Army, Warsaw Pact, and Third World weapon. (*7.62mm M43*)

MACHINE PISTOL		Polish "Model 63"					
ROF 3	AMO FG	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	+1	+1	+2	+1	-2	-4
CAP 15/25	WTE 4.0	EFFECTIVE				EX+	
CIR 1963	MIS 1%d	3d		1d			
HSM —	KDM —	SPC (h)		EF=08			

A light concealable automatic that is often carried by Soviet agents. (*9x18mm*)

RIFLE		Semi-Auto		Soviet "Dragunov SVD"			
ROF 1	AMO F	PB	VS	SH	ME	LO	EX
ROL A	CYC n/a	-2	0	+2	+4	+4	+4
CAP 10	WTE 9.5	EFFECTIVE				EX+	
CIR 1978	MIS 01%d	7d		3d			
HSM +5	KDM +2	SPC (dm)		EF=17			

The standard Soviet sniper rifle. Has a scope that can detect IR. (*7.62x54mm*)

ASSAULT RIFLE		Kalashnikova "AKS-74"					
ROF 1to3	AMO KLI	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	-1	+1	+2	+1	-2	-4
CAP 40	WTE 7.5	EFFECTIVE				EX+	
CIR 1975	MIS 1%d	4d		1d			
HSM +4	KDM —	SPC (mn)		EF=13			

An improved version of the popular AK 47 supplied to Third World countries and used by terrorists. (*5.45x39mm*)

MACHINE GUN, LIGHT		Kalashnikova "RPK"					
ROF 3	AMO FGI	PB	VS	SH	ME	LO	EX
ROL A	CYC 20a	-1	+1	+2	+1	-2	-4
CAP 40/75	WTE 11.0	EFFECTIVE				EX+	
CIR 1960	MIS 01%d	5d		2d			
HSM +3	KDM +1	SPC (dn)		EF=15			

Built from the same design as the AK 47, the RPK is the logical companion to terrorist activities. The muzzle break gives it little more recoil than a (.22). (*7.62mm M43*)

MACHINE GUN		"PPSh41"					
ROF 1to3	AMO FH	PB	VS	SH	ME	LO	EX
ROL A	CYC 27a	0	0	+1	0	-2	-6
CAP 35/71	WTE 30a	EFFECTIVE				EX+	
CIR 1941	MIS 1%d	3d		1d			
HSM +1	KDM —	SPC (n)		EF=10			

Mass produced for the second World War the PPSH was a crudely produced, simple but effective, machine gun that has found its way to Soviet supplied nations. (*7.62mm type P*)

BLACK POWDER FIREARMS

Another type of easily carried weapon is the hobbyist's antique or Black Powder Weapon. Usually a pre 1890's weapon.

PISTOL		Flintlock		"Kentucky Pistol"					
ROF	1	AMO	B	PB	VS	SH	ME	LO	EX
ROL	F	CYC	n/a	+2	+1	0	-1	-4	-8
CAP	1	WTE	2.0	EFFECTIVE				EX+	
CIR	1690	MIS	20%	3d			1d		
HSM	—	KDM	+2	SPC (-)			EF=09		

The Kentucky pistol is a representation of an old, flintlock weapon. Its ancestors, the Cannonlock, Wheellock and Matchlock had far less accuracy over longer distances. At least 90% of all flintlock misfires relate to the failure of powder to ignite or hangfire, a d4 second wait for the weapon to fire. (*.45cal ball*)

RIFLE		Flintlock		"Kentucky Rifle"					
ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	F	CYC	n/a	-1	+1	+3	+2	+1	0
CAP	1	WTE	7.5	EFFECTIVE				EX+	
CIR	1700	MIS	15%	3d			2d		
HSm	—	KDM	+2	SPC (—)			EF=13		

The Kentucky rifle is an example of early flintlock rifles. Noted for its accuracy and dependability it surpassed many rifles of the times and continues to be reproduced for hobbyists. (*.45cal ball*)

SHOTGUNS

The most effective, close combat weapon is the shotgun. These pellet firing descendants of the simple cannon have versatility and outstanding stopping power. Unfortunately we need a much more complex system to rate damage realistically. We can explain shotgun damage with two systems.

01 EASY DAMAGE

Any damage a shotgun does will be in ten sided dice. Use this resulting damage to reduce Hit Points / WBD. Smaller shotguns like 16 and 20 gauge use six sided dice to reduce HPT.

EXAMPLE

Russ catches a blast from a shotgun at short range. The weapons *choke* is open and he received 7 dice of damage or 7 to 70 points of Hit Point or WBD reduction.

THE SHOTGUN CHOKE

Shotguns often have a "choke" or constricting device that controls the spread of the pellets fired. A full choke limits spread of the pellets over a distance while an open choke is like firing an unchoked shotgun. Modified is generally a point between.

SHOTGUN DAMAGE EASY SYSTEM

CHOKE	PB	VS	SH	ME	LO	EX
OPEN	9d	8d	7d	6d	3d	1d
MODIFIED	10d	9d	8d	7d	4d	2d
FULL	12d	11d	10d	8d	5d	3d

OPTIONAL

SHOTGUN GAUGE MULTIPLIER

10 Gauge	Damage x 1.25
12 Gauge	As Listed
16 Gauge	Damage x 0.75
20 Gauge	Damage x 0.50

MORE REALISTIC DAMAGE

This system uses the detailed body tables at closer ranges and WBD at far ranges. Closer shots require checking a number of factors including number of shotgun pellets, pattern spread, and *choke* setting.

DAMAGE AT LONGER RANGES

Shotgun damage is either WBD for farther ranges or specific area damage at closer ranges. Shotgun shot, the lead or steel balls that make up the round penetrate like any bullet.

	PB	VS	SH	ME	LO	EX
A	[Pattern]			[Pattern]		
B	[Pattern]			Specific Areas		WBD
C	[Pattern]			[Pattern]		

A Open Choke B Modified Choke C Full Choke

INDEX RANGE FROM TARGET

Index your range from the target on the following table. Your damage will be WBD or specific area.

WBD TYPE DAMAGE

If your damage is WBD use the above easy system for that range but do not use a d10 for your damage. Index the type of shotgun round from the following table and use the DICE column to find the type of dice you need to roll. Use the above shotgun Gauge Modifier as an option for modifying your damage total

TYPE	PELLETS	DICE OF DAMAGE						USE DICE
		PB	VS	SH	ME	LO	EX	
Slug	1	9a	8a	7a	6a	3a	2a	d10
000 Buck	d8	8a	7b	5c	3d	1h	1h	d6
00 Buck	d10	7b	6c	4d	2e	1h	1h	d6
0 Buck	d12	6c	5d	3e	2f	1h	1h	d6
#1 Shot	2d8	4d	3c	2f	1g	1h	1h	d4
#4 Shot	3d20	3d	2c	1f	1g	1h	1h	d2

HOW MANY PELLETS HIT?

Next randomize the number of pellets shot and quantity of pellets hitting. All listings above are for a shotgun set on normal fire. If a choke is used consult the next table for a change in the pattern of the damage spread. (See Also Pg. 156) From the above table you also get a code for the spread pattern of the shot indexed by range. Index that letter code to the following table and choose the choke of the shotgun. When you have both, index to the right to find the number of body areas hit. From there use the body tables (Pg. 126) and treat each pellet as a normal projectile.

FUL =Full Choke MOD=Modified Choke OPE= Open

FUL	HAF	OPE	AREA EFFECT
a	a	b	a Single Area Hit
a	b	c	b Two, Adjacent Areas Hit
b	c	d	c Three, Adjacent Areas Hit
c	d	e	d Four, Adjacent Areas Hit
d	e	f	e Wide-Spread Same Area
e	f	g	f Very Wide-Spread (2 areas)
f	g	h	g Extreme-Spread (d4 areas)
-	h	-	h WBD Damage Only

ACTUAL SHOTGUN ROUND DATA

A third optional method for realism is to index the Gauge of the shotgun by the actual ammunition. Listed in this new edition of *Stalking the Night* are shotgun AMO types lmq for shotguns only. If you use this section run your number of pellets hitting through the automatic weapons fire resolution chart on Pg. 141 to find the general number of pellets hitting. Use the body tables after that. (See also Pg. 126)

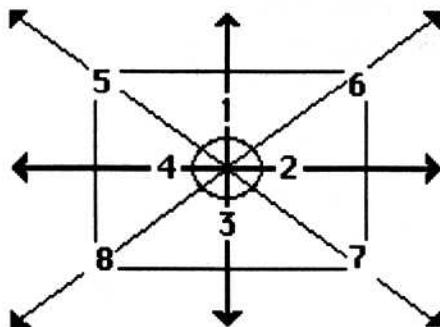
COMMON SHOT			SHOTGUN GAUGE			
SHOT TYPE	DIAMETER		10	12	16	20
l	000 Buck	.36"	12	08	06	03
11	00 Buck	.33"	16	09	07	04
12	0 Buck	.32"	18	12	09	05
13	1 Buck	.30"	20	16	12	07
14	3 Buck	.25"	37	25	22	18
15	4 Buck	.24"	54	27	25	21
m	BB Shot	.18"	100	63	56	50
m6	7.5 Shot	.095"	700	438	394	350
q	Slug	(AMO D)	01	01	01	01

SHOTGUN GAUGE MULTIPLIER

GAUGE	Damage Modifier	HSM+	KDM+
10 Gauge	Damage Penetration x 1.25	+6	+8
12 Gauge	Damage Penetration As Listed	+5	+7
16 Gauge	Damage Penetration x 0.75	+4	+6
20 Gauge	Damage Penetration x 0.50	+3	+5

AREAS HIT

Always pick a central point for the first pellet that hits. After, use the above shot spread table and randomize the direction of the adjacent hits. Use an 8 sided dice.



SHOTGUN	Double Barrel	"Sporting"					
ROF	1or2	AMO lmq	PB	VS	SH	ME	LO EX
ROL	B	CYC n/a	-1	0	+2	+1	0 0
CAP	2	WTE 6.5	—	—	—	—	—
CIR	1910 MIS 1%b	SPC (eq)					EF=08

This is a generic listing for a myriad of different brands of firearm fitting the same description. (*10,12,20 or .410 Gauge*)

SHOTGUN	Pump	"Sport or Police"					
ROF	1	AMO lmq	PB	VS	SH	ME	LO EX
ROL	B	CYC n/a	-1	0	+2	+1	0 0
CAP	5+1	WTE 7.5	—	—	—	—	—
CIR	1930 MIS 1%b	SPC (enr)					EF=08

A generic term for a number of different weapon brands. Sporting versions usually have the magazine plugged for CAP of 3+1 due to game hunting regulations. (*12 Gauge*)

SHOTGUN	Single Barrel	"Light Hunting"					
ROF	1	AMO lmq	PB	VS	SH	ME	LO EX
ROL	B	CYC n/a	-1	0	+2	+1	0 0
CAP	1	WTE 5.0	—	—	—	—	—
CIR	1950 MIS 1%b	SPC (d)					EF=06

A light weight, sporting gun for use on small game or varmints. (* .410 Gauge*)

SHOTGUN	Semi-Auto	"Ithaca Roadblocker"					
ROF	1	AMO lmq	PB	VS	SH	ME	LO EX
ROL	B	CYC n/a	-1	0	+2	+1	0 0
CAP	2+1	WTE 9.0	—	—	—	—	—
CIR	1980 MIS 1%d	SPC (fr)					EF=09

Variant of a long-range goose gun, this massive weapon was developed for police use in stopping cars. (*10 Gauge 3.5" magnum*)

SHOTGUN	Semi-Auto?	"SPAS 12"					
ROF	1or2	AMO lmq	PB	VS	SH	ME	LO EX
ROL	B	CYC n/a	0	+1	+2	+1	0 0
CAP	8+1	WTE 9.5	—	—	—	—	—
CIR	1983 MIS 1%d	SPC (dqr)					EF=08

An imported European military and police weapon that bears the distinction of being the only shotgun convertible from pump action to semi-auto in 1 action. A folding stock is standard. (*12 Gauge*)

SHOTGUN	Assault	"Atchisson Streetsweeper"					
ROF	1to3	AMO lmq	PB	VS	SH	ME	LO EX
ROL	A	CYC 10a	-1	0	+2	+1	0 0
CAP	7or20	WTE 11.0	—	—	—	—	—
CIR	1981 MIS 1%d	SPC (ds)					EF=08

The popular Atchisson combat shotgun has a standard 7 round box magazine, or a 20 round drum which must be wound. (*12 Gauge*)

SHOTGUN	Semi-Auto								"Double Auto"
ROF	2	AMO	lmq	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-1	0	+2	+1	0	0
CAP	8 x2	WTE	16.0	—	—	—	—	—	—
CIR	1984	MIS	1%d	SPC	(fqr)				EF=08

A once custom - made semi-auto with two separate barrels and a magazine to feed each barrel. Both barrels are fired with each trigger pull. If a jam occurs roll for R or L barrel, the other will continue to function normally. (*12 Gauge*)

SHOTGUN	Semi-Auto								"Benelli M-21"
ROF	1or3	AMO	lmq	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-1	+1	+2	+1	0	0
CAP	7+1	WTE	10	—	—	—	—	—	—
CIR	1984	MIS	1%d	SPC	(ejr)				EF=08

Designed originally for bowling pin shooting competitions, the M-121 has a faster cycling action than most assault rifles. Improved bolt movement reduces recoil and muzzle jump. A preferred weapon for Bureau Agents. (*12 Gauge*)

SHOTGUN	Semi-Auto								"STRIKER"
ROF	1or2	AMO	lmq	PB	VS	SH	ME	LO	EX
ROL	F	CYC	n/a	-1	0	+3	+1	0	0
CAP	12	WTE	8.5	—	—	—	—	—	—
CIR	1983	MIS	1%g	SPC	(ejno)				EF=08

The STRIKER is basically the worlds largest revolver. It comes standard with a folding stock and two pistol grips. A shot spreader must be removed from the weapon when slugs are fired. (*12 Gauge*)



HEAVY WEAPONS

LAUNCHER	Grenade Launcher			"M-79 Thump Gun"
ROF	1	AMO	40mm Variable	
ROL	B	CYC	n/a	MINIMUM MAXIMUM
CAP	1	WTE	8.0	RANGE RANGE
CIR	1958	MIS	1%d	50 ft. 1500 ft.

A simple, shotgun-style grenade launcher.

LAUNCHER	Grenade Launcher			"M203"
ROF	1	AMO	40mm Variable	
ROL	B	CYC	n/a	MINIMUM MAXIMUM
CAP	1	WTE	3.0	RANGE RANGE
CIR	1968	MIS	1%d	50 ft. 1500 ft.

A 40mm grenade launcher for the M16.

LAUNCHER	Grenade Launcher			"H&K 69A1"
ROF	1	AMO	40mm Variable	
ROL	B	CYC	n/a	MINIMUM MAXIMUM
CAP	1	WTE	4.0	RANGE RANGE
CIR	1972	MIS	1%d	50 ft. 1500 ft.

Pistol style with a collapsing stock.

40mm ROUND TYPES

		BLA	BUR	FRA
M381	High Explosive	750*	2d6	d4-1
M381b	Armor Piercing	650*b	d10	d10-1
M381c	Anti-Personnel	50*	d10	See A
M433	HEDP Anti-Personnel	500*c	2d6	See B
M433d	Incendiary	100*	6d10	See C
M576E1	Anti-Personnel	25	d10	d20

CNDM		BLA	BUR	FRA
M651E1	Tear Gas	25	d6	n/a
M651E2	Tear & Vomit Gas	25	d6	n/a
M651E3	BZ, BX, BN Agents	25	d6	n/a
M651E13	Bureau Bane Packs	25	d6	n/a

Night Signaling

M583	White Parachute Flare	(1 minute)
M661	Green Parachute Flare	(1 minute)
M662	Red Parachute Flare	(1 minute)
M695	Orange Parachute Flare	(1 minute)
M585	Star Shell White	(10 second burn time)
M663	Star Shell Red	(10 second burn time)
M664	Star Shell Green	(10 second burn time)

Daylight Signaling

M676	Smoke Canopy	Yellow
M679	Smoke Canopy	Green
M680	Smoke Canopy	White
M681	Smoke Canopy	Violet
M682	Smoke Canopy	Red

Special Stunbag 200 ft. range See Heavy Stun Pg. 122 & 137

- * Standard use of blast and burn.
- *b Blast is unidirectional, reduce the blast damage value by 50% in other directions.
- *c Combines * and b with no reduction of blast due to a shaped charge.
- A See Fragmentation, High Yield Pg. 160-161
- B See Fragmentation, Low Yield Pg. 160-161
- C See Fragmentation, Phosphorus Pg. 160-161 & 107

LAUNCHER	MORTAR			"81mm Mortar"
ROF	1	AMO	81mm Variable	
ROL	A	CYC	n/a	MINIMUM MAXIMUM
CAP	1	WTE	90.0	RANGE RANGE
CIR	1951	MIS	01%d	150 ft. 3 mi.

An 81mm mortar. Use the 40mm shell tables with a damage or flare burn multiplier of x4.

For missile fire use accuracy with normal modifiers and a d10 bonus for any special missiles when sensors aid targeting.



MISSILE FIRE ACCURACY

For hitting a target with a launched missile, use Accuracy and any optional modifiers. Use a +d10 bonus for any special missiles with sensors and interactive tracking.

INDIRECT FIRE

For indirect fire imagine a clock face over your target, roll a d12 for the direction of the shell fall. Index the indirect fire distance chart. Moving targets always index from #3. For every three levels of specific type of launcher skill, add 1 to your shot number.

STILL TARGET	IMPACT DISTANCE
SHOT NUMBER	FROM TARGET
01 First Shot	3x d100
02 Second Shot	2x d100
03 Third Shot or Moving	d100
04 Fourth Shot	5 d10
05 Fifth Shot	3 d10
06 Sixth Shot	2 d10
07 Seventh Shot	d10

LAUNCHER LIGHT ANTI-TANK	"M72A2 LAW"
ROF 1 AMO HE Rocket	
ROL B CYC n/a	MINIMUM MAXIMUM
CAP 1 WTE 6.0	RANGE RANGE
CIR 1965 MIS 1%	165 ft. 3250 ft.
BACKBLAST 6d10	BLAST 2400 BURN 6d10

A one-shot, disposable launcher.

LAUNCHER LIGHT ANTI-TANK	"Armburst 300"
ROF 1 AMO HE Shell	
ROL A CYC n/a	MINIMUM MAXIMUM
CAP 2 WTE 14.0	RANGE RANGE
CIR 1971 MIS 1%	100 ft. 3000 ft.
BACK BLAST 2d10	BLAST 2600 BURN 6d10

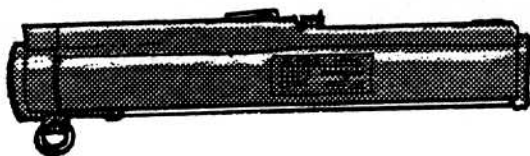
Disposable launcher with no recoil, flash, or loud noise.

LAUNCHER MEDIUM WIRE GUIDED	"M47 Dragon"
ROF 1 AMO HE Rocket	
ROL C CYC n/a	MINIMUM MAXIMUM
CAP 1 WTE 76.0	RANGE RANGE
CIR 1976 MIS 1%	100 ft. 4100 ft.
BACKBLAST 6d10	BLAST 4500 BURN 10d10

A portable, guided missile.

LAUNCHER HEAVY WIRE GUIDED	"Hellfire II"
ROF 1 AMO HE Rocket	
ROL C CYC n/a	MINIMUM MAXIMUM
CAP 1 WTE 95.0	RANGE RANGE
CIR 1984 MIS 1%	75 ft. 18500 ft.
BACKBLAST 6d10	BLAST 6400 BURN 15d10

A helicopter or vehicle fired missile.

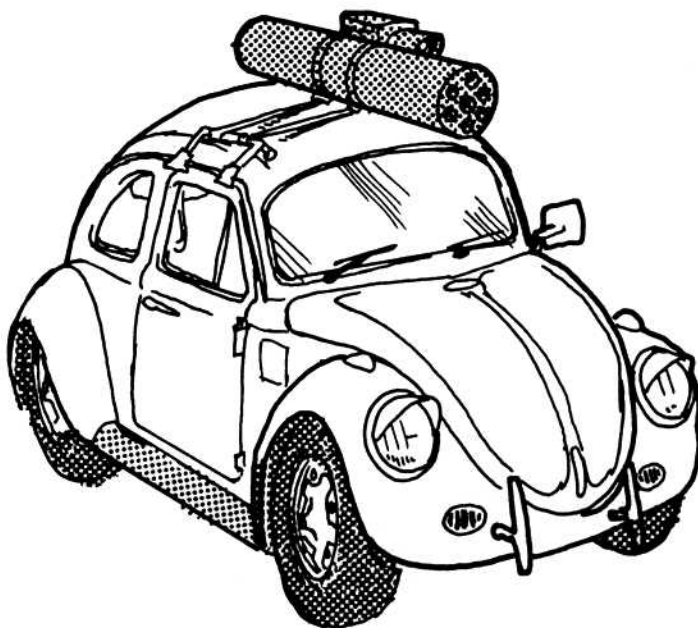


LAUNCHER LIGHT ANTI-AIRCRAFT	"Seeker"
ROF 1 AMO HE Rocket	
ROL C CYC n/a	MINIMUM MAXIMUM
CAP 1 WTE 49.0	RANGE RANGE
CIR 1986 MIS 1%	1000 ft. 14000 ft.
BACKBLAST 4d6	BLAST 1000 BURN 3d10

A "smart" heat-seeking missile.

FLAME THROWER LIGHT	"German HAFLA 35L"
ROF 1 AMO Shell	
ROL A CYC n/a	MINIMUM MAXIMUM
CAP 1 WTE 1.5	RANGE RANGE
CIR 1972 MIS 1%	25 ft. 265 ft.
BACKBLAST —	BLAST 30 BURN 6d10

Fires a phosphorus incendiary shell from a pistol-style, disposable launcher.



VEHICLE MISSILE POD

Damage from these missiles is indexed from the 40mm round table. A, B, & C types are all triggered by impact into the target.

REMEMBER

- 01 Index the damage of the 40mm equivalency of what you're using and multiply the damage accordingly. (See also Pg. 157 & 161)

MISSILE / ROCKET TYPE	NUMBER IN POD	DAMAGE MULTIPLIER
A 0.75 Inch Lightning	10-40	x 0.25
B 1.75 Inch Mini-Missile	06-24	x 1 or 2
C 2.75 Inch Missile	02-08	x 2 to x4

MISSILE RANGE	MAXIMUM	FAILURE
A 0.75 Inch Lightning	275 ft.	05%
B 1.75 Inch Mini-Missile	440 ft.	02%
C 2.75 Inch Missile	790 ft.	02%

BANE LAUNCHERS

The Bane Launcher and Support Technology (BLAST) was a recent development based on the following concepts.

- 01 The vast majority of "paraphenomenal occurrences" can be resolved without direct use of violence.
- 02 Of those "occurrences" which cannot be so resolved, few are unaffected by normal weapon systems.
- 03 Of those "occurrences" which are not significantly affected by normal weaponry, ALL have had some critical weakness or vulnerability to something. This "something" is called a bane.
- 04 When an effective bane is found, mere possession is seldom effective against the "occurrence". The bane may require physical contact, ingestion, inhalation, or injection.
- 05 In all instances except ingestion, the simplest method of delivery is with a firearm or other projector.
- 06 Banes can be any shape, size, or material state. A projector must be able to handle any material within reason. For launching less fragile material, stakes, spikes, powder or granulated material, a shotgun or smooth bore weapon is recommended.
- 07 If the bane is effective, the paranormal "occurrence" may be disposed of with one or two shots, so large magazine capacity or use of automatic weapons are not necessary. If the bane fails to work in small quantities, heavier delivery systems or a hasty retreat are suggested.
- 08 The variety of regulations concerning the ownership and carrying of firearms makes it mandatory that the system be "street legal" or explained by license, permit, or badge.



WHAT'S IN THE BLAST KIT?

The BLAST kit consists of a suitcase sized bane adjustment kit and the operative's choice of the following weapons.

BANE ADJUSTMENT KIT

- A Adjustable Metal Melting Kiln
- B Mini-Lathe and Moto-Tool
- C Shotgun Shell / 40mm Reloading Kit
- D Reloading Instruction Book (smokeless)
- E Reloading Instruction Book (black powder)
- F Fine Tools / Engraving Kit
- G Safety Glasses / Gloves / Respirator

RELOADING

Books on reloading give the user a skill bonus of +25% on attempts to create special rounds. Reloading time for shells is an average of 1 minute per special "bane" round, as long as material is available and needs no special processing. The 40mm round takes an average of d4 minutes. Set up time for the BLAST kit, bench-top workshop is 5 minutes.

OPTIONS FOR THE BLAST KIT

The following is a collection of options of the BLAST system of bane delivery. The Bureau agent may request any one of these per 30 day period.

KIT 1 SIMPLE SHOTGUN

- 1 Ross Coach Gun, double-barreled shotgun. Has outside hammers and can be broken down to fit a briefcase. 12 Gauge.

KIT 2 MUZZLELOADER

- 1 Flintlock Blunderbuss 10 Gauge
- 2 Flintlock Pistols, Double-Barrelled .45cal
- 1 Powder Flask with 1lb. Black Powder
- 1 Bag 12 Gunflints (20+d10 shots each)
- 1 Cleaning Kit 1 Bullet Mold for Each Caliber
- 1 Instruction Book (gives +1 skill level)
- 1 Tube Grease
- 50 Patches for Wadding

KIT 3 CROSSBOW

- 1 Compound Crossbow (150 Pound Pull)
- 20 Hollow aluminum shafts, fletched, nocked, and threaded for arrow heads.
- 20 Wooden shafts with broad-head points that have been pre-dipped in molten silver, and polished for etching.
- 20 Hollow Glass Arrow Heads
- 10 Hypodermic Arrow Heads
- 10 Incendiary Arrow Heads (d10 +4 burn)

KIT 4 MANUAL, CONCEALABLE

- 1 Wrist Rocket Slingshot
- 50 Ceramic Spheres, Hollow (.75 inch)

KIT 5 TEXTBOOK

- 1 Book, "Improvised Bane Delivery Systems" (use of squirt guns, garden sprayers, pop bottles, sand blasters, and other common household tools.)

KIT 6 EXPLOSIVE DELIVERY

- 6 Claymore Mines, (empty)
- 6 Bouncing Betty Mines (empty)
- 6 Cannister Grenades (empty)
- 24 Pressure or Trip Wire Detonators
- 175 Feet of Fuse / 500 Feet of Wire
- 24 Electrical Detonators
- 24 Radio Detonators
- 04 Electrical / Radio / Fuse Detonator Box
- 01 Magneto Detonator Box

Special Notes

All mines have an adjustable, explosive charge of 10-300 points of blast, plus bane. Also available are special bullets made of silver jacketed wood. For damage treat as AMO type (O). They are available in Calibers of:

- | | |
|------------|-------------------|
| 38 Special | 9mm Parabellum |
| 45 ACP | .30-30 Winchester |
| 44 Magnum | 12 Gauge Slug |

EXPLOSIVES

Explosives come in many variable strengths and types. Some general examples include:

	STYLE	FUSE	DAMAGE
TNT	BL	FBC	200 pts.
C-4	BL	BC	268 pts.
C-4 (Demo-Pack)	12BL	BC	3216 pts.
C-6	BL	BC	560 pts.
C-6 (Demo-Pack)	10BL	BC	5600 pts.
Military Dynamite	ST	FBC	184 pts.
Dynamite Early	ST	FBC	122 pts.
Commercial 60%	ST	FBC	166 pts.
Gelatin 60%	ST	FBC	152 pts.
Black Powder	PD	FBC	110 pts.
Nitro	DI	FBC	220 pts.
Fuse (waterproof)	Cord	—	1 per inch.
Primer Cord	Cord	—	4 per inch.

PACKING STYLE KEY

BL A small, rectangular block.
 ST Stick. 12" long, 1" wide.
 DI A 2 inch by .25 inch disk.
 PD Packed powder.

DETONATOR FIRING

Explosive detonators may be mechanical or electrical. Special detonators can be timed up to 30 minutes or fired immediately at the players or GM's choice. (See Also Pg. 109, 144, & 157)

	F	B	C	H	E	M	I
F= Fuse	y	y	y	y	n	y	n
B= Blasting Cap	y	y	y	y	y	y	y
C= Primer Cord	n	y	y	n	y	n	y
H= Heat Source							
E= Electrical Firing							
M= Mechanical Firing							
I= Impact (projectile)							

DOES IT FIRE?
 Y = Yes N = No

CHANCE OF IGNITION

These are an index of black powder and the chance of ignition in weapons as indexed by dampness.

ARCHAIC POWDERS	WET	DAMP	NORM
A Serpentine Powder	0%	35%	80%
B Corned-Black Powder	0%	35%	80%

BLACK POWDER	WET	DAMP	NORM	TYPE
C1 Cannon Powder	05%	45%	95%	—
C2 Large-Bore Weapons	04%	50%	98%	Fg
C3 Medium-Bore	02%	45%	98%	FFg
C4 Small-Bore	01%	35%	95%	FFFg
C5 Priming Powder	0%	30%	95%	FFFFg
D Modern Smokeless	20%	90%	99%	—

WEAPONS IGNITION

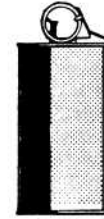
	WET	DAMP	NORM
A Burning Stick	02%	30%	75%
B Hot Wire	04%	35%	85%
C Slow-Burning Match	01%	30%	80%
D Slow-Burning Fuse	05%	45%	85%
E Wheellock	10%	50%	85%
F Flintlock	10%	50%	85%
G Percussion Cap	20%	58%	95%
H Rim-Fire Cartridge	75%	89%	95%
I Pin-Fire Cartridge	65%	85%	90%
J Center-Fire Cartridge	85%	95%	99%
K Caseless	98%	99%	99%
L Modern Percussion Cap	90%	97%	99%



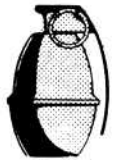
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1,2b,6



1,3,4,5



1,2

GRENADE STYLES

- | | |
|---------------------|--------------------|
| 1. CHEMICAL & SMOKE | |
| 2. FRAGMENTATION | MK2 "Pineapple" |
| 2b. FRAGMENTATION | M33 "New Style" |
| 3. PHOSPHORUS | M34 "Willie Pete" |
| 4. STUN | "Flash Grenade" |
| 5. BLASTING (HE) | MK3A2 |
| 6. MINIATURE | Miniature Smoke/CS |

GRENADE TYPE

	BLAST	BURN
High Explosive	200	d10
Smoke (see accuracy modifier)	—	d6
Incendiary (80 foot circle)	50	6d10
Illumination (as a flare)	—	d10
Phosphorus (see burn damage)	65	—
Fragmentation (low-yield)	110	—
Fragmentation (high-yield)	140	d6
Stun	25	d6

FRAGMENTATION

Many grenades are designed to shatter into fragments and cause damage. From the point of detonation these fragments travel at the speed of the blast and are subject to distance modifiers. Divide the fragment's penetration, (blast velocity) by the number of feet it has traveled from the point of detonation. Treat these fragments as projectile hits and use the detailed body tables. (See also Pg. 126)



HARRISON & FRIENDS

Brother Johnson picks up a fragmentation grenade and prepares to throw it down the well.

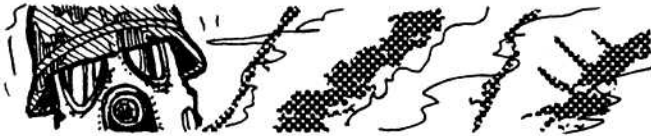
After pulling the pin he arcs his arm back and fumbles the toss. The grenade lands 15 feet behind him and rolls another 10 feet before it detonates.

At 25 feet from Johnson, the blast wave does 10 points of damage and d4 pieces of steel shrapnel. Luckily, Johnson has a few seconds to dive into a drainage ditch and miss most of the concussion. The earth protects him from the flying bits of grenade that would each have each hit with 10 points of penetration.

GRENADE	DISTANCE IN FEET						
	40	30	25	20	15	10	05
A LOW YIELD	0	1	d2	d4	d4	d6	d8
B HIGH YIELD	1	d2	d4	d6	d8	d10	d20
C PHOSPHORUS	0	0	1	d2	d4	d4	d6

REMEMBER

- Grenades explode with damage from blast and high velocity metal fragments that travel with penetration equal to the force of the blast divided by the distance of the target in feet.
- Smoke, chemical and gas grenades create a dense cloud 50 feet in diameter that travels with the direction of the wind.



GAS GRENADES

Gas grenades are many in form and function. The following are a collection of their possible contents and mixtures.

DELAY TO GAS EFFECT (DE)

The time until the full effect takes place.

DURATION (DU)

The duration of the effects of the agent.

CHANCE OF DEATH (DX)

The chance of an allergic or highly toxic reaction to the agent. Treat as a d10 poison. This is a one time roll.

BZ	HALLUCINOGENIC TRANQUILIZER	DE: d4 min.	DU: d4+4 hrs.	DX: 05%
BX	HALLUCINOGENIC IMMOBILIZER	DE: 1 min.	DU: 3d8 hrs.	DX: 08%
BN	OPTIC DISRUPTIVE	DE: 1 min.	DU: d6+9 hrs.	DX: 01%
CN	TEAR GAS	DE: Contact	DU: d6 hrs.	DX: 01%
DM	VOMIT GAS	DE: Contact	DU: d4 hrs.	DX: 01%
SL	SLEEP GAS	DE: 1 min.	DU: d6+6 hrs.	DX: 01%
NG	NERVE GAS	DE: 1 min.	DU: —	DX: 95%
SM	SMOKE	DU: 2 min.	Creates a dense cloud of smoke.	
PO	POISON GAS	(See Toxins Pg.118)		



BOW WEAPONS

EARLY BOW	PB	VS	SH	ME	LO	EX
Wood	0	+1	+4	+3	0	-3
ARROW TYPE: ABC	EFFECTIVE				EX+	
BREAK: 06%a	3d				1d	
LONG BOW	PB	VS	SH	ME	LO	EX
Wood	0	+1	+4	+4	+2	0
ARROW TYPE: A-D2	EFFECTIVE				EX+	
BREAK 03%a	4d				2d	
MODERN BOW	PB	VS	SH	ME	LO	EX
Fiberglass	0	+1	+4	+3	+1	0
ARROW TYPE: E1-5	EFFECTIVE				EX+	
BREAK 02%a	4d				2d	
COMPOUND BOW	PB	VS	SH	ME	LO	EX
Fiberglass / Steel	0	+1	+5	+5	+3	+1
ARROW TYPE: E1-5	EFFECTIVE				EX+	
BREAK 01%b	4d				2d	
ARBELEST	PB	VS	SH	ME	LO	EX
Wood	-1	+1	+4	+3	-4	0
BOLT TYPE: A-D3	EFFECTIVE				EX+	
BREAK 07%b	4d				1d	
CROSS BOW	PB	VS	SH	ME	LO	EX
Wood/Iron	-1	+1	+4	+3	+2	+1
BOLT TYPE: E1-5	EFFECTIVE				EX+	
BREAK 01%b	5d				2d	
PISTOL CROSS BOW	PB	VS	SH	ME	LO	EX
Steel/Fiberglass	+4	+3	+2	0	-4	-8
BOLT TYPE: E1-5	EFFECTIVE				EX+	
BREAK 03%b	3d				1d	

WRIST BOW	PB	VS	SH	ME	LO	EX
Steel/Plastic	+3	+2	+1	0	-8	-12
BOLT TYPE: E1-5	EFFECTIVE			EX+		
BREAK 05%b	2d			1d		

JAPANESE BOW	PB	VS	SH	ME	LO	EX
Wood	+0	+2	+4	+3	+2	+1
BOLT TYPE: A-E	EFFECTIVE			EX+		
BREAK 01%a	4d			2d		

VAC CROSS BOW	PB	VS	SH	ME	LO	EX
Aluminum/Plastic	6	-2	+2	+4	+2	0
BOLT TYPE:F1-4	EFFECTIVE			EX+		
BREAK 10%b	4d			6d		

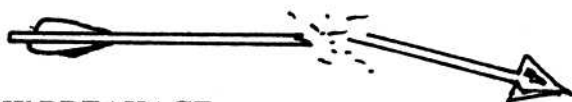
WOOD TIP	BREAKAGE	DAMAGE	DICE
A Blunt Wood	30%		d4
A2 Pointed Wood	40%		d4 +1
PRIMITIVE ARROWHEAD			
C Stone, Bone, Shell	55%		d6
EARLY METAL			
D Bronze	40%		d6
D2 Iron	20%		d6
D3 Steel	10%		d6

MODERN			
E Target	03%		d4 +1
E2 Broadhead	01%		d6
E3 Tri-Blade	02%		d6 +1
E4 Four-Blades	03%		d6 +2
E5 Fishing	03%		d4 +2

HIGH TECH SPECIALS			
F Rocket Assisted	05%		d6 +4
F2 Explosive	99%		d4 (Blast 3d6)
F3 Incendiary	95%		d6 (Burns 2d4)
F4 Stun Blast	25%		(See Pg. 137)
F5 Tagging	95%		(Paint Splash)
F6 Gas	95%		(See Pg. 161)
F7 Electric	10%		d4 -1

Arrow creates a heavy stun effect if it penetrates skin on human-sized targets.

F8 Smoke	98%		d4 Burn
Burns to leave a ribbon of smoke behind the arrow.			
F9 Flare	98%		d4 Burn
Bursts like a signal flare and ignites for 6 seconds.			
F10 Bane	95%		d6
Bursts and sprays shafts contents.			
F11 Hypodermic	55%		d4 -1
Injects drug or liquid.			
F12 Electronic Bug	25%		d4-1
A micro-mini bug resides in the arrow shaft. Range on this device is 250 ft.			



BOW BREAKAGE

BREAK TYPE A	BREAK TYPE B
01-07 String Snaps	01-07 String Snaps
08-09 Bow Cracks	08-09 Mechanical
10 Bow Breaks	10 Bow Breaks

WEAPONS USE NOTES

Use a little logic when dealing with civilians, police, and the carrying of weapons.

The brandishing of weapons for any threatening purposes (other than hunting or self defense) is generally an offense. Using a weapon in a threatening manner can get the user a year in jail in most larger cities. Ownership and use of Assault Rifles in many areas has become illegal and borders on being a federal crime. Pulling out a weapon in the presence of police is a good way to be shot.

"It's hard to be diplomatic when there's a fool with a .22 Cal rifle stuck up your nose."

Harve Becker

WHO HAS WEAPONS

Nearly half the homes in the US have firearms of one type or another. The average small arm is the .22 used for hunting small game or defense. Smaller shotguns and hunting rifles are also common and popular. As you look at those folks who don't respect the law, you find a heavier range of weapons. Standard home defense examples include:

RIFLE	Semi-Auto		"Ruger 10/22"						
ROF	1or3	AMO	CDEF	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	-1	+1	+3	+1	-2	-9
CAP	10/25+	WTE	4.0	EFFECTIVE			EX+		
CIR	1965	MIS	1%D	3d			1d		
HSM	-	KDM	-	SPC (ojmm)			EF=05		

The general example of a small rifle. Capacity can be adapted to 10/25/30/50/200/550 shots (*.22 LR*)

REVOLVER	Semi-Auto		"Saturday Night Special"						
ROF	1or2	AMO	CDE	PB	VS	SH	ME	LO	EX
ROL	Ax7	CYC	n/a	+3	+2	+1	-03	-05	-09
CAP	7	WTE	.50	EFFECTIVE			EX+		
CIR	1960	MIS	1%G	3d			1d		
HSM	-	KDM	-	SPC (acip)			EF=05		

The general example of a small pistol. (*.22 LR*)

CRIMINAL USE

Common to the late 1980s and 1990s are automatic weapons employed by drug-running gangs and crime lords. Most popular is the rugged and dependable AK-47. An average criminal will use anything they can get their hands on. If ammo can be found, the weapon is usable.

POLICE WEAPONS

The weapon most often carried by police across the country is the (.38) revolver followed by the (.357). Shotguns are carried in 35% of patrol cars either in the trunk or locked into position in the front seat.

MILITARY WEAPONS

National Guard and regular Military forces generally carry the Fully Auto M-16 and a (9mm) pistol. The 9mm can also be replaced by the older (.45) common to WWII and Korea.



FAST KILL

In fast action situations the complete generation of protagonists is a waste of the GM's time. Other than accuracy and agility, disposable NPCs should be generated in batch and kept on file.

The following charts speed disposal of NPC characters and animals in a simple fashion. If the GM wishes to add a little realism and uncertainty to the game, roll on the options table when a fast kill is attempted.

REMEMBER

- 01 Every projectile striking a target per action adds a +1 on the result total.
- 02 Modifiers do not affect a roll on the options table.
- 03 In some cases an option will not work for a particular situation.
- 04 This table may also be used for any unusual paranormal or alien life. It is recommended this table not be used for player character wounds.

HUMAN FAST KILL RESULT

- 01 GRAZE
Victim is grazed.
- 02 GRAZE/STUN
Victim is grazed and loses next action.
- 03 MINOR WOUND
Minor wound lightly stuns victim.
- 04 MINOR WOUND / STUN
Wound stuns victim for d6 minutes.
- 05 MINOR WOUND / HEAVY STUN
Wound stuns victim for d6+10 minutes.
- 06 SERIOUS WOUND
Serious wound, NPC falls unconscious after next action.
- 07 CRITICAL WOUND
Critical wound, NPC falls unconscious after just one more action, dies in 6d10 minutes.
- 08 CRITICAL WOUND
Critical wound, NPC falls unconscious immediately. Dies in 2d10 minutes.
- 09 CRITICAL WOUND
Critical wound, NPC falls unconscious immediately and dies in d4 minutes without aid.
- 10 DEATH
Victim falls unconscious, dies.
- 11+ INSTANT DEATH
Victim dead before he hits the ground.

HUMAN FAST KILL OPTIONS

As a GM option add a d10 roll to the above weapons fire result to surprise the players. Use common sense when you use these modifiers.

- 01 VICTIM SPUN
Victim is spun by shot. Must take d4 actions to recover.
- 02 ARMOR ABSORPTION
Victim's armor reduces first table roll by d4 on the initial d10 roll.
- 03 ARMOR ABSORPTION
Victim's armor reduces first table roll by d4 +2 on the initial d10 roll.
- 04 FUMBLE
Victim fumbles next action.
- 05 KNOCKBACK
Victim is knocked d4 feet backwards by shot. Takes at least d6 actions to recover.
- 06 PROJECTILE DEFLECTION / KNOCKBACK
Obstruction or possession deflects the shot. Knocks victim backwards as #5.
- 07 SHOCK
Fear and shock reduces the victim's accuracy by d6 on the next shot if the next action is weapons fire.
- 08 COMPLETE PROJECTILE DEFLECTION
Obstruction or possession deflects the shot totally. If a burst of shots are fired, d100% are deflected. No action penalty to NPC.
- 09 WEAPON JAM
The NPC's weapon jams or dysfunctions on the next or last action.
- 10 PLAYING OPOSSUM
If NPC is alive and conscious after being hit, he will feign death, (play opossum) until he or she has an advantage.





ANIMAL FAST KILL

Use this table in the same way as the first set of tables with these results:

- 01 **GRAZED**
Victim is grazed.
- 02 **GRAZED / STUN**
Victim is grazed and loses next action.
- 03 **MINOR WOUND**
Minor wound lightly stuns victim.
- 04 **MINOR WOUND / STUN**
Wound stuns victim for d6 minutes.
- 05 **MINOR WOUND / HEAVY STUN**
Wound stuns victim for d6 +4 minutes.
- 06 **SERIOUS WOUND**
Serious wound, victim falls unconscious after next action.
- 07 **CRITICAL WOUND**
Critical wound, victim falls unconscious after next action and will die in d10 minutes.
- 08 **CRITICAL WOUND**
Critical wound, victim falls unconscious after next action and dies in d6 minutes.
- 09 **CRITICAL WOUND**
NPC falls unconscious, dies d4 minutes.
- 10 **DEATH**
Victim falls unconscious, dies.
- 11+ **INSTANT DEATH**
Victim dropped in tracks.

ANIMAL FAST KILL OPTIONS

As a GM option add a d10 roll to the above weapons fire result to surprise the players. Use common sense when you use these modifiers.

- 01 **RUNS**
Victim flees in terror if alive.
- 02 **RUNS AT ATTACKER**
Victim flees in terror in direction of attacker if still alive.
- 03 **ARMOR ABSORPTION**
Deflection reduces the attacker's primary dice result by d4.
- 04 **PLAYS OPOSSUM**
Victim will feign death until attacker leaves or death occurs.
- 05 **PLAYS OPOSSUM / ATTACKS**
Victim will feign death and attempt to attack the attacker at the first opportunity.
- 06 **VIOLENT REACTION**
Victim begins to thrash, roll, and die violently.
- 07 **ATTRACTS SCAVENGERS**
The kill attracts scavengers, if any.
- 08 **ATTRACTS PREDATORS**
The kill attracts predators, if any.
- 09 **ATTRACTS FRIENDS**
This kill attracts more of the victim's type, if any.
- 10 **PANIC RUN**
Victim panics, runs off to die.

REMEMBER

- 01 With either Human or Animal fast kill, each additional round that hits the victim adds a +1 of the d10 dice roll. The result of 7, a Critical Wound becomes an 11, Instant Death if four rounds hit the target.

TEMPERAMENT IN ANIMALS

Most animals will avoid contact with man and the supernatural whenever possible. Only when sick, cornered, angry, wounded, or protecting young will they attack with a berserk fury. See the TEMPERAMENT charts on Pg. 165.

DEXTERITY IN ANIMALS

An animal's Dexterity and Agility is the choice of the GM. Averages may be:

	DEXTERITY	AGILITY
VERY SLOW	d6 +04	d6 +04
SLOW	d6 +06	d6 +06
MEDIUM	d6 +08	d6 +08
FAST	d6 +10	d6 +10
VERY FAST	d6 +12	d6 +12
LIGHTNING FAST	d6 +14	d6 +14

BODY CHARTS FOR ANIMALS

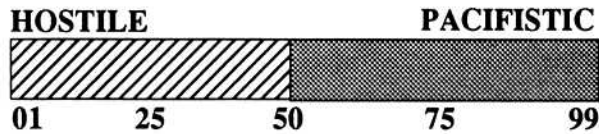
The detailed body tables may be used for damage to quadrupeds with minor structural modifications.

Animals may have different skin armor ratings, bone values and tissue thicknesses. Body areas may generally have the same function though the GM may wish to change death shock percentages and structure.

TEMPERAMENT

All intelligent life and animals have a temperament rating, an index of their reaction to stress or the unknown. This rating generally shows how readily the individual or species is provoked.

The T or temperament scale has a set base of 50 for somewhere between provokable (low) and pacifistic (high). Humans are generally at 50 except on Mondays when they drop to 40.



MODIFIERS TO PROVOKE	TEMPER ADJUSTMENT
01 Trying to be Peaceful.	+05
02 Generally Peaceful	+02
03 Neutral	n/a
04 Neutral, Hostile	-10
05 Hostile	-15
06 Trying to Provoke	-20
07 Taunting to Provoke	-25
08 Physical Assault	-30
09 Continued Physical Assault	-35
10 Major Physical Assault	-40

ORIGINAL TEMPER	PROVOCATION TO ACTION	ORIGINAL TEMPER	PROVOCATION TO ACTION
01-05	98%	46-50	40%
06-10	96%	51-55	35%
11-15	90%	56-60	30%
16-20	85%	61-65	21%
21-25	80%	66-70	20%
26-30	75%	71-80	15%
31-35	70%	81-85	10%
36-40	65%	86-90	05%
41-45	60%	91-95	02%
		96-00	n/a

RESULTS OF PROVOCATION

Now that you've provoked somebody or something, index the general intelligence and T Scale to determine the type of action that will result.

INTELLIGENT HOSTILE

01-50	Stop Attack by Force
51-75	Attack Next Action
76-85	Attack in d4 Actions
86-90	Attack if Provoked Again
91-98	Reason d4 Actions, Attack
99-00	Reason d4 +4 Actions, Attack

INTELLIGENT PACIFISTIC

01-50	Not Fight Back
51-75	Continue to Reason
76-85	Flee Hostility
86-90	Warn, Then Use Force
91-00	Stop Hostility by Force.

MINIMALLY INTELLIGENT HOSTILE

01-75	Attack Immediately
76-95	Wait d4 Actions, Attack
96-00	Attack, Run

MINIMALLY INTELLIGENT PACIFISTIC

01-75	Run
76-95	Wait d4 Actions, Run
96-00	Wait d4+4 Actions, Run

NON INTELLIGENT HOSTILE

01-98	Attack
99-00	Wander Off Mindlessly

NON INTELLIGENT PACIFISTIC

01-98	Look Mindless
99-00	Wander Off



CHARISMA

Everybody is assumed to have a little charisma. This statistic is a combination of the character's looks, personal magnetism, speaking ability, and intelligence. Use this score when dealing with unknown or hostile NPCs. Modify your final score by optional or listed modifiers.

NPC HOSTILITY

The GM usually rates an NPC character's personality. Being friendly or hostile does not necessarily constitute a total direction of attitude. Even in an extremely friendly situation, a hinderance may happen. Check for optional modifiers and possible serious hinderances.

HOSTILITY MODIFIERS

01	Bribe with Something Valuable	+20%
02	Bribe with Small Sum	+10%
03	Persistent	-10%
04	Minor Violence	-15%
05	Major Violence	-20%
06	Blackmail	Variable
07	Threaten Family	Variable
08	Threaten Financial Security	Variable
09	Convincing Argument	+05
10	Helping Hostile Individual	+10

HINDERANCES

- 01 Wrong Information
- 02 Bad Tempered Individual
- 03 Individual just wants to be helpful to the group even when no beneficial information is available.
- 04 Wants something in return for information.
- 05 Individual has a good sense of humor.
- 06 Apathy
- 07 Extreme Apathy
- 08 An honest mistake with information.
- 09 Bureaucracy Sets In
- 10 Informant is Pathological Liar.

HOW NPCs DEAL WITH YOUR CHARISMA

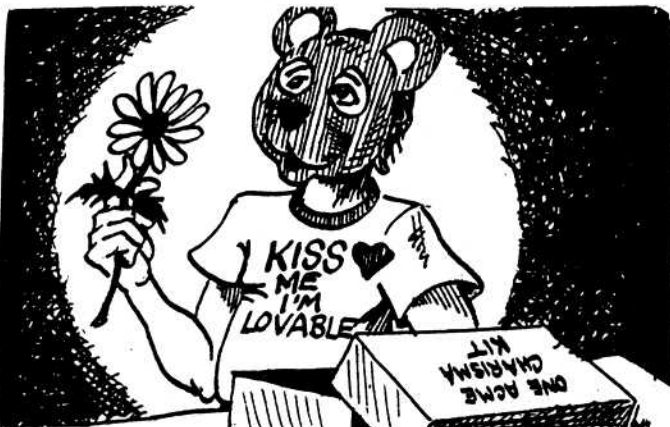
This gives you a modifier for dealing with the general mood of the NPC. Index your Charisma for modifiers to use on the next chart.

CHARISMA STATISTIC	MODIFIER TO AID	MODIFIER TO HINDER
01	-08	+05
02-04	-06	+04
05-07	-02	+02
08-10	n/a	n/a
11-13	+02	-02
14-16	+05	-04
17-18	+05	-06
19	+08	-08
20	+10	-10

FINAL RESULT

Total your modifiers and add them to the roll of a d100. The result is indexed below with the character's actual chance to aid or the chance that a hinderance can happen.

PERSONALITY	AID	HINDER
01-12 Outright Hostile	05%	95%
13-25 Hostile	20%	90%
26-45 Semi-Hostile	40%	80%
46-70 Neutral	50%	50%
71-85 Almost Friendly	80%	40%
86-90 Friendly	90%	20%
91-98 Very Friendly	95%	10%
99-00 Completely Friendly	98%	05%



LAW

As you and your team travel the roads in the search of high adventure remember one simple fact of life. You are legally responsible for the actions you commit.

This means any criminal actions can be tried by local authorities. There is no magic that can save you from jail and calling JP Withers is paramount to sticking your head under the wheel of an express train.

Only your team can help you. Any attempted exposure of the agency usually results in the character being called crazy and locked away.

Because laws and regulations differ across political and geographical boundaries, a general set of law and response tables is impossible. The following is a set of basic rules designed to simulate a court system.

REMEMBER

- 01 Determine the severity of the offense.
- 02 Total 13 potential legal modifiers.
- 03 Add the modifiers to a d100 roll and index the outcome of the type of dispute.
- 04 Pay fines and/or serve time.

SEVERITY OF CRIME	MODIFIER
01 CHARGES DEFERRED	+20
Defers charges to general claims and fines. No court case.	
02 NUISANCE CASE	+15
Judge wonders why this was brought to court.	
03 VERY MINOR OFFENSE	+10
04 MINOR CASE	+05
05 LESS THEN SERIOUS OFFENSE	n/a
06 SERIOUS OFFENSE	-05
07 VERY SERIOUS OFFENSE	-20
08 SEVERE OFFENSE	-30
09 VERY SEVERE OFFENSE	-40
10 HEINOUS OFFENSE	-50

JUDGE

01	Bored	-02
02	Disinterested	-01
03	Routine	n/a
04	Interested	+01
05	High Interest	+02
06	Fascinated	+03

JURY

01	Bored	-02
02	Disinterested	-01
03	Routine	n/a
04	Interested	+01
05	High Interest	+02
06	Fascinated	+03



	DEFENSE LAWYER	PROSECUTION LAWYER	
01	Incompetent	-03	+03
02	Not Very Competent	-02	+02
03	Somewhat Competent	-01	+01
04	Mostly Competent	+01	-01
05	Competent	+02	-02
06	Extremely Competent	+03	-03

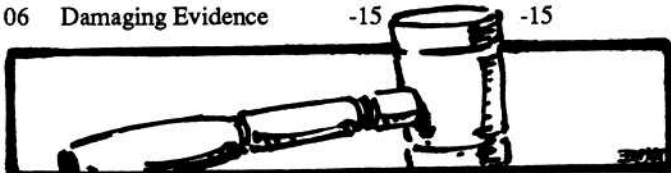
	WITNESS DEFENSE	WITNESS PROSECUTION	
01	Incompetent	-03	+03
02	Not Very Competent	-02	+02
03	Somewhat Competent	-01	+01
04	Mostly Competent	+01	-01
05	Competent	+02	-02
06	Extremely Competent	+03	-03

POLITICS

Roll a d6 to find if politics plays a positive or negative factor in the case. Roll a second time to find the modifier.

	RESULT 01-03 POSITIVE MOD	RESULT 04-06 NEGATIVE MOD	
01	No Involvement	n/a	n/a
02	Little Involvement	+01	-01
03	Some Involvement	+02	-02
04	Involvement	+03	-03
05	High Involvement	+04	-04
06	Political Intrigue	+05	-05

	DEFENSE	PROSECUTION	
01	None	+10	+10
02	Very Little	+05	+05
03	Some Evidence	+01	+01
04	Large Amount	-05	-05
05	Serious Evidence	-10	-10
06	Damaging Evidence	-15	-15



	DEFENSE	PROSECUTION	JUDGE	
01	Bribe Accepted	+10	-10	+10
02	Bribe Accepted	+05	-05	+05
03	Bribe Accepted	+03	-02	+02
04	Bribe Rejected	+01	+01	n/a
05	Bribe Rejected	-02	+05	-05
06	Bribe Rejected	-05	+10	-10

OPTIONAL CIRCUMSTANCES

01	Popular Condemnation	-05
02	Difficult Case	-10
03	Language Barrier	-05
04	Being Made an Example	-10
05	Kangaroo Court	-25
06	Government Wants Conviction	-50
07	Setting a Precedent	+02
08	Popular Support	+05
09	Unexpected Aid	+05
10	Sloppy Trial Procedure	+25

OUTCOME

The final table to roll on splits into two possible choices for legal action.

LEGAL RULINGS, PROPERTY SETTLEMENTS

01-10	Highest Unfavorable Ruling
11-25	Near Highest Unfavorable Ruling
26-50	Highly Unfavorable Ruling
51-75	Unfavorable But Fair Ruling
76-85	Favorable Ruling
86-90	Very Favorable Ruling
91-95	Highest Favorable Ruling
96-00	Case Thrown Out of Court

CRIMINAL DISPUTES

01-10	Highest Punishment	+100%
11-25	Near Highest Punishment	+75%
26-50	Harsh Punishment	+50%
51-75	Standard Punishment	n/a
76-85	Lesser Than Normal Punishment	-25%
86-90	Very Light Punishment	-50%
91-95	Lightest Possible Punishment	-75%
96-00	Case Thrown Out of Court	n/a

FINES

The fines levied for a crime and court costs are entirely the decision of the GM. The same goes for time spent in court or jail before trial. The average fines for Motor Vehicle Laws are \$25 to \$200 in most states.

Criminal charges and destruction of property can range from a few hundred to a few thousand dollars.

HEAVY FINES

Harsh criminal charges may result in jail and fines of tens of thousands of dollars as well as property seizure and jail sentences. Parole from harsh crimes often takes a year or two.

Upsetting the IRS is usually life.



Ruggels '89

SEVERITY OF CRIME

This section deals with the severity of crime, the seriousness of how the court will treat the offense.

You have the right to remain silent, all that you say can and will be used against you in a court of law.
You have the right to an attorney...

SERIOUS CRIME

	SEVERITY
Manslaughter	10
Manslaughter (2nd Degree)	09
Manslaughter (3rd Degree)	08
Negligent Homicide	03-07
Conspiracy (Murder)	03-07
Assault with Intent to Kill	08
Assault	07
Assault (2nd Degree)	06
Assault (3rd Degree)	05
Brawling	04
Aggravated Assault	03
Reckless Endangerment of Life	04-06
Kidnaping	09
Kidnaping (2nd Degree)	08
Coercion (Forcing Under Threat)	07
Sex Related	04-09

DESTRUCTION OF PROPERTY

Arson	08
Arson (Second Degree)	07
Arson (Third Degree)	06
Unlawful Demolition	04-10
Vandalism	06-07
Vandalism (Second Degree)	04-05

CIVIL DISTURBANCE

Riot	08
Inciting to Riot	06
Harassment	03-06
Unlawful Assembly	02-04
Disorderly	02
Public Intoxication	02-03
Intoxicated & Disorderly	03
Trespass	01-05
Tampering	01-05
Mischief	01-03
Criminal Trespass	04-08
Criminal Tampering	05-08
Criminal Mischief	04-07

THEFT

Burglary	06
Burglary (2nd Degree)	06
Robbery	07
Armed Robbery	08
Larceny (Minor)	02-03
Larceny	04-05
Grand Larceny	06-07
Unlawful Use of Credit Card	05
Possession of Stolen Property	05
Possession (2nd Degree)	03-04
Forgery	08
Forgery (2nd Degree)	06-07
Forgery (3rd Degree)	04-05

BRIBERY

Bribery	07-10
Bribery (2nd Degree)	05-06

ARREST RELATED

Resisting Arrest	02-03
Hindering Prosecution	03-04
Obstructing Official Agency	03-04
Harboring a Fugitive	03-04

DRUGS

Possession of a Controlled Substance	07-09
Possession of Substance (2nd Degree)	06-08
Possession of Substance (3rd Degree)	05-06
Possession of Substance (4th Degree)	04-05
Possession of Substance (5th Degree)	03-04
Sale of a Controlled Substance	09-10
Sale of Controlled Substance (2nd Degree)	08-09
Sale of Controlled Substance (3rd Degree)	05-07

WEAPONS

Unregistered Handgun (Variable by Area)	04-05
Explosives	05-07
Military Explosives	06-08
Machine Weapons (Without License)	04-07
Military Gasses	03-06
Exotic Weapons	02-07
Knives	02-04
Radioactive Material	02

OTHER

Racism	01-03
Immigration / Customs Law Violation	02-04
Tax Evasion	02-09
Computer Tampering / Hacking	02-06

CIVIL INFRACTIONS

Traffic / Motor Vehicle	01-04
Property Ordinance	01-03
Social Ordinance	01-03
Health Ordinance	01-03

HARRISON & FRIENDS

Just back from a mission in Canada, Robert Harrison passes through the US Customs checkpoint at the Blue Water Bridge.

"Bringing anything back from Canada?" Asks the stern faced guard.

"A 6 pack of beer," says Harrison.

The guard looks behind Harrison. "What's on the floor of the back seat?"

"Wha?"

Harrison turns and to his amazement notices the rocket launcher his partner left on the floor. At a severity of 8, he estimates 10 years in jail even if they don't find the demo pack in the spare tire well and the assault shotgun hidden in the back seat. "Er." stammers Harrison, "just an M72-A2, and the beer's duty free!"

"Oh." says the guard with a puzzled look. He scratches his head and waves Harrison through the checkpoint, "Have a good day." He makes a mental note to find out what an M72 is as the car quickly pulls away.

Back on the road, Robert Harrison also makes a mental note to find his new partners Mini Van and expend the launcher. (See Also Pg.158)

Tri Tac Systems

NOTES ON LAW

Assume the worst when you realize there are 20 heavily armed police pointing shotguns and UZI's at you and saying, "Drop your weapon and put your hands over your head". Common sense tells any near sane Bureau Agent that he should follow orders and not chance a Miami shoot out in the attempt to get away. Once arrested, there are always alternatives to get one out.

BAIL

Bail is the easiest. With the ready cash available to Bureau operatives, a few thousands of dollars will open the door. Unfortunately, if the Agent is operating under an assumed identity, or the crime is serious enough, he or she may not fit the criteria for bail. Assume any bail is related to the level of severity of the crime.

General Guide

Very Minor	\$025.-	\$075.
Civil Infraction	\$100.-	\$1000.
Lesser Crimes	\$250.-	\$5000.
Median Crimes	\$500.-	\$25,000.
Major Crimes	\$5000.-	\$75,000.
Heinous Crimes	\$75,000.+	

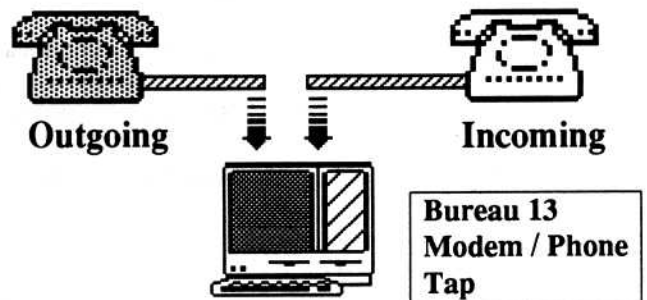
While skipping out on bail works the first time, it also leaves the agent with the chance of being caught a second time and jailed without bail.

USING THE SYSTEM

A second and easier method of getting an Agent out of jail is to use the bureaucracy of the system. As Agents can create 'official' documents and have access to a wealth of materials, it may be easy to spring the victim by a simple transfer or a bluff from the higher branches of the government.

CREATIVE INTERCEPT

One function of the Colorado RV's highly sophisticated computer system is the ability to channel data transmission and collect what you flag. A phone or computer request for verification of a transfer order or identity may be intercepted and verified by other Bureau agents before it reaches its real destination. This requires a direct phone hook-up and in the case of computer transmission, a successful 'Computer Tapping' type skill roll on both systems.



BUREAU HELP

So, with this information, be creative and remember the Bureau will not help you if you or your teammates can't find the creativity to stay free.

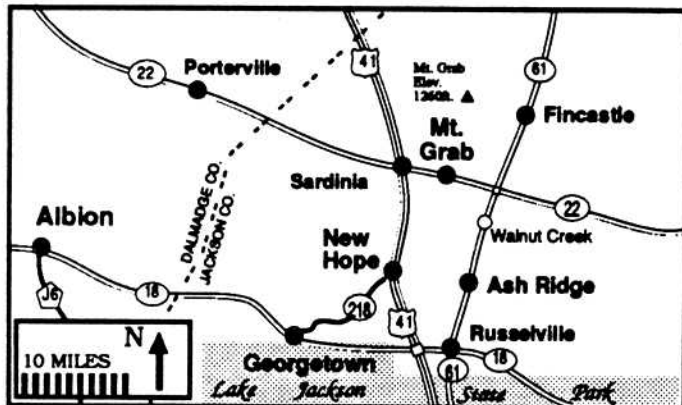
TRAINING SCENARIO

WALNUT CREEK

Walnut Creek is a short simple scenario for introducing your players to the general work of Stalking the Night Fantastic.

GENERAL AREA

Walnut Creek is a peaceful small town nestled in the foothills of Southern Ohio. Boasting a diner, a movie house, and two local police on full time duty, the town is only visited by locals, farmers, and tourists who sport fish in Jackson Lake.



Player Map #1

Walnut Creek

INCOMING DATA

A data disk with the local maps and available information is waiting as a parcel at the Georgetown Post Office.

THE THING IN THE CREEK

Bureau 13 has become involved as reports have come from the area telling of a monster that turned a camper's truck over on the shore of Sam's Creek. This creature was spotted a second time as it ripped a bicycle to pieces a half mile from the town. If this creature is real it will become the agents' job to determine its true nature and decide on its future disposition.

VEHICLE

The players have their choice of vehicles to use though it's best to give them the standard Colorado RV.

The players should design their new cover identities and occupations to create as little notice as they can. Their document designer will help them create official papers, license plates, and ID.

The Agency has no contacts or supply centers within 100 miles of this town.

WHEN AGENTS ARRIVE

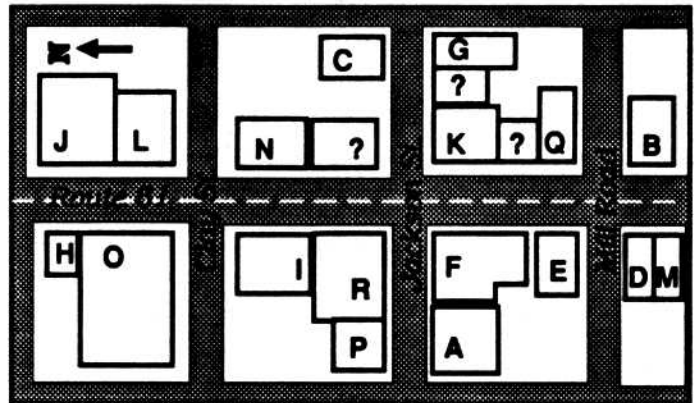
The agents will arrive in the town on a Tuesday at 7 AM. From this point, generally time their movements and assign times to accomplish work, search, and getting to know the locals. Players are assumed to be in constant contact with each other by implant or a small radio.

TOWN DESIGN

The next section is the general design of the town and special information for the GM.

GM's NOTES: RURAL TOWNS

Small, sleepy, towns seem to be a magnet for the paranormal. Agents of Bureau 13 will often have investigations around or near small towns. Your average rural community is centered around a downtown area with up to 50 buildings and some important center of jobs and commerce. People that live in places like Walnut Creek tend to be clannish and close knit. Expect the townsfolk to be a little aloof to outsiders.



Player Map #2

Town

A SHERIFFS OFFICE

Fred Knox considers this whole thing a joke and is tired of crackpots and reporters from those 'little papers' who are coming to see the monster of 'Dead Creek'. The sheriff is serious while his deputy, Joe Daniels thinks it's funny.

B WALNUT CREEK STAR

David Pruehs runs the town's newspaper. The Star is a three sheet weekly on its last legs. Its elderly owner can give a few facts after two hours of research into the yellowing records and papers in the basement. With proper respect and a keen interest in his paper, he will become a fast friend.

1878

BIG FISH OVERTURNS BOAT

Synopsis

A trapper's boat was overturned by a fish the size of a man.

1911

BIG MONSTER FISH SEEN AT BOTTON CREEK

Synopsis

Three fishermen were frightened by a fish with legs. (Botton Creek was then the name of Walnut Creek.)

1919

FISH MEN IN THE SWAMP

Synopsis

A trapper reported seeing 3 fish men in the swamp near Sam's Creek.

1931

NEAR TRAGEDY AVERTED

Synopsis

A little girl fell off a raft into Walnut Creek and was thrown back on shore by a 'very big fish' as four other children watched. Of the group only Dale Hart remains and remembers the incident. While clouded with 50 passing years, he will tell the story.

1954

TERRIFIED TOURIST TUSSELES WITH TREMENDOUS TROUT

Synopsis

About the same as the other reports. A fisherman had a fly rod and an arm broken by a green fish in the lake. The story takes the incident as a joke.

IN ADDITION

He will also find an old book in the back of his office with an Indian legend of spirits of the lake. The short article says this area was known for friendly water spirits back in the late 1700's.



C STARLIGHT BAR

JJ Miller runs this small town bar that is usually inhabited between 2 and 5 PM by the Ohio Disciples Motorcycle Club. The 6 bikers will always try to pick a fight with tourists or strangers. The group has little respect for the townspeople and the sheriff, though if Sheriff Knox tells them to "Clear out" they will. Talking to them about creatures is inviting a laugh and trouble.



D SMILLE'S GARAGE AND BUMP

Grease covered and happily senile, Smille will tell of the city tourists whose RV was flipped over a week ago. If the agents agree to get an oil change they will be shown pictures of the Mobile Home with the dented side and broken window. Owned by Ed and Florence Wozinski, it has been taken back to Parma, Ohio for repairs. If contacted, the couple has no real knowledge of what happened or what tipped the vehicle over.

OTHER ESTABLISHMENTS

E	RUTH'S DINER	R Green
F	SURLOCK'S HARDWARE	R Surlock
G	DR. JOSEPH STONE	J Stone
H	TRUST DRUGS	M Ednerwal
I	THE FASHION SHOP	C Harris
J	WRAGLEY'S MARKET	K Dewey
K	EAGLE THEATER	H McHenry
L	PAXTON FARM SUPPLY AND FEED	M Paxton
M	WALNUT CREEK SAVINGS BANK	B Calton
N	PARTS N' PICKINGS RESALE	F Johnson
O	MARGIE'S BOOK AND NEWS STAND	M Baker
P	OHIO INDEPENDENT TELEPHONE	D Hart
Q	VETERINARY CLINIC	K Wang
R	MODERN TV & VIDEO	F Rabonowitz

GM'S OPTIONS

Add a few businesses and flesh them out to create personalities. The owners will be friendly, amused or a little on the suspicious side if agents act oddly, lug firearms, or talk about monsters. These are generally friendly people whose only general gripe is the motorcycle gang that moved into the area. Most will pass the monster story off, though Smille will say he saw something a few years ago in Sam's Creek.

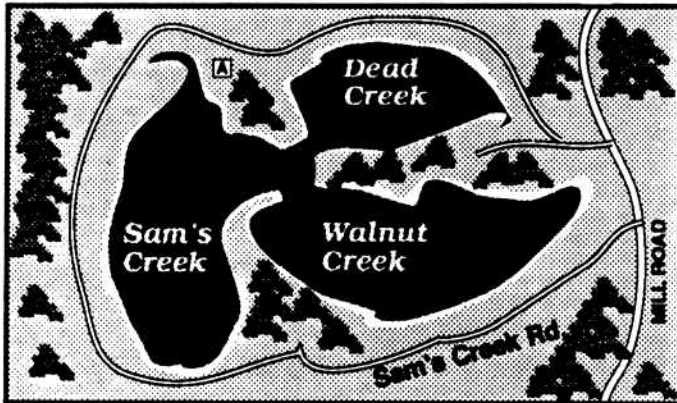
Make the agents work for bits of information they need to keep them moving on the case. The key is historical fact and the investigation of the creek.

WHAT THE LOCAL POLICE THINK

The local police have the firm belief that this entire monster story is a joke perpetrated by bored teenagers.

CREEKS TOPOGRAPHY

The creeks are a connected series of small, deep lakes that are spring fed. Fishing is generally poor and tourists rarely camped on their swampy shore.



Player Map #3

CREEKS AREA

WATCHING THE CREEK

Bureau agents who watch the creek by night will have a few surprises.

VISUAL SURVEILLANCE

Will have a 10% chance of detecting something every three hours if the water is carefully watched.

IR CAMERA

Has a 75% chance of spotting several forms that surface at different times in the night. This camera can be set for automatic search and tracking.

WHAT'S DOWN THERE

Agents will see the head of a scaled humanoid 100 feet off the shore watching them.

IF THEY ACKNOWLEDGE

If agents become excited or point to the creature it will begin to throw old water filled beer and wine containers at the group or watchers. With a THR of 5 it has a small chance of hitting. If weapons are fired the creature beats a hasty retreat and begins to call his friends for a major assault. If fired on there is an additional 40% chance another of the creatures will attack the agents from behind or push their RV over on top of them.



DIVING

If agents are brave enough to face these things on their own territory they will find them at a depth of 100 feet. They will swim around the diver and his lights in amazement, touching and prodding as they explore the newcomer. They will not attack unless a weapon is used or a chemical repellent is released. The diver will count 4 of the creatures. Given a few minutes the diver is awarded an old beer bottle by his new aquatic friends.

WHAT'S IN THE LAKE?

What's in the lake is simple.

MEN FISH

MRE: 05%

Somewhere sideways on the long ladder of evolution are the water breathing humanoid fish of the deeps. They are often reclusive until disturbed by divers or waste dumping at sea. The Man Fish can take a terrible toll of life and property when provoked. Some may even inhabit fresh water lakes and swamps. TMP: 05 STR: 25 DEX: 10+ AGL: 12+ HPT: 80+ R/FV ARE: A SPC: ? BAN: cd, Variable

MEN FISH (GM Modification)

MRE: 05%

Attacks are made with 2 claws (CLO4b) and Punch Damage. Because their claws are razor sharp, double the Claw Damage. Peaceful in nature, these creatures have only recently been stirred up from their home by a small number of individuals who insist on dumping cans, bottles, and garbage in the creek.

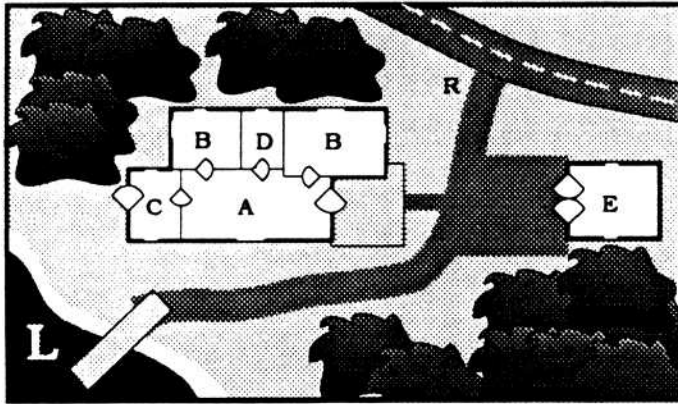
TMP: 65 Generally Shy but not Hostile.
STR: 30 Dangerously High
DEX: 16 On Land
DEX: 12 In Water
AGL: 10 On Land
AGL: 14 In Water
HPT: 110+
Skin Armor: 03 to Firearms



THE BIKERS

Some months ago the Ohio Disciples moved into a cabin they purchased from a farmer. The cabin borders on Sam's Creek, a convenient place to dispose of garbage.

Unfortunately, the residents of the lake are not happy with this littering. In stark terror of the sounds of the bikes, they keep a wide area between themselves and the invaders. The situation has become unbearable for the creatures so they are striking back.



Player Map #4

CABIN

THE GANG AT HOME

The bikers will not talk to strangers other than to say get off our land. The cabin is nestled in heavy woods at the North edge of the Sam's Creek.

- | | |
|---------------|--------------------------------|
| A Living Area | E Storage Shed for Motorcycles |
| B Bedroom | R Dirt Road |
| C Kitchen | L Pond |
| D Bathroom | |

WEAPONS

They have a .22 Cal. small game rifle with 50 rounds and a double barrel shotgun with 20 rounds of 00 Buck Shot. The leader has a .44 Magnum with 20 extra rounds.

BIKER STATISTICS

	STR	DEX	AGL	ACC	DOD	THR	HPT
Frank	15	14	14	13	14	14	55
Big Dan	18	12	10	09	14	13	68
Hunter	12	14	16	12	14	12	46
Fats	16	08	06	10	10	16	78
Mongo	10	10	10	05	07	08	47
Little Larry	08	10	14	12	11	10	55
Zack (Dog)	04	14	14	—	06	—	25

REASONING WITH THEM

Any time spent talking to them gives the gang readiness and surprise. The dog has a 65% chance to detect intruders if Agents attempt to sneak around the cabin. If the bikers are surprised by the team, there is a 25% chance Fats and Larry are drunk.

SOLVING THE PROBLEM

The obvious answer is to dispose of the bikers in the easiest way and allow the creatures of the creek to return to their peaceful life. This becomes the decision of the players and the GM who controls the bikers reactions to the situation.

OTHER SOLUTIONS

Another less desirable solution to the situation is the disposal of the creatures living in the lake. Unless all 8 are disposed of quickly, the few missed will go on a bloody rampage. Use of high explosives to kill a percentage of the creatures will leave the survivors and the local authorities upset.

EXPERIENCE

For an outstanding group who disposes of the bikers without violence, award 1000 points to each player. Give them an additional 500 points if the situation has a clean end, a quiet withdraw and no remaining evidence, loss of life, or serious property damage. If they find a way to protect the natural area or create a state wildlife sanctuary, reward them with an additional 500 points. Be sure to throw a few points (50-100) to players who, individually, have done a special deed or have been clever with planning and action.



AGENT TRAINING NOTES

Remember that this scenario is an exercise in research and decision making. To make it successful and fun for the players, you might need to help 'prod' them in the right direction. Take an active hand to stop them from committing rash acts and make them think about the consequences of what they are doing. The key word is *make them think*.

COVERT ACTION

Begin to train players in covert tactics. Ask them about the creation of proper ID and remind them of the nature of the Bureau. One aspect of this covert action is making friends in the town and gaining the trust of the sheriff, convincing him that agents are professionals from the government operating in the best interests of Walnut Creek. Of course, the town's people will never know the real agency of the government or the true identities of their new found friends. Solving the problem and leaving no loose ends is most important to successful completion of a Bureau 13 investigation.

OUTSIDE HELP

Make players learn that Bureau 13 is a secret organization and it will not help them or respond to their personal data inquiries, except for sending equipment to drop points. Make agents learn to be self sufficient. If agents are arrested, give others in the group the chance to get them freed by stealth or possible legal means. Remember that the agents of Bureau 13 can create documents, tap into communications, and generally look like they belong to a Governmental Agency.

FINAL CAMPAIGN NOTES

Stalking the Night Fantastic lends its premise to small groups of agents or Bureau Members who become 'free' agents in search of the dangerous aspects of the paranormal. As free agents they set their own pace and organizational rules. They are funded and equipped by a mysterious federal agency they can never come to know. They will learn of a small handful of homes and those specially designated storage dumps of equipment and weapons. (See Also Pg. 29-30) Their only contact with the home office is through certain changing phone numbers that link them to answering and Fax machines. They file reports and order material by the same methods.

HARRISON & FRIENDS

Resting for a quiet moment while his new partner, Brother Johnson, goes for beer and munchies, Robert Harrison ponders his job with the agency. He thinks about the creatures and suffering he has witnessed and almost smiles at some of the strange and beautiful manifestations of the supernatural.

Half in a dream state, he hears the creaking of the door opening and spins, gun drawn, to see Johnson returning.

"The communications board is lit," says Johnson as he digs in the bag for a burrito, "Looks like Milwaukee, a were wolf of some kind or an animal mutant."

Still groggy from his near nap, Harrison heads to the front of the Colorado RV and starts the engine. "Six hours to Wisconsin, and we're Stalking the Night Fantastic."

"Make a great title for a book," says Johnson as he looks for a snack cake.

Harrison smiles, "But who'd ever believe us?"

CAMPAIGN DESIGN

The Stalking campaign is easiest with a band of 4 to 8 players who roam the countryside in a base vehicle, often waiting for orders or getting a number of assignments or investigations in a batch. An example may be cryptic or highly detailed. Tapes, material, and equipment may be dropped for pick up.

For very special circumstances their vehicle's teleprinter may activate to start them on a mission. In some rare cases the agents may stumble across the supernatural on their own,

Bureau agents may also be called on to aid in matters of national security and high espionage. They may even do a little private eye work when not on investigations.

Don't forget that characters may also be lead around the world for needed information or artifacts. These excursions may put them directly under the eyes of hostile foreign governments, terrorists, or in remote foreign areas with their own particular dangers.

REMEMBER

- 01 Stalking lends itself to 4 to 8 excellent role players who are not usually trigger happy.
- 02 Players who are constant as well as intermittent will find that Stalking is an easy game to move their characters into and out of. This adds continuity when you have a 'roving' agents format.
- 03 The GM should plan adventures well in advance and create necessary game related material in the form of records and

special data. The use of taped special effects and background sounds adds more to a campaign than most realize. Stalking designer Richard Tucholka highly recommends Syntonics 'Environments™' tapes. Creating old newspaper clippings and other handouts is great for game play and player participation.

FOR THE GM

- 01 Never let your players gain control of the game. Your game decisions are final.
- 02 In the same vein, don't keep absolute control over your players. Be willing to change a ruling but don't make it a habit.
- 03 Don't herd your players through a situation they have no hopes of changing. They might as well just listen to the story as participate when they have little to do.
- 04 The invincible character is no fun for the GM or other players. When there's no chance of death or challenge, what good is running a character? Changing or fudging a character's statistic or skill should not be allowed. A player character with low to mediocre stats becomes interesting and more of a challenge to role-play than a super powered character.
- 05 Make your players work for their supplies and wealth. Don't be afraid to destroy a character's equipment. Necessity is the mother of invention and the basis of a good game.
- 06 Don't design killer or solutionless scenarios. A grim, blood thirsty GM is no fun for the adventurers. Always give your players a way out of a situation they cannot handle.
- 07 A GM may find himself in a situation where he's tempted to fudge a dice roll for a players benefit. This is not the sign of a weak GM, but a very good GM who can understand the difference between bad luck and a bad decision. Just don't let the players know.
- 08 Inconsiderate, ridiculous, or homicidal players should be removed from the game at the first opportunity (preferably with a heavy blunt instrument). There is no place in a role playing adventure for fools who disrupt the game or get other player's characters killed. There is no, and never will be an excuse for acute stupidity.
- 09 A little humor in a game makes it a lot of fun. Remember humor has its place so don't get too wrapped up in fun or your credibility as a GM will suffer. Avoid slapstick as a GM, you'll nauseate your serious role players.

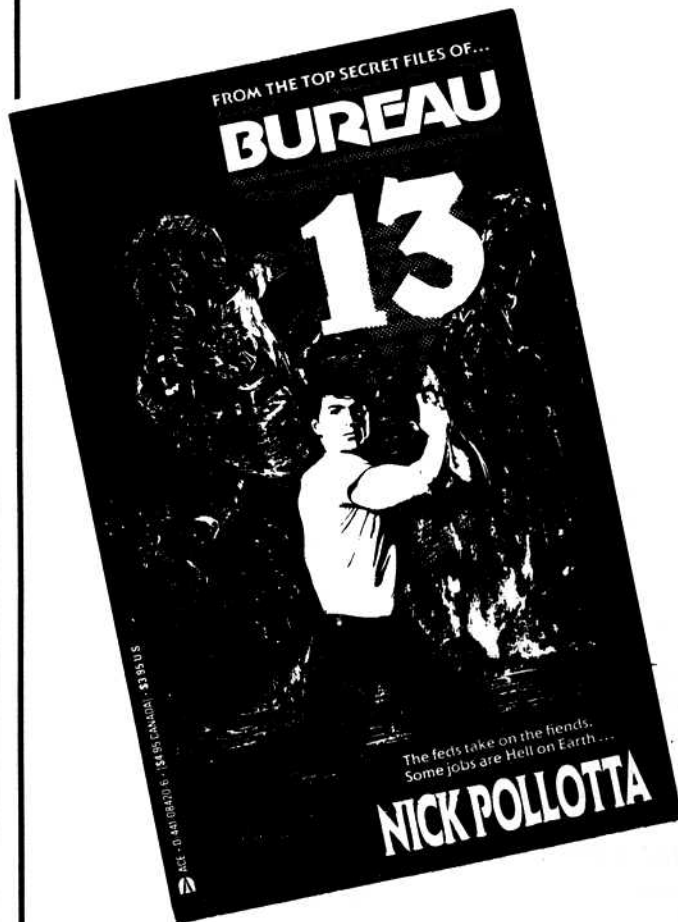
"What's Bongo the clown doing with that chainsaw?"

Robert Harrison

- 10 Find an interruption-free place to play. The created tension of the game is likely to suffer from constant interruption.
- 11 Don't forget the paper, pens, munchies and soft drinks.
- 12 Above all, be honest and fair with your players. You are the person they trust to guide them on an adventure. You, as a GM are an extraordinary new breed of storyteller. Give your players something to remember.

REMEMBER

- 13 Above all else, this modern-horror RPG is designed for fun.



READ THE BOOKS!

Starting in 1991 Bureau 13 has become a paperback book series from the talent of Nick Pollotta.

Published by Ace/Berkley Books, there will be two released in 1991.

BOOK 1	Bureau 13	(July 91)
BOOK 2	Doomsday Exam	(Nov 91)

MODULES

Tri Tac Systems also produces a line of modules for Stalking the Night Fantastic. Many Stalking submissions are in the planning stages. The first that have been released (*) or are planned are:

HELLSNIGHT*	#3010
GOBLINS	#3015
HAUNTS*	#3020
MANIACS	#3025
MUTANTS	#3035
CULTS	#3045
HEARTS	#3040

RECOMMENDED

Another great system that the designer of Stalking the Night Fantastic recommends is Timeline Ltd's *Morrow Project*™.

FINAL NOTES TO PARENTS

In the last 13 years role playing games have grown from a supposed fad to a permanent part of the world hobby industry. These fantastic and imaginative games have come under attack by parents groups and some religious leaders who claim role playing is psychologically dangerous for our children. They tend to cite cases of a few mentally unbalanced individuals who used these games to their own ends and gained coverage by the media due to the sensationalism of the event.

"Are Role Playing Games Harmful?"

The truth is quite the opposite. The role playing game is an outstanding hobby and can be a learning experience. Role playing games motivate the mind of the child to solve problems and learn, even to the point of causing the child to take a secondary interest in history or science that was stimulated by the game. Role playing games also promote social and group interaction that can help in school or later life. This is something a video game can never do.

Role Playing is Imagination!

Perhaps the greatest benefit of this new generation of games is the potential to open the imagination of the child. So when your children play, remember these games have a hidden potential for education as well as fun.

OTHER TRI TAC GAMES

Stalking the Night Fantastic is the third in a series of games by Tri Tac Inc that have compatible rules and systems.

FRINGEWORTHY

Agents of Bureau 13 now realize they have allies in the form of Inter-Dimensional Exploration Teams that have found and are now studying this world (+13) with its paranormal creatures and magic. The warp, just North of Pittsburgh, PA., seems to be an attraction to the supernatural and has been causing trouble for the Explorers from Earth Prime.

See Tri Tac Game #1001

FRINGEWORTHY

FASTER THAN LIGHT 2448

Stranger yet is combining Stalking the Night Fantastic with FTL 2448 in a campaign of stalking the supernatural of the future with an Agency that still exists in the 25th century. With a high technology, Agents stalk the supernatural of Human and Alien worlds.

See Tri Tac Game #2001

FTL 2448

INCURSION

Another game from Tri Tac is INCURSION, a wild game of action and high adventure. You are one of a handful of humans kidnapped from Earth and released in a falling Galactic empire of a million worlds.

See Tri Tac Game #4001

INCURSION

HARDWIRED HINTERLAND

Tri Tacs Future Science Fantasy game is on the boards for a 1992 release. Roleplaying beyond time and space.

See Tri Tac Game #4500

HARDWIRED HINTERLAND



REFERENCE MATERIAL

The following is a list of the highly recommended authors and specific titles that can add a wealth of ideas to your campaigns.

ANY SUPERNATURAL BOOKS OR STORIES BY:

Stephen King	HP Lovecraft
Edgar Allan Poe	Graham Masterton
James Herbert	Fritz Leiber
August Derleth	Robert E. Howard
A Merritt	Richard Matheson
Ray Bradbury	TB Swann
Julia Ecklar	Lawrence Watt-Evans

BOOKS TO READ

Burning Water & Children of the Night	Mercedes Lackey
Magic Inc	Robert Heinlein
The Haunted Earth	Dean R. Koontz
The Black Easter Trilogy	James Blish
Operation Chaos	Poul Anderson
The Darkover Novels	Marion Zimmer Bradley
Out of Their Minds	Clifford Simak
Stalking the Unicorn	Mike Resnick
The Witch World Series	Andre Norton
The Night Stalker Novels	Rice / Matheson
The Goblin Reservation	Clifford Simak
1001 Arabian Nights	Sir Richard Burton
Dracula	Bram Stoker
Frankenstein	Mary Shelly
The Complete Werewolf	Anthony Boucher
The Butterfly Kid	Chester Anderson
The Unicorn Girl	Michael Kurland
Devil Will Drag You Under	Jack Chalker
Gremlins Go Home	Dickson & Bova

FILMS

With the new wealth of B budget films released since the first edition of Stalking there is no way to list them all. The following (*) are the designer's supernatural favorites.

Page 176

CONTEMPORARY

Bell Book and Candle*	Hell House*
Dreamscape	Bedazzled
Dawn of the Dead*	Witches of Eastwick*
The Thing (both)	American Werewolf in London
The Raven*	Stranded*
The Birds*	The Dunwich Horror
Cat People	Quatermass I, II, III, IV
Halloween I,II & III	The Fearless Vampire Killers*
It Came From Outer Space*	Fiend Without a Face
Black Scorpion	The Incredible Shrinking Man*
House I & II	The Wicker Man
Dolls	Them*
Carrie*	Christine
Firestarter*	Cats Eye*
Creep Show I & II	The Lady in White*
My Science Project*	Weird Science
Terminator*	Attack of the Puppet People*
Near Dark*	Invaders from Mars* (both)
Biggles	Real Genius
The Burbs*	The Believers

CLASSIC FILMS

Frankenstein	Dracula (most)
The Mummy	Creature From the Black Lagoon
The Colossal Man I & II	The Fly (both)
Dr. Phibes I & II	The Island of Dr. Moreau
The Invisible Man	Phantom of the Opera

DREADFUL, BUT FUN FILMS

Brain Damaged	Matango, The Fungus of Terror
No Survivors Please	Santa Claus Vs. The Martians
Curse of Bigfoot	Mars Needs Women
Deepstar 6	The Robot Vs. The Aztec Mummy
The Toxic Avenger	Killer Clowns from Outer Space*
Class of Nuke'em High	Timewalker
Leviathan	My Demon Lover*

TV

Science Fiction Theater	Twilight Zone
Night Gallery	The Night Stalker
Dark Room	Monsters
Tales From the Dark Side	Amazing Stories
Friday the 13th Series	The Sixth Sense
One Step Beyond	HBO's: The Hitch-Hiker
Animated Ghostbusters	Weird Science

MAGAZINES

Weird Tales	Twilight Zone
Nightmare	Vertex
Amazing	Fantastic
Galaxy	If
Imagination	Future
Hitchcock's Mystery Magazine	
The Magazine of Fantasy and Science Fiction	
Pandora	

NOTES ON MAGAZINES

While many of these are no longer published, back issues are well worth finding.

FINAL DESIGNER'S NOTES

Tri Tac Systems does not support use of Black Magic, Devil Worship, Rabid Fundamentalism, or the people who practice belief in such narrow minded and dangerous things.

Stalking the Night Fantastic is intended to be nothing more than an RPG (Role Playing Game) that deals with many aspects of the supernatural, paranormal, and just plain unexplained in a serious and sometimes humorous way.

No offense is intended toward specific beliefs or any religious groups or individuals. If we have offended your beliefs in any way, please feel free to *purchase and burn* as many of these books as you desire. Send a (SASE) with your questions, comments, criticisms, and letter bombs. Expect a letter and a catalog. Thanks.

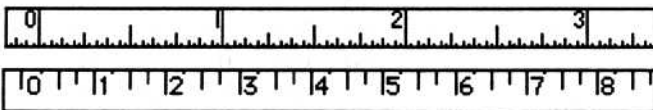
TRI TAC SYSTEMS

PO BOX 61
MADISON HTS, MI. 48071-0061
USA

INFORMATION & UTILITY APPENDIX

The next section of Stalking is the Utility Appendix that contains special data for the GM and players. These will include Character and Utility sheets as well as special tables that make game play easier. Most of these sheets are self explanatory.

Permission is granted to photocopy any of the following pages after 177 for game play.



METRIC EQUIVALENCY

For these conversions you will need a pocket calculator or a little patience.

LENGTH

1 Inch	=	2.54 Centimeters or 25.40 Millimeters
1 Foot	=	30.48 Centimeters
1 Yard	=	0.9114 Meters
1 Mile	=	1.61 Kilometers
1 Centimeter	=	0.3937 Inch
1 Meter	=	3.28 Feet or 1.093 Yards
1 Kilometer	=	0.6214 Mile

WEIGHT

1 Ounce	=	28.35 Grams
1 Pound	=	453.60 Grams
1 Gram	=	0.03553 Ounce
1 Kilograms	=	2.206 Pounds

NUMBER CRUNCHER

Page 178 is an easy utility designed for reducing or increasing numbers. In many cases the tables in Stalking will tell the player or GM to roll under (.75) of a number. To find this fraction simply index down the (1.00) of the column to find the number you need. From that point index left or right to find your needed number. This table also rounds down to the nearest whole number. As an example, you might need to find (.25) of the number 70.

.12	.25	.50	.75	1.00	1.25	1.50	1.75
008	017	035	052	070	087	105	122

INDEX

The index on Pg. 179 is an easy cross reference to many areas of the game. The first index is a simple map to finding a section. The second more complex index is a detailed look at sections of the book and how sections relate to each other.

NPC or CHARACTER JUMP STARTS

This large new section is a compendium of 12 possible NPC character starters or used to help assist you in the generalized creation of your character. While some statistics are listed, some are left blank for the GM or player to work with. Find them on Page 182 - 184.

UTILITY SHEETS

The last sheets in the book are your character and equipment sheets. Nearly a decade of suggestions and play testing have gone into their design. If you don't like them, let us know what you think and suggest. Look to new modules for more utility ideas and additional sheets.

The image shows a sample of a character sheet titled "TRI TAC SYSTEM CHARACTER SHEET". The form includes fields for CHARACTER NAME, OCCUPATION, COUNTRY/WORLD, ETHNIC, SEX, and MILITARY RANK. Below these is a section for PHYSICAL & MENTAL STATISTICS with a grid of attributes: STR, INT, THR, CON, WIS, DOD, DEX, LCK, ACC, AGL, CRZ, STB, and HPT (WBD). At the bottom, there are fields for SNS (Stalking the Night Fantastic), MRE, LEV, SKILL, and EXP.

QUICK INDEX

This is a quick guide to sections of the book.

SECTION	PAGE
INTRO	01
MATERIALS NEEDED	02
TERMS	03
TIME AND MOTION	04
BUREAU HISTORY & LOGISTICS	05
CHARACTER GENERATION	08
STATISTICS	08
LEARNING SKILLS	12
SKILLS LISTING	14-19
SKILLS USE	13
SKILL USE MODIFIERS	21-22
BODY BUILDING	14
EXPERIENCE	22-23
LANGUAGES	24-25
MILITARY TRAINING	24
DOCTORS	25,36
MEDICAL SKILLS	25-27
HEALING	27
EQUIPMENT	28-34
DRUGS	35
VEHICLES	37-40
FRIENDS	41-45
INBETWEENS	46-47
ENEMIES	48-51
PLAYER SUPERNATURAL	52-54
MONSTERS	55-67
PSI	70
USE OF PSI	71
PSI TALENTS	72-77
FORCED PSI GROWTH	78
MAGIC	79
USE OF MAGIC	80-83
SPELL COMPONENTS	84
MAGIC SPELLS	85-91
DEMON SUMMONING	92-93
DEMONS & ANGELS	94-97
PRIESTS	98-99
DAMAGE (Alphabetical)	100
PHYSICAL & MARTIAL ARTS	114-117
TOXINS & DISEASE	118-125
HIT LOCATIONS	126
BODY CHARTS	127-137
ARMOR	138
WEAPONS USE & MODIFIERS	140-144
AMO & MODIFIERS	147-148
WEAPONS	149-162
FAST KILL	163
TEMPERAMENT & CHARISMA	165-166
LAW & COURT USE	166-169
TRAINING SCENARIO	170-173
GM' FINAL NOTES	174
REFERENCE MATERIAL	176
NUMBER MODIFIER CHART	178
CHARACTER JUMP STARTS	182-184

INDEX

ANGELS	94
ARMOR	138
ARMOR MAPS	139
BANES	56
BODY BUILDING	14
BODY CHARTS	
-Artery Damage / Bloodloss	135
-Bone Breakage	135
-Detailed Charts	127
-Spinal Damage	135
-Wound Shock	136
-Wound & Stun	137
BOOKS (Good and Evil)	97
BUREAU 13	
-Bureau Contact	06
-Bureau, Foreign	69
-Bureau Intro	01
-Bureau History	05
-Bureau Payment	06
-Bureau Regulations	05
CHARACTER GENERATION	
Character Introduction	08

CHARACTER STATISTICS

-Accuracy	10
-Agility	09
-Charisma	09
-Constitution	09
-Dexterity	09
-Dodge	10
-Hit Points (WBD)	10
-Intelligence	09
-Luck	09
-Magic Ability	10
-Magic Resistance	10
-Mental Stability	11
-Personal Data	08
-Piety	11
-PSI	10
-Standing	12
-Strength	08
-Supernatural Sensivity	10
-Throw	09
-Wisdom	09
CHARACTER SUPERNATURAL	
-Vampires	52
-Ghosts	53
-Player Weres	53
-Problems of Running	54
CHARISMA INTERACTION	165
CREATURES (See Monsters)	
CREDITS	0
DAMAGE	
-Levels of	100
DAMAGE TYPES	
-Allergies	100
-Animal Attacks	101

-Animal Types	103	-Improvement of Stats	14	-Divination	89
-Asphyxiation	104	FAST KILL (human)	163	-Dowsing	89
-Atmospheric Damage	105	FAST KILL (animal)	164	-Enchantment	89
-Blade Damage & Blades	106	FINAL NOTES		-Familiar	87
-Burns	107	-For Gamers	174	-Gating	86
-Coshing	108	-For the GM	174	-Healing	84
-Disease	121	-For Parents	175	-Illusions	90
-Disease, Communicable	123	FRIENDS		-Mind	87
-Disease Types	123	-Attorneys	44	-Movement	88
-Electrical Damage	108	-Becker, Harve	44	-Necromancy	91
-Exhaustion	109	-Cabby	44	-Object Animation	85
-Explosion	109	-Clammison, Jordan	42	-Protection	90
-Falling Characters	110	-Crenshaw, John	42	-Shape Change	88
-Falling Objects	110	-Garcia, Alfonz	43	-Sight	88
-Food Poisoning	125	-Gladstone, Geoffrey	42	-Sleep	85
-Radiation Lifedose	111	-IDET	45	-Spell Components	84
-Temperature	112	-Jervis, Flash	43	-Transmutation	89
-Starvation	112	-Medievalism, Society	45	-Trigger	88
-Statistic Reduction Effects	122	-McAdams, General	43	-Use of	83
-Strength Related Damage	114	-McGarn, Father Zebadae	44	-WKM	82
-Martial Arts	115	-Offidile, Dr. William	45	-WKM Recovery	83
-Physical Combat	114	-Robertson, Ray	41	-White Magic	81
-Toxins	118	-Rosey Crustaceans	43	MARTIAL ARTS	114
-Wound Infection	124	-Weinstein's Forensic Swat Team	42	MATERIALS NEEDED	02
-Tumble / Tackle	108	-Witch, Kitchen	45	MEDICINE	
-Vehicle Speed Damage	119	-Witch, White	41	-Drugs	35
-Vehicle Impacts	119	-Wolfe, Aremus	41	-Healing	27
-Vehicle Run-Overs	120	HEALING	27	-Resuscitation	26
DEMONS		HIT LOCATIONS	126	-Skills	26
-Demonic Hierarchy	95	INBETWEENS		METRIC CONVERSION	177
-Demonic Forms	96	-Gulliver & Jones	46	MILITARY TRAINING	24
-Demon Summoning	92	-John	46		
-Demons Skills	95	-Project, The	47		
DOCTORS	25	-Sheriff, Small Town	46		
-Doctor's Skills	25	-Withers, JP	47		
DRUGS	35	INITIATIVE	114		
ENEMIES		JUMP STARTS	182		
-Bolt, Matthias	49	LANGUAGE			
-Coven, Wind Willow	48	-Bilingual	24		
-Cyberpunks	50	-Example Languages	24		
-Fundams	50	-Learned by	25		
-Goshnar of the 12 Mouths	49	-Translation	24		
-K'tooloo, Spawn of	48	-Trauma Treatment	27		
-Reich, 6th	50	LAW & COURT USE	166		
-Rotwood, Artemus	51	MAGIC			
-Thugee Cult, New American	51	Black Magic	82		
-Virus 960	51	Chance of	80		
-Webber, Senator Thurston	49	White & Grey Magic	81		
-Witches, Woopie	50	Skills	82		
-Yen, Sun Yen	48				
EQUIPMENT					
-Basic Loads	28				
-Drugs	35				
-Equipment Orders	28				
-High Tech Equipment	30				
-Storage / Supply Dumps	29				
-Vehicles	37				
EXPERIENCE					
-Accumulated Levels	23				
-Examples	23				

MONSTERS

-Banes	56
-Encounter Key	55
MONSTER TYPES	
-Alchemists (56)	62
-Aliens (39)	61
-Alien Animals (57)	62
-Ancient Artifacts (70)	64
-Ancient Astronauts (35)	60
-Angels (21)	59
-Angels, High (20)	59
-Bigfoot (34)	60
-Civillians, Normal (98)	67
-Clones (50)	62
-Computers, Sentient (49)	62
-Cursed, The (37)	60
-Demonic Artifacts (01)	56
-Demons, High (03)	56
-Demons, Imps & Hellspawn (06)	57
-Demons, Lower Orders (05)	57
-Demons, Ministers of Hell (04)	56
-Demonic Possessions (02)	56
-Dimensional Travelers (58)	62
-Dinosaurs (47)	61
-Djinn / Geni (71)	64
-Dragons (63)	63
-Elves (93)	66

SPELLS

-Control Nature	88
-Control Person	90
-Control Time	85
-Curse	91
-Curse, Removal	91
-Demon Summoning	92
-Dimensional gate	86
-Dispel Magic	85

-Enchantments (48)	61	-UFO's (40)	61	Night of the Punk Zombies	67
-Energy Eaters (83)	65	-Unicorns (60)	63	Walnut Creek (training)	170
-Faeries (92)	66	-Vampires (14)	58	SKILLS	12
-Forbidden Knowledge (32)	60	-Vampire Undead (15)	58	-Age Bonus	13
-Forgotten Gods (36)	60	-Weird Disease (44)	61	-Bureau Taught	20
-Form Shifters (22)	59	-Weird Human Normals (25)	59	-Difficulty of Use	14
-Ghosts, Evil (17)	58	-Weird Places (66)	63	-Easy Use	22
-Ghosts, Famous (13)	57	-Weird Radiation (42)	61	-Extra Legal	20
-Ghosts, Benign (16)	58	-Weird Religion (33)	60	-Language	24
-Ghouls (11)	57	-Were Other Things (24)	59	-Learning Method	12
-Giants (51)	62	-Were Wolves (23)	59	-Level	13
-Giant Animals (52)	62	-Witch Doctors, African (90)	66	-Medical	25
-Giant Insects (53)	62	-Voo Doo (78)	65	-Modifiers for Use	21
-Goblins (humanoid) (09)	57	-Will 'O Wisps (68)	63	-Modifiers for Stress	22
-Goblins (non-humanoid) (10)	57	-Zombies (78b)	65	-Number of	13
-God (82)	65	NUMBER MODIFIER CHART	178	-Talents	17
-Golems (91)	66	PHYSICAL COMBAT	114	-Types	14
-Gremlins (95)	66	PLAYER SUPERNATURAL	52	SUPPLY	
-Gypsies (28)	60	PRIESTS	98	-Dumps	29
-Harpies (62)	63	-Exorcism	99	-Requisition	28
-Hoaxes (81)	65	-Skills	98	TEMPERAMENT & CHARISMA	165
-Inanimates, Animate (65)	63	-Power of Prayer	99	TERMS	03
-Indians (American) (73)	64	REFERENCE MATERIAL	176	TIME AND MOTION	04
-Intelligences, Noncorporeal (76)	64			UTILITY SHEETS	185
-Legendary Local Animals (59)	63			VEHICLES	37
-Legendary Food (72)	64	PSI		WEAPONS	
-Leprechauns (19)	59	-Borderline PSI	78	-Black Powder Weapons	149
-Little People (18)	58	-Chance of	70	-Blast Kit Bane Launcher	159
-Lost Civilizations (69)	64	-Development, Forced	78	-Bows	161
-Magicians (55)	62	-Recovery of	71	-Codes Explanation	145
-Man Made Life (12)	57	-Skill Use	71	-Damage of Projectiles	147
-Martians (80)	65	-Use of	71	-Explosives	160
-Mass Minds (75)	64	-Use, Desperation	77	-Flame Throwers	153
-Men Fish (88)	66			-Grenades	160
-Missing Persons (85)	65	PSI TALENTS		-Hit Modifiers	142
-Mummies (96)	66	-Attack (17)	76	-Hydrostatic Shock	148
-Mutant Monsters (43)	61	-Cryokinesis (9)	73	-Knockdown	148
-Mythological Monsters (79)	65	-Empathy (6)	73	-Launchers	158
-Ogres (07)	57	-Healing (11)	74	-Machine Guns	153
-Old Gods (38)	61	-Leech (18)	76	-Motion Modifiers	142
-Organizations, Special (97)	67	-Mind Control (13)	74	-Missiles	158
-Pixies (94)	66	-Mind Transfer (20)	77	-Multiple Hits	141
-Poltergeists (77)	64	-Postcognition (3)	72	-Pistols	149
-Portals to Other Places (27)	59	-Precognition (4)	72	-Projectile Deflection	144
-Prehistoric Animals (46)	61	-PSI Linking (10)	73	-Revolvers	150
-Prehistoric Man (45)	61	-PSI Shield (15)	75	-Rifles	151
-Purple Monsters (30)	60	-PSI Tap (16)	75	-Rifles, Assault	152
-Robots (31)	60	-Pyrokinesis (8)	73	-Rounds, 40mm	157
-Sea Monsters (67)	63	-Remote Viewing (2)	72	-Shotguns	155
-Sentient Plants (64)	63	-Self Control (12)	74	-Situation Modifiers	143
-Shapeless Disgusting Things (86)	65	-Spectralkinesis (14)	75	-Sub Machine Guns	153
-Spies (87)	66	-Telekinesis (7)	73	-Terrorist Weapons	154
-Stoners (61)	63	-Telepathy (1)	72	-Unusual Weapons	154
-Super Heroes (84)	65	-Teleport (19)	77	-Weapons Fire, Use	140
-Swarms of... (74)	64	-Wild Talent (5)	72		
-Talking Animals (54)	62	PSI Development, Forced	79		
-Technological Spirits (89)	66				
-Time Travelers (26)	59	SCENARIOS			
-Trained Apes (29)	60	Monster Makers	69		
-Trolls (08)	57	Mutogen 4 (idea fragment)	68		

CHARACTER **Computer Tech**

OCCUPATION **High Tech Engineering**

STATISTICS	<u>09</u>	<u>15</u>	<u>10</u>	<u>41</u>	<u> </u>
	STR	INT	THR	HPT	WKP/M
	<u>11</u>	<u>09</u>	<u>12</u>	<u>30</u>	<u> </u>
	CON	WIS	DOD	75%	MCD
	<u>13</u>	<u>14</u>	<u>08</u>	<u>20</u>	<u> </u>
	DEX	LCK	ACC	50%	REC
	<u>12</u>	<u>09</u>	<u>70</u>	<u>10</u>	<u>55</u>
	AGL	CRZ	STB	25%	TMP
	<u>05</u>	<u>05%</u>	<u>?</u>	<u> </u>	<u> </u>
	SNS	MRE	STN	EXP	PIE

Comp Program	7	German	6
Comp Engineer	5	Tennis	2
Electrical Repair	4	Swimming	3
Elect Diagnosis	3	Pistol Shooting	2
Physics	4	Cooking	1
Data Manipul.	3	Auto Repair	2

CHARACTER **Street Thug**

OCCUPATION **Money the Easy Way**

STATISTICS	<u>16</u>	<u>07</u>	<u>13</u>	<u>58</u>	<u> </u>
	STR	INT	THR	HPT	WKP/M
	<u>16</u>	<u>07</u>	<u>12</u>	<u>43</u>	<u> </u>
	CON	WIS	DOD	75%	MCD
	<u>12</u>	<u>09</u>	<u>13</u>	<u>29</u>	<u> </u>
	DEX	LCK	ACC	50%	REC
	<u>09</u>	<u>06</u>	<u>83</u>	<u>14</u>	<u>10</u>
	AGL	CRZ	STB	25%	TMP
	<u>03</u>	<u>02%</u>	<u>?</u>	<u> </u>	<u>03</u>
	SNS	MRE	STN	EXP	PIE

Street Fighting	5	Burglary	4
Threaten	8	Extortion	3
Pistol Shooting	6	Driving	2
Street Knowledge	3	Robbery	1
Shadowing	2	Blade Fighting	2
Drinking	4	Police Evasion	3

CHARACTER **Clergy**

OCCUPATION **Keeping the Faith**

STATISTICS	<u>07</u>	<u>15</u>	<u>09</u>	<u>40</u>	<u> </u>
	STR	INT	THR	HPT	WKP/M
	<u>12</u>	<u>16</u>	<u>08</u>	<u>30</u>	<u> </u>
	CON	WIS	DOD	75%	MCD
	<u>11</u>	<u>10</u>	<u>09</u>	<u>20</u>	<u> </u>
	DEX	LCK	ACC	50%	REC
	<u>09</u>	<u>13</u>	<u>78</u>	<u>10</u>	<u>85</u>
	AGL	CRZ	STB	25%	TMP
	<u>17</u>	<u>03%</u>	<u>16</u>	<u> </u>	<u>19</u>
	SNS	MRE	STN	EXP	PIE

Canon	8	Baseball	2
Dogma	6	Writing	3
Benediction	4	Business Mang.	4
Blessing	2	General History	1
Protection	2	Relig. History	3
Latin	17	Gardening	1

CHARACTER **Fanatic**

OCCUPATION **True Believer**

STATISTICS	<u>14</u>	<u>09</u>	<u>10</u>	<u>49</u>	<u> </u>
	STR	INT	THR	HPT	WKP/M
	<u>13</u>	<u>06</u>	<u>12</u>	<u>36</u>	<u> </u>
	CON	WIS	DOD	75%	MCD
	<u>09</u>	<u>12</u>	<u>08</u>	<u>24</u>	<u> </u>
	DEX	LCK	ACC	50%	REC
	<u>11</u>	<u>10</u>	<u>69</u>	<u>12</u>	<u>35</u>
	AGL	CRZ	STB	25%	TMP
	<u>02</u>	<u>04%</u>	<u>?</u>	<u> </u>	<u>19</u>
	SNS	MRE	STN	EXP	PIE

Public Speaking	7	Passive Resist.	3
Proslytization	6	Fast Talk	4
Persuasion	2	Intimidation	3
Collect Donation	3	Blade Fighting	2
Tax Evasion	3	Singing	1
Driving	3	Relig. Literature	4

CHARACTER Young Kid

OCCUPATION Too Smart For Own Good

STATISTICS	<u>06</u>	<u>08</u>	<u>07</u>	<u>50</u>	<u>WKP/M</u>
	STR	INT	THR	HPT	
	<u>17</u>	<u>03</u>	<u>11</u>	<u>37</u>	
	CON	WIS	DOD	75%	MCD
	<u>08</u>	<u>18</u>	<u>07</u>	<u>25</u>	
	DEX	LCK	ACC	50%	REC
	<u>16</u>	<u>10</u>	<u>61</u>	<u>13</u>	<u>50</u>
	AGL	CRZ	STB	25%	TMP
	<u>10</u>	<u>6%</u>	<u>?</u>		<u>10</u>
	SNS	MRE	STN	EXP	PIE

<u>Get Involved</u>	<u>7</u>	<u>Pilot Bicycle</u>	<u>3</u>
<u>Break Things</u>	<u>5</u>	<u>Look Innocent</u>	<u>4</u>
<u>Notice Strange</u>	<u>4</u>	<u>Acrobatics</u>	<u>2</u>
<u>Annoy</u>	<u>2</u>	<u>Find Things</u>	<u>3</u>
<u>Hiding</u>	<u>2</u>	<u>Stubbornness</u>	<u>4</u>
<u>Animal Friend</u>	<u>4</u>	<u>Greed</u>	<u>2</u>

CHARACTER Ex-Military Officer

OCCUPATION Gunsmith

STATISTICS	<u>17</u>	<u>13</u>	<u>16</u>	<u>56</u>	<u>WKP/M</u>
	STR	INT	THR	HPT	
	<u>15</u>	<u>13</u>	<u>15</u>	<u>42</u>	
	CON	WIS	DOD	75%	MCD
	<u>14</u>	<u>12</u>	<u>17</u>	<u>28</u>	
	DEX	LCK	ACC	50%	REC
	<u>14</u>	<u>13</u>	<u>80</u>	<u>14</u>	<u>45</u>
	AGL	CRZ	STB	25%	TMP
	<u>09</u>	<u>2%</u>	<u>?</u>		<u>10</u>
	SNS	MRE	STN	EXP	PIE

<u>Gunsmith</u>	<u>6</u>	<u>Demolition</u>	<u>3</u>
<u>Weapons, Light</u>	<u>5</u>	<u>Driving</u>	<u>3</u>
<u>Weapons, Heavy</u>	<u>4</u>	<u>Emerg. Medic</u>	<u>3</u>
<u>Bow Hunting</u>	<u>4</u>	<u>Rifle Shooting</u>	<u>3</u>
<u>Martial Art*</u>	<u>3</u>	<u>Blade Combat</u>	<u>2</u>
<u>Forest Survival</u>	<u>3</u>	<u>Swimming</u>	<u>2</u>

* See Also Pg. 114

CHARACTER Research Scientist

OCCUPATION Physicist

STATISTICS	<u>08</u>	<u>16</u>	<u>07</u>	<u>41</u>	<u>WKP/M</u>
	STR	INT	THR	HPT	
	<u>12</u>	<u>19</u>	<u>09</u>	<u>30</u>	
	CON	WIS	DOD	75%	MCD
	<u>08</u>	<u>10</u>	<u>07</u>	<u>20</u>	
	DEX	LCK	ACC	50%	REC
	<u>11</u>	<u>13</u>	<u>70</u>	<u>10</u>	<u>55</u>
	AGL	CRZ	STB	25%	TMP
	<u>05</u>	<u>6%</u>	<u>?</u>		<u>08</u>
	SNS	MRE	STN	EXP	PIE

<u>Physics</u>	<u>7</u>	<u>Chemistry</u>	<u>4</u>
<u>Higher Math</u>	<u>5</u>	<u>Mathematics</u>	<u>4</u>
<u>Electronics</u>	<u>5</u>	<u>Play Games</u>	<u>2</u>
<u>Computer Use</u>	<u>4</u>	<u>Musical Instr.</u>	<u>3</u>
<u>Laser Tech.</u>	<u>2</u>	<u>Research</u>	<u>3</u>
<u>Journalism</u>	<u>2</u>	<u>Tinker</u>	<u>3</u>

CHARACTER Independent Pilot

OCCUPATION Cargo Moving

STATISTICS	<u>12</u>	<u>13</u>	<u>13</u>	<u>40</u>	<u>WKP/M</u>
	STR	INT	THR	HPT	
	<u>09</u>	<u>12</u>	<u>12</u>	<u>30</u>	
	CON	WIS	DOD	75%	MCD
	<u>14</u>	<u>16</u>	<u>14</u>	<u>20</u>	
	DEX	LCK	ACC	50%	REC
	<u>13</u>	<u>08</u>	<u>74</u>	<u>10</u>	<u>45</u>
	AGL	CRZ	STB	25%	TMP
	<u>03</u>	<u>1%</u>	<u>?</u>		<u>16</u>
	SNS	MRE	STN	EXP	PIE

<u>Pilot Prop</u>	<u>8</u>	<u>Commerc. Trade</u>	<u>3</u>
<u>Pilot Jet</u>	<u>4</u>	<u>Ocean Survival</u>	<u>1</u>
<u>Air Sea Nav.</u>	<u>6</u>	<u>Aircraft Repair</u>	<u>4</u>
<u>Smuggling</u>	<u>3</u>	<u>Stunt Flying</u>	<u>2</u>
<u>Aeronautics</u>	<u>4</u>	<u>Sky Diving</u>	<u>1</u>
<u>Brawling</u>	<u>4</u>	<u>Asian Language</u>	<u>4</u>

CHARACTER **Big City Reporter**

OCCUPATION **News Hound**

STATISTICS	<u>12</u>	<u>13</u>	<u>09</u>	<u>49</u>	<u>WKP/M</u>
	STR	INT	THR	HPT	
	<u>14</u>	<u>12</u>	<u>11</u>	<u>36</u>	
	CON	WIS	DOD	75%	MCD
	<u>09</u>	<u>16</u>	<u>07</u>	<u>24</u>	
	DEX	LCK	ACC	50%	REC
	<u>10</u>	<u>11</u>	<u>76</u>	<u>12</u>	<u>50</u>
	AGL	CRZ	STB	25%	TMP
	<u>16</u>	<u>05%</u>	<u>?</u>		<u>12</u>
	SNS	MRE	STN	EXP	PIE

Journalism	<u>8</u>	Fast Talk	<u>4</u>
Photography	<u>6</u>	Disguise	<u>2</u>
Investigation	<u>5</u>	Computer	<u>2</u>
Interrogation	<u>4</u>	News Research	<u>2</u>
Psychology	<u>3</u>	Criminal Law	<u>1</u>
Sociology	<u>2</u>	Spanish	<u>7</u>

CHARACTER **Cop on Patrol**

OCCUPATION **To Serve & Protect**

STATISTICS	<u>16</u>	<u>14</u>	<u>15</u>	<u>52</u>	<u>WKP/M</u>
	STR	INT	THR	HPT	
	<u>14</u>	<u>16</u>	<u>14</u>	<u>39</u>	
	CON	WIS	DOD	75%	MCD
	<u>14</u>	<u>12</u>	<u>15</u>	<u>26</u>	
	DEX	LCK	ACC	50%	REC
	<u>13</u>	<u>09</u>	<u>80</u>	<u>13</u>	<u>45</u>
	AGL	CRZ	STB	25%	TMP
	<u>12</u>	<u>02%</u>	<u>?</u>		<u>14</u>
	SNS	MRE	STN	EXP	PIE

Civil Law	<u>7</u>	Pistol Shooting	<u>4</u>
Criminal Invest.	<u>6</u>	Psychology	<u>3</u>
Law Enforce.	<u>6</u>	Gymnastics	<u>2</u>
Criminal Law	<u>4</u>	Crime Tactics	<u>3</u>
Computer	<u>2</u>	Sociology	<u>3</u>
Security	<u>5</u>	Martial Art*	

* See Also Pg. 114

CHARACTER **MANIAC**

OCCUPATION **Escaped Maniac (with PSI)**

STATISTICS	<u>17</u>	<u>12</u>	<u>11</u>	<u>54</u>	<u>36</u>
	STR	INT	THR	HPT	WKP/M
	<u>16</u>	<u>05</u>	<u>15</u>	<u>40</u>	<u>11</u>
	CON	WIS	DOD	75%	MCD
	<u>07</u>	<u>10</u>	<u>09</u>	<u>27</u>	<u>?</u>
	DEX	LCK	ACC	50%	REC
	<u>13</u>	<u>08</u>	<u>-30</u>	<u>13</u>	<u>Varied</u>
	AGL	CRZ	STB	25%	TMP
	<u>17</u>	<u>01%</u>	<u>?</u>		<u>?</u>
	SNS	MRE	STN	EXP	PIE

Look Normal	<u>6</u>	Escape	<u>4</u>
Convince	<u>5</u>	Disguise	<u>2</u>
Theft	<u>6</u>	Blade Combat	<u>1</u>
Metal Fabrica.	<u>2</u>	Stealth	<u>3</u>
Carpentry	<u>4</u>	Climbing	<u>2</u>
Drive	<u>1</u>	Wild Talent	<u>1</u>

CHARACTER **American Indian**

OCCUPATION **Shaman (with Magic)**

STATISTICS	<u>14</u>	<u>13</u>	<u>14</u>	<u>56</u>	<u>36</u>
	STR	INT	THR	HPT	WKM
	<u>16</u>	<u>15</u>	<u>13</u>	<u>42</u>	<u>12</u>
	CON	WIS	DOD	75%	MCD
	<u>12</u>	<u>10</u>	<u>17</u>	<u>27</u>	<u>?</u>
	DEX	LCK	ACC	50%	REC
	<u>12</u>	<u>12</u>	<u>81</u>	<u>14</u>	<u>65</u>
	AGL	CRZ	STB	25%	TMP
	<u>17</u>	<u>06%</u>	<u>?</u>		<u>19</u>
	SNS	MRE	STN	EXP	PIE

Ecology	<u>6</u>	Sight	<u>2</u>
History	<u>5</u>	Healing	<u>4</u>
Forest Survival	<u>4</u>	Control Nature	<u>4</u>
Tribal Lore	<u>4</u>	Mind	<u>3</u>
Native Language	<u>19</u>	Protection	<u>3</u>
Blade Weapon	<u>3</u>	Illusion	<u>2</u>

TRI TAC SYSTEM CHARACTER SHEET

CHARACTER NAME _____

COUNTRY/WORLD _____

ETHNIC ORIGIN / RACE _____

OCCUPATION _____

Optional STN

MILITARY RANK _____

SEX _____

AGE _____

HEIGHT _____

WEIGHT _____

HAIR _____

EYES _____

PHYSICAL & MENTAL STATISTICS

STR _____

INT _____

THR _____

HPT (WBD) _____

CON _____

WIS _____

DOD _____

75%

DEX _____

LCK _____

ACC _____

50%

AGL _____

CRZ _____

STB _____

25%

SNS _____

(Stalking the Night Fantastic)

MRE _____

PIE _____

EXP _____

HANDED **R** or **L**

BLOOD TYPE

O A B AB POS NEG

STRENGTH

RELATED DATA

PUNCH _____

KICK _____

LIGHT _____

MEDIUM _____

HEAVY _____

CARRY _____

DEAD LIFT _____

DRAG _____

SKILL

LEV

SKILL

LEV

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
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_____	_____
_____	_____
_____	_____

MODIFIED ACCURACY BONUS

PISTOL _____

RIFLE _____

SMG _____

LAUNCHER _____

THROW _____

BOW _____

BLADE _____

PHYSICAL COMBAT

COMBAT ARTS STYLE _____

ACTIVE OFFENSE _____

ACTIVE DEFENSE _____

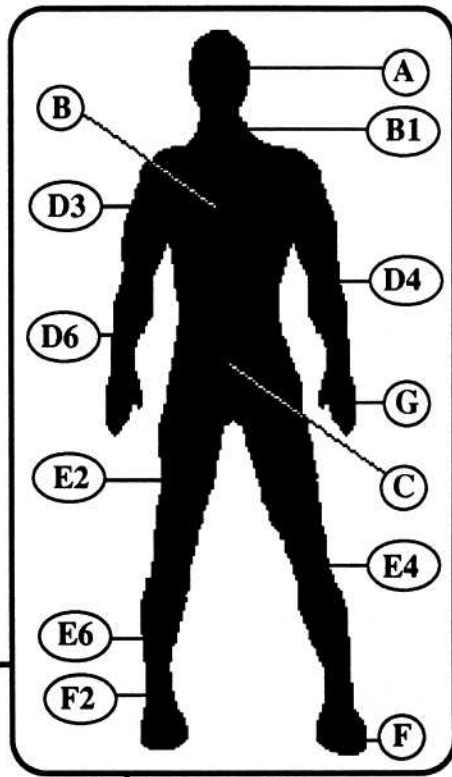
PASSIVE OFFENSE _____

PASSIVE DEFENSE _____

WRESTLING _____

BODY GUIDE

AREA	TABLE	PAGE
Head	A	127
Neck	B1	128
Chest	B	128
U Arm	D3	130
Elbow	D4	130
L Arm	D6	130
Hand	G	130
Abdomen	C	129
Thigh	E2	131
Knee	E4	131
Calf	E6	130
Ankle	F2	131
Foot	F	131



Armor Stops

	FA	LV	BL	EX
Hat				
Jacket				
Shirt				
Pants				
Under				
Socks				
Shoes				

BALLISTIC CLOTH

Helmet				
Jacket				
Vest				
Shirt				
Pants				
Socks				
Boots				

- Hat
- Jacket
- Shirt
- Pants
- Under
- Socks
- Shoes

- Helmet
- Jacket
- Vest
- Shirt
- Pants
- Socks
- Boots

ID Cards
 3133344191

Equipment

Weapon

ROF	AMO	PB	VS	SH	ME	LO	EX
ROL	CYC						
CAP	WTE	EFFECTIVE		EX+			
CIR	MIS						
HSM	KDM	SPC					

Vehicle Data

LENGTH:	TANK:	ARMOR Window: Wheels: Top: Body:
WIDTH:	MPG:	
HEIGHT:	RANGE:	
SPEED:	WATER:	
WEIGHT:	CREW:	
CARGO:		

Vehicle Weapons

NPC / THING LOG

--	--	--	--

							HPT	CON
STR	INT	THR	BODY ARMOR					
CON	WIS	DOD	TEMPER					
DEX	LCK	ACC	PERSONALITY					
AGL	CRZ	STB	Special Skills					
Area			PIE	WKM	MCD	WKM/P		
Bane			Special Resistance					

SPELL COMPONENT LOG

SPELL	
COMPONENT	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
This Spell is on Page	<input type="text"/> Total Cost <input type="text"/>

SPELL	
COMPONENT	Cost
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
This Spell is on Page	<input type="text"/> Total Cost <input type="text"/>

PSIONIC MANAGEMENT

 Name

 Talent Acquired By

 Years of Study & Practice

 Meditative Discipline

WKP

MCD
REC

TIME MODIFIERS
 Snap Use -30
 Half Time -20
 3/4 Time -10
 Full Time n/a

 (Also See STNF Page 71)

DIFFICULTY MODS
 Real Easy x1.25
 Easy x1.00
 Average x0.75
 Tough x0.50
 Real Tough x0.25
 Near Impossible x0.12

PSI Talent	Level	Page
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Optional WKP Storage Device
 Device _____
 WKP _____

OTHER MODS
 Fresh, Healthy +05
 Very Healthy +03
 Healthy +01
 Sick -03
 -at 75% CON -05
 -at 50% CON -10
 -at 25% CON -15
Shot -25
 Physically Abused -15
Pain, Light -05
Pain, Heavy -10
Stun, Light -15
Stun, Heavy -40
In Shock -30
 Tired -05
 Pushed to Limit -10
 Affected by Drugs -10
 Tipsy -05
 Drunk -20
 Roaring Drunk -40
Annoyance
 -General -02
 -Continued -05
 -Rampant -08
 -Total -10
Forced Against Will -05
Forced at Gunpoint -10

 (Also See STNF Page 22)

MAGIC MANAGEMENT

Name

Magic Acquired by

Years of Study

Taught by

WKM

MCD

REC

STN

G W B

PIE

Spell	Level	Page
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Familiar _____ **Species** _____

STR _____ THR _____ CRZ _____

DEX _____ DOD _____ TMP _____ WKM

AGL _____ LCK _____ REC _____ MCD

CON _____ ACC _____ HPT _____

TIME MODS

Snap Use	-30
Half Time	-15
Full Time	n/a

GESTURE MODS

None	-10
Simple	-05
Full	n/a

COMPONENT MODS

None	-20
Half Needed	-15
Improper Prep	-10
Proper Prep	n/a

LOCATION MODS

Improper	-15
Mostly	-10
Slightly	-05
Neutral Ground	n/a
Favorable	+05
Sanctified	+10

AID BY HIGHER FORCE

Tome/Book/Etc.	+10
Familiar	+05
Artifact	+15
Tutor	+10
Higher Power	+20
Angelic/Demonic	+25

COMPONENTS

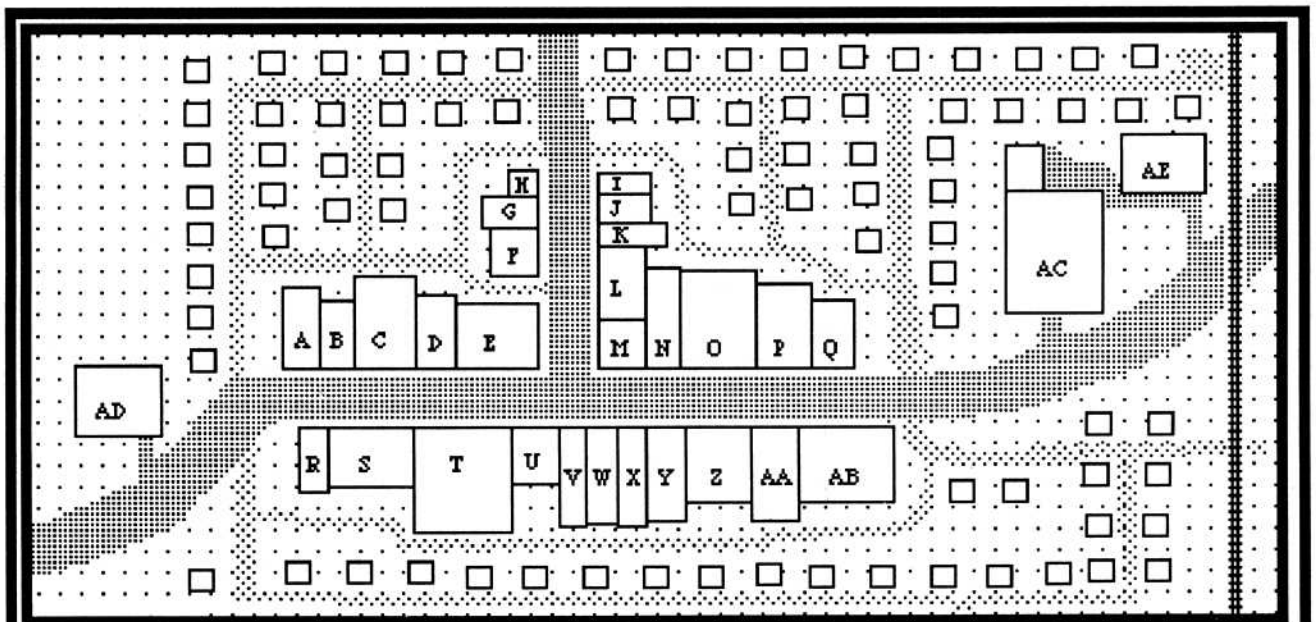
Generic	-15
Highly Impure	-10
Impure	-05
Average	n/a
Very Pure	+05
Totally Pure	+10

(Also See STNF Page 83)

OTHER MODIFIERS

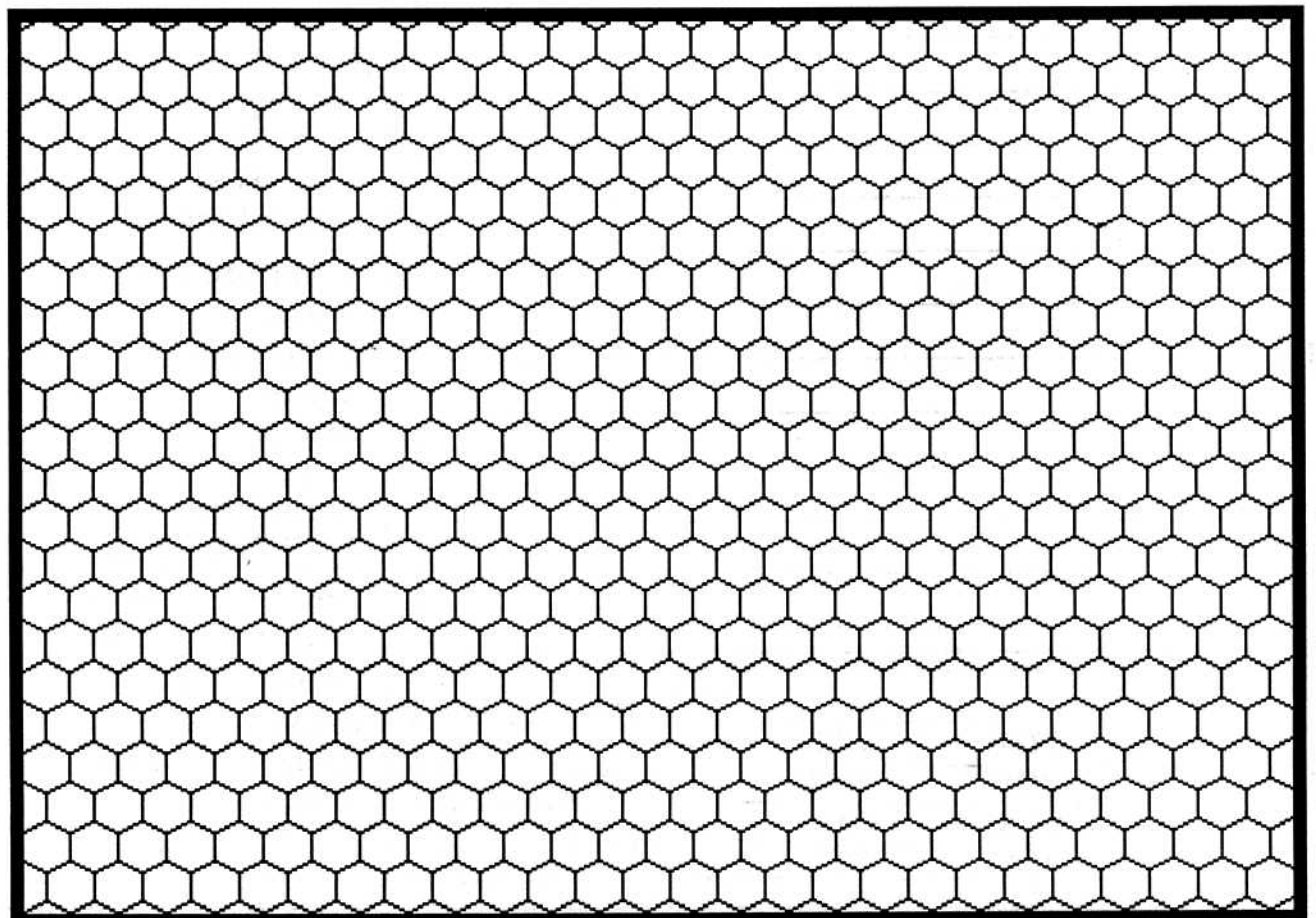
For other optional Personal and Stress Related Modifiers see the Psionic Management Sheet or the Game Book.

(Also See STNF Page 22)



Average Small Town

_____	_____	_____
_____	_____	_____
_____	_____	_____



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You are an agent of the most secret agency ever created by the US government.

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