

Σ ESCAPE FROM STATION 17



A ZERO LEVEL FUNNEL ADVENTURE
BY HARRISON HUNT & NIKK LAMBLEY



CREDITS

WRITING

HARRISON HUNT AND NIKK LAMBLEY

ARTWORK

RYAN FIELD, EARL GEIER AND HARRISON HUNT

LAYOUT

HARRISON HUNT

PLAYTESTING

STANLEY HODGESON, RYAN FIELD, JAMES CLARKE AND SEAN HUNT

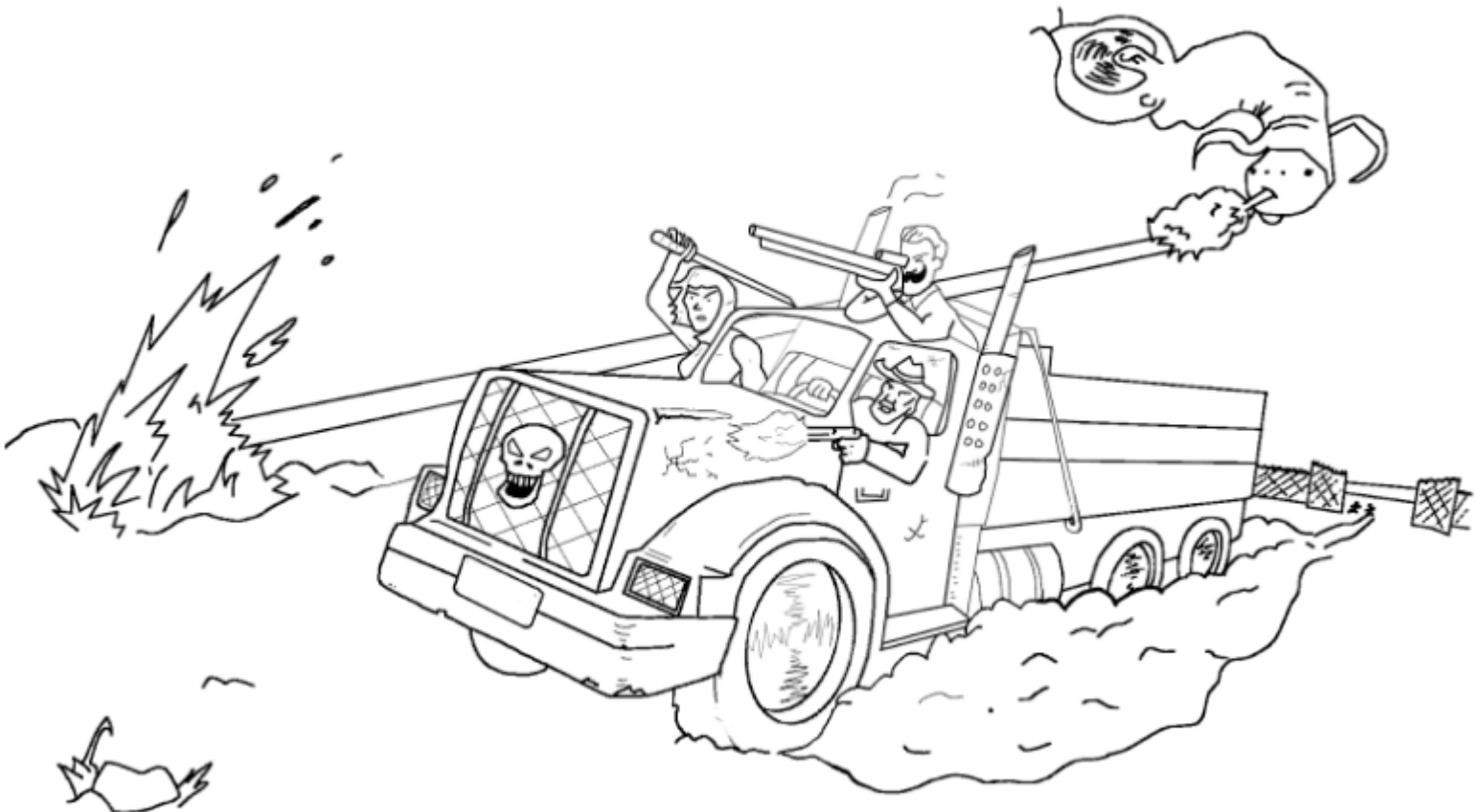
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INTRODUCTION

ESCAPE FROM STATION 17 IS A 0-LEVEL FUNNEL ADVENTURE, SET IN A POST-APOCALYPTIC, SCI-FI VERSION OF OUR EARTH. IT IS FOR USE WITH THE DUNGEON CRAWL CLASSICS ROLE PLAYING GAME (OR ANY OSR SYSTEM) AND HAS BEEN DESIGNED AS A LOW PREP, QUICK-TO-START ADVENTURE.

INCLUDED WITHIN THIS PACK ARE 25 PREMADE 0-LEVEL CHARACTERS, A ONE SHEET ADVENTURE (BOTH SIDES OF AN A4 SHEET OF PAPER), MAPS AND STATTED NPCs/MONSTERS RELEVANT TO THE ADVENTURE. ADDITIONALLY; THE ENTIRE MAP HAS BEEN DESIGNED TO FIT ONTO A SINGLE 23X26 VINYL BATTLEMAT.

BACKGROUND

EARTH, YEAR 202X. THE PLANET HAS BEEN TAKEN OVER BY A TECHNOLOGICALLY ADVANCED MULTIDIMENSIONAL EMPIRE KNOWN AS THE 'AMALGAMATE'. THESE FEARSOME, HUMANOID CREATURES CONQUERED THE WORLD IN ONLY NINE HOURS, AND HAVE IMPLEMENTED A VIOLENT, UNFORGIVING POLICE-STATE.

SINCE THE USURPATION OF EARTH'S CONTROL, OUR NEW ALIEN OVERLORDS HAVE BEEN SLOWLY DRAINING EARTH OF ALL OF IT'S WATER AND SENDING IT BACK TO THE GRYX BORDER-WORLD. AND HAVE SET ABOUT CONVERTING HUMANITY INTO AMALGAMATE WITH THE USE OF EXTREMELY LONG, PAINFUL AND TORTUROUS OPERATIONS (PERFORMED WITH NO ANAESTHESIA).

AMALGAMATE CONVERSIONS ARE CARRIED OUT IN 'ALTERATION STATIONS'; PRISON COMPOUNDS WHERE ONCE-PROUD HUMANS ARE FED GREY SLUDGE AND PACKED INTO TINY CELLS. THESE POOR PRISONERS ARE ONLY PERMITTED OUTDOORS ONCE EVERY TWO MONTHS AND ARE NOT TOLD WHEN THEIR 'ALTERATION DAY' WILL COME.

STARTING THE ADVENTURE

THE PLAYER CHARACTERS, ALL PRISONERS OF THE AMALGAMATE, ARE IN THEIR CELLS; TIRED, STINKING AND BARELY CLOTHED. WHEN SUDDENLY, THE LIGHTS ARE SHUT OFF, AND THE ELECTRONICALLY LOCKED PRISON CELLS OPEN. A POWER CUT?

THE IMPRISONED, 0-LEVEL- CHARACTERS IN THIS ADVENTURE ARE UNDER THE IRON FISTED SLAVE-RULE OF THE AMALGAMATE, AS SUCH ALL OCCUPATIONS LISTED REFER TO THEIR OCCUPATIONS BEFORE THE AMALGAMATE TOOK OVER EARTH.



A - CELL BLOCK

The small 3x2ft cells contain a single (rarely cleaned) bucket for use as a latrine. Coming in from elsewhere, a pipe (10cm in diameter) feeds into each room and spits out nutrient rich sludge every D100 Hours. Power is restored once all the PCs leave the cell block.

B - SECURITY ROOM

This room contains access to the security systems in the facility. Such as the electronic locks on doors, alarms and traps. This huge console's buttons are marked with Amalgamate text, making the systems extremely hard to navigate. If a player wishes to use the system and do anything meaningful, a successful luck roll is required.

The door to this room is made of thick metal and is locked electronically with a pink keycard reader.

Inside this room are two amalgamate guards, who treat the player characters with unflinching, brutal force. One of the guards has a yellow key-card in his pocket.

C - 'PROCESSING' ROOM

Inside the room, there are a number of huge, horrific machines which use their metallic, spider-like limbs to rip and tear at poor human victims, who wail in pain, as parts of them are torn off and put in a nearby dumpster (half full). These violent devices are amalgamate conversion apparatus. The humans attached to the devices are strapped in, and the machine's various screens and appendages are caked with thick viscera.

This room is barred with heavy vault-like doors on both of its entrances. Next to the doors, key-card readers can be seen, these readers are green.

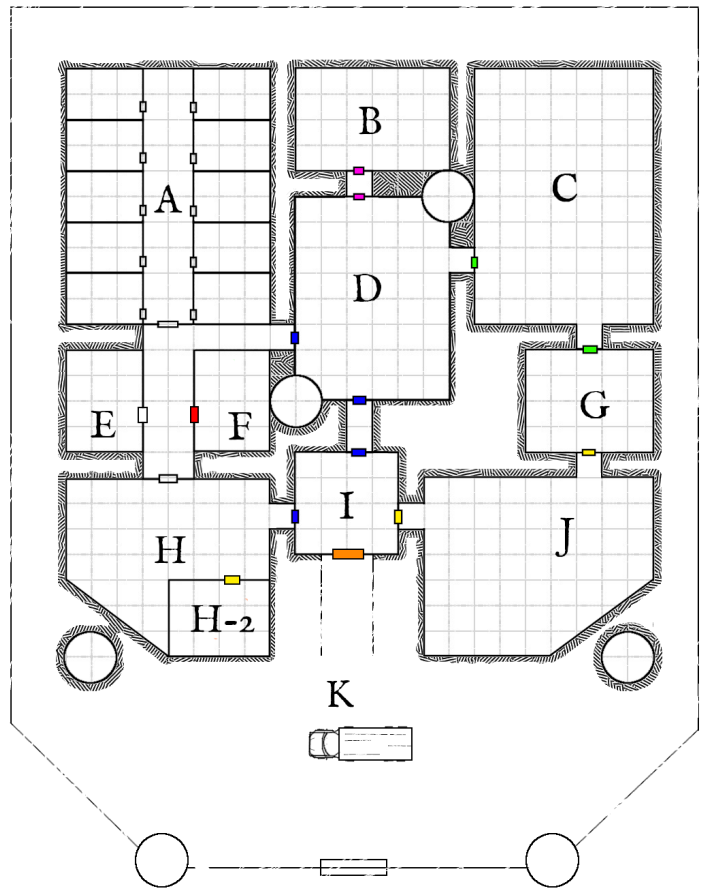
Working at small terminals attached to the conversion machines are 1d6 amalgamates, who use electric batons to subdue any interlopers, before attaching them to the conversion apparatus.

D - EXERCISE YARD

This 30ft by 40ft outside area is surrounded by 100ft high, thick concrete walls and is watched over by two sniper amalgamate in watch towers. An extremely large, and bright spotlight shines into the yard infecting it with uncomfortable heat.

Blasting at sickening volumes from large wall-mounted speakers in the corners of the yard is a hideous, repetitive, droning 'exercise music' that the Amalgamates use to wear down the spirits of humans, better readying them for their conversion.

The entrances to the exercise yard are all heavy metal chain-link gates with rusty razor wire coiled round the top. Both the gates and razor wire hum with electrical energy which deals 1D4 damage to anyone who touches



them. The western and southern doors are locked by Blue keycard readers. Next to the eastern door a green keycard reader can be seen, and the northern door bears a Pink keycard reader.

The amalgamate drill sergeant can be seen here at any time, milling around twirling two electric batons, this goliath holds the Red Key-card in his pocket. He attacks escapees furiously, looking to kill them swiftly and brutally.

E - SLUDGE MANUFACTURE KITCHEN

This room's door is a gateway of rubber flaps, making it easier for gurneys to be pushed through by Amalgamates. Dark red and grey substances are crusted all over the entry flaps. The room contains several, foul smelling, steaming vats of grey sludge. Several (human sized) mincing machines feed directly into the vats. Pumps, which lead away into the cell block, are draped into each vat.

There are 4 Amalgamates within this room dressed in viscera-stained coveralls. Two Amalgamates on a platform above the mincers drop unused human parts (cast offs from conversions), into the spinning blades. One of the amalgamates atop the platform has a, clearly visible, blue keycard around his neck on a lanyard. The floor of this room is covered in thick sticky liquid of varying colours (halving movement speed).

F - TORTURE ROOM

Loud screams can be heard coming from this room when approached. Which seem to come to a stop as the PCs get closer.

The heavy, metal door has a bloodstained keycard reader next to it which, when wiped clean, is red in colour.

Inside this room, the walls are all painted black and the room is illuminated by a single flickering lightbulb on the ceiling. In the centre of the room is a torture chair. Strapped to the chair is a mangled and beaten corpse. To one side of the room is a trolley covered in a variety of vicious looking contraptions all of which are covered in thick chunks of gore. On the other side of the gruesome chair there are large metal cages full of petrified looking humans (One per player).

An amalgamate torturer can be seen wiping down the chair ready for the next use. This amalgamate has a green key card attached to his belt.

G - OVERSEER'S OFFICE

The overseer (an amalgamate in a suit) attacks any escapees on sight, taking cover behind the desk and blasting humans with his 'super-shotgun'. The walls of the room are lined with propaganda showing the amalgamate's 'great leader'. Inside the desk a pink keycard can be found.

The northern door to this room is of solid metal construction. Next to it is a green keycard reader. The door to the south is constructed from metal bars with a yellow keycard reader on either side.

H - 'STAFF ROOM'

The northern door of this room appears to have been the victim of an explosion and is unlocked, charred and bowed, perhaps a previous escape attempt. The eastern door is electronically locked with a blue keycard reader.

The staff room contains a number of tables, on which a strange, holographic, chess-like game can be played. 1d4 Amalgamates sit playing the game, their weapons lying next to them on empty seats.

H-2 ARMORY

The armory is electronically locked by a sturdy, metal door, next to which is a yellow keycard reader. Inside the armory the following can be found:

- A sniper rifle (Dmg D14, Range 300/600/900, ammo 4) with four bullets.
- A katana (Dmg 1d7)
- 2 Grenades (Dmg 1D0, 15 foot blast radius)
- A bubble gun (Will turn any liquid in the chamber into 1D6 floating bubbles)
- 3 Revolvolds (Dmg D8, Range 40/80/120, ammo 6) each with six bullets
- Orange Keycard

I - LOBBY

In the northwest corner of this room is a desk, behind which sits an amalgamate who holds a barbed 'tagging gun' used to affix plastic tags to prisoner's ears. This room is the cleanest in the building, and a table in the corner even has a holographic plant atop it.

The metal, eastern door is locked electronically by a yellow keycard reader. A pair of huge, mega-steel double doors to the south are locked electronically by an orange keycard reader. While the western and northern doors are locked by a blue keycard reader.

J - ANTLION CHAMBER

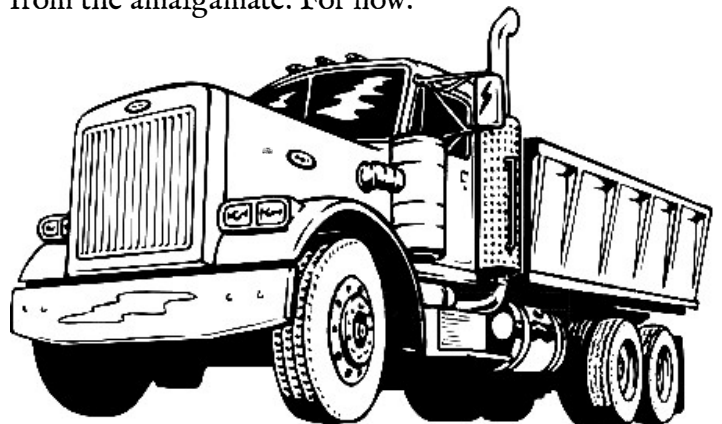
Inside this chamber, a large, six legged, sinewy monster the size of a cow can be seen feasting hungrily on a trough of green slime. This fanged creature has been nicknamed 'the antlion' by prisoners who have seen it. This 500 pound, vicious, insect-like mammal is the overseers pet.

Although completely blind, the antlion attacks anything that smells human, tearing them to shreds as quickly as possible before continuing it's slime-feast.

K - OUTSIDE & TRUCK

Outside the facility, a single amalgamate can be seen dismounting a six-wheeler truck, and stepping out onto the sand. This driver is holding the keys to the truck in his hand. Two guard towers look down into this courtyard, manned by amalgamate snipers. Station 17 is surrounded by a chain-link, razor-wire-wrapped fence. This fence is electrified and will deal 1d4 damage to anyone touching it, but can be easily smashed in by a rampaging truck.

If the PCs get beyond the gates of the compound, the amalgamate resort to unleashing the 'helicopter beast'; an alien-cyborg, slug-like monstrosity the size of a tank with a helicopter blade surgically attached to it's tail. The beast uses it's death-laser-fitted proboscis to attempt to destroy the escapees as they drive the truck through the surrounding desert. If the Player characters manage to evade the beast or destroy it, then their trail is lost and they have won their freedom from the amalgamate. For now.



ENEMIES & TRAPS

AMALGAMATE OVERSEER

Init +1
Super shotgun +2 missile fire (1D12);
AC 16
HD 2D6
MV 25'
Act 1D20
SV Fort+2, Ref +1, Will +2
AL C

AMALGAMATE GUARD

Init +1
Electric Baton +2 melee (1D6) or Revolvold +2
missile fire (1D8)
AC 16
HD 2D6
MV 25'
Act 1D20
SV Fort+2, Ref +1, Will +2
AL C

AMALGAMATE SNIPER

Init +1
Sniper rifle +2 missile fire (1D14)
AC 14
HD 2D6
MV 25'
Act 1D20
SV Fort+2, Ref +1, Will +2
AL C

AMALGAMATE TORTURER

Init +3
Energy Cleaver (1D8)
AC 17
HD 2D8
MV 30'
Act 1D20 & 1D14
SV Fort+4, Ref +1, Will +4;
AL C

AMALGAMATE DRILL SERGEANT

Init +3
Electric Baton +3 melee (1D6)
AC 17
HD 2D8
MV 30'
Act 1D20 & 1D14
SV Fort+4, Ref +1, Will +4;
AL C

ANTLION

Init +4
Atk claw +5 melee (1D10) or Spit poison +7 missile fire
(1D6+2 plus poison)
AC 18
HD 3D10+10
MV 50' or climb 30'
Act 2D20
SP poison (DC 15 Fort save or death in 1d3 rounds)
SV Fort +10, Ref +5, Will 0
AL N.

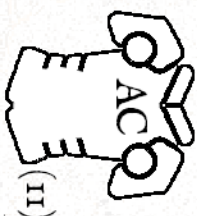


TRAPS

A large part of this adventure involves the aquisition of keys and using them to access other parts of Station 17, as such it's likely that PCs will attempt to force some of the doors. If they do, roll on the chart below to determine how the door is trapped:

- 1 - Electric Shock - 1D4 Damage.
- 2 - Compliance Field - DC14 Will save or become completely obedient to the Amalgamate for 1d3 hours.
- 3 - Leg disabler Field - DC 14 Fort save or legs are paralyzed for 1d10 minutes.
- 4 - Soiler Ray - DC 18 Fort save or immediately evacuate bowels.
- 5 - Adhesive Trap - Stuck to the door by a sticky substance DC18 str to break free, repeated checks strengthen the bond, meaning attempts will be made at a cumulative -1D for each attempt.
- 6 - Pitfall - A trap door opens up, DC 15 reflex save or fall to death

NAME Harry Manback



(11)



(3)

HP

OCCUPATION Priest

ALIGNMENT

Law Neutral Chaos

Mod

STRENGTH

6 -1

AGILITY

15 1

STAMINA

7 -1

PERSONALITY

16 2

INTELLIGENCE

14 1

LUCK

9 0

SAVES

REFLEX 1

FORTITUDE -1

WILL 2

SPEED 30 INIT 1

EQUIPMENT

Bible

WEAPONS

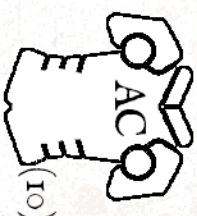
Bed Leg id4-1

NOTES:

Is beginning to stop believing in god.

XP

NAME Obaloitnen Fongentula



(10)



(3)

HP

OCCUPATION Mall Cop

ALIGNMENT

Law Neutral Chaos

Mod

STRENGTH

15 1

AGILITY

9 0

STAMINA

10 0

PERSONALITY

10 0

INTELLIGENCE

7 -1

LUCK

13 1

SAVES

REFLEX 0

FORTITUDE 0

WILL 0

SPEED 30 INIT 0

EQUIPMENT

Plastic Spork
Photo Of family

WEAPONS

Rock (1D3)

NOTES:

Lucky Sign: The Broken Star (Fumbles) (+1).
Is a vegan, and mentions it often.

XP

NAME Nimbus Ordeal



(9)



(3)

HP

OCCUPATION Scientist

ALIGNMENT

Law Neutral Chaos

Mod

STRENGTH

14 1

AGILITY

8 -1

STAMINA

14 1

PERSONALITY

8 -1

INTELLIGENCE

10 0

LUCK

10 0

SAVES

REFLEX -1

FORTITUDE 1

WILL -1

SPEED 30 INIT -1

EQUIPMENT

A pocketful of sand
A spare shoe

WEAPONS

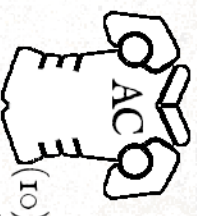
Nail+1 (1D3+1)

NOTES:

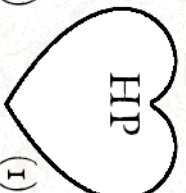
Hates people with ginger hair.

XP

NAME 'Little' Louisa Church



(10)



(1)

HP

OCCUPATION Erotic Writer

ALIGNMENT

Law Neutral Chaos

Mod

STRENGTH

15 1

AGILITY

11 0

STAMINA

6 -1

PERSONALITY

15 1

INTELLIGENCE

10 0

LUCK

10 0

SAVES

REFLEX 0

FORTITUDE -1

WILL 1

SPEED 30 INIT 0

EQUIPMENT

Pillowcase

WEAPONS

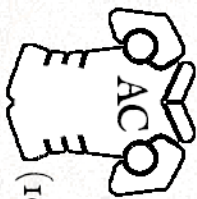
Sock Full of stones +1
(1D4+1)

NOTES:

Hums when nervous.

XP

NAME Anthony 'teeth' McGill



(10)

HP

(1)

OCCUPATION DJ

ALIGNMENT

Law Neutral Chaos

Mod

Saves

STRENGTH

AGILITY

STAMINA

PERSONALITY

INTELLIGENCE

LUCK

10	0
12	0
11	0
8	-1
10	0
12	0

REFLEX

FORTITUDE

WILL

0
0
-1

SPEED 30 INIT 0

EQUIPMENT

4 sausage links (Smuggled in)

WEAPONS

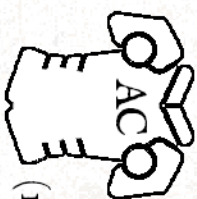
Rock (1D3)

NOTES:

Responds with 'Party?' instead of 'Yes'.

XP

NAME Tina Vonturn



(11)

HP

(2)

OCCUPATION Actress

ALIGNMENT

Law Neutral Chaos

Mod

Saves

STRENGTH

AGILITY

STAMINA

PERSONALITY

INTELLIGENCE

LUCK

12	0
13	1
12	0
13	1
10	0
11	0

REFLEX

FORTITUDE

WILL

1
0
1

SPEED 30 INIT 1

EQUIPMENT

Sponge 50 ft of string

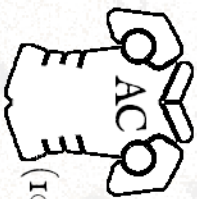
WEAPONS

NOTES:

Is a snobby know it all

XP

NAME Giant Jim



(10)

HP

(3)

OCCUPATION Unemployed

ALIGNMENT

Law Neutral Chaos

Mod

Saves

STRENGTH

AGILITY

STAMINA

PERSONALITY

INTELLIGENCE

LUCK

9	0
9	0
11	0
15	1
12	0
9	0

REFLEX

FORTITUDE

WILL

0
0
1

SPEED 30 INIT 0

EQUIPMENT

Small Mirror Ketchup Packet

WEAPONS

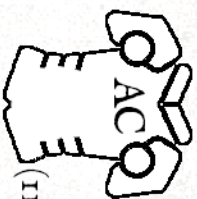
Shank (1D4)

NOTES:

Is very short and hates being reminded of this fact.

XP

NAME Jenny Dugnut



(11)

HP

(1)

OCCUPATION Builder

ALIGNMENT

Law Neutral Chaos

Mod

Saves

STRENGTH

AGILITY

STAMINA

PERSONALITY

INTELLIGENCE

LUCK

11	0
14	1
10	0
9	0
12	0
11	0

REFLEX

FORTITUDE

WILL

1
0
0

SPEED 30 INIT 1

EQUIPMENT

Pillow (No Pillowcase)

WEAPONS

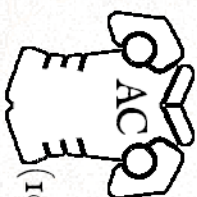
Folding Chair (1D4)

NOTES:

Deals with stress by cracking jokes

XP

NAME Hubert 'old money' Tumblebottom



(10)

Mod

STRENGTH

AGILITY

STAMINA

PERSONALITY

INTELLIGENCE

LUCK



(3)

SAVES

OCCUPATION Butler

ALIGNMENT

LAW

NEUTRAL

CHAOS

SPEED 30

INIT 0

EQUIPMENT

Old Pocket Watch
A single Slice of Ham

WEAPONS

Rock -1 (1D3 -1)

NOTES:

Well spoken older gentleman who believes all of this will blow over?

XP

NAME Pippa Roberts



(9)

Mod

STRENGTH

AGILITY

STAMINA

PERSONALITY

INTELLIGENCE

LUCK



(5)

SAVES

OCCUPATION Showjumper

ALIGNMENT

LAW

NEUTRAL

CHAOS

SPEED 30

INIT -1

EQUIPMENT

A packet of salt
Half an avocado

WEAPONS

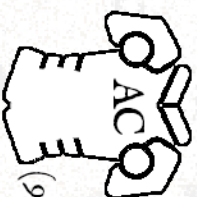
Chair Leg (1D4)

NOTES:

Is easily grossed out.

XP

NAME Karen 'the stare' Stevens



(9)

Mod

STRENGTH

AGILITY

STAMINA

PERSONALITY

INTELLIGENCE

LUCK



(1)

SAVES

OCCUPATION Potter

ALIGNMENT

LAW

NEUTRAL

CHAOS

SPEED 30

INIT -1

EQUIPMENT

A bucket with a face
drawn on it (named
Philip).

WEAPONS

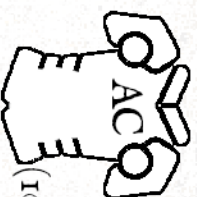
Iron Bar (1D6)

NOTES:

Stares intensely at people when speaking to them

XP

NAME Greasy Stephen



(10)

Mod

STRENGTH

AGILITY

STAMINA

PERSONALITY

INTELLIGENCE

LUCK



(1)

SAVES

OCCUPATION Metal Guitarist

ALIGNMENT

LAW

NEUTRAL

CHAOS

SPEED 30

INIT 0

EQUIPMENT

A copy of
Laterals, By
Tool, on CD.

WEAPONS

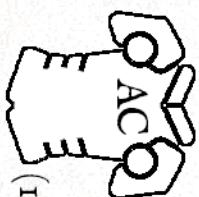
Stick +1 (1d3)

NOTES:

Smells Awful, has an uncontrollable tic.

XP

NAME Harold Shipplemount



(11)

HP

(5)

OCCUPATION Bus driver

ALIGNMENT

☐ Law ☐ Neutral ☐ Chaos

Mod

STRENGTH	11	0
AGILITY	14	1
STAMINA	12	-1
PERSONALITY	9	2
INTELLIGENCE	9	0
LUCK	7	0

Mod

SAVES

REFLEX	1
FORTITUDE	-1
WILL	2

SPEED 30 INIT 1

EQUIPMENT

A flyer for a holiday to Spain
A 'murray' mint

WEAPONS

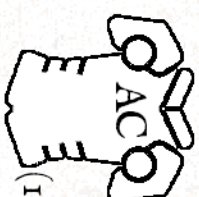
Rock (1d3)

NOTES:

Is often needlessly aggressive.

XP

NAME Jenny 'Crazy Legs' Stuart



(10)

HP

(1)

OCCUPATION Ballet Dancer

ALIGNMENT

☐ Law ☐ Neutral ☐ Chaos

Mod

STRENGTH	8	-1
AGILITY	10	0
STAMINA	3	-3
PERSONALITY	7	-1
INTELLIGENCE	8	-1
LUCK	11	0

Mod

SAVES

REFLEX	0
FORTITUDE	-3
WILL	-1

SPEED 30 INIT 0

EQUIPMENT

A signed photo of the great
Alexi Koppinofftotheshops

WEAPONS

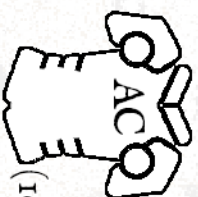
Sock full of stones -1 (1d4)

NOTES:

Shows off her dancing skills way too often

XP

NAME Hubert Bottomouth



(10)

HP

(4)

OCCUPATION Land owner

ALIGNMENT

☐ Law ☐ Neutral ☐ Chaos

Mod

STRENGTH	8	-1
AGILITY	10	0
STAMINA	5	-2
PERSONALITY	8	-1
INTELLIGENCE	11	0
LUCK	12	0

Mod

SAVES

REFLEX	0
FORTITUDE	-2
WILL	-1

SPEED 30 INIT 0

EQUIPMENT

Pepper Grinder
Shoelace

WEAPONS

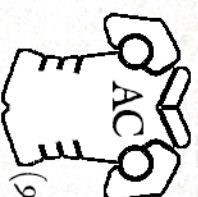
Bone -1 (1d4)

NOTES:

Speaks in such a posh voice that he's difficult to understand.

XP

NAME Helena Von Dernbach



(9)

HP

(7)

OCCUPATION Diplomat

ALIGNMENT

☐ Law ☐ Neutral ☐ Chaos

Mod

STRENGTH	10	0
AGILITY	7	-1
STAMINA	15	1
PERSONALITY	11	0
INTELLIGENCE	13	1
LUCK	12	0

Mod

SAVES

REFLEX	-1
FORTITUDE	1
WILL	0

SPEED 30 INIT -1

EQUIPMENT

A slice of processed cheese

WEAPONS

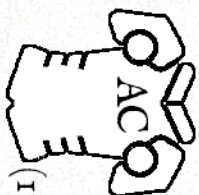
Chair Leg (1d4)

NOTES:

Tries to talk things over before fighting.

XP

NAME Abbey Parsons



(11)

Mod

STRENGTH	11	0
AGILITY	14	1
STAMINA	12	0
PERSONALITY	9	0
INTELLIGENCE	9	0
LUCK	7	-1

(5)

SAVES

REFLEX	1
FORTITUDE	0
WILL	0

WEAPONS

A Nail (1D4)

SPEED	30	INIT	1
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EQUIPMENT

Chalk
10cm of String

OCCUPATION Window Cleaner

ALIGNMENT

LAW NEUTRAL CHAOS

NOTES:

Self proclaimed edge lord

XP

NAME Big-Rave Dave



(11)

Mod

STRENGTH	7	-1
AGILITY	14	1
STAMINA	11	0
PERSONALITY	13	1
INTELLIGENCE	13	1
LUCK	12	0

(6)

SAVES

REFLEX	1
FORTITUDE	0
WILL	1

WEAPONS

Board with a nail in it -1 (1d4-1)

SPEED	30	INIT	1
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EQUIPMENT

A pound coin
A rotting parsnip

OCCUPATION Drug Dealer

ALIGNMENT

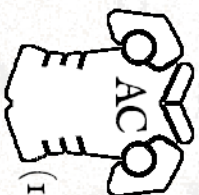
LAW NEUTRAL CHAOS

NOTES:

Thinks everything is fine

XP

NAME Charlie Sloth



(10)

Mod

STRENGTH	13	1
AGILITY	11	0
STAMINA	11	0
PERSONALITY	12	0
INTELLIGENCE	15	1
LUCK	7	-1

(3)

SAVES

REFLEX	0
FORTITUDE	0
WILL	0

OCCUPATION Cobbler

ALIGNMENT

LAW NEUTRAL CHAOS

SPEED	30	INIT	0
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EQUIPMENT

A pocketful of sand
A plastic bottle (empty)

WEAPONS

Table leg (1D4) +1

NOTES:

Sneezes often and loudly.

XP

NAME 'Chef Excellence' Barry Kane



(10)

Mod

STRENGTH	8	-1
AGILITY	11	0
STAMINA	8	-1
PERSONALITY	7	-1
INTELLIGENCE	8	-1
LUCK	7	-1

(2)

SAVES

REFLEX	0
FORTITUDE	-1
WILL	-1

OCCUPATION Chef

ALIGNMENT

LAW NEUTRAL CHAOS

SPEED	30	INIT	0
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EQUIPMENT

A dirty magazine

WEAPONS

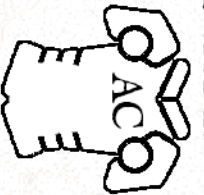
Rock -1 (1d3-1)

NOTES:

Constantly name drops celebrities he's met.

XP

NAME _____



HP

OCCUPATION _____

ALIGNMENT

☐ ☐ ☐ ☐

LAW NEUTRAL CHAOS

Mod

STRENGTH				
AGILITY				
STAMINA				
PERSONALITY				
INTELLIGENCE				
LUCK				

SAVES

REFLEX	
FORTITUDE	
WILL	

SPEED ☐

INIT ☐

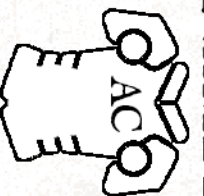
EQUIPMENT

WEAPONS

NOTES:

XP

NAME _____



HP

OCCUPATION _____

ALIGNMENT

☐ ☐ ☐ ☐

LAW NEUTRAL CHAOS

Mod

STRENGTH				
AGILITY				
STAMINA				
PERSONALITY				
INTELLIGENCE				
LUCK				

SAVES

REFLEX	
FORTITUDE	
WILL	

SPEED ☐

INIT ☐

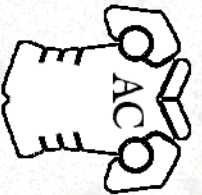
EQUIPMENT

WEAPONS

NOTES:

XP

NAME _____



HP

OCCUPATION _____

ALIGNMENT

☐ ☐ ☐ ☐

LAW NEUTRAL CHAOS

Mod

STRENGTH				
AGILITY				
STAMINA				
PERSONALITY				
INTELLIGENCE				
LUCK				

SAVES

REFLEX	
FORTITUDE	
WILL	

SPEED ☐

INIT ☐

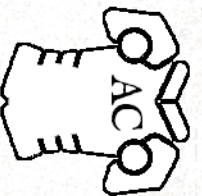
EQUIPMENT

WEAPONS

NOTES:

XP

NAME _____



HP

OCCUPATION _____

ALIGNMENT

☐ ☐ ☐ ☐

LAW NEUTRAL CHAOS

Mod

STRENGTH				
AGILITY				
STAMINA				
PERSONALITY				
INTELLIGENCE				
LUCK				

SAVES

REFLEX	
FORTITUDE	
WILL	

SPEED ☐

INIT ☐

EQUIPMENT

WEAPONS

NOTES:

XP