into the Shadows

Horror/Adventure RPG
Version 2.000

Into The Shadows
Role-Playing Game of Horror and Adventure - Version 2.000

"The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far. The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age."

-H. P. Lovecraft, from The Call of Cthulhu-

These rules are meant to be used as either a stand-alone system, or as replacement rules for use with other horror/supernatural RPGs. The characters are agents of good, confronting the supernatural evil that lurks in the shadows of our world. They can happen across this evil accidentally, work as an independent team, or as members of a larger organization.

To play you will need two or more players, preferably 3-4, and some six-sided dice, the kind most commonly found. Please read the rules carefully all the way through before playing.

TABLE OF CONTENTS

Into The Shadows
Role-Playing Game of Horror and Adventure - Version 2.000

INTRODUCTION

These rules were created using West End Games' D6 Role-Playing System - a fantastic idea for anyone who's less than satisfied with most of-the-shelf RPGs. I enjoy horror/adventure games like Chaosium's Call of Cthulhu™ and Tri Tac's Stalking the Night Fantastic™, but the rules systems for those games are often difficult, slow, or needlessly complex. So, I created my own completely independent game system based on West End Games' generic D6 rules. I've tried to be as comprehensive as possible with the game, covering everything I felt was important to basic game-play in these rules.

Why the D6 System™? I had been playing the Star Wars RPG™ for a couple years, before a friend introduced me to the D6 System™ for creating custom RPGs. I realized at once that this was a great way to get the best of both worlds with these games. Use this system with the campaign materials for whatever other system you like - or make your own. It's that simple. And best of all - *it's free*!

And now, a note on copyrights. These rules are free in their present form, but that doesn't mean that you can steal them, plagiarize from them, or charge someone else for them. In fact, legally you can't. Don't ask to be prosecuted.

Thys boke is one
And God's curse another;
They that take the one
God geve them the other.
Steal not this Book my honest Friend
For fear the Galows should be your hend,
And when you die the Lord will say
"And wares the Book you stole away?"

VERSION INFORMATION

Version 1.0 4/6/98 Incorporated the basic rules, with a few minor issues that needed to be correcting.

Version 1.1 4/16/98 Incorporates fixes to the skill descriptions; Poisoning was removed for further development in the upcoming GM's book; added Weapons Expert skill; added more Shadows; added examples to the text using sample characters; expanded Table of Contents and Introduction section; and cleaned up description of PSI rules.

Version 1.2 4/29/1998 Corrected Mythos Lore, intensive proof-reading, added explosives and heavy weapons sections, added Hummer to vehicles, added NPCs, added more Shadows.

Version 1.3 7/21/1998 Added new combat modifiers, 2 new skills, spell specializations, and updated special abilities. Also added sample campaign info.

Version 1.31-2 7/22/1998-8/17/1998 Fixed minor errors in 1.3's pagination, quotes, etc.

Version 2.000 1/01/2000 Corrected examples for experience and stats for Herposapien. Fixed some format issues and created an easily updated table of contents. Added to BPI section. Incorporated additional spells and psionics from The Book Of Shadows sourcebook.

THANKS

Thanks to the following for patience, help, play-testing, and/or advice: Amy Griswold, Jeremy Fielder, Greg Machacek, and Dennis Stalnaker.

And for inspiration: Charles Fort, H.P. Lovecraft, Arthur Machen, Clark Ashton Smith, Robert E. Howard, Ambrose Bierce, Robert W. Chambers, Richard Tuchulka, Nick Pollatta, H.G. Wells, John Carpenter, Bruce Campbell, Sam Raimi, Robert Bloch, Arthur Conan Doyle, Neil Gaiman, Mike Mignola, Caleb Carr, and many others.

CONTACTING THE AUTHOR

Feel free to email me with comments, suggestions, and fixes. New materials will be made available on my web site as they are completed.

Email: shadows@pcisys.net
World-Wide-Web Site: http://members.tripod.com/~into_the_shadows/

1.0 CHARACTERS
"All that is necessary for the triumph of evil is for good men to do nothing."
> -Edmund Burke, statesman and orator-

1.1 CONCEPT
Character concept is very important in role-playing games. When it's time for everyone to make up characters here's a few important things to consider:

- What type of campaign is the GM designing? Are you basing it on another game system, a favorite television show or movie, a series of novels or comics? Is it meant to be straight horror, or are there elements of humor and/or adventure mixed in?
- What types of characters are the other players making? It's best to have a mix of characters that compliment each other.

1.2 FILLING OUT THE CHARACTER SHEET
When building a character you can use one of the templates ,provided at the end of these rules, or create a character from scratch. To use a template, copy the information provided on the template to a blank character sheet - also provided at the end of the book - fill in the rest of the items listed below, and then skip to section 1.4 for information on choosing skills.

To build a character from scratch, fill out the information below leaving the attributes and special abilities blank, then go on to the next section for instructions on selecting attributes.

Player: The name of the real person who plays the character. (You.)
Character Name: The character's real name.
Type of Character: Is the character an independent investigator, an inquisitive reporter, a helpless victim, or the agent of some secret government agency for dealing with the supernatural?
Gender: The character's gender: Male or Female.
Age: The character's age in years. There are no modifiers for playing an especially young or old character, but the attributes should be distributed appropriately.
Height: The character's height in feet and inches.
Weight: The character's weight in pounds or kilograms.
Physical Description: This is a description of the character's physical appearance, and may include skin color, eye color, ethnic characteristics, distinguishing marks and scars, tattoos, body piercing, hair color, hair length, and hair texture.
Personality: A description of how your character generally acts and reacts. For ease of use it is best to restrict these descriptions to only a few words. Characters can be stoic and precise, friendly but sloppy, charismatic and aloof, greedy and persistent, or just about anything else you can think of.
Character Quirks: Besides their physical form and personality, a character can have any number of unusual traits to distinguish them from everyone else. This could be a wardrobe of silk shirts, a chain-smoking habit, a strange accent, an affinity for bad movies, a pet mouse, a fear of snakes, a tendency to quote Bible verses, or something else that sets your character apart. Take a close look at some of your favorite characters from TV, film, and literature for more examples.
Attributes: The character's basic abilities in game terms. Each of these abilities is used to decide the result of various actions the character will attempt during the course of an adventure. Specific skills are associated with each attribute.
> **Physique(PHY):** A measure of the character's strength and resilience.
> **Reflex(REF):** The character's hand-to-eye coordination, dexterity, and reflexes.
> **Canny(CAN):** The character's intelligence, meaning their perceptiveness, creativity, and ability to process information - not how much they know.
> **Education(EDU):** The character's acquired knowledge and learning.
> **Technical(TEC):** The character's scientific and engineering training.
> **Will(WIL):** A measure of the character's willpower, charisma, and sanity.

Move: How many meters the character can move during a round. Characters start out with a base Move of 10.
Magic Sensitive: 'Yes' or 'No.' The character may be open to occult energies without possessing the skill to harness them initially. A character who is not sensitive to magic is not allowed to purchase the Magic attribute.
PSI Sensitive: 'Yes' or 'No.' The character may be open to psionic powers without possessing any initially. The character must be sensitive to psionics to purchase any psionic attributes.

Karma Points: A special type of point the character can spend when appropriate to temporarily give a dramatic boost to their abilities. Characters initially start out with one Karma point, but may spend and earn more points as time goes by. See the Basic Game Mechanics section for more information on Karma Points.

Survival Points: Another special type of point that can be used to temporarily improve a character's abilities. In between adventures, they can also be spent to permanently improve skills, attributes, and special abilities. Characters initially start out with no Survival Points, these points are earned as experience for each successful adventure. See the Basic Game Mechanics section or Experience and Advancement below for more.

Life Points: A measurement of how much damage a character can take. Characters initially receive a number of Body Points equal to 20 plus a Physique roll. See the Combat section for details on taking and healing damage.

Special Abilities/Disadvantages: Character's may have special abilities that set them apart from most people, including advanced psionic abilities, or magic spells, among other things. They may also have problems or disabilities that set them apart as well.

Equipment: Starting equipment is agreed on by players and game masters. Over the course of the campaign equipment will be used, lost, stolen, replaced, and acquired.

Weaponry: The character's currently available weapons, and their game statistics.

1.3 CHOOSING ATTRIBUTES

Each character has six basic attributes, which are described below. Characters can either use the templates available, or build a character from scratch. To use an existing template simply fill in the blank areas on the template with the personal information on the character, and use the pre-assigned attributes, weapons, and equipment.

To build a character from scratch, start with 18D and distribute it among the six attributes listed below. Each attribute must be allocated no less than one full dice, and normal humans are restricted to a maximum of 5D. Each dice is divided into 3 'pips.' Players can allocate entire dice or increments of pips to an attribute. Each pip beyond a full dice assigned to an attribute is noted as a +1. For example: 3 pips - or 1 dice - assigned to an attribute would be noted as a 1D; 4 pips would be noted as 1D+1; 5 pips as 1D+2; 6 pips as 2D; and so on. The use of these numbers is explained in the section Basic Game Mechanics.

In addition to the basic attributes characters can spend pips to get special abilities, psionics, and learn magic. Characters can even earn more pips by taking a disadvantage. A short list of these special abilities and disadvantages is listed below. If you wish to have an ability or disadvantage not listed here, work it out with the GM, who will have to assign a pip value to it. Disadvantages will remain on a character until they pay off the dice gained from taking the disadvantage, and satisfy some criteria in the game world specified by the GM.

Normally a character should be restricted in the amount and type of special abilities allowed. For instance, a character should not be allowed to have abilities from more than one of the special abilities sections: Magic, Psionics, and Priest. Characters may have more than one ability within a section though. In the end, all characters are subject to final approval by the GM.

Physique: A measure of the character's strength and resilience.

Reflex: The character's hand-to-eye coordination, dexterity, and reflexes.

Canny: The character's intelligence, meaning their perceptiveness, creativity, and ability to process information - not how much they know.

Education: The character's acquired knowledge and learning.

Technical: The character's scientific and engineering training.

Will: A measure of the character's willpower, charisma, and sanity.

> **Example:** *Michelle wants to create a character that will be an agent for a special government agency that investigates and deals with the paranormal. She decides her character didn't start out as an agent, though, but as an adventurous archeologist. She fills out the character's age, weight, and other general information . Then she comes up with a name by looking through various books and magazines: China McAdams. The name gets her thinking about vivid character description and background, so she fills these in as well before allocating attributes.*
>
> *For attributes she looks at what skills an archeologist like China should have and decides that she'd like average or above in all areas except Technical – which she decides she won't use much. So she allocates only 1D+2 to Technical, an average 3D to Education, and distributes the rest evenly among the remaining attributes for a 3D+1 in each. She decides to leave her Move as normal and doesn't want any Special Abilities or Disadvantages for her character.*

Move: Each character starts with a base Move of 10, this is how many meters the character can go in one full movement. Move can be increased to 12 for a cost of 1D from the character's initial pool of attribute dice. 12 is the maximum movement for a normal human. A character can also gain attribute dice by initially reducing their Move. By reducing their Move to 8, a character gains 1D to their initial attribute pool. For reducing Move to 5, the character gains another 1D. Character's with a Move of 0 or 1 would gain another 1D, but would be paralyzed and almost useless in the game so this is not recommended.

Special Abilities: Players should be allowed to purchase a limited range of special abilities that will give their character an clear advantage in certain situations. There are also special abilities available that do not present any significant advantage in terms of game play, such as rumination, and these would cost nothing. The GM should be careful not to allow anything too powerful. The GM must approve any and all special abilities, and is the final authority on determining a cost for the ability. No more than 3D in Special Abilities should be purchased by any character.

Ability:	Cost:
Ambidextrous - The character is equally proficient with either hand, and receives no handedness penalties for firing a weapon with either hand.	1D
Cryptesthesia – Sixth sense, 3 in 6 chance of sensing a dangerous situation. GM rolls secretly. Character does not get specific information, just impressions.	2D
Eidetic Memory – accurately detailed, or photographic, memory	1D
Independently Wealthy - Character does not need to work, not a millionaire.	1D
Quick Draw - Drawing a weapon, or switching a weapon from one hand to the other, does not count as an action for the character.	1D

Magic: The character can have the ability to learn and cast spells and incantations. Magic is a separate attribute used only by the magically proficient. Magic spells are effectively treated as skills beneath this attribute. Unlike normal skills though, spells must be learned. Characters start out with only one spell initially. For more on this see the section on Magic. This attribute is purchased like the six basic attributes, and must be allocated from the same 18D attribute pool. The minimum value for this attribute, if selected, is 1D, just like the other attributes.

Psionics: Psionics are treated differently than magic. There are several different psionic attributes, and all of the various abilities beneath each attribute - treated as skills - are available to the character immediately. See the Psionics section for a list of the various psionic attributes and abilities. Like all other attributes psionic attributes must be allocated a minimum of 1D each, if used, from the basic attribute pool.

Priests: Priests are treated as uniquely in this game as magic and psionics. Priests must purchase the Piety attribute to perform the appropriate rites and rituals to any effect. Piety is the basis of priestly skills, the ritual and dogma provide the focus but piety - faith - provides the power. See the Priests section for a list of potential priest skills and abilities. A minimum 1D of Piety must be purchased initially to use these skills.

Disadvantages: Characters should not be given extra dice for minor problems. Minor problems are called quirks, and include such things as a fear of snakes. Quirks aren't worth added dice, but they may make the character more interesting or believable. Real disadvantages should give *a frequent or constant hindrance to a character in some way that affects game play*. Below are some examples, it is up to the GM to allow a character any particular disadvantage and to assign a value to it. *No more than 3D of Disadvantages should be given to any character.*

Problem:	Value:
Curse – The character has some form of uncontrollable arcane curse that was either inherited or cast upon them directly. Could be anything from a very nasty odor to a massive hunger that causes the character to eat a full meal every four hours or suffer a –10 to their base Life Points.	1D to 3D
Medical Problem - The character has some type of medical complication, possibly a disease or condition, that restricts or impairs the character in some way that affects game play. If it does not affect game play, such as cigarette addiction, then it's not worth anything.	1D to 3D
Paranoia - This is not a simple once-in-a-while delusion, the character is actively paranoid and is constantly questioning others, and taking unusual precautions.	2D
Physical Impairment - The character suffers from an impairment that prevents certain types of physical activity. One example would be missing or useless arms and/or legs. Others would include blindness or deafness.	1D to 3D

> **Example:** *John is making his character, and after checking with the other players, decides to be a psychic. He allocates 2D from his attributes to go towards psionics, and decides he wants to purchase Eidetic Memory for his character from the Special Abilities, which will cost him another 1D. He decides not to take on any Disadvantages to offset these costs, so he is down to 15D to allocate to his six basic attributes.*
>
> *Once that's been decided he allocates the rest of his attribute dice as follows: PHY 1D+2; REF 2D; CAN 3D+1; EDU 3D+1; TEC 1D+2; WIL 3D. He decides on a name, Malcolm Cross, and fills in the details on his character being sure to specify that he is PSI Sensitive.*

1.4 CHOOSING SKILLS

Characters receive 7D to distribute among skills in the same way that attribute dice are distributed. These dice, however, cannot be used to increase attributes or purchase magic, psionic, or priest attributes or other special abilities. They can *ONLY* be used to increase skills, magic spells, psionic powers, and priest abilities.

Skills begin with a value equal to the attribute they are listed under, unless otherwise noted. When the character is initially created it costs only 1 pip from the character's initial skill pool to improve a given skill by 1 pip, regardless of the skills initial value.

Consult the Skill List in section 2.1 for a listing of available skills, and section 2.2 for a more complete description of each.

1.5 EXPERIENCE AND ADVANCEMENT

At the end of each adventure or gaming session the GM will award Survival Points to characters based on their performance during the game. Survival Points can be used to provide a temporary boost to skills and abilities, as discussed in the Basic Game Mechanics section, or to improve a character's skills and abilities.

Improving Skills: The cost in Survival Points to improve a skill by one pip is equal to the number listed before the D in the skill value. Each skill may normally be improved no more than one pip between adventures without special approval from the GM, but the character may improve as many separate skills as they have Survival Points for.

Under normal circumstances no more than one pip should be allowed, examples of why more might be allowed would be: extensive use of the skill being raised, alien or magical learning enhancement, an extended time period between adventures, or simply a generous GM allowing the player to make up for a low value in a much needed skill. *Skill specializations* are considered separate from their base skills, and *are not improved with their base skill*. Skill specializations cost only half the normal amount to improve, rounded up. Advanced skills cost twice the normal amount to improve.

Training time is none if the character used the skill during the last adventure. Otherwise, one day per Survival Point spent to improve the skill if the character has a teacher with a skill level at least equal to the desired level of the improvement, two days per point spent without a teacher. The character can reduce training time by one day for each additional Survival Point spent.

Magic spells, psionic powers, and priest abilities are improved the same way that skills are.

Improving Attributes: The cost in Survival Points to improve an attribute by one pip is equal to 10 times the number listed before the D in the attribute value. Attribute values are restricted by the race/species of the character, normal humans cannot have higher than 5D in any attribute. Normally it requires one week of training per Survival Point spent if the character has a teacher with an attribute value at least equal to the desired value. Training is twice as long without a teacher.

Improving Move: The cost in Survival Points for improving the Move value by one is equal to the current value. The Move value is restricted based on the race/species of the character, normal humans cannot have a Move value higher than 12. It normally requires one week of training per Survival Point spent if the character has a teacher with a Move value at least equal to the desired value. Training is twice as long without a teacher.

Gaining New Special Abilities: A character who is not Magic or PSI Sensitive may purchase sensitivity at the GM's discretion for 20 Survival Points. Characters may have sensitivities to both if desired – but may not have *abilities* in both sections.

A character who has Magic or PSI Sensitivity may purchase abilities within one of those sections. A character with the Magic attributes may not have psionic attributes, nor may a character with psionic attributes purchase Magic. The cost for gaining a new attribute is 20 Survival Points, and ten weeks training time with an appropriate teacher.

Piety, the priest attribute, cannot be purchased under normal circumstances – and cannot be gained by anyone with magic or psionic abilities without first renouncing - giving up completely - those abilities.

Example: *After Michelle's first adventure with China she may decide to increase some of her skills. As she is a starting character with low scores in most skills the GM allows her to increase them as much as she likes. Let's say the GM gives China 7 Survival Points for her first adventure. If Michelle decides to increase China's History skill, which is currently at 3D, the same as her EDU attribute, it would cost her 3 Survival Points to increase the skill to 3D+1 (3 points is the number in front of the D, and is the cost for each pip improved), 6 points to increase it to 3D+2, 9 points to increase it to 4D, 13 points to increase it to 4D+1 (once the skill reaches 4D it costs 4 points to increase it another level).*

If Michelle spends the 6 points to increase her History skill to 3D+2 it would take China 6 days to train unless she used her basic History skill during the previous adventure. Her History specialization in Egyptian history would not increase with her History skill, because the specialization makes it a separate skill. This would leave her with 1 Survival Point to spend later.

1.6 EXAMPLE CHARACTERS

ARCHAEOLOGIST
Character Name: China McAdams
Player: Michelle
Age: 26   **Gender:** Female
Height: 5'10"   **Weight:** 138 lb.
Physical Description: Healthy and attractive Anglo-Saxon woman with long, red hair tied back in a pony tail; pale skin; muscular body; and jade-green eyes. No major scars, a strawberry-shaped birthmark on the back of her right thigh, and wears very little make-up.
Personality: Friendly, but commanding.
Quirks: Short-tempered and reactive. Afraid of scorpions.
Background: Daughter of an Irish-born US Marine-Corps drill instructor and an American historian. A tom-boy from day 1. She was brought into the Bureau of Paranormal Investigation originally as a consultant, after uncovering a tomb of Egyptian vampires, but enjoyed the thrill and pressure of the work so much she decided to become a full-time agent.

Physique:	3D+1	Education:	3D
Climbing/Jumping	3D+2	Archaeology	3D+2
		History(Egypt)	4D
		Lang(Hierogiph)	3D+1
		Myth Lore(Egypt)	4D
Reflex:	3D+1	Technical:	1D+2
Dodge	4D	Motor Veh Ops	2D+1
Firearms	4D		
Riding	3D+2		
Unarmed Combat	3D+2		
Canny:	3D+1	Will:	3D+1
Blind Fighting	3D+2	Bargain	3D+2
Find	3D+2	Sanity	4D
Hide/Sneak	3D+2		
Survival (Desert)	4D+1		

Move: 10
PSI Sensitive: ☐ Yes ☒ No
Magic Sensitive: ☒ Yes ☐ No
Karma Points: 1
Survival Points: 0
Life Points: 32
Special Abilities: None
Equipment: Backpack, Khaki expedition clothes, light Kevlar™ vest, grappling hook, rope
Weaponry: (2) Colt .45 pistols w/2 clips each

PSYCHIC CONSULTANT
Character Name: Malcolm Cross
Player: John
Age: 33   **Gender:** Male
Height: 5'11"   **Weight:** 160 lbs
Physical Description: Pale, gaunt man with a slightly harrowed appearance. Medium length white hair, white goatee and mustache, and pale blue eyes. No distinguishing marks.

Personality: Reserved, slightly stand-offish. Prefers to stay in the background.

Quirks: Avoids physical and eye contact with strangers.

Background: Son of a middle-class family. Developed psychic abilities as a result of experiments with mind-altering drugs. Recruited into the Bureau of Paranormal Investigation after appearing on local talk shows.

Physique:	1D+2	Education:	3D+1
Stamina	2D	Parapsychology	3D+2
Reflex:	2D	Technical:	1D+2
Dodge	2D+2	Motor Veh Ops	2D+1
Firearms	2D+2	Photography	2D
Canny:	3D+1	Will:	3D
Find	3D+2	Meditation	3D+2
Hide/Sneak	3D+2	Mental Defense	3D+2
Research	3D+2	Sanity	3D+2
Precognition:	2D	Psychometry:	2D
Combat Sense	2D	Read Life Form	2D
Fortune	2D	Read Object	3D
Sense Poss Fut	2D		

Move: 10
PSI Sensitive: ☒ Yes ☐ No
Magic Sensitive: ☐ Yes ☒ No
Source of Abilities: drug-induced
Karma Points: 1
Survival Points: 0
Life Points: 28
Special Abilities: Eidetic memory
Disadvantages: Uncontrolled (Precognition)
Equipment: Casual Clothes, notebook, first aid kit, camera, $1000 Cash
Weaponry: Smith & Wesson .38 Special, Pepper Spray

PRIEST

Character Name: Miguel Sanchez
Player: Phil
Age: 35 **Gender:** Male
Height: 5'8" **Weight:** 170 lbs.
Physical Description: Short, black haired Hispanic, brown eyes, well groomed. Stocky build. No distinguishing marks.
Personality: Quiet and serene. Maintains a calm peace, and enjoys helping others.
Quirks: Alcoholic, free of drink for 10 years. Serves sparkling grape juice during ceremonies.
Background: Entered the priesthood after the church helped him recover from alcoholism. Was recruited by the Bureau of Paranormal Investigation after being recommended by a colleague for his open mind.

Physique:	2D+2	Education:	2D+2
		History	3D
		Religious Doc	3D+2

Reflex:	3D	Technical:	2D
Dodge	3D+1	Computers	2D+2
Unarmed Cbt Parry	3D+1	First Aid	3D+1

Canny:	2D+2	Will:	3D
Hide/Sneak	3D	Sanity	3D+2
Streetwise	3D		

Piety:	2D		
Bless	2D+1	Protect	2D+1
Ceremony	2D+1	Sanctify	2D+1
Exorcise	2D+1	Sermon	2D
Prayer	2D		

Move: 10
PSI Sensitive: ☐ Yes ☒ No
Magic Sensitive: ☐ Yes ☒ No
Karma Points: 1
Survival Points: 0
Life Points: 29
Special Abilities: None
Equipment: Priest Collar and Clothes, First Aid Kit, Cross, Rosary, Holy Water (Flask)
Weaponry: None

SPELLCASTER

Character Name: Sonia Celine
Player: Fran
Age: 27 **Gender:** Female
Height: 5'7" **Weight:** 130 lbs.
Physical Description: Well-built Mediterranean girl with thick, black hair and a tattoo of a pentagram on her left thigh.
Personality: Friendly and energetic.
Quirks: Perpetually amused. Likes physical contact, touching and hugs.
Background: Daughter of a corporate executive and a housewife. She rebelled against the mainstream and came across her talent for the occult. Recruited by the Bureau of Paranormal Investigation at a psychic fair.

Physique:	2D	Education:	2D
Swimming	2D+1	Locale(Venice)	3D
		Magic (Euro Occ)	3D
		Mythos Lore	2D+1
		Supernatural	2D+1

Reflex:	3D+1	Technical:	3D+1
Dodge	4D	Motor Veh Ops	3D+2
Firearms(auto pistol)	5D		

Canny:	3D	Will:	3D
Cryptography	3D+1	Magic Resistance	4D
Disguise	3D+1	Meditation	3D+1
Research	3D+1	Sanity	3D+1

Magic:	2D+1		
Raise	3D+1		

Move: 10
PSI Sensitive: ☒ Yes ☐ No
Magic Sensitive: ☒ Yes ☐ No
Magic Points: 27
Magical Focus: Vocalization and Gestures
Type of Magic: European Occult
Karma Points: 1
Survival Points: 0
Life Points: 31
Special Abilities: None
Equipment: Luxury Car, Flashy Clothes, $2000 Cash
Weaponry: Walther PPK

2.0 SKILLS

"*Don't touch that please, your primitive intellect wouldn't understand things with alloys and compositions and things with ... molecular structures.*"

-Ash from the film 'Army of Darkness'-

Each attribute is responsible for a range of skills. Skills are listed with a brief description under the appropriate attribute. If a player desires a skill not available here, the player and GM should come to an agreement on what attribute governs that skill, a brief description of the skill, and what types of specialization are available.

Skill Levels: Characters effectively start out with every skill listed below, with the exception of Advanced and Specified skills. Each skill starts out at the same level as the attribute it is listed under. Skill levels can be increased beyond this by spending dice from the characters initial 7D of skill dice, or by spending Survival Points. Initial skill dice are allocated in the same way that dice from the attribute pool are, as either whole dice or broken down into pips. Rules for increasing skill levels after the character is created is listed in the first section under Experience and Advancement.

Skill Specializations: Skill specialization denotes a particular area of expertise within a skill. *For example, instead of just building up her Firearms skill, Michelle could have her character specialize in Firearms: Revolvers*. If a player wishes to have their character specialize in a particular skill, then they may spend 1 pip in that specialization to gain 1D of value for that specialization. The skill specialization must be listed separately on the character sheet from the base skill, noting the area of specialization. Skill specializations are treated as separate skills once purchased, and do not increase automatically with the base skill.

No more than 1 pip may be spent this way initially for any particular skill, and no more than three skill specializations may be purchased initially for any one character. Suggested specialization types are listed next to each skill in the skill list. Some skills do not have specializations, and are exempt from this option. Rules for increasing skill specialization levels after the character is created is listed in the first section under Experience and Advancement.

Additional Starting Skills: Every character is assumed to start with either a Language skill in their own language of 9D, or two bilingual Language skills of 6D each. This skill does not cost anything initially, nor do characters gain anything by reducing it.

Specified Skills: Skills with an (S) after the title denote a skill that the character is not able to use automatically with a skill level equal to the attribute it is listed under. Language is currently the only skill to have this restriction. Characters must spend 1 pip on the skill to learn a language other than their native tongue when the character is created. A specific language must be specified when the skill is taken. A character can learn as many languages as they wish when the character is initially created by spending 1 pip on each to get the skill at their base Education attribute level, listing each language separately on their character sheet. It is up to the GM to allow characters to learn new languages after the character is created. The cost should be at least 5 survival points to start out with 1D in the desired language, and a period of study determined by the GM.

Advanced Skills: Skills with an (A) after the title denote a skill that require double the normal skill and survival points to learn and advance. Characters are not able to use these skills without purchasing them first. Characters must have the prerequisite skills listed under the skill description before purchasing this skill. Also, characters *do not* add their attribute dice to their skill roll when rolling this skill. Once purchased, the skill starts out at 1D regardless of the character's attribute score.

Example: *Michelle looks at the skill list, she's decided on what general skills she wants already, and selects skills that round out her character. She decides on which skills she wants to improve beyond the level of the attribute they're under, she counts 16 and allocates 1 pip for each.3pips or 1D of that will go towards purchasing specializations in 3 skills. That leaves her with 5 pips, so she decides to add those to 5 separate skills giving them each a total of 2 pips.*

The skills Michelle selected are Climbing/Jumping, Dodge, Firearms, Riding, Unarmed Combat, Blind Fighting, Find, Hide/Sneak, Archaeology, Language (she specified Hieroglyphics), Motor Vehicle Operations, Bargain, and Sanity. In addition she chose the three specializations: Survival (Desert), History (Egypt), and Mythos Lore (Egyptian), so she'll get a +1D in each to reflect her time and experience in archeological digs in Egypt.

2.1 SKILL LIST

PHYSIQUE: A measure of the character's strength and resilience.

- Climbing/Jumping – *Specializations include*: Climbing, Jumping
- Lifting – *Specializations include*: none
- Stamina – *Specializations include*: Binge Eating, Binge Drinking, and other intense physical activity.
- Swimming – *Specializations include*: none

REFLEX: The character's hand-to-eye coordination, dexterity, and reflexes.

- Archery – *Specializations include*: Long Bow, Crossbow, or Other Specific Type of Bow
- Black Powder – *Specializations include*: Musket, or Other Specific Black Powder Weapon
- Blowgun – *Specializations include*: none
- Dodge – *Specializations include*: Versus Firearms, Versus Archery, Or Other Specific Attack
- Firearms – *Specializations include*: Derringer, Revolver, Auto Pistol, Rifle, Assault Rifle, Shotgun, SMG, Machine Gun, Spear Gun, Arrow Gun, or Other Specific Weapon Type
- Grenade – *Specializations include*: Grenades, Grenade Launcher, or Other Specific Weapon Type
- Gymnastics – *Specializations include*: none
- Heavy Weapons – *Specializations include*: Artillery, Missiles, LAW, or Other Specific Weapon Type
- Martial Arts (A) – *Specializations include*: none
- Melee Weapons – *Specializations include*: Ax, Chainsaw, Club, Hammer, Knife, Sword, Whip, or Other Specific Weapon Type
- Melee Weapons Parry – *Specializations include*: Versus Ax, Chainsaw, Club, Hammer, Knife, Sword, Whip, or Other Specific Attack Type
- Pick-pocketing – *Specializations include*: none
- Riding – *Specializations include*: Camel, Elephant, Horse, Mule, or Other Specific Beast
- Running – *Specializations include*: Long Distance, or Sprinting
- Slingshot – *Specializations include*: none
- Stun Weapons – *Specializations include*: TASER, Stunner, Chemical Mace, Pepper Spray, or Other Specific Weapon Type
- Throwing Weapons – *Specializations include*: Bola, Boomerang, Chakram, Knife, Shuriken, Spear, or Other Specific Weapon Type
- Unarmed Combat – *Specializations include*: none
- Unarmed Combat Parry – *Specializations include*: none
- Weapons Expert (A) – *Specializations include*: Ax, Chainsaw, Club, Hammer, Knife, Sword, Whip, or Other Specific Melee Weapon Type

CANNY: The character's perceptiveness, creativity, and intelligence.

- Animal Training – *Specializations include*: Specific Type of Animal
- Blind Fighting – *Specializations include*: none
- Combat Training – *Specializations include*: none
- Cryptography – *Specializations include*: Symbols, Juxtaposition, or Other Specific Encoding Method
- Disguise – *Specializations include*: Specific Type or Person (Native American, Shakespeare, etc.)
- Diversion – *Specializations include*: none
- Evidence Disposal – *Specializations include*: Specific Method
- Find – *Specializations include*: Specific Location
- Forgery – *Specializations include*: Specific Type of Document
- Gambling – *Specializations include*: Specific Type of Game
- Guerrilla Warfare – *Specializations include*: Specific Locale
- Hide/Sneak – *Specializations include*: none
- Lock-picking – *Specializations include*: Specific Type of Lock
- Research – *Specializations include*: Specific Type of Library or Database
- Stage Magic – *Specializations include*: Specific Type of Illusion
- Streetwise – *Specializations include*: Specific Planet or Criminal Organization
- Surveillance – *Specializations include*: Specific Environment or Method
- Survival – *Specializations include*: Volcano, Jungle, Desert, or Other Specific Terrain

- Tracking – *Specializations include*: Specific Species
- Value – *Specializations include*: Specific market or Type of Goods
- Writing – *Specializations include*: Technical, Fiction, or Non-fiction

EDUCATION: The character's acquired knowledge and learning.

- Anthropology – *Specializations include*: Specific Race, Culture, or Tribe of Man
- Archaeology – *Specializations include*: Specific Region or Time Period
- Bureaucracy – *Specializations include*: Specific Area of Government
- Business – *Specializations include*: Specific Field, Company, Conglomerate, Guild, or Mega-Corporation
- Crime – *Specializations include*: Burglary, Computer, or Other Specific Criminal Field
- Esoteric Science – *Specializations include*: UFOlogy, Orgone, Hollow Earth, Kirlian Photography, or Other Specific Field
- History – *Specializations include*: Specific Region, Race, Religion, or Culture
- Language (S)– *Specializations include*: Regional Dialects
- Law – *Specializations include*: Criminal, Business or Other Specific Legal Area
- Law Enforcement – *Specializations include*: Specific Government or Division's Laws and Procedures
- Locale – *Specializations include*: Paris, Chicago, Moscow, or Other Specific Region.
- Magic – *Specializations include*: European Occult, African, Eastern, Haitian Voodoo, Jewish Cabala, or Other Specific System of Mystical Knowledge
- Mythos/Pantheon Lore – *Specializations include*: Chthonic, Norse, Native American, or Other Specific Religious or Cultural Grouping
- Paleontology – *Specializations include*: Paleobotany, Paleozoology
- Parapsychology – *Specializations include*: Specific Mental Discipline
- Psychology – *Specializations include*: Abnormal, Criminal, or Other Specific Field of Study
- Religious Doctrine – *Specializations include*: History, Scripture, Saints, Martyrs, Canon, or Other Specific Section of Religious Teaching
- Supernatural – *Specializations include*: Creatures, Spirits, Undead, or Other Grouping of Supernatural Entities

TECHNICAL: The character's scientific and engineering training.

- Armorsmith – *Specializations include*: Archaic, Kevlar, Ceramic, or Other Specific Armor Composition
- Arson – *Specializations include*: Target Type (House, Office Building, Skyscraper)
- Biology – *Specializations include*: Zoology and Botany
- Chemistry – *Specializations include*: Organic, Inorganic, Biochemistry, and Physical
- Communications Technology – *Specializations include*: Specific Form of Communications
- Computers – *Specializations include*: Operation, Programming, Tapping, Hacking, Repair or Other Specific Computer Discipline
- Criminal Investigation – *Specializations include*: Fingerprinting, or Other Specific Investigative Technique
- Demolition – *Specializations include*: Specific Target Type (Bridge, Building)
- Electronic Surveillance – *Specializations include*: Wiretapping or Other Specific Form of Electronic Listening
- First Aid – *Specializations include*: none
- Gunsmith – *Specializations include*: Derringer, Revolver, Auto Pistol, Rifle, Assault Rifle, Shotgun, SMG, Machine Gun, Spear Gun, Arrow Gun, or Other Specific Projectile Weapon
- Medicine (A) – *Specializations include*: Forensic, Emergency, Toxicology, Pharmacology, or Other Specific Medical Practices
- Motor Vehicle Operations – *Specializations include*: Car, Truck, Boat, or Other Specific Vehicle Type
- Motor Vehicle Repair – *Specializations include*: Car, Truck, Boat, or Other Specific Vehicle Type
- Navigation – *Specializations include*: none
- Photography – *Specializations include*: none
- Pilot – *Specializations include*: Specific Type of Aircraft
- Security Technology – *Specializations include*: Specific Type of Device
- Sensors – *Specializations include*: Geiger Counter or Other Specific Sensory Equipment
- Trade Skills – *Specializations include*: Carpentry, Electrical, Plumbing, Or Other Specific Discipline
- Watercraft Operations – *Specializations include*: Specific Type of Wind or muscle-powered water craft

WILL: A measure of the character's willpower, charisma, and sanity.

- Acting – *Specializations include*: Shakespeare or Other Specific Type of Performance
- Bargain – *Specializations include*: Specific Product, Region, Culture, or Government
- Interrogation – *Specializations include*: none
- Intimidation – *Specializations include*: none
- Magic Resistance – *Specializations include*: Specific Spell
- Meditation – *Specializations include*: none
- Mental Defense – *Specializations include*: Specific Psionic Attribute
- Persuasion – *Specializations include*: none
- Sanity – *Specializations include*: none

2.2 SKILL DESCRIPTIONS

PHYSIQUE SKILLS

Climbing/Jumping
Minimum Time Required: One Round +
This skill is used when the character attempts to leap up, over, or across - or climb a tree, ladder, rope, wall, or other obstacle. The difficulty is based on the specific task and conditions.

Task:	Base Difficulty:
Climb ladder	5
Jumping narrow gap (1-2 m)	10
Jumping larger gap (3-4 m)	15
Swinging gap with large burden	20
Leaping between speeding cars	25+

Conditions:	Difficulty Modifier:
Wet or muddy conditions	+5
Oily conditions	+10

Lifting
Minimum Time Required: One Round
This skill is used for lifting and carrying heavy objects. The difficulty depends on the weight of the target object and the attempted duration it will be carried. The character must make a successful roll initially based on the weight of the object to lift it. Then depending on the weight of the object will make further rolls to continue carrying it, with a cumulative modifier added to the difficulty with each roll.

Weight of Target:	Base Difficulty:
1-10 kg	Very Easy
11-50 kg	Easy
51-100 kg	Moderate
101-250 kg	Difficult
251-450 kg	Very Difficult
451-900 kg	Heroic
901-1000 kg	Heroic +10

Weight of Target:	Roll Again Every:	Difficulty Modifier:
1-50 kg	minute	+1
51-100 kg	minute	+3
101-250 kg	round	+1
251+ kg	round	+3

Stamina
Minimum Time Required: N/A
This is the character's ability to withstand prolonged physical exertion. The GM should have the player roll if the character is engaged in prolonged strenuous activity. The amount of time between rolls should be determined by the GM, and vary by the type of activity being performed. If the character fails a Stamina check they receive a -1D to all skill and attribute rolls until they rest. This penalty is cumulative for every failed roll until the character gets rest. A successful Stamina roll after the initial failure does not negate this penalty, it just means an additional penalty is not gained.

Swimming
Minimum Time Required: One Round
When a character fails their swimming check, drowning rules apply. Roll 2D at the start of each round. If the result is less than the total number of rounds the character has been drowning, then the character suffocates and will die if not rescued quickly. A character may attempt to save themselves from drowning once per round by making another difficulty roll at +5 difficulty. Characters suffer a –3D penalty to attempt any *other* actions while drowning.

REFLEX SKILLS

Archery
Minimum Time Required: One Action
Used to fire bows and related weapons. Difficulty is based on range, see the Combat section.

Black Powder
Minimum Time Required: One Action
Used to fire archaic firearms including muskets, black powder pistols and rifles, and related weapons. Difficulty is based on range, see the Combat section.

Blowgun
Minimum Time Required: One Action
Used to fire blowguns and related weapons. Difficulty is based on range, see the Combat section.

Dodge
Minimum Time Required: One Action
Used to Dodge any ranged physical attacks including firearms, grenades, arrows, and other distance weapons. See the Combat section for more information.

Firearms
Minimum Time Required: One Action
Used to fire modern guns including revolvers, automatics, and related weapons. Difficulty is based on range, see the Combat section.

Grenade
Minimum Time Required: One Action
Used to throw grenades, fire grenade launchers, and related weapons. Difficulty is based on range, see the Combat section.

Gymnastics
Minimum Time Required: One Action
Used to perform various tumbling and acrobatic moves. Difficulty is based on the complexity of the maneuver and conditions. See Climbing/Jumping for similar modifiers.

Heavy Weapons
Minimum Time Required: One Action
Used to fire heavy military ordinance including missiles, rockets, LAWs, artillery, and related weapons. Difficulty is based on range, see the Combat section.

Martial Arts (A)
Minimum Time Required: One Action
Advanced Skill – requires Unarmed Combat and Unarmed Combat Parry of at least 5D each. Use of this skill indicates that the character is trained in an unarmed fighting style, which should be specified on the character sheet. The character can use this skill to boost their Unarmed Combat and Unarmed Combat Parry rolls. The character's skill in Martial Arts is automatically added to any of these skills in an unarmed combat situation. In addition, the skill may be added to the character's PHY when determining *unarmed hand-to-hand combat damage* against an opponent. This does not help a character who is armed with a weapon, nor does it aid in resisting damage.

> **Example:** *China is forced into combat against an evil cultist named Chan. Chan has Martial Arts and attacks China in a round he has won initiative. Chan attacks unarmed and adds his 1D+1 in Martial Arts to his 5D in Unarmed Combat. China declares that she will do a full Dodge, rolls her 4D Dodge and gets a total of 12. This is added to Chan's base difficulty of 5 for a difficulty of 17. If China had decided to normal Dodge and do other things this round then his difficulty would equal her Dodge roll instead.*
> *Chan rolls 6D+1 (5D + 1D+1) and gets a 19 total, successfully striking China. Now he rolls for damage. His PHY is 3D, and his Martial Arts is added during unarmed combat for a total of 4D+1 damage.*

Melee Weapons
Minimum Time Required: One Action
Used when the character attacks using hand-to-hand weapons such as knives, swords, clubs, whips, and related weapons. Difficulty is based on the specific weapon, see weapon descriptions and the Combat section.

Melee Weapons Parry
Minimum Time Required: One Action
Used when the character is using a hand-to-hand weapon to parry melee and unarmed hand-to-hand attacks. See the Combat section for more information.

Pick-pocketing
Minimum Time Required: One Action
Used to remove objects from , or plant them on, the target's person. The target makes an opposed Canny roll to discover the attempt. The GM should apply modifiers based on appropriate conditions.

Condition:	Modifier:
No major distractions	+0
Small crowd, minor distractions	+5
Large Crowd, major distractions	+10
Darkness	+5

Riding
Minimum Time Required: One Action
Used to ride a beast of burden or conveyance. The difficulty is based on the creature's Disposition rating. Disposition ratings are given for various species, but the GM may vary this rating between individual mounts. If the character succeeds then they get the creature to do what they want. The effect of failing depends on the amount the character failed by.

Amount Roll Failed By:	Effect:
1-5	Mount does not respond to character for 1D rounds
6-10	Mount will go its own way for 1D rounds
11-15	Mount bucks rider and runs a short distance away
16-20	Mount bucks rider and heads for the horizon
20+	Mount bucks rider and attacks

Running
Minimum Time Required: One Action
Any ground movement over half-speed requires a roll based on the difficulty of the terrain. It is up to the GM to determine the effects of failing a roll, most likely falling down – requiring an action to get back up – and possibly taking damage. See the section on Movement for more information.

Slingshot
Minimum Time Required: One Action
Used to fire slings, slingshots, and related weapons. Difficulty is based on range, see the Combat section.

Stun Weapons
Minimum Time Required: One Action
Used to fire or strike with non-lethal weaponry such as TASERs, pepper spray, chemical mace, and related weapons. Difficulty is based on range or the weapon's Difficulty rating, see the Combat section.

Throwing Weapons
Minimum Time Required: One Action
Used for primitive throwing weapons such as throwing knives, shuriken, chakram, boomerangs, spears and related weapons. Difficulty is based on range, see the Combat section.

Unarmed Combat
Minimum Time Required: One Action
This is the character's ability to fight hand-to-hand without the use of weapons. In addition to striking an opponent, the character can use this skill to hold back all or part of the physical damage they do against an opponent - while doing the normal combat effects such as stun, wound or incapacitate – on a Moderate difficulty roll. Holding back damage is not considered an action in itself, so it does not affect the number of actions being performed in a round.

If a character succeeds in hitting an opponent in unarmed combat, use the character's Physique to determine damage. Characters may also attempt to grapple with an opponent, in order to subdue or pin them. Add +10 to the difficulty of performing such a maneuver, but if the character succeeds with a Stun result or better - then they have achieved some type of an advantage over their opponent determined by the game master - such as a headlock or arms pinned.

Unarmed Combat Parry
Minimum Time Required: One Action
Used for parrying an opponent's hand-to-hand attacks when the character is unarmed. See the Combat section for more information.

Weapons Expert (A)
Minimum Time Required: One Action
Advanced Skill – requires Melee Weapons and Melee Weapons Parry of at least 5D each. Use of this skill indicates that the character is trained in an melee weapon fighting style. The character can use this skill to boost their Melee Weapons and Melee Weapons Parry rolls. The character's skill in Weapons Expert is automatically added to any of these skills in an unarmed combat situation. In addition, the skill may be added to the character's PHY when determining *melee weapon combat damage* against an opponent. This does not help a character who is not armed with a weapon, a character who is armed with any non-melee weapons – such as bows and firearms - nor does it aid in resisting damage.

CANNY SKILLS

Animal Training
Minimum Time Required: Hours to Months
This skill allows the character to train animals in various types of tasks, to perform independently, or on command. Difficulty is based on the intelligence and trainability of the animal, which the GM may feel free to vary by species and individual, as well as the difficulty of the task, the training methods available (rewards, punishment, etc.), and the stimulus the animal will respond to perform the action. Most basic tricks will require days or weeks to learn at Moderate difficulty.

Blind Fighting
Minimum Time Required: One Action
This skill assists the character in picking out targets that are either invisible, or in conditions of low-light or total darkness. Difficulty is based on the lighting conditions. If successful, the character receives no special penalties that round for the given conditions. The character receives a –5 difficulty modifier if either the character or the opponent made a successful attack against the other in the last or current round.

Lighting Conditions:	Base Difficulty:
Light Smoke, Poor Light	Easy
Thick Smoke, Moonlit Night	Moderate
Very Thick Smoke, Complete Darkness, Invisible opponent	Very Difficult

> **Example:** *China is fighting a mad dwarf in a dark cave. The darkness is not total so the GM declares it equivalent to Thick Smoke. China wins initiative and decides to use her Blind Fighting skill and fire her gun. The GM decides the base difficulty for using the Blind Fighting skill is 13. China is at –1D for declaring 2 actions this round, so she rolls 2D+2 and gets a 3 and a 6. The 6 is on the wild die, so she rolls again and gets a 4. China adds it up 3+6+4=13, and +2 for the skill is 15. She succeeds and then can use her Firearm skill to shoot without a penalty for darkness.*

Combat Training
Minimum Time Required: One Round to Several Minutes
This skill includes basic training, care, and maintenance of military weapons, as well as basic survival techniques in military exercises. This gives the character the knowledge to use standard-issue military weapons, but does not substitute or contribute to those specific weapons skills. It includes basic camouflage skills, knowledge of military apparel and accessories, and basic battle scenarios.

Cryptography
Minimum Time Required: One Round to Several Minutes
The character has the skill to write and decipher secret codes. Difficulty to successfully encode a document can either be a set value for a pre-determined code, or the character can create their own code in which case their skill roll becomes the difficulty for another character to decipher it. Difficulty to decipher can either be a base value for a specific code, or an opposed roll against the skill of the character who created the code.

Disguise

Minimum Time Required: One Round to Several Minutes

The use of this skill includes advanced make-up and costuming techniques for disguising, or altering, a character's appearance. Difficulty is based on how different the character wants to appear from their normal appearance. A simple change in hair color would be Easy. A hunchback with a limp, and a mottled face would be Very Difficult.

Diversion

Minimum Time Required: One Round to Several Minutes

Use of this skill includes creating a disturbance to misdirect attention from a specified person, location, or event. The difficulty is an opposed roll against the Canny of any witnesses.

Evidence Disposal

Minimum Time Required: One Round to Several Minutes

Use of this skill includes the knowledge of various techniques for destroying potential material evidence. It includes a knowledge of the properties of common items, and tools and techniques for destroying, obfuscating, or dispersing these items or otherwise making them unrecognizable. This could involve anything from dissolving in acid, mauling, freezing, shredding, burning, blowing-up, melting, burying, submerging in large bodies of water, and any combination thereof. Difficulty should be based on the unusual nature of the evidence and the scene.

Find

Minimum Time Required: One Round

This skill is used to spot hidden targets. If the target has been deliberately hidden, then the user must make an opposed roll against the Hide/Sneak skill of the character who hid it. If the target is not deliberately hidden the Difficulty should be based on the character's knowledge of the target.

Character's Knowledge:	Base Difficulty:
Exact location of target	Very Easy
General location of target	Easy
Vague information, or only general knowledge of target	Moderate
Target is very small, or the character is doing a general search with a basic idea what they are looking for.	Difficult
Character has no idea what they are looking for, or the target is extremely small	Very Difficult
Target is invisible or microscopic	Heroic

Forgery

Minimum Time Required: One Round to Several Minutes

Use of this skill includes falsifying written, printed, and electronic documents to say what the character wants. When the document is being examined for authenticity the examiner makes an opposed Canny roll against the character's skill, modified by the difficulty of the type of document.

Type of Document:	Difficulty Modifier:
Electronic	+3
Printed	+5
Hand-written	+10
Currency	+15
Credit Card	+20

Gambling

Minimum Time Required: One Round to Several Minutes

This skill is used to increase the character's payoff in games of chance. It doesn't affect purely random games like slots, but works with games that are affected by skill like poker and blackjack. Difficulty is most often based on an opposed roll against the other players.

Guerrilla Warfare

Minimum Time Required: One Round to Several Minutes

This skill gives the character familiarity with harassing hit-and-run assault techniques. It allows the character to come up with both attack and defense scenarios. Difficulty is usually based on an opposing roll against the target's – or one representative thereof – Guerrilla Warfare skill.

Hide/Sneak
Minimum Time Required: One Round
Use of this skill includes hiding the character, or other objects from view – and for moving silently. It can be used for hiding objects in the characters luggage, concealing microphones in a room, or hiding in the bushes beside the road. Characters attempting to find the character make an opposed roll using their Find skill.

Lock-picking
Minimum Time Required: One Round to Several Minutes
Use of this skill includes opening various types of locking mechanisms including padlocks, door locks, combination locks, safes, and related hardware. Difficulty is based on the type of locking mechanism.

Type of Lock:	Base Difficulty:
Standard Key Lock	Very Easy
Commercial Security Lock	Easy
Standard Military or High-Quality Commercial Lock	Moderate
Security Safe or Bank Vault	Difficult
High Quality Bank Vault	Very Difficult
Ultra-High Quality Bank Vault	Heroic

Research
Minimum Time Required: One Round to Several Days
Use of this skill includes the use of libraries, private collections, and other types of databases to find specific pieces of information. The difficulty depends on the research materials available, the volume of those materials, search methods available, and time available. In addition, it's up to the GM to determine if the desired information is even available. Once difficulty is determined the GM should base the search results on how much the roll succeeded by.

Stage Magic
Minimum Time Required: One Action to Several Minutes
This skill covers the character's ability to perform illusions, from the most basic card tricks to more elaborate illusions like the sawing a woman in half. Difficulty is based on the individual trick for larger illusions, an opposed roll against the target's Canny for up-close illusions. The character should receive a bonus based on the quality of any specially designed props used in the illusion as well.

Streetwise
Minimum Time Required: One Round to Several Days
A character uses this skill to purchase black market or contraband goods, or make contact with members of the criminal element. It includes the ability to learn information about illegal activities, local criminals, street gangs, organized crime, and crime bosses. Difficulty is based on the level of contact or information required.

Desired Contact/Knowledge:	Base Difficulty:
Common black market items (guns, drugs), names of local gangs	Very Easy
Finding a local gang member, hiring someone to steal small items	Easy
Risky black market goods, finding out local criminal hangouts, hiring muscle	Moderate
Finding criminals with odd skills (forgery), finding dangerous substance (dynamite)	Difficult
Finding a specific criminal in hiding, finding a good that carries death penalty	Very Difficult
Finding an extremely rare good, arranging a last minute talk with major crime boss	Heroic

Surveillance
Minimum Time Required: One Round to Several Days
Use of this skill includes watching a target from hiding, and developing a detailed analysis of events related to that target. Difficulty is based on an opposed roll against the target's Canny.

Survival
Minimum Time Required: One Round to Several Hours
Use of this skill includes survival in hostile environments like jungle, desert, arctic, and other unwelcome terrain. The skill can be used to make snap analyses of a situation from a survival perspective, or allow the character the ability to find food and shelter. Difficulty is based on the hostility of the environment and how many people the character is attempting to aid.

Tracking

Minimum Time Required: One Round to Several Minutes

Use of this skill specifically allows a character to find signs of a target's movement through the immediate area for the purpose of tracking where they have come from, or where they have gone. The Find and Surveillance skills do not cover this ability. The base difficulty of this skill is the difficulty of the terrain, see the Movement section, modified by special conditions.

Condition:	Difficulty Modifier:
Precipitation (rain or snow) occurred before target went through	-5
Precipitation occurred after target went through	+5 to +10
Every 6 hours that have passed (in dynamic environments only)	+3

Value

Minimum Time Required: One Round

This skill includes the ability to judge the local market value of a target item, estimate the availability of similar goods, and relative quality. Difficulty depends on how common the item is.

Type of Goods:	Base Difficulty:
Common department store goods	Very Easy
High priced but commonly available goods, vehicles, luxury items	Easy
Precious and semi-precious stones, metals, and gems, and currency	Moderate
Unusual items or items that change value quickly, stocks,	Difficult
Unusual service or highly unusual item, original artwork	Very Difficult
A unique item (Shroud of Turin, Holy Grail)	Heroic

Writing

Minimum Time Required: One Round to Several Days

Use of this skill includes writing in a variety of styles to accomplish a specific task. Writing may be prosaic, stylish, accurate, detailed, interesting, emotional, or any combination thereof.

EDUCATION SKILLS

Anthropology

Minimum Time Required: One Round to Several Days

This skill involves the study of man from biological, cultural, and social viewpoints. This skill can be used to shed light on the physical and cultural aspects of various human and subhuman social groups. The difficulty should be based on the level of insight desired, and how closely related to humans the subjects are.

Archaeology

Minimum Time Required: One Round to Several Days

This skill involves the study of the past through identification and interpretation of the physical remains of humanoid cultures. The character can use this skill to excavate and evaluate artifacts and sites, date these finds with reasonable accuracy, and draw conclusions on the daily life of the owners. Difficulty is based on conditions, relationship to known races and cultures, and available equipment.

Bureaucracy

Minimum Time Required: One Round to Several Days

This skill includes knowledge of various bureaucracies as well as their processes and procedures. The character can use this skill to expedite common practices, like applying for a weapon license, or to find information available through that agency. Difficulty depends on how unusual the request is.

Request:	Base Difficulty:
Information available to all, your bank balance	Very Easy
Information available to most people, pet license	Easy
Available to people who qualify, driver's license	Moderate
Somewhat restricted information, common weapon license	Difficult
Information that requires bribery, restricted weapon license	Very Difficult
Waiver for illegal weapon	Heroic

Business

Minimum Time Required: One Round to Several Days

Use of this skill includes knowledge of business practices and procedures. This includes knowledge of business costs, contacts, and finding detailed information on a specific company. Difficulty is based on the type of information desired, or the type of company being investigated.

Company Investigated:	Base Difficulty:
Most stores, malls, marketplaces	Very Easy
Most factories	Easy
Most public works, corporations	Moderate
Most trade guilds	Difficult
Most conglomerates, criminal fronts	Very Difficult
Most criminal empires	Heroic

Crime

Minimum Time Required: One Round to Several Hours

This includes knowledge of common criminal enterprises and techniques. The character can use this skill to determine likely targets for burglaries, robberies, extortion, and other common crimes. The character can also determine what techniques would be likely to be used in such cases. This skill does not allow the character to perform these crimes with any skill beyond the planning stage however. Skills like Climbing and Intimidation are necessary to pull these crimes off. Difficulty is based on the unusual nature of a crime or proposed location.

Esoteric Science

Minimum Time Required: One Round

This skill includes a practical knowledge of scientific disciplines not widely accepted by the public or by the popular scientific community. It includes such areas as UFOlogy, Orgone research, Kirlian photography, Hollow or Flat Earth theories, and many others. It can be used for knowledge on one of these areas, who the major researchers are, and how these scientists and scholars work. Difficulty is based on the uniqueness of the research and the depth of knowledge sought.

History

Minimum Time Required: One Round

This is simply the study of man's past. It includes a working knowledge of the timetable of history from earliest records to present day. The level of difficulty depends on the level of detail desired, and the relative importance of the events.

Desired Knowledge:	Base Difficulty:
Dates of important world events	Very Easy
Dates of important regional events	Easy
Detail of important regional events	Moderate
Dates of important local events	Difficult
Detail of important local events	Very Difficult
Detail of unimportant local/regional events	Heroic

Language (S)

Minimum Time Required: One Round

Each time this skill is taken, one language must be specified. The character automatically receives a level of 9D in their native language. Languages purchased when the character is created cost 1 pip and start out at a level equal to the character's Education attribute. Languages purchased after the character created cost an initial amount determined by the GM, at least 10 survival points, a GM determined amount of study, and start out at 1D of proficiency. Languages purchased after the character is created rise independently, and do not rise with the character's Education. All the languages a character can speak are purchased separately and listed separately on the character's sheet. The difficulty of language use is determined by the complexity of the idea being communicated.

Idea Being Communicated:	Base Difficulty:
Very simple, "yes" or "no"	Very Easy
Simple, "two beers", "I'll give you $5 for the hat"	Easy
Average, "I need ammo", "It's going to explode"	Moderate
Above average, "It's going to break through in 5 minutes", negotiations	Difficult
Complex, battle plans, repair instructions	Very Difficult
Very Complex, scientific papers, VCR programming instructions	Heroic

Example: *China is attempting to read the warning carved into the front of a tomb using her Language: Hieroglyphics skill. The GM determines that the base difficulty for this message is 17 because it includes some detailed ideas. China rolls 3D+1 for her skill and gets a 14, not good enough. Since she came close, the GM gives her some of the information in the message, but not the entire thing.*

Law

Minimum Time Required: One Round to Several Days
Use of this skill includes knowledge of laws, legal procedures, penalties, legal tactics and negotiations. The character can use this skill to do things like read and write contracts, prosecute and defend, and file motions. Difficulty of this skill is based on the complexity of the laws involved or the seriousness of the crimes.

Law Enforcement

Minimum Time Required: One Round
Use of this skill includes knowledge of law enforcement techniques, policies, and procedures. The character may be able to use this skill to deal with police and law enforcement agencies, knowing what can be excused with a warning, whether bribery may be appropriate, or whether it is best to simply cooperate with officials. Difficulty is based on how common contact with the official is and what type of information is desired. Most police departments would fall into the Very Easy to Moderate range, while government agencies like the FBI or ATF would fall into the Moderate to Heroic range.

Locale

Minimum Time Required: One Round
This skill denotes knowledge of a particular area. It can be used to find tourist attractions, major highways and landmarks, and good restaurants. Difficulty is based on how specific the knowledge desired is. Finding Major highways should be Easy to Moderate, the location of a specific bar could be Easy to Heroic.

Magic

Minimum Time Required: One Round
Use of this skill includes knowledge of the basic tenets and principles behind a system of mystic or arcane knowledge, common spells, and protections. This *does not give a character the ability to cast spells*, nor can it be used to help a character learn new spells. Difficulty is based on the public knowledge of the system, and how specific or detailed the knowledge is the character wants. Most Voodoo and European Witchcraft spells would be Easy to Difficult, while Jewish Cabala would be Difficult to Heroic.

Mythos/Pantheon Lore

Minimum Time Required: One Round
Mythos is Greek for word, or story. This skill represents a character's general knowledge of a collection of related occult/religious stories, myths, and folklore. This could include knowledge of a commonly known set of myths like the Greek or Norse mythologies, or a less well known set of stories like the Chthonic Mythos. Difficulty is based on how common the knowledge is, and how specific or detailed the information. The term 'Chthonic' refers to underworld or infernal deities, so the knowledge spans different mythological groupings. The Chthonic Mythos includes such figures as Hades, Set, Satan, Dagon, Hel, and various other occult and mythological creatures with underworld associations.

Type of Knowledge:	Base Difficulty:
Common Greek myths	Very Easy
Norse myths, most Greek myths	Easy
Celtic, Native American myths	Moderate
Indian, African myths	Difficult
Chthonic Mythos	Very Difficult
Detailed Chthonic Mythos	Heroic

Example: *China is confronted by a strange dog-headed figure while investigating an unusual tomb. She uses her Mythos Lore specialty in Egyptian lore to determine who the figure is. Since her Mythos Lore is a specialty the base difficulty is based solely on the detail and commonness of the information. The GM decides that since this is a pretty common figure in Egyptian lore that she has a base difficulty of 7. She rolls 4D and gets a 20 – well beyond what she needed. So in addition to telling her that this is Set, the GM also reminds her of his background and place in the Egyptian myths.*

Paleontology
Minimum Time Required: One Round to Several Days
This skill includes the study of fossils or evidences of ancient life. It includes knowledge of ancient plant and animal life, the time periods in which they lived, evolutionary theory, and continental drift. By examining modern plants and animals they may be able to determine how they evolved from known fossil species, or they may be able to classify new fossils using existing data. The difficulty is based on the age and condition of the fossil, and/or the unusual nature of the life form.

Parapsychology
Minimum Time Required: One Round
This skill involves the study of psychic phenomenon, specifically those related to ESP and life after death - reincarnation, and communing with spirits. This skill does not allow the character to harness psychic abilities, or to learn new abilities if they already have the potential. The character has general knowledge of the various psionic disciplines and their respective abilities and capabilities. Difficulty is based on how specific the knowledge is the character needs.

Psychology
Minimum Time Required: One Round to Several Days
The study of human and animal behavior, and the human thought process. The character can use this skill to attempt to understand or predict individual or group behavior. The character may also try to evaluate a subject with questioning to determine their psychological makeup. The difficulty is based how abnormal the group or individual is, and how far ahead the character is attempting to predict.

Religious Doctrine
Minimum Time Required: One Round
Use of this skill includes knowledge of religious history, scripture, ceremonies, and important personages. The difficulty is based on public knowledge of the religion, and the detail of information the character requires. This skill does not allow a character to perform religious rites and ceremonies to any effect, see the Priest section for more information.

Supernatural
Minimum Time Required: One Round
This skill involves knowledge of various supernatural creatures and entities, including normal whereabouts, capabilities, and weaknesses. Difficulty depends on how common the creature is, and how detailed the information is that the character needs. Basic knowledge of werewolves and vampires would be Easy, Mummies would be Moderate, and Dybbuk would be Difficult or Very Difficult. An individual entity, such as Vlad Dracula or Dorothy Dinglet would range from Easy to Heroic.

TECHNICAL SKILLS

Armorsmith
Minimum Time Required: One Round to Several Days
Use of this skill includes repairing damage to man-made armors, as well as manufacture new ones. Cost and difficulty of the repair is based on the amount damage the armor has suffered. Time taken depends on the type of armor and tools available.

Damage:	Base Difficulty:	Cost of Repair:
Light (-2 pips to value)	Easy	15% of replacement cost
Moderate (-4 pips to value)	Moderate	25% of replacement cost
Heavy (-6 pips to value)	Difficult	40% of replacement cost
Severe (-8 pips to value)	Very Difficult	50% of replacement cost

Example: *John's character Malcolm has his Kevlar™ vest damaged in a fire fight and asks attempts to repair it. The armor is moderately damaged, so the GM rules that the difficulty is 12 and will cost $125 to repair (25% of $500). His Technical skill is 1D+2, John gets lucky and rolls a 6 on his wild die, rolls again and gets a 4. Adding 2 he gets a total of 12 and makes exactly what he needed to successfully repair the vest.*

Armor may also be improved at a cost and difficulty based on the desired increase. Armor may not be increased beyond 150% of its original value. Time required is determined by the GM based on the increase in value and tools available.

Value Increase:	Base Difficulty:	Cost of Improvement:
+1	Easy	15% of replacement cost
+2	Moderate	25% of replacement cost
+1D	Difficult	40% of replacement cost
+1D+1	Very Difficult	50% of replacement cost
+1D+2	Heroic	60% of replacement cost

Armor may also be manufactured. The cost, difficulty and time required depend on the type of armor being made, how cheaply the character wants to make it, and the tools available. For creating unique armor it is up to the GM to determine values, cost, and time required.

Construction Cost:	Base Difficulty:
100% of replacement cost	Easy
90% of replacement cost	Moderate
75% of replacement cost	Difficult
60% of replacement cost	Very Difficult
45% of replacement cost	Heroic

Arson
Minimum Time Required: One Round to Several Minutes
This is the character's ability to set fires to destroy an intended target, and knowledge of various combustibles and accelerants. Not all structures can be destroyed by fire, so it is up to the GM to determine the difficulty, and time required, as well as the end result.

Biology
Minimum Time Required: One Round to Several Days
This skill gives the character general knowledge of the anatomy and physiology of common types of plants and animals. The character can use this skill to make basic assumptions regarding the anatomy and physiology of newly discovered life forms, as well as existing ones. Difficulty is based on the resemblance of a creature to a common existing one, or the profusion of a given known life form.

Chemistry
Minimum Time Required: One Round to Several Days
This skill involves the nature, composition, and properties of material substances, and their transformations and interconversions. The character has basic knowledge of elements, atoms, molecules, and the reactions between them. The character can use this skill to manufacture common elements and compounds, identify substances, and analyze the properties of newly discovered substances. Difficulty is based on how common the substance is. Unique substances should require a Very Difficult or Heroic roll and several hours to analyze.

Communications Technology
Minimum Time Required: One Round to Several Minutes
Use of this skill includes the understanding of various communications technologies, and operation of most forms of communication devices. Operation of most devices are at easy difficulty, unless it is an unfamiliar design and marked in an unknown language. The character can also use this skill to locate and jam target frequencies, or to communicate through some form of interference. The difficulty for these procedures varies by the type of interference, or may require an opposed roll against an opponent's skill.

Computers
Minimum Time Required: One Round to Several Hours
Use of this skill includes operation, maintenance, and repair of most common forms of computer equipment. The character may be able to program common computer languages, and hack into target systems as well. The difficulty of a given task depends on its complexity. Hacking into a target system may have a set difficulty, or require an opposed roll against the Computer skill of a System Administrator or Security Specialist on the other end.

Task Type:	Base Difficulty:
Computer operation	Easy
Programming in a common language	Moderate to Difficult
Programming in an uncommon language	Difficult to Very Difficult
Creating a virus on a Mac to take out an alien computer system	Heroic
Hacking into a minor system	Moderate
Hacking into a secure system	Difficult
Hacking into an important government system	Very Difficult
Hacking into a Microsoft® owned system	Heroic
Repairing a basic personal computer	Moderate
Repairing a mainframe system	Difficult

Criminal Investigation
Minimum Time Required: One Round to Several Days
Use of this skill includes basic investigation techniques such as fingerprinting, anthropometrics, trace evidence, and physical analysis of a crime scene. The character may be able to determine what happened based on the crime scene, determine what type of weapon was used based on bloodspatter, and how long ago everything occurred. Difficulty and time taken should depend on the individual crime, how well preserved the scene is, and what clues the character has found or been given.

Demolition
Minimum Time Required: One Round to Several Minutes
Use of this skill includes setting explosives, and knowledge of civil engineering techniques to determine where and how much explosives to apply to strategic areas for the desired effect. Common explosives for the character to use would include gunpowder, dynamite, and C-4. The difficulty depends on the type of structure being demolished.

Structure:	Base Difficulty:
Door	Very Easy
Car, shed	Easy
House, bridge	Moderate
Office building	Difficult
Skyscraper	Very Difficult
Alien Temple	Heroic

Electronic Surveillance
Minimum Time Required: One Round to Several Minutes
This skill includes the use of wiretapping and other listening devices, as well as the use of electronic countermeasures to prevent listening. The use of such devices is generally Easy. Placing a device relies on the Hide skill, but this skill may assist in determining the best general areas. Countermeasures may require a find roll, but generally the equipment will alert the character to the presence of most listening devices, and assist the character in locating the device if the character makes an opposed skill roll against the Hide roll used to place it.

First Aid
Minimum Time Required: One Round
The skill covers the use of first aid kits, and basic life-saving techniques. For difficulties and uses consult the Damage section under Combat.

Gunsmith
Minimum Time Required: One Round to Several Hours
Use of this skill includes repairing damage to existing firearms, as well as the ability to manufacture new ones. Cost and difficulty of repair is based on the damage. Time taken depends on the type of firearm and tools available.

Damage:	Base Difficulty:	Cost of Repair:
Light (+5 difficulty to use)	Easy	15% of replacement cost
Moderate (+10 difficulty to use)	Moderate	25% of replacement cost
Heavy (+15 difficulty to use)	Difficult	40% of replacement cost
Severe (not usable)	Very Difficult	50% of replacement cost

Firearms may also be manufactured. The cost, difficulty and time required depend on the type of firearm being made, how cheaply the character wants to make it, and the tools available. For creating unique weapons it is up to the GM to determine values, cost, and time required.

Construction Cost:	Base Difficulty:
100% of replacement cost	Easy
90% of replacement cost	Moderate
75% of replacement cost	Difficult
60% of replacement cost	Very Difficult
45% of replacement cost	Heroic

Medicine (A)
Minimum Time Required: One Round to Several Hours
Advanced Skill – requires First Aid of at least 5D. Use of this skill includes advanced medical procedures, such as surgery, disease diagnosis, and prescribing drugs. Difficulty is based on the state of the target, type of procedure being performed, and the instruments available. Setting broken bones should have a Very Easy to Moderate difficulty, cosmetic surgery should be Easy to Very Difficult. The character may also add the value of this skill to their First Aid skill when using that for basic or emergency procedures.

Motor Vehicle Operations
Minimum Time Required: One Round
The character understands how to operate a variety of motorized vehicles, including cars, trucks, motor boats, and motorcycles. The difficulty depends on the type of terrain and any special maneuvers the character is doing. See the Movement section for more information.

Motor Vehicle Repair
Minimum Time Required: One Round to Several Hours
The time, cost and difficulty to repair a motor vehicle depends on how badly it is damaged. Each damaged system must be repaired separately.

Maneuverability Lost:	Base Difficulty:	Cost of Repair:
1D	Easy	15% of replacement cost
2D	Moderate	25% of replacement cost
3D or more	Difficult	40% of replacement cost

Moves/Round Lost:	Base Difficulty:	Cost of Repair:
1	Easy	10% of replacement cost
2	Moderate	20% of replacement cost
3	Difficult	30% of replacement cost
4+	Very Difficult	40% of replacement cost

Body Points Lost:	Base Difficulty:	Cost of Repair:
5	Easy	15% of replacement cost
10	Moderate	25% of replacement cost
15+	Difficult	40% of replacement cost

Navigation
Minimum Time Required: One Round to Several Minutes
The ability to plot a course between locations. The difficulty of this skill depends on available information, detail of the course, and tools available. To head North using a compass is a Very Easy roll, to navigate across Chicago using a map is Moderate, to plot a course across the Atlantic with a sextant and a chronometer is Difficult, and to navigate around an Alien city is Very Difficult or Heroic.

Photography
Minimum Time Required: One Action
Use of this skill includes taking pictures with a variety of photographic equipment and films, and knowing what settings and equipment to use when photographing under various conditions for best results. Difficulty is based on the subject and conditions. Taking a picture of a house in daylight is Easy, taking a picture of a flying saucer at night is Difficult to Heroic.

Pilot
Minimum Time Required: One Round
The character understands how to operate a variety of aircraft, including planes, gliders, and helicopters. The difficulty depends on the type of terrain(air) and any special maneuvers the character is doing. See the Movement section for more information.

Security Technology
Minimum Time Required: One Round to Several Minutes
Use of this skill involves identifying, arming, monitoring, and disarming modern security devices. This skill does not include the ability to open mechanical locks – covered under the Lock-picking skill – but does include opening electronic locks. Using the control panels to arm/disarm alarms is Easy, otherwise the difficulty depends on the exact security measures. Breaking into a small store or office building would normally be Moderate, large stores and office buildings would be Difficult, secure government facilities would be Very Difficult to Heroic. In certain cases it may devolve to making opposed roles between the character's Hide skill and a guard's Find.

Sensors
Minimum Time Required: One Round
The skill covers the use of basic detection equipment, including devices such as remote cameras, Geiger counters, and atmosphere analyzers. The character should use this as a substitute to the Search skill under certain circumstances, such as making an opposed roll against a target's hide if they are within range of a remote camera the character is monitoring. Otherwise difficulty depends on the nature of the search and the tools available.

Trade Skills
Minimum Time Required: One Round to Several Hours
Use of this skill includes carpentry, plumbing, and electrical work. The difficulty, cost, and time involved depend on the complexity of the work. Building a wall or installing an outlet would be Easy, building the framework of a small house Moderate, and adding plumbing or electrical service to an alien temple Heroic.

Watercraft Operations
Minimum Time Required: One Round
The character understands how to operate a variety of sail powered and muscle powered water craft, including boats and windjammers. The difficulty depends on the type of terrain(water) and any special maneuvers the character is doing. See the Movement section for more information.

WILL SKILLS

Acting
Minimum Time Required: One Round to Several Hours
Use of this skill includes performing a predetermined role believably. In a drama the lines will be written for the character, so it will only be a matter of performance. If a character is acting impromptu then they will need to make the words believable as well, which may require the use of other skills. In a scheduled performance difficulty should range from Easy to Difficult depending on the role. Impromptu, a character may need to make an opposing role against the target's Canny to make the role work.

Bargain
Minimum Time Required: One Minute
This skill is used to haggle over prices or other conditions of an agreement. Difficulty is always an opposed roll between the two parties. This skill should only be used when the GM decides bargaining is appropriate. Characters can rarely walk into a department store and haggle with the clerk over the cost of a non-damaged item. If price is being bargained over the price should be altered by 2% in favor of the character with the highest roll, for every point that character is ahead. The GM will have to determine the results of other negotiations, such as diplomatic, based on the difference between the characters rolls.

> **Example:** *China is attempting to raise some quick cash by selling a common artifact to a museum. The buyer offers her $1000 for it, a fair price, but China attempts to haggle him up. She rolls her Bargain skill of 3d+2 and gets a 13. The buyer rolls a skill of 2D+2 and gets a 10. The difference is 3 in China's favor, which means a difference of 6%. China has managed to haggle them up to $1060.*

Interrogation

Minimum Time Required: One Round to Several Hours

Use of this skill enables the character to question other characters using a variety of legal and illegal means. It includes techniques used by police and government agencies to question witnesses and suspects, lawyers use on trial witnesses, and criminals use on captives. The difficulty is based on an opposed roll against the target's Mental Defense. The character gets modifiers based on the situation. If the character has the target tied up or confined, add +5. If they are threatening the target with bodily harm then add +3 to +10 depending on their methods. If they are inflicting bodily harm (torture) then +10 to +15, but the GM may want to intervene. If the target holds the upper hand then the bonuses are reversed.

Intimidation

Minimum Time Required: One Round

Use of this skill allows the character to scare or strike fear into another character to get what they want. The difficulty is an opposed roll against the target's Mental Defense, modified by the desired result. If the character just wants the target to step aside, and the character looms over the target, then the modifier should be +5 to +7, if the character is smaller than the target and wants them to flee, they should get a –10.

Magic Resistance

Minimum Time Required: One Action

This skill allows the character to resist the effects of magic spells. See the Magic section for more information.

Meditation

Minimum Time Required: One Hour

Use of this skill allows the character to place themselves into a restful state. Difficulty is based on the condition of the character and the environment the character is in. This state increases the speed at which Magic Points and Psionic Points are recovered. See the Magic and the Psionic sections for more information.

Environment:	Base Difficulty:	State of the Character:	Difficulty Modifier:
Peaceful and quiet	Easy	100% of Life Points	+0
Moderately busy	Very Easy	75% of Life Points	+5
Crowded or noisy	Moderate	50% of Life Points	+10
Dangerous	Difficult	25% of Life Points	+15

Mental Defense

Minimum Time Required: One Action

This skill allows the character to resist the effects of psionic abilities, and intimidation. See the Psionic section or the Interrogation and Intimidation skills for more information.

Persuasion

Minimum Time Required: One Round to Several Minutes

Use of this skill enables the character to persuade others to do things they normally wouldn't do, even if it's not in their best interest. The difficulty is an opposed roll against the target's Mental Defense, modified by conditions.

Situation:	Difficulty Modifier:
Target trusts character and has no reason to be suspicious	-10
Target likes character but may be suspicious	-5
Attempting to persuade target to do something they might do anyway.	0
Target doesn't trust character	+5
Attempting to persuade the target to do something illegal or dangerous	+10

Sanity:

Minimum Time Required: Special

This is the character's ability to maintain their mental stability when confronted with the horrific, unnatural, or bewildering. When such a situation occurs the character rolls his Sanity against a difficulty based on the situation. Please note that while certain situations, like being confronted by a vicious attack dog, may terrify the character, they will not *horrify* them and should not be checked against Sanity. Further, encountering the same or similar sets of horrifying circumstances in the same adventure should not force the players to roll again. Each time a character sees a *similar* horror within a relatively short period of time they receive a -3 modifier to their difficulty.

Situation:	Difficulty:
Unexpectedly find mangled animal	5
Unexpectedly find human corpse	7
Unexpectedly find part of human	8
Great deal of blood	8
Unexpectedly find mangled human corpse	10
Trapped in a coffin or tomb	10
See a ghoul or other humanoid creature	10
Witness a violent death	13
Meet someone who is known to be dead	15
Undergo physical or psychological torture	15
See alien or other-dimensional entity	20
See corpses rising en masse from the grave	20
See an elder god	30

If the character fails, subtract the character's roll from the difficulty and compare it to the table below to determine the result. A character affected by a Sanity failure can be brought back to full stability by having another character using the Psychology make a successful roll with a difficulty equal to the amount the initial roll failed by. This takes at least one complete round to perform, with both characters taking no other actions. Penalties are cumulative unless otherwise noted.

Failure by:	Result:
1-4	Character is Stunned and suffers –1D to all skill rolls for the rest of that round and the next round
5-9	Character is Frightened, can take no action for the rest of the round, suffers –1D to all skill rolls for 1D rounds
10-14	Character is Terrified and suffers a –2D penalty on all skills for D6 rounds, if the character is Terrified again before it wears off they become Horrified
15-19	Character is Horrified and can take no action until another character uses Psychology to restore the character, or they may make an additional Sanity roll after 5 minutes at –5 difficulty to regain rationality, if a character is Horrified again before the effect wears off the character becomes Insane.
20+	Character is rendered Insane – permanent –1D to Will, will flee or coil up into a ball, cannot take willful action without psychological counseling, a failed Psychology roll may prompt the character to attack the other character

Example: *A pit opens up underneath Malcolm and China as they navigate strange subterranean caverns. Both characters fail a Difficult Climbing/Jumping roll to avoid falling and tumble into the darkness. They land on a moist, spongy surface, taking no damage. China turns on her flashlight and the two see they are on a plain of flesh, bruised and bleeding from their landing. Distorted, eyeless faces grimace in pain underfoot.*

The GM decides that the characters must make a Sanity roll with a difficulty of 12. Michelle rolls 4D and succeeds for China with a 15. John rolls for Malcolm and gets a 1 on the wild die, reducing his roll to a 5. Since he failed by 7, Malcolm is Frightened and can take no action for the rest of the round. The GM rolls 1D, gets a 2, and Malcolm also suffers a –1D penalty to all skill rolls for 2 rounds.

3.0 MAGIC

"*Reality can be beaten with enough imagination.*"
-Anonymous-

3.1 SPELL MECHANICS

Magic: Magic is a separate attribute available only to the magically sensitive. This attribute is purchased like the six basic attributes, and must be allocated with the same 18D pool. The minimum value for this attribute, just as the six basic attributes, is 1D.

Purchasing the Magic attribute at 1D after the character is created should cost the character 20 Survival Points, and a year or more of study with an NPC having 3D or more in Magic. This is only with the GM's permission, and the character must be Magic Sensitive first.

Magic spells are effectively treated as skills beneath the Magic attribute, and start out with a value equal to the level of the character's Magic attribute. Like normal skills the character's spell proficiency can be improved for individual spells by allocating pips from the character's skill pool, or by spending Survival Points. Unlike normal skills though, spells must be learned. Any spell that has not specifically been learned cannot be used. Characters start out with only one spell initially, and may learn more at the GM's discretion.

Spell Specializations: Like skills, a character may specialize a spell to denote a specific area of expertise. *For example, instead of simply taking a Detect spell a character may have Detect: Gold.* Specializations must be approved by the GM. If a player wishes to have their character specialize in a particular spell, then they may spend 1 pip in that specialization to gain 1D of value for that specialization. The spell specialization must be listed separately on the character sheet from the base spell, noting the area of specialization. Spell specializations are treated as separate skills once purchased, and do not increase automatically with the base spell.

No more than 1 pip may be spent this way initially for any particular spell, and no more than three spell specializations may be purchased initially for any one character. Suggested specialization types are listed next to each spell in the list below. Some spells do not have specializations, and are exempt from this option. Rules for increasing spell specialization levels after the character is created are the same as those listed for skills in the first section under Experience and Advancement.

Learning New Spells: Characters can learn new spells from a variety of sources, including skillful mentors and spell books. It takes two weeks and 5 survival points to learn a new spell, though the training time may be cut in half by doubling the cost. Once learned, a spell is not forgotten and can be used at will with a successful roll.

Difficulty: The difficulties listed under each spell are meant to be base difficulties. These numbers should be modified by the GM to account for unique events. If the spellcaster were trying to get set up a Transportal spell to get the characters away from a hungry werewolf or a nuclear bomb test, then the stress of working under these conditions should increase the base difficulty. Weather conditions, lighting, or even how long the character has gone without food, can all play a part as well. The GM should adjust accordingly to each situation.

Magic Resistance: The Magic Resistance skill has three main uses.

1. There are certain spells that allow the target to make an opposed roll. In cases where the character's Magic Resistance is higher than the attribute or skill listed, you may use that instead.

2. Where there is no opposed roll, or saving throw of some type, available the character can use the Magic Resistance in the same way Dodge is used during normal combat. The character uses an action and rolls their resistance, the *result is then used as the difficulty* for the spellcaster's spell - only if it was higher than the initial difficulty.

3. If the character declares that all he is doing that round is resisting magic, then the roll is *added to the caster's initial difficulty*.

Magic Sensitivity: Characters can be sensitive to magic without possessing the ability to cast spells. These characters can sometimes feel occult energies like the weather. They may notice areas of intense magical energy, feel when powerful spells are cast nearby, and become restless during certain important times. The character cannot actually use this ability to detect magic or spellcasters.

Magical Focus: Characters must choose one form of magic focus either gestures, vocalization, or components, in order to cast spells. It costs 1D from the attribute dice pool to be able to cast spells without a focus. But, choosing an additional focus will give an additional 1D to the character's initial attribute pool. If the character is unable to use their focus - such as if they are bound, gagged, or deprived of components - then they cannot cast spells.

Components for each spell should be determined between the GM and the player, based on the type of spell and the type of magic practiced by the character. To limit the use of a certain spell the GM may assign cost-prohibitive components. Examples of spell components could include incense, candles, wands, bells, live animals, gems, feathers, etc..

Magic Points: Every character with the Magic attribute starts with a number of Magic Points, or MPs, equal to a roll on their Magic attribute plus twenty. For example a character with 2D in Magic to start rolls 2D and gets a total of 6, they add 20 and start with 26 Magic Points. The total number of Magic Points increases by 1 for every pip the Magic attribute is increased.

Magic Points regulate the number of spells a character can cast. Each time a spell is cast, take the difficulty of the spell - after factoring in all appropriate modifiers – and divide by 10, rounding up, to determine the cost and subtract that from the character's total Magic Points. Whether the spell succeeds or fails the points must still be subtracted unless the spell fails before being cast - see interference.

For spells that use opposed rolls instead of difficulty multiply the number of dice the spell caster rolls by four and add any pips to that number. For example a mage casting Bind rolls his Magic attribute against the target's Reflex. The caster has 3D+1 in Magic, so the number used to determine the Magic Point cost is (3x4=12)+1=13. 13 divided by 10, rounded up, is 2. Which gives a cost of 2 Magic Points.

When a character reaches 0 Magic Points they may no longer cast spells. The character may also not go below 0, so if the character only has 1 or 2 Magic Points left they cannot cast any spells that require more than that. Magic Points are recovered at a rate of 1 per hour, 2 per hour if the character is able to successfully use the Meditation skill under Will.

Interference: If a character is damaged, or stunned, while attempting to cast a spell or at any point during the round, before the spell is cast, then the spell automatically fails. No Magic Points are spent for this type of spell failure.

Preparation Time: A spell caster can reduce the difficulty of casting certain spells by increasing the preparation time. This is considered to add to the Time to Cast, so if a character is interrupted or injured while preparing they will have to start from scratch. Spells that are cast instantly receive a -5 modifier for every round spent in preparation up to a maximum of -10. All other spells receive a -5 modifier for each unit of time equal to the initial casting time spent, up to a maximum of -15. In other words, if they double the Time to Cast for a spell they receive a -5 modifier, they may triple it for a -10, or quadruple it for a -15.

Snap Casting: The Time to Cast may be reduced by half for a +5 difficulty modifier. The casting time may be further reduced by half as many times as you like for a +5 difficulty modifier each time. If the time to cast is reduced to less than 1 round (5 seconds), then the Time to Cast is considered to be instant.

Playing a Spellcaster: The Magic attribute does not confer any occult knowledge on the character. This attribute only gives the character the sensitivities and talent needed to cast spells. It is recommended that the player purchase the Magic, Mythos/Pantheon Lore, and Supernatural skills to gain this knowledge. Meditation and Magic Resistance are also useful skills for spellcasters. The player should decide on a mystic discipline as well, to flesh out the character. Spells the character is allowed to use should be based on this discipline, as well as possibly the character's mode of dress, personality, history, and quirks.

When creating a spellcaster, follow these steps in determining the character's magical abilities:

1. Purchase the desired value for the character's Magic attribute from the character's initial attribute pool.
2. Determine the type or style of magic the character is familiar with and note it on the character sheet. Examples include: Alchemy, Gnostic, Jewish Cabalistic, Eastern Mysticism, Vodun, Medieval Witchcraft, etc.
3. Choose the character's initial spell(s), and any spell specializations.
4. Determine the character's initial Magical Focus, and specify any additional ones, noting them all on the character sheet.
5. Figure the character's base Magic Points and note this on the character sheet.

> **Example:** *Fran is building a spellcasting character called Sonia. She decides to allocate 1D+1 for her Magic attribute initially. Fran decides that Sonia will be adept at European Occult magic, and decides to give her Raise to start with. She decides to start her character with both Vocalization and Gestures for foci, and adds the 1D gained to her attribute pool for taking a second focus, back into her Magic attribute – so she has 2D+1. Finally she rolls her Magic attribute and gets a 2, and a 4 on the wild die – for a total of 6 – plus 1 is 7. She adds the 7 to the base of 20 and starts with 27 Magic Points.*
>
> *Fran also decides to spend 1D of her Skill pool to increase her skill with the Raise spell from 2D+1 to 3D+1. Now Fran spends the rest of Sonia's Skill and Attribute pools normally.*

3.2 SPELL LIST

- Acclimate – *Specializations include*: Specific Type of Environment
- Animate Zombie – *Specializations include*: Specific Type of Corpse
- Banish – *Specializations include*: Specific Race or Entity
- Barrier – *Specializations include*: None
- Binding – *Specializations include*: None
- Calling – *Specializations include*: Specific Race or Entity
- Chat – *Specializations include*: Specific Target Area
- Cloud – *Specializations include*: Specific Fog Density
- Command – *Specializations include*: Specific Race
- Conceal – *Specializations include*: Specific Target Type and Concealment
- Damage – *Specializations include*: None
- Deep – *Specializations include*: Specific Target Type and/or Size and Amount of Increase
- Defense – *Specializations include*: None
- Detect – *Specializations include*: Specific Subject Type
- Eldritch Aura – *Specializations include*: none
- Encrypt/Decrypt – *Specializations include*: Specific Encryption Key
- Enhance – *Specializations include*: Specific Type of Increase
- Imprison – *Specializations include*: Specific Race
- Improve – *Specializations include*: Specific Type of Device or Article of Clothing
- Lock/Unlock – *Specializations include*: Specific Type of Door or Opening
- Mark – *Specializations include*: None
- Morph – *Specializations include*: Specific Disguise
- Permeate – *Specializations include*: None
- Purify – *Specializations include*: none
- Raise – *Specializations include*: None
- Repair – *Specializations include*: Specific Target Type
- Revive – *Specializations include*: Specific Target Type
- Soar – *Specializations include*: None
- Summon – *Specializations include*: Specific Race or Entity
- Suppress – *Specializations include*: none
- Translate – *Specializations include*: Specific Language
- Transportal – *Specializations include*: Specific Target Area
- Undo – *Specializations include*: None

3.3 SPELL DESCRIPTIONS

ACCLIMATE
Difficulty: special
Time to Cast: 1 round
Range: self or touch
Area of Effect: 1 target
Duration: 1 hour

This spell will allow the target to survive in extreme environments, such as in an unbreathable atmosphere. The difficulty is based on the degree of acclimation the target requires for the desired environment. Examples below are for human targets, the GM on a case-by-case basis should determine difficulty for non-human targets.

Environment:	Base Difficulty:
Unbreathable atmosphere	Easy
Unbreathable atmosphere and high pressure (underwater)	Moderate
Unbreathable atmosphere and low or no pressure (space)	Difficult
Intense heat or cold, fire and smoke	Difficult
Hard radiation	Very Difficult
Interior of a volcano, acid bath, etc.	Heroic

ANIMATE ZOMBIE
Difficulty: special
Time to Cast: 3 hours
Range: 2 meters
Area of Effect: One corpse
Duration: based on state of target

This spell infuses the dead body of a human or other animal with mystical energy allowing it to animate in some semblance of life. This spell does not give the caster control over the creation, the Command spell must be used for this. The zombie will last a period of time determined by the GM. A body without any type of preservation will last only a few days, depending on the weather. A preserved corpse should hold up for a month or more. A badly decayed corpse will not animate, and zombies will simply fall apart when they reached an advanced state of decay. Zombies possess the original Physique plus 1D that the body had in life, an Reflex of 2D, and a Canny and Will of 1D. The difficulty is based on the type and state of the corpse being animated.

Type of Corpse:	Base Difficulty:
Human	Easy
Earth Native Animal	Moderate
Alien/Monster	Very Difficult

State of Corpse:	Difficulty Modifier:
Very Fresh (0-12 hours dead)	+0
Moderately Fresh (12 hours – 2 weeks)	+5
Preserved/Mummified	+10

BANISH
Difficulty: Target's Will
Time to Cast: 1 hour
Range: 10 meters
Area of Effect: target entity
Duration: instant

This spell will automatically return an extradimensional entity to their dimension of origin. The difficulty is an opposed Will roll of the target, modified by the following conditions. If the caster fails to banish the target initially, subsequent banishing will increase by 5 in difficulty for each failed attempt. Beings protected by magic, or imprisoned by magic, will have the difficulty increase by ten, twenty, thirty, or more. The banish spell will also not work if cast from the entity's dimension of origin.

Subject:	Modifier:
Target is willing to be banished.	-5
Target is unwilling to be banished.	+0
Target is violently opposed to being banished.	+5
Target's race/type is unknown.	+10
Target's dimension of origin is unknown.	+5
Target's race/type is known and familiar to the caster.	-5
Target's dimension of origin is known and familiar to the caster.	-5
Target's 'true name' is known to the caster.	-10

BARRIER
Difficulty: special
Time to Cast: instant
Range: 15 meters
Area of Effect: special
Duration: 30 minutes

This spell creates a barrier of mystic energy that acts like a transparent wall. When the barrier is created the character rolls and compares the result to the table below for the barrier's strength value. Any result less than 5 is considered a failure. This value represents the amount of defense the barrier provides against attack, incoming attacks roll damage upon striking the barrier and the barrier's strength value is rolled and result subtracted from the damage. Any remaining damage gets through to the intended target – who may then use their own Physique and other defenses to resist the damage.

The strength value is also used when someone or something attempts to penetrate the barrier bodily. It requires a successful opposed Physique roll against the strength of the barrier to move through it. The barrier can be a maximum of 25 square meters at base difficulty, increase the difficulty by 5 for each additional 25 square meters. The difficulty of the spell is equal to the caster's modified roll for purposes of determining Magic Point cost.

Roll:	Strength Value:
5-6	1D
7-8	1D+1
9-10	1D+2
11-12	2D
13-14	2D+1
15-16	2D+2
17-18	3D
19-20	3D+1
21-22	3D+2
23-24	4D

Example: *China is pursuing a group of cultists through a cave. The last cultist casts a Barrier up to protect them. The cultist has 4D in Barrier, and the GM rolls a 3, 4, 6, and a 2 on the wild die – for a total of 15. The strength of the Barrier is 2D+2. China fires two shots at the retreating cultists and hits, but the barrier adds to the strength of their damage resistance and effectively stops the damage.*

Frustrated she looks around the cave and sees that the cultists have left behind an explosive device that will go off in a few seconds. China throws herself at the Barrier to try to push through. China's PHY is 3D+1 so Michelle rolls a 2, 4, 5, and a 2 on the wild die – with the extra +1 totals 14. The GM rolls the Barrier's Strength Value and gets a 5, and a 6 on the wild die. He rolls the wild die again because of the 6 and gets a 2. The three rolls added together with the +2 total 15. China is unable to push through, so she'll have to find another way of dealing with the bomb, or try again next round.

BINDING
Difficulty: Target's Reflex
Time to Cast: instant
Range: 15 meters
Area of Effect: One character
Duration: special

This spell creates a set of mystical energy bands that could take the form of glowing bands, rope, chains, straps or whatever appropriate the caster imagines. To successfully bind the target the caster must make an opposed roll using their Magic against the target's Reflex. Once bound the target of the spell is unable to move arms and legs until the spell is dropped, or they break free. The caster must concentrate in order to keep the victim confined, as long as the spell is being maintained the caster suffers a –1D penalty to all other skill rolls. The caster cannot meditate, sleep, or recover Magic points until the spell is released. The target can attempt to break free once per round by making an opposed PHY roll, the chains have an effective PHY of 5D.

CALLING
Difficulty: special
Time to Cast: 1 hour
Range: special
Area of Effect: target entity
Duration: 24 hours

This spell will summon individuals or members of a specific race, if successful the target(s) will be compelled to journey to the spot where the spell is cast. The base difficulty is based on the desired range of the spell's effect, if no targets exist within the desired range then the spell automatically fails. Individual targets make a Will roll and add it to the difficulty of the spell. If the caster fails to summon the target initially, subsequent callings will increase by 5 in difficulty for each failed attempt. Some races, or specific entities may be guarded or protected by magic that will increase the difficulty by ten, twenty, thirty or more. It should also be noted that the Calling spell will not free an imprisoned entity, though it may compel them to attempt escape.

Desired Range:	Base Difficulty:
10 kilometers	Easy
100 kilometers	Moderate
1,000 kilometers	Difficult
10,000 kilometers	Very Difficult
Worldwide	Heroic

Subject:	Modifier:
Target is willing to be called.	-5
Target is unwilling to be called.	+0
Target is violently opposed to being called.	+5
Target's race/type is unknown.	+10
Target's location is unknown.	+5
Target's race/type is known and familiar to the caster.	-5
Target's location is known and familiar to the caster.	-5
Target's 'true name' is known to the caster.	-10

> **Example:** *Dark Young cultists fearing the BPI's interference decide to call on the K'N'Klai. Their occultist mage Gordon Bromley decides that since they are on the eastern coast of America the K'N'Klai should not be far, he will cast out for a thousand kilometer range to be certain of a response. Since there is no real interference or stress involved the GM sets the base difficulty at 16. Bromley is basically familiar with the race, and they are willing to respond due to his Dark Young connections so there will be a modifier of 5 in Bromley's favor. The modified difficulty is 11. Bromley has a 3D+1 in Calling and rolls a 4, 3, and a 4 for a total of 11, plus 1 is 12. Bromley succeeds in calling most of the K'N'Klai in a thousand kilometer radius, though it will take time for many to arrive.*

CHAT
Difficulty: special
Time to Cast: One round
Range: special
Area of Effect: one location
Duration: 5 minutes
This spell allows the caster to create two magic windows, one at the caster's location and one at a target location. The windows allow 2-way verbal and visual communication. Difficulty is based on the location of the second window relative to the caster's location. If used in conjunction with the Detect spell, a successful 'precise' Detect result is equivalent to line-of-sight casting.

Distance:	Base Difficulty:
1 km	Very Easy
10 km	Easy
100 km	Moderate
1,000 km	Difficult
10,000 km	Very Difficult
100,000 km	Heroic

Target Area:	Difficulty Modifier:
Within line-of-sight of the caster	+0
Familiar to the caster, not visible, but the position is known relative to caster	+5
Familiar to the caster, but of unknown position relative to the caster	+10
Unfamiliar to the caster, and not visible	+15

CLOUD
Difficulty: special
Time to Cast: one round
Range: 5 meters
Area of Effect:
Duration: 3 minutes
The caster can create an area of fog to obscure vision. The base difficulty depends on the density of the fog, and should be modified by the GM for weather conditions. Weather conditions will also affect how long the fog lasts, under normal conditions the fog will dissipate after 3 minutes. Characters may make a conscious Magic Resistance roll at the same level of difficulty as the spell to see through the fog without penalty. See the Combat section for combat modifiers for cover.

Density of Fog:	Base Difficulty:
Light Fog, equal to poor light	Easy
Thick Fog, equal to moonlit night	Moderate
Very Thick Fog, equal to complete darkness	Very Difficult

COMMAND
Difficulty: Target's Will
Time to Cast: 1 round
Range: 10 meters
Area of Effect: target individual or group
Duration: 6 hours
This spell allows the caster to gain control of a target's conscious actions. The target is aware of what is happening during the period of time that the caster is in control. The caster must make a successful opposed roll against the target's Will. Add difficulty modifiers from the tables below to the target's roll before determining the result.

Circumstance:	Difficulty Modifier:
Target is different, but similar, race	+5
Target is from very different race	+10
Target is from completely alien race	+15

Anytime the target is forced to do something that they are intensely opposed to the target may roll their Will and compare it to the initial spell roll. The target gets an additional +5 modifier every time this occurs. The target automatically gets a chance to break free every 15 minutes, in addition to any other opportunities.

The GM may allow the caster to use the Permeate spell to permanently control zombies, golems, and other constructs and sub-sentient life. This may only be allowed during the target's creation, or may be allowed at any time depending on the circumstances and GM's discretion.

CONCEAL
Difficulty: special
Time to Cast: instant
Range: 5 meters
Area of Effect: up to 500 lb. of material
Duration: 12 hours

The caster can conceal a target's nature or identity. The difficulty depends on what is being concealed and in what way. Each addition hour of effect costs +1 difficulty. Characters may make a conscious Magic Resistance roll at the same level of difficulty as the spell to see through it.

Target:	Type of Concealment:	Base Difficulty:
Metal Objects	From Metal Detector	3
Warm Objects	From Infrared Scanner	5
Person's Identity	From Detection or Memory	10
Any Target	From 1 Sense (Sight)	15
Any Target	Each Added Sense Beyond the First (Hearing, Smell, Touch)	+3

DAMAGE
Difficulty: special
Time to Cast: instant
Range: 25 meters
Area of Effect: One target
Duration: instant

This is a simple spell to cast damage-causing bolts of magic energy. The exact form the bolts take depends on the caster, they may be colored lightning, arrows, boomerangs, even bullets. The difficulty is based on the average of the damage dice being attempted: +4 difficulty for each 1D of damage. The caster can specify at the time that the damage is stun only, but must do so when the spell is cast. The maximum damage inflicted by this spell is 8D. The difficulty of the spell is equal to the caster's modified roll for purposes of determining Magic Point cost.

DEEP
Difficulty: special
Time to Cast: 1 hour
Range: touch
Area of Effect: One target
Duration: 12 hours

The caster can use this to increase the capacity of various types of storage. The difficulty is based on the size of the object, and the amount of increase. The outside of anything thus enchanted appears normal, it is only the interior space that is folded to increase its size.

Size of Object:	Base Difficulty:
Pants Pocket	3
7or 8 round gun clip	5
20 round gun clip	7
50-100 round ammo drum	8
large bag or backpack	8
Phone Booth	10
Small Room	15
Large Room	20
Small Building	25
Warehouse	30

Amount of Increase:	Difficulty Modifier:
x2	+0
x4	+5
x8	+10
x16	+15
x32	+20

DEFENSE
Difficulty: Special
Time to Cast: instant
Range: 10 meters
Area of Effect: 1 target
Duration: 6 rounds
This spell allows the caster to create a protective aura around the target. When the defense is set up the caster rolls their Defense spell and compares the result to the table below for the character's damage resistance modifier. This modifier serves as body armor, and is added to the character's Physique for damage resistance rolls. The difficulty of the spell is equal to the caster's modified roll for purposes of determining Magic Point cost.

Defense Result:	Resistance Modifier:
1-2	+1
3-4	+2
5-6	+1D
7-8	+1D+1
9-10	+1D+2
11-12	+2D
13-14	+2D+1
15-16	+2D+2
17-18	+3D
19-20	+3D+1
21-22	+3D+2
23-24	+4D

DETECT
Difficulty: special
Time to Cast: 5 minutes
Range: special
Area of Effect: special
Duration: 1 hour
The spell allows the caster to detect a specified animal, vegetable, mineral, or energy. The difficulty depends on what is being scanned for, as well as the area being scanned.

Subject:	Base Difficulty:
Vague (metal, animal, magic)	Very Easy
Defined (gold, human)	Easy
Specific (quality of gold, human ethnic type)	Moderate
Precise (your gold ring, specific human)	Difficult

Area:	Difficulty Modifier:
1 kilometer	+0
10 kilometers	+5
100 kilometers	+10
1000 kilometers	+15

ELDRITCH AURA
Difficulty: Moderate
Time to Cast: 1 round
Range: touch
Area of Effect: target weapon
Duration: 6 hours
This is a variation on the Enhance spell, designed to allow a weapon to affect creatures normally resistant to conventional attacks but affected by magic. Creatures affected would include ghosts, vampires, werewolves, and most others. The weapon has the same difficulty, ranges, and damage, but can affect these creatures for the duration of the spell. Firearms, bows, and heavy weapons thus enchanted may be used to strike an opponent, but their ammunition is not automatically enchanted. Each individual missile requires separate enchantment.

ENCRYPT/DECRYPT
Difficulty: special
Time to Cast: 1 round
Range: 1 meter
Area of Effect: target text, or other data
Duration: 1 day
This is a simple spell intended to protect text or other data from being understood. When the spell is cast, the caster rolls for the Encrypt spell. This value becomes that roll that others must make an opposed roll against to clearly see or hear the target text or data. The opposed roll can be another caster's Decrypt spell - another use of the same spell - or a
Cryptography skill roll to attempt to interpret the data. The caster may also specify a 'key' when casting the spell, allowing another caster aware of this key to decrypt the data by casting Decrypt with only an Easy difficulty roll.

ENHANCE
Difficulty: special
Time to Cast: 1 round
Range: touch
Area of Effect: target weapon
Duration: 6 hours
With this spell, the caster is able to increase a weapon's range or damage. The difficulty of the spell is based on the amount of increase to the weapon. When range values are increased multiply the amount of increase by each value. For example, a weapon with range of 4/8/15 enhanced by 1.5 becomes 6/12/23.

Increase:	Base Difficulty:
+2 damage pips	Very Easy
+1D damage	Easy
+1D+1 damage or 1.5x range values	Moderate
+1D+2 damage or 2x range values	Difficult
+2D damage or 3x range values	Very Difficult
+3D damage or 4x range values	Heroic

IMPRISON
Difficulty: Target's Will
Time to Cast: 1 round
Range: 10 meters
Area of Effect: target entity
Duration: 1 day
This spell is used to confine a target creature to a small physical area on a single dimensional plane. The base difficulty to cast the spell is an opposed roll against the target's Will, if successful then the value of the roll becomes a difficulty modifier for any action that is attempted by or towards the imprisoned creature. The caster may use the Permeate spell to link this spell to a physical structure of some kind, holding the target indefinitely.

> **Example:** *Cultists are attempting to free the elder demon Vorsorax from an ancient temple where he was imprisoned by Solomon thousands of years ago. The strength of the Imprison spell was a 30. The cultists intend to free him using a Transportal spell into the temple. As the temple is now on the ocean floor the cultists are opening the portal to an unfamiliar location roughly six kilometers away. The GM sets the difficulty at 17. The strength of the Imprison spell adds to the difficulty, requiring a total of 47. They will quadruple the casting time to reduce the difficulty by 15, but will still have an incredibly hard time getting him out.*

IMPROVE
Difficulty: special
Time to Cast: 1 round
Range: touch
Area of Effect: target non-living object
Duration: 6 hours

This is a variation on the Enhance spell, primarily designed to improve technical or mechanical function of a device. The difficulty is based on the type of improvement, and the simplicity of the device. The range of possible uses is enormous, only a fraction is represented below. The GM will have to determine difficulty for each individual situation as it arises. Cell phones, satellite phones, pagers, radios, and watches are all ideal candidates for this type of enhancement. The downside is that since the device has magic enchantments, it can be easily detected by its aura.

Effect:	Base Difficulty:
Resize article of clothing to fit the wearer	Very Easy
Double range of electronic device	Easy
Make glasses/clothing resistant to wear and tear	Easy
Shield electronic device from interference	Moderate
Make glasses/clothing resistant to dirt and wear	Moderate
Shield electronic device from jamming	Difficult
Allow radio to automatically encrypt/decrypt messages	Difficult
Make small item almost indestructible	Difficult
Allow a computer to interface with an alien network	Very Difficult
Make moderately sized item almost indestructible	Very Difficult
Allow electronic device to work at extreme range, or across dimensions	Heroic
Make large item practically indestructible	Heroic

LOCK/UNLOCK
Difficulty: special
Time to Cast: 1 round
Range: touch
Area of Effect: target door, lid, or other opening
Duration: 1 day

This is a simple spell intended to seal a door or other opening from unwanted intrusion. When the spell is cast, the caster rolls for the Lock spell. This value becomes that roll that others must make an opposed roll against to open the target. The opposed roll can be another caster's Unlock spell - another use of the same spell - or a PHY roll to attempt to physically break the target open. The GM may even allow the target to be opened by doing damage equal to or greater than the caster's roll.

> **Example:** *China is attempting to open a door sealed by Quietus the Necromancer during his escape. Quietus has a 4D skill with the Lock/Unlock spell and rolled a total of 15. China first attempts to knock the door in with her shoulder, she rolls her Physique. She has a 3D+1 for her Physique and the player rolls a 2, 5, 6,and a 1 on the wild die - for a total of 14. She fails to open the door and the GM decides the complication is that she breaks her communicator watch in the attempt.*
> *The next round the player decides China will shoot the door in frustration. She successfully rolls to hit with her Colt at point-blank range and rolls damage. She gets a 3, 4, 6, 3, and a 2 on the wild die - for a total of 18. The door swings open and she feigns a kiss at the smoking barrel as she strides on through.*

MARK
Difficulty: Very Easy
Time to Cast: 1 action
Range: 2 meters
Area of Effect: 2 meters
Duration: 1 round

This spell allows the character to saturate an object or area with magic energy. The only effect being that it becomes a highly visible marker to anyone who can detect magic. The caster can continue to leave up to a 2 meter wide trail by spending one action every round. This spell can be used to mark a trail or an area. Difficulty is only rolled for the first round if this spell is being maintained, and requires one action per round.

MORPH
Difficulty: 10 to change appearance, 15 to imitate another
Time to Cast: 1 minute
Range: touch
Area of Effect: target
Duration: 6 hours

This spell allows the caster to alter their appearance for disguise purposes. They can either make themselves look different, specifying elements, or attempt to imitate a specific individual. Difficulty modifiers are based on how different the character will appear, and how much knowledge the character has over who they are attempting to imitate.

New Appearance:	Difficulty Modifier:
Very similar to caster	-5
Similar to caster, similar height, weight, and build, same gender	±0
Different from caster in some ways	+5
Very different from caster, different gender, height, weight, and build	+10
Caster has intimate knowledge of person being imitated	+5
Caster has met person being imitated	±0
Caster has only seen good quality video of person being imitated	+5
Caster has only seen good quality pictures of person being imitated	+10
Caster has never seen the person being imitated	+15

Example: *Lu Sin of the Purple Tiger Cult casts Morph on a assassin to make them a duplicate of China McAdams. This has a base difficulty of 15. The target is a woman of similar build to China, but Asian so the GM adds +3 to the difficulty. Lu Sin has met China on several occasions but not intimately, so the GM gives no modifiers for his knowledge. The total difficulty is 18. Lu Sin has 4D+2 in Morph, the GM rolls a 2, 5, 4, and a 6 on the wild die. He rolls again on the wild die because of the 6 and gets a 5. The total, including the +2 is 24, so Lu Sin succeeds admirably.*

PERMEATE
Difficulty: 10
Time to Cast: 1 hour
Range: touch
Area of Effect: One object
Duration: Permanent

This spell enchants a *non-living* object to make the effect of a spell permanent. In order to successfully permeate an object with magic the caster must make a successful permeate difficulty roll, as well as make a successful roll on the spell they wish to make permanent. One example would be to permeate a gun with Conceal to make it hidden to metal detectors. In this case the caster would have to make the Permeate roll, a difficulty of 10, and the roll for Conceal, a base of 3. If either spell fails, then both are considered failures. Two spellcasters can work together, one on each spell, to permeate an object. For each enchantment on an object beyond the first the difficulty increases by 5.

PURIFY
Difficulty: special
Time to Cast: 1 round
Range: touch
Area of Effect: up to 100 lbs. of target material
Duration: 1 week

This spell allows the caster to preserve non-living organic material, such as food or other remains, and purify food and drink so as to nullify poisons and disease. Base difficulty is Easy for 100 lbs. of material, modified by the condition of the material. Purified material will remain clean and free from decay or disease for at least a week after the spell is successfully cast.

Condition:	Modifier:
Material is already clean and free of disease (preserve only)	-5
Material is somewhat clean	+0
Material is highly decayed, somewhat contaminated, or polluted	+5
Material is deliberately poisoned	+10
Material is massively poisoned or polluted	+15

RAISE
Difficulty: special
Time to Cast: instant
Range: 15 meters
Area of Effect: special
Duration: 10 minutes

The caster creates and controls an visible energy field that can be used to lift and move objects. The difficulty is based on the weight of the object, see the Lifting skill in the Skill section for base difficulty and modifiers. Targets can be moved up to 10 meters per round.

The energy moves on the character's action, and can be used to hold a weapon, in which case the PHY and REF for combat purposes are equal to the user's Raise. Every time a roll is made using the Raise spell the difficulty is either equal to the appropriate combat difficulty, or the character's roll for situations like damage.

> **Example:** China has been captured by street thugs, and left with her wrists tied above her head and suspended from the rafters. Sonia attempts to lift use her Raise spell to lift a knife up to where the rope is tied to the rafters. She first rolls at Very Easy difficulty to lift the knife to where she wants it. The GM sets a difficulty of 3 and Fran rolls 3D+1, gets a total of 10 – making it easily.
>
> The next round she wants to cut the rope with the knife and lower China gently to the floor. That's two actions so she has a –1D penalty to each roll. Cutting the rope is very easy, so the GM decides on a difficulty of 3 again. Sonia rolls a 3, and a 4 on the wild die – added to the +1 totals 8 so she succeeds easily. To lower China is Moderate difficulty because of her weight, the GM sets a difficulty of 12. Fran rolls a 3, and a 5 on the wild die – added o the +1 totals 9. China drops to the ground and suffers 1D of damage for the fall.

REPAIR
Difficulty: special
Time to Cast: 1 round
Range: touch
Area of Effect: 1 target object
Duration: Permanent

This spell allows the caster to instantly repair damage to a vehicle, weapon, or other piece of equipment. The amount repaired is based on the amount the caster rolls. The caster rolls their Repair and divides the result by 4, rounding up, to determine the amount of Body Points restored. The difficulty of the spell is equal to the caster's modified roll for purposes of determining Magic Point cost.

REVIVE
Difficulty: special
Time to Cast: 1 round
Range: touch
Area of Effect: 1 target character
Duration: Permanent

This spell allows the caster to instantly heal damage to a living creature. The amount healed is based on the amount the caster rolls. The caster rolls their Revive and divides the result by 4, rounding up, to determine the amount of Life Points restored. The difficulty of the spell is equal to the caster's modified roll for purposes of determining Magic Point cost.

> **Example:** *Malcolm is wounded by several shots from a mission that went bad, and is rescued by a second team of BPI agents. One of them casts Revive on Malcolm with a value of 3D+1. The GM rolls for the caster and gets a 4, 5, and a 3 on the wild die – added to the +1 gives a total of 13. The total is divided by 4, getting 3.25, and rounded up, for a result of 4. Malcolm has 4 Life Points instantly healed. Magic Point cost for the caster was 13, divided by 10 and rounded up equals 2 points.*

SOAR
Difficulty: special
Time to Cast: 1 round
Range: 5 meters
Area of Effect: 1 target character
Duration: 1 hour

This spell allows the target the ability to fly at a Move of 10. The target uses their Soar value for movement rolls based on terrain difficulty (high winds and obstacles) and maneuvers. If the target becomes unconscious while flying they will automatically float uncontrolled with the wind. When the spell wears off, the target will drop like a rock.

SUMMON
Difficulty: Target's Will
Time to Cast: 1 hour
Range: 10 meters (see below)
Area of Effect: target entity
Duration: instant

This spell will automatically summon an extradimensional entity from their dimension of origin. The difficulty is an opposed Will roll of the target, modified by the following conditions. If the caster fails to summon the target initially, subsequent summoning will increase by 5 in difficulty for each failed attempt. If successful the target will appear in an appropriately sized target area within the spell's range. Some dimensions, races, or specific entities may be guarded or protected by magic that will also increase the difficulty by ten, twenty, thirty or more. It should also be noted that the Summon spell will not free an entity imprisoned in the dimension from which the spell is being cast.

Subject:	Modifier:
Target is willing to be summoned.	-5
Target is unwilling to be summoned.	+0
Target is violently opposed to being summoned.	+5
Target's race/type is unknown.	+10
Target's dimension of origin is unknown.	+5
Target's race/type is known and familiar to the caster.	-5
Target's dimension of origin is known and familiar to the caster.	-5
Target's 'true name' is known to the caster.	-10

SUPPRESS
Difficulty: Target's Will
Time to Cast: 1 round
Range: 15 meters
Area of Effect: target creature
Duration: 1 hour

The caster can use this spell to cancel out one or more of the target creature's senses – sight, hearing, touch, taste, smell, magic sensitivity, psionic, or any other special senses. To cancel out one sense requires an opposed roll against the target's Will. Each additional sense beyond the first is a +10 modifier to the difficulty. If the psionic senses are being suppressed each of the psionic attributes, sixth sense, and psionic sensitivity count as separate senses. The effects of suppressing any sense are at the GM's discretion, though it will almost always be immediately obvious to the target that the sense is suppressed.

TRANSLATE
Difficulty: special
Time to Cast: 1 round
Range: 30 meters
Area of Effect: self or target creature
Duration: 1 hour

This is a simple spell designed to allow the caster or target to communicate in any audible language. The target does not actually learn or understand the language itself, the spell simply provides an interface which translates the language as it is heard or spoken by the target. This spell will not allow the target to read or write, only to speak and listen. Base difficulty is based on the similarity of the language in question to the target's own.

Language:	Base Difficulty:
Regional dialect of the target's own language	Very Easy
Language is in the same family as the target's	Easy
Language is from the same race, but is not related to the target's own language	Moderate
Language is from a similar alien or extradimensional race	Difficult
Language is from a dissimilar alien or extradimensional race	Very Difficult
Language is from race not capable of the same concepts or sound structure	Heroic

TRANSPORTAL
Difficulty: special
Time to Cast: 3 rounds
Range: 5 meters
Area of Effect: up to 3 meter by 3 meter portal
Duration: 1 minute
This spell creates a portal that can transport the caster, and anyone else that steps through from either side, instantly a distance dependent on the skill of the caster. The difficulty depends on the distance between the caster and the target location for the second portal. It is up to the GM to determine what happens if the spell fails. The portal may not open where desired, or may not open at all.

Distance:	Base Difficulty:
100 meters	Very Easy
1 km	Easy
10 km	Moderate
100 km	Difficult
1000 km	Very Difficult
10,000 km	Heroic

Target Area:	Difficulty Modifier:
Within line-of-sight of the caster	+0
Familiar to the caster, not visible, but the position is known relative to caster	+5
Familiar to the caster, but of unknown position relative to the caster	+10
Unfamiliar to the caster, and not visible	+15

UNDO
Difficulty: special
Time to Cast: instant
Range: 10 meters
Area of Effect: 1 spell
Duration: -
The caster can counter another character's spell, either as it is cast – such as with Damage – or after – such as with Barrier or Conceal. The caster must make an opposed roll against the opposing character's spell roll if the spell is being countered as it is cast. If the opposing character's roll is higher, then the target spell is resolved normally. If the caster's Undo roll is equal to or higher – then the opponent fails to cast the spell but must still spend the Magic Points for the attempt. The difficulty of the spell is equal to the caster's modified roll for purposes of determining Magic Point cost in this case.

If the spell is being countered after it has already taken effect, then the caster must roll higher than the *difficulty required to cast the spell being countered* in order to negate it. For instance, if the caster is trying to make a gun visible that another spellcaster used Conceal on, the difficulty would be 15 (the amount required to conceal a target from 1 sense).

> **Example:** *Sonia attempts to cast Raise on a sacred tiki and move it to her hand. One of the cultists decides to counter this with an Undo spell. Sonia has a base difficulty of Very Easy, the GM sets it at 4, to move the tiki. Fran rolls 3D+1 and gets a 4, 5, and a 4 on the wild die – added to the +1 for a total of 14.*
> *The cultist casts Undo at 3D, and the GM rolls a 3, 5, and a 5 on the wild die – for a total of 13. Had Sonia gotten a 13 or less her spell would have failed, but instead she barely succeeds and waves the tiki triumphantly.*

4.0 PSIONICS

"*It is not enough to have a good mind; the main thing is to use it well.*"
    -Rene Descartes-

4.1 PSIONICS MECHANICS

Psionics: There are several different psionic attributes available, each one confers a separate ability and subsequent list of skills. Like all other attributes any psionic attributes purchased must be allocated a minimum of 1D each from the character's initial attribute pool. Players may purchase no more than three psionic attributes when initially creating the character.

   Purchasing a new psionic attribute later on may be done with the GM's permission - though it should require some significant event or learning process. In addition, it will cost 20 Survival Points for each new psionic attribute.

   Characters initially begin with all of the powers listed under the psionic attributes they purchase. These powers start off at a value equal to that of the attribute they are listed under, just like skills. They may also be improved independently of the attribute, like skills, by spending points from the character's initial skill pool, or later by spending Survival Points. *All psionic powers require one action to perform unless otherwise noted*.

   If a character wants to perform a task that the GM agrees is within the scope of the character's psionic attribute, but not covered directly under the powers listed there, the GM may either create a specific power for the character or treat this as a special use and have the character roll their base attribute against whatever difficulty modifier the GM decides on. An example would be if a player wanted their character to bend a metal spoon using their Telekinesis. The GM decides it is a basic task that doesn't require a new power and sets a base difficulty level of Easy for the action, since it's just a simple soup spoon.

Difficulty: The difficulties listed under each power are meant to be base difficulties. These numbers should be modified by the GM to account for unique events. If a psychic were trying to get an impression from a bomb or a bloody knife, then the stress of working with these objects should increase the base difficulty. Weather conditions, lighting, or even how long the character has gone without food, can all play a part as well. The GM should adjust accordingly to each situation.

Mental Defense: The Mental Defense skill can be used three different ways.
1. In certain cases psionic abilities may require an opposed roll involving the target. If the target has a higher Mental Defense skill the target may choose to roll against that instead of the specified attribute.

2. The character may spend an action to use their Mental Defense similar to the way the Dodge skill is used in normal combat. If the character is performing another action they may use one action to roll Mental Defense, and then psionic attacks against that character will have a *difficulty equal to the targets Mental Defense roll* - unless the existing difficulty was already higher.

3. If the character is using Mental Defense and takes no other actions that round, then they may *add* their Mental Defense roll to the psionic's existing difficulty.

PSI Sensitivity: A person can be open to psionic energies without possessing psionic attributes and abilities. These characters may sense, at the GM's discretion, great disturbances in local activity or the use of major psionics. These people may find themselves uneasy in the presence of extremely powerful individuals, but cannot actually use this ability to detect psionics or psionic activity.

Interference: If a character is damaged, or stunned, while attempting to use a psionic power that lasts more than one action, or requires more than one action to perform, then the use of the power fails at that point.

Source of Abilities: The source of the character's psionic abilities should be noted when the character is created. Options include that the character was born with innate psionic abilities, the character learned the abilities somehow, or the abilities were inflicted on the character as a result of a traumatic experience or the use of an experimental drug or surgical technique.

Uncontrolled Psionics: The psionic can earn a +2D modifier to their attribute dice pool by designating any psionic attribute as "uncontrolled." All skills/abilities associated with that attribute suffer a +10 difficulty modifier. In addition, during times of intense stress or frustration there is a 3 in 6 chance of the ability activating spontaneously at the source of the stress. It is up to the GM to determine the exact results. When a character feels this ability activating spontaneously they may make a Difficult Will roll to suppress it.

As an example, the character has Uncontrolled Pyrokinesis and while chasing an undead psychopath on his way to his next victim the character is stopped by a policeman who see that the character is armed and covered in blood. The GM determines that this is a stressful situation and rolls a d6. The result is a 2, so the GM declares that the cop's hat is about to ignite. The player has the option of suppressing this, but decides it's best to let it happen and the character takes off in the ensuing chaos.

Limited Psionics: To earn another +2D modifier to their attribute pool a psionic may be allowed to take a disadvantage that forces them to spend Psionic Points, or PP, to use their abilities.

The psionic starts with a number of Psionic Points equal to a roll of the total of their psionic attributes plus 20. For example, a character has 1D+2 in Telepathy and 3D+2 in Block. The total dice is 5D+1 (1D+2 + 3D+2) so they roll and get a total of 18. They add 20 and get a total of 38 Psionic Points.

Whenever the character attempts to use a psionic power they must spend a number of Psionic Points equal to the modified difficulty of the power divided by 10, and rounded up. A power with a difficulty between 1 and 10 costs 1 Psionic Point to use, 11 to 20 costs 2 to use, etc. The character may not spend more points than they have. Psionic Points regenerate at a rate of 1 per hour, 2 per hour if the character is able to successfully use the Meditation skill under Will. A power that is never activated because a character is damaged during the power activation does not cost Psionic Points for that use, see Interference.

For powers that use opposed rolls instead of difficulty, multiply the number of dice the psionic rolls by four and add any pips to that number. For example a psionic using Alter Memories rolls their Control attribute against the target's Will. The character has 2D+2 in Control, so the number used to determine the Psionic Point cost is (2x4)+2=10, which costs 1 Psionic Point to use.

Psychic Focus: A psionic may choose a form of focus - either gestures, vocalization, or physical components - in order to use their psionic abilities, in return for a 1D bonus to the character's attribute pool. This focus affects *all* of the character's psionic abilities. The character can choose more than one type of focus, and receives the 1D bonus for each separate focus type they choose. Choosing more than one focus of the same type does not increase the bonus. If the character is unable to use their focus - such as if they are bound, gagged, or deprived of components - then they cannot use their abilities.

Examples of foci can include physical components such as tarot cards, astrological charts, moles or other features, to use Precognition abilities. Some telepaths and controllers must speak out loud what they are attempting to project into a target's mind, and some telekinetics must use gestures to focus their abilities.

Playing a Psionic: The psionic attributes do not confer any knowledge of psionic research or parapsychology. The player should take the Parapsychology skill under Education to gain this knowledge. Meditation and Mental Defense are also useful skills for psionics.

Also, while the psionics rules allow for frequent use of the psionic powers, it is often easier and more productive to avoid using them for commonplace things. If a character is using Telekinesis to open doors all the time the GM may want to punish them in some way, like having a nosy reporter witness the use of the powers and threaten to expose them.

When creating a psionic character follow these steps in determining the character's psionic abilities:

1. Purchase each of the character's desired psionic attributes using points from the character's initial attribute pool.
2. Determine the character's Source of Abilities and note it on the character sheet.
3. Determine any uncontrolled psionic abilities and note them on the character sheet.
4. Determine if the character uses any foci and note the specifics on the character sheet.
5. Optionally improve the character's value in specific powers by spending points from the character's initial skill pool.
6. Determine if the character uses Psionic Points, and if so figure their base value and list it on the character sheet.

Example: *John allocated 2D for his character, Malcolm, to spend on psionics, now he looks through the Psionic attributes to determine what he wants. He decides to purchase Psychometry and Precognition (with special permission from the GM) at 1D apiece. He decides the source of his abilities is an unknown mix various of mind-altering drugs he experimented with as a teen. Next, he decides to make Precognition an uncontrolled ability (at the GM's insistence) and uses the 2D gained to improve both Psionic attributes to 2D. John decides not to restrict Malcolm with a focus, or by using Psionic Points.*

Finally he decides to spend 1D of his Skill pool to increase his Read Object power under Psychometry to 3D. This was the power he was most interested in. He spends the rest of his Skill pool normally.

4.2 PSIONIC ATTRIBUTES

Psionic attributes are much more limited than Magic, or many of the basic attributes. To counter this limitation, characters can use these abilities at will without having to spend points, unless they take the Limited Psionics weakness. Characters start with all of the powers under each of the attributes they have purchased, at a level equal to the value of that psionic attribute. See the following section for details on the specific powers usable with each attribute.

Block: This is the talent to block others psionic abilities. It can be used to protect the character, or spread out as a shield to protect a small group as well.

Clairvoyance: This is the talent to sense things that are happening a distance away, outside the normal range of the character's senses.

Control: This talent allows the user to control the minds of others. *It is not recommended for use by player characters, but is included for the use of the GM.*

Precognition: The talent to see into potential futures. *It is not recommended for use by player characters, but is included for the use of the GM. If used by a player character- it makes an interesting uncontrolled psionic that will allow the GM to occasionally give the players vague clues, such as at the beginning of an adventure.*

Psychometry: This is the talent to read psychic impressions from objects and people, giving an idea of their history and associated traumatic experiences.

Pyrokinesis: This talent includes the ability to spontaneously generate flames or fires. It may be used to ignite flammable materials, or throw balls of fire.

Regulate: This talent allows the user to control their own bodily systems to a fine degree, and influence the systems of others as well, for the purpose of relaxing the body, and healing.

Spirit: The talent to project the user's spirit from their corporeal form.

Telekinesis: The talent to lift and move things with the power of the mind.

Telepathy: The talent to read, communicate with, and influence the minds and emotions of others.

4.3 PSIONIC POWERS

BLOCK POWERS

GROUP SHIELD
Difficulty: special
Range: 10 meters
Area of Effect: special
Duration: 15 minutes

This power allows the user to project a psionic shield to protect a small group of characters. All of the targets for this power must be within 10 meters of the character, but not everyone within 10 meters is automatically protected. The player chooses which characters to target and looks up difficulty based on the number of targets and the strength of the shield. For the Group Shield to protect the user, the user must be declared one of the targets. The strength of the shield is added automatically to the difficulty of any psionic powers used against the characters.

Shield Strength:	Base Difficulty:
5	Very Easy
10	Easy
15	Moderate
20	Difficult
25	Very Difficult
30	Heroic

# of Targets:	Difficulty Modifier:
1	+0
2	+5
3	+10
4	+15
5	+20

Example: *A cultist psychic is attempting to shield a group of 5 cultists, including himself from Malcolm's psionic abilities. The cultist has a base difficulty of 25 to shield all 5 with a shield strength of 5. He has a 4D in Group Shield, and rolls a total of 21. This is a failure, so there is no effect. Had he succeeded then Malcolm would have a +5 difficulty on any psionic powers used against these targets.*

PERSONAL SHIELD
Difficulty: special
Range: -
Area of Effect: self
Duration: 30 minutes
This power allows the user to set up a personal psionic shield that will automatically increase the difficulty of any psionic powers used against them, and alert them to any psionic contact or attacks. This may only be used to defend the character themselves. The difficulty of the power depends on the strength of the shield. The strength of the shield is added automatically to the difficulty of any psionic powers used against the character.

Shield Strength:	Base Difficulty:
10	Very Easy
15	Easy
20	Moderate
25	Difficult
30	Very Difficult

SUPPRESS
Difficulty: special
Range: 10 meters
Area of Effect: 1 target psionic
Duration: 1 round
This power enables the character to suppress another character's psionic abilities. When this power is in effect the target must first make a successful opposed roll against the user's Suppress power to use their own psionic powers. A new roll must be made each time the target attempts to use a power as long as this is in effect. Using the Suppress power counts as one action for the user every round it's in use – the user is unable to heal or recover PP normally while this power is in effect.

CLAIRVOYANCE POWERS

LOCATE
Difficulty: special
Range: –
Area of Effect: special
Duration: 10 minutes
This power enables the character to detect a specified animal, vegetable, or mineral. The difficulty depends on what is being scanned for, as well as the area being scanned. This does not give any specific information on the state of the subject, only the location.

Subject:	Base Difficulty:
Vague (metal, animal-life)	Very Easy
Defined (gold, human, water)	Easy
Specific (quality of gold, human ethnic type)	Moderate
Precise (your gold ring, specific human)	Difficult

Area:	Modifier:
1 kilometer	+0
10 kilometers	+5
100 kilometers	+10
1000 kilometers	+15

REMOTE SENSE
Difficulty: special
Range: special
Area of Effect: 5 meters diameter
Duration: 1 minute

With this power the character can project his senses to allow them to be used at great distances. The difficulty is based on how far away the character is trying to sense, and how many of the senses they are attempting to use. They player may use this power to see into locked rooms, around corners, or inside boxes, but may only use their natural senses. If they use this ability to look inside a cave, and the cave is dark, then the character won't see anything but darkness. Putting on night-vision goggles won't help because the character is not seeing directly though their eyes. Blind and deaf characters can use this to see and hear as long as their brains are capable of interpreting the information. The character can sense everything within a 5 meter diameter area of the specified location, using the specified senses.

Distance:	Base Difficulty:
10 meters	Very Easy
100 meters	Easy
1 kilometer	Moderate
10 kilometers	Difficult
100 kilometers	Very Difficult

# of Senses:	Difficulty Modifier:
1	+0
2	+5
3	+10
4	+15
5	+20

> **Example:** *A psychic is attempting to spy on the characters in the next room with both sight and hearing. The psychic knows where they are relative to him, in a soundproofed room only 5 meters away. The GM determines that the base difficulty for this use would be 3 with a +5 modifier for using two senses – sight and hearing. If the psychic rolls an 8 or higher they can see and hear what is going on in a 5 meter diameter area of the room.*

CONTROL POWERS

ALTER MEMORIES
Difficulty: Target's Will
Range: 10 meters
Area of Effect: One character
Duration: permanent

With this power the character can forcibly alter a target's memories. Unless the character has Telepathy they cannot read the character's present memories, or verify that the new ones were successfully implanted. Difficulty modifiers apply based on the type of alteration being performed. Add difficulty modifiers from the tables below to the target's roll before determining the result. Whenever the power fails, the target has a Moderate chance of sensing the intrusion if they are PSI sensitive.

Alteration:	Difficulty Modifier:
Minor Change (forgot to put gas in car)	+0
Fundamental Change (saw dog, not demon)	+5
Major Change (day fishing instead of working)	+10
Strange Elements (Pink elephants, gender change)	+15

FREE MIND
Difficulty: special
Range: 15 meters
Area of Effect: One character
Duration: instant

This user can implement this power to free a target from the effects of psionic abilities. The difficulty is equal to the difficulty of the initial psionic power used on the target, unless the target was willing – in which case the user must make an opposed roll against the victim's Will to break them free.

MIND CONTROL
Difficulty: Target's Will
Range: 10 meters
Area of Effect: One character
Duration: 15 minutes
This power allows the character to supersede the target's willpower and take control of the character's actions. The target is conscious and aware of what is happening during the period of time that the user is in control. The user must make a successful opposed roll against the target's Will. Add difficulty modifiers from the tables below to the target's roll before determining the result.

Circumstance:	Difficulty Modifier:
Target is different, but similar, race	+5
Target is from very different race	+10
Target is from completely alien race	+15

Anytime the target is forced to do something that they are intensely opposed to the user must roll again against the target's Will using the same modifiers. The target gets an additional +5 modifier every time this occurs. The target gets a chance to break free every 15 minutes, in addition to any other opportunities. Whenever the power fails, the target has a Moderate chance of sensing the intrusion if they are PSI sensitive.

> **Example:** *The cunning Cagliostro is attempting to make China McAdams his mental slave. He has 4D in Mind Control and the GM rolls a 4, 3, 2, and a 5 on the wild die – for a total of 14. China uses her Will to resist at 3D+1. Michelle rolls a 4, 3, and a 4 on the wild die, plus 1 – for a total of 12. Cagliostro wins and has China hide in an alley waiting for Phil's character, Miguel. As Miguel passes the front of the alley, Cagliostro orders China to shoot her friend. China is opposed to this, so both characters roll again for control. This time the GM rolls a 5, 3, 6, and a 2 on the wild die – for a total of 16. Michelle rolls a 3, 5, and a 6 on the wild die for China, so she re-rolls the wild die getting a 5 this time. Her total is 20, so she breaks free and shoots Cagliostro instead.*

OVERLOAD
Difficulty: Target's Will
Range: 10 meters
Area of Effect: One Target
Duration: instant
This power is an attack against the character's nervous system and bodily functions. When activated the user rolls against the target's Will. If the user rolls higher then treat the user's roll as a damage roll, and the target's roll as Physique, to figure damage.

PRECOGNITION POWERS

COMBAT SENSE
Difficulty: -
Range: -
Area of Effect: self
Duration: 1 round
This power allows the user to add the value for the Combat Sense power to the character's combat-related rolls. To add the value to any one of the skills listed below costs the character one action per round. The character can use this power on more than one skill per round, but it costs one action per skill modified.
- Canny – *for initiative purposes only*
- Any weapon skills, except Grenade, and Heavy Weapons
- Dodge
- Riding or vehicle-related skills – *for dodge purposes only*
- Unarmed Combat
- Melee Weapons Parry and Unarmed Combat Parry

> **Example:** *John's character, Malcolm Cross, enters into combat against 3 zombies. John wants to use Malcolm's Combat Sense for initiative and to shoot. This counts as two actions. Malcolm rolls 5D+1 for initiative and gets a 4, 3, 2, 6, and a 4 on the wild die – for a total of 20. The zombies get less so he goes first.*

He declares that he will fire his pistol at one of them. In addition to this action he has declared two uses of his Combat Sense (to boost initiative and Firearms) for a total of three actions. This means he will have a –2D to all of his actions. He didn't get a reduction to his initiative because initiative doesn't count as an action, use of Combat Sense is considered one so it still adds to his total number of actions.

Malcolm adds 2D to his firearms for his Combat Sense, and a –2D for taking 3 actions. He ends up rolling his regular skill value for the shot.

FORTUNE
Difficulty: See Below
Range: Touch
Area of Effect: One Target
Duration: 1 round

This power allows the user to see into the near future *of an individual* if events continue on their present course. The difficulty is based on how far forward the user is attempting to look, and the level of detail desired. Information comes in the form of visions and intuitive knowledge. The GM will tell the user what information is received and it is up to the player to make sense of it. This power only shows the user a likely future, the actual events may end up being modified by players actions – as they try to prevent what was glimpsed.

Attempted View:	Base Difficulty:
Near future, up to a day	Very Easy
Up to a week	Easy
Up to a month	Moderate
Up to six months	Difficult
Up to a year	Very Difficult
Over a year	Heroic

Level of Detail:	Difficulty Modifier:
Vague - good or bad	+0
Minor – money, love	+5
Moderate – will this job work out?	+10
Detailed – who will win the trifecta?	+15

SENSE POSSIBLE FUTURE
Difficulty: See Below
Range: Special
Area of Effect: Special
Duration: Special

This power allows the character to see into the immediate possible future, for the general population. Exactly what they see, if anything, and the exact time ahead are up to the GM. This is only meant to be a rough idea of what *may happen if things continue on their present course*. Generally the actual events may end up being modified by players actions – as they try to prevent what was glimpsed. Difficulty is based on how far the character is attempting to look ahead, and modified by whether they wish to see a general future or the future of specific individuals. This power has very little control, so even though the character may attempt to look into the far future, they may only see as far as days or months ahead. The character will also *not* automatically know where in time they are seeing, or exactly where, and may have to rely on visual clues to get this information when possible.

Attempted View:	Base Difficulty:
Near future, up to a day	Very Easy
Up to a week	Easy
Up to a month	Moderate
Up to six months	Difficult
Up to a year	Very Difficult
Over a year	Heroic

Attempted Area of Effect:	Difficulty Modifier:
General world view	+0
Specific region (country)	+3
Specific area (city, state)	+6

> **Example:** *Malcolm is attempting to consciously use his uncontrolled Precognition to Sense Possible Future to see what's going to happen to the United States if the cultists succeed in summoning the elder god. He is only looking up to 24 hours ahead, and looking at a specific region, so the GM sets the base difficulty at 7. Since this psionic attribute is uncontrolled, he gets a +10 difficulty modifier to make the difficulty 17. John rolls 2D for his character's power and gets a 5 and a 6 on the wild die, he rerolls the wild die and gets another 6, so he rolls again and gets a 2. Adding all of the rolls together gives him a total of 19. The GM describes a scene of chaos and destruction, with uncontrolled fires lighting a blackened sky filled with winged monstrosities – but doesn't give any solid clues to the location or timeline.*

PSYCHOMETRY POWERS

READ LIFE FORM
Difficulty: 5 or Target's Will
Range: touch
Area of Effect: One character
Duration: instant
This power allows the character to get a general impression of a target character by the psychic impressions left by intense emotional or psychological disturbances. The user will get a general impression, including visual scenes from the target's point of view, of those events – as well as a an impression of the target's emotional, psychological, and health states are. If the target is unaware, or is not resisting the reading the difficulty is 5. If the target is resisting, then an opposed roll against the target's Will is required.

READ OBJECT
Difficulty: 5 or 10
Range: touch
Area of Effect: target
Duration: instant
This power allows the character to scan the psychic impressions left on an object by those who have touched it in the past. For the most part, only intense emotional or psychological disturbances will be left, in addition to a general perception of the past owner(s). Of the owner, general impressions can be read including a physical description and the owner's common emotional state in relation to the object. The last time an owner touched the object is also generally available, with the emotional state of the owner at the time it was used. If the object is new or rarely used, then no impressions may be available. Other impressions will be in the form of brief visual-only scenes that may be disjointed, or otherwise confused. Difficulty is 5 for impressions of any intense events in the object's past, 10 for a general reading of the object's owner.

PYROKINESIS POWERS

FLAME CONSTRUCT
Difficulty: Special
Range: touch
Area of Effect: -
Duration: 1 round
This power allows the character to create objects of pure flame, such as a fireball, or a sword of flame. Objects are created in the user's hands, but can be thrown or dropped by the character afterward. The flame does no harm to the user, but may damage anything it comes into contact with. When the object is created the roll the character's Pyrokinesis attribute and compare the result to the table below for the object's damage value. Any result less than 5 is considered a failure. This value represents the damage inflicted on anything that comes into contact with the flames. If the character uses this power to create a fireball or a sword, then it would require a second action – thus giving each action a –1D as detailed in the Combat section - to throw the ball or swing the sword, but the damage would be added to the character's Physique when computing damage. A construct may be maintained so that it will not dissipate, but this requires the character to spend one action per round maintaining the construct. The character cannot meditate, sleep, or recover Psionic Points until the construct dissipates.

Pyrokinesis Result:	Damage Value:
5-6	1D
7-8	1D+1
9-10	1D+2
11-12	2D
13-14	2D+1
15-16	2D+2
17-18	3D
19-20	3D+1
21-22	3D+2
23-24	4D

IGNITE OBJECT
Difficulty: Special
Range: 5 meters
Area of Effect: One target
Duration: One Action
This power allows the character to focus their pyrokinetic abilities on an object, causing it to heat considerably, and potentially catch fire. The difficulty is based on the properties of the object. This power can be used as an attack, but if the difficulty roll fails the target only feels warm. The heat and flames do damage to the object, and possibly anyone holding it, equal to the result of the successful roll, as per normal damage.

Object:	Base Difficulty:
Combustible, alcohol, gasoline, paper	Very Easy
Flammable, untreated cloth	Easy
Heat Conductive, metal, plastic, water	Moderate
Heat Resistant or non-conductive, most stone, person	Difficult
Impervious, earth, meteorites, igneous rock	Very Difficult
Immune, alien metal or stone	Heroic

Example: *A psychotic pyrokinetic attempts to ignite both Sonia and Malcolm. The pyro has a 5D in Ignite Object, and for attempting two actions gets a –1D penalty to both. The GM sets a difficulty of 17 for each, and rolls for the attack on Sonia. He gets a 6, 5, 3, and a 4 on the wild die – for a total of 18. The roll is successful, so Sonia takes 18 points of damage, minus her damage resistance.*

Malcolm elects to use his Mental Defense to resist the attack instead of the normal difficulty. John rolls 3D+2 and gets a 2, 4, and a 5 on the wild die – for a total of 11. Since the base difficulty of 17 is higher that would remain the difficulty. He wants to make it more difficult, so he elects to spend 2 Survival Points and roll 2 more dice to add to the result. He gets a 5 and a 4, added to the 11 he already rolled is 20. Now the base difficulty for the pyro to ignite Malcolm will be 20.

The GM rolls for the pyro and gets a 4, a 6, a 3, and a 5 on the wild die – for a total of 18. If the GM wanted, he could spend Survival Points for the pyro to increase his roll as well, but decides against it.

IGNITE SELF
Difficulty: Special
Range: self
Area of Effect: self
Duration: 6 rounds
This power allows the character to ignite themselves, usually just hair and/or hands, with a protective envelope of flame. The flame does no harm to the user, but may damage anything it comes into contact with. When the defense is set up the character rolls their Pyrokinesis attribute and compares the result to the table below for the character's defense.

This defense can be used two ways. It serves like body armor, added to the character's Physique for defense against appropriate attacks at the GM's discretion. It also represents the damage inflicted on any appropriate things that come into contact with the flames.

Pyrokinesis Result:	Defense Value:
1-2	1
3-4	2
5-6	1D
7-8	1D+1
9-10	1D+2
11-12	2D
13-14	2D+1
15-16	2D+2
17-18	3D
19-20	3D+1
21-22	3D+2
23-24	4D

REGULATE POWERS

CONTROL BODILY FUNCTIONS
Difficulty: Special
Range: self
Area of Effect: self
Duration: -

This power allows the user to regulate their own body's natural systems. The exact difficulty and effects to be determined on a case-by-case basis by the GM. The standard use of this power would be to slow down the user's heart rate, breathing, and blood flow to slow the effects of drowning, bleeding, drugs, or poisons. The base difficulty of the power is based on the degree to which the user's systems are to be slowed. Important – *while this power is in use, the user cannot perform any other actions*.

Degree of Slowdown	Base Difficulty
½, effects take twice as long to work	Easy
¼, effects take four times as long to work	Moderate
1/8, effects take eight times as long to work	Difficult
1/16, effects take sixteen times as long to work	Very Difficult
Almost stopped, suspended animation	Heroic

HEALING
Difficulty: Special
Range: touch
Area of Effect: self or one target character
Duration: -

This power allows the user to heal damage faster than normal. The power requires a full round to use, during which neither the user nor the target may attempt any other actions. The user concentrates and touches the target character. Then the target rolls their PHY and the user rolls their Healing. The results are added together and divided by 4 – rounding up – to determine the amount of damage healed. This is in addition to whatever other healing the target does that day. This power *can only be used on a target once every 24 hours*, whether the target is the user or another character. The GM may allow the character to use this power more than once in a 24 hour period, but at a cost of no less than 10 Survival Points or 1 Karma Point.

SPIRIT POWERS

ASTRAL PROJECTION
Difficulty: special
Range: -
Area of Effect: self
Duration: special
This user can project their spirit outside their body to move and act independently like a non-corporeal entity. While in this state their spirit follows the rules for ectoplasmic or discarnate entities. Their skill level in the Astral Projection power is used in place of the Ectoplasm attribute, and any damage that they suffer in this state will be mirrored in their corporeal form upon return to their body. To give the character greater ability with individual Ectoplasm powers they may purchase specializations for the Astral Projection power in the use of those individual abilities.

The visible difference to anyone capable of seeing the astral form, as opposed to a normal ghost or other discarnate entity, is that the spirit remains connected to the body by a thin silver cord. This guides the spirit back when it is ready to return, regardless of if the body has been moved. The body can only survive one hour without its spirit, and at the end of that period the silver cord will automatically snap the astral form back unless the form is restricted in some way, or makes a Difficult Will roll to avoid returning. If the body is not preserved by magical intervention it will die immediately at that point.

DREAM TRAVEL
Difficulty: special
Range: -
Area of Effect: self
Duration: special
This user can project their spirit into the dream realms, normally requiring only an Easy difficulty roll to succeed. Exactly what form the dream realms take are up to the GM, and may vary between campaigns. Inspiration for such realms may come from Neil Gaiman's Sandman comic series, H. P. Lovecraft's Dreamlands stories, or any fertile imagination. Time will most likely pass at a faster rate in the dream world though, allowing several weeks to pass in the dream realm while only hours have elapsed in the waking world.

The character will have stats and skills identical to those in the waking world, but may use their Dream Travel skill in place of most Canny rolls unless the GM determines otherwise. Damage suffered to a character's dream form must be healed on return to the waking world, though it does not damage them physically. If a character dies in the dream world, however, they will die in the waking world as well.

The GM may *optionally* allow the character to enter someone else's dreams, for various reasons. If the target is willing it should normally require only an Easy difficulty roll to succeed, otherwise the difficulty is an opposed roll against the target's Will.

TELEKINESIS POWERS

LEVITATE
Difficulty: Special
Range: -
Area of Effect: self
Duration: special
This power allows the character to lift themselves off the ground and fly about at a rate equal to 3 times the number before the D the character has in this power. This power is also used as the movement skill. Difficulty is based on terrain, the type of maneuvers being performed, and the number of moves being made each round. See the Movement section for specifics on movement rolls. If the character is rendered unconscious they will automatically drop to the ground, see the section in the Movement section on falling damage.

Example: *Sonia is pursuing a rogue psychic across the Golden Gate Bridge. The psychic decides to Levitate up to the top to elude pursuit. He has 3D+1 in Levitate, so he can fly 9 meters per movement. The towers stand about 158 meters above the rest of the bridge, so he decides to fly all out – 4 full moves. Since this counts as 4 actions the psychic will get a –3D to his roll. The GM determines that the terrain difficulty is Easy, an 8, since there are high winds but not very bad. The GM would roll for the psychic but with the -3D modifier he only has a +1 remaining, so the GM treats this as a roll of 1. This is a failure of 7, when compared to the movement failure table results in Out of Control. If the character were on the ground he would trip and fall, since he is flying the GM rules that he gets entangled in the support cables and will require an action next round to get free. Meanwhile Sonia has a free shot at him.*

LIFT
Difficulty: Special
Range: 10 meters
Area of Effect: target
Duration: 1 round

This power allows the user to lift objects, other than themselves, with their mind. The difficulty is based on the weight of the object being lifted. This power only allows the character to lift objects and move them around inside the power's range, within line-of-sight, at a rate of 10 meters per round. For every additional 10 meters the character wants to move the object that round add +5 to the difficulty. Moving the objects in other than basic, straight-line movement also adds to the difficulty. See the maneuver chart in the Movement section for modifiers. The user may lift more than one object with this power, but each separate object requires a separate action, and separate difficulty rolls, that round.

If the user throws an object as an attack, roll again against the objects difficulty, modified by the target's Dodge if applicable, to determine if the attack hits. Damage is based on the character's Lift skill – instead of PHY – modified by the weight of the object, with a +1D to damage for each additional 10 meters of speed on that object.

Weight of Target:	Base Difficulty:	Damage:
1-10 kg	Very Easy	Lift+1D
11-50 kg	Easy	Lift+1D+1
51-100 kg	Moderate	Lift+1D+2
101-250 kg	Difficult	Lift+2D
251-450 kg	Very Difficult	Lift+2D+1
451-900 kg	Heroic	Lift+2D+2
901-1000 kg	Heroic +10	Lift+3D

PUNCH
Difficulty: Special
Range: 10 meters
Area of Effect: self
Duration: one action

This power is a physical attack against a target character or object. When activated, the user makes an opposed roll against the target's Reflex. If the user rolls higher, then the user rolls again using the value for this power as damage. The target can resist this damage as if it were a normal physical attack.

TELEPATHY POWERS

CONTACT MIND
Difficulty: Target's Will or Easy
Range: 10 meters
Area of Effect: One character
Duration: 1 round

This power allows the user to set up a two-way link with a target character. If the target is willing, then the contact requires only an Easy difficulty roll. If the target is not willing, then the difficulty is an opposed roll against the target's Will. This communication does not allow the user to read the target's thoughts – the user and target must consciously exchange thoughts to communicate. The user gets a –5 difficulty modifier if the target is asleep.

PROJECT EMOTION
Difficulty: Target's Will
Range: 10 meters
Area of Effect: One character
Duration: 15 minutes

This power allows the character to supersede the target's willpower and take control of the character's emotions. The target is generally unaware of the attack, and must act accordingly – as would be appropriate for that character. The user must make a successful opposed roll against the target's Will, specifying the emotion to be projected before rolling. Add difficulty modifiers from the tables below to the target's roll before determining the result. Whenever the power fails, the target has a Moderate chance of sensing the intrusion if they are PSI sensitive.

Circumstance:	Difficulty Modifier:
Target is from different, but similar, race	+5
Target is from very different race	+10
Target is from completely alien race	+15
Slight change (anger to hostility)	+0
Moderate change (sad to hostile)	+7
Major change (happy to hostile)	+15

SCAN MIND
Difficulty: Target's Will
Range: 10 meters
Area of Effect: One character
Duration: 1 round
This power allows the user to probe the target's mind for specific information. Difficulty is based on an opposed roll against the target's Will, and modified by specific circumstances including the detail of information sought. Each piece of information the user is checking for requires a separate roll. This power requires a full round to perform, in which the user can take no other actions.

Situation:	Difficulty Modifier:
Target is from different, but similar, race	+5
Target is from very different race	+10
Target is from completely alien race	+15
Vague memory, past few minutes, general impressions	+0
Minor memory, favorite color, favorite foods	+5
Moderate memory, general events	+10
Detailed memory, specific past event	+15
User doesn't want target to know they are being scanned	+10
Repressed, disturbing, memory	+5-10
Deeply repressed memory	+15
Target is willing	-5

> **Example:** *China is a prisoner of a Amon-Hotep, a powerful Egyptian psychic who wants to learn the secrets of the Bureau of Paranormal Investigation – who China works for. He attempts to Scan Mind on her for detailed memories of the Bureau. Amon-Hotep has a 5D in Scan Mind, so the GM rolls a 3, 4, 6, 2, and a 4 on the wild die – for a total of 19. Michelle rolls China's Will to resist, which is 3D+1. She gets a 5, 6, and a 1 on the wild die. Since the wild die was a 1 the GM subtracts the 1 and the highest roll from her total, leaving her with 5. Amon-Hotep has a +15 difficulty modifier for attempting to retrieve detailed memories though, so added to China's result it is a total difficulty of 20. Amon-Hotep fails.*

SENSE EMOTION
Difficulty: 5 or Target's Will
Range: 20 meters
Area of Effect: One Target
Duration: instant
This power allows the user to sense the general emotional state of the target. As long as the target is not aware of the probe the difficulty is only 5. If the target is consciously resisting then it is an opposed roll against the target's Will.

5.0 PRIESTS

"Even though I walk through the valley of the shadow of death, I will fear no evil for you are with me..."
-Psalm 23:4, King James Bible-

5.1 PRIEST ABILITY MECHANICS

Piety: Priestly skills, or abilities, are based on the Piety attribute. This attribute is purchased like the six basic attributes, and must be allocated with the same 18D pool. The minimum value for this attribute is 1D. Piety is considered a measure of the character's faith, and is the basis for priestly skills.

Abilities: Listed below are common, generic abilities for use by clergy. The GM determines exactly which skills the character is allowed to have, based on the character's profession - such as minister, nun, vicar, etc. - and religion. They should have all of the appropriate skills to start, so learning more should not be an issue. If the GM allows the character to learn a new holy skill or ability, however, it should be considered difficult and time-consuming. It is up to the GM to determine what is required of each particular skill use based on the character's religion. For instance, a blessing may require gestures, vocalization, components - in the form of a holy water sprinkler, and 10 full minutes to accomplish. It is important to remember that these abilities require a certain amount of ritual attached to them in order to work.

Priest abilities begin at the same value as the character's Piety attribute. These can be improved independent of the Piety attribute in the same way as the skills for the six basic attributes. Either by allocating pips from the character's initial skill pool, or by spending Survival Points.

Playing a Priest: GMs may penalize priests who do not act up to the level of their Piety attribute. This could be a temporary or permanent reduction of the priest's Piety score, loss of Karma points, loss of Survival Points, or an increase in all of the priest ability difficulty rolls. Priests are unable to use magic items of any type. They must avoid the use of heavy weapons, and only use weapons in a holy and just cause. Priests may not commit murder, and holy war is acceptable only under the conditions above.

It's also important to note that the abilities listed below are not all inclusive. Knowledge of religious doctrine, such as scripture, is covered under the Education skill of the same name. The specific religion practiced by the priest should be specified when the character is created. Priests may also want to take psychology and other social skills to round out their abilities.

> **Example:** *Phil has decided to make a priest character named Miguel Sanchez. He allocates 2D from his attribute pool for the Piety attribute, and makes the character a Catholic priest. Next he selects his skills as normal, but includes his Priest abilities when allocating his Skill pool, so that he increases all but Prayer and Sermon by one pip to 2D+1.*

5.2 PRIEST ABILITY DESCRIPTIONS

BLESS
Difficulty: special
Time to Perform: 10 minutes
Range: 5 meters
Area of Effect: one target character
Duration: 1 day
This ability allows the pious to attract their deity's attention to a character, giving them a certain amount of favor in the turn of events. When the blessing is made the purpose of the blessing must be specified. In the use of skills that *contribute directly toward the purpose stated* with the blessing the affected character receives a +1 to skill rolls. This does not count towards damage and resistance rolls. If the character spends a Karma point or a Survival point, the bonus from the blessing is doubled for that action or round, and the character still receives the normal bonuses for this action. There is no way to increase the blessing bonus beyond this temporary +2.

Blessing a character more than once has no additional effect. The base difficulty to achieve the desired effect is 10. Modifiers include +5 for a small group (2-3), +10 for a moderately sized group (4-8), and +15 for a large group(9+). There is a further +5 modifier for blessing characters who do not believe in the priest's ideology.

> **Example:** *Miguel successfully blesses China McAdams for the task of rescuing a sacred relic from an unholy cult. China does not get the +1 bonus for raising money for the expedition or driving there, because these are not necessary to the task. The GM will allow the bonus for sneaking around the temple, and for fighting cultists and their guardian creatures.*

CEREMONY
Difficulty: special
Time to Perform: varies
Range: varies
Area of Effect: varies
Duration: varies
This is the ability to perform religious rites and ceremonies. This includes standard weekly services, holiday services, marriage ceremonies, baptisms, bar mitzvahs, absolution, last rites, or whatever specific ceremonies are common to that religious doctrine. The base difficulty for a common ceremony is 5, an unusual ceremony is 8 or 10. Modifiers may also be added by unusual situations, or unwilling participants. Failure usually means that the ceremony was performed incorrectly in some way, but it may have no negative effects in game terms.

EXORCISE
Difficulty: special
Time to Perform: 4 hours
Range: 3 meters
Area of Effect: 1 target
Duration: permanent
The skill of expelling evil spirits from places, persons, or things. This skill is found in many religions including Judaism, and Christianity. In the early days of the Christian church almost anyone could perform exorcisms. In the third century it was restricted to a minor order called the exorcists. As of 1972 this order was suppressed. These days exorcism is regulated by canon law, and requiring Episcopal permission - coming from a bishop. Performing an exorcism requires 4 hours of intense ceremony followed by an opposed roll between the priest's exorcise skill and the Will attribute of the possessor.

If the priest fails the exorcism may continue with the opposed roll coming again every 4 hours until the possessor is driven out or the priest gives up. The ceremony is very intensive, and unless aided by another priest the exorcising priest should be forced to make stamina rolls every two hours to continue. When two or more priests are working together average their Exorcise abilities together before rolling. Once cast out, a possessing entity is banished and may not return to the same host. Please note that this ability can only affect those beings specifically vulnerable to such rites. Other entities, such as alien beings, may, or may not, be affected.

PRAYER
Difficulty: special
Time to Perform: 2 minutes +
Range: -
Duration: instant
This ability allows the pious to commune with the their deity. Anyone can pray, but the pious are more likely to receive some obvious form of response. The difficulty of the roll depends on the intervention desired. It's up to the GM to determine the exact effects of any successful rolls. The GM may also decide if the character must declare the desired result beforehand to determine difficulty, or if the result should simply be based on the roll. If the character fails they may not make another prayer roll for 24 hours unless they spend a Karma point.

Intervention:	Base Difficulty:
Revealing Vision (clue, possible future, etc.)	10
Personal Enhancement (+1D to one attribute for d6 hours)	20
Divine Intervention (Angel, ?)	30

PROTECT
Difficulty: special
Time to Perform: constant
Range: self
Area of Effect: 5 meters
Duration: instant
This priest can ward off evil spirits in the area around them by a ritual of chanting and gestures. While performing this ritual any evil entity affected by holy and blessed objects must make an opposed roll of the entity's Will versus the priest's Protect in order to enter the area. This effect lasts only as long as the priest continues the effort. If the priest is forced to continue for an extended period the GM may have him make a stamina roll or suffer a -1D penalty on the opposed rolls.

SANCTIFY
Difficulty: special
Time to Perform: 10 minutes or more
Range: touch
Duration: until removed, defiled, or disrupted
This allows the character to make objects holy. The most common uses are for sanctifying host (wafers for communion), water, wine, buildings and ground. It can also be used to sanctify other objects, such as weapons, at a greater level of difficulty. The base difficulty for common objects is 5. Unusual objects are 10. Modifiers of 3 or more should also be factored in if the attempt is rushed, or if the object itself is impure. Sanctifying unholy objects, cursed or permeated with evil energies, has a base difficulty of 15 or 20. Objects that are enchanted cannot be blessed until the spell is removed, if a spell is cast on a holy object make an opposed roll between the casters Magic attribute and the Sanctify of the character that blessed it to determine which remains.

> **Example:** *Miguel is attempting to Sanctify the grounds of an old cursed cemetery in order to drive out the evil spirits dwelling there. Since the cemetery has not actually been the site of unholy ceremonies, but has been the breeding ground of evil spirits the GM sets a difficulty of 15. Miguel has only 2D+1 in Sanctify, Phil rolls a 4, and a 5 on the wild die. Phil decides it is worth it to spend 2 Survival Points to increase his chance of success, and rolls an additional dice for each Survival Point spent. He rolls a 3 and a 4. Now the total is 4+5+1+3+5=18. Miguel succeeds and several hideous creatures flee the grounds, angrily falling upon his companions.*

SERMON
Difficulty: special
Time to Perform: half hour
Range: within hearing range
Duration: 1 day
How well the character can invoke emotion in a crowd. The ability may be used to pacify, unite, or incite a group of townsfolk. The effect is temporary, depending on the memory of the targets, and other influences. The base difficulty is 5 for a small group, 10 for a moderately sized group, and 15 or more for a larger group. Modifiers include a -5 for each additional half hour spent, and +5 or more for other factors. A failure could mean that the targets become disinterested and leave, or that they are simply unaffected by the oration.

6.0 BASIC GAME MECHANICS

"*Caleb, those people back there, they wasn't normal. Normal folks, they don't spit out bullets when you shoot 'em, no sir.*"
-Loy Colton from the film 'Near Dark'-

6.1 ATTRIBUTES AND SKILLS

Every character has at least the six basic attributes and a variety of skills. When performing an action the GM determines what skill is applicable to the action being performed and has the character roll their value in that skill against the Difficulty of the action. If the character does not have that skill specified, then roll the value of the attribute that skill falls under. The exception to this is Advanced and Specified skills designated with an (A) or an (S). Characters may not use these skills unless that specific skill has been purchased.

6.2 DICE VALUES

Each attribute and skill has a value listed as 1D, 2D+1, 9D+2, or something similar. Other game statistics, such as damage, use these values as well. Interpreting this value is easy – roll a number of six-sided dice equal to the number listed before the "D," then add the number (if any) listed after the + to get your result. They higher the number the better. This value must be re-rolled every time the character performs an action.

Dice values will have either just a straight number and a D, or they may end in a +1 or +2. If a value is raised up from +2 it automatically adds one to the D number. If a character with a Physique of 3D+2 uses a weapon that adds +1 to their Physique for damage purposes, then they will do 4D damage. There is no upper limit for Dice values, but the GM may decide to set maximums for his own games.

> **Example:** *Malcolm's Smith & Wesson .38 revolver does 3D+2 damage. So when he hits with it he rolls 3 six-sided dice and adds 2 to the result.*

6.3 WILD DIE

Whenever rolling dice one of the dice in the total being rolled must be a different color, or otherwise marked to set it apart. This dice is known as the Wild Die, and is intended to simulate turns of good and bad fortune. When the dice are rolled if this dice comes up with a result of 2-5 there is no special effect, add the dice up normally. If the result is a 6, then the character has good fortune and may roll that die again adding all of the results into the total. As long as the Wild Die keeps coming up a 6 the player may add that to the total, and continue to re-roll it. Any result other than 6 on a subsequent roll has no special effect other than adding that result to the total.

If the initial result on the Wild Die is a 1, then the character may suffer some misfortune.

> **Example:** *Phil's character, Malcolm, hits with his revolver and rolls 3D+2 damage. He rolls a 3 on the first dice, a 4 on the second dice, and a 6 on the wild die. Because the wild die was a 6 he rolls again. He rolls another 6, so he rolls again and gets a 2. He adds the results together and still adds his +2 bonus for a total of 3+4+6+6+2+2=23.*

6.4 MISFORTUNES

When the initial result on a Wild Die is a 1 the character receives either a penalty to their roll, or a complication. The GM can either decide which to give, or roll 1D to determine. A result of 1-5 indicates a penalty – a roll of 6 indicates a complication.

Penalties: A penalty indicates that the character drops the result of the Wild Die from the total, as well as the result of the highest other roll. If this results in a total of 0, then it indicates automatic failure.

Complication: A complication is a more creative misfortune that the GM generates on the spur of the moment. The character suffers no penalties, and may still succeed in their skill attempt, but has an unforeseen problem. This could mean that their gun jams after firing the round, they sneak up behind the target but accidentally alert another, or the batteries in their flashlight could run out. This is a good opportunity for the GM to balance out players who have an unfair advantage.

> **Example:** *Michelle's character China rolls 4D to hit with her pistol. She rolls a 2 on the first dice, a 6 on the second dice, a 5 on the third dice, and a 1 on the wild die. Because of the 1 she rolled on the wild die the GM will need to determine what type of misfortune results.*
> *If the GM determines it's a penalty then the 1 and the highest other roll – a 6 – are dropped from the total. Michelle's roll would be 5+2=7 then.*
> *If the GM determines it's a complication, then Michelle gets her full roll – 2+6+5+1=14 – but something bad happens. She may have succeeded in hitting her target, but the grunt of pain alerts other opponents nearby or the gun could crack or jam, preventing her from using it again right away.*

6.5 KARMA POINTS

Karma points are the character's ability to positively influence their destiny in times of great difficulty, or at particularly climactic moments. Player characters begin with one Karma Point, and can earn more by using Karma appropriately. Most non-player characters will not be given Karma Points, but major or recurring non-player characters may have one or more to start.

When a player spends a Karma Point, all of the skills, attributes, and special abilities for that character are doubled for one round. This does not include weapon damage values, armor values, or other values attributed to a device and not the actual character. The character must declare that they are spending a Karma Point at the beginning of the round when action is declared to use one. Only one karma Point may be used per round.

Characters automatically earns back any Karma Points used during an adventure as long as they did not spend the point to do evil, or be less than heroic. This means that if the character uses a point to kill a helpless person, kill outside of self-defense or the defense of others, cause gratuitous harm, personal gain, avoid personal danger, or to save their own life they have lost that point and do not receive it back at the end of the adventure. A character may earn an extra Karma Point at the end of the adventure, in addition to getting the spent one back, if they exposed themselves to great danger in defense of others, or were otherwise using it to fight great evil.

Characters may not have more than five Karma points at any time. Once they reach this point, they can only maintain their number by using them appropriately.

> **Example:** *China and Sonia are facing the Cult of Oblivion's plan to start a nuclear war by detonating a nuclear device in downtown Chicago. The bomb has only seconds left before detonating, and two cultists remain to make sure she doesn't deactivate it. China needs to stop the cultists, so that Sonia can attempt to deactivate the bomb.*
>
> *Michelle decides to spend a Karma Point and have China shoot each cultist twice. That's four actions, so she receives a –3D penalty. China's Firearms skill is 4D, but the Karma Point doubles it to 8D for this round so she will still get to roll 5D for each shot.*

6.6 SURVIVAL POINTS

Survival Points are effectively a measure of experience earned by the character that can be used to improve skills and attributes, see the section "Improving Characters" in Chapter 1, or give temporary boosts to the character's abilities in a way similar to Karma Points.

Characters may not spend both Karma Points and Survival Points in the same round, but the character may spend as many Survival Points in a round as they have – except for damage rolls – declaring their use one at a time or all at once. Characters may spend no more than two Survival Points on damage rolls. Characters may only spend Survival Points to increase their own abilities, not to help others.

For each Survival Point spent, the character gains an additional dice to one specified skill or attribute roll. Like a Wild Die, the character may re-roll a 6 on a dice gained through spending a Survival Point, though they do not suffer misfortunes if they roll a 1.

> **Example:** *After China shoots the two cultists, Sonia still needs to disarm the bomb. Her Technical skill is 3D+1. The GM gives her a difficulty of 20 because the bomb is not meant to be disabled easily. Fran rolls and gets a 5, 3, and a 2 on the wild die – with the +1 totals 11. Since it's not enough Sonia decides to spend Survival Points to increase her roll. She spends 2 Survival Points initially and rolls a 5 and a 2 – which makes a total of 18 so far. She spends another Survival Point and rolls a 2 – for a total of 20. She succeeds in disarming the bomb.*

6.7 PERFORMING ROLLS

Whenever a character is performing an action they need to roll against the appropriate skill or attribute to determine if they succeed. The GM determines the appropriate skill, and the player must roll against that character's particular skill – or the attribute it is listed under if that skill has not been improved. It is up to the GM to determine the difficulty of any particular task, and it is up to the GM to decide whether to let players know the difficulty numbers or to simply inform them of the results of their rolls.

Base Difficulty: Difficulty is the value the character is attempting to match or exceed with their dice in order to succeed in their skill attempt. Base Difficulty is determined by the type of task being performed in relation to the skill. Difficulties may either be assigned a specific number, or the difficulty may be grouped according to six different levels.

Base Difficulty:	Difficulty Range:
Very Easy – anyone should be able to do this most of the time.	1-5
Easy – most characters should be able to do this most of the time.	6-10
Moderate – task which requires some skill, effort, and thought.	11-15
Difficult – only professionals should be able to perform this task.	16-20
Very Difficult – even professionals have to work at a task like this.	21-30
Heroic – Nearly impossible, calls for superhuman effort or luck.	31+

If Base Difficulty is classified according to ranges then it is up to the GM to determine the exact base difficulty within that range for any particular task. See the Skill section for specific examples of base Difficulty for many skills.

Difficulty Modifiers: Once the Base Difficulty is determined it may be necessary to alter the difficulty to suit unique circumstances. Examples of these modifiers are available in most cases under the skill description.

> **Example:** *Sonia is attempting to demolish an office building full of zombies. The base difficulty under Demolition for office buildings is Difficult, a range between 16-20. Since the building is in California, and designed to be earthquake-proof, the GM sets the base difficulty at 19. The GM also sets a +5 difficulty modifier because the Sonia can't get inside to set explosive charges, so everything must be accomplished from the outside. He adds another +3 modifier because of the stress Sonia's under to finish before the zombies can find a way out. With a final difficulty of 27, Sonia will probably need to spend more Survival Points to get this to work.*

Opposed Rolls: When one character is working directly against another there is no predetermined difficulty number. Success or failure is determined by having both players roll the appropriate skill, apply any modifiers the GM allows, and compare the results. Generally the character with the highest total succeeds over the other character. One example of opposed rolls is in the damage section of combat where the attacking player rolls damage for an attack, and the defender rolls Physique to defend. If the defender's total is higher then they suffer no damage. If the attacker's roll is higher then damage is based on the difference between the two rolls.

Preparation Time: Characters can sometimes improve their chances to perform a skill by 1D, by doubling the time it takes to perform the task. Not all skills can be prepared for, such as defensive skills, it is the GM's option which skills and skill uses to allow this with.

Hurrying a Skill: Characters can sometimes reduce the amount of time it takes to perform a skill in half, but the character is only then able to use half their normal number of dice to roll. Not all skills can be hurried, such as any skill that requires one round or less to perform, so it is GM's discretion which skills to allow this with.

> **Example:** *Phil's character, Miguel, wants to quickly hack into a minor business network. The GM informs him that it will take two rounds. Miguel wants to do it in one, so he announces that he's hurrying the skill. Now it will only take one round, but Miguel can only use 1D+1 instead of his normal 2D+2. If Miguel took his time and did it in four rounds, he would get an extra die to make his roll 3D+2.*

Free Actions: Characters may perform some actions, without taking up an action for game purposes, and without requiring a success roll. Free actions include the following:
- Speaking one or two sentences during a round.
- Making an initiative roll at the beginning of the round.
- Making a half-speed movement in Moderate or easier terrain, see the Movement section for more details.
- Making a Physique roll to resist damage. A character always rolls full dice to resist damage, unless otherwise noted.
- Making an opposed roll against an effect. Effectively the same as using Physique to resist damage, some opponents skills, spells, and powers may require the character to roll using one of their own attributes or skills to resist.

7.0 COMBAT

"*To be sure of hitting the target, shoot first and, whatever you hit, call it the target.*"
-Anonymous-

In the course of most adventures characters will be forced into combat, or a similar situation that requires round by round skill resolution to resolve. Combat is fought in increments called rounds. Each round is considered to be five seconds. For the most part, combat is handled in the same manner as normal skill use, but requires a simple step-by-step process to separate character's actions and determine who goes first. During combat follow these basic steps:

1. *Initiative*
2. *Characters who go first declare their actions*
3. *Defending characters may roll defensive skills if they are able*
4. *Characters roll to see if their actions succeeded*
5. *Next character declares their actions…etc.* This repeats until everyone has taken their turn.

7.1 INITIATIVE

To determine the order in which participants can act during a round every player rolls their character's base Canny attribute. Characters go in order of the results highest first, then the next highest, etc. until the lowest has gone. The GM may roll for non-player characters individually, or for each type or group of character. Characters may opt to 'hold' their action to any point in the round after their initiative if they wish to respond to someone else's actions. Once the 'held' action is used, it takes precedence over actions by characters with lower initiative rolls.

> **Example:** *Each of the characters roll for initiative and get a 23, 12, and 6 respectively. The GM rolls a 17 for a group of goblins, and 8 for a police officer who has wandered into the scene. The character with 23 goes first, followed by all of the goblins, then the character with 12, the officer with 8, and the character with 6 goes last.*

Group Initiative: If the GM wishes to allow it, characters who are working together, keeping close, *and in constant communication*, may make a group initiative roll utilizing the Canny roll for the character with the highest Canny in the group. This means all of the characters will effectively go simultaneously.

Declaring Actions: Each character declares their actions for the round at the beginning of their turn. A character who has not had their turn yet can declare a defensive skill use at any time, see Defensive Skills below, otherwise a character must declare defensive skills during their turn. If a character takes their turn without using any defensive skills, then they receive none for the rest of the round.

Every action a character takes beyond the first incurs a –1D penalty on all the actions performed by them that round. A character performing two actions suffers –1D to each action, a character performing three actions suffers –2D, etc. This modifier does not affect initiative, damage, and damage resistance rolls.

> **Example:** *Malcolm and China are confronted by a bridge troll. Each rolls for initiative. Malcolm gets a 10, China gets a 13, and the troll gets a 6. China goes first and declares that she is going to Dodge and shoot the troll once with her pistol. The GM declares that the troll will Dodge. He also decides that the troll will attack once later, if possible, so he gives the troll a –1D modifier for taking two actions when rolling the Dodge. China rolls her Dodge first, then rolls to hit with her Firearms skill and misses the troll.*
>
> *Malcolm chooses to hold his action and see what the troll will do.*
>
> *The troll decides to attack China with it's remaining declared action, once Malcolm sees this he decides to act by shooting the troll once. Malcolm rolls and hits the troll, rolls damage and kills it.*

Surprise: When one character wishes to surprise another, the attackers must make a successful Hide/Sneak roll, opposed by the defenders Find roll. If successful, the attackers take their turns first, and the defenders are not allowed to make use any Defensive Skills before their turns. Once the attackers have taken their initial turns the remainder of the turn resolves normally.

7.2 DIFFICULTY

Characters have a Base Difficulty to hit based on the type of weapon they are using. Unarmed combat has a Base Difficulty of Very Easy. It is up to the GM to determine the exact difficulty based on the specified range, and apply appropriate modifiers.

Melee Weapons: Melee Weapons have a Base Difficulty (Very Easy to Heroic) to use listed under the description of that weapon in the Weapons & Equipment section.

Ranged Weapons: Ranged weapons have the beginning of three ranges - short, medium, and long - listed under their description in the Weapons & Equipment section. Anything closer than short range is considered to be Point Blank. Point blank range is Very Easy difficulty. Short range is Easy difficulty. Medium range is Moderate difficulty. And, long range is Difficult.

> **Example:** *China and Sonia are attacking a couple of Gibbet Fiends. China sneaks up on one and attacks it with a hatchet. The hatchet has a base difficulty of Easy, so the GM decides to make it a 6.*
>
> *Sonia is going to shoot the second with her Walther PPK. The fiend is 10 meters away, and the range on her pistol is 12/20/40 – which means that point blank range is 0-11 meters, short range is 12-19, medium range is 20-39, and long range is 40+. The base difficulty for point blank range is Very Easy. Since the fiend is on the edge of being short range the GM decides to make the difficulty 5.*

7.3 DEFENSIVE SKILLS

There are several skills characters can use to avoid various types of attacks. Use of this skill is meant to increase the difficulty for an attacker. Each of these skills may be used in two ways: full use, or normal use.

Full use doesn't allow the character to perform any other actions that round except one full move, but in return the character may add the result to the difficulty of all attack rolls against them.

Normal use allows the character to perform other actions with normal penalties, the character then chooses when the roll is made whether to use the roll as the base Difficulty of *all* attacks against them – or whether to use each individual attacker's difficulty as normal.

Dodge: Used against any non-magic, non-psionic ranged or distance attack.
Magic Resistance: Used against magic-based attacks.
Melee Weapons Parry: Used to deflect hand-to-hand attacks when the defender is using a melee or makeshift weapon in their hands. If used against an unarmed attacker, the defender gets a +5.
Mental Defense: Used against psionic-based attacks.
Unarmed Combat Parry: Used to deflect hand-to-hand attacks when the defender is unarmed. If used against an attacker armed with a melee or makeshift weapon, the defender suffers a –5 penalty.

If a character has not already taken their turn they may declare use of a defensive skill when another character declares an attack against them. This skill counts as an action, so they will also need to specify how many other actions they wish to use this round and modify their roll appropriately. If a character's turn comes up and no one has attacked them, they may declare they are using a defensive skill in anticipation of being attacked. If they choose not to, they won't be able to take any defensive actions if they are attacked later in the round.

7.4 AREA OF EFFECT ATTACKS

Area of effect weapons, such as grenades and Molotov cocktails, are different than normal weapons in that they include a radius attack, so the hit location doesn't have to be exact, and if the attack misses it explodes somewhere else. A miss can be just as effective as a success for these weapons.

When the attack is declared the attacker picks the target spot and the GM determines difficulty based on range and modifiers. If the attacker can't see exactly where they're aiming the GM should add a further +5 to +10 difficulty.

If the character misses, the GM should roll a D6 to determine which direction the object fell from it's desired location. A 1 indicates further past the location, 2 would be past and to the right, 3 would be far right, 4 would be short of the target, 5 would be far left, and 6 would indicate past and to the left. Next the GM rolls to determine how many meters the object fell from the desired target. If the target was at short range roll 1D, at medium range roll 2D, and at long range roll 3D.

Blast Radius: Area of effect weapons list the blast radius for the weapon, long with separate damage values for each radius. For example a standard Fragmentation Grenade has blast radiuses of 0-2/4/6/10 and damage values of 5D/4D/3D/2D. This means everyone within 2 meters of the blast takes 5D, everyone within 4 meters takes 4D, everyone within 6 meters takes 3D, and within 10 meters takes 2D.

Detonators: Grenades have different types of detonators. The grenade may be set to explode on impact, or after a predetermined time. If a timer is used, the grenade will explode at the end of the round it is set to. Molotov cocktails explode only on impact.

Tossing Grenades Away: If a character is close to where a grenade lands they may attempt to grab it and toss it away before it explodes. This costs three actions: one to move to the grenade – if it's within range of one move - one to grab the grenade, and the last to throw it. This means the character will have at least a –2D modifier to these rolls.

7.5 DAMAGE

When an character is hit successfully in combat the attacker will roll damage, and the defender will roll resistance. The attacker's damage will be their Physique if the attack is unarmed hand-to-hand. If the attacker is using a melee weapon then damage will be their Physique with a damage bonus specified under the weapon description. If the attacker is using a ranged weapon then damage will either be as with melee weapons above, or the weapon may have a predetermined damage value.

Resisting Damage: The defender will make an opposed roll using their Physique against the damage rolled. If the damage roll is greater, then the character suffers damage to their Life Points equal to the difference. If the defender's roll was higher then no damage occurs. A defender's Physique roll can be modified by body armor, apply the bonus described under the body armor's description to the defender's Physique before rolling.

Life Points: Life Points are a measure of how much damage a character can take before dying. When a character reaches 0 Life Points they are considered dead. The player may need to start building a new character.

Maiming: Optionally, a GM may allow a character to become maimed instead of Mortally Wounded. The GM will select a part of the body rendered useless by the attack, and the part will have to be removed or compensated for in some way. Common maiming would include loss of an eye, arm, or leg.

Damage Effects: In addition to reducing Life Points, when a character takes damage they may suffer addition effects based on the amount suffered from that individual attack. Effects are cumulative until the character recovers. Wounded and greater effects are likely to leave some visible scarring, severity and location are left to GM's discretion, and might be noted on the character sheet.

Damage:	Effect:
1-4	None
5-9	*Stunned*: suffers a –1D penalty to skill and attribute rolls, except damage resistance, for the rest of the round as well as the next round. If a character's PHY reaches 0D they fall unconscious 2D minutes.
10-14	*Wounded*: falls prone; can take no actions for the rest of the round; suffers a –1D penalty on skill and attribute rolls, except damage resistance - until healing back 5 Life Points. A character whose PHY reaches 0D through these modifiers becomes Incapacitated.
15-19	*Incapacitated*: falls prone and knocked unconscious for 10D minutes. Cannot act until at least half of the damage from this attack is healed.
20+	*Mortally Wounded*: falls prone and is unconscious. Cannot do anything until at least half of the damage from this attack is healed. Character will continue to lose 1D of Life Points per turn until dead unless another character makes a First Aid roll at a difficulty level of Difficult.

Stun Damage: Certain weapons do stun damage only. Stun damage does not affect Life Points. The victim is rendered unconscious for a number of minutes equal to the number of damage points. There are no lasting effects from stun damage.

(Optional) Armor Damage: As body armor is used in combat it suffers wear and damage. Armor should be considered to be damaged whenever the wearer suffers 10 or more points through it. Damaged armor looses 2 pips of effectiveness for every time it is damaged until it is repaired. See the Armorsmith skill for details on armor repair.

Weapon Damage: As a result of hits in combat, or complication rolls, a weapon may become damaged. Weapons have a PHY based on their materials for resisting damage. Wooden weapons have 1D+1, stone weapons have 1D+2, and metal weapons have 2D. Every 3 points of damage, or part thereof, a weapon suffers has a cumulative effect on the weapon. Melee weapons lose –1D of their damage value for every 3 points of damage total. Ranged weapons, such as firearms, suffer a +5 difficulty to their use for every 3 points of damage. Any weapon that suffers 10 or more points of damage is rendered useless. Any weapon that suffers 13 or more is destroyed.

> **Example:** *China is hit by a herposapien's claw attack. The herposapien has a PHY of 3D and gets a +1D damage bonus with its claws. The GM rolls damage and gets a 5, 4, 6, and a 3 on the wild die – for a total of 18 points of damage. China resists with her PHY of 3D+1, had she remembered to put on her light Kevlar™ vest she'd get a bonus of +2D+1 to resist. Michelle rolls a 4, 3, and a 2 on the wild die – for a total of 9. The 9 is subtracted from the 18 damage for a total of 9. China loses 9 Life Points and is Stunned, so she suffers a –1D penalty to all skill rolls for the rest of this round and the next.*

7.6 HEALING

Characters may either heal Life Points naturally, or with the aid of medical assistance. Character's may use their own First Aid skill to assist their healing if the GM allows, but characters should not be allowed to perform medicine on themselves. The character may not heal beyond their normal Life Point value.

Natural Healing: Characters may have to heal without the aid of medical intervention. This is the slowest method. With each day of rest characters roll their PHY to heal, dividing the result by three and rounding up to determine the number of points healed each day. If a character is unable to rest the GM can divide the normal amount of damage healed by 2-3 per day.

First Aid: Regular attention by someone with First Aid skill allows the character to heal at a faster rate. This includes the use of bandages, cleaning solutions, and minor antibiotics. The character with First Aid rolls their skill and adds it to the character's PHY roll to determine how many points are healed. Character's performing First Aid on themselves suffer a – 1D penalty.

Medicine: The use of the Medicine skill involves more complicated procedures, possibly including minor surgery, prescription medicine, and regular attention. The character with Medicine skill rolls their skill and adds that number directly to the number of Life Points the character heals per day.

> **Example:** *China took 9 points of damage on her last adventure. The next day she rests, attempting to recover. Michelle rolls China's PHY of 3D+1 at the end of the day and gets a 2, 6, and a 5 on the wild die – for a total of 13. 13 divided by 3, rounded up, is 5. China heals 5 Life Points for the day.*

7.7 SPECIAL MODIFIERS

There are a number of special rules to cover special combat situations.

Cover: A character may find cover behind objects in combat situations. This increases the difficulty to hit the character as well as providing some extra resistance against damage. For additional Difficulty Modifiers the GM may either come up with an arbitrary number, or roll the number of dice on the table below and add the result to the attacker's difficulty.

Cover Type:	Difficulty Modifier:
Light Fog / Smoke, Poor Light	+5
Thick Fog / Smoke, Moonlit Night	+10
Very Thick Fog / Smoke, Complete Darkness	+20
25% Physical Cover	+5
50% Physical Cover	+10
75% Physical Cover	+15

Physical cover also effectively adds to the character's damage resistance, as long as the GM decides that the cover is able to absorb some of the damage.

Type of Cover:	Resistance Modifier:
Flimsy wood	+1D
Normal wood	+2D
Standard metal	+3D
Thick or reinforced metal	+4D
Armor plating	+6D

Hit Location: In cases where the location of a hit is important here is a random method for determining hit location. Roll 1D and compare it to the table below. This can be used to determine if the attack strikes an area protected by armor or cover, in the case of maiming, or the GM may *optionally* wish to modify damage based on hit location.

Result:	Location:	Damage Modifier:
1	Head	+1D
2-3	Torso	-1D
4	Arms (roll again: 1-3 left arm; 4-6 right arm)	Normal
5	Left Leg	Normal
6	Right Leg	Normal

Called Shots: A character may designate a specific hit location for an attack by accepting a –1D modifier on their to hit roll. This includes making specific attacks on a character's weapons and other equipment.

Drawing: Drawing a weapon requires one action.

Switching Hands: Switching a weapon from one hand to another requires one action.

Handedness: Players should select whether their characters are right or left-handed when the character is created. Using a one-handed weapon in the character's non-primary hand gives the character a -1D modifier to their roll to hit.

Paired Weapons: Characters can use two identical weapons in either hand, attacking simultaneously at the same target with a special modifier. The character rolls once for both to-hit and damage for both weapons. They receive a -1D penalty to hit, but roll 1.5 times normal damage, rounded up. This counts as a single attack for purposes of determining penalties for the number of actions attempted.

Attacking two separate targets, or using dissimilar weapons, requires two separate attacks - taking into account the modifiers for multiple actions, as well as using a weapon in the character's "off" hand.

Ammunition/Reloading: Most projectile weapons have a limited number of shots listed as ammo in their description. Reloading an automatic weapon with an external magazine takes one round. Reloading a rifle with an internal magazine requires two rounds. Reloading a revolver takes two rounds normally, one round with a speed-loader.

Rate of Fire: Some weapons have a maximum number of shots that may be fired in one round. The character may fire that number or less, but never more. Bows and crossbows are the most common examples of this limitation. Other weapons can be fired as many times as a character's skill will allow.

Burst and Full-Auto Firing: Semi and full-automatic rifles and pistols may be fired in 5 round bursts, or in a full-auto spray.

Firing a 5 round burst adds 1D to the weapon damage, but consumes ammo more quickly.

Firing a full-auto spray empties the clip in one round. The character can aim the spray at as many targets as the total ammo being used divided by 10, rounded down, treating each target as a separate attack and rolled normally with appropriate penalties for multiple actions, but with 2D added to the weapon's damage on each successful hit.

> **Example:** *Malcolm picks up a Thompson M1 and fires a full-auto spray at three targets, since the clip has 30 rounds he can fire at up to 3 targets with a full-auto spray. He is using a Karma Point, so his normal 2D+2 Firearms skill is doubled to 5D+1. For using three actions he suffers a –2D penalty to each shot, so his roll for each one will be 3D+1. Each target he hits will suffer 6D damage, instead of the normal 4D.*

Burn Attacks: Some attacks have a lingering effect on the target, including flame throwers, Molotov cocktails, and acid sprays. In addition to the normal – immediate – damage, these attacks will do damage to the victim at the end of every round thereafter, diminishing only 1 pip per round in intensity until the damage reaches less than 1D or the effect is countered. The character may be able to do something in one action or one round to stop the attack completely – such as jumping into a pool of water or removing some or all of the character's clothing. If not, the GM should allow the character to fight the effect, when appropriate. The character must make an opposed roll on their Reflex against the current damage value of the attack. If the character rolls greater then the effect is reduced a number of pips equal to the difference. If the damage value of the attack is greater, then there is no effect.

> **Example:** *Miguel is hit with a Molotov cocktail that does 4D damage to him. Regardless of whether he suffered a loss of any Life Points, the burning liquid will do 3D+2 damage at the end of the next round, 3D+1 the round after that, etc. until the effect is countered or the damage reaches less than 1D and it dissipates. Miguel attempts to fight off the effect, rolling his REF of 3D against the damage of 3D+2. Phil rolls a 4, 3, and a 6 on the wild die for his character. Because of rolling a 6 on the wild die, he rolls again and gets a 5. The total is 18. The GM rolls damage and gets a 6, a 4, and a 3 on the wild die – added to the +2 gets a total of 15. The effect is reduced by 3 pips (1D) that round to 2D+2, and will be at 2D+1 the next, etc..*

7.8 COMBAT SCALES

The difference in size and mass between certain types of weapons and combatants is simulated by the use of combat scales. Combat scales are used when combat is taking place between characters, vehicles, and creatures on different levels of the scale. The table below lists the available scales. Weapons, vehicles, and certain types of creatures will have a listed Scale value that can be compared to the chart below. When targets of the same scale are in combat,

ignore the scales and proceed normally. Otherwise take the difference between the two modifiers for the *adjusted modifier* to be used.

Scale:	Modifier:
Character	–
Car	2D
Tank	6D
Carrier	10D

Lower Vs. Higher: When a character lower on the scale is attacking an opponent higher on the scale, the *lower scale character adds the adjusted modifier to their attack roll* and the higher scale opponent dodges normally. The lower scale character rolls damage normally, but the *higher scale opponent adds the adjusted modifier to their damage resistance roll*.

Higher Vs. Lower: When a character higher on the scale is attacking an opponent lower on the scale, the higher scale character attacks normally, but the *lower scale character adds the adjusted modifier to their dodge*. The *higher scale character gets to add the adjusted modifier to their damage roll*, but the lower scale character defends normally.

> **Example:** A *dragon of Tank scale is attacking China and Malcolm. China has a 13mm T-Gewehr , and Malcolm has a Thompson M1. China wins initiative and declares she will shoot once and dodge. Since she is using a Tank scale weapon, there are no modifiers to either her attack roll or the dragon's damage resistance. She rolls her Firearms skill at –1D for taking two actions. She rolls a 3, 6, and a 1 on the wild die. The GM determines it's a penalty and subtracts the 1 and the highest other roll from her total – leaving her with a roll of 3. Her difficulty was 5, so she misses.*
>
> *Malcolm attacks next. Since his weapon is Character scale he adds 6D to his Firearms roll of 2D+2 when attacking, hitting the dragon easily. He rolls damage normally, and gets a total of 16 points. The dragon rolls to resist and adds 6D to his PHY to resist, for a total of 12D. The GM rolls a total of 40 to resist, and the dragon doesn't even notice the attack.*
>
> *The dragon decides to attack China and rolls his 3D+2 in Unarmed Combat. China declared a Dodge earlier and gets to add 6D to it to avoid the dragon's attack. Her total Dodge roll was a 27. The GM rolls for the dragon and gets a 6, 3, and a 5 on the wild die – added to the +2 for a total of 16. The dragon misses. Had he hit the GM would have rolled 12D for the damage, 6D for the dragon's PHY and 6D to adjust for scale, and China would have resisted normally.*

8.0 MOVEMENT

Jack Goodman: "*Stick to the road.*"
David Kessler: "*Beware of the moors.*"
Jack Goodman: "*Oops.*"
            -Excerpt from the film 'An American Werewolf in London'-

8.1 BASIC MOVEMENT

        Each character, mount, and vehicle has a Move value. This represents the maximum number of meters it moves during a declared movement. Each move counts as a declared action with one exception. Each character may make one free half move without requiring the use of an action.

Terrain Difficulty: When a character makes one or more full moves they must roll the appropriate movement skill, such as Climbing, Running, Swimming, Motor Vehicle Operation, or Pilot. Difficulty is based on the terrain type, determined by the GM, and modified by conditions such as weather. Characters only make one roll to see if movement was successful, receiving normal penalties for taking multiple actions.

Terrain Type:	Base Difficulty:
Straight flat surfaces	Very Easy
Uneven ground or with minor obstacles	Easy
Rough terrain, or ground with many obstacles	Moderate
Through a panicked crowd, or very rough ground	Difficult
Running across an ice flow.	Very Difficult
Running across a lava flow.	Heroic

Maneuvers: When a character or vehicle attempts a move other than roughly straight-line movement they are considered to be making a maneuver. When a character performs such a stunt the difficulty for the maneuver is added to that move. Maneuvers are considered a modifier to a move, not a separate action. Only one maneuver can be performed per move.

Maneuver:	Difficulty Modifier:
Sliding Sideways: shifting lanes or easing over without changing direction.	+1-5
Bootlegger Reverse: makes half-move and ends up facing the opposite direction, cannot move for the rest of the round.	+6-15
Jump: vehicle jumps off ramp or precipice if some type	+5 to 20 or more
Up to 45° Turn	+1-5
45-90° Turn	+6-15
Rotate: hover-capable vehicles only, must be half-speed or less	+5-15
Up to 45° Climb: flying/submersible vehicles only	+6-10
45-90° Climb: flying/submersible vehicles only	+11-20
Up to 45° Dive: flying/submersible vehicles only	+1-5
45-90° Dive: flying/submersible vehicles only	+6-15
Loop: flying vehicles only, vertical loop-de-loop	+15-30 or more
Barrel Roll: flying vehicles only, roll sideways without changing direction.	+5 per 45° of roll

Failing Movement: When a character fails movement themselves or in a vehicle the GM should compare the difference by which the move failed to the table below.

Amount of Failure:	Effect:
1-3	*Slip of control*, –1D to all actions for the rest of the round.
4-6	*Serious control problem*, -3D to all actions for the rest of this round, -1D for the next round
7-10	*Out of control*, the vehicle spins or the character trips and falls, move in random direction, vehicle stops if applicable, no control of vehicle for one round
11-15	*Minor collision*, character/vehicle glances on another character/vehicle or obstacle, subtract –3D from normal collision damage
16-20	*Collision*, character/vehicle smashes into another character/vehicle or obstacle doing normal collision damage
21+	*Severe collision*, character/vehicle smashes into another character/vehicle or obstacle at a poor angle that increases damage +4D

Collisions: Damage from a collision is determined by the speed of the character or vehicle (the number of moves declared that round), modified by particulars of the collision. Damage is assumed to be in the scale of the character/vehicle colliding. The GM should feel free to modify the base damage as needed for individual circumstances. These values are only intended as general guidelines.

Moves Declared:	Base Damage:
Half-Speed	2D
1 Move	3D
2 Moves	4D
3 Moves	6D
4 Moves	10D

Angle of Collision:	Damage Modifier:
Head-on	+3D
Rear-ended / Side-swipe	-3D
Right Angle "T-bone"	+0D

> **Example:** *Miguel is running full-tilt through a crowd after a werewolf. He is making four full moves, across a crowded sidewalk. The ground is flat, but the people are considered obstacles, so base difficulty is Moderate. It isn't raining or anything, so the GM sets difficulty at 11. Since Miguel hasn't improved his running skill he rolls his REF which is 3D, which is –3D for taking for actions but he spends 3 Survival Points to compensate. Phil rolls a 1, 5, and a 4 on the wild die. Miguel fails by 1, which compared to the movement failure table indicates only a slip of control, and a –1D penalty to all actions for the rest of the round. Miguel isn't doing any other actions, so there is no real effect. He moves a full 40 meters successfully.*

Falling: Characters and objects suffer damage from falling based on how hard they hit the ground. Damage is considered to be the same scale as the falling item. Damage value is 1D for every 3 meters fallen – to a maximum of 10D when they reach 'terminal velocity.'

Travel: To figure distance traveled over periods of time longer than one round use the equations below.

Time Period:	Distance Traveled:
1 minute	(Move x [# of moves declared per round] x 12) meters
10 minutes	(Move x [# of moves declared per round] x .12) kilometers
Half Hour	(Move x [# of moves declared per round] x .36) kilometers
Hour	(Move x [# of moves declared per round] x .72) kilometers
12 Hours	(Move x [# of moves declared per round] x 8.64) kilometers

Have the character make one difficulty roll based on the average terrain difficulty, or any special obstacles the GM wishes to place in the way of the character. Skill dice should be reduced based on the number of moves declared per round, as if the action was taking place during a single round. It is up to the GM to determine the results of a failure, where the character fails and exactly what happens.

Stamina: Characters or mounts going 3 or more moves in one round must make a Stamina roll every minute starting at Very Easy difficulty and increasing one level each time. Characters and mounts going 2 moves each round must make a similar Stamina roll every 10 minutes.

8.2 VEHICLES

There are a variety of vehicles available for use in a variety of tasks. There are all-purpose vehicles, as well as those designed for specific tasks. Some are armed, some capable of flight or submersion. To better understand each vehicle, and use it in a role-playing environment it must be give clearly defined statistics. Here is an explanation for the way vehicles are listed in Into The Shadows.

(VEHICLE MODEL OR NICKNAME)
Vehicle: Manufacturer and model.
Type: Vehicle's generic classification.
Scale: The vehicle's position on the Scale chart. See the Combat section for more information.
Length: Height: Width: Vehicle's available dimensions.
Weight: The vehicle's weight in lbs Or kg.
Range: The average distance the vehicle can travel in miles or km without refueling.

Skill: The skill used when piloting this vehicle.
Drivers: The minimum number of crew needed to operate the vehicle.
Passengers: The maximum number of non-crew the vehicle can safely accommodate.
Cargo: The maximum mass and/or volume of cargo that can be carried.
Cover: The amount of cover provided by the vehicle to crew and passengers.
Cost: The average monetary cost of the vehicle.
Maneuverability: The modifier added to the driver's skill code when making a movement-related roll.
Move: The distance in meters covered by the vehicle in a full move.
Body Strength: The vehicle's damage resistance.
Altitude Range: For hover and flight-capable vehicles, the maximum safe operating altitude.
Depth Range: For submersible vehicles, the maximum safe operational depth below water.
Weapons: The following details are also provided for armed vehicles.

        (Weapon Type)
        Scale: The weapon's combat scale, if different from the vehicle's.
        Fire Arc: Front, Back, Right, Left, or Turreted (omni-directional).
        Crew: Minimum crew needed to operate the weapon.
        Skill: The skill used when firing the weapon.
        Fire Control: The modifier added to the gunner's skill code when firing the weapon.
        Range: The weapon's short, medium, and long ranges.
        Damage: The damage the weapon does to vehicles in its combat scale.

8.21 VEHICLE COMBAT

    Combat between vehicles is very similar to combat between characters. Vehicles can perform dodges, using the driver's skill plus the Maneuverability of the vehicle. Skill rolls are required for full moves on Difficult or better terrain, or if the vehicle is moving more than one full move per round. And vehicles may have weapons mounted on them.

Vehicle Damage: Like characters, vehicles can resist damage. They do this using their Body Strength. Like characters, vehicles have points that indicate how much damage the vehicle can suffer before it is rendered useless or destroyed. All vehicles are given 20 Body Points for this purpose, these Body Points are in scale according to the vehicle. Once a vehicle reaches 0 Body Points it is effectively destroyed. In addition to suffering a loss of Body Points, vehicles suffer additional effects from taking damage. Compare the amount of Body Point damage a vehicle suffers to the table below.

Body Point Damage:	Refer To:
1-3	Unstable
4-6	Light Damage
7-12	Heavy Damage
13-19	Severe Damage
20+	Destroyed

    Unstable: An Unstable result means that the vehicle is shaken by the attack but not damaged. Unstable vehicles suffer –1D to Maneuverability, Fire Control on all weapons, and Damage from weapons for the rest of that round and the next round. Passengers suffer no damage.
    Light Damage: Vehicle takes some damage. Passengers may suffer 1D damage. Roll 1D. 1-3 indicates the vehicle loses 1D of Maneuverability. 4 indicates a weapon - if any - was hit and destroyed, determine which randomly or treat as a 5 if no weapons exist. 5-6, vehicle loses one from the number of moves it can make in one round, most vehicles are able to make 4 moves/round initially. If a vehicle is reduced to 1 move/round and loses one move, they are at only one half-move per turn.
    Heavy Damage: Vehicle takes grave damage. Passengers may suffer 3D damage. Roll 1D. 1-3 indicates the vehicle loses 2D of Maneuverability. 4-6, the vehicle loses 2 from the number of moves it can make per turn – see Light Damage.
    Severe Damage: Vehicle takes extreme damage. Passengers may suffer up to 6D damage. Roll 1D. 1-2 indicates the engine was destroyed, the driver may have to make a Difficult or greater roll to avoid collision or the vehicle may simply roll to a stop or drop to the ground. 3 indicates the vehicle is out of control and automatically crashes or whatever is applicable. 4, all weapons systems are disabled. 5-6, the vehicle suffers structural damage that reduces protective cover to the passengers.
    Destroyed: The vehicle is destroyed instantly. Passengers may take up to 11D damage.

    Where damage to passengers on a vehicle is indicated, damage is character scale. The amount of damage may be modified by the GM according to where the character is sitting in relation to the damage. Generally only characters close to the point a vehicle is struck incur any damage.

Vehicle Ramming: If a character chooses to ram their vehicle into an opponent, the difficulty is based on the difficulty of the terrain plus 5 or the plus the opponent's Dodge roll, whichever is higher. If the character fails the roll by rolling less than the terrain difficulty then see the Failing Movement section. If the character exceeds the terrain difficulty, but does not match or exceed the total difficulty, then the attack misses. Otherwise the attack is successful and both vehicles suffer appropriate collision damage.

Vehicle Mounted Weapons: A vehicle can only shoot at targets within the fire arc of its weaponry. Turrets are considered to be able to fire in all arcs, otherwise a fire arc is roughly a 90° area, 45° to either side of the center of the described arc. For targets above or below a vehicle's horizontal plane the 45° rule should also apply. Most vehicles do not have weapons capable of firing directly into a top or bottom fire arc.

Example: *China is driving a Fort Exploration and being pursued by a pair of cultists in a Uranus SL. Well ahead of them, she slams on the brakes and cranks the wheel hard to do a bootlegger-reverse. The terrain difficulty is Very Easy, the GM decides a 1, and the bootlegger adds a modifier from +6 to +15. The GM makes it a +8 since there is nothing bad in conditions, just the stress of pursuit. The total difficulty is a 9. She rolls 2D+1 plus 1D+2 for the vehicle's maneuverability, 4D altogether. She rolls a 3, 6, 4, and a 2 on the wild die – for a total of 15.*
Next round she attempts to ram. China is moving 2 moves, attempting to ram the other car, the cultists are moving twice and attempting to Dodge. China has a –1D penalty for attempting two actions so she rolls 1D+1, and adds 1D+2 for the vehicle's maneuverability, for a total of 3D. She rolls a 3, 4, and a 5 on the wild die – for a total of 12. The cultist driver has 2D in Motor Vehicle Ops, adds 2D+2 for the vehicle's maneuverability, and subtracts 2D for attempting 3 actions – the Dodge is a separate action – for a total of 2D+2. The GM rolls a 5, and a 4 for the wild die – added to the +2 totals 11. China hits the other car. Both vehicles suffer 4D for moving twice and +3D for a head-on collision.
The GM rolls damage for China's car and gets a total of 25 points. She rolls the vehicle's Body Strength and gets a total of 12, so the car takes 13 points. The GM compares the results to the vehicle damage table and determines that the engine is destroyed, and China suffers only 3D damage because the result was on the low end of Severe.
The GM rolls damage for the cultists' car and gets a total of 27 points. The vehicle Body Strength is 1D+1, and the GM rolls a 5 on the wild die – added to the +1 for a total of 6. The vehicle suffers over 20 points of damage, so it is completely Destroyed and the cultists take 8D damage each.

8.22 MOTORCYCLES

SPORTSMAN 883	S1 GREASED LIGHTNING
Vehicle: Harvey Davis Sportsman 883	**Vehicle:** Bull S1 Greased Lightning
Type: Street Motorcycle	**Type:** Street/Racing Motorcycle
Scale: Car	**Scale:** Car
Length: 88.1"	**Length:** 80.5"
Weight: 948 lb.	**Weight:** 820 lb.
Range: 165 miles	**Range:** 275 miles
Skill: Motor Vehicle Operations	**Skill:** Motor Vehicle Operations
Drivers: 1	**Drivers:** 1
Passengers: 1	**Passengers:** 1
Cargo: 450 lb.	**Cargo:** 395 lb.
Cover: 50%	**Cover:** 50%
Cost: $5,500	**Cost:** $10,600
Maneuverability: 2D+2	**Maneuverability:** 3D
Move: 60 ; 110 MPH / 176 KPH	**Move:** 70 ; 125 MPH / 200 KPH
Body Strength: 1D+1	**Body Strength:** 1D

8.23 CARS AND SMALL TRUCKS

FORT EXPLORATION
Vehicle: Fort Exploration 4 door 4x4
Type: Sport/Utility Vehicle
Scale: Car
Length: 189.5" **Height:** 67.5" **Width:** 70.2"
Weight: 3300 lb.
Range: 408 miles
Skill: Motor Vehicle Operations
Drivers: 1
Passengers: 4
Cargo: 900 lb.
Cover: Full
Cost: $20,500
Maneuverability: 1D+2
Move: 60 ; 110 MPH / 176 KPH
Body Strength: 2D+2

FORT CENTAUR
Vehicle: Fort Centaur 4 door
Type: Mid-Size Sedan
Scale: Car
Length: 197.5" **Height:** 55.1" **Width:** 73"
Weight: 2850 lb.
Range: 288 miles
Skill: Motor Vehicle Operations
Drivers: 1
Passengers: 5
Cargo: 500 lb.
Cover: Full
Cost: $19,000
Maneuverability: 2D
Move: 70 ; 130 MPH / 208 KPH
Body Strength: 1D+1

LINCOLNSHIRE CONTINENT
Vehicle: Lincolnshire Continent 4 door
Type: Luxury Sedan
Scale: Car
Length: 208.5" **Height:** 56" **Width:** 73.6"
Weight: 3868 lb.
Range: 420 miles
Skill: Motor Vehicle Operations
Drivers: 1
Passengers: 4
Cargo: 700 lb.
Cover: Full
Cost: $38,500
Maneuverability: +2
Move: 70 ; 130 MPH / 208 KPH
Body Strength: 2D

URANUS SL
Vehicle: Uranus SL 4 door
Type: Economy Sedan
Scale: Car
Length: 176.9" **Height:** 53.8" **Width:** 66.7"
Weight: 2350 lb.
Range: 415 miles
Skill: Motor Vehicle Operations
Drivers: 1
Passengers: 4
Cargo: 500 lb.
Cover: Full
Cost: $11,000
Maneuverability: 2D+2
Move: 65 ; 120 MPH / 176 KPH
Body Strength: 1D+1

QUICKSILVER VILLAGE-PERSON
Vehicle: Quicksilver Village-Person
Type: Mini-Van
Scale: Car
Length: 190.2" **Height:** 65.9" **Width:** 73.7"
Weight: 4000 lb.
Range: 400 miles
Skill: Motor Vehicle Operations
Drivers: 1
Passengers: 6
Cargo: 900 lb.
Cover: Full
Cost: $25,000
Maneuverability: +1
Move: 55 ; 100 MPH / 160 KPH
Body Strength: 2D

FORT ESCORTE
Vehicle: Fort Escorte 4 door
Type: Economy Sedan
Scale: Car
Length: 174.7" **Height:** 53.3" **Width:** 66.2"
Weight: 2325 lb.
Range: 380 miles
Skill: Motor Vehicle Operations
Drivers: 1
Passengers: 4
Cargo: 500 lb.
Cover: Full
Cost: $12,000
Maneuverability: 3D
Move: 55 ; 100 MPH / 160 KPH
Body Strength: 1D

FORT MESTEÑO
Vehicle: Fort Mesteño convertible 2 door
Type: Sports Car
Scale: Car
Length: 182.5" **Height:** 53.2" **Width:** 71.8"
Weight: 3391 lb.
Range: 385 miles
Skill: Motor Vehicle Operations
Drivers: 1
Passengers: 1
Cargo: 500 lb.
Cover: Full
Cost: $16,500
Maneuverability: 2D+2
Move: 85 ; 152 MPH / 243 KPH
Body Strength: 1D+2

HUMMER
Vehicle: High mobility, multipurpose wheeled vehicle (HMMWV or "humm-vee")
Type: Multipurpose Utility Vehicle
Scale: Car
Length: 15' **Height:** 5'9" **Width:** 7'
Weight: 4970 lb.
Range: 350 miles
Skill: Motor Vehicle Operations
Drivers: 1
Passengers: 5
Cargo: 3,500 lb.
Cover: Full
Cost: $40,500
Maneuverability: 2D+2
Move: 40 ; 70 MPH / 115 KPH
Body Strength: 3D+2

8.3 MOUNTS

Certain types of animals have been domesticated over the millennia and used for transportation. Mounts are treated much the same way as vehicles in combat, riders use their Riding skill as opposed to a vehicle-related skill, and add the creature's Reflex for dodging and maneuvers. Unless special equipment is being used, a mount generally provides 25% cover to the rider.

The character's Riding skill should be used against the creature's disposition when mounting the animal, and whenever the GM feels appropriate – such as if the character wants to make the mount do something it doesn't want to.

8.31 MOUNT DESCRIPTIONS

(CREATURE TYPE OR NAME)
Type: A brief classification of the creature.
Attributes and Skills: Non-sentient creatures only have the attributes of Physique, Reflex, Canny, and Will. Some creatures also have skills under these attributes, such as Climbing/Jumping, Lifting, and Running.
Special Abilities/Disadvantages: Any natural abilities that set the creature apart, including claws, tusks, or the ability to breathe water will be listed, in addition to unusual weaknesses, with their game effects.
Life Points: The amount of damage the mount is capable of withstanding before death.
Survival Points: Typical mounts don't have Survival Points, but a recurring mount or a sentient creature may have 0-3 or more.
Move: The number of meters the creature goes in a full move.
Size: The common range of adult sizes for this type of creature.
Scale: Creatures are considered to be character scale on the combat scale unless otherwise noted.
Disposition: The base difficulty for the Riding skill for riding this creature, often varies between individuals.

COMMON MOUNTS

ARABIAN CAMEL
Type: Desert Pack Animal
Physique: 4D
Stamina 7D
Reflex: 2D
Canny: 2D
Will: 1D
Special Abilities:
Desert Adaptation – Keen eyesight and smell, protected from blowing sand, store fat in hump on back to survive long periods without food
Life Points: 32
Move: 10
Size: 1.8-2.0 m tall
Disposition: Easy

The Arabian, or Dromedary, Camel is a common mount and pack animal in the arid regions of the Middle East, India, and Africa, and has been recently introduced into the dry, arid regions of Central Australia. They are characterized by a long curved neck, a deep narrow chest, wooly fur coat, broad 2-toed feet, and a single fibrous hump for storing fat. The size of the hump varies with the state of the camel, becoming almost non-existent during times of starvation. Their broad, padded feet are adapted well for traveling on sand, and can easily be injured on hard or slippery surfaces.

The camel is a herbivore. They eat thorny plants, dry grasses, saltbush, or whatever else they can find. They have adapted thick, grasping lips to accommodate this diet.

Arabian Camels are rarely aggressive, with the exception of rutting males. The Arabian Camel has a life-span of 40-50 years, reaching full sexual maturity by age 6. Breeding usually occurs during the winter.

ASIAN ELEPHANT
Type: Large Pack Animal
Physique: 6D
Lifting 8D
Unarmed Combat 6D+2
Reflex: 3D
Canny: 2D
Will: 1D
Special Abilities:
Prehensile Trunk – Can be used to grasp delicate objects, lift, squirt water, breathe, trumpet, and smell
Tusks – PHY+1D Damage
Excellent Hearing and Smell – offsets poor eyesight, reduced modifiers for darkness
Trample Attack – PHY+1D Damage
Life Points: 48
Move: 12
Size: 2.7-3.3 m tall
Scale: Car
Disposition: Moderate

The Asian, or Indian, Elephant has large ears, a large rounded body, thick legs with padded cylindrical feet, and a long prehensile trunk for a nose. They are well adapted for use as pack animals and transportation, being able to traverse even mountainous terrain with quiet agility. Males have two bony tusks that erupt when the elephant is about one year old. They live as old as 70 years.

Elephants are herbivores, eating about 150 kg of vegetation and drinking 40 gallons of water. They have thick gray skin, but it is very sensitive. The elephants take frequent mud and dust baths to protect themselves from heat and insects.

DOMESTIC HORSE
Type: Versatile Mount
Physique: 4D
Reflex: 3D
Running 4D+1
Canny: 2D
Will: 1D
Special Abilities:
Hoof Attack – PHY+2 Damage
Life Points: 32
Move: 22
Size: 1.7-2.5 m tall
Disposition: Easy

Horses have been bred domestically for so long that they are almost completely extinct in the wild. Most horses have long limbs, a long barrel-like body, a long neck and head, and a short tail with long hairs that often can touch the ground. Hair is also long along the back of the back of the neck and on the forehead. The tail can be used to keep insects away from the animal. Coloration varies considerably including white, tan, brown, and black.

9.0 WEAPONS AND EQUIPMENT

"*I believe everybody in the world should have guns. Citizens should have bazookas and rocket launchers too. I believe that all citizens should have their weapons of choice. However, I also believe that only I should have the ammunition. Because frankly, I wouldn't trust the rest of the goobers with anything more dangerous than string.*"
   -Scott Adams-

9.1 WEAPONS

9.11 MELEE WEAPONS

MELEE WEAPONS QUICK REFERENCE TABLE				
Weapon:	**Skill:**	**Difficulty:**	**Damage:**	**Cost:**
Chainsaw	Melee Weapons: Chainsaw	D	PHY+2D+2	$150
Hatchet	Melee Weapons: Ax	E	PHY+1D+2	$25
Katar	Melee Weapons: Knife	VE	PHY+1D+1	$30
Knife, Combat	Melee Weapons: Knife	VE	PHY+1D	$20
Knife, Machete	Melee Weapons: Knife	E	PHY+1D+2	$10
Leather Whip	Melee Weapons: Whip	M	3D+1	$35
Nightstick	Melee Weapons: Club	VE	PHY+1D	$7+
Nunchaku	Melee Weapons: Nunchaku	M	PHY+1D+1	$15
Sledge Hammer	Melee Weapons: Hammer	M	PHY+1D+2	$25
Spear	Melee Weapons: Spear	M	PHY+1D	$70
Staff	Melee Weapons: Staff	E	PHY+1D	$5
Sword, Claymore	Melee Weapons: Sword	D	PHY+2D+1	$400
Sword, Rapier	Melee Weapons: Sword	E	PHY+1D+1	$250
Sword, Standard	Melee Weapons: Sword	M	PHY+1D+2	$200
Sword Cane	Melee Weapons: Sword	M	PHY+1D	$30

Chainsaw: A power-saw with metal teeth linked in a rotating chain, gas or electric powered.

Hatchet: A short handled ax.

Katar: Indian punch-dagger. The handle is composed of two bars that run parallel to the blade, connected by one or two crossbars that serve as a grip.

Knife, Combat: Military-issue knife or bayonet with 7" blade.

Knife, Machete: Large broad-bladed knife with 18" blade for cutting vegetation.

Leather Whip: A 12' flexible thong or lash attached to a handle.

Nightstick: A police or military issue club with molded grip on one end, about 18"-24" long.

Nunchaku: An extremely versatile oriental weapon that started out as a grain thresher. It consists of two short handles connected by a chain, or rope.

Sledge Hammer: A long-handled heavy workman's hammer used two-handed.

Spear: 6-9 ft. pole with a 9-15 in. blade mounted on one end.

Staff: A pole or rod generally 4-7 ft. in length.

Sword, Claymore: Scottish 2-handed sword. 5 ft. long overall with a 3½ ft. long blade, and a 1 ft. wide guard.

Sword, Rapier: Double-edged dueling sword with a 3 ft. blade.

Sword, Standard: Common sword with a 35" long blade.

Sword Cane: Cane with a concealed blade that is exposed when the handle is twisted and pulled out with the blade attached.

9.12 MISSILE WEAPONS

MISSILE WEAPONS QUICK REFERENCE TABLE				
Weapon:	**Ranges:**	**Damage:**	**Rate of Fire:**	**Cost:**
Arrow Gun	15 / 35 / 55	5D	1	$1800
Blowgun	4 / 8 / 15	2D+1	2	$15
Bola	4 / 8 / 15	PHY+1D	-	$50
Boomerang	4 / 8 / 15	PHY+1	-	$5
Bow, Compound	15 / 30 / 50	PHY+1D	2	$350
Bow, Long	50 / 100 / 200	PHY+1D+1	1	$265
Chakram	4 / 8 / 15	PHY+1D+1	-	$100
Crossbow	50 / 100 / 200	3D+1	1	$200
Crossbow Pistol	15 / 30 / 75	3D	1	$50
Shuriken	4 / 8 / 15	PHY+2	-	$3
Slingshot	6 / 10 / 20	PHY+2	2	$20
Spear Gun	2 / 4 / 8	5D	1	$60
Throwing Knife	3 / 5 / 10	PHY+1D	-	$10

Arrow Gun
Compressed air rifle that fires 16" long aluminum arrows. Works well in space and underwater.
Skill: Firearms: Airgun
Ranges: 15/35/55
Damage: 5D
Rate of Fire: 1
Cost: $1800 (Arrow Gun), $6 (Arrow)

Blowgun
A long narrow pipe, often made from hollowed out reeds or wood, through which pellets or needles can be blown. The missiles don't do much damage themselves, they are usually poisoned, but can kill small animals.
Skill: Blowgun
Ranges: 4/8/15
Damage: 2D+1
Rate of Fire: 2
Cost: $15+ (Blowgun), $10/6 (Darts)

Bola
South American weapon composed of 3 weighted balls connected by cord. Thrower can try to entangle targets arms or legs at +5 difficulty. Takes one round to get free.
Skill: Throwing Weapons: Bola
Ranges: 4/8/15
Damage: PHY+1D
Cost: $50

Boomerang
Flat, angled Australian throwing stick.
Skill: Throwing Weapons: Boomerang
Ranges: 4/8/15
Damage: PHY+1
Cost: $5

Bow, Compound
Hand-drawn bow that uses a system of pulleys to make the bow easier to draw and hold.
Skill: Archery: Compound Bow
Ranges: 15/30/50
Damage: PHY+1D
Rate of Fire: 2
Cost: $350 (Compound Bow), $10@ (Arrow), $80 (24 Arrow Quiver)

Bow, Long
Wooden, hand-drawn bow 5-6 ft. tall.
Skill: Archery: Long Bow
Ranges: 50/100/200
Damage: PHY+1D+1
Rate of Fire: 1
Cost: $265 (Long Bow), $4@ (Arrow)

Chakram
Razor-sharp 5"-12" diameter throwing disks from India.
Skill: Throwing Weapons: Chakram
Ranges: 4/8/15
Damage: PHY+1D+1
Cost: $100

Crossbow
A bow fixed crosswise on a stock with a trigger to hold and release the string.
Skill: Archery: Crossbow
Ranges: 50/100/200
Damage: 3D+1
Rate of Fire: 1
Cost: $200 (Crossbow), $12@ (Bolt),
$40 (4-Bolt Mounted Quiver)

Crossbow Pistol
Smaller version of the crossbow, with a shorter range but more concealable.
Skill: Archery: Crossbow
Ranges: 15/30/75
Damage: 3D
Rate of Fire: 1
Cost: $50+ (Crossbow), $8@ (Bolt)

Shuriken
Star-shaped Japanese throwing blades.
Skill: Throwing Weapons: Shuriken
Ranges: 4/8/15
Damage: PHY+2
Cost: $3+

Slingshot
Forked metal bar with an elastic band strung between the forks to launch a metal shot.
Skill: Slingshot
Ranges: 6/10/20
Damage: PHY+2
Rate of Fire: 2
Cost: $20 (Slingshot), $5/60 (Shot)

Spear Gun
Uses compressed air to fire a metal spear with attached line. Designed for underwater use. 10 meter maximum range.
Skill: Firearms: Spear Gun
Ranges: 2/4/8
Damage: 5D
Rate of Fire: 1
Cost: $60

Throwing Knife
Knife balanced for accurate throwing.
Skill: Throwing Weapons: Knife
Ranges: 3/5/10
Damage: PHY+1D (Maximum Damage = 6D)
Cost: $10+

9.13 FIREARMS

FIREARMS QUICK REFERENCE TABLE					
Weapon:	Ranges:	Damage:	Ammo:	Auto:	Cost:
IAR Model 1872 Derringer	2 / 5 / 10	2D+2	2	no	$85
Nighthunter .357 Revolver	10 / 20 / 40	4D+1	5	no	$400
Smith & Wesson .38 Special	10 / 20 / 40	3D+2	5	no	$400
Colt M1991-A1	15 / 30 / 45	5D	7	yes	$600
Desert Eagle Magnum .44	15 / 25 / 45	5D	8	yes	$1000
Walther PPK	12 / 20 / 40	3D+1	7	yes	$540
Wildy Automatic Pistol	12 / 20 / 40	5D	7	yes	$1500
Barrett Model 95	100 / 200 / 500	5D+2*	5	no	$5000
Dragunov Sniper Rifle	200 / 400 / 800	7D+2	20	yes	-
Henry Lever-Action Rifle (.22 Short)	100 / 200 / 400	3D	21	no	$230
(.22 Long)		3D+1	17		
(.22 Long Rifle)		3D+2	15		
Ruger Mini-14/5	50 / 125 / 250	6D+2	5 or 10	yes	$560
13mm T-Gewehr	40 / 80 / 160	7D+2*	5	no	-
M16-A2 Assault Rifle	40 / 80 / 160	6D	20	yes	$660
M61 Skorpion SMG	15 / 25 / 40	3D	10 or 20	yes	-
STEN Mk. II 9mm SMG	45 / 90 / 180	4D	32	yes	$800
Thompson .45 M1	40 / 90 / 180	4D	30	yes	$780
Atchisson Streetsweeper	15 / 30 / 55	6D+1	7 or 20	yes	-
Crossfire Shotgun/Rifle	15 / 30 / 60	6D+1	4	no	$1500
(Rifle)		(5D+2)	(10)	(yes)	
Ithaca Stakeout Shotgun 12 gauge	15 / 30 / 55	6D+1	5	no	-
Tank Scale					

DERRINGERS

IAR Model 1872 (Colt Model 4) Derringer
Reintroduced in the US in 1996 by IAR, using original 1872 Colt Model 4 Derringer designs and tooling. These statistics are appropriate for either model.
Model: IAR Model 1872 Derringer
Skill: Firearms: derringer
Ranges: 2/5/10
Damage: 2D+2
Ammo: 2
Auto: no
Cost: $85

REVOLVERS

Nighthunter .357
Model: Nighthunter .357 Magnum
Skill: Firearms: revolver
Ranges: 10/20/40
Damage: 4D+1
Ammo: 5
Auto: no
Cost: $400

Smith & Wesson .38 Special
A popular snub-nosed revolver, popular with police and private detectives, very concealable with only a 2" barrel.
Model: Smith and Wesson Model 36, 37 Chiefs Special
Skill: Firearms: revolver
Ranges: 10/20/40
Damage: 3D+2
Ammo: 5
Auto: no
Cost: $400

AUTO PISTOL

Colt M1991-A1
The popular government-issue sidearm. A continuation of the serial number range used on the original government-issue 1911-A1.
Model: Colt M1991-A1 Auto Pistol
Skill: Firearms: auto pistol
Ranges: 15/30/45
Damage: 5D
Ammo: 7
Auto: yes
Cost: $600

Desert Eagle Magnum .44
A powerful automatic pistol, American made by Magnum Research, Inc.
Model: Desert Eagle Magnum Pistol .44
Skill: Firearms: auto pistol
Ranges: 15/25/45
Damage: 5D
Ammo: 8
Auto: yes
Cost: $1000

Walther PPK
Scaled down version of the double-action PP, intended for use by plain clothes police. Post World War 2 versions are slightly larger than previously. In production 1930 on. Now made in the US.
Model: Walther PPK/S American Auto Pistol
Skill: Firearms: auto pistol
Ranges: 12/20/40
Damage: 3D+1
Ammo: 7
Auto: yes
Cost: $540

Wildy Automatic Pistol
Gas operated action pistol.
Model: Wildy Automatic Pistol .45
Skill: Firearms: auto pistol
Ranges: 12/20/40
Damage: 5D
Ammo: 7
Auto: yes
Cost: $1500

RIFLES

Barrett Model 95
Updated version of the Model 90. 50 BMG, 29" barrel, 45" overall. Comes with attached bipod. Introduced in 1995 with a 5-shot magazine.
Model: Barrett Model 95 Bolt-Action Rifle
Scale: Tank
Skill: Firearms: rifle
Ranges: 100/250/500
Damage: 5D+2
Ammo: 5
Auto: no
Cost: $5000

Dragunov Sniper Rifle
The premier Russian sniper's rifle, now commercially available. Claims to have up to have a 1000m range. Production 1963 on. Overall length 1.225m.
Model: Dragunov Sniping Rifle 7.62mm
Skill: Firearms: sniping rifle
Ranges: 200/400/800
Damage: 7D+2
Ammo: 20
Auto: yes
Cost: not available

Henry Lever-Action .22 Rifle
Hunting rifle with full-length tubular magazine (internal). Introduced 1997. Three models available: 22 Short (holds 21), 22 Long (holds 17), and 22 Long Rifle (holds 15).
Model: Henry Lever-Action .22 Rifle
Skill: Firearms: rifle
Ranges: 100/200/400
Damage: 3D/3D+1/3D+2
Ammo: 21/17/15
Auto: no
Cost: $230

Ruger Mini-14/5
Gas-operated hunting rifle. 20 or 30 round magazines are available to police and government agencies only. 5.56mm.
Model: Ruger Mini-14/5 Auto-loading Rifle
Skill: Firearms: rifle
Ranges: 50/125/250
Damage: 6D+2
Ammo: 5, 10, 20 or 30
Auto: yes
Cost: $560

13mm T-Gewehr
Originally developed by the Germans in 1917 as the first specificly anti-tank weapon built. The original was a single-shot bolt-action rifle with a 39" barrel. It weighs about 39 lbs and comes complete with a bipod mount. It was used as a moderately effective 2-man anti-tank weapon and saw service in various countries through the beginning of World War 2. This modified version was built by the manufacturer only in limited numbers after World War I and there is no record of it ever seeing battlefield service. It is a repeater with a 5-round box magazine, perfect for use against heavy-duty nastiness. Used in the movie 'Tremors 2.'

Model: Mauser 13mm Tank Gewehr
Scale: Tank
Skill: Firearms: rifle
Ranges: 40/80/160
Damage: 7D+2
Ammo: 5
Auto: no
Cost: not available

SUB-MACHINE GUNS

M16-A2 Assault Rifle:
American made, Colt standard issue US military rifle. Production 1964 on. Overall length 990mm. Used by many of the NATO countries.
Model: M16 5.56mm
Skill: Firearms: assault rifle
Ranges: 40/80/160
Damage: 6D
Ammo: 20
Auto: yes
Cost: $660

M61 Skorpion:
Czechoslovakian sub-machine gun. Small and concealable with a folding stock.
Model: 7.65mm M61 Skorpion (.32 ACP)
Skill: Firearms: SMG
Ranges: 15/25/40
Damage: 3D
Ammo: 10 or 20
Auto: yes
Cost: not available

STEN Mk. II
A popular British-made World War II era sub-machine gun. It was simple, economical, and easy to manufacture, hence its long-lived popularity.
Model: STEN Mk. II 9mm
Skill: Firearms: SMG
Ranges: 45/90/180
Damage: 4D
Ammo: 32
Auto: yes
Cost: $800

Thompson M1
Recreation of the famous Thompson Model 1927, "Tommy Gun", .45 ACP.
Model: Auto-Ordnance Thompson M1
Skill: Firearms: SMG
Ranges: 40/90/180
Damage: 4D
Ammo: 30
Auto: yes
Cost: $780

SHOTGUNS

Atchisson Streetsweeper
A popular automatic police/SWAT shotgun.
Model: Atchisson Streetsweeper Assault Shotgun 12 Gauge
Skill: Firearms: shotgun
Ranges: 15/30/55
Damage: 6D+1
Ammo: 7 or 20 round drum
Auto: yes
Cost: not available

Crossfire Shotgun/Rifle
A combination 12 gauge pump-action shotgun and 223 Rem. Auto-loading rifle in one! Weighs about 9 lbs, shotgun barrel and magazine are mounted below the rifle barrel.
Model: Crossfire Shotgun/Rifle
Skill: Firearms: auto pistol
Ranges: 15/30/60
Damage: 6D+1 (Shotgun), 8D+1 (Rifle)
Ammo: 4 (Shotgun), 10 (Rifle)
Auto: no (Shotgun), yes (Rifle)
Cost: $1500

Ithaca Stakeout Shotgun
It's lack of stock makes it a concealable, easy to handle slide action shotgun. Used by both police and criminals. Not automatic.
Model: Ithaca Stakeout Shotgun
Skill: Firearms: shotgun
Ranges: 20/30/55
Damage: 6D+1 (12 Gauge), 5D+2 (20 Gauge)
Ammo: 5
Auto: no
Cost: $550

9.14 STUN WEAPONS

Not all stun weapons work the same on all creatures. It is up to the GM to decide what effect, if any, the weapon has on a particular non-human creature. See the Combat section for more information on the use of stun-only weapons.

Chemical Mace
Uses standard CN tear gas formula to blind victim. Requires a specific shot to the eyes, +10 difficulty.
Model: Chemical Mace
Skill: Stun Weapons: Chemical Mace
Ranges: 2/4/6
Damage: Blindness for 2D minutes, all visual skills –3D; then blurred vision for 1D minutes, vision skills at –1D; victim must make successful Difficult Will roll to act while blinded
Ammo: 30
Cost: $30

Pepper Gas
Causes temporary blindness when sprayed in the eyes, inflammatory, burning sensation, respiratory distress. Range, ammo, and cost are for a small, concealable unit.
Model: Pepper Gas
Skill: Stun Weapons: Pepper Gas
Ranges: 2/3/4
Damage: (Will not work through complete skin cover) Blindness and impairment for 8D minutes, all visual skills –3D; victim must make successful Very Difficult Will roll to act while impaired.
 Ammo: 15
Cost: $20

Stunner
Insulated hand-held grip with two blunt steel posts set in the end. The posts are touched to a target, and the trigger depressed to activate a powerful charge between them.
Model: Hand-Held Stunner
Skill: Stun Weapon: Stunner
Difficulty: E
Damage: 12D (Stun Only - will not work through non-conductive armor)
Ammo: 5*
Cost: $50+
*Can be used for several "dry firings" without seriously depleting the charge.

Stun Baton
Collapsible insulated baton with exposed filaments to conduct electricity through a target on touch.
Model: Stun Baton
Skill: Stun Weapon: Stunner
Difficulty: E
Damage: 10D (Stun Only - will not work through non-conductive armor), PHY+1D (if used as club)
Ammo: 5*
Cost: $80+
*Can be used for several "dry firings" without seriously depleting the charge.

TASER Pistol
Fires twin CO2 propelled darts connected to pistol by thin wires. When darts connect with target, piercing light clothing, a current from the launcher completes a circuit through them.
Model: Lectro-volt™ TASER Pistol
Skill: Stun Weapons: TASER Pistol
Ranges: 2/4/6
Damage: 8D (Stun Only - will not work through non-conductive armor)
Ammo: 2
Cost: $400+

9.15 EXPLOSIVES

C-4
High explosive in a small, malleable charge.
Model: Composition 4 Explosive
Skill: Demolition
Ranges: N/A
Blast Radius: 2/4/6/10
Damage: 7D/5D/3D/2D
Cost: not available

C-6
High explosive in a small, malleable charge.
Model: Composition 6 Explosive
Skill: Demolition
Ranges: N/A
Blast Radius: 4/8/12/20
Damage: 8D/6D/4D/2D
Scale: Tank
Cost: not available

Dynamite
Explosive composed of nitroglycerin combined with an absorbent material.
Model: All purpose explosive
Skill: Grenade
Ranges: 7/20/40
Blast Radius: 2/4/6/10
Damage: 5D/4D/3D/2D
Cost: $10@ 12" stick where available

Grenade, Fragmentation
A standard-issue hand grenade for the US Army.
Model: M67 Fragmentation Hand Grenade
Skill: Grenade
Ranges: 7/20/40
Blast Radius: 2/4/6/10
Damage: 5D/4D/3D/2D
Cost: $10@ where available

9.16 HEAVY WEAPONS

M72A2 Rocket Launcher
Single-shot disposable rocket launcher, High Explosive Anti-Tank round.
Model: M72A2 Rocket Launcher
Skill: Heavy Weapons
Ranges: 75/200/500
Blast Radius: 2/4/8/15
Damage: 12D/9D/6D/3D
Scale: Tank
Cost: $1000@ where available

Grenade, High Explosive
An effective mass destruction hand grenade. A canister-style grenade.
Model: MK3A2 High Explosive Hand Grenade
Skill: Grenade
Ranges: 5/15/30
Blast Radius: 2/6/10/14
Damage: 8D/5D/3D/2D
Cost: $15@ where available

Grenade, Incendiary
An effective multipurpose incendiary grenade, used primarily to destroy enemy equipment and fortifications. Burn Attack rules apply, see section 7.7.
Model: An-M14 Hand Grenade
Skill: Grenade
Ranges: 7/20/40
Blast Radius: 1/2/3/4
Damage: 8D/6D/4D/2D
Cost: $12@ where available

Molotov Cocktail
A rag stuffed into the neck of a glass bottle of flammable liquid. The rag is ignited and the bottle thrown, the bottle breaks on the target and the rag ignites the liquid. Burn Attack rules apply, see section 7.7.
Model: Impromptu firebomb
Skill: Grenade
Ranges: 4/8/16
Blast Radius: 1/2/3/4
Damage: 5D/4D/2D/1D
Cost: based on components

9.2 EQUIPMENT

9.21 GENERAL ADVENTURE GEAR

Back Pack	$ 30+	Magnifying Glass	$5+
Bandoleer	$ 40	Night Vision Goggles	$800
BDU(Battle Dress Uniform)	$75	Oxygen Equipment (60 min)	$500
Binoculars	$ 200+	Parka, sub-zero outfit	$300
Briefcase	$30+	Radar Detector	$200+
Camcorder (VHS)	$ 600+	Radio, Portable multi-band	$40+
Camera Outfit, 35mm	$600+	Radio, Portable 2-way	$100-400+
Clothing, Business	$100	Recorder, Voice Activated	$200
Clothing, Casual	$75	Rope, Climbing 150'	$ 120
Clothing, Work	$100	SCUBA mask	$60
Compass	$4	SCUBA Tank	$120
Crow Bar, Titanium	$40	Sharpening Stone Set (3)	$20
Drill, Cordless	$120	Snorkel	$15
Electric Inflator / Deflator	$50	Swim Fins	$100
First Aid Kit	$ 30	Telephone, Cellular	$100+
Flashlight	$ 5+	Telephone Bug Detector	$120
Gas Mask	$50	Telephone Voice Changer	$40
Geiger Counter	$ 200	Tent, 3-Man Dome	$100
Grappling Hook	$25	Tool Belt / Harness (empty)	$50
Hand Cuffs	$15	Tool Box (General tools)	$200
Inflatable (12') Boat	$270	Wet Suit	$225
Laptop Computer	$1500+	Windproof Lighter	$ 20

9.22 BODY ARMOR

Light Kevlar™
     Body armor that relies solely on Kevlar™ material. Somewhat concealable. Vest weighs about 5 lb. and easily concealable, full suit about 16lbs.
Model: Light Kevlar™
Protection: +2D+1
Cost: $500 (Vest)

Flak Jacket
     Military jacket with shoulder padding, and protective covering for front and back torso and groin. Protection comes from armor plates and ballistic cloth. Weight is about 10 lb.
Model: Flak Jacket
Protection: +3D
Cost: ?

Kevlar™ - Ceramic
     Body armor using a combination of Kevlar™ and ceramic armor. Not concealable. Vest weighs about 8 lb., full suit about 30 lb.
Model: Kevlar™ - Ceramic
Protection: +3D+2
Cost: ?

Riot Helmet
     Armored helmet with clear face shield. Normally used by riot police and SWAT teams for protection.
Model: Riot Helmet
Protection: +1D
Cost: $ 300

10.0 GAMEMASTERING

"Ash... That transmission. Mother's deciphered part of it, it doesn't look like an SOS."
-Ellen Ripley from the film 'Alien'-

10.1 BASICS

THE GM'S JOB

When the players first get together, one player needs to be selected for the role as GM, or game master. The GM is responsible for creating the game universe. They create adventures, write background material, create statistics for new monsters, approve player characters, and determine the results of every action based on rolls of the dice. The GM is required to play the role of author, storyteller, actor, mediator, referee, and sometimes executioner. It's a real jack-of-all-trades position.

POINTERS

A GM needs to be <u>in control</u> all the time. You are the judge, and <u>your word is final</u>. This doesn't mean you have to follow the letter of the rules at all times. The rules are there to make your job easier. If they don't work in a given situation – don't use them. Feel free to <u>fudge</u> a die roll if necessary to make things easier or harder for the players. You want them to feel challenged, but don't throw them into a meat grinder.

<u>Be fair and consistent</u> in your decisions. Don't favor one or two players because you like them. <u>Distance yourself</u> from the action. If you get too wrapped up in playing the bad guy, you'll find you don't want the characters to kill off your characters and may cheat or get upset when things don't go your way. You are the storyteller, but the story is interactive. You should be prepared, but need to <u>be flexible</u> to change as the adventure unravels.

<u>Don't bog down play</u> with too many details. It's your job to <u>set the mood and the pace</u> – fast or slow depending on the situation. Sometimes, too, you'll just need to stop. <u>Give the players a break</u> at least every few hours. People need to use the washroom, get drinks and munchies, and ground themselves now and again.

Most of all – <u>give the players what they want</u>. Everyone is playing to have fun. If you aren't having fun you won't play.

GOOD VERSUS EVIL

Experienced role-players may notice the absence of an alignment system within this game. The reason for that is that within horror, more than many genres, the line between good and evil is at best blurred. In many cases agents and investigators may be forced to do questionable things to insure their own survival, or the survival of others. I didn't think it was appropriate then in this particular game to set hard and fast moral guidelines.

It is up to the GM to determine the results of characters actions, not the game. Characters who act evil tend to have evil done to them. A spellcaster who sacrifices another human in the course of casting a spell may find himself charged with murder, or the focus of vengeance from the family of his victim.

While there is a lot of potential for violence and mayhem in a game like this, it often falls upon the players to find a non-violent - or at least non-lethal - solution to many situations. Of course, this all depends on the type of adventure and campaign being run.

DEUS EX MACHINA

The machine of the gods, meaning a tool the GM may need to use to advance the story. The GM should never feel the game is out of their control. Occasionally you may need to insert a special NPC, or strange weather, or some other 'act of God' in order to keep players headed in the right direction. This doesn't mean you should control the game, then the players might as well sit and listen as you read them a book. But if the adventure revolves around the characters discovering a hidden doorway, or talking to a specific NPC, there are ways to guide them there without pulling them by the ear.

One example would be if you need the characters to find a series of difficult or unusual clues to solve a mysterious death. Once they enter the house where the deceased lived and died they feel an intense chill. Then through the course of the adventure things may rattle or breathe to draw the character's attention to a desk or box that they need to search. A ghostly form, possibly just a hand, may even appear to point to a picture frame, or through a door. The ghostly encounters serve no purpose other than to guide the characters when they need it.

Other unexpected help may come on the fly from a mistake of the opposition, a mysterious stranger, or anything else you can devise. The key with this is always to be discreet, not to pull the players along a preset course, but keep them from getting too far off track.

NON ILLEGITIMATI CARBORUNDUM

Whatever happens, don't get too upset with yourself or the players. It's not worth it. Role-playing games are about having fun. Some people get way too wrapped up in themselves, or will deliberately try to upset you or the other players. If getting rid of this player isn't an option - simply turn things against them whenever they act up. Suddenly they find themselves the center of attention for the monsters, the authorities, or the other players. Things can happen - an old gypsy curses them for bumping them on the street. It's the worst curse of all: "may your life be *interesting*."

But keep things in perspective, this is a nice way to discipline unruly players. It is not intended as a method of personal revenge.

ADVENTURES VERSUS CAMPAIGN

A single adventure usually uses a single important element as its basis. The characters the players use are not generally important. There is no question of continuity, because there may be no future adventures. This is fine for a nice Friday night pizza party, but if you intend to play again on a regular basis with the same people you need to start building a campaign.

A campaign is painted on a much wider canvas. While there may be a number of independent adventures involved, continuity exists. As players use and improve their characters there is growth and change. The GM can also begin to develop story lines that can run through the background of several adventures – or even the entire campaign. The best example of a campaign is the X-files television show. For those not familiar with it, FBI agents Mulder and Scully are brought together at the beginning of the series to investigate a number of strange and unusual cases, often unsolved, from the FBI's files. As time progresses they are involved in a number of strange and disturbing adventures that are completely unrelated. But beneath it all, they also find themselves constantly running afoul of what appears to be a high-level government conspiracy suppressing information on illegal experiments that may involve alien life forms. The two started out with a mutual distrust of each other, and their constantly conflicting points of view. While their views remain different, they have since developed a unique relationship of respect and trust that sometimes enables them to look at things from the other's perspective.

Both of these elements lend to the shows intense popularity, the strange case-by-case happenings, and the thrilling suspenseful back-story. The same can work quite well for a gaming group. A campaign then is really just a series of adventures, but viewed as a cohesive whole.

10.2 CREATING ADVENTURES

Here is a basic 5-step guide to creating adventures for Into The Shadows. The steps can be applied to most, if not all, role-playing games - but I've tried to tailor tips specifically to this one. Most of the steps don't need to be done in any particular order. A location, or what exactly type of Shadows the characters will face could wait until the end, or even be done first. They are presented in this order because I see it as simple and productive method.

1. Come Up With A Basic Premise

This can be the toughest, or the easiest, part. Coming up with an original idea week after week for the type of scenario the characters will face can be frustrating. You don't even have to come up with a completely original idea here though, as long as you change the details.

Some sample ideas for a premise are listed below:

- **Revenge:** A common horror theme, someone or something has been wronged and goes out to exact revenge. Exactly what was done, and to whom, and how they plan on getting revenge, still need to be worked out.
- **Outbreak/Infestation:** An outbreak of some kind occurs. It could be a disease, a strange material that falls from the sky, or a quickly-reproducing animal of some type. The characters must find a quick response/solution to the problem before they are overrun. Exactly what is on the rise, how to stop it, and a timeline for how long the characters will have to do it, still need to be worked out.
- **Mysterious Sighting:** Characters are investigating a weird report or sighting. It could be a new type of animal, a human oddity, strange ruins, a weird phenomena, or a supernatural creature. This could be a lead-in for a larger adventure, or an adventure in and of itself. What needs to be worked out is what was seen, what it actually was, whether or not it's a part of something larger, and whether it's dangerous.
- **Mysterious Disappearance:** Characters are investigating the strange disappearance of a person, place, or thing. There may have been strange evidence left at the scene, no plausible explanation for the disappearance, or it could be a valuable or dangerous thing. What needs to be worked out are what is gone, how, and what evidence is left behind.

2. Decide On A Location

Self-explanatory, every adventure needs to take place somewhere. This could be as general as a planet, or specific as a room. The location may require maps, specific statistics for features and/or residents, and detailed descriptions. It's important to determine a location before all of the details of an adventure are worked out so that local details can be worked into the adventure, lending the scenario more credibility.

An example would be that the GM has decided to have an adventure based on mysterious disappearances. Both campers and counselors are missing from a popular summer camp. If the GM decides that the location is near a large lake, or a beach, a lake monster could be responsible. If it is in the mountains, a sasquatch. The location could also be near swamps, caves, an old graveyard, or a historic battlefield.

3. Determine What Type Of Shadows Are Involved

Shadow is a general term used in this game to describe the unknown and mysterious things that characters will face during the course of play. Some scenarios require a specific type of encounter, others may be suitable for just about anything. Before getting too detailed with the adventure it's good to stop and decide just what the characters will face.

If the GM wants to include a dragon in the adventure, then perhaps heavy weapons should be made available to the players. If werewolves are going to be used, the characters may need silver.

The GM should choose a Shadow appropriate to the desired location and situation. And then use that decision to base the details of the adventure on.

4. Flesh Out The Details

This means work. Using the desired elements the GM has selected so far, work out the specifics of the adventure. Each GM is different in the level of preparation they are comfortable with. It may be best initially to prepare too much information and use only what comes up. Keep in mind that players rarely follow the same course the GM envisions, so a lot of flexibility is necessary. Things that may be included in these details are maps, descriptions, statistics for non-player characters, and a timeline of events.

To follow the example from step 2, the GM has decided that the adventure is taking place in a local area riddled with caves. The Shadows at work are a race of subterranean dwarves who have captured and enslaved the missing campers to work their mines. To add a sense of urgency to the scenario, the dwarves are using some of those captured to tunnel into the silos of a nearby missile base. They intend to launch the missiles, using special magic rings to control them, and set off a war that will destroy the surface dwellers.

The GM decides to make basic maps of the area, the caves, and the mines. A detailed map of the tunnels around the missile silos, and statistics for the dwarves will also be needed. Statistics for the campers may or may not be needed. The GM then makes a timeline and specifies events that will take place at various points if the characters do not interfere.

5. Isolate Player Information, And Create Player Hand-Outs

Once the adventure is basically complete, it's time to set aside things for the players. This could include maps, lists of available resources and equipment, descriptions of various locations and encounters, newspaper clippings, notes, and even physical props.

The GM from the example above decides to give players a general description and map of the area, the testimony of some of the campers and counselors who have not disappeared, and a map of a small portion of the caves for when they get to it. Set aside as well, are descriptions of the dwarves and the tunnels near the silos.

Now the adventure is all set. Go out and buy munchies!

ELEMENTS

One of the most important things to consider when making adventures for use in the horror genre, is the wide variety of elements to base them on. The work of various authors serve well as a source of background or inspiration elements, the most obvious of which is H. P. Lovecraft. Even Lovecraft has different cycles and facets to his work. An entire campaign can easily be based on the stories that involve the Dreamlands cycle, individual stories like the Dunwich Horror, or the Cthulhu cycle. As an alternative, there are a number of excellent authors who inspired Lovecraft, or are considered to be his contemporaries or protégés. The stories of Robert W. Chambers, Lord Dunsany, Arthur Machen, Ambrose Bierce, Edgar Allen Poe, Frank Belknap Long, Robert E. Howard, Clark Ashton Smith, Robert Bloch and others can provide just as rich a background for your game worlds – and perhaps bring some elements to your games unexpected by players who aren't quite so well versed in these works. Modern authors offer another, largely untapped, potential draw. Stephen King is an obvious choice, as well as Caleb Carr, Dean Koontz, Clive Barker, Anne Rice, and Robert Anton Wilson.

Movies and television can offer just as much, though in different ways. Movies tend to be less detailed than the stories and novels of a good author, but they have a compelling visual element which can help draw players into their roles. The X-files and it's predecessor, Kolchak: the Night Stalker, as well as Twilight Zone, Outer Limits, Tales From the Darkside, Night Gallery, and Tales from the Crypt, are excellent examples that offer a wide variety of inspirations. The Alien trilogy, the Evil Dead series, the Phantasm series, Men in Black, and countless other movies are all easily available on video.

To anyone not familiar with the current state of the medium, comic books may seem an unusual choice for inspiration. There are, however, a number of excellent, award winning, graphic novels and comics. Mike Mignola's Hellboy, Neil Gaiman's Sandman, DC's Sandman Mystery Theatre, and Dan Brereton's Nocturnals are all high-quality representatives of the field. The various movie-inspired comics from Dark Horse Comics are also good.

Classical mythology - including Egyptian, Greek, and Roman – have inspired role-playing games from the beginning. There are a selection of other less well known religions with pantheons and such that are highly suited to gaming. Norse mythology is well known. Celtic less so. Indian, Native American, Vodun, Babylonian, Australian Aborigine, and others are equally suited. The horror genre is well represented with stories of old gods returning, or attempting to return, and other mythic beasts.

Closely related is folklore. Tales of dragons and giants abound in many cultures. Vampires and werewolves, trolls, witches, ghosts, lake monsters, and any number of other creatures are also quite popular. While some of these may seem trivial or commonplace to the average gamer, their effectiveness rests in how they are presented. Characters may discover a bridge troll living under the Golden Gate Bridge. When the step into the dank, briny area beneath the bridge and are confronted with the trussed up, mutilated corpses of those victims confronted by the troll, who failed to pay his toll, they may think twice. When the brutish ape-like creature, barely detectable except for the labored breathing in the darkness, sweeps down on them from above – they may reconsider their previous misconceptions entirely.

Favored too, is a particular brand of folklore well known throughout Europe – the faerie. These tales are sometimes overlooked by gamers, but their rich history and detail as well as their usefulness as an element of horror, is evidenced in the writings of Arthur Machen, several popular issues of the Sandman comic, as well as in movies like Legend and Willow. Many of the creatures represented are mischievous, if not downright bloodthirsty - perfect for the occasional unexpected twist. Red Cap, Jenny Greenteeth, and Fir Dearg are some of my personal favorites.

10.3 CREATING CAMPAIGNS

Campaigns generally revolve around a central theme. That theme is what brings the characters together initially, and keeps them together adventure after adventure. Here are some ideas suitable for a campaign with Into The Darkness characters.

- **Kali-Yuga:** The end of the world as we know it. As the age of chaos begins, all hell starts to break loose. The characters are probably still working on the side of order, trying to seal up the cracks and keep the dam holding another day. The characters are most likely private individuals brought together by a central character or by chance, so they most likely don't have access to a lot of resources, public cooperation, or forewarning of trouble.
- **The Agency:** The characters work for a commercial, government, military, or religious organization that investigates strange happenings and deals with them. The organization could be public, or a secret 'black ops' group. It could freely admit to what it's doing, or do it's best to cover things up to avoid possible panic. Since the characters are working for someone else, they may have access to better resources than the average character, and may be able to get special equipment on loan.
- **Nemesis:** The characters are united by their opposition to a central bad-guy. It could be a politician, an evil genius, sorcerer, demon, or even the Devil himself. The characters may be somewhat organized, but still have to rely on the group's limited resources to accomplish things.
- **Exterminators:** The characters are united by their opposition to a race of bad guys. They could be acid-squirting aliens, malicious goblins, giant worms, zombies, vampires, or even ghosts. The characters could be the direct-line descendants of a family of monster hunters, commercial public exterminators, or even just some unlucky people who constantly wander into outbreaks of the dreaded infestation.
- **Where No-One Has Gone Before:** The characters are explorers of the hidden corners of the world. Areas unchanged through centuries or even millennia. They may be after treasure, fame, knowledge, or even power.
- **Ouroborus:** The characters are eternal champions, reincarnated again and again to protect the Earth in the eternal struggle. The characters might be fighting on a specific side, or be neutral in the great conflict. Either way their goal is largely to protect their home turf. Since they probably have certain surviving memories in each incarnation a certain amount of knowledge and resources will be handed down. In addition, should the characters die it is relatively easy to bring them back in the game, though with a completely different character.

10.4 NON-PLAYER CHARACTERS

The GM uses characters other than those controlled by the players during the course of an adventure. These characters are called non-player characters, or NPCs. NPCs can include people who help the characters, people who oppose them, and just people they come across and are forced to interact with. Each of these characters should be considered as unique as the ones the players use. They have their own attitudes, personalities, backgrounds, and quirks.

There are several characteristics a GM can use to make an NPC stand out. These details are not necessary for all NPCs, with some it would just get in the way, but the GM may want to use these ideas to flesh out an important or recurring NPC.

- **Role:** What part does that NPC play in the adventure? A surly bartender, cooperative innkeeper, or even a clueless thug.
- **Physical Appearance:** Does the character have an unusual appearance? What race is the NPC? Any scars, tattoos, deformities? What color, quality, and style of hair does the character have – if any?
- **Personality:** Pick two words that best describe how the character acts. Quiet and cocky? Dark and brooding? Friendly and comical? Greedy and mischievous?
- **Character Quirks:** What unusual behavioral traits does the character possess? Do they compulsively wash their hands? … avoid eye contact? … suck a lollipop?
- **Background:** Where does the character come from? What is their history?
- **Goals:** What does the character want to accomplish? This often determines how they act in a variety of situations.

(NPC NAME OR ROLE)
Type: A brief classification of the NPC's role.
Gender: The NPC's gender: Male or Female.
Age: The NPC's age in years.
Height: The NPC's height in feet and inches.
Weight: The NPC's weight in pounds or kilograms.
Attributes and Skills: Physique, Reflex, Canny, Education, Technical, and Will along with any notable skills the NPC possesses under each. Some NPCs may also have magic, psionic, and priest abilities listed here.
Special Abilities/Disadvantages: Any special abilities or disadvantages that are of consequence in the game.
Story Hooks: Factors about the NPC which could be used for important aspects in an adventure.
Life Points: The amount of damage the NPC is capable of withstanding before death.
Survival Points: A one-shot NPC should have no more than 0-3 normally, important or recurring NPCs may have up to 10, major encounters may have 11 or more.
Move: The maximum number of meters the NPC can go in a full move.

When assigning attributes to an NPC give most NPCs a pool of dice just like characters receive. Average humans only receive only 12D to distribute between the various attributes, exceptional NPCs receive 18D. The minimum amount of dice assigned to any basic attribute is 1D for a human, and the maximum for each is 5D though an average human should have no more than 3D or 4D.

When assigning skills NPCs are not restricted the way characters are. The GM may assign an NPC any number of skills and in any value. It is recommended that average characters have a relatively small number of skills with no more than 5D in any one. Exceptional characters can have whatever skills the GM decides, compare to the table below for guidelines on assigning skill levels.

1D	Below human average for an attribute
2D	Average level attribute or skill level for an untrained human
3D	Average level attribute or skill level for a trained human
4D	Professional level training for a human
5D	Above average expertise for a human
6D	Considered the best in a city or similar area, about 1 in 100,000
7D	Among the best on a continent, about 1 in 10,000,000
8D	Among the best in the world, about 1 in 100,000,000
9D	Of legendary ability, about 1 in a billion
10D	Of mythic ability
11D+	Of god-like ability

When assigning special abilities and disadvantages, NPCs normally receive the same consideration as player characters by receiving extra attribute dice in return for disadvantages, and losing some in return for abilities. Characters built without any consideration for the character construction method should be considered Shadows.

When assigning Survival Points and Karma Points, keep in mind that most NPCs do not appear on a regular basis, or do not actively participate in combat. These NPCs normally have 0-3 Survival Points and no Karma Points. Important NPCs, or those who recur on a regular basis, may have as many as 10 Survival Points. Major human villains, and similar NPCs, may have as many as 11-15 Survival Points and 1 or more Karma Points.

NPC DESCRIPTIONS

DOCTOR
Type: Medical Doctor
Physique: 1D+2
Reflex: 2D
Canny: 2D
Education: 2D
Business 3D
Technical: 2D+2
First Aid 5D, Medicine 2D+2
Will: 1D+2
Special Abilities/Disadvantages: None
Story Hooks: None
Life Points: 28
Survival Points: 0-3 normally
Move: 10
Equipment: Medical Bag, Lab Coat, Beeper

POLICE OFFICER
Type: Police officer
Physique: 2D
Reflex: 2D
Dodge 4D, Firearms 4D, Melee Weapons: club 4D,
Canny: 2D
Education: 2D
Law Enforcement 3D+1
Technical: 2D
Motor Vehicle Operations: Squad Car 4D
Will: 2D
Special Abilities/Disadvantages: None
Story Hooks: None
Life Points: 28
Survival Points: 0-3 normally
Move: 10
Equipment: Light Kevlar™ Vest (+2D+1), S&W .38 Special (3D+2)

STREET THUG
Type: Street Thug / Criminal
Physique: 2D+1
Reflex: 2D
Dodge 4D, Firearms 3D+1, Melee Weapons: knife 4D,
Canny: 2D+1
Streetwise 4D
Education: 1D+1
Crime 3D
Technical: 2D
Will: 2D
Special Abilities/Disadvantages: None
Story Hooks: None
Life Points: 29
Survival Points: 0-3 normally
Move: 10
Equipment: Knife (PHY+1D), Colt M1991-A1 (5D)

10.5 ASSIGNING EXPERIENCE

At the end of every adventure or gaming session – whichever comes first - the GM needs to reward players appropriately. Experience is assigned in the form of Survival and Karma Points. Characters may also receive money, fame, and equipment for the successful completion of an adventure – but these should not be considered rewards as they can be lost as quickly as they are gained. In fact, a character may complete an adventure highly successfully and end up near dead, broke, having lost or used all of their equipment, and not even be able to tell anyone what really happened.

Survival Points: As a general rule Survival Point rewards should range between *3-15 points per adventure*. Each character should receive a base reward formulated on how well the group did as a team, ranging from 3-8, and supplement that with bonuses for how the individual character performed. The group reward should be only 3 or 4, if the group was basically unsuccessful or did not work well together, and 5 or more if the team succeeded and worked well together.

Individual bonuses should be based on how well the character did, if the player stayed in character, whether the character cooperated well with the group, and did they have fun. Each of these should give the character a bonus to the number of points they receive between 0 and 4. Please keep in mind characters should not receive more than 15 Survival Points each per game.

Karma Points: Characters receive Karma Points for an adventure based on how well they used their Karma Points during the adventure. If a character does not use any Karma Points during the adventure, then they do not normally receive any at the end. If a character uses a Karma Point inappropriately, such as to save their own life, or for personal gain, then they do not receive any Karma Points back. If the character used a Karma Point in an appropriate manner, such as when putting themselves at risk to save others or fighting off evil, then the character will receive that Karma Point back at the end of the adventure. If the character used a Karma Point at an especially dramatic moment, such as the final battle with a superior opponent or to save a city or world from destruction, then the character should receive two Karma Points at the end.

10.6 MEASUREMENT CONVERSIONS

Here are a handful of measurements and equations for converting between them that the GM may find useful to reference.

METRIC CONVERSIONS
1 Kilometer = 0.62137 miles
1 MPH = 1.6 KPH
1 pound = .45 KG
1 meter = 3.3 feet
1 foot = .3 meters
1 inch = .025 meters

GAME CONVERSIONS
1 round = 5 seconds
Move = KPH / 2.88 (round to nearest #, or nearest multiple of 5)
KPH = Move*2.88

11.0 SAMPLE CAMPAIGN
"*De mortuis nil nisi bonum.***"**
> -Translated from Latin: "Speak only good of the dead."-

Included here is information on a possible campaign involving the Bureau of Paranormal Investigation, a government organization mentioned in the history of the sample characters listed earlier. The characters are all relatively new recruits to the BPI, have finished their indoctrination, and been assigned together as a field unit. They may either be assigned a specific geographical area, and receive instructions and new equipment at a local field office, or they may be given national assignments based on need or their specific areas of expertise. The GM should create administrative and support NPCs as needed.

11.1 BPI DESCRIPTION
Type: Government Agency
Motivation: Paranormal Defense
Funding: Government
Resources: Excellent - has access to resources controlled by many other government agencies, including prototype weapons and equipment. The BPI also has its own research division.
Locations/Headquarters: The BPI's official main office is located in Washington D.C. - the real headquarters however is in Inverness, Massachusetts. The BPI has support facilities in every state, and remote facilities for agents in most major suburban areas, and in some major cities abroad.
Agent Types:
- **Operation Services:** The technicians and support personnel. They are responsible for the maintenance and distribution of resources. They maintain the support facilities, repair equipment, and distribute equipment to agents in the field. They are recruited from other government agencies, technical colleges, and occasionally from small-time criminal operations. They usually carry a communicator watch and a pistol.
- **Development Services:** Research scientists in the employ of the BPI, they develop most of the prototypes and production equipment in use by Field Services. They are recruited using methods similar to those used for Operation Services. They may carry any type of equipment, and most carry some sort of personal invention.
- **Field Services:** These are the standard field operatives. They are a mix of skilled humans, and paranormals (spellcasters, psychics, priests, etc.). Agents may be organized in permanent or temporary teams, or may work alone. They have the job of investigating reports of paranormal activity, collecting information on various phenomena, and sometimes doing battle with it. These agents are recruited from other government agencies, private groups (both criminal and legal), mental institutions, and picked up during the course of field investigations. They can carry any type of equipment, including many experimental prototypes engineered by Development Services, and almost always carry a communicator watch.
- **Administrative Services:** This includes any non-technical personnel permanently assigned to a base or support facility. Security personnel are usually former military or Secret Service. The administrators assign missions to field agents and dispatch Operation Services as necessary to supply agents in the field. Administrative Services personnel always carry a communicator watch, security personnel also carry one or more weapons depending on what type of facility they are guarding.

Leadership: Chief Administrator Margaret Bankcroft - agent of the BPI in the 50's-60's, she was retired from Field Services in 1984 when she was injured on a mission and lost the use of her left leg. She took a position in Administration Services and worked her way up to Chief Administrator in 1993, after the former Chief Administrator retired. The Chief Administrator is responsible for the day to day operations of the BPI and reports on BPI activities to the President and the Secretary of Defense.

Description: The BPI began life in 1917 as Project Raven, named for the birds off ill omen that Noah first sent from the ark to see if the flood was receding. The project started in large part as a method study of German paranormal research and development after the United States joined World War 1. One of the first agents was an expert on debunking the occult named Erich Weiss, A.K.A. Harry Houdini. He worked for the project in secret and even many of his family members were not aware that the stomach wounds, which he suffered in 1926 and led to his death, were actually incurred on a mission he undertook for Project Raven.

In late 1937 Project Raven became another Bureau of the Department of Defense called the Bureau of Paranormal Investigation. Franklin D. Roosevelt empowered the BPI to work on projects intended to counter Hitler's own experiments into the occult. Although the BPI was responsible for many important missions during this time - much of its work remains classified to this day and can not be revealed to the public. The BPI came under attack in the early 1950's by J. Edgar Hoover, but he relented mysteriously after a visit to their headquarters in Washington D.C.. The BPI is known to have experimented with psychoactive drugs and their effect on psychic powers in the 60's. Shortly afterward, the Psychic Services division was formed.

From 1968 to 1976 the BPI's Psychic Services division provided psychic support from remote sites to agents in the field. However, in 1976 the division suffered a major blow. During the course of a mission the entire Psychic Services force suffered massive psychic feedback resulting in the deaths of half the division and permanent brain damage to another quarter of it. As a result the division was closed and the remaining personnel were absorbed into other divisions. There have been no moves to reopen the division since.

The main purpose of the BPI is the investigation of paranormal phenomena and its effect on the security of the United States. In reality, they are often also forced to act on the data they retrieve in a timely manner. They research paranormal phenomena, including ways to harness and combat it - and are often the first line of defense against paranormal threats. While the BPI is not a completely covert organization, they do not share their findings with the general public, and many paranormal discoveries are kept out of the public eye to avoid a panic. For example, the BPI has at least one vampire working with the organization – but the existence of vampires is kept secret to avoid possible panic.

11.2 CAMPAIGN SPECIFIC WEAPONS AND EQUIPMENT

11.21 BPI SPECIAL-ISSUE WEAPONS
In addition to the commonly available firearms and stun weapons available to modern government agencies, the BPI has a few special high-technology and magical designs available for use by their agents. These weapons are issued as needed, with appropriate permits, to agents deemed adequately responsible for their use. It should be noted that the use of any magically-enhanced weapons makes the user highly visible to those capable of sensing such energies. Only those weapons specifically designated as magically-enhanced should be treated as such.

Cigarette Gun
Espionage weapon, a normal looking cigarette that fires a single .22 round 2 seconds after being lit.
Model: OSS/CIA cigarette gun
Skill: Firearms: cigarette gun
Ranges: 2 / 4 / 8
Damage: 2D
Ammo: 1

Colt M1991-ME1
The popular government-issue sidearm, magically-enhanced. It has a special enchantment that conceals the gun and its contents from metal detectors, as well as enhanced range and damage.
Model: Colt M1991-ME1 Auto Pistol
Skill: Firearms: auto pistol
Ranges: 23/45/68
Damage: 6D
Ammo: 7 (14 with Deep Clip – listed below)
Auto: yes

High Explosive Missile Pen
A special one-shot micro-missile launcher disguised as a fat pen. The flechette explodes on impact.
Model: High-Explosive Disguised Flechette Launcher
Skill: Firearms: flechette launcher
Ranges: 15/25/50
Blast Radius: 2/4/6/10
Damage: 8D/4D/3D/2D
Ammo: 1

Kid Gloves: This is a pair of magically enhanced white gloves that reduce any damage that the wearer rolls in unarmed or melee weapon combat to Stun-Only damage. They also have the ability to resize themselves automatically to the wearer's hands.

Soda Bomb: Also referred to as "Enola Cola", this is simply a grenade disguised as can of soda. Use the statistics provided for various grenades in the main rulebook. Regular cola represents fragmentation grenades, cherry cola is used for incendiary grenades, root beer represents high explosives, and caffeine-free cola is used for smoke grenades (range: 7/20/40, creates a 5m radius smoke cloud for an average of 3 minutes - depending on weather conditions).

Spirit Dagger

The phurba is a brass, three-edged, Tibetan spirit dagger, used in Buddhist ceremonies. The BPI issues phurbas that are magically-enhanced to affect supernatural creatures not vulnerable to non-magical weapons, and be invisible to metal detectors, as well as to increase damage.
Type: Phurba
Skill: Melee Weapons: Knife
Difficulty: VE
Damage: PHY+2D

Stun-Glove

A standard-looking leather work glove from the top that contains an impulse generator in the palm, as well as the bottom sides of the fingers. Used like a normal Stun Baton, but more easily concealable.
Model: Stun Baton
Skill: Stun Weapon: Stunner
Difficulty: E
Damage: 10D (Stun Only - will not work through non-conductive armor), PHY+1 (if used as melee weapon)
Ammo: 5

Velvet Gloves: These are a pair of magically enhanced, red velvet gloves that increase the damage done by the wearer in unarmed or melee weapon combat by +2D. They also have the ability to resize themselves automatically to the wearer's hands.

11.22 BPI SPECIAL-ISSUE EQUIPMENT

The BPI makes use of several types of high-technology and magically-enhanced equipment that are not available, or known to, the general public. It should be noted that any magically-enhanced equipment makes the user highly distinct to those capable of sensing such energies. Only those pieces of equipment specifically designated as magically-enhanced should be treated as such.

Business Suit: This is simply a nondescript men's or women's two-piece suit, magically enhanced to provide +1D+2 protection against physical attacks. One of the interior pockets is enhanced to hold about 8 times what a normal pocket would, and the suit will automatically resize itself to fit the wearer.

Communicator Watch: A standard-looking wristwatch with the following built-in features.
1. Two-way satellite communication – almost world-wide coverage, does not work through jamming or shielding.
2. Homing device – detectable from BPI headquarters and field offices.
3. Standard watch functions: Calendar, Calculator
4. Proof against shock, water, magnetism, fire, ethereal bombardment, and hard radiation
5. (optional) Concealed wire garrote

Deep Clips: Magically enhanced firearm clips that hold double normal capacity.

Luggage: BPI agents are issued durable luggage that is equipped with secret compartments, and with special lining that gives a false X-ray image of luggage contents. It can be magically enhanced to make the contents undetectable by olfactory, and metal sensing equipment if needed.

Pager: The pager is a standard electronic alpha-numeric pager equipped with a special Cryptographic Key Generator, activated when an agent inputs his/her 6 digit PIN code. Until the key is entered, any messages that appear on the pager are replaced with nonsense messages such as "Call home, Mom." The pager can be set to audible or vibrate alarm, and can also act as a homing beacon, much like the watch.

Pocket Comb: Magically-enhanced, flat, 5" long, black comb. The comb is nearly indestructible. Most uses for the comb are not obvious, but it may be used to prop open doors or to jam the gears of infernal machines.

Sleep Patch: A calmative agent mixed with DMSO to make it deliverable through the skin in the form of a small, sticky patch, much like the commonly used nicotine patches. Once the patch is in place the target must make an opposed PHY or Stamina roll against 7D to avoid falling unconscious. The patch is good for up to 12 hours, after which it may be removed or replaced. Once a patch is removed the target will recover: make opposed rolls to recover, against 7D the first round, 6D the second, 5D the third, etc.. Also referred to as a "Sticky Mickey" and used to quickly subdue human subjects where violence is unnecessary.

Sunglasses: These magically-enhanced sunglasses allow agents to see the Kirlian aura of whatever the agent is viewing through them. The color of the aura indicates health, psionics, and magic to the trained observer. Many creatures otherwise invisible can be seen through the glasses because of their auras.
Magical energy shows as green, psionic energy as blue. Good health as light colors – white, yellow, light blue, or light gray. Poor health as dark colors – purple, dark gray, and black.

11.23 EXTERMINATOR KIT
This is a special collection of equipment, deemed highly useful against supernatural menace. Any of the equipment here may be requested separately as well. The kit is usually intended to provide defensive and offensive capabilities to a team of field agents. The entire kit can be packed into the trunk of most cars, or separated into two suitcases.

The kit includes:
1. 40mm compressed-air launcher
   BPI DS-11 40mm Launcher
   Used as a delivery system intended to exploit the weaknesses of various supernatural creatures. One of the most common uses is to launch wooden stakes, this will require packing material if the stakes are not specially fitted for the launcher. It may also be used with any 40mm grenades, or specialty items such as vials of holy water. Some specialty items will also require some type of fodder.
   Model: 40mm compressed-air-powered launcher
   Skill: Firearms: grenade launcher
   Ranges: 15/40/75
   Damage: N/A (based on the item launched)
   Ammo: 1 (compressed air cartridge holds 100 shots)
   Auto: no

2. High-Powered Water Sprayer With Cross-Sight
   BPI DS-5 Hi-Powered Sprayer
   Used as a delivery system intended to exploit the weaknesses of various supernatural creatures. One of the most common uses is to spray holy water on affected creatures. There is a large, removable cross mounted on the end of the nozzle to function as a sight, as well as protection against some supernatural creatures.
   Model: Motorized Liquid Sprayer
   Skill: Sprayer
   Ranges: 5/10/20
   Damage: N/A (6D if used with holy water vs. vampires)
   Ammo: 20
   Auto: yes

3. Repeating Crossbow
    BPI DS-7 Repeating Crossbow
    A bow fixed crosswise on a stock with a trigger to hold and release the string. This model can be reloaded from a magazine of 5 bolts, and re-strung, with a pump-action lever - much like a shotgun. It takes one action to reload the crossbow, and one round to replace the magazine.
    Skill: Archery: Crossbow
    Ranges: 50/100/200
    Damage: 3D+1
    Ammo: 5
    Rate of Fire: 1

4. Grenades:
    - 4 standard incendiary grenades
    - 1 blessed-silver fragmentation grenade (The "Holy Hand Grenade")
    - 1 iron fragmentation grenade

5. Ammunition:
    - 10 sharpened and hardened wooden stakes
    - 24 standard wooden arrows
    - 12 cold iron arrowheads
    - 12 silver arrowheads
    - 12 Flaming arrowheads - covered in flammable pitch, must be lit. Fire adds +2D damage, see Burn Attack rules in section 7.7 of the main rulebook.
    - 3 hollow glass arrowheads, can be filled with liquid or minerals, will break on impact. 4D damage for use of holy water against vampires, in addition to the damage for the wooden bolt.
    - 5 crystal vials of Holy water, enough to fill sprayer if emptied, or fitted for use with 40mm launcher. Use damage as Molotov Cocktail when used against vampires.
    - 1 large container of salt.
    - 1 bag of cotton packing, usable as fodder for the launcher.

6. Miscellaneous
    - 2 windproof lighters
    - Spirit Dagger
    - 2 Colt M1991-ME1 pistols with 4 deep clips and 100 rounds of standard ammunition.

11.24 BPI SPECIAL-ISSUE VEHICLES

These are modified and enhanced versions of two commonly available sedans for use by BPI agents. These enhancements are all technical in nature to avoid leaving a large-scale magical signature. Because of the Coler Engines the internal workings of these vehicles are highly classified, hence the need for a self-destruct device in case the vehicle is badly damaged or otherwise unrecoverable.

FORT CENTAUR (MODIFIED)
Vehicle: Fort Centaur 4 door – BPI modified
Type: Mid-Size Sedan
Scale: Car
Length: 197.5" **Height:** 55.1" **Width:** 73"
Weight: 3000 lb.
Range: ∞ miles
Skill: Motor Vehicle Operations
Drivers: 1
Passengers: 5
Cargo: 500 lb.
Cover: Full
Maneuverability: 2D
Move: 70 ; 130 MPH / 208 KPH (*Rocket Boost: 140; 260mph / 415kph for up to 10 rounds*)
Body Strength: 3D+2
This vehicle is equipped with the following additional weapons and equipment:
1. Radar – *can jam active radar up to 5 miles away.*
2. GPS – *Satellite navigation system*
3. HAM/Police/Fire/Military Radio – *with descrambler*
4. AM, FM, CD Player
5. Satellite Phone
6. Remote Keyless Entry – *includes auto-start engine*
7. Self-destruct Timer – *set to voice activation or timer* – damage: 20D/15D/10D/5D, radius: 2/4/6/8
8. Rocket Boost – *See Move*
9. Stun Gas Dispenser – *20'x20'x20' cloud from back of vehicle, 7D stun-only damage, 1 use/charge*
10. Airtight Activation – *air for 4 for 4 hours*
11. Free-Energy Device – *Coler Engine, needs only parts and oil every several thousand miles, no fuel required.*

LINCOLNSHIRE CONTINENT (MODIFIED)
Vehicle: Lincolnshire Continent 4 door – BPI modified
Type: Luxury Sedan
Scale: Car
Length: 208.5" **Height:** 56" **Width:** 73.6"
Weight: 4000 lb.
Range: ∞ miles
Skill: Motor Vehicle Operations
Drivers: 1
Passengers: 4
Cargo: 700 lb.
Cover: Full
Maneuverability: +2
Move: 70 ; 130 MPH / 208 KPH (*Rocket Boost: 140; 260mph / 415kph for up to 10 rounds*)
Body Strength: 5D
This vehicle is equipped with the following additional weapons and equipment:
1.   Radar – *can jam active radar up to 5 miles away.*
2.   GPS – *Satellite navigation system*
3.   HAM/Police/Fire/Military Radio – *with descrambler*
4.   AM, FM, CD Player
5.   Satellite Phone
6.   Remote Keyless Entry – *includes auto-start engine*
7.   Self-destruct Timer – *set to voice activation or timer* – damage: 20D/15D/10D/5D, radius: 2/4/6/8
8.   Rocket Boost – *See Move*
9.   Stun Gas Dispenser – 2*0'x20'x20' cloud from back of vehicle, 7D stun-only damage, 1 use/charge*
10.   Airtight Activation – *air for 4 for 4 hours*
11.   Free-Energy Device – *Coler Engine, needs only parts and oil every several thousand miles, no fuel required.*

QUICKSILVER VILLAGE-PERSON (MODIFIED)
Vehicle: Quicksilver Village-Person - BPI Modified
Type: Mini-Van
Scale: Car
Length: 190.2" **Height:** 65.9" **Width:** 73.7"
Weight: 4500 lb.
Range: ∞ miles
Skill: Motor Vehicle Operations
Drivers: 1
Passengers: 6
Cargo: 1000 lb.
Cover: Full
Maneuverability: 1D
Move: 70 ; 130 MPH / 208 KPH (*Rocket Boost: 140; 260mph / 415kph for up to 10 rounds*)
Body Strength: 4D+2
This vehicle is equipped with the following additional weapons and equipment:
1. Radar – *can jam active radar up to 5 miles away.*
2. GPS – *Satellite navigation system*
3. HAM/Police/Fire/Military Radio – *with descrambler*
4. AM, FM, CD Player
5. Environmental Control - *heavy-duty air conditioning and heat*
6. Satellite Phone
7. Remote Keyless Entry – *includes auto-start engine*
8. Self-destruct Timer – *set to voice activation or timer* – damage: 20D/15D/10D/5D, radius: 2/4/6/8
9. Rocket Boost – *See Move*
10. Stun Gas Dispenser – 2*0'x20'x20' cloud from back of vehicle, 7D stun-only damage, 1 use/charge*
11. Airtight Activation – *air for 4 for 4 hours*
12. Free-Energy Device – *Coler Engine, needs only parts and oil every several thousand miles, no fuel required.*
13. Run-Flat Tires - *Tires that do not flatten or deform when punctured.*
14. Chemical Toilet
15. Fold-Out Beds - *sleeping for 2*

SPORTSMAN 883 (MODIFIED)
Vehicle: Harvey Davis Sportsman 883 - BPI Modified
Type: Street Motorcycle
Scale: Car
Length: 88.1"
Weight: 1050 lb.
Range: ∞ miles
Skill: Motor Vehicle Operations
Drivers: 1
Passengers: 1
Cargo: 500 lb.
Cover: 50%
Maneuverability: 3D
Move: 70 ; 130 MPH / 208 KPH (*Rocket Boost: 140; 260mph / 415kph for up to 10 rounds*)
Body Strength: 3D+1
This vehicle is equipped with the following additional weapons and equipment:

1. GPS – *Satellite navigation system*
2. HAM/Police/Fire/Military Radio – *with descrambler*
3. AM, FM, CD Player
4. Satellite Phone
5. Self-destruct Timer – *set to voice activation or timer* – damage: 16D/12D/8D/3D, radius: 2/3/4/5
6. Rocket Boost – *See Move*
7. Free-Energy Device – *Coler Engine, needs only parts and oil every several thousand miles, no fuel required.*
8. Run-Flat Tires - *Tires that do not flatten or deform when punctured.*

12.0 SHADOWS

"I don't know what the hell's in there... but it's weird and pissed off, whatever it is."
                -Clark from John Carpenter's The Thing-

          Various things live in the shadow and light surrounding human knowledge and civilization. Some of these things may be considered good or evil, but they should be judged on their actions alone. Below are a number of sample creatures for GMs to use in the course of adventures. When creating new Shadows for use in your campaign there is no required formula to follow. It is extremely easy to make a Shadow that can instantly kill the characters before they have a chance to react, or Shadows that they can wade through as if they don't exist. The key is to make Shadows that challenge the characters, but are not outside of the characters' abilities to handle.

(CREATURE TYPE OR NAME)
Type: A brief classification of the creature.
Attributes and Skills: Non-sentient creatures only have the attributes of Physique, Reflex, Canny, and Will. Some creatures also have skills under these attributes, such as Climbing/Jumping, Lifting, and Running. See the section on NPCs for explanations of the various skill levels.
Special Abilities/Disadvantages: Any natural abilities that set the creature apart, including claws, tusks, or the ability to breathe water will be listed, in addition to unusual weaknesses, with their game effects.
Story Hooks: Factors about the creature which could be used for important aspects in an adventure.
Life Points: The amount of damage the creature is capable of withstanding before death.
Survival Points: A one-shot creature should have no more than 0-3 normally, recurring creatures may have up to 10, major encounters may have 11 or more.
Move: The number of meters the creature goes in a full move.
Size: The common range of adult sizes for this type of creature.
Scale: Creatures are considered to be character scale on the combat scale unless otherwise noted.

SHADOW DESCRIPTIONS

BIGFOOT / SASQUATCH
Type: Sasquatch
Physique: 6D
Lifting 8D,
Reflex: 2D
Dodge 4D, Unarmed Combat 5D
Canny: 1D+2
Hide 6D
Will: 3D
Intimidation 3D
Special Abilities/Disadvantages: none
Story Hooks:
Solitary – These creatures prefer to avoid humans where ever possible. If cornered they may become aggressive.
Life Points: 44
Survival Points: 0-3 Normally
Move: 10
Size: 2-2.5 meters tall
          Primitive relatives of man have been living in the shadows of civilization for thousands of years. Sasquatch are large ape-like beings related to Yeti, which are covered in thick brown to white fur, with black face, feet, and hands and – unlike apes – stand fully erect. They try to avoid humans as much as possible, but encroaching on their living spaces may lead to more frequent, potentially hostile, encounters.

BRONZE MAN
Type: Golem: Bronze Man
Physique: 5D
Lifting 8D
Reflex: 3D
Melee Weapons 5D, Melee Weapons Parry 4D, Dodge 4D,
Canny: 1D
Find 3D, Tracking 3D
Will: 1D
Special Abilities/Disadvantages:
Armored Form - The Bronze Man's form has a +2D to PHY for defense purposes.
Story Hooks:
Tool – The Bronze Man is just a tool to be used by others, and lacks independent initiative.
Life Points: 40
Move: 10
Size: 2.1 meters tall

The Bronze man is the construct of Gaulish smiths and mages, a bronze figure molded over the bones of a Roman centurion killed by the defending Gauls between 100 and 50 BC. The Bronze Man is animated by a combination of sorceries, and controlled by a scroll in the form of a brass tablet. Whoever holds the tablet, and recites the incantation there-on, commands the Bronze Man.

CAPTAIN BRINE
Type: Undead Pirate
Physique: 4D+1
Reflex: 3D+2
Melee Weapons 4D+1, Melee Weapons Parry 4D, Unarmed Combat 4D
Canny: 3D
Education: 2D
Magic: Vodun 4D
Technical: 2D
Watercraft Operations 4D+2
Will: 3D+1
Intimidation 4D+2, Magic Resistance 4D, Mental Defense 4D
Special Abilities/Disadvantages:
Blackpowder Pistols – Brine has an enchanted pistol that does not require charging and can fire unlimited shots at a rate of 1/round. Range: 4/10/20 Damage:5D
Cutlass – Brine has an enchanted cutlass, Easy, PHY+2D damage
Invulnerability – Brine can only be harmed by magic or blessed attacks.
Link to Treasure – Brine can sense the location of any piece of his treasure, anywhere on Earth.
Undead – Brine is undead and cannot be killed, only destroyed. Biological agents, stun devices, and poisons are useless against him.
Story Hooks:
Guardian – Brine is cursed to guard his treasure, and will go anywhere and kill anyone to do so.
Life Points: 36
Survival Points: 10
Move: 10
Size: 2 meters tall

Elias Wentworth was a Royal Navy captain who retired in the late 1600's to pursue a career on the high seas as a pirate captain under the name 'Captain Brine.' He worked under a Letter of Marque from the British government attacking Spanish ships and bases in the West Indies, until he got greedy and began to attack vessels indiscriminately. He amassed a large fortune and became paranoid of protecting it, so he began trafficking with Vodun priests in the Caribbean who, he was sure, could assist him in living forever. Indeed, the preparations worked, for after his death by hanging from a British court he rose from the grave and hijacked a vessel to take him to the island where he secretly buried his treasure. For several hundred years he slept there, peacefully guarding his hoard until it was discovered by treasure hunters in the early 1900's. Before Brine could act, the treasure had been spirited away and divided up among various collectors and museums.

Since then Brine has been compelled to track down each individual piece of treasure and return it to his island. Brine has no compunction against killing to retrieve his treasure, and prefers to in many cases in revenge for its theft.

DRAGON, EUROPEAN
Type: Dragon, European
Physique: 6D
Reflex: 2D+2
Flying 4D, Unarmed Combat 3D+2
Canny: 2D
Find 3D, Survival 3D+2, Tracking 3D
Education: 1D
History 3D+1, Magic 2D+2, Supernatural 3D
Will: 3D+2
Bargain 4D, Intimidation 5D, Magic Resistance 5D
Special Abilities/Disadvantages:
Bite – PHY+1D damage
Dragon Sight – Dragons can see great details at great distance, +2D to sight-based Canny rolls
Fiery Breath – 4D damage(at the creature's scale)
Scaly Armor - +1D to resist damage to physical attacks
Wings – Dragons can fly at a Move of 50.
Story Hooks:
Greedy – Dragons hoard treasure. They value it so highly that they have been known to capture important women and hold them for ransom to increase their wealth.
Solitary – Most dragons avoid humans, as well as others of their kind. They prefer to spend their time alone in a secluded cavern or other large structure, guarding their hoard of valuables.
Life Points: 50
Survival Points: 0-11 normally
Move: 10 / 50 Flying
Size: 5-50+ meters long
Scale: Car to Carrier, normally Tank

Dragons have walked the Earth since the earliest days of humans. They may have evolved from dinosaurs, come here from another dimension, or been created by a powerful god to guard his tithes. European dragons are majestic, inspiring creatures with great horned heads, iridescent scaly skin, powerful tails, and wings. They are also mischievous, greedy, conniving, and bullying. They have a great knowledge of history, and an appreciation for fine art, song, and dancing, when they care to share their time and experience.

GIBBET FIEND
Type: Ghoul
Physique: 3D+1
Climbing/Jumping 5D
Reflex: 2D+2
Dodge 4D+1
Canny: 2D
Hide/Sneak 4D+2
Education: 1D
Technical: 2D
Will: 2D
Special Abilities/Disadvantages:
Bite – PHY+2 damage
Nightvision – Gibbet Fiends can see as well in total darkness as in daylight.
Poikilothermism – Their bodies take on the temperature of their surroundings, making them feel corpse-like to the touch and Very Difficult to detect with heat sensitive methods.
Sense Evil – Gibbet Fiends can "smell evil" on a person, living or dead, from up to 10 meters away. Evil is not inherent in the persons themselves, but in their actions.
Story Hooks:
Taste for Evil – Gibbet Fiends prefer to feed on the corpses of those who have done great evil in life, such as murderers, torturers, lawyers, and con men.
Aversion to Sunlight – Though not actually harmed by it, Gibbet Fiends avoid sunlight obsessively. If cornered by daylight they are as likely to cower, as to fly into a berserk frenzy.
Life Points: 33
Survival Points: 0-8 normally
Move: 10
Size: .45-1 meter tall

Gibbet Fiends are a race of diminutive ghouls who have a taste for the corpses of those who have committed great evil in their lives. In the past, they centered around hanging trees and gallows to find their fare, but in recent times they are often forced to watch prisons, asylums, and law offices waiting for their prey to die, or commit suicide. Only during a period of great famine will the Gibbet Fiend turn to robbing graves, and even then they can smell the evil on a corpse.

Gibbet Fiends are most often encountered absconding with all or part of an intended meal and cause great alarm, though they mean no harm to the just or the living. Hungry Gibbet Fiends will also harass living evil people – driving them crazy with their shrill, tittering laughter. They appear as small, malicious humanoids with pale-gray skin and stringy hair. They often dress in human fashions that are, at best, several years out of date.

GOATSUCKER
Type: Chupacabras
Physique: 4D
Reflex: 3D
Dodge 4D, Unarmed Combat 6D
Canny: 2D
Find 3D+2
Will: 1D
Intimidation 4D
Special Abilities/Disadvantages:
Claws – PHY+2 damage
Fangs – PHY+1D damage
Sucking Organ – The creature has a long tubular tongue with a horn-like tip. Once it has made a hole in the victim with its fangs the organ is inserted into it and used to consume its vital fluids.
Story Hooks:
Carnivorous – These creatures are aggressive carnivores who enjoy the easy prey afforded by domesticated animals.
Life Points: 38
Survival Points: 0-3 Normally
Move: 15
Size: 1.25-1.4 meters tall
El Chupacabras, the Goatsucker, derives its name from its penchant for drawing the blood out of goats through small circular orifices in the animal's body. Rabbits, chickens and household pets, are also highly featured parts of its diet. The most interesting of these wounds is located on the animal's head, where the creature's sucking organ pierces deep into the cerebellum, slaying the victim painlessly before consuming the vital fluids.

The Goatsucker has been described as approximately four feet tall, weighing around seventy pounds, with powerful talons on its hind legs, and painfully-thin, clawed arms. It has a pointed face, a fanged, lipless mouth and enormous red eyes. It is primarily nocturnal, but has also been seen by day.

HERPOSAPIEN
Type: Herposapien
Physique: 3D
Swimming 4D
Reflex: 2D+1
Unarmed Combat 3D
Canny: 2D
Hide/Sneak 3D+2
Will: 1D
Intimidation 2D+2
Special Abilities/Disadvantages:
Bite – PHY+1 damage
Claws – PHY+1D damage
Color Changing – Herposapiens can change color chameleon-like to blend into any environment. As long as they are still, they receive a +15 to the difficulty of finding them when they are using this ability.
Water Adaptation – Herposapiens are equipped equally for land and water. Their long tails provide excellent propulsion while swimming (+2D Swimming), and they can hold their breath up to 20 minutes before surfacing.
Story Hooks: none
Life Points: 32
Survival Points: 0-3 normally
Move: 10 / 30 swimming
Size: 5-8 meters long (2-3.5 meters tall when standing erect)

   The herposapien, or 'lizard man' is a massive iguana-like creature 5-8 meters in length, including the tail. It is carnivorous, aggressive, and will attack any large animal that comes close to the water where it lives. Like crocodiles, it often drags its prey under water to stash in a cave or hole until it decides to feed.

   The creature is smart, and fast, but it's most dangerous feature is its natural ability to change coloration to blend into most any environment. The creature does not actually become invisible, but will usually be able to remain unseen when it is not moving.

   These creature is sentient, but only at a rudimentary level - like a cave man. It mainly uses its intelligence for problem-solving and limited tool use. It communicates with others of its kind through growls and color changes, and cannot understand human speech. It's equally comfortable with quadrupedal or bipedal movement, but usually only stands upright in order to get a better view of its surroundings or to threaten an enemy.

   It is a native of the Amazon region, but its people have begun to migrate elsewhere to avoid encroaching development. It is possible that there could be more than one of the creatures in a given area.

LAKE MONSTER
Type: Generic Lake Monster
Physique: 3D
Swimming 5D
Reflex: 3D
Dodge 4D
Canny: 2D
Hide/Sneak 4D+2
Will: 1D
Special Abilities/Disadvantages:
Bite – PHY+2 damage
Water Adaptation – These creatures can stay underwater for up to 6 hours at a time, though most of them breathe air, and have fins and flattened tails which give them a +2D to the use of their Swimming skill.
Story Hooks:
Camera Shy – Lake Monsters move quickly enough through the water that characters have a minimum difficulty of Very Difficult to get a remotely credible picture of one.
Solitary – These creatures not only tend to avoid humans and boats, but don't even consort with their own kind. Presumably they do manage to find each other for irregular breeding cycles.
Life Points: 32
Survival Points: 0-3 normally
Move: 21
Size: 8-15 meters long
Scale: Tank

      Lake monsters, like the famous 'Nessie' of Loch Ness or 'Ogopogo' of Lake Okanagan, are familiar legends across North America and Europe. These creatures are sighted on a semi-regular basis, but no conclusive evidence of their existence or non-existence has ever been found. They tend to avoid humans, but even in the large lakes and inlets they occupy, run-ins are inevitable.

PETROLEUM OOZE
Type: Metamorphic Liquid
Physique: 4D
Reflex: 5D
Dodge 6D+1
Canny: 1D+2
Hide/Sneak 6D
Will: 1D+2
Special Abilities/Disadvantages:
Breakdown Molecular Structures – The ooze is capable of breaking down molecular structures by touch, a necessary adaptation for feeding. If used for attack it does PHY+2D damage.
Distinctive Smell – The ooze is easily identified and detected by an oily, volatile smell, +2D to Search rolls for it based on smell.
Instability – Petroleum ooze has a very unstable molecular structure making it vulnerable to energy attacks. Fire or electrical damage will not only ignite the ooze, but explode it doing damage of 8D up to 2 meters away, 6D to 4 meters away, 4D to 6 meters away, and 2D to 8 meters away. Damage occurs in the same scale as the creature's. The ooze is of course killed instantly by this.
Metamorphic – The ooze can change shape at will, not to the degree of being able to simulate likeness, but the ability can be used to flow through small cracks, extend multiple pseudo-pods, or puddle harmlessly on the ground. Ooze gets a +10 Running modifier, and +1D+2 to resist impact/slashing damage. The ooze normally floats on water.
Story Hooks:
Territorial – Petroleum ooze is found in areas of rock rich in standard petroleum, on which it feeds. The ooze does not take trespassing on its territory lightly, and often attacks humans who stumble upon open pools of petroleum, and on oil company workers who attempt to drill into the area.
Life Points: 36
Survival Points: normally 0
Move: 14
Size: 2–20 meter diameter pool
Scale: Character to Tank

Petroleum Ooze is the term used to describe a race of unstable amoeba-like life-forms that evolved from the liquid hydro-carbon fluids that pool beneath the Earth' surface. The creatures vary drastically in size, and range in color from yellow to black. They have an indefinite, changeable form which can pool, extrude pseudo-pods, rise up like a snake, and flow across surfaces.

Petroleum Ooze is extremely dangerous when confronted with humans. The ooze feeds on normal petroleum products, which the humans attempt to remove from the environment for their own uses. The ooze is often quick to recognize this and strikes out appropriately.

RED CAP
Type: Goblin
Physique: 4D
Reflex: 4D
Melee Weapons 5D, Melee Weapons Parry 5D
Canny: 3D+2
Find 4D, Hide/Sneak 5D+2
Education: 2D
Magic 4D, Mythos Lore: Faerie 6D, Supernatural 4D+1
Technical: 1D
Will: 3D+1
Intimidation 4D+2, Magic Resistance 6D
Special Abilities/Disadvantages:
Claws – PHY+1D damage
Faerie – Like most faeries Red Cap is unlikely to attack someone who turns their clothes inside out, or has a charm of a stone with a hole in it naturally worn through in a river. He is turned away, though not harmed by holy objects. He can also see in total dark without penalty.
Iron Boots – PHY+2 damage
Pikestaff – Moderate, PHY+2D damage
Story Hooks:
Fae – Red Cap is of the race of faerie, but banished. His boots anchor him to the mortal realm.
Life Points: 32
Survival Points: 13
Move: 10
Size: 1 meter tall

Red Cap is an evil faerie that lives in ruined towers along the Scottish border of England. He is said to have long, pointed teeth, skinny fingers tipped with eagle talons, large fiery eyes, long grisly hair that reaches his shoulders, iron boots, a pikestaff, and an old red cap on his head. He likes to frequent the site of old, bloody battles and re-dyes his cap in the blood of those who linger too long in these places.

SIMON
Type: Human Oddity
Physique: 5D
Reflex: 3D+2
Melee Weapons 4D+1, Melee Weapons Parry 4D, Unarmed Combat 4D
Canny: 3D+1
Diversion 4D, Hide/Sneak 4D+2, Surveillance 4D+2, Survival 4D, Tracking 4D+1
Education: 1D+1
Locale 3D
Technical: 1D+1
Motor Vehicle Operations 2D+2
Will: 3D+1
Intimidation 4D+2, Magic Resistance 4D, Mental Defense 4D
Special Abilities/Disadvantages:
Chromidrosis – Simon has colored sweat, an unusual, but not unnatural condition. His sweat has a red tint, making him appear slightly bloodied after continued exertion.
Immortality – Simon is able to regenerate *even from death* unless he is decapitated. He is unable to regrow lost limbs.
Regeneration – Simon heals 1 Life Point every 5 minutes.
Story Hooks:
Obsessive Compulsive – Simon always wears a mask of some kind, usually a ski mask, that completely hides his face and head.
Psychopath – Simon is a compulsive murderer who prefers to target teachers and schoolchildren. He stalks them relentlessly unless killed or captured.
Life Points: 55
Survival Points: 10
Move: 12
Size: 1.8 meters tall

Simon is an abnormal human with an unusual past. He was an orphan left on the doorstep of Underhill Orphanage as a baby. Simon was always quiet and withdrawn, and when he reached school-age this was constantly used against him. The other kids constantly ganged up on Simon to taunt and torture him in a variety of cruel ways. The final blow came in high school when he was lured to a secluded spot under the pretext of an intimate meeting with a girl. Half of his class was there and ridiculed him standing behind a tree in nothing but shorts.

Simon snapped, and that very night he began a murderous rampage against his class mates. In the end, all were dead and he was in police custody. He was found unfit to stand trial and placed in the Ward Home for the Criminally Insane. Simon has broken out of the home 3 times, and thought to have died several times always to return. Simon routinely uses a chainsaw, hatchet, and/or machete in his crimes. He wears a ski mask or other mask to completely cover his head, possibly to disassociate himself from his actions.

SNOW GOON
Type: Animated Inanimate
Physique: 3D+1
Reflex: 2D
Unarmed Combat 2D+2
Canny: 1D
Find 2D, Hide/Sneak 2D+2, Tracking 3D
Will: 1D
Special Abilities/Disadvantages:
Claws (tree limbs) – PHY+1 damage
Vulnerability – Prolonged exposure to heat or warm sunlight will cause the goon to melt, loosing 1D of PHY per hour. Once the snow goon's PHY is reduced to 0, they dissipate. They also take double damage from heat and flame-based attacks.
Story Hooks:
Extremely Chaotic – Snow goons tend to spend their short existence doing as much damage to life and limb, each others included, as possible. There are exceptions however, and at least one animate snow goon danced and sang with a group of children instead for several hours before melting.
Life Points: 33
Survival Points: 0-3 normally
Move: 6
Size: 1-2 meters tall

        Snow Goons are evil spirits sometimes compelled to enter the constructed forms of snow men, animating them and wreaking havoc until they melt or are destroyed. They are usually found on cursed ground, former burial sites, and similar places, but may be found anywhere and in any numbers. Some are carnivorous, others even cannibalistic.

TROLL, BRIDGE
Type: Troll
Physique: 5D+1
Reflex: 3D+2
Canny: 1D+2
Find 2D+2
Will: 2D
Intimidation 3D+2, Magic Resistance 3D+1
Special Abilities/Disadvantages:
Climbing Claws – +2D to Climbing skill, PHY+1 damage
Shadow Meld – The troll can melt into the darkness beneath their bridge, becoming largely invisible, and giving them a +2D to their Hide/Sneak skill when doing so.
Story Hooks:
Territorial – Bridge Trolls tend to be extremely protective of their bridge, and will always take revenge on any who harm their bridge. Occasionally trolls may ask a toll of those who use their bridge as well.
Life Points: 35
Survival Points: 0-3 normally
Move: 10
Size: .5-1.5 meters tall

Bridge Trolls are a subspecies of troll that live under bridges, docks, and similar structures. They hide underneath and spring on unsuspecting prey to feed. Trolls can be tricked into letting their prey go occasionally, but if you harm a troll's bridge there is no reasoning with the creature. Trolls are ugly, gnarled humanoids in old clothes or rags, they are carnivorous and wont to eat anything they can get their hands on.

WEREWOLF, CLASSIC
Type: Classic Werewolf
Physique: 6D
Reflex: 3D
Canny: 2D
Tracking 6D
Will: 1D (WIL of the victim -1D)
Intimidation 4D
Special Abilities/Disadvantages:
Claws - PHY+1D damage
Invulnerability – Can only be harmed by magic, psionics, or silver - only silver or complete destruction will prevent a werewolf from rising from death.
Story Hooks:
Cursed – Most werewolves are not happy with their lot and try to hide their curse. If they feel remorse at the actions of their other selves they may even attempt to bind or confine themselves whenever these attacks occur.
Life Points: 44
Survival Points: 1-6 normally
Move: 12
Size: 1.7-2.2 meters tall

Werewolves are the results of the ancient curse of Lycanthropy - it's origins unknown. "Even a man who is pure at heart and says his prayers by night, may become a wolf when the wolvesbane blooms and the autumn moon shines bright." The unlucky soul is a normal human most of the time, with appropriately unique statistics, but changes uncontrollably on the three days of the full moon into a great half-human/half-wolf they will automatically go out hunting and killing prey - including humans.

Anyone who is bitten by a werewolf, and survives, will inherit the curse and begin to transform at the start of the next full moon. The personality of the victim will be subverted by the werewolf's, but may assert itself by making a Difficult WIL roll - the victim's WIL is at -1D while in werewolf form. Even then, they have only basic influence over the werewolf - being able to select or avoid prey but not much more.

It takes one full round to turn into wolf form and back, during which the character is incapable of any other actions.

13.0 SUGGESTED MEDIA

There are a number of excellent sources of entertainment and ideas for the horror gamer. These are just a few of my favorite pieces. I've tried to make the rules for *Into The Shadows* flexible enough to allow you to base your campaign on, or just incorporate tidbits from, any of the sources below. Enjoy!

AUTHORS
- Ambrose Bierce, Any fiction
- Robert Bloch, Any fiction
- Robert W. Chambers, The King In Yellow
- Michael Crichton, Any fiction
- Arthur Conan Doyle, Horror stories such as Lot No. 249
- Charles Fort, Any (non-fiction)
- Robert E. Howard, Cthulhu: The Mythos and Kindred Horrors, and Trails in Darkness
- H.P. Lovecraft, Any fiction
- Arthur Machen, Any fiction
- Edgar Allan Poe, Any fiction
- Nick Pollotta, The Bureau 13 series
- William Shakespeare, A Midsummer Night's Dream, Tempest
- Clark Ashton Smith, Any fiction
- H. G. Wells, Any fiction

COMICS
- Hellboy by Mike Mignola
- Mage by Matt Wagner
- Monkey Man and O'Brien by Arthur Adams
- Mr. Monster by Michael T. Gilbert
- Nocturnals by Dan Brereton
- Planetary by Warren Ellis
- Sandman by Neil Gaiman
- Sandman Mystery Theatre by DC Comics

TELEVISION
- Arthur C. Clarke's Mysterious World
- Doctor Who
- Kolchak: The Night Stalker
- The Simpson's Halloween Specials
- Tales From The Crypt
- Wild Wild West
- X-Files

FILMS
- Any of the classic Universal horror films
- Any of the classic Hammer horror films
- Any of various Full Moon horror films
- The Alien series
- An American Werewolf in London
- Beast from 20,000 Fathoms
- Big Trouble in Little China
- The Blob, original and remake
- Buffy the Vampire Slayer
- The Cabinet of Dr. Caligari
- Cast a Deadly Spell
- Child's Play series
- Deep Rising
- Evil Dead trilogy
- Frighteners
- From Dusk Till Dawn
- Ghostbusters
- Halloween
- The Howling
- The Indiana Jones trilogy
- Jaws
- Jurassic Park, Lost World: …
- The Leprechaun series
- Lost Boys
- Men In Black
- Mimic
- Mummy (1999 remake of the Universal classic)
- Near Dark
- Nightbreed
- Night of the Creeps
- Night of the Living Dead
- Phantasm series
- Predator, and Predator 2
- Pumpkinhead
- Reanimator, and Bride of …
- The Relic
- Resurrected
- Return of the Living Dead
- Sleepy Hollow
- Species, Species II
- Tales From the Darkside
- The Thing, directed by John Carpenter
- Tremors, and Tremors 2

PERIODICALS
- Fortean Times
- Scientific American
- Weekly World News

ROLE-PLAYING GAMES
- Call of Cthulhu
- Stalking the Night Fantastic (Bureau 13)

VIDEO GAMES
- Wolfenstein, Doom, Heretic, Hexen, Quake
- Duke Nukem 3D
- Tomb Raider

ETCETERA
- Jack Daniel's Whiskey
- Music by Manowar, Mozart, or Jethro Tull
- McFarlane Toys Figures

14.0 CHARACTER TEMPLATES

ANTIQUARIAN / HISTORIAN

Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: You are quiet and subdued, living in your mind mostly. But your love of old things brings on a curiosity that drives you to investigate things that are sometimes best left alone.
Quirks: Love of old books and antiques.
Background: You've had a love of antiquities since an early age. Dusty old books, old fashioned clothes, and numerous antiques line your living space.

Physique:	2D+1	Education:	4D
Stamina		Anthropology	
		History	
		Language	
Reflex:	2D+2	Technical:	2D+1
Archery		Gunsmith	
Dodge		Motor Veh Ops	
Firearms		Photography	
Running			
Canny:	3D+2	Will:	3D
Find		Bargain	
Research		Persuasion	
		Sanity	

Move: 10
PSI Sensitive: ☐Yes ☐No
Magic Sensitive: ☐Yes ☐No
Karma Points:
Survival Points:
Life Points:
Special Abilities: None
Equipment: Several old books, out-of-style clothes, magnifying glass, notepad and antique pen,
Weaponry: IAR Model 1872 Derringer

ARCHAEOLOGIST

Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Driven by curiosity, you've never lost a childlike sense of wonder and your intense desire to explore.
Quirks: Fear of bats, carries a bola everywhere.
Background: You studied Archaeology in the field and found after you got you degree that you couldn't shut yourself up in a classroom. You lead expeditions in the field and consult on unusual finds.

Physique:	2D+2	Education:	4D
Climbing/Jumping		Archaeology	
Lifting		Anthropology	
Stamina		History	
		Language	
Reflex:	2D+1	Technical:	2D
Dodge		Motor Veh Ops	
Firearms			
Riding			
Unarmed Combat			
Canny:	3D+2	Will:	3D+1
Find		Bargain	
Hide/Sneak		Magic Resistance	
Streetwise		Sanity	
Survival			

Move: 10
PSI Sensitive: ☐Yes ☐No
Magic Sensitive: ☐Yes ☐No
Karma Points:
Survival Points:
Life Points:
Special Abilities: None
Equipment: Khaki expedition clothes, backpack, rope, grappling hook, windproof lighter, cigars, flashlight, sunglasses, $2000 cash
Weaponry: S&W .38 Special, bola, machete

BODYGUARD
Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Quiet and watchful. You enjoy protecting people from harm. People helped you when you were young and you get joy from reciprocating.
Quirks: Mild paranoia, overly cautious.
Background: Former Army infantryman, decided to enter police work, but was turned down. Decided to become a bodyguard instead. Has seen some weird stuff since.

Physique:	4D	Education:	2D
Climbing/Jumping		Crime	
Stamina		Law Enforcement	
Reflex:	**3D+2**	**Technical:**	**2D+2**
Dodge		Elect Surv	
Firearms		First Aid	
Unarmed Combat		Motor Veh Ops	
Unarmed Cmbt Parry		Security Tech	
Canny:	**3D**	**Will:**	**3D**
Find		Intimidation	
Streetwise		Sanity	
Surveillance			
Survival			

Move: 10
PSI Sensitive: ☐Yes   ☐No
Magic Sensitive: ☐Yes   ☐No
Karma Points:
Survival Points:
Life Points:
Special Abilities: None
Equipment: Sunglasses, Light Kevlar Vest, First Aid Kit, Hand Cuffs, $1500 Cash
Weaponry: S&W .38 Special

DEMON / MONSTER HUNTER
Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Stoic, vengeful, and extreme. Monsters are a menace, they are not human. They deserve to die.
Quirks: Hates monsters. Not always fond of humans.
Background: Demons broke loose from the netherworld and your family paid the price. You believe in insuring that no one else suffers at the hand of these inhuman hordes.

Physique:	3D+2	Education:	2D
Climbing/Jumping		Magic	
Lifting		Mythos Lore	
Stamina		Supernatural	
Reflex:	**3D+1**	**Technical:**	**2D**
Dodge		Motor Veh Ops	
Firearms		Motor Veh Rep	
Running			
Unarmed Combat			
Canny:	**3D+1**	**Will:**	**3D+2**
Evidence Disposal		Intimidation	
Find		Magical Resist	
Hide/Sneak		Mental Defense	
Streetwise		Sanity	

Move: 10
PSI Sensitive: ☐Yes   ☐No
Magic Sensitive: ☐Yes   ☐No
Karma Points:
Survival Points:
Life Points:
Special Abilities: None
Equipment: Night-vision goggles, urban BDUs, street clothes, Flak Jacket, $500 cash
Weaponry: (2) Colt .45 pistols, chainsaw, Ithaca Stakeout Shotgun

HORROR AUTHOR
Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Quiet and aloof. Likes to observe before forming opinions. Tends to be negative and dark humored.
Quirks: Chain smoker. Drinks heavily.
Background: Has worked dozens of jobs before writing took off. Life has given him a dark, creative style that translates well into horror stories. Investigates paranormal on the side as a form of research for his work.

Physique:	2D	Education:	3D+2
Stamina		Business	
		History	
		Language	
		Mythos Lore	
		Supernatural	
Reflex:	**2D+2**	**Technical:**	**3D**
Dodge		Computers	
Running		Motor Veh Ops	
Canny:	**3D+2**	**Will:**	**3D**
Gambling		Bargain	
Research		Sanity	
Surveillance			
Writing			

Move: 10
PSI Sensitive: ☐Yes ☐No
Magic Sensitive: ☐Yes ☐No
Karma Points:
Survival Points:
Life Points:
Special Abilities: None
Equipment: Laptop Computer, Notebook and pen, Windproof Lighter, cigarettes, $1000 cash
Weaponry: Taser

MERCENARY
Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Very calm and authoritative when working, relaxed and boisterous when not.
Quirks: Greedy, but generous with money.
Background: Former commando who ran into strange things in the jungles of South America. Prefers to work for cash, but takes the supernatural very seriously and will work for free for a good cause.

Physique:	3D+2	Education:	1D+2
Climbing/Jumping		Language	
Lifting			
Stamina			
Reflex:	**4D**	**Technical:**	**2D**
Dodge		Communications	
Firearms		Demolition	
Heavy Weapons		Motor Veh Ops	
Unarmed Combat		Motor Veh Rep	
Canny:	**3D+1**	**Will:**	**3D+1**
Combat Training		Interrogation	
Find		Intimidation	
Guerrilla Warfare		Sanity	
Hide/Sneak			

Move: 10
PSI Sensitive: ☐Yes ☐No
Magic Sensitive: ☐Yes ☐No
Karma Points:
Survival Points:
Life Points:
Special Abilities: None
Equipment: Backpack, BDUs, street clothes, Flak Jacket, Grappling hook, rope, $500 cash
Weaponry: Colt .45 pistol, M16-A2 Rifle

OCCULTIST

Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Detached and aloof from the rest of humanity. Maintains an elitist attitude and a flamboyant air.
Quirks: Perpetually amused.
Background: Son of a wealthy family, now alone. You've never had to work too hard. You spend your days pouring over occult texts, and mingle with society at night.

Physique:	2D	Education:	3D
Stamina		Anthropology	
		Magic	
		Mythos Lore	
		Supernatural	
Reflex:	**2D+1**	**Technical:**	**2D**
Dodge		Motor Veh Ops	
Firearms		Sail Operations	
Canny:	**3D**	**Will:**	**3D+2**
Cryptography		Acting	
Find		Magic Resistance	
Gambling		Meditation	
Research		Sanity	
Magic:	**1D**		
Raise			

Move: 10
PSI Sensitive: ☐Yes ☐No
Magic Sensitive: ☐Yes ☐No
Magic Points: 22
Magical Focus: Vocalization
Type of Magic: European Mysticism
Karma Points:
Survival Points:
Life Points:
Special Abilities: Independently Wealthy
Equipment: Luxury Car, Flashy Clothes, $2000 Cash
Weaponry: IAR Model 1872 Derringer

PARAPSYCHOLOGIST

Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Stoic, and methodical. Likes to observe. Rational even in the face of danger.
Quirks: Constantly making notes, writing things down. Saves everything.
Background: You were always interested in the paranormal, and worked hard through college to earn a place at a university where you could study the phenomena further. You've often found things outside the realm of your textbooks fascinating.

Physique:	2D+2	Education:	3D+2
Stamina		Esoteric Science	
		Parapsychology	
		Psychology	
Reflex:	**2D+2**	**Technical:**	**2D+1**
Dodge		Computers	
Firearms		First Aid	
Melee Weapons		Motor Veh Ops	
Melee Weap Parry		Sensors	
Canny:	**3D**	**Will:**	**3D+2**
Find		Mental Defense	
Research		Sanity	
Surveillance			
Writing			

Move: 10
PSI Sensitive: ☐Yes ☐No
Magic Sensitive: ☐Yes ☐No
Karma Points:
Survival Points:
Life Points:
Special Abilities: None
Equipment: Notebook, Binoculars, Flashlight, Stopwatch, Compass, Magnifying Glass, Camera
Weaponry: Sword Cane

PRIEST

Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Boisterous and friendly. Enjoys the company of people, quick to forgive and forget.
Quirks: Non-violent, vegetarian.
Background: raised in a devout Catholic household, it was inevitable that you would end up becoming a priest. You enjoy helping people, and see everyone as a walking miracle. You also consider it your job to shepherd and protect the flock from the wolves that plague them.

Physique:	3D	Education:	2D
Climbing/Jumping		History	
Stamina		Language	
		Religious Doctr	

Reflex:	2D+2	Technical:	2D+2
Dodge		First Aid	
Running		Motor Veh Ops	

Canny:	2D+2	Will:	3D
Diversion		Magic Resistance	
Find		Mental Defense	
Hide/Sneak		Persuasion	
		Sanity	

Piety:	2D		
Bless		Protect	
Ceremony		Sanctify	
Exorcise		Sermon	
Prayer			

Move: 10
PSI Sensitive: ☐Yes ☐No
Magic Sensitive: ☐Yes ☐No
Karma Points:
Survival Points:
Life Points:
Special Abilities: None
Equipment: Priest Collar and Clothes, First Aid Kit, Cross, Rosary, Holy Water (Flask)
Weaponry: None

PRIVATE DETECTIVE

Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Negative and suspicious. Would like to be around people more, but has seen to much to be able to trust them.
Quirks: Always looking for motivations and hidden agendas. Alcohol abuser.
Background: You were a loyal police officer until being framed for extortion. The charges didn't stick, but you left the force anyway and started your own office.

Physique:	3D	Education:	2D
Climbing/Jumping		Crime	
Stamina		Law Enforcement	
		Locale	

Reflex:	3D+1	Technical:	2D+2
Dodge		Criminal Invest	
Firearms		Electronic Surv	
Running		Photography	
Unarmed Cmbt Parry		Security Tech	

Canny:	3D+2	Will:	3D+1
Find		Acting	
Hide/Sneak		Intimidation	
Streetwise		Persuasion	
Surveillance		Sanity	

Move: 10
PSI Sensitive: ☐Yes ☐No
Magic Sensitive: ☐Yes ☐No
Karma Points:
Survival Points:
Life Points:
Special Abilities: None
Equipment: Flashlight, Two-Piece Suit, Camera, Binoculars, Camcorder, Bottle of Whiskey, Light Kevlar™ Vest, $500 cash
Weaponry: Colt .45 pistol

PSYCHIC CONSULTANT

Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Friendly and helpful. Enjoys helping people with problems.
Quirks: Avoids touching other people because of uncontrolled precognition.
Background: After discovering abilities during high school. You made a habit of using them to help others, despite the potential for abuse. You have a small consulting business that you use to help individuals, police, and federal agencies.

Physique:	2D	Education:	3D
Stamina		Business	
		Language	
		Law Enforcement	
		Locale	
		Parapsychology	
Reflex:	**2D+1**	**Technical:**	**2D**
Dodge		First Aid	
Stun Weapons		Motor Veh Ops	
Canny:	**3D**	**Will:**	**3D+2**
Find		Bargain	
Hide/Sneak		Meditation	
		Mental Defense	
		Sanity	
Clairvoyance:	**2D**	**Precognition:**	**2D**
Locate		Fortune	
Remote Sense		Sense Poss Fut	

Move: 10
PSI Sensitive: ☐Yes ☐No
Magic Sensitive: ☐Yes ☐No
Source of Abilities: Inherited
Karma Points:
Survival Points:
Life Points:
Special Abilities: None
Disadvantages: Uncontrolled (Precognition)
Equipment: Luxury Car, Casual Clothes, $2000 Cash
Weaponry: Pepper Spray

REPORTER

Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Inquisitive, and methodical. Takes a detached perspective on everything.
Quirks: Constantly making notes, writing things down or records notes. Loves uncovering scandal.
Background: You've been a nosy little snitch all you life, and decided to have fun after high school by getting a job at a newspaper. You've bounced from paper to paper in search of new things, and enjoy sifting through the trash.

Physique:	2D+2	Education:	3D+1
Climbing/Jumping		Crime	
Stamina		History	
		Locale	
		Law Enforcement	
Reflex:	**2D+2**	**Technical:**	**2D+2**
Dodge		Computers	
Firearms		Photography	
Canny:	**3D+2**	**Will:**	**3D**
Find		Acting	
Research		Interrogation	
Streetwise		Persuasion	
Writing		Sanity	

Move: 10
PSI Sensitive: ☐Yes ☐No
Magic Sensitive: ☐Yes ☐No
Karma Points:
Survival Points:
Life Points:
Special Abilities: None
Equipment: Notebook, Binoculars, Flashlight, Camera, Pocket Tape Recorder
Weaponry: Walther PPK

SECRET AGENT

Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Charismatic and controlled. Can warm to a person immediately, then turn around and kill them in cold blood.
Quirks: Thrill seeker, risk taker.
Background: You constantly put your life on the line in the service of your country. You kill, kidnap, interrogate, chase cars, and seduce foreign agents. Not just a job, a career!

Physique:	3D+2	Education:	2D
Climbing/Jumping		Language	
Swimming		Locale	
Stamina			
Reflex:	3D	Technical:	2D
Dodge		Arson	
Firearms		Demolition	
Running		Electronic Surv	
Unarmed Combat		Motor Veh Ops	
Canny:	2D+2	Will:	2D+2
Find		Interrogation	
Gambling		Intimidation	
Hide/Sneak		Mental Defense	
Surveillance		Sanity	

Move: 10
PSI Sensitive: ☐Yes ☐No
Magic Sensitive: ☐Yes ☐No
Karma Points:
Survival Points:
Life Points:
Special Abilities: Quick Draw
Equipment: Light Kevlar Suit, First Aid Kit, Windproof Lighter, cigarettes, $2000 cash
Weaponry: Walther PPK, M61 Skorpion, Stunner

SHAMAN

Character Name:
Player:
Age: **Gender:**
Height: **Weight:**
Physical Description:

Personality: Calm and authoritative. Does not believe in hurrying.
Quirks: Very superstitious about the old ways.
Background: You grew up on the reservation with a fascination for tribal magic, and when the shaman began to teach you to talk to the spirits you found you had a talent for it as well. You travel the old tribal lands now, to see the old spirits.

Physique:	3D+1	Education:	1D+2
Climbing/Jumping		History	
Lifting		Language	
Stamina			
Reflex:	3D+1	Technical:	2D
Dodge		First Aid	
Riding		Navigation	
Running		Trade Skills	
Throwing Weapons			
Canny:	3D	Will:	3D+1
Find		Bargain	
Hide/Sneak		Intimidation	
Surveillance		Magic Resistance	
Tracking		Sanity	
Magic:	2D+1		
Detect			

Move: 10
PSI Sensitive: ☐Yes ☐No
Magic Sensitive: ☐Yes ☐No
Magic Points: 28
Magical Focus: Gestures, Vocalization
Type of Magic: Native American Shamanism
Karma Points:
Survival Points:
Life Points:
Special Abilities: None
Equipment: Casual Clothes, Ceremonial Garb, Backpack, Rope, First Aid Kit, Tobacco and Pipe
Weaponry: Combat Knife, Hatchet

Into The Shadows
Role-Playing Game of Horror and Adventure - Version 2.000

Player:

Type of Character:

Character Name:

Age: **Gender:**   **Height:**   **Weight:**

Physical Description:

Personality:

Quirks:

Background:

PHYSIQUE:	EDUCATION:	
REFLEX:	**TECHNICAL:**	
CANNY:	**WILL:**	

Move: **PSI Sensitive:** ☐ Yes ☐ No   **Magic Sensitive:** ☐ Yes ☐ No

Karma Points: **Survival Points:**

Life Points: (   )

Special Abilities/Disadvantages:

Equipment:

Weaponry:

Model:	Scale:	Difficulty:	Ranges:	Damage:	Ammo:
			/ /		
			/ /		
			/ /		
			/ /		

Into The Shadows
Role-Playing Game of Horror and Adventure - Version 2.000

Player:

Type of Character:

Character Name:

Age: **Gender:**   **Height:**   **Weight:**

Physical Description:

Personality:

Quirks:

Background:

PHYSIQUE:	EDUCATION:	MAGIC:
REFLEX:	TECHNICAL:	
CANNY:	WILL:	
		Type of Magic:
		Magical Focus:
		Magic Points: ( )

Move: **PSI Sensitive:** ☐Yes ☐No   **Magic Sensitive:** ☐Yes ☐No

Karma Points: **Survival Points:**

Life Points: (   )

Special Abilities/Disadvantages:

Equipment:

Weaponry:

Model:	Scale:	Difficulty:	Ranges:		Damage:	Ammo:
			/	/		
			/	/		
			/	/		
			/	/		

Into The Shadows

Role-Playing Game of Horror and Adventure - Version 2.000

Player:

Type of Character:

Character Name:

Age:　　　　**Gender:**　　　　**Height:**　　　　**Weight:**

Physical Description:

Personality:

Quirks:

Background:

PHYSIQUE:	EDUCATION:	PSIONIC ATTRIBUTES
REFLEX:	**TECHNICAL:**	
CANNY:	**WILL:**	
		Psionic Points: (　)

Move:　　　　**PSI Sensitive:** ☐Yes ☐No　　　**Magic Sensitive:** ☐Yes ☐No

Karma Points:　　　　**Survival Points:**

Life Points: (　)

Source of Abilities:

Special Abilities/Disadvantages:

Equipment:

Weaponry:

Model:	Scale:	Difficulty:	Ranges:	Damage:	Ammo:
			/　　/		
			/　　/		
			/　　/		
			/　　/		

Into The Shadows

Role-Playing Game of Horror and Adventure - Version 2.000

Player:

Type of Character:

Character Name:

Age: **Gender:**   **Height:**   **Weight:**

Physical Description:

Personality:

Quirks:

Background:

PHYSIQUE:	EDUCATION:	PIETY:
REFLEX:	TECHNICAL:	
CANNY:	WILL:	
		Religion:

Move: **PSI Sensitive:** ☐Yes ☐No   **Magic Sensitive:** ☐Yes ☐No

Karma Points: **Survival Points:**

Life Points: (   )

Special Abilities/Disadvantages:

Equipment:

Weaponry:

Model:	Scale:	Difficulty:	Ranges:	Damage:	Ammo:
			/ /		
			/ /		
			/ /		
			/ /		