

SURVIVE THIS!!

DARK PLACES & DEMOGORGONS

THE ROLEPLAYING GAME



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IT'S THE 1980S AND THERE ARE STRANGE THINGS HAPPENING EVERYWHERE!

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DARK PLACES & DEMOGORGONS

VAMPIRE SOURCEBOOK

BRANDT ♦ BLOAT





THE POPE LICK MONSTER

THE BASICS

ATTRIBUTES: 3d6

ABILITY SCORE	-	MODIFIER
3	-	-3
4-5	-	-2
6-8	-	-1
9-12	-	0
13-15	-	+1
16-17	-	+2
18	-	+3

SURVIVAL POINTS: Can re-roll a failed roll once. Can spend as many Survival Points as are available. Only regains 1 Survival Point per session.

HIT POINTS: 2d6+CON MOD
(Minimum of 5). 1d6 each level up.

AGE: 13+1d4

SAVING THROWS: 4d4+CON MOD.
Gain 2 points at Level Up.

1D6	FAILED COURAGE/TERROR EFFECT
1	You run away at full speed and are terrified for 30 seconds.
2	You are partially stunned. You take 2 steps back and lose your action.
3	You urinate in your pants. Lose your action, you are at -1 to all rolls & AC for the encounter.
4	You faint for 1 minute.
5	You attempt to find a place to hide and cover for the next 30 seconds.
6	You loudly scream like a little kid for the next 30 seconds. Lose all actions.

OUT OF ACTION

- 1 – KO'd** Just knocked out.
- 2 – Concussed** Disadvantage on all tests for the next hour.
- 3 – Cracked Bones** STR, DEX and CON are temporary -2 for the next day.
- 4 – Crippled** STR or DEX is permanently reduced by 2.
- 5 – Disfigured** CHA reduced to 4, permanently.
- 6 - Dead** Not alive anymore.

SKILLS: 4 Skills at Level 1 +2 Skills for INT MOD. Only gets 1 Fighting Skill.

SKILL	CORRESPONDING ATTRIBUTE
Art & Music	INT
Basic Athletics	STR or DEX
Brawling	STR or DEX
Computer Skill	INT
Cooking	WIS
Dancing	DEX
Driving	DEX
First Aid	WIS
Electronics	INT
Hunting & Fishing	DEX
Intimidation	STR
Investigation	WIS
Knowledge (General)	INT
Language	INT
Martial Arts	STR or DEX
Mathematics	INT
Mechanics	INT
Paranormal	INT
Persuasion	CHA
Ranged Weapons	DEX
Science	INT
Video Games	DEX
Wrestling	STR

AC: 10+DEX MOD + AC Bonus from Armor

ARMOR	AC BONUS	WEIGHT	AVAILABILITY
Leather Jacket	+1	10 LBS	Common
Leather Pants	+1	15 LBS	Common
Football Pads	+2	12 LBS	Semi-Common
Combat Boots	+1	8 LBS	Common
Bulletproof Vest	+3	20 LBS	Rare
Tactical Survival Gear	+4	35 LBS	Rare
Garbage Can Lid	+1	4 LBS	Common
Motorcycle Helmet	+1	2 LBS	Common

EQUIPMENT	VALUE	USAGE	NOTES
Backpack	5		Carry +2
Lantern	10		
Gas Can (Full)	2	D6	
Fresh Rations (Trail Mix)	5	D4	
50' Rope	1		
Small Sack	1		
Large Sack	2		
Lighter	3		
Torches (6)	1	D6	
Canteen	1	D6	
Long Stick	1		
Quiver of Arrow/Bolts	10	D8	
Flashlight	5	D6	

SIMPLE WEAPONS	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Bow	1D6	2	60	20	10	250
Axe	1D6+1	1	4	--	6	50
Brass Knuckles	1D6	1	--	--	1	10
Baseball Bat	1d6	1	--	--	3	10
Crossbow	1d6+1	1 or 2	80	20	15	400
Knife	1d6-1	1	4	--	1	50
Nightstick	1d6	1	--	--	3	25
Pepper Spray	Stun	1	--	3	1	20
Spear	1d6	1	10	--	5	75
Staff	1d6	1	--	--	5	30
Sword/ LG Knife	1d6+1	1	--	--	3	150
Whip	1d6-1	1	4	--	2	15
Screwdriver	1d6-1	1	--	--	1	4
Shuriken	1d6-2	2	30		1	7

USAGE DIE: All items unless otherwise noted below starts with a d10 Usage Dice. If the roll is 1-3 then the usage die is downgraded to the next lower die in the following chain:

d20 > d12 > d10 > d8 > d6 > d4

When you roll a 1-2 on a d4 the item is expended and the character has no more of it left.

FIREARMS	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Revolver	2d6+1	1	50	6	2	500
Semi-Auto Pistol	2d6	2	75	10	3	600
Submachine Gun*	2d6+1	2	60	20	4	900
Semi-Auto Rifle	3d6+2	2	150	10	5	800
Shotgun	4d6+3	1	30	5	6	500
Automatic Rifle*	3d6+2	2	150	30	7	2000
Sniper Rifle	4d6	1	500	15	10	3000
Flamethrower**	2d6/turn	1	30	10	13	400

EXPLOSIVES	DAMAGE	ROF	RANGE	AMMO	WEIGHT	COST
Fragmentation***	6d6	1	25	--	1	50
Flash-Bang**	Stun+1d6	1	25	--	1	25
Smoke	Smoke	1	25	--	1	25
Incendiary**	6d6	1	25	--	1	40
Plastic Explosives***	3d6/charge	1	--	10	1	200

XP AND LEVELING UP:

Maximum XP per session:

Session Survival: 1 XP per player

Encounter: 3 XP per player

Exceptional Roleplaying: 1 XP per player

Discretionary: 2 XP per player

Hero: 1 XP for 1 player

LEVEL	XP
1	0
2	5
3	14
4	26
5	41

LEVEL	HOURS
1	0
2	4
3	10
4	20
5	35

DIFFICULTY CHECKS: d20

EASY 10

MEDIUM 15

DIFFICULT 20

NEAR IMPOSSIBLE 25

PSIONIC ACTIVATION CHART	
1	Fizzle. Lose 1 HP.
2	Success. Lose 1 HP.
3	Success. Add +4 to your psionic attack.
4	Fizzle. You are stunned for 1d4 rounds. You cannot attack and are at -2 to Armor Class and all rolls for that duration.
5	Success. No negative effect.
6	Fizzle. Everyone else within 60' loses 1 HP.
7	Success. However, the effect of the ability is halved (rounded up).
8	Success. Lose 1 HP. Attack cannot miss if possible.
9	Success. Fries all electrical circuits within 60'.
10	Success. Double the effect of the ability. Lose 1 HP.
11	Fizzle. No negative effects.
12	Fizzle. -1 to all saves for 1d6 minutes.
13	Success. Double the effect of the ability but after you pass out for 1d4 rounds.
14	Success. In addition to the success, everyone else within 60' takes 1 HP of damage.
15	Fizzle. Your ability is successful but targets a different target than intended, anyone within 60'.
16	Fizzle. You are knocked back 20' taking 1 HP of damage.
17	Success. Your target is knocked back 20' taking another 1 HP of damage.
18	Fizzle. Lose 1 HP. You phase to the "other side" for 1d4 rounds.
19	Success. The effects of the ability effects everyone else within 60'.
20	Success. Lose 1 HP. Double the effect of the ability. Your next Psionic Power Activation roll does not require a roll and is at +4

RANDOM MONSTER GENERATION TABLES

1D12	BODY	1D12	HEAD	1D6	SEX
1	Humanoid	1	Headless	1	Male
2	Equine	2	Humanoid	2	Female
3	Aquatic	3	Canine	3	No Sex
4	Serpent	4	Cephalopod	4	Female
5	Avian	5	Bird (Raptor)	5	Male
6	Rodent	6	Bird (Farm)	6	Both
7	Feline	7	Feline		
8	Canine	8	Reptile		
9	Reptile	9	Insect/Arachnid		
10	Arachnid	10	Fish/Shark		
11	Insectoid	11	Matches Body Type		
12	Hybrid (Roll twice ignoring this result).	12	Multiple Heads (Roll 2 or more times ignoring this result).		

1D6	ARMS	1D6	LEGS/HIND LIMBS
1	Matches Body	1	Matches Body
2	Tentacle	2	Tentacle
3	Insectoid	3	Insectoid
4	Clawed (Crab)	4	Clawed (Feline)
5	Hook	5	None (Serpent Lower Half)
6	Hybrid (Roll twice ignoring this result).	6	Hybrid (Roll twice ignoring this result).

1D12	SKIN	1D12	TAIL (OPTIONAL)	1D6	WINGS (OPTIONAL)
1	Matches Body	1	Matches Body	1	Bat
2	Reptile	2	Feline	2	Insectoid
3	Insectoid	3	Canine	3	Bird
4	Crustacean	4	Reptile	4	Bio-mechanical
5	Feathered	5	Scorpion	5	Butterfly
6	Furry	6	Rodent	6	Hybrid
7	Bio-mechanical	7	Spiked		
8	Slime coated	8	Bladed		
9	Translucent	9	Constricting		
10	Plant Like	10	Scorpion		
11	Rock Like	11	Rattler		
12	Hybrid	12	Hybrid		

1D20	SPECIAL ABILITIES
1	Turn To Mist
2	Multiplying
3	None
4	Supernatural STR
5	Shriek of a Banshee
6	Calcifying Bite
7	Thunderous Roar
8	Mimic
9	Fireball
10	Experiment X Powers
11	Shape Shift
12	Regenerate 1d6 HP per Round
13	None
14	Fly
15	Fear Aura
16	Hurl Heavy Item (1d6+4 Damage)
17	Charge (1d6+4 Damage)
18	Portal
19	Pyro Powers
20	Telekinetic Powers

Bonuses, HD and AC: Roll 1d6 once to determine each bonus and HD/AC.

1D6	HIT	TOUGHNESS	DAMAGE	INITIATIVE	HD	AC	TERROR
1	+0	+0	+0	+0	2	11	12
2	+1	+0	+1	+0	3	12	13
3	+2	+0	+2	+1	4	13	14
4	+3	+1	+2	+1	5	14	15
5	+4	+2	+3	+2	6	15	16
6	+5	+3	+4	+3	7	16	17