

# Chill: INTO THE UNKNOWN

## Quick Start

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# The World of Chill

*My training as an envoy for SAVE was, perforce, haphazard; the organization has varied widely in its resources and influence over both time and location. At the time of my introduction, SAVE had recently suffered several setbacks, and as a result most envoys found themselves remanded to their own capabilities. Fortunately, my encounter with the Unknown left me shaken, but not dead; and so I was pressed into SAVE in the only way that one becomes an envoy. Even though envoys come from all walks of life, everyone inducted into SAVE proves eventually to have some purpose or talent when the time is right; and even those who give their sanity or their lives in service to humanity burn bright with the spark of heroism before they are gone. Perhaps something in the human spirit awakens in response to the touch of the Unknown.*

Welcome to the world of Chill. In this preview we'll go over the history of the world, explain the existence of SAVE, and the general tone of the game. Below you will find 3 sections. The first covers the history of SAVE and its impact on the world. The second goes over the basic rules, as well as the role of characters (Envoys). The third is a brief introductory adventure to jump-start your game. If you like what you see here, or are interested in learning more about Chill and our plans for it, please visit our website at <http://www.chillrpg.com>. There you can learn more about Chill and how you can join the official YahooGroup: owcchillrpg.



The world of Chill is a world of horror. However, it is also a world where mankind fights to take back the night in the face of that horror.

In Chill, you play an envoy, an agent of the secretive organization SAVE, a group dedicated to the observation, study, and eventual destruction of "the Unknown." What exactly is the Unknown? Well, SAVE isn't exactly sure. They have a working theory, but almost nothing can be said for certain of what SAVE's founder called "the Enemy" save one thing: it is a source of unspeakable evil.

Your envoy was once a normal person, but exposure to the Unknown has awakened something heroic in him (or her). SAVE, in its fight against the Unknown, watches for people who have survived such encounters, and brings them into the organization to help with the fight. Now, your envoy and others, travel the world in search of elusive clues and weapons to battle the Horrors and defend against the magic and machinations of the Unknown.

In the world of Chill, the Unknown spawns Horrors both familiar and alien. Vampires, werewolves, zombies and their like come from the Unknown, but there are other horrors that

defy description. One thing is certain. When the Unknown is present, nothing is safe or normal. If a vampire moves into town, the crime rate increases, domestic violence increases, the weather changes, children suffer nightmares and wake in cold sweats. When the Unknown enters our world from its shadowy plane of terror, it brings with it corruption that gets right into the marrow of our reality and starts sucking.



# The History of SAVE

*Undriscritpable too is the humansole. Its shortgoings are epic. At the roote of humanvanity swells a fragilistic eggcase awaiting the boot, a creaked ego whose flause may be reddily wedged. Primely, these flause are three: pride, desire, and illusionation, though each chrome persists in many subfhughs. But simultously, the humansole's foilables are often advencages. Of the incacitablility for reasonrhyme, enough is not intuned. This and emotivism are advancages bored uniquely from humankind, and both recombine to leave the man a most inestimable foil.*

## Welcome to SAVE

Since the mid 1800's, SAVE's mission has been the same: to seek out and combat the Unknown wherever it is found. But, in order to combat an enemy – especially one as formidable and alien as the Unknown – one must study its ways first. Simply throwing force at horrors of the Unknown is inviting disaster and defeat. It takes more than brute strength to defeat the Enemy; it takes perception, insight, and knowledge as well.

## The History of SAVE

What follows is a very brief history of SAVE. A more extensive outline can be found in the corebook. This history will give you an idea of SAVE's fight against its eternal Enemy as well the current state of the organization.

### Charles O'Boylan's SAVE (1844 - 1846)

SAVE began in 1844 with a single man: Professor Charles O'Boylan. Living in Dublin, Ireland, O'Boylan was fascinated with the possibilities of the mind. Not content to experiment with "occult mumbo jumbo," he was convinced there was a scientific explanation for psychic phenomenon, and he set his mind to finding it. What he found instead was something entirely different.

O'Boylan had experimented with his own seemingly supernatural powers of perception to a small degree, but he insisted on making his experiments "things of Pure Science," and so, for almost a year, he carried out objective studies on psychic phenomenon.

No one is really sure of the outcome of these

studies, because at the end of the year, O'Boylan destroyed all his notes and abandoned his studies. "I have found a new and more worthy cause to champion," he wrote in his new journal. "And my Enemy will regret showing his face to me."

The "Enemy" O'Boylan wrote about was a seemingly intelligent and malevolent force he dubbed "the Unknown." He wrote:

*It is from this Source of Darkness that all Evil flows. It is not from Here, but from There, that dark place where mine eyes peered, my magical eyes that made me so proud... So vain.*

O'Boylan recruited two other men – Henry Boulton and Richard Arthur (Lord Strange) – to create a secret society devoted to fighting this Enemy. O'Boylan dubbed the organization "SAVE," or *Societas Albae Viae Eternitata* (the Eternal Society of the White Way). O'Boylan's scientific knowledge coupled with Lord Strange's understandings of the occult and Henry Boulton's skills at gentlemanly combat formed a perfect circle to study and do battle with the Unknown. The year was 1844. By 1846, Charles O'Boylan was dead at the hands of his Enemy.

### Richard O'Boylan's SAVE (1847 - 1889)

Although he was not the scientist his father was, Richard O'Boylan was a man who understood how to get things done. He was a barrister, a man with an organized and rational mind that refused to accept such ridiculous notions as "ghosts and ghouls."

Refused to accept them, that is, until he was personally assaulted by the Unknown – in the shape of his father's animated corpse. It wasn't long after that he was joining with Boulton, Strange, and their East Indian companion Pachmari in the fight against the Enemy.



Richard O'Boylan brought more than just a keen mind for logistics, he also brought with him contacts in the social circles Boulton and Strange simply did not have. He raised money for SAVE, expanded its membership and organized a system for cataloging and recording encounters with the Enemy. Within two years, the organization had grown from four men living in the O'Boylan estates and a couple of offices, to nearly a two-dozen SAVE chapter houses across the continent and in North America.

Richard O'Boylan seldom went out on expeditions, sending instead Boulton, Strange, and Pachmari, remaining behind to organize SAVE and maintain its growth. He wrote:

*What courage my father had is not mine. But I will give to these brave men what courage I have and all the other virtues I may bring to task. I may not fight at their side, but I swear by my father's good name and the courage that boils in these men's veins, that I will ensure they do not fight empty-handed. And they will not fight alone.*

Richard remained at the head of SAVE for nearly forty years. And during his reign at the organization, both Henry Boulton and Richard Arthur were lost to the Enemy. All three original members were dead or missing. At the end of his term, he commissioned a statue to be placed in the front foyer of the O'Boylan estate. The statue depicted the three founders of SAVE standing boldly together. At the foot of the statue read the words, "No man need stand alone."

Richard O'Boylan retired in 1889, passing SAVE to his second-born son, Michael.

## Michael O'Boylan's SAVE (1890 - 1923)

While his father was a man of logical precision and organization, and his grandfather a professor and scientist, Michael O'Boylan was a poet, playwright, and author of some small regard. His tales of fantasy were a small success in England; just enough to bring him fame and a meager fortune.

When his father revealed the nature of his secret life to him, Michael was astonished, awed, and curious. His mind was open to the notions of monsters, ghouls and goblins, and while he suspected there was some truth to the folktales of his homeland, he never suspected what horrors awaited him.

It has been said that of the three O'Boylans, Michael was the least ready to take the mantle and face the Unknown. He was no man of action, no scientist, no great organizational thinker. But, more than his father or grandfather, Michael O'Boylan understood the Unknown. Not only that, but because he was an author, he was able to articulate its threat better than either of his predecessors. A scientist may have found it, but it took a poet's mind to see the Unknown for what it truly was.

It was his book, *Devices of the Enemy*, Michael O'Boylan discussed the nature of the Unknown. He drew from dozens of envoy reports, focusing his mind not on the scientific study of the Unknown, but to understand its heart. He wrote:

*I have seen our Enemy, and I think, at last, I know what it might be. Our Enemy is ourselves. It is our own fears, our own darkness. The Unknown is formless Hate. It is we who give our Enemy its shape.*

The Great War dealt a heavy toll on SAVE. The European Continent was ripe with Unknown activity, all but unchecked due to the chaos of the war. Michael O'Boylan was particularly damaged by the conflict as all three of his sons were killed in the line of duty. His spirit never recovered, and a deep depression all but removed him from SAVE's activities. At the end of the conflict, Colonel Benjamin Wellborn, O'Boylan's most trusted confident, took the reins.

On September 2, 1923, Michael O'Boylan died unexpectedly in his ancestral home. He was found in his bed, fingers clutching the sheets, his eyes wide open, his tongue bit in two. Control of SAVE passed to Wellborn and this marks the first time since SAVE's inception that it was not headed by an O'Boylan. A long period of decline began.

## Benjamin Wellborne's SAVE (1923 - 1944)

Benjamin Wellborn was a Colonel in Her Majesty's Army. His regimented standards kept SAVE together during the dark shadow of Michael O'Boylan's death. Unknown activity increased dramatically during this time, nearly crushing SAVE under its weight. Thanks to Wellborn's conviction and courage, SAVE survived, albeit in a much weaker state.

New chapter houses were founded, old chapter houses were lost. Focus turned to America where the New York, Chicago and Los Angeles chapters grew at an unprecedented rate. Unknown



activity in America was beyond anything ever encountered in the past, and Envoy attrition rate was high. North American coordinator Thomas Runton was a flamboyant, confident figure whose enthusiasm quickly spread through the North American chapters. He attracted the attention of America's nouveaux riche, bolstering his chapter houses' funds further than any of Europe's Old Money contemporaries. More cases were investigated and solved in North America than all other countries combined... until the bubble burst in 1929.

The Stock Market Crash destroyed America's economy and the North American SAVE bureaus felt the impact. Of the seven American bureaus, only three remained: Chicago, Los Angeles, and New York. Atlanta, Boston, San Francisco, Dallas, and Portland were lost. A long, cold shadow fell across North America, for SAVE's loss only exacerbated the already rabid Unknown activity in the United States.

Europe did what it could to help the United States, but the combination of envoy attrition and resentment toward the attitude of the American bureaus further deepened the rift between the Old World and the New. As Europe slowly re-built after the chaos of the Great War, America tried to hold on with both hands. It was a dark time for SAVE, a period of time that nearly destroyed the organization. And just as it appeared the European bureaus were beginning to get a foothold again, a second war threatened to destroy O'Boylan's dream forever.

In 1939, Germany invaded Poland, and the beginning salvo of World War II drew Colonel Wellborn back into combat; his duties to SAVE once again suspended. In his absence, SAVE was almost dormant. The O'Boylan estate was empty of personnel except for a few envoys. In 1944, Wellborn was wounded in battle and died shortly thereafter.

For the first time SAVE had no direct heir, and for twenty-two months, a bitter internal struggle for its destiny commenced.

## Two SAVEs (1944 - 1946)

For two years, SAVE was divided in half. North America's Continental Coordinator, Reginald Baxter, insisted control of SAVE be transferred to the New York bureau. Meanwhile, the Dublin bureau struggled to find a new World Coordinator. For the first time, politics became a factor in the fate of SAVE, and the organization suffered for it.

It wasn't until August 8, 1946 that the matter was finally settled. A vote of all bureaus gave control of SAVE to the New York office. Control was firmly in Baxter's hands. The Dublin bureau, still divided by internal politics, became the European focal point of SAVE activity, but all bureaus reported directly to Baxter's New York office.

## Reginald Baxter's SAVE (1946 - 1958)

As control of SAVE moved to North America, the continental bureaus became more independent. Baxter's SAVE was aggressive, seeking out the Unknown and destroying it wherever it could. Envoy attrition rate was high, but Baxter knew what he wanted: a full-fledged war against the Enemy.

For a while, it seemed his ruthlessness was effective. Unknown activity died down considerably after his first year as World Director. While many bureaus tried a more cautious approach, Baxter trumped their authority. When they reported Unknown activity, he sent in squads of heavily armed soldiers to deal with the situation, wrecking havoc on the local populace as well as the Unknown. Baxter's reasoning was simple:

*We are at war. The Enemy has walked too long behind our front lines. We will take the fight to them, root them out, drag them into the sunlight and show the world for what they are: abominations that can no longer be tolerated for what they are.*

Although his initial push against the Unknown effectively cut occurrences by a third, an enemy Baxter never counted on arose to smite him. That enemy was Joseph McCarthy, and Baxter was on the top of the Senator's list of men to question regarding "suspicious activity."

McCarthy's search for Communists drove SAVE even further underground. Once again, the North American continent was all but silent in its fight against the Unknown, and reports of supernatural activity picked up once again. Baxter was ruined by McCarthy's quest to discover "the truth behind the mysterious Mr. Baxter." In the end, Baxter threw himself off the Bay Bridge in San Francisco, leaving the question, "Who shall lead SAVE?"



## SAVE Alone (1958 - 1981)

For over twenty years, SAVE stood with no World Director and no World Headquarters. The Continental bureaus also fell by the wayside as the smaller bureaus moved toward autonomy. The reigning philosophy was simple: no national or world-wide bureau could understand or appreciate the needs of the smaller bureaus. Thus, every local bureau was given complete autonomy. This also meant each bureau had to raise its own funds, recruit members, and handle all other bureaucratic needs.

The move had mixed success. Some bureaus thrived while others failed. While the bureaus were autocratic, they were also isolated from each other, which led to drastic envoy attrition. Recruitment was also up, however, which stemmed the tide of bloodshed a little. But not enough.

After more than twenty years, it was decided a central authority was needed once again. The strong bureaus disagreed, but eventually (and reluctantly) accepted the move. A World-Wide Bureau opened once again on the O'Boylan estates and a new Coordinator was chosen. This time, he was elected by the membership. His name was Robert Davidson.

## Robert Davidson's SAVE (1981 - 1989)

In 1961, a young Robert Davidson had his first encounter with the Unknown. He lost his father in the war when he was only a child, leaving him and his mother alone. At the age of fifteen, he watched helplessly as an invisible force attacked his mother in her bed, throttling her to death. The sight scarred his psyche for life. Three SAVE envoys rescued him from the creature and brought him back to the headquarters for questioning. It was there his long relationship with SAVE began.

By 1981, Davidson was the Unknown's most potent foe. His record listed an unprecedented seventeen investigations in a scant few years – fourteen of them deemed “successful” by his superiors. In 1981, Davidson was thirty-five, the Deputy Coordinator of the Los Angeles bureau, and the most obvious candidate to become SAVE's new World Coordinator. When he was elected, he raised the man who got the second highest number of votes, Dr. Desmond Kearny, to position of Assistant Coordinator and also put him in charge of SAVE's archives.

Davidson accepted the office with some

trepidation. “I belong in the field,” he wrote in his journal. “not behind a desk.” His fears were soon put to rest. Dr. Kearny, not at all what one would consider a “man of action,” maintained the bureaucracy of SAVE while Davidson went with fellow envoys to do battle with the Enemy. Kearny and Davidson did well together for the eight years they managed SAVE. Perhaps a bit too well.

In 1984, with the help of an independent publisher, SAVE established a line of adventure novels based on their investigations. The line sold well and helped fill SAVE coffers around the world... for about three years. In 1987, the publisher mysteriously disappeared. Davidson himself investigated the disappearance, but no evidence led to any substantial conclusions.

The two-year period between 1986 and 1987 showed the greatest amount of envoy casualties in its history. SAVE lost 30% of its membership in less than twenty months. Both Davidson and Kearney were pushed to the limits of exhaustion trying to keep SAVE together.

In November 1988, while aiding the Sydney bureau, Davidson came across something he claimed would change SAVE's war against the Unknown forever. Exactly what that object was, not even Kearney knew. None of the envoys on the expedition survived except Davidson. He flew back to Ireland immediately, without even logging a report with the Sydney bureau. He retreated into his private chambers and refused to see or speak with anyone.

During this time period SAVE changed its name to the *Societas Argenti Viae Eternitata*, (the Eternal Society of the Silver Way) to avoid any racial or legal entanglements.

A year later, the O'Boylan estates were quiet. Unknown activity was strangely low for the year. Kearney wrote in his journals:

*It is quiet, but it feels as if a storm is building on the horizon. I can smell the rain. I think I hear the thunder. It is a storm we will not be prepared for. How can we prepare?*



Kearney's friend had not moved from his home since he returned. He refused any visitors, ejected his staff. When Kearney tried to force his way into the home, he was met with a mad-eyed Davidson, armed with a shotgun. "Almost finished," Davidson told Kearney. "Just go away."

On November 4th of that year, almost one year to the date of Davidson finding his mysterious artifact, the boiler in the ancestral home of Charles O'Boylan exploded. Twenty envoys were killed, dozens injured. Over two million pages were burned in the fire; over one hundred and fifty years of knowledge destroyed in a single night. Desmond Kearney had been away, tending to his wife who had complained of chest pains and migraines. His office sat directly above the boiler room. Of the dozens of injured and dead, five bodies were missing. One of those counted missing was Robert Davidson.

That same night, attacks against all SAVE headquarters were reported. Los Angeles lost ten envoys. New York lost fifteen. Boston was burned to the ground, every life inside lost to the fire. Paris reported a pack of *loup garou* charging into the bureau, killing seven. The ten envoys staying in the London office were found dead from asphyxiation; their faces twisted and awful. The Madrid office was the only bureau without casualties; every envoy was off site investigating a poltergeist in Brussels.

Kearney had little choice. He had to protect those who entrusted him with their lives. He ordered all SAVE envoys to abandon their bureaus, change their identities if possible, and remove themselves from public life. "SAVE will die so it may live again," he wrote. "But it is not dead. Only sleeping. Waiting for the right moment to awaken again."

That moment would be ten years in the making.

## SAVE Underground (1990 - 2003)

Under the direction of Kearney, SAVE broke itself up into clandestine cells, free from hierarchy, structure, and (for the most part) detection from the Unknown. Each cell knew only its own members. There were no Headquarters, no Coordinators. Each cell operated independently with no knowledge of any other. Sometimes, cells bumped into each other on investigations, but for the most part, groups remained isolated. Even more so than before, SAVE was an invisible weapon against the Enemy, although this time, an unwieldy one.

Individual cells had to rely on themselves to fight the Enemy. Their own tools, their own resources, their own wits. The vast records of the O'Boylan estate were gone, making the Unknown even more dangerous than before. Knowledge was always SAVE's best shield, and without it, Envoys suffered.

Without direct communication or coordinating offices, SAVE was a haphazard force of well meaning but poorly organized individuals fighting half-blind against the Unknown. Their efforts went largely unnoticed for a decade. And the shadow of the Unknown spread unchecked across the world.

Desmond Kearney spent this time attempting to rebuild the SAVE archives. A secondary archive was kept off-site, but almost all of it was damaged during the heavy winter rains of 1998. Kearney spent ten years trying to collate the information from the secondary and primary archives, but his successes were limited. Eventually, he enlisted the help of Rachel Fortenbaugh, a young envoy from America whose computer skills greatly aided the task.

In January 1999, Desmond Kearney was diagnosed with liver cancer. Doctors said he had just months to live. Within two weeks of that event, four very important events occurred which changed SAVE forever.

## SAVE Reborn (2004)

### The Lost Records

A British envoy named Richard Kincaid was searching through the ruins of the O'Boylan estate, investigating rumors of a ghost haunting the site. His group was asleep, camping on the second story, when he saw a spectral figure pointing at a burned out wall. Kincaid was convinced the vision was a dream and he was right. When he awoke, he searched the wall and found a small opening... and a soft breeze coming from it. His team searched the house (overlooking the sea from a steep cliffside) and found a cave and study beneath the estate. There, sealed in plastic, were notes from World Coordinators dating back to Charles O'Boylan himself. The find was nothing less than epic.

The files were turned over to Kearney who turned them over to Fortenbaugh who immediately began transferring the delicate documents to an electronic format. The amount of information discovered would take years to transfer, but the find all but replaced the archives lost ten years before.



## Strange

Meanwhile, an ex-cop from Los Angeles named William Walker was living in London, in the ancestral home of the Stanley family. He had a small bit of fame writing crime novels and starting a small, non-profit company devoted to finding lost and abducted children. He was in London because he had recently discovered he was the last known direct descendant of the aristocratic line that ruled the castle. He was the long lost 33rd Lord of Strange.

In 2002, Walker had been attacked in his ancestral home by a vampire. But, something unexpected happened. Instead of turning to the will of the Unknown, Walker maintained his own mind and will. He fought against his attacker and drove her off. His encounter with the Unknown led him to SAVE. Or, rather, led SAVE to him.

## Boulton

Meanwhile, a SAVE cell went to Africa looking for legends of dream-eating witches. What they found was a large white man, covered in tribal tattoos, leading the local tribes against the witches and their magics. When the battle was done and the witches killed or driven away, the white man's tribe was all but destroyed. When the envoys asked him to come with them, he nodded. When they asked if he had family back in Europe, he shook his head. He spoke French when he said, "My family is all dead." When they asked his family name, the name he gave made them start. "Boulton," he said. "Je mapelle Henri Boutlon."

## O'Boylan

In South America, a young doctor working for the WHO was doing research on a strange disease. She was unable to isolate its properties; the virus kept changing and changing and changing. She could not determine how it moved from host to host. She could not find a way to fight it. What's worse, the corpses that died from it had to be destroyed... because they rose back up twenty-four hours later. When a small group of "researchers" arrived offering help, she took it. She needed any help she could get. The leaders of the two groups introduced themselves. "Dr. Henry Gonzalez," the newcomer said. The woman shook his hand. "Dr. Michelle O'Boylan," she replied... and felt his hand shiver.

These three events were immediately reported to Desmond Kearney in Ireland. He arranged for O'Boylan and Boulton to meet with him at the estate of Lord Strange. While waiting for the meeting, he wrote in his journal:

*This cannot be a coincidence. It must be some sort of omen. Coupled with our recent discoveries in Ireland – I dare not hope. I dare not.*

His hopes, it seems, were not ill founded.

## SAVE Today (2005 - Present)

From the late Desmond Kearney's journals:

*We lost our way in the dark. Lost our purpose. Now, I can feel something... something stirring. Like the storm from before. But a different storm. One that will bring fire and lightning, yes, but also rain. Rain to wash away the muck and filth left behind by our pride.*

*We are reborn.*

On December 26, 2004, Desmond Kearney died of complications due to his failing liver. His last will and testament put all his vast resources behind restoring the O'Boylan estate to its former glory. His family lawyer spent the year legitimizing the O'Boylan estate. The lawyer wore an indalo on his lapel.

In 2005, the three went out on their first investigation for SAVE.



# Envoys

*Roles...I have no roles. Roles are four minelessiydyotes. Humansole has onerole...obeious me, or becumming warm delicious carnivalous and beastwater.*

**Y**our alter ego in the world of Chill is your Envoy. This character, like a character in a novel, has certain foibles, traits, and capabilities, and it's up to you to decide upon them.

Every envoy in SAVE is automatically a cut above the norm. While many enter the career by accident, thanks to a brush with the Unknown, all eventually realize that they have a greater destiny to protect humanity from the threats that endangered them. This process catalyzes something in the individual, awakening in the envoy a rare potential for greatness.

To describe your envoy, you use a set of Traits. Traits can describe your envoy's natural capabilities, special training, or personal foibles. Different Traits have different effects, but they're all important. It's up to you to choose the Traits that will help your envoy to perform his (or her) job well.

## Your Envoy's Background

Your first step in creating your envoy is to decide upon a background and story. Every envoy comes into SAVE thanks to a brush with the Unknown. After surviving that harrowing experience, usually due to the help of a SAVE team, that individual often finds an invitation to join waiting—and few pass it up. Once the Unknown has touched a person's life, there's no going back. The absolute knowledge that something horrible lurks in the putrid corners of the world means that everything else pales in comparison. The total re-evaluation of one's life and purpose almost always leads to one final conclusion: Something must be done. Those who take destiny into their own hands and join SAVE become its newest envoys.

It's usually easiest to start with a general idea, and then work to specifics. Once you have an idea of what sort of envoy you want to play, you can move on to develop your envoy's Traits.

## Envoy Roles

Since you're (hopefully) going to play your envoy through many stories, you want to make sure that your envoy fits into a specific role. While SAVE teams often have to make do with the people they can get—there are only so many agents, after all—the best teams manage to cover all bases.

Naturally, some teams are too small to have every role covered. Some envoys double up, using their skills to fill two jobs at once. These aren't formal roles; SAVE doesn't hand out membership brochures recruiting people into these jobs. Rather, these are the sorts of roles that tend to come up in the course of an investigation, and missing one or more can lead to potentially deadly oversights.

While you don't have to make your envoy fit neatly into a role, it helps for two important reasons. Firstly, you'll immediately have a handle on the sorts of skills and edges that will make your envoy better at his job, so he'll be more likely to help the team succeed and he'll have more chances to shine during an investigation. Secondly, you can make sure that you don't overlap with anyone in the team. It's useful to have a backup in case things go wrong, of course, but when two or more envoys overlap in skills, the result is usually that only one of them gets a lot of playing time and the other player winds up feeling left out—which is, of course, no fun at all.

Please take note that the roles below are in no way a straight jacket. These are not hard defined character classes. Rather, they are a way to stimulate the brain and get you thinking about the type of character you want to play.

Some typical roles include:

**Brawler:** When the gunman's bullets aren't getting the job done, the brawler steps in to trade blows. It takes a strong, hearty, and foolish individual to dare to face off against a Horror, especially since most of them are preternaturally strong and tough. Usually, the brawler just buys enough time for the team to escape or trigger



a contingency plan. Brawlers were often laborers, criminals, martial artists, and athletes.

**Face:** A “face man” is the front for cons, grifts, and talk-work. Face men can be good leaders, but a skilled face man excels at clever stories, glib explanations, and witty repartee. The face man charms his way into places where he shouldn’t go and seduces others to the envoys’ cause. Face men were often politicians, salesmen, con artists, or gamblers.

**Gunman:** When a vampire is about to put the bite on you, or a horde of zombies bursts through the gates, the gunman uses his amazing facility to put the enemy down. Of course, many Horrors are resistant or immune to mere bullets, but the gunman’s talents allow him to perform trick shots and covering fire as well. Gunmen usually come from police, military, or criminal careers.

**Infiltrator:** Often, learning about or confronting a particular Horror requires breaking into places where you’re not supposed to be. A SAVE team may need to steal police records, city maps, or keys; or enter locked buildings, blocked sewers, and abandoned homes. Infiltrators can get in, get the job done quietly, and get out. Most infiltrators were criminals, woodsmen, stunt men, or stage magicians.

**Investigator:** Investigators are those Envoys who have been trained to search out and find clues, question witnesses, and or try to find the REAL story. Investigators may have been members of a police department, private detectives, or journalists.

**Leader:** The leader catalyzes the rest of the group, inspiring them and making them better at what they do. Leaders may have been businessmen, religious figures, team players, or motivational speakers.

**Lucky:** A few envoys seem to have incredible luck; they just happen into the right solutions for their situations. Lucky fellows may be klutzy, dumb, or foolish, yet somehow they pull through horror, because fortune favors this sort of fool. Lucky envoys often were perpetual students, whimsical travelers, lottery winners, or wealthy investors.

**Psychic:** The psychic is the character who has that touch of something else; that weird vibe or otherworldly attitude. Psychics are masters of the Art and are often the only thing preventing the complete destruction of the team at the hands of the Unknown. Psychics were often outcasts, mediums, or fortune tellers.

**Scholar:** The only way to fight the Unknown is to understand it. Every Horror has a weakness, and the scholar is a master of the legends, history, and research necessary to discover such vulnerabilities.

Scholars were often experts, academics, scientists, or computer users.

**Technician:** These characters have the aptitude to understand devices without needing to flip through the manual and can make simple repairs to something that will keep it working for a few minutes, even if not fixing it completely. A Technician has the raw knowledge of science and technology to scratch build useful items from available resources, given enough time. Most Technicians come from backgrounds as engineers, mechanics, press operators, or other such highly skilled jobs.

## Envoy History

Once you’ve settled on a role, flesh out your envoy’s history. Your envoy’s former life will heavily influence the skills and qualities you choose. A police officer will have many different skills from a bartender. Your combination of mundane history and team role will guide you in choosing the skills useful to your envoy.

Of course, you can always play against type. Your envoy might have been the worst sushi chef in Tokyo before joining SAVE, therefore having a low Cooking skill—but a mean score with Knives. Just make sure that your envoy can fill his role correctly. Having very low scores in your key Traits will lower the team’s chance of success, and bring the Unknown that much closer to taking over the world!

Your envoy’s mundane history can come from any of the sorts of life paths that you’d find in the normal world. Your envoy may have been a bum, a storeowner, a survivalist, a mountain climber, an engineer, a musician, an actor—all of this, however, was just the prelude to the turning point, when the Unknown changed her life forever.

## Age

Age in Chill is both an Edge (you get stuff) and a Flaw (it “hurts” you). As Envoys age, they gain bonus skill points, balanced by the loss of Trait points and or the acquisition of Flaws. Any Edges gained through Age ignore any Prerequisites. The five Ages are: Kid, Young Adult, Adult, Middle Age, and Older Adult.

Age plays a big part in determining your character, however since this is just an intro to the game, the full rules won’t be found here. Check out the full rules in the Chill Corebook.



# The Base Rules

Before you can absorb the rules for Chill, you must understand some of the basic terms and practices used throughout the game.

## Practices

**Rolling:** You'll often roll multiple dice in Chill. The most common roll is a percentile roll (roll %). This is a roll of two ten-sided dice, with one counting as "ones" and the other as "tens." Be sure to call in advance which die is high and which is low. Read the high die as the tens column and the low die as the ones column. If you roll 7 and 9, for instance, this is a 79.

**Higher is Generally Better:** In every instance, a higher roll means more success or stronger results. Be careful, though, because rolling too high can "bust," just like in blackjack: Roll too high and you'll go over. You want a trade-off between rolling low enough to succeed, and high enough to succeed well. When you're counting up your envoy's Traits, higher is also better: a high Strength score is more effective than a low Strength score. See Taking Action, on page 4, for more on this principle in play.

**Rounding:** Round fractions the way you learned in school: fractions of a half or more round up; fractions less than one half round down.

## Terms

**Art, The:** A quasi-magical system of manipulating the energies of the Unknown, used as a defense by agents of SAVE (and, sometimes, by other people). Full rules for the art will be found in the Core Rulebook.

**Chill Master (CM):** The player who oversees the course of the game, presents the Horror(s), and oversees the direction of the story and interpretation of the rules. Unlike the other players, the CM does not play a single character or envoy; instead, the CM takes on all of the other roles for the background and the antagonists of the episode.

**Critical Failure:** A failed die roll where the player rolls doubles (88, 99, 00, etc.). A dramatic failure inflicts extra problems.

**Critical Success:** Also known as a "C" result. A successful die roll where the player rolls doubles (33, 44, 55, etc.). A Critical Success grants extra benefits.

**Dire Peril:** A situation in which a player deliberately chooses to do something that may be fatal to the character. One of the few times that it is dramatically appropriate for an envoy to die due to failure. During the climax of the story, characters are automatically in Dire Peril. Additionally, if a Horror completes all of their Revelations, a situation of Dire Peril may exist.

**Envoy:** An agent of SAVE. Envoys come from those people who've survived a brush with the Unknown and agreed to help SAVE in its fight. Your envoy is also the character, or role, that you play in a game of Chill.

**Extended Task:** A task (see below) that takes a significant amount of time and several steps, spread out over minutes, hours, or days. See Taking Action on page 14.

**Goal Line:** The series of Revelations that make up a single story.

**High Success:** Also known as an "H" result. The second best type of success. A High Success happens when a roll of 80 or higher occurs and guarantees almost all of the relevant information. See Specific Rolls on page 15.

**Intermediate Success:** Also known as an "I" result. A marginal success. An Intermediate Success happens when a roll of 40-79 occurs and guarantees an average amount of information. See Specific Rolls on page 15.

**Light Success:** Also known as an "L" result. The lowest possible type of success. A Light Success happens when a roll of 01-39 occurs and guarantees only a minimum amount of information, or a success that only squeaks by. See Specific Rolls on page 15.

**Mastery Level:** an envoy might have Student, Teacher, or Master training in a skill, in addition to their numerical skill total. In such cases, the envoy has access to additional tricks based on the level of training.

**Resolve:** A bonus to Fear Checks given to Envoy's either through completing Revelations, because of an Edge, or as a special bonus from the CM.

**Revelations:** A storytelling device that indicates one Revelation for the envoys, or for the Horror. Completing a Revelation has certain victory bonuses, and completing all Revelations for a story opens the way to finish the enemy (or for the enemy to finish the envoys!) in the climax. See page 27 for more information.

**SAVE:** The "*Societas Argenti Viae Eternitiae*," the Eternal Society of the Silver Way, founded to combat the Unknown.

**Salary Level:** a composite of income, credit rating, net worth, and savings. The 5 Salary Levels are: Destitute, Struggling, Comfortable, Well-off, and Rich. The default Salary Level for beginning characters is Comfortable. The Core Rulebook will have more information on Salary Levels.

**Task:** A challenge of some sort, requiring a player's die roll to determine a character's success or failure. See Taking Action on page 14.

**Wealth Check:** Wealth Checks are used to determine what characters can afford and what gear they might reasonably have access to. The Core Rulebook will have more information on Wealth Checks.



# Traits, Skills, and Qualities

*Humans often seek solace in absolutes. The Unknown dwell in the uncertainties of that absolution*

## Traits

Your envoy's first set of characteristics are Traits which represent innate capabilities. While Traits can improve or decline over time, they typically represent a wide range of inborn personal talent. The typical person has six Traits: Strength, Reflexes, Endurance, Perception, Willpower, and Charisma. Envoys and other special humans have a seventh Trait: Luck. Each Trait generally runs in a score from 10 to 90 or more, with a 10 representing an abysmal lack of talent and a 100 the usual maximum human potential. Most starting Envoys will have 300 points to divide among Traits within those ranges. A score of 35 is considered human "normal". Most normal NPC characters are created with 200 points and they have no Luck Trait.

### Strength (Str)

The Strength Trait encompasses lifting power, musculature, and raw physique. Envoys with a high Strength score can smash down doors, hit hard, climb well, jump far, pull up team members hanging on a rope, and lift a heavy load. Damaged Strength is recovered naturally at the rate of 1d5 Strength for every 8 hours of sleep.

### Reflexes (Ref)

The Reflexes Trait determines speed, coordination, and bodily agility. An envoy with high Reflexes can dodge attacks, aim swings well, run quickly, perform sleight-of-hand, and balance on narrow surfaces. Damaged Reflexes is recovered naturally at the rate of 1d5 Reflexes for every 8 hours of sleep.

### Endurance (End)

The Endurance Trait covers stamina, health, and resilience. An envoy with high Endurance can throw off a cold, jog for a long time, go without sleep for an extended period, ignore heat and cold, shrug off starvation and thirst, and survive a great deal of physical punishment. Damaged Endurance is recovered naturally at the rate of 1d5 Endurance for every 8 hours of sleep.

## Perception (Per)

The Perception Trait represents alertness, logic, and the ability to combine sensory input into useful clues. An envoy with high Perception can spot ambushes, learn quickly by putting together disparate elements, aim guns well, and spot lies. Perception is recovered naturally at the rate of 1d10 Perception for every 4 hours of sleep.

## Willpower (Wpr)

The Willpower Trait includes mental fortitude, determination, motivation, and sense of purpose. An envoy with high Willpower can throw off supernatural influence, continue fighting in spite of horrible wounds, resist torture, and outlast the meek. Willpower is recovered naturally at the rate of 1d10 Willpower for every 4 hours of sleep.

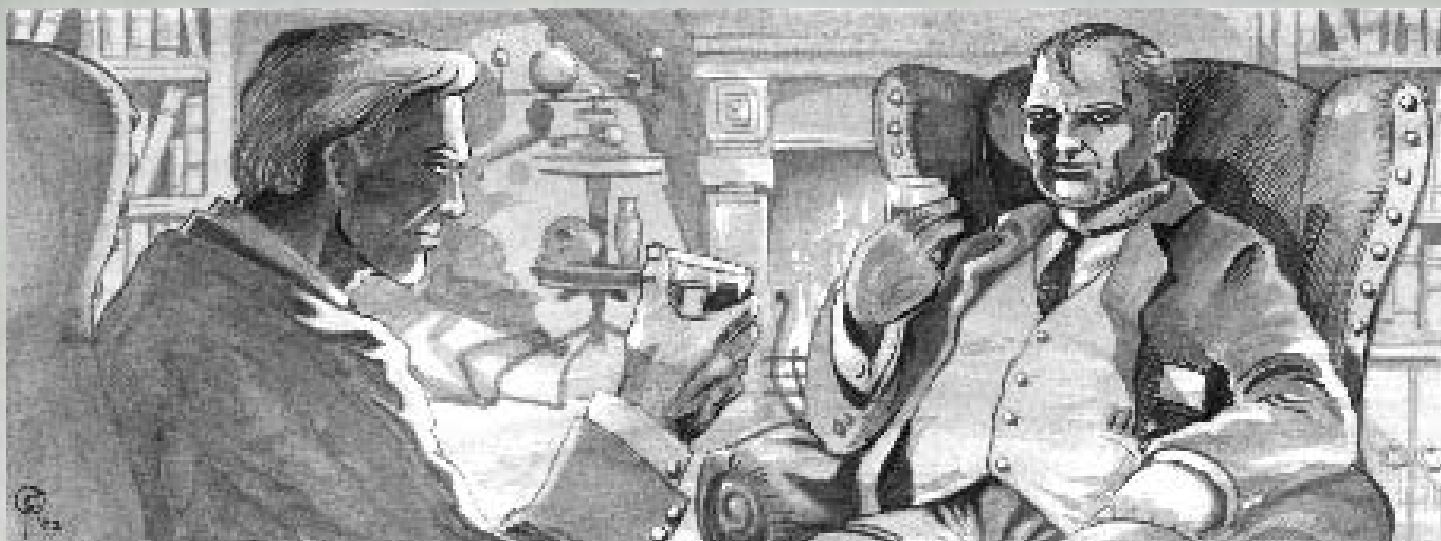
## Charisma (Cha)

The Charisma Trait comprises charm, beauty, poise, magnetism, ego, and force of personality. An envoy with high Charisma can persuade others to help in a crisis, make persuasive arguments, can express him self clearly, and seduce others. Charisma is recovered naturally at the rate of 1d10 Charisma for every 4 hours of sleep.

## Luck (Luc)

Only envoys and other special humans (or minions of the Unknown) have Luck. This Trait encompasses fate, karma, chance, and dramatic necessity—in essence, the Trait represents the envoy's ability to avoid disaster and continue in spite of the worst horrors of the Unknown. You, the player, use Luck to change the game situation to your advantage; your envoy then "miraculously" avoids situations that would crush normal people. Luck can also be used to absorb damage that would normally damage another Trait. Luck used in this fashion is "spent" just as if the character were using it to influence die rolls. Luck is recovered naturally at the rate of 1d10 Luck for every 4 hours of sleep.





## Skills

Envoys rely on a wide range of skills to accomplish their missions. You can purchase almost any skill from the list, in order to represent particular expertise in a field. Skills range from 0 to 100, with a 0 representing no experience and a 100 equating the highest expertise possible. The average professional has a score of 30 in their chosen field, with a Skill Mastery level of Teacher.

You cannot spend skill points on Sense the Unknown. That special characteristic starts with a rating of 1d10. Additionally, if you attempt to use a skill in which you have no Skill Ranks, you just use the average of the two Traits assigned to that skill.

**Skill Points:** In a standard Chill game you have will have a number of points to spend to buy skills. Please see the Chill Corebook for the complete rules on Skill Points and character creation.

**Mastery Levels:** an envoy might have Student, Teacher, or Master training in a skill, in addition to their numerical skill total. In such cases, the envoy has access to additional tricks based on the level of training. Even an envoy with a low rating can have a few special tricks, while a highly experienced individual might have eschewed ever learning such things. Please see the Core Rulebook for a full explanation of Master Levels.

## Qualities

During character creation, and after you've settled on traits and skills, you can pick a special quality for your envoy. Qualities represent particular bonuses or hindrances. Some qualities (edges) are good, and provide you with an advantage during play. Others are bad (flaws), and cause you problems.

You will be able to choose one edge for free. If you take a flaw, you can choose an extra edge as well. You can't start with more than three edges and two flaws (outside of any Edges or Flaws granted because of Age), but you might gain more later during play.

Qualities sometimes have upgrades, allowing you to choose the same quality more than once. This gives it a greater benefit or drawback, as described in the text. If a quality doesn't have an upgrade listed, then you can only take it once.

Qualities don't have point values. All qualities are assumed to be of roughly the same value.

For a complete list of Qualities, please see the Chill Corebook.



# Taking Action

*The man ego serves the design of the Unknowned in more whiles than one.*

In Chill, every task your Envoy takes has the potential to succeed or fail. To determine this you make a percentile roll (roll %). To make a percentile roll, you need two different ten-sided dice. Before rolling, state which die is high, and which one is low. The high die represents the tens digit, while the low die represents the ones digit. For example, if you roll a 7 and 9, the result is read as 79. If you roll 0 and 0, the result is 100, not 0.

When rolling the dice, there are two things to keep in mind. First, in Chill you want to roll high, because a higher roll means not only more success but also a better result. Second, you want to round fractions of a half or more up; fractions less than half should be rounded down.

In Chill, envoys face Tasks, which are a challenge of some sort, requiring the player to roll the dice in order to determine the success or failure of the Task. Not every Task is the same, and as a result, certain Tasks require different dice rolls.

In Chill there is one standard roll (the General Roll) that forms the core mechanic. Additionally, there are also four sub-types of rolls. They each have in common a Target Number, but they each are geared to a different result. This Target Number is determined by a combination of your Envoy's Traits and Skills, and modified by the situation. In most cases the CM will tell you anything that modifies the Target Number.

## General Roll

This is the most basic of rolls and success requires you to roll your Target Number or less. If you roll doubles (1 and 1, 2 and 2, etc.) while making your Target Number, you have a Critical Success. A Failure for a General Roll is when you roll above the Target Number. Rolling doubles when failing a General Roll means you suffer a Critical Failure.

If a character has a final skill TN above 100%, determine the amount over 100, and the character may then add any of that amount to the characters die roll. This cannot force a Critical Failure on a character if the final result would be 00. In addition, as with

the spending of Luck Points (see page 16), a Critical Success cannot be forced; doubles must be rolled naturally.

*Example: If Kazu Matsubayashi has a Knife skill of 120 he would subtract 20 from his skill and then would be able to add up to 20 to his die rolls when rolling.*

## Other Types of Rolls

### Contested Action

Some tasks, like running from a zombie, are opposed by another character. In these situations, both parties make skill rolls on the appropriate skill.

Whoever rolls highest without failing their skill roll wins. If both succeed, and one scores a Critical Success, then the Critical Success wins, despite whoever has the highest roll, unless the opponent's roll is a higher Critical Success.

If both characters fail, the contest continues. If someone scores a Critical Failure, then the other character wins, despite the fact he, too, failed.

Finally, if there is a tie, the contest continues with both failing.

### Extended Action

Some tasks, like repairing a car or performing an operation on a character, take a long time. When this happens, the CM will call for an 'Extended Action'. In order to take this type of action, your CM will assign a certain score you need to reach in order to complete the task. To reach this score, you add the dice roll of each successful General roll, once you reach the assigned total, you succeed. A Critical Success adds twice the dice roll, while a Failure adds nothing, and a Critical Failure subtracts from your total. You keep going until you either give up, run out of time to make further skill checks or reach the total number set by the CM.



**Example:** Saul is trying to repair his vehicle, which has broken down, and he has four rounds before the cultists discover his location. The CM says that in order to get the car running, Saul will need to make an Extended Score total of 100, and Saul's Mechanic Target Number is 45. Saul's player rolls the dice and get the results of 23, 45, 67, and 22, giving him a total of 112 (23+45+44 (since a 22 was rolled this is a Critical Success and is doubled)). Succeeding, Saul gets the car running, and manages to get out of the area before the cultists arrive.

### Specific Roll

This is similar to a General roll, but is used to determine how successful the roll is. If the roll was a success, you have achieved a better level of that success for each full 40 points on the actual dice roll. So, a 'Success' dice roll of 1 to 39 equals a Light Success (also known as an 'L' result) and a dice roll of 40 to 79 equals an Intermediate Success (an 'I' result). A dice roll of 80 or higher equals a High Success, also known as an "H" result. When you roll doubles (22, 55, 88) and under your TN, you score a Critical Success, also known as a "C" result. A Critical Success is the best type of success. Achieving a Critical Success increases your level of success by two levels. For instance, if you rolled under a 40, you would get an L result. But, if the roll was 'doubles' (11, 22, or 33) the success is increased to an H. Please refer to the table below for an example.

### Situational Modifiers

Some actions are more complicated than others. Typically you want to roll under the average of two Traits plus the number of points in the Skill, but sometimes you'll suffer a penalty for this roll. This is especially true in stressful situations when even the most skilled Envoy risks a chance of failure. A slightly

tough task might assign a -10 penalty to your Skill + Trait total, making things marginally tougher; a very complex and difficult task might have a penalty up to -100.

Trying to shoot a fleeing ghoul, in the dark, while it's raining, without hitting the person he's holding, is a tall order. Even for a character with a high level of skill, a bad situation can cause real problems.

A "situational modifier" applies when the CM determines that some task would be very difficult or hampered due to current circumstances. In some cases, the modifier might actually be a bonus, if circumstances are textbook perfect!

Each of the skills (a full list of which can be found in the Core Rulebook) includes some sample situational modifiers. In general, a minor inconvenience is worth a -20 modifier, while a significant hindrance may be worth a -40 or -100 modifier. Apply this modifier to the character's skill total before making the action roll. Therefore, it lowers the chance of success, and means that even if the task is successful, it's probably not as successful as it could have been (since you have to roll slightly lower to succeed).

Some examples of situational modifiers:

### Minor Modifiers (-20)

Using improvised tools for a skill (hairpins instead of lock picks)

Vision is slightly obstructed due to twilight or light mist

Under some stress, such as a friend in some trouble

Table: Specific Roll Roll	Result
Above Target number and doubles (like '77', '11', '55', etc.):	Critical Failure
Above Target number and not doubles:	Failure
Equal to or Under Target number and doubles (like '77', '11', '55', etc.):	Critical Success: Increase your level of Success two levels up to no higher than C (from L to H, from I to C, from H to C)
Equal to or Under Target Number, with the actual roll being 80 to 100.	High Success "H"
Equal to or Under Target Number, with the actual roll being 40 to 79.	Intermediate Success "I"
Equal to or Under Target Number, with the actual roll being 1 to 39.	Light Success "L"



## Moderate Modifiers (-40)

Badly hampered in a skill (using Stealth in tap shoes)

Vision is badly obstructed due to shadows or fog

Under heavy stress, such as having to shoot an enemy who's holding a friend hostage

## Severe Modifiers (-100)

Extremely hampered in a skill (performing nuclear Physics by memory with no reference books)

Cannot sense the target (shooting blind, picking a lock with gloves on, etc.)

Under extreme stress (carrying a disabled loved one and trying to jump across a flaming stairwell)

## Minor Positive Modifiers (+20)

Task is easy, or has been done repeatedly

Using extremely well made tools or equipment

## Moderate Positive Modifiers (+40)

Task is routine and is something done daily

Under no stress and able to take double the amount of time necessary

## Using Luck

What separates Envoys (and certain other heroes or enemies) from the rest of society is that they have the benefit of luck: that nebulous quality that gives a second chance against the odds. The Luck trait represents this pool of opportunity. Not all people have the benefit of Luck; even some envoys aren't very lucky—they usually don't last as long as the players' heroes.

After making a task check, you can spend Luck to adjust your roll. You can raise a roll (so that it gives you a better level of success), or lower a roll (so that it comes in under your Trait/2 + Skill and doesn't go bust). Adjusting a roll costs you Luck points on a one-for-one basis; your pool of Luck diminishes accordingly.

Note that even with using Luck, you can't turn a roll into (or from) a Critical Success or Failure—you have to roll doubles for that to happen. This means that you can't turn a Critical Failure into a normal failure, or even a success.

Luck points can also soak up damage in combat. (See Combat page 18)

Your envoy's Luck points generally refresh with rest or at the start of each new investigation. Also, certain Revelations may have a Reward that refreshes some Luck. (See Revelations, page 27)





# Combat

*I owe so many of my victimries to the fact that most mortals find saviouration in firemanship and marksmanism alone!*

While Envoys take many steps to halt the influence of the Unknown, nearly every confrontation with a Horror and its minions ends with combat. Envoys must be prepared to end a menace, whether monstrous or human, with decisive action—usually violent. The rules presented below are the basic rules of the game. More detailed rules are available in the Chill Corebook.

## Skills and Combat

Each of the separate combat skills (Archery, Pistol, Rifle, Whip, Axe, Club, Improvised Weapon, Spear, Sword, and especially Unarmed Combat) has slightly different rules that will affect the combat procedure. The players should refer to those skills on their sheets and understand the alterations when using them. If a character attacks using a weapon or attack form that he has no skill in, he uses the skill as the “average of the two Traits involved + zero”. Some skills cannot be used without training, however, and are described in that skill’s description. For example “When a character wishes to grapple an opponent, he uses the skill ‘Unarmed Combat’. If he does not have the skill, he will use it with an Unskilled use of the ‘Traits/2 + zero’. Remember, a character cannot use Mastery Level effects when he has no ranks in that skill.

## Combat Steps

Once a battle is imminent, the game breaks down into combat rounds. A typical round represents a short span of time — six seconds — in which Envoys and their enemies can act and react. Each combat round gives every participant a chance to perform a brief action.

Follow these steps to resolve each combat round.

**1. Determine order:** The character with the highest PER + REF goes first in the round. That character can take an action immediately, or wait to see what happens. If the character waits he can either declare to act after another character has acted, or act when

a specific event occurs. If the character chooses the latter, he acts just before the event.

**2. Perform an action:** Each character receives two (2) actions per round. A typical action includes moving a short distance (usually 30 feet) and doing one thing, such as firing a shot, flinging open a door, or grabbing an item. Some actions may require a skill test; some may not. Characters can spend multiple actions doing the same thing. In one round a character may move twice, attack twice, try to grab two items, etc. A character may also decide not to use an action on his round, preferring instead to save it for an Active Defense. (See page 19)

**3. Resolve results:** Once the player or CM decides on a course of action, follow the steps listed for the action type (below) to resolve its outcome.

**4. Move to next subject:** Go to the next highest PER + REF score.

**5. Next Round:** Once all combatants have taken a turn, move on to the next round.

## Combat Options

Generally, combatants want to put down their foes and avoid being struck in return. Of course, Envoys face special hazards—an Envoy may have to jump over a burning table, grab a hapless innocent, and sprint away while firing a gun at the minions of a Horror. All in a day’s work...

## Attack

The Attack roll is an Opposed type Dice roll. The attacker rolls against his Attack score, which is opposed by the defenders Defense score. Both characters roll, and whoever rolls highest, and succeeds, wins. If the attacker wins, he inflicts damage to the defender. If the defender wins, she avoids being hit. If the rolls are a tie, the attacker wins. If the attacker fails, he misses.



**Attack score:** The average of the attacker's Traits plus his Weapon Skill.

**Defense Score:** The average of the defender's Reflexes and Perception Traits as modified by Edges or Flaws, if any.

## Damage

Each weapon has a listed damage amount, which is usually a dice roll (like 2d10 or 1d10). Sometimes there is a listing that says '0 damage'. That does not mean there is never any damage; it just means that the weapon has to have some added modifier to cause damage.

Three things can modify damage:

**Strength bonus:** With muscle-powered hand weapons, every full 40 points of STR adds 1d10 to damage—so STR 40-79 adds +1d10 damage and STR 80+ adds +2d10 damage. Some Horrors may have extraordinary STR scores that add even more damage, or have natural weapons that inflict extra damage.

**Success on the skill roll:** every full 40 points of the dice roll adds 1d10 to damage—so a roll of 40-79 adds +1d10 damage and roll of 80+ adds +2d10 damage. On a 'Critical Success', the player chooses one of the following:

1. The character **DOUBLES** the total damage rolled. (i.e.: A player rolls a Critical Success for his attack with a pistol. Normally he would do 2d10 points of damage, but since he rolled a Critical Success, he would instead roll 2d10 x2 points of damage.
2. The player does **FULL** damage. (i.e.: A player rolls a Critical Success for his attack with a pistol. Normally he would do 2d10 points of damage, but since he rolled a Critical Success, he could instead do 20 points of damage (base of 2d10).
3. The player ignores completely the Armor of the target, with all damage going to Endurance. (Or other Trait, if applicable.)

For standard weapon damages please see the items carried by the characters.

## Receiving Damage To Your Character

Once an attack hits, it usually scores damage. Determine the damage amount by rolling the total amount of dice (from the weapon and bonuses for strength and attack roll). That is the final damage of the attack.

Damage is usually applied to the subject's Endurance (END) Trait. (Student, Teacher, Master levels, and or certain attacks from certain Horrors can cause damage to other Attributes, but basic damage is always applied to Endurance.)

Also, Envoys and special NPCs can apply any amount of damage taken to their Luck Trait. This lowers their Current Luck score, but could prevent a character from becoming Broken or Helpless.

***Example:** Louis fires his pistol at a thug while in hot pursuit. Louis' player rolls the dice and scores a 62. This is under Louis' PER + REF /2 + Pistol skill total of 75, so the bullet hits. A pistol does 2d10 points of base damage, and Louis' roll of 62 adds an additional +1d10 points of damage for precision. The thug suffers 3d10 points of damage to his END score. (Since the thug isn't a special NPC he has no Luck Trait to soak up damage.)*





## Active Defense

Additionally, the defender has further options known as 'Active Defenses' when an attack is declared to be coming their way. When you are using an Active Defense, you may Dodge or Block.

Dodge gets the defender out of the way of the attack using his Dodge skill plus his Reflexes Trait.

Block seeks to interpose something (a shield, a weapon, your arm) between the defender and the attack using your Weapon skill plus the average of two Traits with whatever weapon you have in hand at the moment. Missile weapons and tiny weapons (like small daggers) cannot be used to Block and the character must choose Dodge instead.

Both active defenses work the same way, as far as mechanics go.

A defender may declare an active defense, but doing so uses up an action. If a character has no actions left this round, he may choose to "use up" one of his actions from next round. This means that when he is next allowed to do something – even if it is not until the next round – he can only use one action. This may put the character in a position where he is always defending, but that's the price you pay. Characters may apply their Active Defense to a number of incoming attacks depending on their Reflexes. The defender gets one free active defense and then gets an addition Active Defense for every full 40 points of Reflexes

When actively defending, the attack roll is a Contested Action dice roll. The Attack score is still the same, however the defender uses the appropriate skill (whether Dodge or Block) as his Contested Action roll.

Note that even if the attacker beats the defender, the defender may still lower the damage being inflicted in the following way: On a roll of 01-39 the damage is lowered by 1d10. On a roll of 40-79 the damage is lowered by 2d10. On a roll of 80+ the damage is lowered by 3d10.

## Dodge Example

**Example:** Louis has dropped one thug, but several more come around the corner, firing guns. Louis dives out of the way, eschewing combat and just trying to stay alive. The player rolls a 43 against a TN of 70, vs. a successful roll of 67 vs. a TN of 75, for one of the thugs. This lowers the damage dice from the thug's weapon by 2d10, making it so the thug only rolls 1d10 for damage instead of 3d10. If Louis' player had instead rolled a 68, 69, or 70, he would have evaded the blow altogether.

## Block Example

**Example:** Rounding the corner, Louis discovers another thug lying in wait, swinging a board with a nail. Louis tries to block the attack. His player rolls a total of 37 against a TN of 65; the attacking thug rolls a 58 against a TN of 60. Both of them didn't bust, and the thug has the higher score, so his board hits. Because Louis blocked part of the blow, though, the damage inflicted by the thug is lowered by 1d10. If Louis hadn't blocked, the thug would've scored +1d10 damage due to having rolled a 58.

## Armor

Armor in Chill protects a character from taking damage. Armor removes a number of points of damage equal to its Armor Point value. This makes it possible to take no damage from a successful hit. However, being hit is in and of itself a stressful experience. If at any time a character's armor fully reduces the damage taken to zero, the character is still considered Stressed (see below) and must either make a successful Willpower roll or take their next action to recover.

Some standard Armor Point values:

Item	Armor Points
Kevlar	20
Plate, or equivalent	20
Chain, or equivalent	15
Leather, or equivalent	10
Heavy Cloth	5

## Stressed

In addition to taking damage, each time a character is hit (damaged or not) they are considered 'Stressed' and take a cumulative negative modifier to their rolls, beginning with a -10, raising to -20 on the next successful attack and on the 3rd hit it raises to -40. The highest negative modifier is -40. The negative modifiers "reset" to zero each time a character recovers from being Stressed. They only accumulate on successive hits that the character doesn't recover from.

You can avoid being 'Stressed' by making a successful Willpower roll as a free action, or by taking your next action to automatically recover. If the Willpower roll is failed, there is no other penalty except for the Stressed condition.



## Helplessness and Becoming Broken

As envoys suffer damage, their ability to continue to fight declines. Injuries to END can take their toll, leaving an envoy winded; injuries to other traits can similarly lower the envoy's skills because as Traits are lowered, their corresponding skills are also lowered on a 1:1 basis.

When a physical trait reaches zero (or lower), the character becomes Helpless. A Helpless character can't move or take any actions—all that he can do is moan feebly, reach out for help, and whisper dramatically.

When a mental trait reaches zero (or lower), the character becomes Broken. A broken character has lost the will to fight, and can only huddle in a corner, sobbing or in a catatonic state.

Becoming Helpless or Broken is bad news. During the climax, a Horror can take an action to kill any Helpless character it can reach, or to turn any Broken character in its clutches. (For more information, see Revelations, page 27.)

Regardless of additional damage, a character can't become worse than helpless or broken unless a situation of Dire Peril (see page 28) exists, or another envoy strikes the fatal blow. (The heroes can do each other in, if things go badly.)

If a situation of Dire Peril exists, a character dies if any Trait goes to negative 1/10 the original score. (i.e.: A character with an Endurance of 60 dies if his Endurance ever goes to -6 and he is in Dire Peril.)

## Healing

When a character is injured, they naturally heal at the rate of 1d5 points of Endurance for every 8 hours of sleep. While under the care of a physician, this changes to 10 points each day. More, if the doctor is highly skilled.

If multiple Traits are damaged (except for Willpower), they all heal at the same rate.

Willpower heals at the rate of 1d10 for every 4 hours of sleep. The use of the Psychiatry skill can also help a character to quickly recover Willpower.

## Fear Checks

All Horror's of the Unknown, and many natural creatures cause fear. Any such creature is given a Fear Rating that acts as a modifier to Fear Checks made by Envoys. Fears Checks are only made when a character first encounters any specific Horror, a hostile animal, or when the situation, and CM calls for it. Fear Checks, like Skill Checks, use the current value for the Trait, in this case Willpower. (Fear, Discipline use, or other things may lower a character's Willpower Trait. This is the number used to calculate Willpower for Fear Checks.) Fear Checks are made in the following manner:

### Id100 versus Target Number:

$(WPR + Resolve) - (Horror's Fear rating)$

Roll d100 and compare your roll to the above Target Number. If you rolled above the Target, use the Failure chart. If you rolled below the Target number, use the Success chart. Failure or success has varying effects:

Failed by	Effect:
01-40	Shaken
41-79	Frightened
80-100	Panicked
Critical Failure	Suffer 1d100 WPR damage (that's 01-100 points) from mental shock; panicked; prone.
Succeeded and rolled: Effect:	
01-79	No effect
80-100	+10 LUC and WPR refresh
Critical Success	+10 LUC, WPR, and END refresh; +10 bonus to all rolls against the Horror

**Shaken:** A shaken envoy is startled by what he has seen. He suffers 3d10 Willpower damage.

**Frightened:** A frightened envoy is scared, making it hard to concentrate. He suffers the Shaken effect (damage of 3d10 Willpower), and he takes a -20 penalty on any roll to attack the Horror or perform a test of his own volition. (He defends normally and can follow orders, but doing so requires that the director spend an entire turn instructing him, and he makes his test normally on the following turn.) Each turn that the envoy spends running away or actively defending himself allows a new WPR + Resolve roll against the Fear check, with a cumulative +10 bonus per turn.





**Panicked:** A panicked envoy suffers the results of being Shaken and Frightened, and also drops anything he's holding. Again, each turn that the envoy spends running away or actively defending himself allows a new WPR + Resolve roll against the Fear check, with a cumulative +10 bonus per turn.

**Prone:** A prone envoy falls to the ground from his fear and shock, in addition to suffering from the Fear states above. Standing up requires an action. Most times, a prone and panicked person will simply cower in fear until subsequent rolls of WPR + Resolve overcome the Horror's Fear rating.

**Example:** *Kazu Matsubayashi and friends are investigating rumors of ghouls at a local university. While off on his own, he stumbles upon a ghoul eating a recently murdered student. Kazu must make a Fear Check. To calculate his Target Number add: Willpower (50) + Resolve (10, he has the Courage edge) minus the Fear Rating of the ghoul (-30). This gives Kazu a final TN of 30. Kazu's player rolls a 48, a failure. Consulting the table, Kazu failed by 18, making it so he is Shaken, losing 1d10 Willpower. Deciding that discretion is the better part of valor, he goes looking for his friends.*

*Later, Kazu and his friend Siobhan O'Mahoney go to the same location and find the ghoul still eating his prey. Since Kazu has already encountered this ghoul he has no need to roll, however Siobhan does. Her TN is 70 (Willpower 90 + Resolve 10 (Courage) - 30 = 70). She rolls a 37, a success! Since Siobhan succeeded by 43, she received a Luck refresh of +10, giving her a little edge in the upcoming fight against the ghoul.*

## Surprise Checks

A Surprise Check is a Perception Check used to determine whether a character can respond immediately to an unexpected attack or situation. When a Surprise Check is required, the player must make it immediately when:

1. His character sees or otherwise senses the nearby presence of a character, animal, or Horror he did not expect (see Multiple Checks following).
2. His character is attacked from ambush or concealment.
3. The CM declares that circumstances require it.

Generally, a player should have to make a Surprise Check only in threatening circumstances. He shouldn't have to make Surprise Checks every time his character sees other characters

on the street!

If the player's Surprise Check is successful, his character may continue normally. If the check is failed, his character loses all of his action(s) during the next round. If the character is surprised, he can use neither a Combat Skill nor commence to use the Art.

Horrors make Surprise Checks the same way and with the same types of results as characters.

## Multiple Checks

At times, a player will have to make both a Fear Check and a Surprise Check. These checks may be made in either order the CM desires. If the character is both scared and surprised, he "freezes" for a round (surprised) and then suffers the effects of the Fear Check.

In unusual circumstances, a player will have to make another Fear and/or Surprise Check while suffering the effect(s) of a previous check. At all times, the effect(s) of the failed Surprise Check(s) are applied immediately, freezing the character in place for 1 or more rounds, before he continues or begins to flee. Willpower Loss is also applied immediately; it isn't postponed until the surprise is over.



## Time

Just as time in the real world (known as real time) passes for people, so it passes for characters in the world of Chill. This is referred to as game time.

Quite often, the amount of real time that passes is different from the amount of game time that passes. Let's say a group of envoys encounters a lesser zombie master and a few zombies. It might take 30 minutes of real time for the players to make a battle plan and have their characters put the plan into action, but only a few minutes of game time pass for the characters during the fight.

The CM controls the passage of game time, depending upon what the players and their characters are doing. When characters are involved in such typical activity as traveling, research, and so forth, game time passes quickly. When they are searching a room, fighting a Horror, or vainly struggling to escape, game time passes more slowly.

It's usually best for the CM to handle game time in day-long sections, assuming the characters aren't involved in an activity requiring precise measurement of time (such as combat). Generally, the group should be allowed only 2 or 3 major activities (such as traveling to a distant location or researching a particular problem) during a 12-hour period of game time. If the party is allowed more than this, the pace of the game may be too slow to hold the interest of some players.

Given these guidelines, it becomes easy to keep track of events in a Chill scenario from gaming session to gaming session. For example, the CM might start a session by saying, "The last time we played, it was Thursday night in game time. Your party had just defeated three zombies. Well, now it's Friday morning. What do you want to do today?"

## Rounds

When characters meet a Horror, search an area, or do anything else that requires careful measurement of game time, the CM must use a precise unit of game time. This unit is called a round.

A round of game time equals 6 seconds of time for the characters. The CM must use rounds when characters are fighting, fleeing, or doing some other action that requires precise timing.

During a round, each character gets to perform 2 or more actions. The order in which actions are resolved is determined according to Initiative. (See page 17)

One minute equals 10 rounds. Other than fighting or fleeing, any action performed by a character that requires precise measurement of game time is measured using minutes. For example, if characters are trying to follow a Horror to its lair (or doing some other foolish thing), the CM would use minutes until they actually confront the Horror.

Shift from minutes to rounds as the situation demands during play.



## Actions And Movement

Most envoys tend to be a bit more practical than Horrors admit. They rarely stand toe to toe with a Horror and duke it out, which is unfortunate; it's rough on Horrors to have to chase their meals! This section discusses movement during rounds, for combat and other precise actions.

### Keeping Track Of Movement

Use of miniature figures, counters, or other playing pieces can be used in order to keep track of the movement of characters, animals, and Horrors. A graphic representation of the action makes playing much easier, and improves game play. When using 25mm figures, 1 inch equals 5 feet.



## Movement Rates

Of course, a character does have limits on how far he can move in 1 round. These limits depend upon the type of movement:

Character Movement Per Round	
Movement Type	Distance in Feet
Normal	30
Running	30 + REF
Climbing stairs	Half normal movement
Sprinting	120 +REF
Swimming	Swimming Skill \ 10
Climbing (hand-over-hand)	Reflexes \ 10

Regardless of these rates, a character can always move 1 foot per round if he is at all mobile.

## Chart Notes

**Normal:** The normal rate at which a character can normally move while defending himself and paying attention to activity around him.

**Running:** This is the fastest a character can normally move and still hope to actively defend himself. A character that is running is allowed only 1 Active Defense per round, but no other actions.

**Sprinting:** This is all-out running as fast as possible for the character. Sprinting lowers a character's Endurance by 2 per round. Characters who are sprinting may take no other action that round.

**Swimming:** The actual rate may vary, depending upon currents, tides, and other effects.

**Climbing:** This is the rate for scaling mountains, bluffs, cliffs, and ladders—not for climbing stairs.

## Movement And Other Actions

A player will often want his character to do other things while moving, such as looking around to see what's chasing him, dragging a chair into the path of whatever is chasing him, and finally firing in desperation at the hideous thing. These actions all take time.

The following items take 1 action; a combination of any 2 of them may be performed in 1 round:

- Moving up to the character's normal movement.
- Changing position — standing up, sitting up, sitting down, lying down, diving for cover, etc.,
- Avoiding an obstacle (this might also require a Reflexes Check),
- Placing an obstacle,
- Making 1 attack.
- Grab 1 easily obtainable item
- Pick up an item

The following actions take a full round; no other action may be performed in the same round as one of these actions:

- Running (Special, see rules)
- Sprinting,
- Swimming.
- Searching for an item or piece of equipment

Characters may sometimes encounter or place special obstructions such as oil, nails, broken glass, etc. Corporeal beings (including player characters) attempting to move across surfaces covered with such obstructions must make a Reflexes Check each round they spend moving through such areas. A failed check in these circumstances results in a fall and a loss of 1d10 Endurance for the character.

## Combat Permutations

The special rules presented below help to guide the flow of some of the more complex situations of combat.

## Automatic Fire

Automatic weapons can lay down a hail of fire over an area. Create a cone extending from the firer (one point of the cone) out to the weapon's medium range to the two other points 45 degrees in angle from the firer's front (90 degrees in total spread). This is the area of the attack. Two things may happen to those in the cone: Suppression (causing a target to go prone) and Damage (hitting a target with a bullet).

The firer makes a single Attack roll, as normal. Each Defender may roll a Dodge defense as normal.

**Suppression:** If the attack roll succeeds against a character in the cone, the individual is suppressed and driven prone.



**Damage:** If the character is suppressed he might be damaged as well. Each suppressed defender in the cone makes a General REF test. Failing the test causes 1d10 damage. A Critical Failure on the REF test means that the defender is hit solidly and suffers normal damage for the weapon (the base damage for the weapon plus modifiers for high skill ranks, if any). Use the target character's Dodge roll and the Attackers skill ranks to determine any extra damage for a good dice roll.

## Aiming

If your Envoy steadies himself and takes a little time to aim, he can increase his ability to make a shot.

If you take one action to aim, your Envoy can add +10 to his Skill per action spent aiming, to a maximum of +50.

You can't really aim with hand-to-hand weapons unless your target is helpless, in which case it's a moot point.

## Pulling a Punch

Characters don't always have to strike with their full strength. If a player wants his character to "pull" any attack, he may voluntarily lower the damage by any amount he desires, to the minimum damage of the weapon.

**Example:** A character firing a gun might say, "I'm trying to shoot the defender in the leg to get him to stop running. I just want to trip him up—not cause a serious wound." In this case, the player would lower the gun's damage to 1d10, regardless of how many skill ranks he had.

## Feints

In certain circumstances, a character may attempt to trick or distract an opponent during combat. Most Horror's from the Unknown are much too intelligent to be fooled by human trickery. On rare occasions, however, tricks or distractions may work. When a character becomes desperate or foolish enough to resort to trickery, these rules should be applied:

1. Describe the exact nature of the distraction: throwing an item to the side of the opponent, making a distracting noise, or using some other strategy.





The CM must agree that the distraction stands some chance of working.

2. The player whose character is attempting the distraction and the targeted victim must both make an Opposed Check, the player using his character's Luck Trait, and the target using his Perception Trait. If the distracting character's result is better than that of the defender, the defender suffers the affects of a failed Surprise Check. (See page 11)

3. NPCs, animals, and Horrors may also attempt distractions.

## Combined Attacks

Sometimes an individual's attack is just not strong enough to damage a target. In cases such as these, characters can perform a Combined Attack.

In a Combined Attack, the participating characters act at the same time, using the Initiative of the slowest character. They then each make an attack at -5 per attacker. (i.e.: if 4 characters are attempting to attack, each character suffers a -20 to their attack roll.) Successful characters roll damage as usual, adding up their totals. This combined total is then used as the attack against the target, subtracting armor only once, against the total damage rolled. Please use common sense. No matter how many characters there are, they shouldn't be able to penetrate the armor of a tank with 9mm handguns....

*Example: 4 characters attack a Horror who has an armor value of 30. All four characters hit, with a total damage score of 70. The CM then subtracts the Horror's armor; making it so the Envoy's do 40 points of damage to the target. If each Envoy had instead tried to attack the Horror individually, they would not have been able to cause enough damage. Performing a Combined Attack allows the PCs to work together to destroy the Horror, thereby saving the day.*

## Striking for Effect

In some cases, you may want to '*strike for effect*'. You deliberately take a more difficult attack in order to cause more damage. This represents attacking a vulnerable area or fiercely striking with wild abandon.

For each penalty of -20 you take on your skill total, you gain a +1d10 bonus to damage if you hit. This is in addition to the normal damage bonus.

The tactic IS different than rolling well (and thus, normally, adding to the damage anyway.) You are lowering your chance to score a hit with a '*Strike for Effect*' and increasing your chances to miss altogether, but if you do get a hit, you will do more damage.



# Working Stiffs

## A Chill Intro Adventure

by Caias Ward

*Followees of the Unknown are many and near between those warm environs where humans seek fragilistic piece of mind.*

### Adventure Background

Carpenters Local 44 has been enveloped in a power struggle with Century Construction, a large contracting company that has resisted many efforts to unionize. Rich Washington, the business manager of Century Construction, was a power-hungry, petty man who often sought to control people just for the sake of control. Attempts to remove him from the company, both from within and without, have only resulted in failure.

One of Washington's most vocal opponents was Walter Hercel, an organizer for the local union, and a practitioner of the Evil Way. Time and time again Washington managed to get union organizing efforts shot down and as a die-hard union man, this angered Hercel to no end.

Angering a practitioner of the Evil Way is not a wise idea. He wanted Washington out, but realized that murder wasn't good enough. No, he thought, he was going to take away all the power Washington had and leave him aware of everything he had lost. Through his agents, Hercel slowly started feeding Washington clues about how to gain even more power than he could dream of. Washington took the bait, and over several months, investigated more and more. Through this, Hercel kept his involvement very well hidden.

Finally Washington found what he was looking for and an agent of the Deceiver proposed "power beyond his wildest dreams" to him, and all Washington had to do is kill someone. Washington leapt at the chance, killing a union leader named Mickey Kay and cutting off his hands and head. He had them disposed of in the foundation of one of the buildings his company was working on, while he dumped the body along a highway. He then fantasized about everything he could do with his newfound power.

However, being killed, having his own hands and head cut off, and dumped at the side of the road was not Washington's idea of power though. A little

fact the Deceiver forgot to mention. Washington reanimated as a Druj Nasu and his body was never found. After a period of time he was declared missing.

However, unlike most other Druj Nasu, Washington had no intentions of raising undead armies and causing havoc; while still a greedy and power-hungry man, he already knew how to amass power. Several weeks after his death, he approached his son Peter and let him know two things:

- One, Peter Washington would be the public face of the company, but Rich would still call the shots.
- Two, they now had a new labor pool: The Undead.

With undead zombie labor, many of the job sites could be finished on time and with less cost. Regular workers would do work during the day, but by night, the sites would be filled with zombies. Century could underbid any other company, and at the same time could afford to pay their living workers enough to keep the blasted union out, but still make piles of money. Peter Washington had little choice but to agree with the headless and handless corpse of his father, and so Century Construction moved forward.

Hercel intended on destroying Washington when he found out about the undead labor, but by then Washington had managed to do some research on his own and discovered, inadvertently, his own weakness. Using his resources, Washington discovered the location of his hands and head and out of a sense of pride, had them stolen from the storage unit that Hercel kept them in. With an out of control Druj Nasu that was his own creation making his job at the union harder, Hercel did the unthinkable.

He tipped off SAVE to stop Washington.



## Adventure Start

If you are integrating this into an ongoing campaign, feel free to drop the following information into the storylines:

- A member of Carpenter Local 44, Mickey Kay, was found murdered and left at the side of the road. His hands and head were missing, and he was identified only by his clothing and a tattoo of a drunk leprechaun on his shoulder.

- Several weeks after Kay's murder, Rich Washington was reported missing. An investigation turned up nothing, and no one in his family is suspected. Peter Washington took his father's place as Business Manager and CEO.

- There is a spike in missing persons reports (Washington has been killing and using union carpenters, something he considers to be especially ironic). Police suspect a serial killer.

- Several bodies have gone missing at a local morgue.

If this is your first adventure, SAVE will certainly find it of interest that so many people have gone missing and will order the PCs to investigate. All the events listed above will have happened at the start of the campaign.

## Revelations

To aid the Chill Master in easily creating new stories, CHILL uses a special mechanic called Revelations. With Revelations, you can easily (and even randomly!) create a new mystery for the envoys, and proceed through all the steps of the story.

A good horror mystery follows the tropes of the genre. The heroes can't just waltz into the Horror's lair and spike it without a little tension, mystery, and fighting first! It's an uphill battle as the principal heroes slowly realize that a Horror is in their midst, then set about uncovering the evidence they need to face it, defeat its minions, and finally corner it in a showdown where both sides risk everything.

Revelations are a series of lists or cards. Each item on the list is a goal—something that the envoys (or the horror) must perform in order to successfully resolve the story.

When you (the CM) set up a new mystery, you'll need a few items to make your Revelations. You can choose a few random "generic" items, or you can customize them according to the sort of horror you want to use. A set of three Revelations makes for a short, one-session game; while the Revelations could easily stretch out to eight or more as well. Whether or not you show the players these Revelations is up to you, the CM. The horror also has a series of Revelations, but these aren't shown to the players. Instead, the CM keeps these hidden, and only reveals them at certain points.





If a CM chooses to not use Revelations then she should hand out similar Luck and Willpower rewards where appropriate. She should also determine when or where a situation of Dire Peril exists, as well as when the Climax happens.

## Revelations and Story Advancement

In the course of the story, the envoys must perform the tasks listed as their Revelations. Each Revelation has one simple task; once that task is complete, the Revelation is resolved. The envoys then gain the Reward associated with that Revelation—usually a refresh of Luck or an improvement to Resolve, but sometimes a bonus more specific to the mystery at hand.

Completing Revelations is important for two reasons. One, it advances the story. Two, completing Revelations provides tangible benefits. The Rewards help to rejuvenate envoys, giving them the strength to continue their fight, and advancing their Resolve so that even a group of fresh-faced new recruits can face down a Horror.

Usually, the envoys will have a chance to accomplish a Revelation in each scene. Sometimes, they'll have an opportunity to complete multiple Revelations. This is useful to catch up, since there are only so many scenes until the mystery reaches a climax. It's up to the CM to discern the opportunities available in each scene.

## The Climax

The climax of the story happens when the envoys and the Horror finally meet for a final battle. To use Dracula as an example, the Count struggles with his hunters several times, but it is not until the very end, when the investigators have learned and lost much, that they can confront him in his lair to finish him for good.

The climax is very important because this is the only part of the story in which certain actions can occur.

- If the envoys have completed all of their Revelations, they can defeat the Horror for good. Failing to complete all Revelations means that the Horror will somehow escape.
- If the Horror has completed all of *its* Revelations, it can kill or turn the envoys. Normally, an envoy that is rendered Helpless or Broken is severely wounded but not in danger of death unless circumstances become dire (see Dire Peril below). At the climax, if the Horror has met its Revelations, a situation of Dire Peril exists and it may kill any envoy that is Helpless, or turn any envoy that is Broken. Note that this isn't an automatic process; the Horror must be able to get

to a helpless hero and have some means of finishing him off, or have enough presence of mind to sway a broken hero to the side of the Unknown. This can be accomplished either through a Discipline of the Evil Way (Minion), or by causing a psychologically damaged character to now betray his friends. Again, how exactly this happens should be worked out between the CM and the player.

The climax does not have a Revelation of its own. It is reached automatically when the envoys have gone through a number of scenes equal to the number of Revelations outlined by the CM.

Complete rules for Revelations can be found in the Chill Core Book.

## Dire Peril

Dire Peril is the state at which player characters become killable. It is triggered either when the story demands it (See Climax above) or because of the stupid actions of the players. Until this point, characters are either Broken or Helpless, but never dead. Because of the finality of Dire Peril, Chill Masters should never arbitrarily impose a situation that puts characters in Dire Peril unless they are willing to live with the consequences (namely dead PCs).

When Dire Peril triggers is also dependent on the type of game being played. A game with a theme similar to the Universal Horror movies triggers Dire Peril differently than a game based off of Slasher films. If a situation of Dire Peril exists, a character dies if any Trait goes to negative 1/10 the original score. (i.e.: A character with an Endurance of 60 dies if his Endurance ever goes to -6 and he is in Dire Peril.

The default time for Dire Peril to trigger is when either the Climax is reached (see above) or when the Horror has completed all of his Revelations. However, the CM is free to change how Dire Peril works, depending on what tradition of horror she is following.

## Revelations for Working Stiffs

### Revelation #1

**PCs:** Begin the Investigation at either Century Construction or the Morgue. Reward: +10 Luck  
**Horror:** Get the zombies to the new site.

### Revelation #2

**PCs:** Talk to Robert Deacy. Reward: Nothing  
**Horror:** Ambush the PCs.



### Revelation #3

**PCs:** Investigate Carpenter's Local 44. Reward: +10 Resolve until the end of the adventure.

**Horror:** Falling more to the Unknown, Washington begins raising non working types as zombies, adding +1d5 zombies to his army for every day after the PCs talk to Robert Deacy.

### Revelation #4

**PCs:** Investigate 55 Corporate Drive and learn the truth about Washington. Reward: The location of Washington's head and hands, +10 Willpower.

**Horror:** Stop the PCs by any means necessary.

**Climax:** Defeat Washington and the zombies. This is a situation of Dire Peril.

## Investigation

The PCs has several options to start the investigation. They can check with the morgue, investigate Richard Washington and Century Construction, or investigate the missing persons' report.

### Missing Persons

Checking into the missing persons of late will confirm the spike in reports. Investigation (General Research check, 30 minutes for each data point) will show the following:

- The majority of the missing person increase has been from union carpenters and other tradesman. They are for the most part male, between the ages of 25-45, and blue collar.
- They went missing on Thursdays or Fridays, often coinciding with paydays.





- Vehicles were found abandoned, with a few showing signs of foul play. No tools were found in the vehicles, even for workers known to have recently left job sites.

Washington's tactics involve several thugs sent by him to ambush particular union members, ones that Washington has previously scouted by following them in fly form. They are taken to the appropriate job site, killed and then raised as a zombie by Washington. He then has the zombie locked in a refrigerated storage trailer with others, to be ordered to work after the job site is cleared of human workers. He also orders the thugs to steal their tools, so he won't have to pay for new ones.

## Century Construction

Any cursory investigation of Century Construction will reveal the following:

- The company is still somewhat shaken up by the disappearance of Richard Washington, although it is starting to return to normal under Peter Washington's direction. (General Influence check of any employee)
- Getting additional information about Century Construction is difficult through legal means, since it is a private company. (General Research check)
- The job sites in isolated areas are under heavy guard at night around the perimeter but with a definite lack of guards on the job site itself. Also, the building has far less light on than would be necessary for construction work, yet sounds can be heard from within if the PCs listen carefully or use surveillance equipment. Observation will show that a refrigerated trailer is pulled up to the job site about a half-hour before dawn and then driven next to the office trailer. This is an hour before work starts for the day. (General Perception check)

The job sites using zombie labor are wrapping up work and after the PCs observe one of the job sites, Washington arranges to move all the zombies to his newest project (55 Corporate Drive) several weeks before it is supposed to start, in order to get a head start without human interference. They will be moved when the PCs aren't observing the site.

The day shift workers are carefully monitored and kept away from the refrigerated trailers. For the most part, they are happy with their work, although with a little effort the PCs will find Robert Deacy, a thirty-something year old man with large hands and a light Irish accent. Currently he's annoyed at Century since his overtime is getting cut, so he's willing to talk to PCs about what's going on over drinks and a very expensive meal. Deacy is a down-to-earth fellow who makes jokes at everyone's expense and has a

sharper wit and intellect than his large Irish frame and manner would indicate. He can related the following information after much small talk about local sports teams, his college pursuits (he's taking part-time classes in Engineering) and his five kids (3 girls and 2 boys):

- The job site stinks at times for the first hour in the morning and he can't really place the smell.
- Security insists that everyone leave and arrive at set times or be fired.
- One of Deacy's friends (Chad Cunningham) was fired from the job site a few weeks ago for investigating a strange sound he heard in a refrigerated trailer near the office.
- He's considering talking to the Carpenter's Local 44 about organizing, despite failed attempts in the past. If the PCs want dirt on Century, they might want to consider talking to the union.

## The Morgue

With a General Research check the PCs can learn that the bodies missing from the morgue all are working class males: carpenters and related trades. There were four bodies in total missing, all victims of violence. These are people that were kidnapped and killed, but for one reason or another had to be abandoned before they could be brought to the job site and animated. Washington animated them later while they were in the morgue and had them picked up by his son. Physical examination at the morgue will show body drawers opened from the inside and other signs that there are unusual elements afoot.

## The Ambush

After the PCs have investigated the morgue, the construction sites and the construction company, Hercel will try to move things forward with the help of some of his personal enemies in the union. Before the PCs make a definite move to investigate a job site, several union members (including one of their business agents: Dennis Castellano) will ambush the PCs. They are armed with baseball bats and fully intend on killing the PCs. Dennis Castellano is armed with a pistol.

If the PCs kill or subdue all the attackers, there will be a few clues to their identity. While they were smart enough to not carry ID with them, Dennis forgot to empty the watch pocket on his suit jacket. Inside the pocket the PCs will find his crumpled business card. If they don't find the card, the PCs may find a picture in the local paper about the union with



Dennis in it. If they leave the bodies, his obituary will reveal who he is in several days.

Should Dennis remain alive, he'll be a tough nut to crack. Successful persuasion attempts or simply working him over a great deal will reveal the following information.

- He had been keeping an eye out for odd things, and thinks the PCs were involved with the missing union members' bodies. He gathered up everyone on his own.
- Any mention of supernatural elements will be met with confusion; Dennis doesn't know anything about the Unknown.
- He's a union man, and thinks the PCs were the ones that killed Mickey Kay. Mickey had two kids and a wife, plus a sick grandfather.

The truth of the matter is that Hercel used his skill in the Evil Way Discipline: Hypnotize to 'suggest' to Castellano and the others that the PCs were involved in the disappearance of the union carpenters. Hercel needs to guide the PCs to Washington without being obvious. He's also made sure Castellano left his cards in his suit.

A next obvious step would be to investigate Carpenter's Local 44.

## Carpenter s Local 44

Carpenter's Local 44 consists of two buildings on a small campus; the union offices and hall, and a two story training center containing shops and classrooms. Coming during the day will find an office full of secretaries, instructors and support personnel. The PCs will not be able to come up with much useful information during the day, other than that several union members have passed away.

Coming at night will reveal much more information for the PCs if they are willing to break into the offices; Hercel has arranged for 'evidence' to be left indicating the difficulties between the union and Century Construction. Key materials located in his office will include information on death benefits for the dead union members, the folder on the latest failed organizing attempt at Century Construction and a list of job sites currently using Century Construction. Written on the list of job sites is a cryptic series of notes:

"What's with the big trailer at 55 Corporate Drive?"

"Two shifts of workers? But we don't see anyone coming or going for the night shift."

"Washington's missing, but his son is still using the same tactics? Peter hated his father and everything he did."

While there are several job sites, the most obvious job site to investigate will be 55 Corporate Drive. The other job sites are now empty of zombies.

## 55 Corporate Drive

The job site 55 Corporate Drive is a series of three interconnected five-story buildings on several dozen acres of land. Previously occupied by a telecommunications company, it was sold to a management firm which is currently preparing the building for a pharmaceutical company. Through a variety of payoffs, dirty dealing and lowballing on contracts, Century Construction was able to secure the rights to the site rebuild.





It also helps to have zombie labor in the night shift.

Security on the job site is pretty tight, but the size of the campus, as well as their orders not to investigate beyond an interior perimeter, means that the security guards won't be a problem past a certain point. Resourceful PCs will be able to get on the job site with some patience.

Once the PCs get to the site is where the problems begin. The place, even with spot coolers and fans, stinks of dead meat to the point of nausea (perhaps a die roll for this?). Walking further into the buildings, towards the sounds of power tools, will show zombies working on installing drywall and painting walls. They will ignore the PCs unless disturbed, having been given orders to continue working; this is so Washington's son and the few others aware of the zombie workers can check the job site without being attacked.

Eventually the PCs will run into a human worker that is aware of what is going on. Along with Peter Washington, there are two other humans (one for each building) wandering around supervising work. If they notice the PCs, they will immediately alert the others by radio, along with alerting Rich Washington. Peter and the others wear both breathing masks and night vision goggles while on the job site. Although uncomfortable with the idea of undead, their own quests for power have started to corrupt them into accepting this evil as a means to an end.

If the PCs aren't careful, things can get really ugly here. Their best bet is to investigate the site and then try to silence and question one of the three humans (Peter Washington, Sid Barnes and/or Tyler Vickers). There are enough places where the PCs can hide from the zombies and question a captive. The three humans all have the same information which they will reveal under duress:

- Rich Washington isn't human anymore. He's a corpse without a head or hands who can raise the dead.
- He still runs his company from behind the scenes
- The first thing Rich made them do was locate his hands and head; they were found in a local storage locker. He keeps them close in a fireproof safe in the office trailer. They weren't sure how Rich knew where his hands and head were.
- The three of them check in every hour to make sure everything is ok.

The next stop for the PCs is the office trailer. If the PCs approach, Washington will be aware of them and will start moving zombies to attack them.

## Destroying Rich Washington

The only way to destroy a Druj Nasu is to find its hands and head, reunite them with the body, and then burn the remains. Rich Washington's hands and head are located in an office trailer in a fireproof safe. The PCs will have to burn Washington, the hands and head, all while holding off increasing number of zombies. To help things out there are tanks of gasoline on site for generators and trucks as well as welding torches.

This will be a challenging battle, but Rich's reluctance to lose his zombie workforce, as well as not knowing the true power of the zombies will play to the PCs' advantage. He's also still exploring his powers, and may even resort to physical combat if he is outraged enough.

While Rich knew his hands and head were important, he wanted them back for vanity's sake rather than knowing that they were a weakness on his part. Thus, his keeping the head and hands in a fireproof safe is purely accidental.

## Destroying the Zombies

There are a lot of zombies. A lot of zombies. As many as you need for suspense. And they are very aggressive if confronted. There are several ways to destroy them:

- The most dangerous way is to come in guns blazing, incapacitate them, fill their mouths with salt, then sew the mouth shut. This will most likely result in the death of the PCs.
- If the session is set in a coastal area, a better plan is to use one of the large moving trucks as a trap. Luring the zombies into the refrigerated truck and then locking them inside will let the PCs drive the truck to the water. The zombies will be destroyed if they can see the ocean.
- The security center at the office complex is completed and is designed to only let one person in through the doors at a time. Luring the zombies to the security door will let the PCs isolate a single zombie at a time, isolate it, and then incapacitate it.



## Continuing the Adventure

Mickey Kay may come back as a ghost, and the PCs will need to find a way to put him to rest. He was a carpenter, so finding his hands and reuniting them to his body could put him to rest. As well, Kay's oldest son Steven may start stalking the PCs if they start investigating Kay's murder. He wants answers, and may either assume the PCs were involved in his death, or will turn into a valuable ally against the Unknown.

Hercel will be keeping a close eye on the PCs from now on, although he will not take any direct action against them at this point. His Amulet of the Feathered Heart hides any magical aura he may radiate, so he is comfortable and confident in dealing with the PCs. In fact, he will often now lead the PCs against his own enemies or create challenges for them just so he can see how they handle things.





# Pre-Gen Characters and NPC s

## Rich Washington Lesser Zombie Master (Druj Nasu)

**STR:** 75  
**REF:** 15  
**END:** 120  
**PER:** 55  
**WPR:** 75  
**CHA:** 55  
**Evil Way Score:** 135  
**Attacks:** 1; 50 (1d10)  
**Armor:** 30  
**Defense:** 15  
**Fear:** -55  
**Move:** 20' (L); 150' (A)  
**Type:** Master  
**Class:** Corporeal

Rich Washington, the business manager of Century Construction, was a power-hungry, petty man who often sought to control people just for the sake of control. Attempts to remove him from the company, both from within and without, have only resulted in failure.

One of Washington's most vocal opponents was Walter Hercel, an organizer for the local union. Time and time again, Washington managed to get union organizing efforts shot down and as a union man, this angered Hercel to no end.

Angering a practitioner of the Evil Way is not a wise idea. He wanted Washington out, but realized murder wasn't good enough. No, he thought, he was going to take away all the power Washington had and leave him aware of everything he had lost. Through his agents, Hercel slowly started feeding Washington clues about how to gain even more power than he had. Washington took the bait over several months, investigating more and more. Through this, Hercel kept his involvement very well hidden.

Finally, an agent of the Deceiver proposed "power beyond his wildest dreams" to Washington, and all he had to do is kill someone. Washington leapt at the chance, killing attempted site organizer Mickey Kay and cutting off his hands and head. He had them disposed of in the foundation of one of the buildings his company was working on, while he dumped the body along a highway. He then thought about everything he could do with his newfound power.

Being killed, having his own hands and head cut off, and dumped at the side of the road where not his idea of power though. Neither was coming back as a Druj Nasu. Washington's body was never found, and he was declared missing.

However, unlike most other Druj Nasu, Washington had no intentions of raising undead armies and causing havoc; he was still a greedy and power-hungry man, and knew well how to amass power.

## Devices of the Enemy Entry on Druj Nasu

In life, a Druj Nasu was a person who sought power for the sheer joy of ordering others about. Without exception, those around the Druj Nasu thought of it as a petty tyrant, and no one willingly associated with it at all.

All Druj Nasu eventually turned to an agent of the Evil Way to gain the power they desired so much. This agent was usually the Deceiver, who promised the foolish individual "power beyond his wildest dreams" in return for some act of evil, often murdering another person and delivering the victim's head and hands as proof of the deed. The Deceiver stores these in some place of importance to the murder victim, such as an unregistered safety deposit box or a place of refuge.

What the Deceiver purposefully neglected to point out, however, was that the lucky fellow would be dead when he received his power. After the soon-to-be Druj Nasu completes the evil deed, the Deceiver always arranges for his murder, along with the removal of his head and hands.



The Deceiver then delivers the “power beyond his wildest dreams” to the power-hungry individual in the form of its listed Evil Way Disciplines.

The lesser zombie master appears as a headless, handless, decaying corpse. It is seldom found in a graveyard; rather, the corpse turns up in a lake, under a bridge, alongside a deserted country lane, or in some other place where a murderer might abandon his victim.

After the local authorities take the Druj Nasu’s body to the morgue or cemetery, it uses its Animation of the Dead Discipline to animate as many of the other corpses in the place as it can. It then leads its dead minions to a place of seclusion, from where it wages a campaign of death and destruction. As its servants murder more victims, the Druj Nasu animates those corpses, thereby continuing to build an army of dead followers to satisfy its desire for power.

Because it must keep its servants in sight on their missions of destruction, the Druj Nasu always accompanies them in the form of a large fly. When its animated dead enter combat, the Druj Nasu uses its Swarm Discipline to create a swarm of flies. The purpose of the swarm is two-fold: 1. to confuse and distract the victims, and 2. to disguise the presence of the Druj Nasu in fly form. Although the swarm is vulnerable to pesticides, the Druj Nasu itself is immune to these chemical poisons.

SAVE has accounts on record of whole villages in isolated areas being wiped out by such attacks. In more populated areas, attacks of the Druj Nasu and his servants are usually blamed on gang violence, rioting, or even a mysterious outbreak of disease.

A lesser zombie master rarely attacks those who wander near its stronghold, fearing that doing so would call attention to its secret base. Instead, it attempts to discourage the visitors by summoning as many rats as possible. If the visitors persist, it uses Swarm to attack them with a number of biting flies. Visitors braving both flies and rats find themselves thinking that nothing here is interesting enough to brave dealing with the carrion and rats; of course, the zombie master is using Telepathic Sending to make them believe that their lack of interest is their own idea. Visitors who still persist are rewarded by finding a mound of corpses, at the bottom of which is the zombie master himself.

The lesser zombie master animates these corpses as soon as it appears the visitors have let down their guard. Because it has no hands or head, the zombie master avoids making physical attacks. Instead, it lies still, hoping to pass for a disguised corpse. If anyone touches it, the Druj Nasu causes a swarm of flies to issue from its body and attack. If attacked, it fights back by kicking and by beating with its arms.

Clever explorers may find the lack of odor about the lesser zombie master curious, since its body so closely resembles a decaying corpse. It is impossible to permanently damage this creature. Like normal zombies, it regenerates all Endurance 1d10 rounds after being reduced to an Endurance of zero (0). The only way to destroy the Druj Nasu is to find its head and hands, place them with the body, and burn the remains. Otherwise, a Druj Nasu that has been reduced to zero (0) Endurance “plays dead,” waiting until its tormentors are out of sight before rebuilding its dominion.

## Disciplines:

**COMMUNICATIVE:** 168

**Summon** (Student Level)

**Swarm** (Basic Level)

**Telepathy** (N/A)

## SUMMON

**Cost:** 10 WPR/round

**Roll Required:** General

**Range:** Self

**Area:** 1 mile, 100 miles radius

*“They came from out of nowhere and appeared a mere 80 feet away. We steeled ourselves for the worst fight we had ever imagined...”*

The Summon Discipline is used by the Druj Nasu to bring to its aid some or all of its animated corpses within a 1-mile radius. The zombies summoned appear at the end of the round in which the discipline is used, wherever the Druj Nasu wishes, but within 75 feet of it (and not within living flesh). These zombies simply vanish from wherever they happen to be and appear by the side of their dominator, ready to fight on its behalf.

Each successive round of use of this discipline increases the number of zombies which appear. If more are in the area than the Horror using the discipline can Summon in a given round, it can choose which particular zombies appear in response to its summons that round.

The number of zombies which appear per round are:

First round - 1d5 Zombies appear.

Second round - 1d10 Zombies appear.



**Note:** no more zombies can appear than are actually within the area of effect at the time the discipline use begins. Failure of the discipline in any round during its duration ends its use; however, zombies who have already arrived will continue to fight on behalf of the Druj Nasu.

## SWARM

**Cost:** 5 WPR/use

**Roll Required:** General

**Range:** Touch

**Area:** Varies

*"The first roach was joined by another, then another, until the table seemed to boil under a clicking sea of dark wings."*

Successful use of this discipline brings about the appearance of a large group of insects, or a group of some type of small, repugnant animal. These insects or animals then swarm toward humans, attempting to crawl all over them and disrupt their actions (all of which are non-harmful, but disruptive).

First the CM decides the type of insect or animal the user will summon. The best swarms to frighten characters are usually such things as cockroaches, spiders, bees, ants, centipedes, or flies.

The Druj Nasu must then touch the spot where the swarm is to begin. If the effect is to be immediate, you must make a General Check. Success indicates that 100 of the desired animals appear around the spot touched in the first minute. The Druj Nasu can try to continue round after round (each round being another use): each successful check doubles the actual number of insects summoned at the end of each successive minute (10 rounds). Thus, with three successes in a row, there will be 100 after 1 minute, another 200 after 2 minutes, another 400 after 3 minutes (for a total of 700 insects).

At Basic Level, the Druj Nasu can summon 100 animals per use.

A delayed effect may be achieved by having the Druj Nasu first touch the spot where the swarm is to begin, then touch a triggering spot. The dice rolls are then made, and the Druj Nasu may leave the area. The swarm begins to form the instant any human character touches the triggering spot. Favorite triggering spots are doorknobs, tabletops, window sills, or other areas frequently touched by humans.

The swarm swells in numbers without moving, until the full number summoned is present. The swarm then moves at top speed (30 feet per round unless specified otherwise in the animal descriptions) toward

the nearest group of humans. The animals will not actually attack the humans, but will try to crawl over them and cover them. Characters caught in a swarm have a -40 modifier to the base chances of all attempted actions (in addition to any other modifiers) until the swarm scatters. Their players must also make Fear Checks against that type of animal/insect. (Usually -5 to -25)

The swarm follows the characters, no matter where they go, until it catches them or until the characters outdistance the swarm by at least 2D5 miles. A swarm will divide itself to follow characters who flee from it by differing routes. Once the insects touch anyone, the swarm dissipates in 1d10 minutes.

## TELEPATHY

**Cost:** 20 WPR/round

**Roll Required:** General

**Range:** Unlimited

**Area:** 1 person/use

*"Jack's words were clear: the Unknown were everywhere and we didn't stand a chance. But Jack died four years ago. Was this the truth or another trick on that thing's part?"*

Telepathy is similar to the Evil Way Discipline Empathy, except that, instead of receiving information from a character, the Druj Nasu sends a message of either words or impressions to 1 member of the party. The message may be factual or totally fabricated, but the recipient has no way of judging its truthfulness.

Telepathy allows the Horror to send vivid mental images to an individual, but the target person will have no difficulty in telling that these are only images-because this discipline does not effect a person in the same manner as Blur Vision, Confuse, Hypnotize, etc. The person receiving the message is totally aware that his mind is being invaded.

There are no Student, Teacher, or Master Levels with this Discipline.



## **DISTORTIVE:** 200

**Animation of the Dead** (Student)

**Change Self** (Automatic, no roll needed)

**Deadly Remains** (Student)

### **ANIMATION OF THE DEAD**

**Cost:** 1 WPR/min.

**Roll Required:** General

**Range:** Sight

**Area:** Sight

*"I first ran across this discipline during my disastrous trip to Egypt. Since that time, dark rumors of its use have arisen in Jamaica, Haiti, and Eastern Europe. None are safe: the mystery surrounding my dear friend Lord Bolton is not as mysterious as some want to think."*

The user of this discipline may animate the corpses of the dead. Each corpse first frees itself mysteriously from its place of rest in 1d10 rounds. After it frees itself, the corpse awaits simple commands. An animate corpse cannot think for itself; it does the bidding of its animator, and nothing more. As long as the corpse is in sight, the animator can immediately communicate with the corpse telepathically (the Telepathy Discipline is not required) to direct the corpse in a series of tasks. For example, this string of commands would work "Open the graveyard gate. Walk straight across the street. Turn toward the man standing underneath the street lamp, and strangle him."

At Student Level, the Horror can animate up to 10 corpses if the resting places of those corpses are within sight.

If the vision of the Horror is obstructed, the corpse stands still until visual contact is reestablished.

When use of the discipline ends, all animated corpses immediately return to their place of rest.

### **CHANGE SELF**

**Cost:** 1 WPR/2 min.

**Roll Required:** No Roll Required

**Range:** Self

**Area:** N/A

*"I saw that even the courageous young Lewis was shaking and that a cold sweat had broken out on his now pale forehead. What we witnessed next was unbelievable, even to my experienced eye. The she-creature began to change before our eyes: her skin scaled, her jaws lengthened, and her eyes began to glow with a cold reptilian gleam."*

This discipline allows the Druj Nasu to change its shape to that of another being or object. While changed, the Druj Nasu retains its full normal consciousness and mental abilities, but loses any of its physical attack modes. It can use the physical attack modes and scores of the being whose shape it assumes. It does not gain any additional Evil Way Disciplines.

For example, suppose the Druj Nasu changes its shape to that of a large fly. The Druj Nasu now looks like and attacks like a fly for all intents and purposes. However, unlike a normal fly, the Druj Nasu can only be harmed only in the way it could be harmed when in its natural form.

This discipline is restricted. Most Druj Nasu can assume the shape of only a few other creatures or things, usually their old mortal form, or that of a large fly.

### **DEADLY REMAINS**

**Cost:** 1 WPR/min

**Roll Required:** General

**Range:** Sight

**Area:** Body parts

*"What we feared and sought to destroy was the Doctor's compilation of scavenged human remains. What we in fact found was body parts, small and large, some pickled in jars of formaldehyde and others dried for use in anatomical study, all brought to life. Writhing, crawling, and beating their way toward us . . ."*

The Druj Nasu may animate up to 2D10 severed body parts. However, no more than 2 animated body parts may come from the same corpse.

This discipline works in much the same way as Animation of the Dead. The body parts move in whatever manner suits them best. An arm or leg would move in a snake-like fashion. A head would shift from side to side, rocking itself slowly in a given direction.

The limbs may enter melee. A hand can brawl or punch. A foot can punch by kicking or brawl by tripping. A head can bite or butt. Some body parts can make use of melee weapons. A hand can wield a weapon; its major problem is hitting anything above the knees when attacking from the ground.

The limbs suffer normal Endurance damage from all forms of combat. The exact statistics for the severed limbs can vary at the CM's discretion. Sample Traits are:

Strength and Reflexes of 15 each, Endurance of 10, base damage of 0, and a Fear Modifier of -5. Base Melee Score is 22, rather than assuming skill or lack of it, for any particular body part.

At Student Level, up to 1d10 parts may be animated.



## ZOMBIES

**STR:** 55  
**REF:** 20  
**END:** 70  
**PER:** 35  
**WPR:** 50  
**CHA:** 10  
**Evil Way Score:** 0  
**Attacks:** 1; 55 (2d10)  
**Armor:** 10  
**Defense:** 20  
**Fear:** -25  
**Move:** 20' (L); 10' (W)  
**Type:** Servitor  
**Class:** Corporeal

**Disciplines:** None

Zombies are corpses, animated to serve a user of the Evil Way. There are two known varieties of zombies: simple animated corpses, and true zombies.

Animated corpses and true zombies both look exactly like the corpses from which they are created, and will be in whatever state the corpse was at the time of animation.

All attacks by zombies of both types are unarmed attacks, unless, of course, the zombies carry weapons. They can use melee weapons of any type, but cannot use missile weapons. They always lose Initiative to characters in any combat and Zombies receive only one combat action per turn. They can either move or attack, but not both.

## ZOMBIES

True zombies are animated corpses, who can do a single complex task and then return to the being that animated them. True zombies can travel great distances, seek out their victim, perform the task (usually murder), and return, taking pains not to be followed.

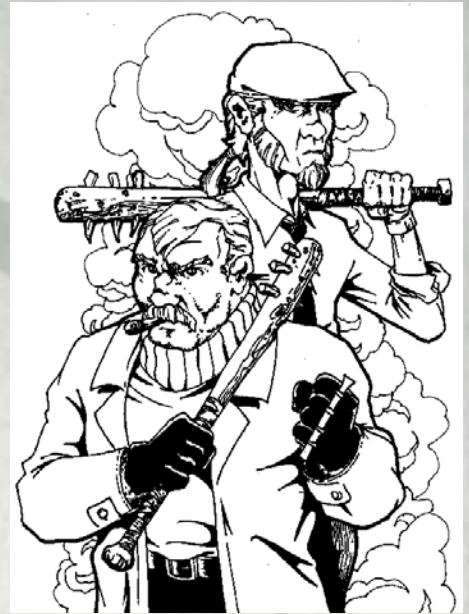
True zombies are also different from animated corpses in two other ways:

1) A true zombie's pieces do not continue to attack separately.

2) A true zombie can be destroyed only by filling its mouth with salt and sewing shut the lips, or by turning the zombie to face an ocean or sea within clear visibility. In such cases, the zombie is destroyed immediately, regardless of Endurance. If a true zombie just happens to have no lips, wiring shut the jaws works just as well.

## U N I O N T H U G S

**STR:** 40  
**REF:** 35  
**END:** 45  
**PER:** 25  
**WPR:** 25  
**CHA:** 35  
**Attacks:** Normal  
(2 actions), see  
below  
**Armor:** 0  
**Defense:** 35  
**Fear:** 0  
**Move:** 30' (L)



**Skills:** Gambling (Student): 35, Track (None): 30, Dodge (Student): 35, Knife (None): 40, Lock Picking (None): 25, Pistol (Student): 35, Club (Student): 45, Improvised Weapons (Teacher): 50, Unarmed Combat (None): 50,

**Gambling:** +20 with Cards.

**Dodge:** 2 Dodges per turn

**Pistol:** +1 extra attack with pistols

**Club:** +1 extra attack with clubs

**Improvised Weapons:** **Knockout:** the thug has the ability to quickly render opponents unconscious. Upon a successful attack, the opponent must make an Endurance roll at -10 for each full 10 points of damage, or immediately drop to 0 Endurance and become unconscious. **Accurate Attack:** the thug can deal an additional 1d10 damage, for every full -20 to his attack roll taken, to a maximum penalty of -40 for 2d10 extra damage.



# Andrew Armstrong

**Birthplace:** Sandy, UT, USA  
**Sex:** Male  
**Age:** Adult (35)  
**Education/Degrees:** PhD in Anthropology  
**Occupation:** College Professor (SAVE Envoy)  
**Concept/Role:** Scholar  
**Wealth:** Comfortable  
**Advancements:** 0

## Traits

**STR:** 20  
**REF:** 40  
**END:** 30  
**PER:** 70  
**WPR:** 70  
**CHA:** 30  
**LUC:** 40  
**Aarmor:** 0  
**Damage:** 0 (Fist)

**Initiative (REF + PER):** 110  
**Defense (REF+ PER/2):** 55  
**Number of Active Defenses:** 3  
**Fear (WPR + Resolve):** 70

## Qualities

**EDGES**

**DRAWBACKS**

Eidetic Memory\*  
Premonitions\*

Weak Stomach\*

## Skills

Name	TN	Ranks	Trait	S/T/M
Anthropology	90	20	70	-
Archaeology	90	20	70	-
Medicine	90	20	70	-
Research	100	30	70	-
Speak Language*	90	20	70	-
Geo/Car	90	20	70	-
History	110	40	70	-
Unarmed Combat	50	20	30	-

**\*Eidetic Memory:** Instant recall of any memory that has been wiped from your mind by failed Fear checks or uses of certain Disciplines. Additionally, your character can ask the CM to repeat any information that your character has come in contact with.



**\*Premonitions:** Once per adventure, you can describe a single action and ask the CM for the general consequences of this action before choosing to take it. If the action involves rolling dice, the CM rolls for the result before you make your decision.

**\*Weak Stomach:** If you witnesses a bloody or horrific incident you must make a Willpower Check or collapse. You can't perform any actions for 1d10 rounds.

**\*Speak Language:** Arabic and Egyptian

## Background

Andrew grew up the oldest of 4 children in the quiet town of Sandy, UT, a suburb of Salt Lake City. He was a rebellious child and quickly left on his 18th birthday to travel the world. He was fascinated by the myths and legends of other cultures and decided to pursue a career in Anthropology. He graduated from UCLA where he currently teaches. His first encounter with the Unknown occurred on an archaeological dig in Mexico and since then he has worked with Ben Cook, Mark Jones, Emily Wilson, and Dave

McKay to tirelessly root out and destroy Horrors of the Unknown whenever they hide.

Andrew is the nominal leader of the group and reports to Kazu Matsubayashi and Siobhan O'Mahony, the Directors of the SAVE offices in Los Angeles.



## Ben Cook

**Birthplace:** Boston, MA, USA  
**Sex:** Male  
**Age:** Adult (33)  
**Education/Degrees:** College  
**Occupation:** Private Investigator  
**Concept/Role:** Gunman  
**Wealth:** Comfortable  
**Advancements:** 0

### Traits

**STR:** 30  
**REF:** 80  
**END:** 50  
**PER:** 25  
**WPR:** 35  
**CHA:** 40  
**LUC:** 40  
**Armor:** 20 (Kevlar Vest)  
**Damage:** 2d10 (9mm pistol)

**Initiative (REF + PER):** 105  
**Defense (REF+ PER/2):** 53  
**Number of Active Defenses:** 4  
**Fear (WPR + Resolve):** 35

### Qualities

#### EDGES

Ambidexterity\*  
Night Vision\*

#### DRAWBACKS

Overconfidence\*

### Skills

Name	TN	Ranks	Trait	S/T/M
Acrobatics	75	10	65	-
Investigation	50	20	30	-
Pistol	93	40	53	Student*
Sleight of Hand	73	20	53	-
Stealth	73	20	53	-

**\*Ambidexterity:** Normally, you suffer a -50 penalty on die rolls for actions performed with the wrong hand. You have no wrong hand and therefore never suffers this penalty.

**\*Night Vision:** Night Vision allows you to see twice as far in starlight, moonlight, lamplight, and similar conditions of poor illumination.

**\*Overconfidence:** You always feel up to the task, regardless of the current situation. Any time there is a call for backup, reinforcement, retreat or regrouping, you must make a Willpower test to agree to go.



**\*Pistol:** Dead Shot allows you to add +20 to your next attack roll. Once you choose to use Dead Shot, you can't move until after you make your next attack, or the benefit is lost. Likewise, if your concentration is disrupted or you are attacked before your next action, you lose the benefit of Dead Shot.

### Background

Ben Cook grew up the son of a wealthy Boston family and attended the best schools. While attending Harvard, a series of brutal murders rocked his neighborhood and he discovered that his mother was behind them. She had been seduced by a Horror of the Unknown and had been providing it with the young sacrifices the Horror needed. Shortly thereafter he was contacted by the local SAVE branch and together they destroyed the creature. Unfortunately, his mother was too far gone to save and she had to be killed as well. Obsessed with destroyed the evil that had consumed his mother, Ben began crisscrossing the country hunting down and killing Horrors. He's recently been assigned to Los Angeles and has begun working with Andrew and the others.



## Mark Jones

**Birthplace:** Cortez, CO, USA  
**Sex:** Male  
**Age:** Adult (34)  
**Education/Degrees:** High School  
**Occupation:** Bouncer/Mechanic  
**Concept/Role:** Brawler  
**Wealth:** Comfortable  
**Advancements:** 0

### Traits

**STR:** 70  
**REF:** 30  
**END:** 50  
**PER:** 30  
**WPR:** 40  
**CHA:** 40  
**LUC:** 40  
**Aarmor:** 0  
**Damage:** 1d10 (Heavy Torque Wrench (Imp. Weapons))  
  
**Initiative (REF + PER):** 60  
**Defense (REF+ PER/2):** 30  
**Number of Active Defenses:** 3  
**Fear (WPR + Resolve):** 50

### Qualities

**EDGES**  
Courage\*  
Improved END Rec.\*

**DRAWBACKS**  
Impulsiveness\*

### Skills

Name	TN	Ranks	Trait	S/T/M
Club	70	20	50	
Dodge	50	20	30	Student*
Driving	40	10	30	
Gambling	45	10	35	
Improvised Weapon	70	20	50	Teacher*
Mechanic	40	10	30	Student*

**\*Dodge:** +1 active Dodge

**\*Improvised Weapon:** +1 Atk and +1d10 damage per -20 to Attack

**\*Mechanic:** 1/2 time to jury rig

**\*Courage:** Add a +10 bonus to all of your rolls against Fear Checks.

**\*Improved Endurance Recovery:** 1d10 Endurance healed after 8 hours of rest. (Normal recovery is 1d5 after 8 hours of rest.)



**\*Impulsiveness:** You hate extensive planning and must make a WPR roll to continue planning after 15 minutes of real world time, and every 15 minutes thereafter.

### Background

Mark was born in the Four Corners area of Colorado the youngest of 7 children. He was an average student but an OK athlete. When he finished High School he decided to not go to college and instead started Bouncing at the clubs in the Denver area. He supplemented his income by doing car repair during the day. His first encounter with the Unknown occurred when a female vampire began prowling the Denver clubscene. Not knowing what to do, he called a friend who put him in contact with SAVE. Although they weren't able to destroy the vampire, they did manage to drive her from the area. Not wanting to deal with questions from law enforcement, Mark moved to Los Angeles and hooked up with the others. He currently bounces at the Batcave in Santa Monica.



## Emily Wilson

**Birthplace:** Santa Monica, CA, USA  
**Sex:** Female  
**Age:** Young Adult (20)  
**Education/Degrees:** High School  
**Occupation:** College Student  
**Concept/Role:** Psychic  
**Wealth:** Comfortable  
**Advancements:** 0

### Traits

**STR:** 25  
**REF:** 30  
**END:** 30  
**PER:** 35  
**WPR:** 70  
**CHA:** 40  
**LUC:** 70  
**Aarmor:** 0  
**Damage:** 0 (Fist)

**Initiative (REF + PER):** 65  
**Defense (REF+ PER/2):** 33  
**Number of Active Defenses:** 2  
**Fear (WPR + Resolve):** 70

### Qualities

#### EDGES

Reflective\*  
Power of the Art\*

#### DRAWBACKS

Weak Stomach\*

### Skills

Name	TN	Ranks	Trait	S/T/M
Art Criticism	73	20	53	Student*
Computer	73	20	53	
Influence	58	20	38	
Journalism	73	20	53	
Photography	73	20	53	Student*
Pistol	43	10	33	
Psychology	73	20	53	

**\*Power of the Art:** Through long study, discipline, and practice, you can invoke powers of the Art. These near-magical effects tap the Unknown and bend it to the envoy's will.

### Disciplines

Name	TN	Rnks	Trait	S/T/M	School	Range	Area	Cost
Mental Shield	90	20	70	T	Prot.	Sight	Sight	2d10 WPR/use
Sphere of Prot.	90	20	70	T	Prot.	Self	20 feet	2d10 WPR/use



**\*Reflective:** +10 to your Fear Check whenever you takes time to ponder (at least 4 hours) the Horror and his minions.

**\*Weak Stomach:** If you witnesses a bloody or horrific incident you must make a Willpower Check or collapse. If failed, you can't perform any actions for 1d10 rounds.

**\*Art Criticism:** You are completely familiar with the Impressionist school of art. No rolls need to be made to identify objects from this school. Additionally, you receive a bonus of +10 to detect forgeries of items purportedly from this school.

**\*Photography:** You can tell how a given modern photo was taken, and what type of film was used, without the need to roll.

### Mental Shield

**Cost:** 2d10 WPR/use  
**Roll Required:** General  
**Range:** Sight  
**Area:** All envoys within sight

This Discipline allows you to raise a shield of mental energy that protects yourself and other characters from most Disciplines of the Evil Way. Mental Shield lasts for 1 minute.

At Teacher level, you can protect anyone within sight, and up to 5 other characters who aren't within sight, but are within 100 feet. You can attempt to raise another Mental Shield after 6 hours.

### Sphere of Protection

**Cost:** 2d10 WPR/use  
**Roll Required:** General  
**Range:** Self  
**Area:** 20' radius

This Discipline allows you to raise an invisible sphere of power, which protects everyone within it from all Horrors of the Unknown and any form of attack. The sphere deflects all missile weapons.



Opponents can't shoot in, but protected characters can shoot out. On the other hand, characters must step outside the protected area in order to make melee attacks against any being outside the sphere.

The sphere has a 20-foot radius and extends in all directions from your midriff, including down into the ground. Not only does the sphere keep out any Horror's attack, no Horror can enter the sphere. Any Horror within range is caught inside, and must try to leave at once during its next action. Creatures unable to leave the sphere move as far away as possible from you and are unable to defend themselves as long as the Discipline is in effect. In that time, every attack upon such creatures gets an automatic Critical result, so characters can beat, stab, and hack as they please, with no dice rolls required.

In addition to protecting those within it from all forms of attack, the sphere will even cancel the effects of any Disciplines already operating within its radius.

**Example:** If a room has been darkened by a Horror using the Evil Way Discipline called Darken, characters within a Sphere of Protection still enjoy normal illumination within the sphere for as long as the sphere lasts. When the sphere expires, they again suffer the effects of the Darken Discipline.

The sphere halts the effects of some Disciplines on a temporary basis only, especially Disciplines with ongoing effects. When the sphere expires, the effects of such Disciplines continue.

**Example:** Characters who are affected by the Influence Discipline enjoy a few seconds of lucid thought while within the sphere, but the sphere doesn't break the Influence, it just puts it "on hold" for awhile. Similarly, victims of the Evil Way Discipline Fleshcrawl won't change in appearance as long as they are within a sphere. However, as soon as the sphere is lifted, the Fleshcrawl effects continue, resuming where they left off.

You should be aware that that this Discipline only lasts for two rounds. Sustaining it longer than that requires a new roll for success.

## Background

Emily is the only child of the pretigious Wilson family of Santa Monica and has never lacked for anything. After floating through High School she was accepted at UCLA where she's majoring in Art Criticism. Her first encounter with the Unknown occurred when she was kidnapped by a Black Tamanous. Luckily for her the Horror was being hunted by Professor Armstrong and a few other SAVE envoys. After she was rescued it was discovered that she possessed the Power of the Art. Under the tutelage of Siobhan O'Mahony she has been practicing her abilities and can now sustain them for short periods of time.



## Dave McKay

**Birthplace:** New York, New York, USA  
**Sex:** Male  
**Age:** Adult (35)  
**Education/Degrees:** BA in Public Relations  
**Occupation:** PR Expert  
**Concept/Role:** Face  
**Wealth:** Comfortable  
**Advancements:** 0

### Traits

**STR:** 30  
**REF:** 30  
**END:** 30  
**PER:** 60  
**WPR:** 30  
**CHA:** 70  
**LUC:** 50  
**Armor:** 0  
**Damage:** 2d10 (Pistol)

**Initiative (REF + PER):** 90  
**Defense (REF+ PER/2):** 45  
**Number of Active Defenses:** 2  
**Fear (WPR + Resolve):** 30

### Qualities

#### EDGES

Attractive\*  
Connoisseur\*

#### DRAWBACKS

Obsession\*

### Skills

Name	TN	Ranks	Trait	S/T/M
Accounting	65	20	45	
Acting	95	30	65	
Disguise	70	50	65	
Influence	95	30	65	Teacher*
Photography	55	10	45	
Pistol	60	15	45	
Slht of Hand	55	10	45	

**\*Influence:** You exude "that special something" and all NPCs start out liking you, and you have gained the trust of 7 informants that keep you up to date on subjects of interest to you. You gain a +10 bonus to Influence checks when attempting to get information from them.

**\*Attractive:** You receive a +10 bonus to Acting, Disguise, and Influence when targeting members of the appropriate sex.



**\*Connoisseur:** with a successful Perception Check you can identify or appraise life's finer commodities, such as, fine foods, wines, and fashions. Furthermore, after appropriately wining and dining a subject, you gain a +10 bonus to your Charisma Trait when interacting with that subject. This bonus is good for one check only. To regain the bonus, you must wine/dine the subject again.

**\*Obsession:** You are obsessed with always looking your best and must be clean, well groomed, and dressed in your best at all time, regardless of what you're doing or where you're going. You must succeed at a Current Willpower check to avoid doing so.

### Background

Dave McKay is the second of three children and grew up in the Bronx. From a very young age he has been able to get people to do what he wants and has since then sweet-talked his way through life. His first encounter with the Unknown occurred while on vacation in the Caribbean where he ran afoul of a few local Voudon priests. He quickly escaped and through the aid of SAVE was able to get them off of his tail. He then moved to Los Angeles to work in the entertainment industry, which is where he started working with Andrew Armstrong and the others.



[illegible]