

CRYPTWORLD

CHILLING ADVENTURES INTO THE UNEXPLAINED



Goblinoid Games

Pacesetter™

INVESTIGATE strange occurrences

and supernatural sightings.



HUNT

irredeemably evil *things*

that torment humanity.

DESTROY malicious forces

of the unexplained.

EVIL STALKS YOU IN THE DARK OF NIGHT
KNOW ITS WEAKNESS OR FALL VICTIM TO ITS HUNGER

There is a palpable sense of foreboding in the late fall night. You approach the decrepit manor house. A faint glow in an upper window tells you more stirs here than just the rats. The rotten wood floor creaks beneath your feet as you walk through the broken doorway of the house. A growl greets you from within; that's when you see the flash of fang in the lamp light.

CRYPTWORLD is a horror role-playing game in which you investigate and hunt the forces of the unexplained. The Crypt Master may design any world of horror he desires. Classic horror, slasher horror, alien menaces from the stars and interdimensional monsters. These horrors and more may greet you in CRYPTWORLD!

CRYPTWORLD is a role-playing game complete in one volume.

*Rules for character generation
Optional paranormal talents
Creatures covering multiple horror genres
Advice for running horror games
An introductory adventure
...and more!*

PacesetterTM



CRYPTWORLD™

Chilling Adventures into the Unexplained



By Daniel Proctor
and Tim Snider



Pacesetter™

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Thanks go to Ryan Denison and Tim Brannan for suggestions and feedback.

Special thanks go to the original Pacesetter crew, Mark Acres, Troy Denning, Andria Hayday, John Ricketts, Gali Sanchez, Carl Smith, Garry Spiegle, Stephen D. Sullivan, and Michael Williams. *Pacesetter horror rises from the grave!*

Pacesetter Lives!

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Foreword by Tim Snider

I recall that I was 5 years old when I watched with wide-eyed terror as a sarcastic and cynical investigative reporter matched wits with a modern-day vampire terrorizing Las Vegas. I credit *The Night Stalker* with starting my interest in the horror genre, as well as being one reason I eventually became a newspaper reporter. (Though I never did encounter any werewolves, zombies, or mummies on my beat...that I know of.)

As I grew, so did my fascination with the strange and macabre. I had subscriptions to *Famous Monsters* and *Fangoria*. I built a coffin in high school shop class. And, one Halloween, I converted our split-level home's front entrance into a 35-foot-tall, open-mouthed skull. (The neighbors were dubious, but their kids *loved* it.)

When I discovered role-playing games, I noodled around with fantasy and sci fi, but horror RPGs sparked my imagination like none of the others did. I sent my players into decrepit mansions, and they searched moldy tombs and investigated disturbed graves. Gruesome shapes lurked in every shadow, waiting to rend and tear the unwary and foolish. However, there has always been one common thread to every one of my fear-fueled games; with resourcefulness, bravery, and a bit of luck, there's a chance—however slight—that triumph is possible over The Things That Go Bump In The Night. After all, everyone wants to be Abraham Van Helsing...or Carl Kolchak.

When Dan Proctor approached me to contribute to this new Pacesetter horror game, I jumped at the chance to unearth those terrifying tropes again for a new generation of monster hunters and supernatural investigators. Some of my favorite creatures and concepts from the 1980s have been dug up, stitched together, and brought back to life for CRYPTWORLD. ("It's alive! Aliiiiive!") I also put together an eerie twist on the classic "locked room murder mystery" for you to torment your players with. I hope they survive the flight, and I hope you all have fun with this newest Pacesetter game.

So load up on silver bullets, holy water, and wooden stakes, folks. We have work to do.

Tim Snider
August 2013

Foreword by Daniel Proctor

The air is crisp as autumn settles in, and the breeze is scented with burning leaves and pumpkin pie. Nights become longer and colder, and my imagination starts to question the sources of the bumps in the night. That's what fall is to me, and my thoughts always turn toward horror movies and horror role-playing games. I can't begin to express my excitement at presenting to you the new official Pacesetter brand horror game! A broad genre horror game for the Pacesetter product line (as of this writing) has been unavailable in print for twenty-seven years! It was about time to raise that game from the grave, and CRYPTWORLD is both the spiritual successor and brand successor of the first Pacesetter horror game.

CRYPTWORLD covers a lot of ground so that you can play the kind of horror game you like, without any built-in assumptions. You can play campy 80s style horror, classic Hammer Horror, science fiction horror, slasher horror, and much more. Whether you are an experienced vampire hunter or a cryptozoologist hot on the trail of the chupacabra, CRYPTWORLD delivers the horror game you want.

Pacesetter lives! That is one of the greatest joys I have in resurrecting the Pacesetter brand. CRYPTWORLD now reunites the horror game back into the Pacesetter family to join TIMEMASTER, SANDMAN, and its sister game ROTWORLD, the zombie survival horror game. I assure you, more exciting things are coming *in the future*. But for now, study the pages of this volume to uncover its terrible secrets. You will discover *things* sinister and foul, and organizations that characters may belong to as they investigate the forces of the unexplained. In CRYPTWORLD, the horrors usually confined to dusty crypts lurk everywhere.

Dan Proctor
August 2013

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CHAPTER 1: THE GAME

FULL MOON RISES

Jerry checked the cylinder of his revolver for the third time, as if the silver bullets might have reproduced by themselves in the two minutes since he had last looked. One left. A howl erupted several yards away. Jerry's hands shook; he fought panic to keep the revolver at the ready as he peered from behind the tree where he sought refuge.

The bushes exploded with fury as the humanoid wolf-like beast made its last charge. Jerry raised the gun unsteadily, firing at the same time the beast bit deeply into his arm.

He heard a squeal through his ringing ears as the gun report faded, and at first he wasn't sure if it was his own or the creature's. He opened his eyes and looked at the crumpled form of the man-wolf. The werewolf that had terrorized the small New England village these last months. Its body was already shifting, skin bubbling up as if there were air pockets just underneath. Its body hair receded, snout reduced, claws retreated, until there was only a naked man lying on the brown and gold leaves of fall.

Jerry felt little relief as he looked down at his arm. He knew what it meant to be bitten.

WELCOME TO CRYPTWORLD

Welcome to CRYPTWORLD, guys and *ghouls!* CRYPTWORLD is the latest addition to the Pacesetter System™ game line. It is a horror role-playing game in which you can play any flavor of horror, from classic monster hunting to fighting alien menaces from other dimensions. Play campy 80s horror like *The Lost Boys*, slasher horror like *Friday the 13th*, classic Hammer Horror like *Horror of Dracula*, and much more.

Characters in CRYPTWORLD are usually involved in investigating or hunting the forces of the

unexplained. Although the default setting for the game is the modern era, the Crypt Master (CM or referee) may set the game in any era from medieval times to the distant future.

Characters may be regular people unexpectedly caught in the midst of the supernatural, or members of an organization or secret society that investigates the otherworldly phenomena that are common in CRYPTWORLD. Examples of several such organizations are presented in Chapter 8.

INSPIRATIONAL MEDIA

The following author, movie, and television lists are not inclusive of all possible sources of inspiration; they are some of the authors' favorites. These lists only touch on the zombie genre, primarily because the Pacesetter System game ROTWORLD is specifically designed to cover that ground.

BOOK AUTHORS

There are many horror books out there, so this list is of authors of particular interest. Many works written by the following authors could be used as inspiration for CRYPTWORLD games.

Clive Barker
Algernon Blackwood
Robert Bloch
Ramsey Campbell
Stephen King
Dean Koontz
Fritz Leiber
H. P. Lovecraft
Richard Matheson
Mary Shelley
Bram Stoker

MOVIES

This list of movies is somewhat biased toward those from the 1980s, simply because that is a decade that spawned a number of iconic horror properties.

30 Days of Night (2007)

Alien (1979)
An American Werewolf in London (1981)
Black Sheep (2006)
The Blob (1988)
Candyman (1992)
Cat People (1982)
Cemetery Man (1994)
C.H.U.D. (1984)
Child's Play (1988)
Creepshow (1982)
Dead Heat (1981)
Demonic Toys (1992)
Elvira: Mistress of the Dark (1988)
Elvira's Movie Macabre (any)
The Exorcist (1973)
Friday the 13th (1980)
Fright Night (1985)
From Dusk Till Dawn (1996)
The Gate (1987)
Ghoulies (1985)
Ginger Snaps (2000)
Hammer Horror films (any)
Halloween (1978)
Halloween III: Season of the Witch (1982)
The Hills Have Eyes (1979)
The Howling (1981)
Innocent Blood (1992)
Invasion of the Body Snatchers (1978)
Leprechaun (1993)
Lifeforce (1985)
The Lost Boys (1987)
Motel Hell (1980)
Near Dark (1987)
Night of the Demons (1988)
Night of the Demons 2 (1994)
A Nightmare on Elm Street (1984)
The Ninth Gate (1999)
The Omen (1976)
The People Under the Stairs (1991)
Pet Sematary (1989)
Phantasm (1979)
Poltergeist (1982)
Pumpkinhead (1988)
Puppet Master (1989)
Re-Animator (1985)
Rosemary's Baby (1968)
The Shining (1980)
Silver Bullet (1985)
The Stuff (1985)
The Texas Chainsaw Massacre (1974)
The Thing (1982)
They Live (1988)
Vamp (1986)
Vampires (1998)
Village of the Damned (1995)
Waxwork (1988)
Wishmaster (1997)
Witchboard (1986)
Wolfen (1981)

TELEVISION

Buffy the Vampire Slayer (1997)
 Dark Shadows (1966)
 Forever Knight (1989)
 Friday the 13th TV series (1987)
 Hammer House of Horror TV series (1980)
 Kolchak: The Night Stalker (1974)
 Monsters (1988)
 The Outer Limits (1963)
 The Outer Limits (1995)
 Supernatural (2005)
 Tales from the Crypt (1989)
 Tales from the Dark Side (1984)
 The Twilight Zone (1959)
 The Walking Dead (2010)

WHAT IS A ROLE-PLAYING GAME?

Most people reading this are role-playing game veterans. Nonetheless, a few words are said here for newcomers. Role-playing games are similar to acting in a play. As a player, you take the role of a character (usually of your own design) and pretend that you are that character in a different (make-believe) world. The action takes place in your mind and sometimes with the aid of small figures and maps to track your movement.

This behavior is likely reminiscent of games of make-believe from your childhood. One way a role-playing game differs is that there are a set of rules governing many actions, such as fighting, and another type of player who referees activities and designs the fictional world and its events, the Crypt Master.



USING DICE

The dice used in CRYPTWORLD have ten sides. Each side has a number ranging from "0" to "9." Ten-sided dice are used in several different ways.

Take a second to roll a die. The number that comes up on top is the number you've rolled. If the number rolled is a "0," read it as "10" instead.

Now roll two or three dice and add them together. Remember that

any roll of "0" counts as "10," so rolling a "5," a "0," and a "2" would produce a result of 17 (5+10+2=17). These types of rolls are called rolls of d10. The small letter "d" stands for "dice," and the "10" indicates that ten-sided dice are being rolled.

Often, the rules will require you to roll "1d10," "2d10," or "3d10." These abbreviations mean to roll one, two, or three dice and add the results together to get your final result.

The dice can also be used to roll percents; that is, to roll numbers between 1 and 100. This is represented as d00 or d%. When percents are being rolled, only two dice are used and the dice are read differently: one is read as the "tens" die and the other die is read as the "ones." Rolls of "0" are read as "0," not "10." If both dice come up "0," the result is read as "100."

THE CRYPT MASTER

In every group of players, one player must separate himself from the others and play a very special role in the game. This player is called the "CM," which stands for "Crypt Master." During a game, the CM does not pretend to be one character as the other players do. Instead, the CM gets to play all the people, animals, and (of course) *things* that the other players meet in their roles as monster hunters or investigators of the unexplained. The CM also acts as referee; he or she applies the rules of the game and guides the other players through the adventures. In effect, the CM "runs" the game.

THE CHARACTERS

Every person in CRYPTWORLD is called a character. The characters portrayed by each player except the CM are called player characters—PCs for short. Characters played by the CM are called non-player characters—NPCs for short.

Player characters are people from all walks of life who just happen to have had a brush with the dark corners where creatures lie in wait. Police officers, fire fighters, professors, Super-mart cashiers, or

anyone else a player desires for a PC may be played. Characters may have very different backgrounds, but they bring varying skills to a group of PCs, and at least one thing they all have in common is the motivation to investigate the unexplained.

ABILITIES, SKILLS, AND TALENTS

Every character in CRYPTWORLD has eight Basic Abilities: Strength, Dexterity, Agility, Personality, Willpower, Perception, Luck, and Stamina. These eight Abilities are the core of every character; like human qualities, they tell us what the character is all about. Chapter 2 tells more about the Basic Abilities.

In addition to Basic Abilities, characters have skills. Abilities come naturally, but skills must be acquired. Examples include Martial Arts, Investigation, and Disguise. See Chapter 3 for more information on skills.

Player characters in this game may, if the CM allows, have paranormal talents—special talents of the mind that go far beyond the ordinary. "Ignore Pain" and "Corpse State" are two examples. Characters come by some talents automatically; others they have to learn. See Chapter 4 for more information on talents.

SCORES

In the real world, people differ; certain qualities are strong, others may be weak. They perform some skills like an expert, others merely "well enough." In CRYPTWORLD, characters differ too. They have a score for each Ability, which tells how strong that Ability is. They also have scores for skills and talents, which show how well the character can use them. Most scores range from 26 to 80 at character generation.

CHECKS

During the game, characters put their Abilities, skills, and talents to use. Some things they can do automatically, no matter how low their scores may be. But characters can't automatically do everything they try; if they did, the game would be no fun. So when Mira wants to leap over an unquiet grave or find a

needle in a haystack, she must put her scores to the test and make a “check” with the dice. Checks are percent rolls that determine how an action turns out when the outcome is in doubt.

Here’s where scores come in handy. Jumping across the grave? That requires Agility. Mira’s player rolls the dice and compares the result to Mira’s Agility score; she makes an “Agility check.” Finding a needle in a haystack? That requires Perception. Mira’s player rolls the dice and compares the result to Mira’s Perception score; she makes a “Perception check.” Obviously, dice rolls are important here, so be sure you’ve read the previous section called “Using Dice.”

GENERAL CHECKS

A general check is a percent roll to find out whether a character can do something difficult. It gives yes or no answers: yes, she does it; no, she doesn’t. All general checks work like this. If the percent roll is higher than the score being checked, the character fails. If the roll is lower than or equal to the score, the character succeeds.

Let’s say Mira wants to walk across a narrow beam—an action that requires Agility. The CM thinks that’s hard to do, so he or she asks the player to make a general check against the character’s Agility score. The player makes a percent roll. If the player rolls a number equal to or less than the character’s Agility score, the character can walk across the beam. If the player rolls a number higher than the character’s Agility score, the character cannot walk across the beam; she falls off!

SPECIFIC CHECKS ON THE ACTION TABLE

Sometimes players need to find a very specific result—such as how much injury an attack causes or how many clues a character notices. In these cases, a general check is not enough, and players must make a specific check to find the results. Specific checks use the CRYPTWORLD Action Table to find the exact outcome of an action. Take a look at the table in the back of the book. Then read the

following steps to learn how to make a specific check.

1. The player rolls a percent and compares it to a score—just as if he were making a general check.

2. If the dice roll is higher than the score, the character fails. If it’s equal to or lower than the score, the character succeeds, and the player goes on to Step 3.

3. The player subtracts the number rolled on the dice from the value of the score being checked. Then the player finds the difference on the Action Table in the ranges listed under “Attack Margin.” The row that lies across from the appropriate range will show the result of the check.

4. To find out the exact result of the check, the player must find the appropriate defense column. The game rules will always tell you which column to use, depending on the check. Checks against Ability scores are usually on Column 2.

5. The player “cross-indexes” the attack row with the defense column. This means that the player follows the row found in Step 3 until he reaches the column found in Step 5. The letter code that lies in the box shared by each one shows the result of the attack.

6. Finally, the CM finds the meaning of the letter code by using one of the “result keys” in the game. The rules explain which one.

Example: Bob throws a bottle of holy water at a vampire. The CM asks Bob to make a specific check against his Dexterity score to find out what happens. Bob’s Dexterity score is 72.

First, Bob’s player makes a percent roll with the dice and rolls a 52. The CM subtracts 52 from 72, and finds the difference—20—under the heading marked “Attack Margin.” The result of the attack lies on the 10-29 row.

According to the game rules, this kind of an attack calls for the defender to roll 1d10 to find the defense column, so the CM rolls 1d10. He rolls a 5, so the result lies in the defense column underneath the “5.”

The CM cross-indexes the 10-29 row with defense column 5, and finds an “M” on the Action Table. In this example, the CM would look for the

“M” in the Armed Combat Results Key and apply the results for a “Medium Wound” (noting any special rules for damage from holy water to vampires). Don’t worry about using the keys just yet; for now, you only need to understand the basic procedure: rolling a specific check and finding the letter code result on the Action Table.

USING MAPS

The maps in CRYPTWORLD typically use squares. On maps, these will often have a scale of 1 square = 10 feet. If using miniature figures to track character movement, squares will have a scale of 1 square = 5 feet.

LEARNING TO PLAY

You don’t have to memorize everything in this book to learn how to play; the best way to learn is to start playing as soon as possible! If you’re the CM, read through the book first to become familiar with the rules. You should understand what you’re reading, but there’s no need to memorize everything all at once. Read it through again, and see how the game rules apply. Then you’re ready to play! If you don’t remember a rule, just be sure you know where to look it up. The Table of Contents can help you recall where to look.

Players who are playing PCs don’t need to know the rules quite as well as the CM. They should concentrate on Chapters 2, 3, and 4. Next, they should concentrate on having fun playing their characters, and quit worrying about the rules!

EXAMPLE OF PLAY

During play, a CRYPTWORLD game is a continuous conversation between the CM and the players. The CM tells the players what their characters can see, hear, and sense, and plays the roles of the “supporting cast.” In return, the players tell the CM what their own characters say and do. An outsider might think he was watching improvisational theater, except that players rarely get up and do what their characters do. Still, if the outsider only listened, he might believe he was hearing a play...

CM: Okay. When we left off last week, your characters were planning to break into the vampire's lair. It is early in the morning, and you are standing outside the iron gate to the warehouse area that the bloodsucker has taken as refuge.

BOB: Right. We parked the car off the road a distance from the warehouse. I check the gate of the iron fence. Is it locked?

CM: Yes. It has an electronic locking mechanism.

JOE: I want to use my Security Devices skill to bypass the lock and open the gate. (He rolls 24 on d%.)

CM: You rolled 24, and your skill is 74. You succeed by a margin of 50. That is a C result on the Action Table, and you not only successfully open the gate, you also discover and disarm a security alarm!

JOE: Great! (to Bob and Ann) Do we go in?

BOB: (to Ann) You have the bag with the vampire hunting kit we put

together?

ANN: That's right. Let's go in, but around to the back of the warehouse.

BOB: We go in and follow the fence, hiding behind crates and other structures until we get around to the back.

CM: You follow the fence line, and when you reach the back side of the warehouse, three large black dogs leap from behind some crates! Everyone make a surprise check, which is a general check against Perception.

ANN: (She rolls 87 on d%.) I failed! My perception is 64.

BOB: (He rolls 42 on d%.) Made it; my perception is 56.

JOE: (He rolls 07 on d%.) Failed!

CM: Ann and Joe, your characters are surprised and can't act this round as the dogs lunge at you, snarling and slobbering. They look crazed!

ANN: They must be devil dogs, blood thralls to the vampire master!

CM (to Bob): Roll 1d10 for initiative. (CM rolls a 5)

BOB: (He rolls a 4.) I lost!

CM: One devil dog attacks each of you. (The CM rolls 81 against Bob, 12 against Joe, and 15 against Ann.) The devil dog misses Bob, but both Ann and Joe take damage at the C level on the Action Table! (The CM rolls 6d10 for each of them for Stamina damage.) Ann you lose 44 Stamina; Joe you lose 35.

ANN: Ouch! Much more of that and I'm finished!

BOB: I shoot at the devil dog that's attacking me. (He rolls 18.) Whoa! Check out that roll! My skill is 87.

CM: (The CM rolls a d10.) I rolled a 1; the devil dog doesn't do a good job of getting out of the way. Your attack margin is 69, which is a CK result. (The CM secretly rolls for damage and makes a note of it.) The devil dog falls back 5 feet as a result of the great shot.

BOB: Initiative again?

CM: Yep, it's the next round. (The CM rolls 1d10 and gets a result of 8.)

ANN: I'll roll for our side this time since I'm the one who's hurt! (She rolls a 5.) Darn!

CM: The devil dogs win initiative. Better hope they don't bite you again, Ann!



CHAPTER 2: CHARACTERS

All of the people in CRYPTWORLD are called characters. Characters played by the players are called player characters, or PCs for short. All other characters in the game are called non-player characters, or NPCs. Usually, the CM plays all NPC roles. NPCs include minor characters, major villains, and anyone else the PCs meet.

In Chapter 1, we touched briefly on what it takes to make a character: Basic Abilities, paranormal talents, and skills. This chapter explains how to put all these things together—and more—to create your own character. The eight Basic Abilities are explained in detail, as are character background and appearance. Skills and paranormal talents are explained in later chapters.

THE CHARACTER SHEET

During the game, each player keeps track of his or her character on a “character sheet.” A blank sheet is provided at the end of this book, which you may copy to use during play. The character sheet is a good tool for learning about characters, since it shows what you need to know during an adventure.

Player: That’s you. Record your own name on the sheet to help everyone keep track of “who’s who.”

Character: Record the name of your character here—the character you’re going to play.

Background: This includes a number of things: birth date, sex, etc. Refer to the upcoming section called “Background Notes” for more information.

Basic Statistics: These include the eight Basic Abilities, plus a few special scores:

Current Stamina: During the game, characters lose Stamina points due to fatigue or minor injuries. With a little rest, they can regain lost points. Stamina points are subtracted and added to the “Current Stamina” score—the Ability score stays the

same. Current Stamina may never exceed the original Stamina Ability score.

Recovery Rate: This tells how fast characters can regain Stamina by resting.

Current Willpower: Like Stamina, Willpower may rise and fall during the game. The “Current Willpower” score shows the correct level at any given moment. Characters lose Willpower points temporarily when they use certain paranormal talents or suffer a paranormal attack. The original Willpower Ability score stays the same during the adventure, marking the character’s maximum level of Willpower.

Unskilled Melee Score: This score equals a character’s base percent chance to attack successfully in hand-to-hand fighting when he has no skill for that kind of fight.

Penetration Bonus: Strong characters get a bonus to penetrate armor when they’re using their hands to strike with or throw a weapon. See Chapter 5 for more information.

Wounds: In CRYPTWORLD, wounds are serious injuries. Every character has a certain number of wound boxes showing the number of wounds he or she can receive before dying. The exact number is based on Stamina. During the game, players must mark wound boxes to keep track of how many wounds their characters suffer. When a player runs out of wound boxes to mark, the character dies. Fortunately, characters can heal wounds with bed rest—if they get to bed in time. Players then erase the marks in the boxes to show that the wounds have healed. See Recovery and Healing, Chapter 5.

Skills: Characters begin with a number of skills at the beginning (Specialist) level, determined by rolling on the following table. Note that a character may sacrifice one skill in order to take another skill up to Expert level. Starting skills may never be taken at the Master level.

Starting Skills	
Roll d10	Number of Skills
1-3	3
4-6	4
7-9	5
10	6

Paranormal Talents: Paranormal talents (PT) are special powers of the mind and are entirely optional in the game. Consult the CM as to whether these powers are allowed in his world. A character may choose a number of paranormal talents if he meets the PCN and WPR requirements.

The character must meet both requirements to qualify for the corresponding number of PTs, or the number of PTs will correspond to the lower of the two. For example, if a character has a PCN of 61 and WPR 80, the character may only choose one PT. If he has PCN 74 and WPR 66, he may choose 2 PTs. If the CM allows, characters that start with paranormal talents may acquire more later by spending experience points.

PCN	WPR	PTs
60-69	50-59	1
70-79	60-69	2
80+	70+	3

Experience Points: Players record experience points (XP) earned through play. More is said about XP and how they are used for character advancement later in this chapter.

HOW TO CREATE A CHARACTER

Follow these steps to create a character:

1. Assemble the necessary equipment: a pencil, a piece of scratch paper, three ten-sided dice, and a copy of the character sheet. Write your name on the sheet next to “player.”

2. Decide upon your character’s background using the guidelines near the end of this chapter.

3. Choose skills. The number of skills a character has are determined

randomly as previously discussed. If your character has a profession, one skill must relate to it.

4. To determine your character's Basic Ability scores, repeat this process eight times: First, roll 3d10 and add the results together. Then, multiply the sum by 2. Finally, add 20 to this product. Your final result will be a number between 26 and 80. Jot this number down on your scratch paper. Repeat until you have eight numbers. If you have three scores of 40 or less, the CM may allow you to roll all such scores again. Your character might be considered "hopeless" with three scores that low. On the other hand, playing a character with low abilities can be viewed as a worthwhile challenge.

5. Assign one of the eight numbers obtained in Step 4 to each of the eight Basic Abilities. The number you write down by each Basic Ability on the character sheet is your character's score in that Ability. You may assign the eight numbers to the Basic Abilities as you choose. Notice that Ability scores affect your skill scores, so choose accordingly.

6. Add your character's Strength and Agility scores together, divide this sum by 2, and round up any fraction. Write the result on the character sheet as the character's Unskilled Melee score.

7. Use your character's Strength score and the following chart to find your character's Penetration Bonus:

Strength Score	Penetration Bonus
0-49	0
50-59	+5
60-69	+10
70-79	+15
80	+20

8. Fill in the character's Stamina Recovery Rate. To determine the rate, find the character's Stamina score in the ranges at the top of the Action Table. The number of the column below equals the number of Stamina points the character can recover per round of rest. See Chapter 5 for more information.

9. Use your character's Stamina score and the following chart to

determine the number of wounds he can sustain before being killed:

Stamina Score	No. of Wounds
26-36	11
37-47	12
48-58	13
59-69	14
70-80	15

There are 15 wound boxes on the character sheet. Each box corresponds to one wound. If your character has fewer than 15 wounds (according to the chart), draw a line through the extra boxes. You must ignore them during play.

10. Choose paranormal talents if your PCN and WPR are high enough and if they are allowed by the CM. Using the formula for each talent, find your character's scores.

11. Find the character's beginning base scores for the skills you jotted down in Step 3 using the formulas listed for each skill.

12. Find the character's actual scores for each skill at the Specialist level by adding 15 to the base score obtained in Step 11.

13. Give your character a name. Fresh Meat may be accurate, but it isn't unique!

THE EIGHT BASIC ABILITIES

Every character has eight Basic Abilities: Strength, Dexterity, Agility, Personality, Willpower, Perception, Luck, and Stamina. Each Ability has a score. For normal human characters, Basic Ability scores range from a low of 26 to a high of 80. These scores have many uses: they help determine how well a character performs, how good his skills are, and—sometimes—whether he lives or dies.

Strength (STR)

Strength is a character's physical muscle power. As a general rule of thumb, the CM should assume that a human character can lift a maximum weight in pounds equal to five times that character's Strength score. That doesn't mean that anything less than maximum weight is easy; it just means it's possible.

Strength is used in the following ways in the game:

Feats of Strength: A character's Strength score is his or her base percent chance to perform some action depending on physical strength, such as lifting or moving a boulder, or shouldering down a door. Usually, a general Strength check should be required any time a character tries to lift more than 100 pounds. Remember that no character can lift more than five times his Strength score in pounds.

Unskilled Melee Score = (Strength+Agility)/2: A character's Strength score is averaged with his or her Agility score to produce that character's Unskilled Melee score.

Armor Penetration: A character's Strength score helps determine whether he or she receives a bonus to penetrate armor when using a weapon in hand-to-hand fighting. See the table in Step 7 of "How to Create a Character."

Dexterity (DEX)

Dexterity is a character's hand-eye coordination and nimbleness with his or her fingers. It is used in the following ways in the game:

Throwing and Firing: A character's Dexterity score is his or her base percent chance to hit a target when firing or throwing a weapon. (If the character has a skill with that weapon, however, his or her skill score equals the base chance.)

Hand-eye Coordination: A character's Dexterity score is the character's base percent chance to perform some action that depends upon good hand-eye coordination—catching a ball, for instance.

Agility (AGL)

Agility is a character's ability to control the overall movement of his or her body. It is used in the game in the following ways:

Nimbleness and Balance: A character's Agility score is the character's base percent chance to perform some difficult or unusual movement, such as leaping a wall, climbing a sheer surface, or swinging on a chandelier into a fistfight!

Unskilled Melee score = $(Agility+Strength)/2$: A character's Agility score is averaged with his or her Strength score to produce that character's Unskilled Melee score.

Personality (PER)

Personality is a character's ability to get along with and influence the opinions and behavior of others. It is used in the game in the following ways:

Dynamo or Dud?: A character's Personality score is that character's base percent chance to obtain a favorable reaction from an NPC when requesting assistance or generally trying to establish a friendly relationship.

Deception: A character's Personality score is his or her base percent chance to deceive, mislead, or otherwise use distortions of the truth to influence an NPC's behavior.

Willpower (WPR)

Willpower is a character's mental fortitude. It shows his or her "staying power" in the face of pain and affects the use of paranormal talents. Willpower is used in the game in the following ways:

Running on Empty: A character's Willpower score is the character's base percent chance to continue action in combat after being critically wounded.

Current Willpower: A character's current Willpower score is temporarily reduced when the character uses paranormal talents. In addition, characters may temporarily lose Willpower points due to paranormal attacks made against them.

Paranormal Talents Defense Column: A character's Willpower score determines which defense column on the CRYPTWORLD Action Table shows the results of paranormal attacks against the character.

Paranormal Talent Scores: A player character's Willpower score is a major factor in determining his paranormal talent scores. See Step 10 of "How To Create A Character."



Perception (PCN)

Perception is a character's ability to notice things in the environment around him. It is used in the game in the following ways:

Sleuthing: A character's Perception score is his or her base chance to notice small clues or

hidden items. For example, Perception would be used to find out if the character notices a few drops of blood on an NPC's clothes or two shoes barely visible below a curtain.

Judge of Character: A character's Perception score equals his or her base chance to judge other characters—e.g., you can tell when they're lying or afraid.

Avoiding Surprise: A character's Perception score is his or her base percent chance to avoid surprise in a combat situation.

Luck (LUCK)

Luck is the random factor which affects the lives of all player characters. Only player characters have a Luck score; NPCs do not. Luck is used in the game in the following ways:

Escaping Death: A character's Luck score is the base percent chance that the character is still alive when, according to all other rules of the game, the character should be dead. For example, a character with a Luck score of 36 has a 36% chance of still being alive (although certainly in terrible shape) after falling off the top of a skyscraper.

Reducing Damage: A character may "permanently" deplete his or her Luck score by one or two points during combat in an attempt to reduce the amount of damage from certain attacks (see Chapter 5).

Lucky Breaks: The CM can use a character's Luck score to make checks when the character wants a "lucky break" and no other Basic Ability, paranormal talent, or skill score would apply to the situation.

For example, suppose a character is being chased by a ghoul. The player tells the CM his character is desperately looking up and down the street for a place to hide. The CM might decide to use the character's Luck score as the character's percent chance of finding a suitable place in time to get away from his enemy.

Optional Luck Uses

In addition to the normal uses of Luck, the CM may, at his or her discretion, decide to use Luck in two other optional ways. At the start of an adventure, the CM must tell the players whether he or she plans to use these options. The decision stands until the adventure is over; the CM can't change his or her mind while the adventure is underway.

The optional uses of Luck are:

Saved by the Bell: When a character is about to be killed, his or her Luck score equals the base chance

that some small stroke of luck will come about, offering a second chance. In these cases, the character doesn't get what he asks for; he gets what the CM decides would be a minimum lucky event.

For example, let's say Fred is fighting for survival in a graveyard. He's critically wounded and close to death. His revenant opponent laughs maniacally as it prepares a final death blow. But suddenly (the CM rolls a successful general check against Fred's Luck score) an NPC shouts at Fred's opponent, distracting it. Fred now has a few precious seconds of "free" time; what he does with it is his own decision.

Coincidental Rolls: Whenever a player makes a percent roll (for any reason), and the result equals his or her Luck score exactly, something moderately lucky will happen for the character.

Example: Fred, a character, is making a general Perception check during play. The dice roll equals his Luck score. The CM decides that Fred suddenly notices something hidden. Or if Fred were hungry, the CM might decide that Fred finds a bit of food; the CM can choose almost anything!

Stamina (STA)

Stamina is a character's ability to sustain damage and undertake sustained, strenuous activity. Stamina is used in the game in the following ways:

Passing Out: A character's Stamina score is the exact number of damage points that he or she can receive before being knocked unconscious.

During the game, players keep track of damage with their character's Current Stamina. In the beginning, Current Stamina equals the original Stamina score. But when the character takes damage, his or her Current Stamina drops. Damage is never recorded against original Stamina; that score stays listed under Basic Abilities to show the character's "normal" state.

Wounds: A character's original Stamina score determines the number of wounds the character can

take before dying. See the chart in Step 9 of "How to Create a Character."

Recovery Rate: A character's original Stamina score determines the rate at which the character can recover lost Stamina points. See Step 8 in "How To Create A Character."

ABILITY CHECKS

Ability checks can be either specific or general; they are called Ability checks because the check is rolled against a Basic Ability score.

Like all checks, Ability checks are required whenever a character tries to do something that is clearly not a "sure thing." For example, let's say a character named Mira is walking across a narrow beam between buildings with a pack of wulfen waiting below. There is reasonable doubt that Mira can walk across the beam without losing balance and falling, so the CM asks Mira's player to roll a general check against her Agility. If Mira fails the check, she falls off.

A general Ability check can handle most situations that arise during an adventure. In Mira's case, either she falls off the beam or she doesn't; we don't need to know anything more. If the CM wants to add detail to the game, however, or is dealing with a complex situation, then he or she should use specific Ability checks too.

Column 2 on the Action Table applies to most specific Ability checks, though higher column numbers may be chosen if the situation is particularly challenging. Use the following key to interpret the Ability check results.

ABILITY CHECK RESULTS KEY

L = *Limited success:* The character is barely able to perform the desired action. He or she may suffer damage if the action is dangerous.

M = *Moderate success:* The character can perform the desired action moderately well. He or she may still suffer some damage if the action is dangerous.

H = *High success:* The character completes the action very well. He or

she suffers only minor damage if the action is dangerous.

C = Colossal success: The character does everything exactly right achieving exactly the desired effects. He or she suffers no damage, even if the action is dangerous.

K = Not applicable: "K" results don't apply to Ability checks; just ignore this code.

Use the combat results keys below the Action Table as a guide for assigning damage. See also "Damage from Combat" in Chapter 5.

Specific Ability Check Example

Mira is on a building roof trying to leap across a 10-foot gap between buildings. A specific Ability check could be used to determine the results. Mira gets a running start and takes the leap, rolling 58 on d%. This specific check is against her AGL of 72, so her success is by a margin of 14 (72-58=14). After consulting column 2 of the Action Table we see she has a result of "H" on the defense column. Since it is a High success, she will definitely make the leap. However, applying discretion we can reason that a Colossal success would have gotten her there completely safely, while a limited success might mean she didn't quite make it but landed so that she is hanging over the edge of the building. That situation would require an additional check, probably against STR with a penalty, say rolling on column 4 instead of 2. In our case, we will interpret a High success as meaning that she made the jump but will need to make another AGL check on column 2 to avoid stumbling when she lands, and falling down on the other rooftop.

BACKGROUND NOTES

This section offers guidelines for choosing the background and appearance of your new character.

Sex

Choose the sex of your character.

Education and Profession

Education and profession should be decided in a way that matches the character's skills. For example, characters with the Medical skill will be doctors by profession. Characters can be fireman, police officers, professors, truck drivers, lawyers, etc. Any profession is possible.

Race and Nationality

Player characters may be of any race and nationality consistent with the rest of their background and the setting, at the CM's discretion.

Character History

The player can write a brief history for the character. It need not be long. A paragraph or two is sufficient. A background can help solidify the character's personality and preferences. Depending on the situation, it may be written in conjunction with feedback from the CM to decide where the character was when he first encountered supernatural *things* or what's happened to the PC from then until the game begins.

Height and Weight

Players should choose the height and weight of their PCs. Any values may be chosen in the normal human range.

CHARACTER ADVANCEMENT

Player characters advance by earning and spending Experience Points (XP). Characters may earn XP in two ways. One way is by defeating creatures. For each *thing* destroyed, a certain number of XP are awarded to be divided by the number of characters in the group. The amount of XP awarded per creature will vary depending on its nature and general power level.

Secondly, XP may be awarded for good play at the CM's discretion. These bonus XPs will range from 5-50 and can be awarded for clever ideas, risking one's life for others, etc. These guidelines are intentionally vague so that each CM can decide

what action is worth extra XP and how much.

Experience Points can be used to raise Ability scores, or to improve and acquire skills and talents.

USING EXPERIENCE POINTS

Experience Points are like money in the bank for player characters. Players can save them up or spend them right away—it's their choice. What can they buy? Higher skill scores, higher Ability scores, brand-new skills, and new paranormal talents.

The following table shows what the player character can buy with XP and how much each item costs.

Players should keep track of XP on their character sheets, adding and subtracting from the total as their characters earn and spend the points. Characters may only "shop" at the end of an adventure.

Notes:

1. Basic Ability scores have a maximum value of 80; players may not raise scores above this limit.
2. Raising an Ability score may cause another score to rise, too: check the formulas for skill scores, paranormal talent scores, and the Unskilled Melee score.
3. New skills are bought at Specialist level. They cannot raise above that level until after the next adventure.
4. A skill cannot be raised more than one level after any given adventure. There's no limit on how many skills they raise though.
5. PCs can buy any number of paranormal talents and skills, after an adventure, if the CM allows it. The CM may have other guidelines regarding PTs.
6. XP may be spent on any skill, even skills not related to a PC's profession. This reflects the character being placed in new situations.

XP COST CHART	
Use	SP cost
New skill	500 per skill
New paranormal talent	750 per power
Raise Basic Ability	500 per point
Raise skill from Specialist to Expert	750 per skill
Raise skill from Expert to Master	1,000 per skill

CHAPTER 3: SKILLS

In addition to Basic Abilities and talents, each character in CRYPTWORLD has skills: special abilities or bits of know-how that stem from training and experience.

Each newly created player character has a number of skills. Characters can gain additional skills and improve their existing ones by spending XP.

NPCs have skills too. The NPC descriptions in published adventures will include a list of skills these characters have acquired. If the CM creates his or her own adventure, he or she should choose skills for the NPCs to match their roles in the scenario.

SKILL LEVELS

Not everyone who has a skill performs in the same way; you may play tennis very well, but that doesn't mean you're a match for the pro at the local health club. In CRYPTWORLD, these differences in ability are represented by three levels of skill: Specialist, Expert, and Master. Specialist is the lowest level; Master is the highest. When characters first acquire a skill, they usually start at the Specialist level and then work their way up. (Practice makes perfect, right?)

SKILL SCORES

Just as with Basic Abilities and talents, characters have a score for each of their skills. Skill scores are based on Basic Abilities plus the level of skill. Just follow these simple steps to figure out a character's skill score:

1. Find the name of the skill on the Skills List.
2. Follow the formula on the chart to figure out the base score. This always involves adding up a few Ability scores and dividing the sum by the number of Abilities. Fractions are rounded up.
3. Add the appropriate modifier for the character's level in the skill:

SKILL LEVEL MODIFIERS	
Specialist level:	+15
Expert level:	+30
Master level:	+55

These modifiers are not cumulative. When a character advances to the next skill level, he adds the modifier to his base score, not his previous score.

Example: Harry Adams has just acquired Sword skill. To obtain his skill score, Harry adds his Strength score, 58, to his Agility score, 64, for a total of 122. Next, he divides this total by 2, obtaining 61. Sixty-one is his base score. Because Harry has just acquired this skill, he now adds the Specialist modifier to 61, and finds that his skill score is 76 (61+15=76). If Harry ever acquired Expert level in this skill, his score will be 61+30=91; and if he reaches Master level, his score will be 61+55=116.

WILLPOWER AND STAMINA

Several skills use either Willpower or Stamina as part of their base score. Changes in a character's Current Stamina and Willpower scores do not affect a character's skill scores, with the exception of the Distance Running and Swimming skills.

SKILL CHECKS

Characters make skill checks to find out how well they use a skill—just as they make Ability checks. Skill checks can be general or specific, depending on the skill; the following rules tell you which kind of check to make. The Basic Action chapter will explain the checks for combat skills. For non-combat skills—which can be just as vital for survival—characters find the results of most specific checks on column 3 of the Action Table.

Secret Checks: Some skills require secret checks, or the CM may choose to have some skill checks secret in some situations. These situations are usually when the PC does not know the outcome of the skill attempt until later, or it is not immediately obvious

whether a skill check has been successful. The CM rolls the dice for the check and consults the Action Table, if relevant, for the outcome.

EXCLUSIVE SKILLS

Characters can use most weapons without having skills for those weapons; they just use their Dexterity or Unskilled Melee score as the base chance for success. Not all skills work this way; many cannot be used unless characters actually have the skill. Such skills are called exclusive. Characters without exclusive skills may never, under any circumstances, attempt to perform actions that require these skills.

KNOWLEDGE AND RESEARCH SKILLS

Some skills, particularly academic (Humanities, Social Sciences) or scientific skills, involve knowledge of broad areas or research. When these skills are used, use the results for each category as shown here:

KNOWLEDGE CHECKS

Knowledge checks are used to determine what a character currently knows about a subject within his area of expertise.

L = Limited: Only one relevant fact or detail is known.

M = Moderate: Two relevant facts or details are known.

H = High: Three relevant facts or details are known.

C = Comprehensive: Detailed, expert knowledge is known. It is still possible that some information is outside the character's grasp, but it would be highly specialized or secret. This new information could be learned from another source.

Failure means the facts or information completely escape the character.

"K" results are ignored.

RESEARCH CHECKS

Research checks are conducted when an expert seeks to gain new information, whether via reading more literature or conducting scientific experiments. This check reflects both knowing how/where to look for more knowledge and how successful he is at obtaining it.

L = Limited: The character is able to obtain one new piece of information after 8 hours of research/experimentation.

M = Moderate: The character is able to obtain up to two new pieces of information after 4 hours of research/experimentation per item of information.

H = High: The character is able to obtain up to four new pieces of information after 2 hours of research/experimentation per item of information.

C = Comprehensive: The character is able to obtain a virtually unlimited amount of information after spending at least 1 hour of research/experimentation per item of information. This can be carried on until all useful information about the subject/research problem has been gained.

Failure means the research is a complete failure. No useful results are obtained.

"K" results are ignored.

SKILLS LIST

Consult the following list of skills as a quick reference. Skill descriptions follow.

COMBAT SKILLS

UNARMED MELEE SKILLS

- †Boxing (Str+Dex+Agl)/3
- †Wrestling (Str+Agl)/2
- †Martial Arts (Str+Dex+Agl+Wpr)/4
- *†Advanced Self-defense (Str+Dex+Agl+Wpr)/4

ARMED MELEE SKILLS

- Bayonet (Str+Agl)/2
- Blackjack (Str+Agl)/2
- †Bullwhip (Str+Dex+Agl)/3
- Dagger/Knife (Str+Agl)/2
- *Lance, Horseman's (Str+Agl)/2
- Polearm (Str+Agl)/2

SPECIAL WEAPONS

- †Bola (Dex)
- †Lasso (Str+Agl)/2
- †Net (Str+Dex+Agl)/3

MOUNTED COMBAT SKILLS

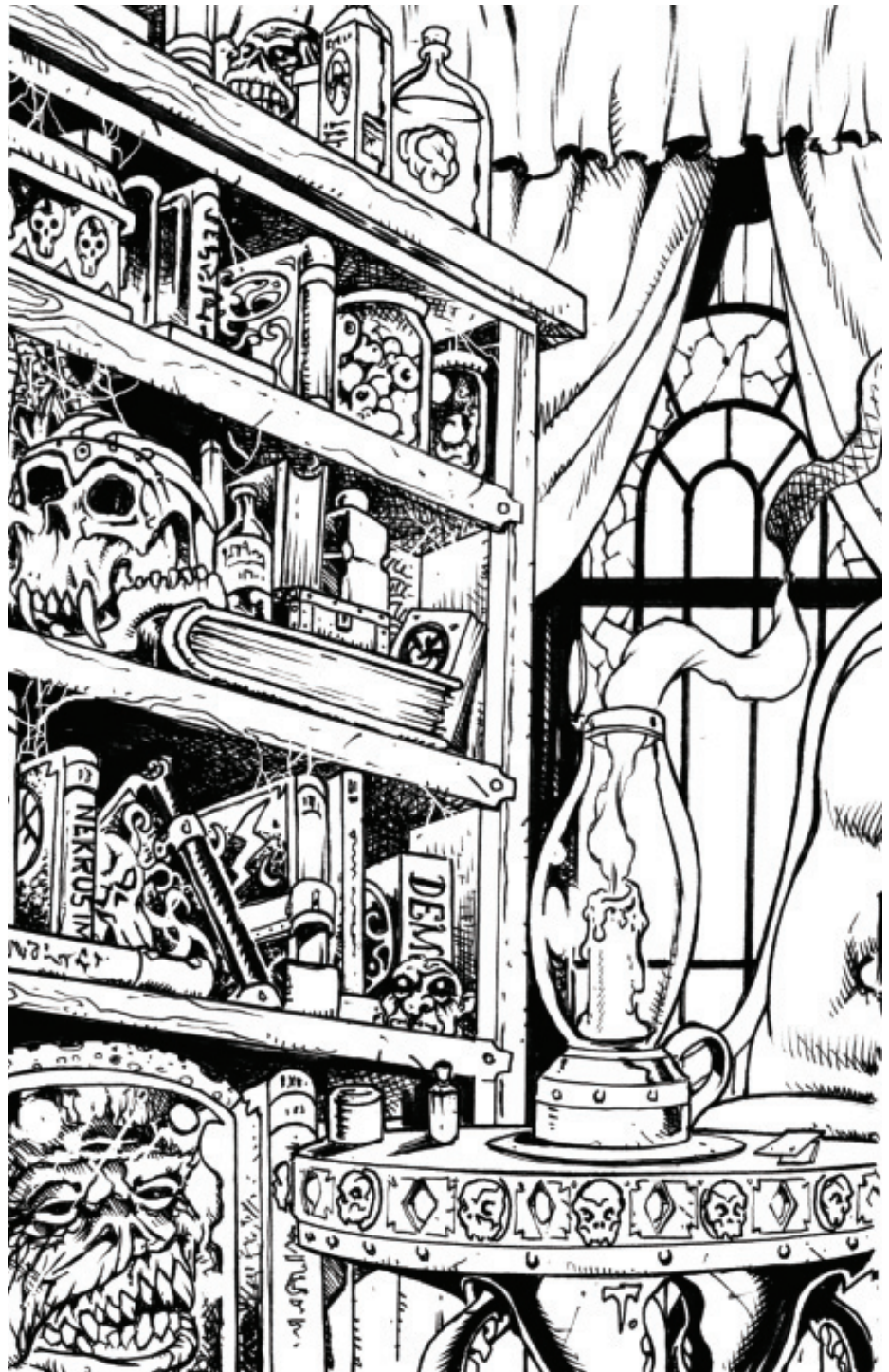
- †Equestrian (Dex+Agl+Per)/3

- Short-handed Weapons (Str+Agl)/2
- Swords (Str+Agl)/2
- *†Florentine Style (Str+Dex+Agl)/3

- *†Mounted Melee (Weapon skill)
- *†Mounted Missile (Weapon skill)

MISSILE WEAPON SKILLS

- Sling (Dex)
- Crossbow (Dex)
- Shortbow (Dex)
- Longbow (Str+Dex)/2
- Automatic Rifle (Dex)
- Long-barreled Gun (Dex)
- Pistol (Dex)



Laser Pistol (Dex)
Laser Rifle (Dex)

THROWN WEAPON SKILLS

Axe (Str+ Dex)/2
Dagger/Knife (Str+ Dex)/2
Dart (Str+ Dex)/2
Javelin (Str+Dex)/2
Spear (Str+Dex)/2
Grenade (Dex)

NON-COMBAT SKILLS

†Computers (Pcn+Luck)/2
†Demolitions (Pcn+Dex)/2
†Disguise (Pcn+Dex)/2
†Distance Running (Current Sta)
†Electronics (Pcn+Dex+Luck)/3
†Forgery (Pcn+Dex)/2
†Gambling (Pcn+Luck)/2
†Humanities (Pcn+Wpr)/2
†Investigation (Pcn+Wpr+Per)/3
†Journalism (Per+Wpr+Luck)/3
†Language (Pcn+Wpr)/2
†Mechanics (Pcn+Dex)/2
†Medicine (Pcn+Wpr+Per+Luck)/4
†Military (Str+Wpr+Per)/3
†Outdoor Survival (Pcn+Wpr+Luck)/3
†Pilot (Pcn+Dex+Agl)/3
*†Preternatural Lore (Pcn+Wpr)/2
†Sciences (Pcn+Wpr)/2
†Security Devices (Pcn+Dex+Luck)/3
†Social Sciences (Pcn+Wpr)/2
†Stealth (Dex+Agl)/2
†Stunt Driving (Pcn+Agl)/2
†Swimming (Current Sta)
†Theft (Pcn+Dex+Wpr)/3
†Tracking (Pcn+Luck)/2

† indicates an exclusive skill.

* a skill that can't be acquired without a prerequisite skill.

UNARMED MELEE SKILLS

Unarmed melee skills usually allow a character to make more than one attack in a round. They reflect skill in hand-to-hand fighting styles, including two special kinds: Martial Arts and Advanced Self-defense. Note that Martial Arts is a "cross-over" skill; it allows characters to make both unarmed and armed attacks.

Boxing

Exclusive: Yes

Base: (Str+Dex+Agl)/3

Check: Specific

Characters using Boxing skill are allowed one extra melee attack per round at Specialist level, two extra attacks at Expert level, and three extra attacks at Master level. Thus, a Master Boxer would get four attacks in a melee step when using his Boxing skill. In addition, if the Boxer obtains a "K" result, he forces the defender to make an immediate general check against current Stamina. If the defender fails the check, he is knocked out for up to 100 minutes (roll a percent). If the defender passes the check, he's still knocked down, according to the normal "K" result.

Wrestling

Exclusive: Yes

Base: (Str+Agl)/2

Check: Specific

When characters use Wrestling skill, any "H" on the results key means that the defender is pinned in a "hold." The defender can do nothing while he's pinned, except try to free himself. The hold is broken if: 1) The defender wins initiative and passes a general Unskilled Melee check, Wrestling check, or Martial Arts check—all with a -20 modifier to his score; or 2) a third party successfully attacks the Wrestler making the hold, using any combat form.

The Wrestler doesn't have to make a check to maintain a hold; it's automatic each round until someone breaks it. For every round that he's held, the defender receives normal "H" unarmed combat damage.

If a Wrestler obtains a "C" result when using this skill, he has managed to make a stronger hold. The results are the same as "H" results, with two exceptions: the held defender suffers a -40 modifier to his checks (rather than -20), and the damage inflicted each round is normal "C" result unarmed combat damage.

"K" results still apply normally. If a "K" result occurs along with an "H" or "C" result, the defender is knocked down and held. The holding character is also on the ground, maintaining the hold.

Characters using Wrestling skill may declare strangling as a called shot. A "C" result is applied as above, in addition to the effects of strangling described in Chapter 5.

Martial Arts

Exclusive: Yes

Base: (Str+Dex+Agl+Wpr)/4

Check: Specific

Characters with Martial Arts skill can also make more melee attacks per round: Specialists make two, Experts three, and Masters four. But that's not all; the skill offers other advantages, too:

1. At Specialist level, a skilled character can "call a shot" to inflict up to five wounds—using the armed combat results key. If the attack result is a "C," the defender takes the specified number of wounds.

2. At Expert level, the skilled character may enter combat armed with nunchakus—lethal weapons that consist of two sticks connected by a chain. Characters can attack with one nunchaku in each hand if they'd like. All attacks made with nunchakus are considered armed melee attacks. Characters without this skill may not use nunchakus.

3. At Master level, the Martial Artist can use shurikens (sometimes called "throwing stars") as thrown weapons up to a range of 30 feet. The Master can throw this weapon during any missile fire step. Each shuriken counts as one missile attack.

In Chapter 5, we explain that characters must choose one combat form each round. Well, here's the exception to the rule: Martial Arts Masters can mix melee and missile attacks as they choose. The maximum number of attacks is still four, so the character might throw one shuriken as his first attack, throw another later, then kick twice, or they may declare a kick, then turn around and throw three shurikens. It's up to the Artist to decide.

Advanced Self-Defense*

Exclusive: Yes

Base: (Str+Dex+Agl+Wpr)/4

Check: Specific

Characters must be Masters in either Boxing, Wrestling, or Martial Arts before they can acquire this skill. Once they have Advanced Self-defense skill, however, they can use any of the unarmed melee skills at a level equal to their level in Advanced Self-defense. Of course, if they already have a higher skill level in an unarmed melee skill, they attack at that level instead.

In addition, characters with Advanced Self-defense skill shift one defense column to the right when defending in melee—as long as their opponent doesn't have this skill too. Column 10 is the highest column possible.

ARMED MELEE SKILLS

Armed Melee Skills

Base: (Str+Agl)/2 (usual)

Check: Specific

Armed melee skills are simply skills with melee weapons. Most do not offer extra attacks per round, but they increase a character's accuracy (chance to hit) with the weapon. The Skills List has all the armed melee options. Many are self-explanatory (e.g. Dagger skill means you have skill with a dagger), so no further description is needed. Those that are unusual in some way, or present an exception to a rule, are listed in detail below.

Bayonet

Characters with this skill gain one additional bayonet attack per round for each level of skill: Specialists can make two attacks; Experts, three; Masters, four.

Blackjack

A blackjack is a nasty weapon that resembles a short, heavy club, usually covered with leather. Characters with this weapon skill can sometimes knock their opponents out, provided they make a called shot. The opponent must have his back turned or be surprised. Then, if the attacker makes the shot, the opponent's Current Stamina score drops to zero immediately, and he falls unconscious.

Bullwhip

Exclusive: Yes

Base: (Str+Dex+Agl)/3

Check: Specific

The base for this skill differs from most others of its kind, so be sure to use the formula given here. An attacker can use the bullwhip in two ways: First, he can use it to strike an opponent, although the maximum damage it can cause is "M" on the armed combat key. Second, the

attacker can use it to tangle up his opponent: the attacker strikes, and makes tangling a called shot. Any "C" result inflicts no damage, but indicates that the whip is wrapped around the defender, pulling him immediately to the ground. Entangled defenders are helpless. They can free themselves in two rounds as long as they take no other action during that time.

Lance, Horseman's*

Characters with this skill can use any type of cavalry lance as a melee weapon while they are riding on horseback. A character must have Expert level Equestrian skill before they can acquire this skill. After all, what good would the lance do if you couldn't stay on the horse?. This is a special Mounted Melee skill; characters with this skill do not also have to acquire Mounted Melee skill with the lance (see the following).

Polearms

Characters with this skill can wield polearms and thrusting spears of all types—including pikes, awls, halberds, and other common European polearms.

Short-handled Weapons

Characters with this skill are particularly good at bashing and chopping with any short weapon other than a sword, knife, or dagger. Examples of weapons for this skill include the club, mace, axe, morning star, and the flail.

Sword

This skill includes any type of weapon with a blade at least 2 feet long. Examples include the short sword, long sword, two-handed sword, broad sword, cutlass, scimitar, and rapier.

Florentine Style*

Exclusive: Yes

Base: (Str+Dex+Agl)/3

Check: Specific

Fighting Florentine style means fighting with a rapier in one hand and a dagger in the other. The rapier is a light sword common in Europe in the 16th and 17th centuries. Florentine fighting is no easy feat; characters must have Sword skill at Master level before they can acquire

this skill. They can still make only one attack per round, but opponents must shift their "defense" on the Action Table one column to the left unless they have this skill themselves. At the CM's option, characters may substitute any straight, one-handed sword for the rapier when using this skill.

SPECIAL WEAPONS SKILLS

Bola

Exclusive: Yes

Base: Dex

Check: Specific

The bola is a thrown weapon that entangles its victims and causes normal armed combat damage. Characters with this skill may throw a bola to a distance of 100 feet. "C" results indicate that the victim is tangled in the weapon and suffers damage; other successful results simply indicate normal damage. Entangled defenders fall down, and are bound and helpless for at least 2 rounds. The defender can free himself in that time, provided he takes no other action. If a friend of the victim has a knife or similar tool, he can cut through the bola in 1 round and free the tangled character.

If players use the optional hit location system in Chapter 5, a character may cut himself free in 1 round if his arms and hands are not entangled.

Lasso

Exclusive: Yes

Base: (Str+Dex)/2

Check: Specific

The lasso is a rope with a sliding noose at one end. It has no effect unless the attacker gets a "C" result. A "C" result indicates that the attacker has successfully entangled the defender in the lasso. The entangled defender is knocked down, bound, and helpless. See the notes on the Bola for the defender's chance to free himself (or be freed); the same rules apply. Characters with Lasso skill can throw a lasso no further than 15 feet. No range modifiers apply.

Net

Exclusive: Yes
Base: (Str+Dex+Agl)/3
Check: Specific

Roman gladiators often used this weapon while fighting in “the games.” The weapon has no effect except on a “C” result. A “C” result indicates that the defender is entangled in the net. See the notes on the Bola for the defender’s chance to free himself (or be freed); the same rules apply.

As long as the defender is tangled in the net, he must make a general Agility check each round to remain standing. If he fails the check, he immediately falls down and is considered “on the ground” until he stands up—which also requires a general Agility check. The entangled defender may use no melee skill in attacking, and he defends in melee on column 1 while entangled.

MOUNTED SKILLS

Equestrian

Exclusive: Yes
Base: (Dex+Agl+Per)/3
Check: General, Specific

Any character without this skill can ride a horse under normal circumstances. This skill allows the character to stay in the saddle (and in control) under more difficult circumstances: in melee, during high-speed chases, and during dangerous leaps or stunts, for instance.

The rider must make a general check whenever he tries to do something on horseback that, in the CM’s judgment, could cause him to fall off the horse. A successful check indicates the character stays in the saddle.

If characters use this skill to perform stunts—such as clinging to the side of a moving horse to use the animal for cover—they must make a specific check. Only “C” results indicate success; everything else spells failure.

It always seems to happen: you get up on a high horse, and someone tries to knock you off. When an opponent tries to push or pull a skilled Equestrian from his horse, the Equestrian “defends” against this melee attack by using the defense column lying beneath his skill score (use the ranges at the top).

Mounted Melee*

Exclusive: Yes
Base: as weapon
Check: Specific

Characters with this skill make good use of melee weapons while they’re riding. Characters without this skill suffer a -40 modifier, as explained in Chapter 5. Characters must have reached Expert level in the Equestrian skill before they can acquire this skill. Mounted melee attacks are made using the character’s skill score with the weapon being used, or his Unskilled Melee score; no modifiers for skill level apply to Mounted Melee itself.

Mounted Missile*

Exclusive: Yes
Base: as weapon
Check: Specific

Characters with this skill have received training to fire or throw weapons on horseback. (Some weapons are excepted; see the Missile Weapons Table in Chapter 5.) Characters without this skill suffer a -40 modifier, as described in Chapter 5. A character must be an Expert (or Master) Equestrian before acquiring this skill. There’s no need to advance in this skill, since the base chance always equals a missile-weapon skill score.

MISSILE WEAPON SKILLS

Missile weapon skills reflect training with any weapon that you can fire, sling, or throw. With the exception of firearms, these skills do not offer additional attacks per round, but they increase a character’s chance to hit when using a particular missile weapon.

Sling

Exclusive: No
Base: Dex
Check: Specific

The sling is simply a piece of leather or cloth bound by thongs. To “load” the weapon, the attacker places stones or rounded pieces of metal in the center of the sling. To “fire,” the attacker swings the sling over his head, releases one thong, and then lets the contents fly toward the target.

Bow Skills

Exclusive: No
Base: Varies
Check: Specific

There are three bow skills:

- Shortbow: Base = Dex
- Crossbow: Base = Dex
- Longbow: Base = (Str+Dex)/2

In addition to increasing accuracy, these skills increase the speed with which the skilled character can reload and be ready to shoot again. Characters cannot shoot any bow more than once per round. Furthermore, they need several rounds to reload, as shown on the following chart:

BOW RELOADING			
	Rounds Required To Reload		
Level	Long-	Short-	Cross-
Unskilled	5	5	12
Specialist	4	4	10
Expert	3	3	8
Master	2	2	6

Firearms Skills

Exclusive: No
Base: Dex
Check: Specific

All Firearms skills allow a character to make one additional missile attack per skill level, per round—up to the maximum rate of fire for the weapon. There are three specific Firearms skills:

Automatic Rifle - This skill includes the use of submachine guns, all automatic rifles, and the photon rifle (in sci-fi settings).

Long-barreled Gun - This skill includes the use of the arquebus, musket, dragoon musket, rifle, and shotgun.

Pistol - This skill includes the use of hand guns of all types, including derringers, revolvers, automatic pistols, and flintlock pistols.

Long-barreled Gun skill enables a character to reload a musket or dragoon musket more rapidly than an unskilled character. Here’s how long it takes to reload:

Skill Level	Rounds to Reload
Unskilled	4
Specialist	3
Expert	2
Master	1

Beam Weapon Skills

Exclusive: No

Base: Dex

Check: Specific

Characters can acquire two separate skills with beam weapons: Laser Pistol and Laser Rifle. The CM may only allow these in sci-fi settings, or if preceptors are part of the milieu.

Thrown Weapon Skills

Exclusive: No

Base: (Str+Dex)/2

Check: Specific

Five separate skills make up this group: Axe/Tomahawk, Dagger/Knife, Dart, Javelin, and Spear. These skills simply increase a character's accuracy when throwing these weapons; they don't allow him to throw more than one weapon per round. Dart skill refers to a special small, thrown weapon used in Roman and Western Medieval cultures; it does not refer to the 20th-century leisure game.

Grenade

Exclusive: No

Base: Dex

Check: Specific

Characters with Grenade skill don't just toss and take their chances; they've practiced to increase their accuracy in throwing any type of hand grenade.

NON-COMBAT SKILLS: THE STUFF OF LIFE

Non-combat skills are simply non-fighting skills. That doesn't mean these skills don't help a character survive—they do! Skills often reflect a character's profession. Characters use non-combat skills to protect themselves, gather information, and succeed in their adventures.

When characters must make a specific check for a non-combat skill, the result always lies on column 3 of the Action Table.

Computers

Exclusive: Yes

Base: (Pcn+Luck)/2

Check: Specific (secret)

Computers skill enables a character to get information from

these machines. The character can reprogram a computer too, if hackers have tampered with it.

Before a character can interact with a computer, he must first find a terminal or some other communications link. Computers skill does not help a character do this.

Once access has been gained though, this skill becomes useful. Characters must overcome any security program the computer may have before they can get information or start programming. Computers skill assists them in overcoming security.

Finally, the character must find the information he is looking for in the computer's files and/or accomplish any reprogramming necessary. Computers skill also assists a character in doing this. Characters can learn just about anything from a computer, as long as that information already lies in the machine. Published adventures will specify how much information a computer contains, and the CM should decide this for his own scenarios too before play begins.

To get information from a computer, characters must tell the CM exactly what they want to find out. They cannot ask for "everything the machine has about this guy;" instead, they must be specific. For example, they might ask, "Can we find a record that says this person deposited money in this bank last week? What was the amount?" If they ask, characters can also find out whether someone has reprogrammed the computer.

This skill requires a secret specific check. Use the following key to interpret the results:

L = *Little success*: The character needs 1-100 hours (roll percent dice) to pass the security and get information (or reprogram it).

M = *Moderate success*: The character can get the desired data or do the reprogramming in 1d10 hours.

H = *High success*: The character can get the information or do the reprogramming in 1d10/2, rounded up, hours.

C = *Colossal success*: The character can get the information or do the reprogramming in 1d10 minutes.

Ignore "K" results.

The CM may optionally allow characters to make a Luck check when using this skill. If they pass, the characters stumble across extra information or clues beyond the information they requested.

Demolitions

Exclusive: Yes

Base: (Pcn+Dex)/2

Check: Specific (secret)

Characters with this skill can use explosives of all kinds, if they can get them. When a character uses this skill, he must state exactly what he wishes to happen, including the radius of the area to be affected. The CM treats all explosions as 100% catastrophic damage.

Use of this skill requires a specific check—a secret one at that—rolled by the CM. The CM should use this key to interpret the results:

L = *Limited success*: The explosion has the desired effect, but the blast affects a radius 50 feet larger than intended.

M = *Moderate success*: The explosion has the desired effect, but the blast affects a radius 25 feet larger than intended.

H = *High success*: The explosion has the desired effect, but the blast affects a radius 10 feet larger than intended.

C = *Colossal success*: The explosion has the desired effect in the intended area.

If the specific check shows failure, the CM should roll percent dice. A roll of 01-50 means the explosives did not go off on schedule. They may explode later, however there's a 10% chance per round until the characters leave the area. A roll of 51-00 means the characters used too much explosive; the blast radius is 100 feet larger than intended.

Disguise

Exclusive: Yes

Base: (Per+Dex)/2

Check: General (secret)

Characters with this skill can use clothing and make-up to change their appearance. They can also disguise other people, if those people are willing.

Characters can use this skill to change basic appearance and facial features; unskilled characters cannot do this. However, this skill cannot change a character's apparent height by more than six inches, nor his or her weight by more than 20 pounds. Furthermore, Disguise skill does not enable a character to pass for a specific person.

Disguise skill requires only a general check. The CM should roll this check secretly, letting the results become known during play.

Success indicates that the disguised characters are taken at face value for at least 12 hours, unless they do something that obviously does not fit within the role they are playing. Roll a new check every 12 hours until the character removes the disguise.

If characters fail their Disguise check, the first NPC who encounters them and passes a secret general Perception check (rolled by the CM) will realize that the disguised PCs are imposters. If the NPC already knows the disguised PCs' faces, he or she will recognize them. See Chapter 6 for information on how this NPC would react to uncovering such a fraud.

Distance Running

Exclusive: Yes

Base: Current Sta

Check: None

Characters who do not have this skill are allowed to run no more than 30 minutes; they must then get a full eight hours' sleep before running any further. This skill enables a character to run much longer and for greater distances. To find out how long and how far, add the character's skill-level modifier to his or her Current Stamina to find the Distance Running score. Now find the column on the Action Table corresponding to this skill score. The column number below shows the speed in miles per hour that the character can run, and the number of hours the character

can continue to run before needing eight hours of rest.

Electronics

Exclusive: Yes

Base: (Pcn+Dex+Luck)/3

Check: Specific (secret)

Successful use of this skill lets a character make field repairs of electronic devices such as radios, televisions, communicators, calculators, and listening devices ("bugs"). If the character can find the proper equipment and materials in the field, he or she can make these electronic devices too. Characters must have an electronics tool kit to use this skill.

Characters make specific checks to find out how well they use this skill. Read the following key to interpret the Action Table results:

L = Limited success: Repair or construction takes 1d10 hours, and the device will work for 2d10 hours.

M = Moderate success: Repair or construction takes 1d10/2 hours, rounded up, and the device will function for 3d10 hours.

H = High success: Repair or construction takes 1d10/2 hours, rounded up, but the device will function 2d10x2 hours.

C = Colossal success: Repair or construction takes 3d10x2 minutes; the device will work normally as long as it has a power source.

Failure of the check means the character wastes 1d10 hours before he knows that he has failed.

The CM should roll all of these checks secretly and then let characters begin their repair or construction work, not telling them the results until the time indicated by the dice has expired. Characters can always give up before the time runs out, but they have no chance for success if they do.

Forgery

Exclusive: Yes

Base: (Pcn+Dex)/2

Check: Specific (secret)

Characters with Forgery skill can produce hand-written and other documents, given the correct supplies, that look authentic. To forge the document, the character must have a sample of the handwriting or

document type (as appropriate) he or she wants to copy. In the case of handwriting, the forger must have a sample of at least 100 words. Then he or she must pass a specific check, rolled secretly by the CM. The following key describes the results:

L = Limited success: Characters who know the original handwriting well can make a general Perception check to see if they notice the forgery.

M = Moderate success: Same as "L" result, but characters make the Perception check with a -20 modifier.

H = High success: Same as "L" result, but characters make the Perception check with -40 modifier.

C = Colossal success: Characters without Forgery skill cannot detect the forgery, even if they know the original handwriting or document type well.

The CM should reveal the results during the normal course of play—as the characters themselves would make the discovery. Failure of a check means the forgery is obvious; anyone who knows the genuine handwriting will detect the forgery on sight, no check required.

Characters with Forgery skill can detect forgeries as well as make them. To detect a forgery, they must have a copy of the genuine handwriting or document type to which the forgery can be compared. Detection still requires a specific check. Characters succeed if they get a result equal to or higher than the result earned by the forger (L, M, H, C; L is low, C is high). If the forger is unknown or didn't make a check, then the CM must specify the level of quality.

Gambling

Exclusive: Yes

Base: (Pcn+Luck)/2

Check: Specific

Characters who have this skill know games of chance extremely well, so they can cheat to skew the odds. Games of chance include poker, craps, and any other card or dice game.

In any game, characters play "hand by hand." All participants in the game must first agree on the stakes, i.e., the amount to be wagered. Each participant then rolls percent

dice (the CM rolls for NPCs). High roll wins the stakes multiplied by the number of players.

Characters who cheat can increase the amount of their die roll. In order to cheat, the character must declare his intent before anyone rolls the dice. The player rolls a specific check against his character's skill score. The result lies on the defense column below the Perception score of the "duped" character—the victim of the cheat. If more than one NPC is involved in the game, use the highest Perception score.

Use the following key to interpret the result of the check.

L = *Limited success*: The character may add 10 to his or her percent roll.

M = *Moderate success*: Same as "L," but add 15 to the roll.

H = *High success*: Add 20 to the roll.

C = *Colossal success*: Add 40 to the roll.

Failure means the character gets caught—with an Ace down his sock or extra dice in his pocket. Use the guidelines in Chapter 6 to see how his victims react.

Humanities

Exclusive: Yes

Base: (Pcn+Wpr+Per)/3

Check: Specific

This is a broad category from which the player must choose a specific humanity discipline. A list and brief description of several humanities follows. This list is not comprehensive, and the CM should add additional ones as the need arises. These skills require a specific check from the Knowledge and Research check results.

History: This skill covers knowledge of historical places and items.

Linguistics: This skill reflects knowledge of language, its structure and use, understanding of dialects, and the ability to distinguish accents. It does not necessarily grant fluency in any particular language. See the Language skill for knowing additional languages.

Literature: This skill represents knowledge of different kinds of literature through time and in different cultures.

Investigation

Exclusive: Yes

Base: (Pcn+Wpr+Per)/3

Check: Specific (secret)

This skill offers two options:

1. **Questioning**. A character can use this skill score instead of his Personality score when he questions an NPC about a person or event.

2. **General Investigation**. A character with this skill can gather information from large groups of minor NPCs, provided he or she spends several hours canvassing a neighborhood or working through a crowd. This skill enables the character to ask questions that bring out hidden information. (Characters can best use this skill when the CM has not prepared clues and witnesses who can be found in specific locations.)

In both cases, the Investigation skill temporarily boosts the character's Perception; when the character gathers information, he or she does so with a +20 bonus to his Perception score.

This skill could be used to help track down someone in hiding. It can also prove helpful if the PCs are in legal trouble.

The CM rolls a secret specific check to determine how well characters perform this skill. When the character uses the skill to question a specific NPC, use the direct action check results in Chapter 6. When the character uses this skill to make general surveys, use the following results key to find out how well he does:

L = *Limited success*: The character uncovers one major lead or fact, or one important witness in 1d10 hours.

M = *Moderate success*: The character uncovers two major leads, facts, or witnesses in 1d10 hours.

H = *High success*: The character uncovers three leads, facts or witnesses in 1d10/2 hours, rounded up.

C = *Colossal success*: The character uncovers four leads, facts, or witnesses, plus many minor details, in 1d10/2 hours, rounded up.

Failure means the character spends 1d10 hours in investigation, but still learns nothing of value.

This skill does not allow a character to pull information out of

thin air. If no one's around to give him clues, then not even a successful result will offer any useful information. And if no one witnessed a crime, then the investigator simply cannot gain information from a witness, as no witness exists!

Journalism

Exclusive: Yes

Base: (Pcn+Per)/2

Check: General and Specific

Characters with this skill have the abilities of a professional journalist, and may be affiliated with a television station, newspaper, or other news source. In the course of developing this skill, the character becomes well traveled and knowledgeable about a variety of things and issues. This skill can be used to know the proper contacts of prominent businesses or governments. It may also be used to know about recent or old news. The previous examples would require a general check of the Journalism skill.

This skill may also be used to investigate an issue, in a similar fashion to the skill Investigation. This is a specific skill check using the results from the Investigation skill, but the time it takes to gain the knowledge is doubled to reflect the fact that a journalist has to track down and converse with sources in order to attain information.

Language

Exclusive: Yes

Base: (Pcn+Wpr)/2

Check: Specific

Characters are fluent in one native language automatically, but this skill may be taken to become fluent in one additional language per skill. This skill can be used both for living languages and more obscure languages that have fallen out of use. Characters may engage in normal conversation, reading, and writing with no required skill check. However, if reading or communicating in a very technical subject or when dealing with a different accent or dialect, a specific skill check is required. This check shifts to column 1 when looking at results if the character also has the Linguistics (Humanities) skill. See the following for interpreting results:

Failure of the check means the character does not understand.

L = Limited understanding: The character understands about 25% of the meaning, but not any complete ideas.

M = Moderate understanding: The character understands about 50% of the meaning, with some but not all ideas understood.

H = High understanding: The character understands about 75% of the meaning with an understanding of some of the key points, but missing fundamental insight.

C = Complete understanding: The character completely understands.

Mechanics

Exclusive: Yes

Base: (Pcn+Dex)/2

Check: Specific (secret)

Characters can use this skill to build anything from small electrical motors to jet engines and spacecraft drives (in a sci-fi setting). As with the Electronics skill, characters must find the proper materials in the field before they can use Mechanics. The CM rolls a secret specific check when characters use this skill. Use the key listed under the Electronics skill to interpret the results.

Medicine

Exclusive: Yes

Base: (Pcn+Wpr+Per+Luck)/4

Check: General

Characters with this skill are medical doctors. Doctors may use their skill to do the following things:

1. Doctors can treat critically wounded characters during combat, providing emergency bindings and pain-killers. Treatment takes two consecutive rounds. During that time, neither doctor nor patient may take any other action or suffer an attack; if either occurs, the treatment is void that round.

Characters who receive these "quick fix" treatments don't have to make a Willpower check each round to take action. They can keep on fighting, but the treatment does nothing to protect them from further wounds or death. Doctors can treat themselves too, but they must pass a general Current Willpower check before they try.

2. If doctors care for wounded characters daily, they double the rate at which the patients heal wounds.

3. In scenarios involving poisons and disease, doctors can diagnose the type of poisoning or disease and administer the appropriate antidote or cure/treatment. Antidotes save characters who would otherwise die from the poisoning.

Doctors must pass a general check every time they hope to use this skill successfully in the ways previously mentioned. This skill may also be used in a specific check for a Knowledge and Research check when trying to find the cure for an unknown disease or other medical situation.



Military

Exclusive: Yes

Base: (Str+Wpr+Per)/3

Check: Specific

Characters with the Military skill are knowledgeable about military practices and strategies; they can attempt to predict enemy behavior, from how they may attack to what kinds of strategic placements of traps or troops the enemy may be likely to use. When used in this way, the skill requires a specific check using the outcomes for Knowledge and Research checks. This skill may also be used to influence people in a military situation, either one category better or worse, as desired, in the results from a Direct Action Check.

Outdoor Survival

Exclusive: Yes

Base: (Pcn+Wpr+Luck)/3

Check: Specific

This skill enables characters to find food, water, and shelter when these things are in short supply. If

they find shelter, they can prevent exposure damage; see Chapter 5. Characters must make a specific check to use this skill, and they can try only once per day. Use the following key to interpret results:

L = Limited success: The character finds sufficient food, water, and shelter to serve one character for one day.

M = Moderate success: The character finds sufficient food, water, and shelter to serve two characters for one day.

H = High success: The character finds sufficient food, water, and shelter to serve four characters for one day.

C = Colossal success: The character finds sufficient food, water, and shelter to serve all desired characters for one day.

Failure means that the character doesn't turn up a thing: no water, no food, no shelter.

Pilot

Exclusive: Yes

Base: (Pcn+Dex+Agil)/3

Check: General

Characters with Pilot skill can fly helicopters, aircraft, and spacecraft (space shuttles or more advanced craft in a sci-fi setting), and fire any weapons on those craft—though not necessarily at the same time.

Preternatural Lore (optional)*

Exclusive: Yes

Base: (Pcn+Wpr)/2

Check: Specific

This research skill is a synthesis of character Knowledge and Research skills, used to discern "real" information about *things* or other elements of the unexplained versus false or unlikely legends, folklore, urban myths, and the like. This skill may only be taken if the character has the skills Humanities (History) and Social Sciences (Anthropology), with one of them at Expert level and the other at Master level, though it doesn't matter which. The CM may, at his discretion, allow one relevant substitute skill.

This difficult skill to acquire is used to research a particular preternatural topic, such as a specific *thing* or phenomenon. From the larger body of lore, legends, and the

like that compose knowledge of the subject, the researcher can determine pieces of information that are “true” versus “false.” Generally, the CM should come up with a list of lore or “factoids” about the issue, some true and some false, and draw from those when providing information for the results of this skill check. Or, the CM could provide a legend for the player to investigate to determine its accuracy. The results are modified from standard research checks and are interpreted as follows:

Failure of the check means the research provides no insight into which, if any, information is correct.

L = Limited success: The character is able to determine if one piece of information is factual or incorrect after 12 hours of research and cross-referencing.

M = Moderate success: The character is able to determine that two pieces of information are either factual or incorrect after 6 hours of research per item of information.

H = High success: The character is able to determine that four pieces of information are true or false after 4 hours of research per item of information.

C = Comprehensive success: The character is able to assess the validity of all pertinent details about a legend, groups of assumptions, etc., about a *thing* or phenomenon after spending at least 2 hours of research per item of information. This can be carried on until all useful information about the subject has been examined.

“K” results are ignored.

Note: Preternatural Lore is an optional skill and should only be chosen if the Crypt Master allows this skill in the game. The CM may prefer that players carry out research with other skills and determine the veracity of the information through game play. For some campaigns, it may not be appropriate for PCs to find out details about the unexplained though any other means than direct experience.

Sciences

Exclusive: Yes

Base: (Pcn+Wpr+Per)/3

Check: Specific

This is a broad category from which the player must choose a specific science. A list and brief description of several sciences follows. This list is not comprehensive, and the CM should add additional ones as the need arises. These skills require a specific check from the Knowledge and Research check results.

Biology: This is the study of all life, including plants, animals, and fungi. Knowledge of animal behavior is part of this skill. This skill includes expertise in physiology and genetics, and can be used for identifying organisms. A biologist may attempt to find cures for disease or engage in genetic engineering (given the proper facilities).

Chemistry: This area includes knowledge of chemicals and chemical reactions. It is useful for constructing, identifying, or synthesizing substances.

Geology: This skill provides knowledge of physical planetary processes like volcanism, plate tectonics, and erosion. This includes information about minerals, how to identify them, and how planetary structures are formed.

Physics: This skill provides knowledge of the physical properties of the universe, from the law of gravity or thermodynamics to quantum physics.

Security Devices

Exclusive: Yes

Base: (Pcn+Dex+Luck)/3

Check: Specific

Use of this skill enables a character to find and defeat security devices, including locks, traps, alarms, and electrical or electronic gadgets. Each use of the skill requires a specific check, with results from the following key:

L = Limited success: The character successfully defeats any normal lock or combination lock, but fails to find and defeat electrical or electronic alarm systems, which go off!

M = Moderate success: The character finds and defeats any lock and electrical alarm system, but fails to detect and defeat any electronic system (such as “electric eyes,” pressure plates, etc.). The latter, unfortunately, go off.

H = High success: Same as “M” result, but the character does find electronic systems and realizes he cannot defeat them before they go off.

C = Colossal success: The character find and defeats all locks and alarms systems.

Failure indicates the character is unable to deal with a given lock or system until he or she has gained one level in this skill.

Social Sciences

Exclusive: Yes

Base: (Pcn+Wpr)/2

Check: Specific

This is a broad category from which the player must choose a specific social science. A list and brief description of several social sciences follows. This list is not comprehensive, and the CM should add additional ones as the need arises. These skills require a specific check from the Knowledge and Research check results.

Anthropology: This skill grants knowledge of different cultures and cultural practices, from kinship to religion and customs. It also grants information about human evolution and knowledge of fossils and the human skeleton. In addition, the character is versed with archaeology and the techniques of excavation.

Geography: Characters with this skill understand the weather, flora, fauna, cultures, and land characteristics of an area. This skill also grants knowledge of how to use and design maps.

Psychology: This skill provides knowledge of psychological disorders and individual behavior. This skill is useful for predicting behavior or gaining insight into motives, and diagnosing and counseling mental disorders or other psychological ailments.

Sociology: This skill provides insight into societal structure and patterns of human behavior at the population level, from crime rates to what variables influence specific trends.

Stealth

Exclusive: Yes

Base: (Dex+Agil)/2

Check: Specific

Stealth is the ability to move silently and stay out of sight, using darkness, doorways, or other natural cover to remain hidden. Characters who use this skill successfully—that is, who escape detection—can surprise their opponents by applying a -20% to their Perception checks. Characters who use this skill must make a specific check each round. Read the results from this key:

L = Limited success: Victims of the “sneak” must make a general Perception check with a -20 modifier in order to see or hear the skilled character. (“Victims” include anyone whom the skilled character is trying to bypass or sneak up on.)

M = Moderate success: Same as “L” result, but the Perception check modifier is -30.

H = High success: Same as “L” result, but the Perception check modifier is -40.

C = Colossal success: Same as “L” result, but the Perception check modifier is -60.

Failure means the “victims” have normal chances to spot the character using the skill; they must pass a general Perception check, but suffer no modifiers.

Stunt Driving

Exclusive: Yes

Base: (Pcn+Agl)/2

Check: General

Characters with this skill can perform dangerous “stunts” while driving an automobile, pick-up truck, or any light motor vehicle—motorcycles included. Characters may make “bootleg” turns with a car: forcing the vehicle to turn 180 degrees at high speed in just one round. They may also ram other vehicles, forcing the other driver to make a driving check to stay in control. These are just two of the many possible stunts.

Characters can also use this skill to throw another character off a car, when he’s clinging to the roof or hood. The character being thrown must pass a general Agility check with a -40 modifier to stay on the car.

Use of this skill requires a general check each round that it’s used. The skill score is modified by -01 for every mile per hour of vehicle speed in excess of 50 miles per hour. If

drivers fail the check, they have an accident (see Chapter 5).

Characters can substitute their Stunt Driving skill score for their general Driving score in normal vehicle action (see Chapter 5).

Swimming

Exclusive: Yes

Base: Current Sta

Check: None

Swimming skill enables a character to swim distances of more than one mile. Characters without this skill can only swim one mile before they are forced to rest. In addition, skilled characters can stay in the water for up to 24 hours and still make forward progress. Find the character’s Current Stamina score on the ranges above the Action Table. Then multiply the number of the defense column below by 3. The result equals the number of miles that the character can cover while swimming and floating for 24 hours.

Characters who use this skill must make a general Luck check after 24 hours unless they have reached land. Those who pass the Luck check find some means of support in the water (a log, floating debris, etc.) that will enable them to stay afloat and keep moving forward for another 24 hours. Those who fail this Luck check can only float and drift for another 24 hours with no additional support.

After 48 hours in the water, the character must make a second general Luck check. Success means the character is rescued, finds land, or otherwise gets out of the water. Failure means the character drowns.

No character can swim for longer than one day without support (though he can still float or drift). Characters must rest on land for a full day after swimming for 24 hours or more.

This skill also grants knowledge and ability to use all gear associated with scuba diving.

Theft

Exclusive: Yes

Base: (Pcn+Dex+Wpr)/3

Check: Specific (secret)

Theft allows a character to pick pockets, filch items in plain view while standing in the middle of a crowd, and so on. Any character can attempt to steal things when no one’s

around or looking, however. Each time the character uses the skill, the CM must make a secret specific check. The defense column matches the highest Perception score of the victim or onlookers, as long as they aren’t distracted. Read the results from the following key:

L = Limited success: The character gets the item desired, but someone immediately notices that it is missing.

M = Moderate success: For 1d10 minutes, no one discovers the theft.

H = High success: For 1d10 hours, no one discovers the theft.

C = Colossal success: No one discovers the theft for 24 hours, and no suspicion is directed toward the character who took it.

Failure, or course, indicates that the character is caught red-handed while attempting to take the item.

Tracking

Exclusive: Yes

Base: (Pcn+Luck)/2

Check: Specific (secret)

This skill allows a character to follow the tracks or trail of an animal or character outdoors. The skill requires a specific check when it is first used, and a new check each time the trail is interrupted and then found again. The CM should roll these checks secretly. Results are interpreted on the following key:

L = Limited success: The character can follow the trail for one mile, at which point it is interrupted. If the character searches carefully, he or she will find the trail again in 1d10 hours.

M = Moderate success: Same as the “L” result, but the character can follow the original trail for 2 miles and find the trail again in 1 to 5 hours.

H = High success: Same as the “L” result, but the character can follow the original trail for 10 miles and find an interrupted trail in only 1d10 minutes.

C = Colossal success: The character can follow the trail to its ultimate end.

Failure of the check indicates the character cannot find the trail. The CM may optionally rule at any time that bad weather or other factors cancel any result except a “C.”

CHAPTER 4: PARANORMAL TALENTS

Paranormal talents (PTs) are special mental powers that some people possess. Even some *things* may have paranormal talents. This chapter explains everything you need to know about talents: when they work, how they work, and how long the effects last.

Characters can start with up to three talents. Some talents take only a round to work, but some take longer. All require complete concentration. Whenever a character wants to use a talent, he or she can do nothing else. Any successful attack against the character will break his or her concentration and cause the talent to fail.

A full description of each PT follows in the next part of this chapter. The descriptions tell you how to figure out a talent score (always round fractions up) and which kind of check the talent requires (general or specific). Specific checks occur on column 2 of the Action Table, unless otherwise noted.

WILLPOWER AND PTS

Most PTs cost a certain number of Willpower points to use, which are subtracted from the character's Current Willpower score.

When characters use a talent that costs Willpower, they subtract the points from their Current Willpower score during the declaration step before they actually use the talent. If a character's current Willpower falls below 21, he or she cannot use a talent—in fact, the character refuses to fight and tries to run for safety (see Chapter 5, "Willpower Loss"). Obviously, you shouldn't declare the use of a talent if the cost would bring your Willpower score below 21.

Characters can spend up to 20 extra Willpower points to use a talent, if they want to increase their chance for success. Each extra Willpower point temporarily raises the character's PT score by 1 point; when he uses the talent once, his score

returns to "normal." Remember, no character can use paranormal talents when his Willpower score is below 21.

All Willpower spent to use a PT is lost immediately when spent, regardless of whether the PT succeeds or fails. It's not lost forever, though; sleep brings it back. All characters can recover 10 points of Willpower per hour of uninterrupted sleep—no matter how they lost the Willpower.

TALENT DESCRIPTIONS

Characters may begin with a few PTs if the CM allows them in his game. Characters can acquire more PTs by spending Experience Points, as explained in Chapter 2. Again, this is at the CM's discretion.

In the following descriptions,

"Time Required" tells how long the user must concentrate to make the talent work. "NA" means "Not Applicable."

Corpse State

Base: (Wpr+Pcn+Per)/3

Willpower Cost: 25

Check: Specific (secret)

Time Required: 1 round

Range: Unlimited

Duration: See below

This PT may be used to appear as an ordinary corpse. To all inspection, the character will appear dead. A character feels all damage as normal and must still have access to oxygen and be in an environment that supports life.

Use the results key to determine how long a character can maintain the guise. Note that the PC will not know how long the guise will last.



Failure means the effect does not work. However, the PC may not be aware of it until it's too late!

L = *Limited duration*: 1 minute

M = *Moderate duration*: 30 minutes

H = *High duration*: 1 hour

C = *Colossal duration*: 12 hours

K = Not applicable.

Distance Viewing

Base: $(Wpr+Pcn+Luck)/3$

Willpower Cost: 30

Check: *Specific*

Time Required: 10 minutes

Range: *Unlimited*

Duration: *Time of use*

This PT is used to view a place from a distance. The specificity of the viewing depends on the degree of success. Any distance may be viewed, but the degree of familiarity the character has with the place influences the results. See the following table.

Familiarity	Check Column
Very	2
Moderately	3
Weakly	4
Unfamiliar	5

Very: The character has been to the location 5 or more times.

Moderately: The character has been to the location 1-4 times.

Weakly: The character has never been to the location, has seen it only once from a distance, or the location has been described by someone who has been there.

Unfamiliar: The character has never been to the location and has little idea what the place looks like.

See the following for interpreting results:

Failure means the character is unable to learn anything about the location.

L = *Limited information*: The character gets a vague idea about the appearance and happenings of the location. The appearance will be general with no specific people or objects identified. For example, the place is in darkness or lighted, people are present (but no specific number and unable to discern their nature), the room is large, etc.

M = *Moderate information*: As limited, but specific room/location dimensions are known and approximately 50% of the details of the location are understood. No specific identities are discernible, but it is knowable if people are present and sometimes creatures may be distinguished from humans.

H = *High information*: As moderate, but approximately 75% of the details of the location are viewable.

C = *Comprehensive information*: The character can view the location and perceive what is happening there as if he were standing there. Limitations of visibility or light do not hinder the viewing, but the viewer does perceive if the area is in darkness, etc.

K = Not applicable.

Dream Walk

Base: $(Wpr+Pcn+Per)/3$

Willpower Cost: 30

Check: *General*

Time Required: 30 minutes

Range: 100 yards

Duration: *Time of use*

A character with this PT may enter the dreams of another person. Once there, he may observe the dream and interact with the dreamer. He may attempt to gain information or seek the answer to a question the dreamer knows. Because of the nebulous and symbolic nature of dreams, the character may only learn one fact or bit of useful information per use of this PT. The dream walker must be within 100 yards of the subject. He must know the location of the specific subject if the target needs to be specific, otherwise the character may enter the dreams of the nearest sleeping person.

Empathy with Things

Base: $(Wpr+Pcn+Sta)/3$

Willpower Cost: 20

Check: *General*

Time Required: 1 round

Range: *Line of sight*

Duration: *Round of use*

This unsettling ability allows the character to "get in the head" of things within line of sight. The character can feel and understand the

creature's emotions and thoughts, if any, and its broad intentions. For example, if it is walking toward a specific location, this information will be gained, or if it feels an emotion or is thinking a specific thought in words. Only surface thoughts may be "heard." This PT does not work on humans.

Ignore Pain

Base: $(Wpr+Per)/2$

Willpower Cost: 50

Check: *Specific*

Time Required: 1 round

Range: *NA*

Duration: *Variable*

Successful use of this PT allows a character to ignore physical pain. The greater the result of the specific check, the longer he or she ignores the pain. A character who uses this PT successfully does not have to make a Willpower check in order to take action after being critically wounded.

Use this key to determine how long a character can ignore pain:

Failure of the check means the character feels just as bad as before; the PT has no effect.

L = *Limited duration*: 1 minute

M = *Moderate duration*: 30 minutes

H = *High duration*: 1 hour

C = *Colossal duration*: 12 hours

K = Not applicable.

Precognition

Base: $(Wpr+Pcn)/2$

Willpower Cost: 50

Check: *General (secret)*

Time Required: *d10 rounds*

Range: *Unlimited*

Duration: *Time of use*

Precognition allows a character to sense the outcome of a future event. When using this ability, the player must be specific in terms of what he or she is trying to see. For example, if he wants to know what will happen if a companion attacks an enemy, the CM may roll the attack dice secretly and reveal to the player what he is able to discern. Alternatively, the player may be looking to see if the group will encounter enemies in a period of time or as the result of an action, and the CM can roll a random encounter check for a later time and

reveal the result to the PC. The CM is entitled to use full discretion in deciding how much information is learned.

Note that the CM should roll the check for using this ability, and keep the results secret. If the check fails, the PC receives false information. The check will suffer a penalty depending on how far into the future the PC desires to see. Refer to this table:

Time	Modifier
Up to 1 day	0
Up to 1 week	-15
Up to 1 month	-25
Up to 1 year	-35
Up to 5 years	-45
5+ years	-55

Note that there will always be a minimum of a 5% chance of success regardless of the modifier.

Psychometry

Base: (Wpr+Agl+Pcn)/3

Willpower Cost: 25

Check: Specific

Time Required: 1 round

Range: Touch

Duration: 1 minute

Psychometry is the power to perceive events that occurred surrounding a place or object by touching them. The user of this PT receives a brief vision of those events, the clarity of which is determined by the specific check. Use the following key to determine how clear the vision is and how far back the user can witness occurrences:

L = Limited success: User "sees" confusing images that flash by. He can recall a single clue or image such as a color, a scent, a word, etc. from an event that occurred within the last 24 hours.

M = Moderate success: User "sees" a single, clear image. He gets a general impression of the number of people present, what they were doing, and vague physical descriptions. He can "read" events that occurred within the last week.

H = High success: User "sees" several clear images like a series of photographs. While he can make out exact details, the gaps in between the images still make deciphering the events witnessed and how they

occurred difficult, leading to lapses in the chronology of actions and their consequences. He can "read" events that occurred with the last month.

C = Complete success: User witnesses events as if watching a brief movie and can recall exact details as to who was present, what they looked like, and what they were doing. He can "read" events that occurred within the last six months.

Pyrokinesis

Base: (Wpr+Per+Sta)/3

Willpower Cost: 45

Check: Specific or General

Time Required: 2 rounds

Range: 100' feet

Duration: Instantaneous

This potent talent allows the user to start fires with his mind and attack others with heat. When creating a fire, the size of the fire is determined by the specific check result. Use the following key to determine how large a blaze the PT user creates:

L = Limited success: A brief spark; extremely flammable materials (oil-soaked rags, pools of gasoline) have a 50% chance of igniting.

M = Moderate success: A small match-sized flame; extremely flammable materials ignite automatically; less combustible, but still flammable, materials have a 50% chance of igniting.

H = High success: Torch-size fire; combustible materials ignite; living creatures suffer 1 wound and must make a general LUCK check to avoid catching fire.

C = Complete success: Immolation; combustible materials ignite; living creatures suffer 3 wounds per round until the fire is extinguished.

This talent may be used offensively directly at an opponent. In this case, the victim's WPR is subtracted from the attacker's base for the check. The column used corresponds to the victim's WPR score, and the armed combat results are used.

This talent grants no protection from heat and fire, and an incautious user might find himself trapped in a blaze of his own making.

Read Thoughts

Base: (Wpr+Pcn+Per)/3

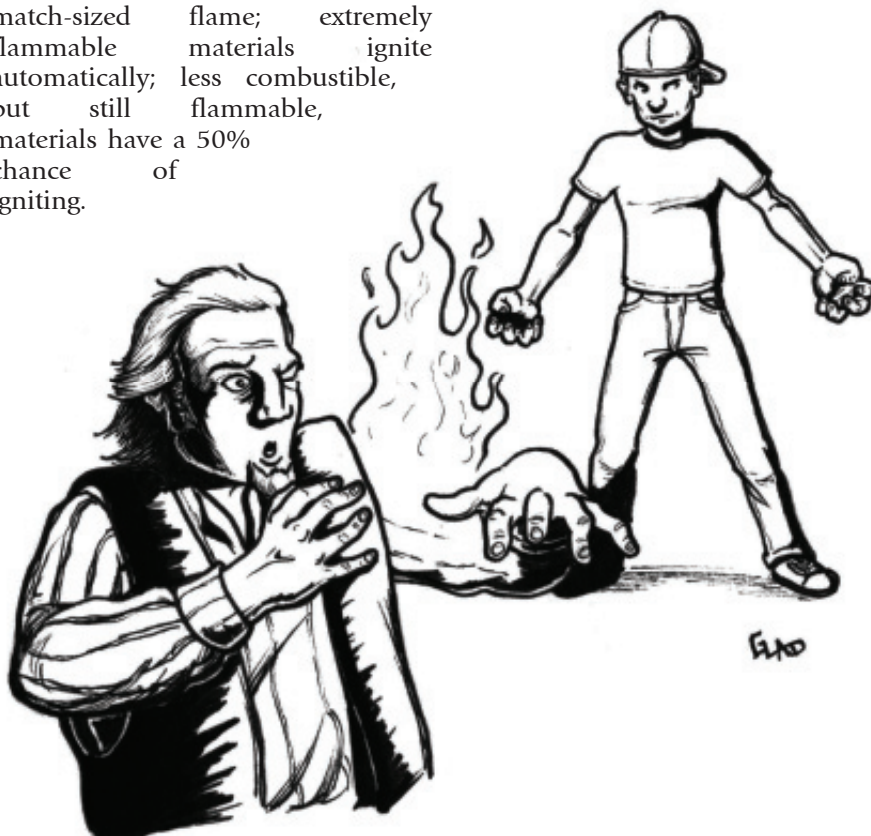
Willpower Cost: 10

Check: General

Time Required: 1 round

Range: Line of sight

Duration: Round of use



This PT is used to read the thoughts of others. The thoughts read are surface thoughts at the given moment only, not deeply buried knowledge. The receiver may also assess general mood and disposition toward the sender and others in proximity. Approximately the same information that can be spoken in one round may be received each round. If the subject is envisioning mental images, those may be conveyed as well. The receiving character may be any distance from the subject, but the subject must be within the receiver's line of sight. The connection is broken if the subject is no longer in sight.



Sense Things

Base: (Wpr+Pcn+Sta)/3
Willpower Cost: 20
Check: General
Time Required: 1 round
Range: 100 yards
Duration: Round of use

A character may use this PT to sense the presence of *things* within range. Successful use of this PT will give the character knowledge of how many are nearby, what type (if the PC has prior experience with that type of *thing*), what direction, and at what distance within range. Position only is indicated, not necessarily specific rooms if in a building and the character is unfamiliar with the layout.

Speak with Dead

Base: (Wpr+Pcn+Sta)/3
Willpower Cost: 10
Check: Specific
Time Required: 5 minutes
Range: 10 feet
Duration: Time of use

A character may use this PT to communicate with a dead body within range. The head of the dead person must be mostly intact. The subject does not actually speak out loud, but communicates by the mind with the character. The amount of information gained depends on the degree of success of the check and the time since the person died. The column used for the specific check may be modified depending on time since death.

The user of this paranormal talent cannot communicate with skeletal bodies (completely decayed), and the CM must use discretion as to how decomposed a body may be. Unless other conditions interfere, a body is generally skeletonized after a month in a temperate environment. Bodies dead for longer periods must be preserved in some way. See the following table and results key:

Time Since Death	Check Column
Up to 24 hours	3
Up to 2 weeks	4
Up to one month	5
Per year	+1 column*

*Max. column 10

Failure of the check means no information is gained.

L = Limited communication: The answer to one yes/no question may be learned.

M = Moderate communication: The answer to a question that can be answered in one short sentence may be learned.

H = High communication: As moderate, but two questions may be asked, or one question with a more complicated answer of no more than three main points.

C = Colossal communication: The character has a detailed conversation with the dead, learning as much as might be learned in 5 minutes of conversation.

K = Not applicable.

Telekinesis

Base: (Wpr+Pcn+Per)/3
Willpower Cost: 45
Check: General
Time Required: 1 round
Range: 100 feet
Duration: Round of use

This talent allows a character to move objects by the power of his mind alone. He may move WPRx2 pounds with his mind at a rate of WPR feet per round, rounded to the nearest 5 (73 WPR would be 75 feet, 72 would be 70). An object may be moved to a distance of 100 feet. Only one object may be moved at a time, even if it is lighter than the user's maximum pounds allowed. An object may be used as a bludgeon (but considered as a missile attack), dealing damage on the unarmed combat results key if the object weighs less than 50 pounds, or on the armed results if it is over 50 pounds.

A person may be lifted into the air and dropped for normal falling damage.

Telepathic Sending

Base: (Wpr+Pcn+Sta)/3
Willpower Cost: 45
Check: General
Time Required: 1 round
Range: Unlimited
Duration: Round of use

Characters can use this PT to mentally communicate with others. Approximately the same information that can be spoken in one round may be conveyed each round, or mental images may be transmitted. The receiving character may be any distance from the sender, but the sender must know his location. The receiver hears the message as if a voice begins speaking in his or her mind—a "little" voice that matches the voice of the sender. *Things* may not be sent messages in this way.

CHAPTER 5: BASIC ACTION

GAME TIME

Just as time passes for people in the real world, so it passes for characters in a CRYPTWORLD game. The CM must keep track of two different kinds of time: real time and game time. Game time reflects time that passes for the characters, while real time reflects the time that passes for the players.

Often, the amount of real time that passes is different from the amount of game time that passes. For example, players may take 30 minutes to plan their characters' attack against a doppelganger nest and then put that plan into action. But only a few minutes of game time may pass for the characters during the fight.

The CM controls the passage of game time, depending upon what the characters are doing. If they spend a rather eventless day (for example, gathering provisions or traveling at sea), the CM can measure game time in days or hours. When the action gets tense, however, the CM has to measure game time very carefully—breaking hours into minutes, and minutes into rounds.

A round of game time equals 5 seconds of time for the characters. You must use rounds whenever the characters fight something, and whenever they try to avoid fighting something that wants to fight them. In other words, use rounds to measure time in any "fight or flight" situation. Rounds are also used when characters are exploring an area that may contain danger.

At times, you might want to group the rounds together into minutes, to measure something less precisely than you would measure combat. For example, if characters are hot on the trail of an enemy, use minutes to handle the pursuit and switch to rounds when they actually encounter him. **One minute equals 12 rounds.**

FEAR (OPTIONAL)

Characters are routinely exposed to horrific sights and *things* in CRYPTWORLD. Because the entire premise of a horror role-playing game assumes that the characters are able to confront beings and phenomenon of the unexplained, an argument could be made that rules for fear are not appropriate. Therefore, the rules presented here are entirely optional, and at the CM's discretion they may be ignored, used, or modified as needed.

On the other hand, maybe characters can only take so much. Simply seeing a *thing* may no longer instill complete panic, but perhaps being confronted by a particularly horrific situation or a creature never before encountered will rattle their nerves. A fear check is a specific check versus current WIL. The defense column used will vary upon the CM's discretion. It is recommended that a check be required when a creature is encountered for the first time, the character experiences unexplained phenomenon, or encounters a horrific situation.

The Crypt Master may choose the column used on the Action Table in order to increase or decrease the difficulty, based on the situation. See the examples listed here for some guidelines.

1. The character encounters an unusual phenomenon, such as disembodied voices, or sees something that can't be readily explained, such as objects moving on their own. Generally, such phenomenon is not immediately life threatening. Characters encountering corpses may also experience fear at this level, especially if it is a body that was clearly murdered. It is suggested that column 3 be used, or column 4 if it is a particularly gruesome scene or the unexplained phenomenon is more threatening.

2. *Thing(s)* are encountered equaling at least twice the number of characters in the group, or it/they are

powerful enough for the encounter to result in the demise of at least one of the characters. Column 5 is recommended.

3. Same as number 2 previously, but such an encounter is particularly macabre, unusual, or severe injury or death of one or more party members is likely. Column 6 or 7 is recommended.

4. A powerful force of *thing(s)* is encountered, with the real threat of destroying all of the characters. Particularly horrific, inhuman, alien, or otherwise threatening situations may also fit into this type of experience. Column 8 or higher is recommended.

FEAR RESULTS

If the fear check is failed, the character immediately loses 2d10 Current WPR points, and he runs away as fast as possible for one round. Alternatively, at CM's discretion, the character may not run but instead attempts to hide if it seems most logical in the situation.

S = Scared: As a failure, but the character loses 1d10 Current WPR points.

L = Loathing: As a failure, but the character subtracts 1d10/2 Current WPR points (round up).

M = Misgivings: As loathing, but the character does not run away.

H, C = Heroism: All fear is overcome.

SURPRISE

Whether the characters throw caution to the wind or plot their every move in detail, they can never control the unexpected; sooner or later, something will take them by surprise. Surprise plays an important role in this game, especially during a fight. It can stop players dead in their tracks, and cause even the best of plans to fail.

SURPRISE CHECKS

A surprise check is simply a general check against Perception. It determines whether a character can respond immediately to an unexpected situation, or whether he stands there gawking and frozen in place.

Usually, characters only check for surprise in threatening situations; they don't have to make a surprise check every time a stranger passes on the street! A character must make a surprise check immediately whenever:

1. An unexpected person or animal suddenly comes into view, or is suddenly sensed by the character.
2. Someone—or something—ambushes the character, attacking him from concealment.
3. Unexpected circumstances arise, and the CM decides they require a surprise check.

The CM should make sure that all surprise checks are made the instant any of the previous conditions are met. Immediately, all actions must freeze. If the character must check for surprise while he's moving, then he must stop moving until the surprise check is resolved. If he passes the check, he finishes the movement as if nothing had happened. If he fails the check, here's what occurs:

1. He "freezes" on the spot, remaining stationary in the location at which he failed the check. He can't take any other action for the rest of the round—that means no combat skills, no paranormal talents, no running away, nothing.
2. His Unskilled Melee score becomes zero for the rest of the round. Surprised characters can, however, make use of defense rolls during missile attack, and they can use Luck to modify that roll. You'll learn about all these things in a minute, when actual combat is explained.

FIELD OF VISION

In a CRYPTWORLD game, your field of vision is defined as the area you can see under normal conditions without turning your body. It's

important to be clear about this for two reasons: First, if you can't see something, you can't fire or throw a weapon and hit it. Second, if that "something" suddenly jumps into your field of vision, you must check for surprise. Darkness can make it hard to see much of anything. The CM should use his or her discretion to determine how much a character can see.

LIGHT SOURCES

Refer to this table for light sources and their effective areas.

Light Source	Illumination
Candle	30-foot radius
Flashlight	100 feet
Headlights	500 feet
Lantern	60-foot radius
Moonlight	300 feet
Moonless Night	Cloudy, 30 feet Clear, 300 feet
Torch	60-foot radius

WEATHER

Some weather conditions can limit vision. Refer to the following table for some guidelines.

Weather	Visibility
Clear	Can see to the horizon.
Fog	
<i>Light</i>	Visibility 1,200 feet
<i>Moderate</i>	Visibility 600 feet
<i>Dense</i>	Visibility 5 feet
Precipitation	Includes rain and snow.
<i>Light</i>	Light sources -50%.
<i>Moderate</i>	Light sources -75%.
<i>Heavy</i>	Light sources ineffective. Visibility 45 feet in day, 10 feet at night.

WATCHING BEHIND

If (as a player) you say that your character is "watching behind," you can increase your character's field of vision to a full circle (360 degrees). If your character is moving, he or she has to slow down, since characters must essentially stop and turn around to look behind themselves. Characters cannot run (or sprint) while watching behind, and if they're

walking, they must deduct 10 feet from the distance they can normally cover each round.

The CM should allow "watching behind" only when characters (and not just the players) have reason to keep close watch of the world all around them. Use a general Perception check to resolve any question of whether a character has a reason to watch behind; characters who pass the check can watch behind.

SEQUENCE OF PLAY DURING A ROUND

A lot can happen in a round: someone fires a weapon, someone punches an enemy, characters flee, characters fall, and others stand dumbfounded in surprise—the list can go on and on! Fortunately, the rules of the game provide a system for creating order from chaos: the Sequence of Play.

The Sequence of Play determines the order in which events must take place in a round. If you follow the Sequence of Play, you can determine the outcome of each action quickly, and players can concentrate on the adventure instead of worrying about the rules.

Three combat forms can take place in a round: paranormal (including paranormal talents and creature powers), missile, or melee. Paranormal combat just means the character uses a paranormal talent, or a *thing* uses one of its powers. Missile combat means throwing or firing a weapon, and melee is hand-to-hand fighting. Each player may choose one (and only one) of these to use in a round. Once the player chooses one of these three, his or her character cannot use any other combat form that round.

The rest of this chapter fully describes how the Sequence of Play works. For now, look over the following steps, and try to keep them in mind. During play, you'll probably want to refer to the list of outcomes below the Action Table.

DEFENSE COLUMN CHART

Attack Type	Defense Column
Missile Attack	Defender rolls 1d10 and adds any Luck spent to the die roll. Resulting number is number of the defense column (10 maximum).
Melee Attack: Defender has declared use of a melee skill as action for the round.	Use column beneath the range of numbers that contains the defender's skill score.
Melee Attack: Defender surprised.	Use column 1.
Melee Attack: Defender doing none of the above.	Use column beneath the range of numbers that contains the defender's Unskilled Melee score.

THE SEQUENCE OF PLAY

1. CM declares NPC and animal/creature actions, including movement, combat form, and first attack. Some actions may be kept secret from the players, such as when creatures are about to use a power.
2. Players declare their PCs' actions, including movement, combat form, and first attack.
3. Both sides roll for initiative, to determine who goes first.
4. Side A (the side that wins initiative) uses paranormal talents/powers.
5. Side A throws or fires missiles.
6. Side A moves.
7. Side B fires or throws missiles in defense. (To do so, they must have declared missile combat in Step 1 or 2.)
8. Side A melees.
9. Side B uses paranormal talents/powers.
10. Side B fires or throws missiles.
11. Side B moves.
12. Side A fires or throws missiles in defense (To do so, they must have declared missile combat in step 1 or 2).
13. Side B melees.
14. Stamina Loss and Recovery.

Note: Surprise checks may be made during any step of a round, as called for by the situation.

COMBAT PROCEDURE

As you can see by looking at the prior list, most of the Sequence of Play revolves around the three forms of combat: paranormal, missile, and

melee. In any given round, a character may use only one form of combat, which must be specified during the declaration step.

Any time combat occurs, players must follow combat procedure. The combat procedure doesn't change the Sequence of Play; it expands it, allowing you to determine the outcome of any attack as soon as it is made. The following steps make up the combat procedure:

COMBAT PROCEDURE

1. Attack Declaration. This step only applies to characters who can make more than one attack each round—firing more than one shot, punching more than once, etc. Only skilled characters can make more than one attack. Every character's first attack is always specified during steps 1 or 2 in the Sequence of Play. When the character is making a subsequent attack (including defensive missile fire), he or she declares it now. Be sure to specify your target.
2. Base Chance Determination. In this step, you must figure out the attacker's base chance to attack successfully—his chance before modifiers are applied. The base chance depends upon the attack form:

- a. Paranormal Talent = PT score.
- b. Missile = Skill score or Dexterity. If the attacker is using a weapon skill, the base chance equals his skill score. If the attacker doesn't have skill with the weapon, use his Dexterity score.

c. Melee Attacks = Skill or Unskilled Melee score. As with missile attacks, if the attacker is using a skill, his base chance for success equals his score for that skill. If the character isn't using a melee skill, however, his base chance for success equals his Unskilled Melee score.

3. Strike Number Determination. The strike number is the attacker's exact chance for success. It is simply the base chance with a few adjustments to reflect the attack at hand: how far the target is, whether the target is moving, whether the attacker is moving, etc. The upcoming sections list the modifiers for each combat form, which you must subtract from (or add to) the base chance to figure out the strike number. There are no modifiers for paranormal talents.

4. Defender Luck Use (for missile attacks only). If the defender is a player character, and a missile attack is in progress, the defender may now choose to "spend" up to 2 Luck points from his Luck score. The points will lessen the injury he or she takes if the attack succeeds. Of course, at this point, no one has rolled dice to see if the attack succeeds, so the outcome is still in question. Even if the attack fails, the Luck points are gone. Step 5 explains how to use Luck points to reduce injury from a successful attack

5. Roll to Strike. Roll a specific check against the attacker's strike number. If the attack fails, combat procedure is over. If the attack succeeds, subtract the result of the roll from the strike number, and find the difference on the Action Table, under "Attack Margin." As with any specific check, this determines which row contains your combat result. The defense column varies according to the attack and how much Luck the defender spent in step 4. See the Defense Column Chart to figure out which defense column to read.

6. Apply the Results. To find the result of the attack, cross-index the attack row with the defense column. Then read the result on the

appropriate key. If the character attacked with a weapon, use the Armed Combat Results Key. If he attacked only with his body, use the Unarmed Combat Results Key. Both of these keys are beneath the Action Table. Keys for paranormal talents are listed in Chapter 4. After you find the result, apply the effects immediately, including wounds and damage. Wounds and damage are explained later in this chapter, after the descriptions of each combat form.

CALLED SHOTS IN COMBAT

When characters “call a shot,” they say what outcome they’d like their actions to have. “C” results on the Action Table always indicate success. In missile and melee attacks, called shots usually tell two things: 1) location (“I’d like to shoot him in the leg”) and 2) approximate amount of injury. This does not mean that attackers may say, “He should lose six Stamina points and die.” It only means that attackers may request that their attacks cause the damage listed under “S,” “L,” “M,” “H,” or “C” on the results key.

Here’s an example: Let’s say that Bob wants to stab a nasty NPC in the leg, but he only wants to inflict “M” (“Medium”) damage, not “C” damage. He specifies all of this in his called shot. If the attack result is a “C” on the Action Table, then Bob’s wish comes true. He stabs the leg, and the CM follows the instructions under the “M” result to find out exactly how much damage the stabbing caused.

Note: No character may make called shots for paranormal attacks.

HELPLESS DEFENDERS

Sometimes, a defender is totally unable to defend himself: he is unconscious, bound, or otherwise helpless. In these cases, the attacker always succeeds with a missile or melee attack; no dice roll is needed. In this instance, and this instance only, characters may make “killing” a called shot.

If the defender is a PC, he can make a Luck check, as explained later in the section “Damage from Combat.”

LEARNING THE SEQUENCE OF PLAY

DECLARATION

Steps 1 and 2 in the Sequence of Play are called the “declaration steps” of the round. Both the CM and players must declare what movement and combat action they plan to take even though they still have no idea which side will get to go first. After the CM or a player declares an action, he cannot change his mind; characters must make every effort to carry out declared actions. Of course, an *opponent* may make a declared action impossible later on—but then, that’s the nature of combat.

Follow these instructions during every declaration phase.

All players, including CM: Declare what movement, if any, your character will make, and declare which combat form your character will use, if any. Choose from paranormal, missile, or melee. Declare your first attack, and specify the target. Many characters only get one attack; but if they can make multiple attacks in a round, they can wait for the appropriate attack steps to choose and declare subsequent attacks. If your first attack includes a called shot, you must declare the called shot now.

CM only: Follow the previous instructions, but describe only what the PCs will see, sense, or notice; don’t give the players information that their characters wouldn’t have during combat. Make mental or written notes of anything you don’t describe; you still have to make a declaration and stick to it, even if part of your declaration is secret. If an opponent makes a paranormal attack, tell the players that the opponent is standing still, in a trancelike state. Don’t say who he’s attacking or which talent he’s using.

WHO GOES FIRST?

WITHIN EACH ROUND: INITIATIVE

Initiative determines which side gets to go first during a round—the characters controlled by the players, or those controlled by the CM.

To determine initiative, each side rolls 1d10. Players choose one “roller” amongst themselves. The side rolling the highest number wins. In case of a tie, roll again. In the Sequence of Play, the side that wins initiative is called Side A. The side that loses is called Side B.

WITHIN EACH STEP

During any given step of the round, the CM determines who goes first. For example, when the Sequence of Play calls for Side A to resolve missile combat and two players on Side A have declared missile combat for their characters, then the CM decides the order in which the characters fire or throw their weapons. If a dispute arises, the CM should declare that the character with the highest Willpower score goes first. If any character is firing (or throwing) more than one missile that step, then he or she must fire them all before the other character acts. The rules in this example apply to all three combat forms: the CM determines the order in which the PCs attack, and each PC must finish his attacks in that step before the next PC begins.

PARANORMAL TALENTS IN COMBAT

Paranormal combat is special because it requires total concentration; characters cannot do anything else during the round—they cannot even move. Characters who elect to use a paranormal talent during a round do not declare movement.

WILLPOWER LOSS

Paranormal talents relate strongly to Willpower. Like Stamina, Willpower has a current value, which can rise and fall during play. Characters must spend Willpower points to use paranormal talents. Furthermore, some paranormal attacks cause the defender to lose Willpower. Like Stamina, Willpower can be regenerated, but a severe loss of Willpower means problems for the character.

MISSILE ATTACK MODIFIERS

Target's Declared Action or Situation This Round		Attacker's Declared Actions or Situation This Round	
Walking	-10	Walking	-10
Running	-20	Running	-20
Sprinting	-30	Sprinting	-30
Falling/Diving	-40	Falling/Diving	-40
Going to cover	-20	Going to cover	-20
Behind cover	-30	In slow vehicle	-10
In slow vehicle	-10	In fast vehicle	-30
In fast vehicle	-30	Charged or meleed this round	-40
Prone	-10	Getting up and/or turning more than 60 degrees	-20
Swimming	-30	Drawing this round	-20
		Firing more than one weapon	-20
		Aiming a single shot*	+10
		Second shot in a round	-10
		Third shot in a round	-20
		Fourth shot in a round	-30
		Unskilled riding	-40
		<i>Range modifier</i>	<i>Varies—see weapons chart</i>

* Applies only to characters skilled with the firearm and who choose to fire only one shot this round.

Notes:

Falling/Diving: An attacker may fire only when leaping intentionally from a height of 10 feet or less; the attacker may not fire while unintentionally falling. In either case, the attacker suffers normal falling damage.

Going to cover: A character is "going to cover" if he or she does not begin the round behind cover and ends the round behind cover, or moves from one covered location to another covered location and is fully visible at any point along the move. Use the modifier for running or sprinting instead of this modifier if the character runs or sprints to go behind cover.

Behind cover: Use this modifier if the target keeps at least half of its body behind cover for the whole round.

In slow vehicle: Any vehicle moving 20 mph or less is a slow-moving vehicle. Note that a target in such a vehicle will probably also be behind cover. See "Vehicles in Action."

In fast vehicle: Any vehicle moving faster than 20 mph is a fast vehicle. Note that a target in such a vehicle is probably also behind cover. See "Vehicles in Action."

Prone: This modifier applies only if the attacker is not 10 feet or more higher in elevation than the defender. Otherwise, the defender gains no benefit for being prone.

Charged or melee attacked: Any character being charged or melee attacked this round, regardless of initiative or any other previous results, suffers this modifier on all missile attacks during the round.

Firing burst: A burst is a special type of fire from an automatic weapon. Bursts are explained in detail in the section "Automatic Rifles."

Characters whose Current Willpower drops to 20 or below refuse to fight and try to move immediately to the nearest place of safety. This reaction must occur; the CM should never allow players to break this rule.

A character whose Current Willpower drops to zero is

completely confused. He or she cannot fight or interact with other characters. He or she can't do anything at all without simple directions from others which take no more than one round to complete, such as, "Get up," "Come over here," or "Sit in this chair."

Refer to Chapter 4, "Paranormal Talents," for more information on how these talents work.

MISSILE COMBAT

Any time a character throws or fires a weapon at a target, he is attacking with a missile. Missiles include bullets, arrows, laser beams, rocks, javelins, and shurikens—just to name a few.

SKILLED VS. UNSKILLED ATTACKS

Unskilled characters may only make one missile attack per round (the same applies to melee). Skilled characters can often make more missile attacks each round, depending on their weapon and level of skill. For instance, characters with Firearms skills gain one extra shot per level of skill, up to the maximum possible for the weapon. Skilled characters also have a better chance to hit their targets; they use their skill score while unskilled characters use Dexterity.

SIGHTING

Characters cannot make a successful missile attack against targets they cannot see. It's that simple. During missile fire steps, characters can turn to face targets that used to be outside their fields of vision, with one provision: they must have a valid reason for turning. (Be careful, CM: players may know where a target is, while their characters do not! Use a general Perception check to resolve any doubtful cases.)

There is one exception to the "If you can't see it, you can't hit it" rule: hand grenades. Characters can throw hand grenades into an area where they know an enemy is lurking, even if the enemy is currently hidden from view.

In moving crowds or heavy traffic, characters may at best have fleeting glimpses of a target. Dense foliage can create the same effect. In these cases, the CM might wish to have the character pass a general Luck check to determine if the target is in view.

MISSILE WEAPONS						Notes:
Type	Range Modifier (per 10 feet / per 100 yards)	Ammo	ROF	RL	Mounted Use?	
SHORT RANGE WEAPONS						
THROWN WEAPONS						
Axe/Tomahawk	-30	NA	1	NA	Yes	<i>Range modifiers for short-range weapons apply for every 10 feet of range beyond the first 10. To calculate the actual modifier, therefore, divide the range in feet by 10, rounding up any fraction, and subtract 1. Multiply the number obtained by the modifier shown on the table.</i>
Dagger/Knife	-20	NA	1	NA	Yes	
Javelin	-05	NA	1	NA	Yes	
Shuriken	-25	NA	4	NA	Yes	
Spear	-20	NA	1	NA	Yes	
Hand Grenade	-30	NA	1	NA	Yes	
SPECIAL WEAPONS						<i>Long range weapons (and shotguns) have two modifiers separated by a slash. The number to the left of the slash is for every 10 feet beyond the first 10. The number to the right of the slash is the modifier for every 100 yards when players are using maps with 10-yard or 100 yard-scales. These maps are discussed in Chapter 5 and Chapter 6.</i>
Blowgun	-20	1	1	NA	No	<i>Ammo</i> - The number of rounds of ammunition carried in the weapon. Do not confuse this with the number of rounds carried by the person using the weapon, which can vary from scenario to scenario.
Bola	-10	NA	1	NA	Yes	<i>ROF</i> - Rate of Fire, the maximum number of times the weapon can be fired in one round. Characters without skill with a weapon can fire the weapon only once per round (at most) regardless of the rate of fire.
Sling	-05	UL	1	NA	No	<i>RL</i> - The number of rounds required to reload the weapon.
SHORT RANGE FIREARMS						<i>Mounted Use?</i> - This column tells whether or not the weapon can be used while the character is mounted on horseback.
Antique Pistol	-15	1	1	4	Yes	<i>*</i> - Can be reloaded with 3 bullets in one round.
Revolver	-07	6	4	2*	Yes	<i>**</i> - Rifles vary a great deal in the number of bullets carried in their clip and in their maximum rates of fire. Specific values are given in each adventure scenario for the types of rifles available in that scenario. An average 20th Century World War II combat rifle had a clip of five bullets and a maximum ROF of 4.
Automatic Pistol	-12	8	4	1	Yes	<i>***</i> - Automatic rifles and photon rifles can fire either a maximum of 4 single shots per round or one automatic burst per round. A burst depletes the ammo of the weapon by 10 rounds.
Shotgun, double barrel	-04/120	2	2	1	Yes	<i>++</i> - Reload rates for these weapons vary with the skill of the user. See the Bow skills in Chapter 3: "Skills."
Shotgun, pump	-04/120	5	4	2	Yes	<i>+++</i> - Reload rates for these weapons vary with the skill of the user. See the Firearms skills in Chapter 3: "Skills."
LONG RANGE WEAPONS						<i>UL</i> - Unlimited.
Arquebus	-05/150	1	1	12	No	<i>NA</i> - Not applicable. When applied to reload rates, this means the weapon can be used every round.
Musket	-02/50	1	1	+++	No	
Dragoon Musket	-05/120	1	1	+++	Yes	
Rifle	-.5/15	1-10**	1-4**	1	Yes	
Automatic Rifle	-.5/15	1-20	4***	1	Yes	
Photon Rifle	-.5/10	1-50	4***	1	No	
BOWS AND ARROWS						
Crossbow	-02/50	1	1	++	No	
Shortbow	-05/150	1	1	++	Yes	
Longbow	-02/50	1	1	++	No	
BEAM WEAPONS						
Laser Pistol	-05/150	20	4	1	Yes	
Laser Rifle	-.5/10	50	4	2	No	

MISSILE ATTACK MODIFIERS

An attacker's chance of using a missile successfully equals a base score plus or minus certain modifiers. Modifiers are numbers that show how the characters' actions in combat

affect their chances of success. For instance, if the target is moving, the attacker's chance to hit it should decrease. Therefore, a modifier is subtracted from the base chance, to reflect the target's movement.

This table lists all the modifiers for missile combat To figure out an

attacker's Strike Number (Step 3 in Combat Procedure), look over this table and pick out the modifiers that fit the missile attack at hand. The modifiers are cumulative; if you find more than one that applies, add (or subtract) all of them together.

DEFENSIVE MISSILE ATTACKS

Steps 7 and 12 in the Sequence of Play are reserved for defensive missile attacks. Characters who make attacks during these steps must have declared missile combat as their action for the round. They must also have at least one attack remaining. Unskilled characters, who are allowed only one attack in a round, may choose to hold that attack until their defensive missile attack step.

Characters may make one, and only one, defensive missile attack, regardless of their skill or lack of one. This attack does count against the number of attacks they are allowed in a round.

MISSILES INTO MELEE

Melee is hand-to-hand fighting, which can occur when characters are within 5 feet of one another. Firing or throwing a weapon into that kind of scuffle is risky business; you can miss your target and hit another fighter who may be the one you want to help!

Whenever an attacker fires into melee, a "hit" on the Action Table indicates only that someone in the melee was hit—it doesn't tell who the victim is. Roll percent dice to determine the victim: a roll of 0-50 means it's the right target; 51-100 means it's the wrong one. If the wrong victim is indicated by the dice, and there is more than one wrong victim to choose from, the CM should assign an equal chance to each victim and roll to see which one is hit.

Note: "C" results are handled differently; the attacker can make hitting his target a called shot, in which case any "C" would indicate that he hit the correct target in whatever manner specified.

AUTOMATIC RIFLES

Automatic rifles (including submachine guns and photon rifles) have two modes of fire: single-shot and burst. Characters firing these



rifles must declare which mode they are using in each round.

Automatic rifles can fire one to four single shots per round: unskilled characters can fire one shot; characters with Master level weapon skill can fire four.

A burst is a spray of 10 bullets. Characters can fire only one burst in a round, regardless of their skill level. This attack receives a +30 modifier, and all modifiers listed on the Missile Attack Modifiers Chart under the heading "Target's Declared Action or Situation This Round" are ignored. All other modifiers are applied normally. A burst covers a 45° arc from the attacker.

When firing a burst, the attacker rolls only once against his or her strike number. If the attack is successful, each defender in the area covered by the burst makes his or her own separate roll of 1d10 for a defense column.

SHOTGUNS

Shotguns fire a spray of pellets which can hit more than one target in an area. A hit with a shotgun means all characters in the spread have been hit. The spread is 5 feet wide to 20 feet, after which it is 15 feet wide for its remaining range.

Notice that a shotgun doesn't distinguish between friends and foes. Each character in the spread pattern makes a separate defense roll, just as in the case of automatic rifle fire.

When firing a shotgun, the attacker uses the set of modifiers for the character most likely to be hit (out of all possible targets in the spread pattern).

An attacker who misses with a shotgun misses all targets in the spread pattern.

There are two types of shotguns commonly used: double barreled shotguns and pump action shotguns. Any character, skilled or unskilled, can fire both barrels of a double barreled shotgun with one single

HINDERED MOVEMENT	
Obstacle	Effect on Walking Distance
<i>Normal Obstacles</i>	
Doors, closed	-10 feet
Stairs	-10 feet per flight
Entering or leaving a vehicle	-20 feet
<i>Dangerous Obstacles*</i>	
Vehicles	-15 feet
Furniture	-10 feet
Placed Obstacle	-10 feet
* Modifiers do not apply if characters walk around the obstacle. If characters climb over or jump across, they need to make a general Agility check. If they fail, the characters fall down.	
Terrain	Effect on Walking Distance
Heavy Woods	-10 feet
Light Woods	-5 feet
Broken (rough terrain)	-15 feet
Swamp	-20 feet
Action	Effects/Comments
Firing firearm or throwing missile	Deduct 5 feet from total walking movement for each missile fired or thrown before movement. Deduct triple this amount from running distance.
Firing bow	No movement allowed in same round.
Standing up	Deduct 10 feet from total walking movement, 30 feet from total running movement.
Placing obstacle	Deduct 5 feet from total walking movement, 15 feet from total running movement; limit one obstacle per round.
Watching behind	Deduct 10 feet from total walking movement; running and sprinting not allowed.

Notes:

Placing obstacle: Quickly grabbing something (such as a chair) directly ahead and flipping it behind to foil pursuit.

Watching behind: Keeping a watch behind while moving forward.

missile attack. The damage caused by this attack is doubled. Pump action shotguns fire one shell per attack and have a maximum rate of fire of 4 shots per round.

HAND GRENADES

Hand grenades are small, hand-thrown explosive devices. Although characters can acquire a skill for grenades, they don't need this skill to throw one. As with all missile weapons, unskilled characters just use their Dexterity score as their base chance for success. Thrown hand grenades hit their target on any successful check result. If the character fails the check, the grenade lands 1 to 5 (1d10/2, round up) squares beyond the target on a 5' scale. The CM may roll dice for the direction in which the grenade misses or simply assign it according to the circumstances.

Regardless of where a hand grenade lands, it causes 15% catastrophic damage to each character within a 15' radius. (See "Special Damage" later in this chapter.)

MISCELLANEOUS THROWN WEAPONS

Resourceful characters can—and will—throw just about anything in combat if they have to. Rocks, mugs, lamps, small chairs—all of these can be missiles. To determine success, the CM should use the character's Dexterity score as his base chance to hit and modify it for the bulk or clumsiness of the object, using the situation itself as guide. In general, characters should not be able to hit a target with a miscellaneous thrown object at ranges of greater than 30 feet.

MOVEMENT

KEEPING TRACK OF MOVEMENT

Depending on the preferences of the CM and the players, maps can be used to keep track of everyone's location during combat. This becomes especially important during the movement step of a round. No character likes to find out—too late—that the opponent he intended to punch is just beyond his reach, sporting a gun and a grin.

If maps are used, each character is represented by a counter on the map. Just move the counters on the map whenever the characters move. In this way, you will always be certain where your character stands—and where his enemies stand too.

Experienced players may want to use miniature figures instead of counters to represent their characters. And, when playing scenarios of the CM's own design, such players may want to use their figures on a tabletop instead of a map, using any handy items to stand for buildings, trees, walls, and so on. When using miniatures, a scale of 1 inch = 5 feet is typical.

MOVEMENT RATES

Characters can only move so far, so fast. The following chart shows the limits to character movement during a round, according to the type of movement declared.

CHARACTER MOVEMENT IN ONE ROUND		
Declared Move	Distance in feet	5' Squares
Crawling	15	3
Walking	25	5
Running	75	15
Sprinting	150	30
Swimming	15	3
Climbing	5	1

Sprinting indicates all-out running. Its use costs the character 3 Stamina points per round. Characters who sprint may take no other action. Characters in metal armor cannot sprint.

Swimming rates may vary if the CM wants to adjust them according to currents, tides, etc.

Climbing in the chart refers to mountains, cliffs, ladders, and ropes—not stairways.

HINDERED MOVEMENT

Often, a character wants to take some kind of action while moving: he throws garbage cans at the feet of his pursuer or turns around from time to time to fire his gun, for instance. Actions such as these slow movement.

Obstacles and terrain may slow a character too. Characters can't walk up stairs or over furniture as quickly as they cross the dance floor. And they can't cross a swamp as fast as they cover flat ground.

The chart shows how actions and obstacles can hinder movement. Use the chart as a guideline to determine a character's actual movement rate during combat.

MULTIPLE CHARACTERS IN ONE SPACE

When using a map with a 5-foot scale, it's best not to allow more than two characters in one space. Characters engaged in melee can occupy adjacent 5-foot squares. Sometimes, special movements may force opponents to be in the same space, but that's uncommon.

Any conscious character who isn't held or helpless can automatically force another character to stop upon entering his space (or coming within 1 inch when using miniatures). No dice roll or declaration is required. This rule only applies when players use the 5-foot scale.

LEAPING AND JUMPING

When a character wants to leap over an obstacle or jump up and grab something, his base chance to do so equals his Agility score. Most humans can't reach an object higher than 10 feet, and they can't make a running leap much over 15 feet without losing their balance. As a general guideline, subtract 25% from the character's Agility score for each foot over these maximums the character is attempting to jump or leap. The check is a general Agility check.

MELEE

Melee, or hand-to-hand fighting, occurs in two forms: armed and unarmed. Melee with weapons—such as swords, clubs, and knives—is called armed melee. Melee without weapons—teeth (human), fists, and feet, etc.—is called unarmed melee.

To engage in melee, the attacker must be within 5 feet of his or her target at the beginning of the melee step of the round.

Characters without a melee skill can make only one melee attack per round. Some, but not all, melee skills allow a character to make more than one attack per round.

SKILLED MELEE

Characters can acquire skills in both armed and unarmed melee. (See Chapter 3 for a complete list and description of skills.) Armed melee skills are usually defined by a particular type of weapon; for instance, Dagger and Sword are two different skills. Unarmed melee skills reflect a particular class of fighting; Boxing and Wrestling are also separate skills. Whenever a character uses a skill in melee, his or her skill score is the base chance to strike an opponent successfully.

UNSKILLED MELEE

Characters don't need melee skills to hold their own in hand-to-hand fighting. Nearly everyone can do something in a scuffle—kick, bite, punch, scratch—even slash or club. Such actions may be crude, but that doesn't mean they're ineffective. Both armed and unarmed attacks are possible.

Whenever a character uses unskilled melee, his base chance for success equals his Unskilled Melee score.

Unskilled Holds

If a character without a Wrestling skill wants to secure his opponent in a hold, then he must declare that he intends to grab or jump on his opponent, and make the hold a called shot. A "C" result indicates a

successful hold with normal "C" damage possible.

A defender who is held cannot do anything until he breaks the hold. To do so, the defender must gain initiative and make a successful melee attack in a subsequent round. He cannot declare a called shot for the attack, but any successful attack will break the hold and inflict normal damage.

The attacker doesn't have to make a check to maintain the hold; it's automatic from round to round, until the defender breaks it. During the first round, the hold inflicts normal "C" damage on the defender, according to the results for unarmed combat. In each subsequent round, the hold inflicts 1d10 points of Stamina damage.

All of this assumes that no one intervenes with the two wrestling characters we've described. If anyone, or anything, scores a successful attack of any kind on the character maintaining the hold, the hold is automatically broken. The character who lost his grip takes normal damage from the attack.

Strangling

Treat strangling as a special kind of hold in which the attacker has the defender by the throat (see previous). The results and rules are the same, with one addition: at the end of every round, the defender must pass a general check against his Current Stamina. If he fails the check, the defender falls unconscious and his Current Stamina drops to zero immediately.

Remember that the CM can declare called shots to be impossible if they're too far-fetched. This rule could be applied whenever the character wants to strangle a large animal. For instance, most characters could strangle a monkey or a dog, but very few of them could strangle a hippopotamus!

MELEE MODIFIERS

Melee modifiers are numbers which are added to or subtracted from a character's base chance to hit his

opponent in melee. They work in melee just like missile combat modifiers work in missile combat. To find a character’s strike number for a melee attack, go through the list of melee modifiers and add or subtract those that apply to the melee at hand.

ESCAPING FROM MELEE

The following rule applies when any characters start the round within 5 feet of one another, and melee is declared. If one of the characters says he intends to run instead of melee, then follow these rules:

As long as the fleeing character was not fleeing in the previous round, no attacker may run after him and engage in melee in the current round. The attacker can declare “I’m chasing” or “I’m hitting,” but not both. If the fleeing character wins initiative, all is well; he runs before the attacker can hit him. But if the fleeing character loses initiative, and the attacker declared melee, the attacker strikes before the defender can move. Furthermore, the attacker strikes with two impressive modifiers: First, the attacker automatically adds +10 to his base chance to hit, just for winning initiative against someone who declared flight. Second, the attacker adds +20 (for a total of +30) if the defender declared he was running away; this modifier is applied because the fleeing defender is automatically being struck from behind. As you can see, running from melee can be risky business.

MELEE RESTRICTIONS

1. Multiple Attackers. No more than three attackers can strike one human-sized defender during the same round.

The CM must determine what’s appropriate for defenders of other sizes, but these examples should help: during a single round, up to six humans can strike a horse, and up to a dozen rats can strike a human.

2. Knockouts. Knockouts are not allowed as called shots in melee unless the attacker is using Boxing or Blackjack skills. A defender does fall unconscious, however, whenever his

MELEE ATTACK MODIFIERS	
Situation	Modifier
Attacker on ground	-40
Attacker getting up	-20
Attacker moved to close this round	-20
Attacker charging with long weapon	+20
Attacker attacking from behind	+20
Defender lost initiative and is fleeing	+10
Charging on horseback	+30
Mounted, charging against polearm	-30

Notes:

On ground: This modifier applies when the attacker begins the round on the ground and does not stand before making the attack.

Getting up this round: This modifier applies when the attacker began the round on the ground and stands before making the attack.

Moved to close this round: This modifier applies if the attacker did not begin the round within 5 feet of the defender and the defender did not declare any movement for this round. Ignore this modifier if the attacker is charging with a long weapon.

Charging with long weapon: This modifier applies if the attacker moved at least 25 feet in the same round before attacking. The attacker must be armed with a spear, lance, polearm, rifle with a mounted bayonet, or other thrusting weapon at least 6 feet long. If the defender won initiative and is fleeing faster than the attacker is charging, do not apply this modifier. Mounted characters use the modifier for “Charging on horseback” instead.

Attacking from behind: This modifier applies to any attack from behind the defender (The CM should resolve any questions about whether the attack comes from behind.) If the attacker wins initiative and begins the round next to a defender who declares he or she will flee, the attacker can automatically use this modifier. A defender who wins initiative can only be attacked from behind if surprised, or if trapped by two or more attackers.

Defender lost initiative and is fleeing: This modifier applies when the defender declares he or she will flee and loses initiative. Note that in many cases this modifier and the modifier for attacking from behind will both apply. Unless specified otherwise, all melee attack modifiers are cumulative—added or subtracted together.

Current Stamina reaches zero. See “Damage and Healing.”

DAMAGE FROM COMBAT

In game terms, damage is physical injury to any character or animal. Damage always causes the character’s Current Stamina to drop; that shows that he’s tired, and maybe bruised or battered. If damage is more severe, then the character may also have to check a “wound box” on his character sheet; that shows that he’s suffered some kind of serious injury too. So we know that damage results in two things: Stamina loss and, sometimes, wounds.

Notice there are two different results keys below the Action Table: one for unarmed combat, and one for armed combat. Weapons are more dangerous than fists; consequently, the armed combat key

always calls for wounds. The unarmed combat key only calls for wounds in the most severe cases (“H” or “C” results). Both keys call for Stamina loss.

How to record Stamina loss:

1. Determine the amount of Stamina lost by rolling one or more ten-sided dice. The results key will tell you how many dice to roll. Add up the numbers rolled. (Many results call for this sum to be multiplied by two.) The result is the amount of Stamina lost.

2. Subtract the lost Stamina from your Current Stamina score—the original Ability score for Stamina stays intact.

How to record wounds:

1. See how many wounds are indicated in the results key. There may be none, or there may be as many as five.

2. Check off the appropriate number of wound boxes on your character sheet.

EFFECTS OF DAMAGE

Damage can lead to two things: unconsciousness and death. When a character's Current Stamina drops to zero, he passes out. When he has no wound boxes left to check off, he dies.

Unconsciousness: As soon as a character's Current Stamina drops to zero, he passes out for 1d100 minutes (the CM rolls a secret percent). Unconscious characters cannot take any action.

If someone douses an unconscious character with cold water or shakes him gently, the character awakens immediately. As soon as the character comes to, he regains one Current Stamina point

Death: As soon as a character has taken all the wounds he can take (so that he has no wound boxes left to mark on his character sheet), he dies. Player characters can make a Luck check against death. A successful check means the character falls into a coma instead of dying. The character may immediately erase one wound box to show that he has one wound box left. He remains unconscious for 1d10 days (CM rolls secretly), with a Current Stamina of zero. While in a coma, the character heals normally, but he does not awaken and cannot be awakened.

CRITICAL WOUNDS

Characters are critically wounded when they have three or fewer wound boxes left to mark. As soon as they reach this level of wound damage, they must make a general Willpower check. Those who fail the check can take no further action that round; the pain is just too great. If they pass the check, they can continue to fight.

Critically wounded characters must continue to make a general Willpower check before the declaration step of each round until: 1) they receive 2 rounds of treatment from a character with Medical skill, or 2) they use the paranormal talent

"Ignore Pain" successfully, or 3) they heal wounds and have four boxes unmarked.

RECOVERY AND HEALING

Characters heal damage in two ways. One, they must rest briefly to recover lost Stamina. And two, they must have bed rest to heal wounds.

RECOVERING STAMINA

To recover lost Stamina, a character simply rests for a few rounds—"taking a breather." To determine a character's recovery rate, find his original Stamina score in the ranges along the top of the Action Table. The number of the defense column below equals the number of Stamina points he can recover during each round of rest. (You should mark that number on your character sheet, next to "Recovery Rate.")

For example, John's original Stamina score is 70. That number falls in the 61-75 range, above column 5. Therefore, John can regenerate 5 points of Current Stamina for every round of rest.

A character can take no action during rounds of rest. If anyone attacks a character during a round, the character has not rested, even if the attack fails. Lost Stamina is regenerated at the end of every round.

HEALING WOUNDS

It takes more time to heal wounds than it does to recover Stamina. The character must spend one day in bed to heal two wounds. After a day of bed rest, the player can erase the marks in two wound boxes on the character sheet. If a character with Medical skill treats the wounded character daily, then the character can heal four wounds a day instead of two.

SPECIAL DAMAGE

Most damage comes from combat—but not all. Characters can be their own worst enemies: like real people, they fall off cliffs, fall asleep in bed

with a cigarette, or forget to run before the bomb goes off. Mother Nature can be even more dangerous: she brings on storms, zaps the earth with lightning, and causes the cities to shake. All of these things can damage a character, just as combat does.

FIRE

Fire causes two kinds of damage: burns and smoke inhalation. When a character catches on fire, he takes three wounds per round until the flames are extinguished. Characters catch on fire when exposed to open flames for one round or in other circumstances at the CM's discretion. If a character must breathe while in a smoke-filled area, he takes two wounds per round.

FALLING

Characters take damage if they fall more than 10 feet. Follow combat procedure to determine the amount of damage, treating the fall as a missile attack against the character (the character can spend Luck points). The strike number equals 90 plus the number of feet fallen. For example, if the character fell 15 feet, the strike number is 105; (90 + 15 = 105). Characters never suffer more than "C" damage from falls of less than 100 feet. Unfortunately, falls from elevations of 100 feet or more will always kill characters. (Luck checks still apply.)

CATASTROPHES

Catastrophes include explosions, collapsing buildings, avalanches, natural disasters, and the like. Follow combat procedure, treating the catastrophe as a missile attack just as you would in a fall. The strike number is calculated differently, however: use a base chance of 100, and add modifiers according to the following guidelines.

Modifiers: Keep in mind that a strike number of 100 is likely to inflict heavy or crippling damage. If you think that characters have a reasonable chance of surviving, subtract a few points from the base

chance. (A forest fire, for instance, could have a strike number of 95.) If characters have blundered into a situation where death is highly probable, add some points to the base chance. (For instance, if they're standing on top of Hoover Dam when it collapses, use a strike number of about 175.)

EXPOSURE

Characters without appropriate clothing or equipment suffer exposure damage when they spend 24 or more hours outside in very bad weather or other harsh conditions, such as desert heat. To determine the exact amount of damage, roll a specific check against 99 (the strike number), and use column 5 as the defense column. Use the armed combat key to read the results. Make one check for every 24-hour period spent outdoors. Outdoor Survival skill can help characters avoid exposure damage.

CRAZY STUNTS

Most characters can't resist trying stunts. What if a PC swings on a chandelier and crashes through a window? In cases such as these, the CM must use his own discretion to apply damage. The combat results keys and the previous examples should offer useful guidelines.

POISONS

In CRYPTWORLD, there are two methods for handling poisons. One method does not have to be chosen to the exclusion of the other in the game, depending on the situation, at the discretion of the CM. However, only one method should be used per instance of poisoning.

POISON GENERAL CHECK

All characters must make a general check against Current Stamina when they come in contact with a poison. If they pass the check, they're unaffected. If they fail the check, they die or suffer other damage as specified in the scenario. Player characters may still make a Luck check against death, and characters with Medicine skill may administer

an antidote to keep the victim alive if there is time.

POISON SPECIFIC CHECK

Poison may be assigned a potency from 1-10, with 10 being the strongest. These numbers correspond to the same number on the defense column of the Action Table. As with the general check method, PCs may make a Luck check against death, and characters with Medicine skill can attempt to administer an antidote to keep the victim alive (time permitting).

Failure means that the poisoning results in death after 1d10 rounds.

S = Septic: The victim will die in 1d10 minutes.

L = Lethal: The victim becomes terribly sick and may not engage in any activity for 1d10 days.

M = Moderate: The poisoning results in incapacitating illness for 1d10 hours.

H = Harmless: The poisoning results in incapacitating illness for 1d10 minutes.

C = Combated: The victim's body resists the poison and it has no effect.

SICKNESS AND DISEASE

Sickness and disease are handled in a similar fashion to poisons. There are two methods that may be employed to resolve whether a character catches a disease or other illness. Either method may be used, depending on the situation, but only one method should be used per exposure to a particular illness.

DISEASE GENERAL CHECK

Characters must make a general check against Current Stamina when they are exposed to a disease. A successful roll indicates that they are unaffected. If the check fails, they suffer other effects and/or damage as specified in the scenario. As with poisons, PCs may still make a Luck check against death, and characters with Medical skill can administer care that will prevent loss of Stamina and/or possibly mitigate other effects depending on the symptoms defined by the CM.

DISEASE SPECIFIC CHECK

Diseases may be assigned a potency from 1-10, with 10 being the most aggressive or virulent. The Disease Potency corresponds to the same number on the defense column of the Action Table. As with the general check method, PCs may make a Luck check against death, and characters with Medicine skill can attempt to administer care to prevent loss of Stamina.

Failure of the check means the victim is rendered incapacitated from the illness within 1d10 hours. He loses 3 wound boxes, and 4d10 points of Stamina immediately. An additional 1d10 points of Stamina are lost per day until he dies. Further, he suffers a daily cumulative penalty of 5 ability points from STR, AGL, DEX, and PCN. These adjustments will affect skills that rely on these abilities. The illness will pass 2d10 days after the victim begins receiving medical care. All ability losses are recovered when the illness passes.

S = Serious: The victim loses 1 wound box and 2d10 points of Stamina immediately. An additional 1d10 points of Stamina are lost per day until he reaches 0. At 0, he will die in 1d10 minutes unless attended to by a character with the Medicine skill. Further, he suffers a daily cumulative penalty of 5 ability points from STR, AGL, DEX, and PCN. These adjustments will affect skills that rely on these abilities. The illness will pass 1d10 days after the victim begins receiving medical care. All ability losses are recovered when the illness passes.

L = Limited: The victim loses 1d10 points of Stamina immediately. An additional 1d10 points of Stamina are lost per day for 1d10 days. If the victim reaches 0 Stamina, he falls unconscious for 1d10 days. The victim suffers a daily cumulative penalty of 5 ability points from STR, AGL, DEX, and PCN (up until unconsciousness occurs). These adjustments will affect skills that rely on these abilities. When the character awakens the illness has passed.

M = Moderate: The victim loses 1d10 Stamina and may not

regenerate Stamina for 1d10 days., Successful medical care can reduce this period of time by 50%.

H = Harmless: The victim suffers from symptoms of the illness (fever, cough, aches and pains, etc.) but is otherwise able to perform as normal.

C = Combated: The victim's body resists the disease and it has no effect.

RADIATION

Radiation exposure may occur particularly when creatures from other worlds are encountered, or other dimensional beings harboring alien radiation. Radiation is handled almost exactly as Sickness and Disease, with differences as noted here. Either of the following methods may be used to resolve radiation exposure, but only one method should be chosen per exposure/situation.

RADIATION GENERAL CHECK

Characters must make a general check against Current Stamina when they are exposed to radiation. A successful roll indicates that they are unaffected. If the check fails, they suffer other effects and/or damage as specified in the scenario. As with poisons or disease, PCs may still make a Luck check against death, and characters with Medicine skill can administer care that will prevent loss of Stamina and/or possibly mitigate other effects depending on the symptoms defined by the CM.

RADIATION SPECIFIC CHECK

Radiation doses are assigned an Exposure Severity of 1-10, with 10 being the most harmful. These numbers correspond to the same number on the defense column of the Action Table. PCs may make a Luck check against death, and characters with Medicine skill can attempt to administer care to prevent loss of Stamina. However, with severe radiation exposure, medical care is not always helpful.

Failure of the check means that deadly radiation renders the victim incapacitated within 1d10x10

minutes. He loses 5 wound boxes and 6d10 points of Stamina immediately. An additional 1d10 points of Stamina are lost per day until he dies. Further, he suffers a daily cumulative penalty of 5 ability points from all abilities. These adjustments will affect skills that rely on these abilities.

If the Exposure Severity is 9 or 10, a failed check always eventually leads to death. In this case, medical care can reduce Stamina loss by 50% per day, but death is inevitable. If any ability reaches 0 before Stamina reaches 0, the victim dies. Otherwise, medical care can arrest Stamina loss and ability penalties, and the character will require 1d10 weeks of bed rest. If the victim recovers, a random ability is chosen and 2d10 points are subtracted from the previous maximum score permanently.

S = Serious: The victim loses 3 wound boxes and 3d10 points of Stamina immediately. He is completely incapacitated 1d10 hours after exposure. An additional 1d10 points of Stamina are lost per day until he reaches 0. At 0, he will die in 1d10 minutes unless attended to by a character with the Medicine skill. The victim also suffers a daily cumulative penalty of 5 ability points from all abilities. These adjustments will affect skills that rely on these abilities. After medical care is received, the victim will require 2d10 days of bed rest. If the victim recovers and the Exposure Severity was 8, 9, or 10, a random ability is chosen and 1d10 points are subtracted from the previous maximum score permanently.

L = Limited: The victim loses 1d10 points of Stamina immediately. An additional 1d10 points of Stamina are lost per day for 1d10 days. If the victim reaches 0 Stamina, he falls unconscious for 1d10 days. The victim suffers a daily cumulative penalty of 5 ability points from all abilities. These adjustments will affect skills that rely on these abilities. When the character awakens, the illness has passed.

M = Moderate: The victim loses 1d10 Stamina and may not regenerate Stamina for 1d10 days.

Successful medical care can reduce this period of time by 50%.

H = Harmless: The victim suffers from mild symptoms of radiation sickness (fever, nausea, aches and pains, etc.) but is otherwise able to perform as normal.

C = Circumvented: The victim's body either resists the radiation, or he has been lucky and avoided the worst of the exposure.

ARMOR IN COMBAT

This section of the rules explains how body armor affects basic combat.

HOW ARMOR WORKS

Armor doesn't change how combat takes place, but it may change the outcome—how much damage a character receives. When characters fight in armor, follow normal combat procedure. If a strike against an armored character fails, then you can ignore the armor. If the strike succeeds, find the result as usual and follow these steps to see if the armor protects the wearer:

1. First, find out where the blow (or shot) hit. Armor rarely covers the whole body, and it offers no protection to areas that it doesn't cover. If the attack result is a "C" or "CK," and the attacker made a called shot against a particular spot, then that's where the blow landed. If some other result occurs, roll dice and use the Hit Location Chart to find the hit location.

2. Now you know where the blow or shot struck. If the attacker hit a location that wasn't protected by armor, then the defender takes normal damage. If the attacker hit armor, that's another story.

HIT LOCATION	
Dice Roll	Location Hit
01-09	Head
10-27	Upper torso
28-44	Abdomen/lower back
45-53	Right leg
54-62	Left leg
63-71	Right arm
72-80	Left arm
81-85	Right hand
86-90	Left hand
91-95	Right foot
96-00	Left foot

All armor protects characters against damage from unarmed attacks (“K” results—knockdowns—still apply). Kicks and punches, for example, do nothing against armor. Armed attacks may have an effect, however, if they can penetrate the armor.

3. To penetrate armor, an attack must be “stronger” than that armor. All armor has a value called the Armor Rating, or “AR.” The higher the rating, the stronger the armor. The following table lists the AR for general armor types and notes any exceptions to the penetration rules.

The strength of an attack equals the amount of Stamina loss called for by the results key. Roll for Stamina loss as usual. If the number of Stamina points lost is equal to or higher than the Armor Rating, then the attack penetrates the armor. The defender takes full damage—wounds and all. If the amount of Stamina points lost is less than the Armor Rating, then the attack has no effect (see “Hits to the Head”).

GENERAL ARMOR GUIDE		
Category	AR	Immunity
		Type
Leather	10	A
Studded Leather	15	A
Mail	45	A
Metal Plates	60	B
Helmet	30	B
Bulletproof vest	15	C
Combat suit	45	C

Notes:

AR: Armor Rating

A: withstands all sling-fired missile attacks.

B: withstands all attacks from slings, short bows, and thrown missiles.

C: withstands all missile attacks, but not beam or melee weapons.

Firearms automatically penetrate any type of armor except C.

CRUMPLED ARMOR

After armor is penetrated, it becomes worthless against future attacks to the same hit location.

PENETRATION BONUSES

Strong characters get special bonuses to penetrate armor when they attack with normal melee weapons or thrown missiles. Look at the following table, and add the correct bonus to the Stamina damage before you determine if a hit has penetrated. If the hit penetrates, drop the bonus and apply normal damage. The bonus makes it easier to penetrate, but it does not change the amount of damage that a successful hit inflicts.

Note: Penetration bonuses do not apply to attacks with slings or fired weapons.

STRENGTH AND PENETRATION BONUS	
Character's STR	Penetration Bonus
50-59	+5
60-69	+10
70-79	+15
80	+20

HITS TO THE ARM OR HAND

Characters may be in trouble if they receive a wound in an arm or hand that carries a weapon: if the wound is less than “crippling” (a “C” result according to the armed combat results key), they must make an immediate general Dexterity check. If they fail the check, they drop the weapon. If the wound is “crippling,” they must make a general Willpower check to continue using the hand or arm at all. They must make a new Willpower check at the beginning of each round until: 1) a character with Medicine skill treats them for 2 rounds; 2) they use the talent “Ignore Pain” successfully; or 3) they heal one wound box and are not critically wounded.

Note to the CM: You can use the Hit Locations Chart to add spice to regular combat too. In missile attacks, ignore the modifiers for targets “behind cover.” If the hit location is behind cover, the shot misses.

HITS TO THE HEAD

No armor offers full protection against blows to the head. When a character is hit in this location, he takes normal Stamina damage, even

if the blow doesn't penetrate his helmet. Many helmets only cover part of the head or leave the face unshielded. If a hit against this type of helmet occurs, roll a percent. 01-50 indicates that the attack struck the defender in an unshielded area; the defender suffers full damage, including wounds. 51-00 indicates that the blow struck the helmet; the defender suffers normal Stamina loss, but no wounds.

CALLED SHOTS AGAINST ARMOR

Characters may make hitting an armored character in the head, or in a body location not protected by armor, a called shot. Characters in melee may also call a shot to hit an armored character in a location where the armor is jointed; a favorite tactic against heavily armored knights was to try to stab them with a dagger beneath the arm where the dagger could slip between the joints in the armor and penetrate the chest cavity.

SHIELDS

There are two categories of shields: large and small. Characters who use a small shield may shift their defense column one column to the right. If they use a large shield, they can shift it two columns to the right. For example, a character who would normally defend in melee on column 4 and who is using a small shield would defend on column 5 instead. With a large shield, he'd defend on column 6.

Restrictions: Shields only protect a character against two attacks per round; on the third attack, the victim defends normally. Like all metal armor, shields (whether medieval or modern riot shields) never offer protection against a firearm or a paranormal attack. However, heavier large or small ballistic shields will block firearms.

STAMINA COSTS OF ARMOR

Most armor is heavy and cumbersome, so characters who wear it tend to tire more easily during battle. For each round in which they

melee, throw a missile, or run, they lose a few Stamina points.

To determine how many Stamina points an armored character loses, find the Armor Rating for his heaviest attire in the ranges on top of the Action Table. (Don't include helmets or shields.) The number of the defense column below the appropriate range equals the number of Stamina points lost each round.

Note: Bodysuits and bulletproof vests do not cause Stamina loss. Furthermore, characters cannot sprint in metal armor.

VEHICLES IN ACTION

Not all characters fight their battles while standing in the open air; quite a few of them take to the road. When a character takes off in a vehicle traveling 10 mph or faster, use this table to determine the distance that he covers each round.

VEHICLE SPEED CHART		
Speed	Ft/round	5' Squares
10 mph	75	15
20 mph	150	30
30 mph	225	45
40 mph	300	60
50 mph	375	75
60 mph	450	90
70 mph	525	105
80 mph	600	120
90 mph	675	135
100 mph	750	150
110 mph	825	175
120 mph	900	190
130 mph	975	205
140 mph	1050	220
150 mph	1125	235

If a vehicle is traveling less than 10 mph, it covers 1.5 squares per round per mile per hour on a 5-foot-scale map. For example, let's say two characters are engaged in a "high-speed" rickshaw chase through the crowded streets of Indonesia. The vehicles are traveling 8 mph, so they move 12 five-foot squares each round (8x1.5=12).

DRIVING CAPABILITY

Most NPCs can drive common land vehicles. Player characters can drive most conventional transportation,

including cars, pickup trucks, jeeps—but tanks or other armored vehicles will require a skill. A character's basic capability to drive a vehicle equals the sum of his Perception and Agility scores, divided by 2. Characters with the Stunt Driving skill have more exceptional talents behind the wheel.

ACCIDENTS

Accidents do happen, especially in shoot-outs and high-speed chases. The characters have accidents when they fail a driving check (against their basic capability or a Stunt Driving skill score). The CM should call for a general check against a character's driving capability when:

1. The character fails a surprise check while operating a vehicle.
2. The character operates the vehicle at an unsafe speed (including horse-drawn vehicles). Make one check for every fifth round of unsafe speed. See the following chart for speed guidelines.
3. The character receives more than one wound from a single attack.

SAFE VEHICLE SPEEDS	
Condition	Max. Safe Speed
Rush hour, or downtown	20 mph
Moderate city traffic	30 mph
Sharp curves	40 mph
Highway drive	60 mph
Light fog	40 mph-day, 30 mph-night
Heavy fog	20 mph
Dense fog	10 mph

When characters fail driving checks, use the situation at hand to determine what kind of accident occurs. Perhaps the driver hits another car, or swerves to miss it and runs off the road. Or perhaps the driver runs into a building. Regardless of the accident each character in the vehicle must check for damage as follows:

1. Roll a percent and subtract it from 100. This determines the attack margin on the Action Table.
2. Use the speed of the vehicle to determine the defense column. Column 10 is for 10 mph, 9 is for 20 mph, 8 is for 30 mph, and so on. (Shift one column to the left for every

10 mph. This way, column 1 is for 100 mph and faster.)

3. Find the result. Use the armed combat results key to determine damage.

VEHICLES AND COMBAT

Vehicles will often be employed by PCs in CRYPTWORLD. Both civilian and military vehicles may be available. This section presents different vehicle types, their characteristics, and how vehicle combat is resolved.

VEHICLES

Armored Personnel Carrier

<i>Missile Value:</i>	75
<i>Defense Bonus:</i>	0
<i>Speed:</i>	50
<i>Distance:</i>	300
<i>Weapons:</i>	1
<i>Structural Points:</i>	120
<i>Engine:</i>	3
<i>AR:</i>	30 II

These truck-like armored vehicles can carry 20 people, excluding the driver and another in the front. It has a mounted machine gun fired from the vehicle itself.

Car (Armored)

<i>Missile Value:</i>	75
<i>Defense Bonus:</i>	0
<i>Speed:</i>	80
<i>Distance:</i>	300
<i>Structural Points:</i>	80
<i>Engine:</i>	3
<i>AR:</i>	20 II

An armored car is a lightly armored car that may be of the civilian type typically used to transport money and other valuables, or it may be the military type that can also be mounted with heavy machine guns

Car (Civilian)

<i>Missile Value:</i>	NA
<i>Defense Bonus:</i>	0
<i>Speed:</i>	120
<i>Distance:</i>	400-600
<i>Structural Points:</i>	50
<i>Engine:</i>	1
<i>AR:</i>	NA

This represents a basic car. The CM can alter the maximum speed for different types as desired. A typical car can seat up to 5. Cars will have different potential distances depending on gas mileage.

Helicopter

<i>Missile Value:</i>	75
<i>Defense Bonus:</i>	0
<i>Speed:</i>	130
<i>Distance:</i>	300
<i>Structural Points:</i>	70
<i>Engine:</i>	1
<i>AR:</i>	NA

A helicopter may be civilian or military. A military helicopter may be mounted with a machine gun.

Jeep (Civilian or Military)

<i>Missile Value:</i>	NA
<i>Defense Bonus:</i>	0
<i>Speed:</i>	70
<i>Distance:</i>	300
<i>Structural Points:</i>	60
<i>Engine:</i>	2
<i>AR:</i>	NA

A jeep may carry up to 4 people if armed, and 5 if unarmed. Military jeeps may be armed with a heavy machine gun.

Military Truck

<i>Missile Value:</i>	NA
<i>Defense Bonus:</i>	0
<i>Speed:</i>	60
<i>Distance:</i>	300
<i>Structural Points:</i>	80
<i>Engine:</i>	4
<i>AR:</i>	NA

Military trucks carry up to 20 people, excluding the driver and an assistant in the front.

Motorcycle

<i>Missile Value:</i>	NA
<i>Defense Bonus:</i>	0
<i>Speed:</i>	150
<i>Distance:</i>	200
<i>Structural Points:</i>	20
<i>Engine:</i>	1
<i>AR:</i>	NA

Motorcycles range in size from one-person to two-person. Larger motorcycles may have small storage compartments for gear.

Pickup

<i>Missile Value:</i>	NA
<i>Defense Bonus:</i>	0
<i>Speed:</i>	110
<i>Distance:</i>	450
<i>Structural Points:</i>	40
<i>Engine:</i>	2
<i>AR:</i>	NA

Pickups come in a range of sizes and may be customized by the CM. The standard pickup may seat 3 in the cab, but extended cabs may seat up to 5. A pickup may carry a load of 1/2 ton to 1 ton.

Tank

<i>Missile Value:</i>	85/100/125
<i>Defense Bonus:</i>	+4
<i>Speed:</i>	30
<i>Distance:</i>	300
<i>Weapons:</i>	LG 2 MG 1
<i>Structural Points:</i>	300/400/500
<i>Engine:</i>	4/5/6
<i>AR:</i>	45 II

A tank is a heavily armored vehicle. It carries a large gun (LG) in its turret, and one machine gun (MG) as well. Tanks have three grades—light, medium, and heavy—distinguished by their missile value, structural points, engine damage boxes, and AR. The tank can fire either its main gun or its machine gun. Tanks have a 360-degree field of fire with both weapons.

Vehicle Listing Explanations

Missile Value: The base percent chance the driver or mounted weapon has to hit when using missile combat. This represents the average scores of a vehicle's or heavy weapon's crew: PCs must use their own skill scores in the weapon when firing it.

Defense Bonus: Added to the roll of 1d10 used to determine the defense column of the weapon when attacked by missiles. Only armored vehicles like tanks have a defense bonus.

Speed: This is the vehicle's maximum speed in miles per hour.

Distance: This is the distance in miles a vehicle may typically travel on a tank full of gas.

Weapons: This is the number of damage boxes allocated to weapons.

Structural Points: Structural points are analogous to PC Current Stamina points. When a vehicle's structural points reach zero, it is destroyed and completely nonfunctional.

Engine: This number is the number of damage boxes for the engine.

AR: This is the armor rating and immunity type for the vehicle. Not all vehicles have this listing, indicated by NA for not applicable. Refer to the Vehicle Armor section below for definitions of the immunity types.

VEHICLE COMBAT

Fire against vehicle targets of any type is resolved by interpreting the results of the fire on a different results key, the Vehicle Fire Results Key. Structural point damage is deducted when indicated on the key. When a damage box is indicated, the victim may choose whether to deduct the box from engines, weapons, or some other vehicle component that has damage boxes. When all damage boxes are gone, that component is destroyed and must be replaced or repaired.

The Sequence of Play

1. CM declares enemy vehicle actions.
2. Players declare their PCs' actions.
3. Both sides roll for initiative to determine who goes first.
4. Side A (the side that wins initiative) uses paranormal abilities if relevant.
5. Side A fires ranged weapons.
6. Side A moves.
7. Side B fires defensive attacks.
8. Side A fires.
9. Side B uses paranormal abilities, if relevant.
10. Side B fires ranged weapons.
11. Side B moves.
12. Side A fires defensive attacks.
13. Side B fires.

Note that ranged weapons may be mounted to a vehicle, or a PC may be firing out of a window or some similar opening.

VEHICLE FIRE RESULTS

S = Structural points of defending craft reduced by 1d10.

L = Structural points of defending craft reduced by 1d10x2.

M = Structural points of defending craft reduced by 2d10x2.

H = Structural points of defending craft reduced by 3d10x2.

C = Structural points of defending craft reduced by 3d10x2 and one damage box (chosen by attacker).

K = As C results, but driver may lose control of the vehicle due to weapon fire. Roll a driving check to avoid an accident.

Use these situational modifiers and apply them as skill adjustments to attackers.

Situation	Modifier
Vehicle firing while moving same round	-5 per 10 mph of movement declared
Target is vehicle moving same round	-5 per 10 mph of movement declared
Defender in light woods at instant of fire	-20
Defender in heavy woods or broken terrain at instant of fire	-30
Defender in building	-40
Firing machine gun	+50
Range	As per range modifiers on weapon table

VEHICLE ARMOR

Vehicle armor works similarly to armor worn by PCs. Vehicles will have a variable AR rating that generally reflects how much armor plating is present.

Immunity Type	
I	Withstands all attacks from primitive and thrown missiles, but not firearms or beam weapons.
II	Withstands all missile attacks except heavy artillery, but not beam melee weapons.

HORSES IN ACTION

All characters can ride horses at a basic level; their score equals Agility divided by 2. Characters can also acquire Equestrian skill, which gives them many more advantages on horseback.

Use the following table to determine movement for horses each round:

MOUNTED MOVEMENT PER ROUND			
Type of Move	Distance in feet	5' spaces	25' spaces
Walk	50	10	2
Trot	100	20	4
Canter	175	35	7
Gallop	250	50	10

Fatigue: Horses in combat can gallop (move at charging speed) for no more than 6 consecutive rounds. At the end of this time, they must slow to at least a canter for 12 rounds. Horses in continuous combat action for more than 20 minutes are winded and must rest for 30 minutes before they can be used in combat again.

OBSTACLES TO MOUNTED MOVEMENT

Numerous obstacles can impede mounted movement: ditches, ravines, fences, walls low enough to jump, rough terrain, and so on. Generally, horses cannot gallop over terrain that isn't flat, and thus they cannot charge over any type of obstruction.

Horses can jump obstacles, but their success is measured by the Equestrian skill of their rider, not their own physical build. Normally, horses can jump over an obstacle up to 5 feet high. For each foot over this height, subtract 25 from the skill score of the rider. This means that no horse—no matter how good his rider is—can jump obstacles over 10 feet high.

Horses can normally leap across ditches, ravines, or chasms up to 10 feet wide. For each additional foot of width, subtract 25 from the riding score of the rider.

Riders may sometimes be surprised by the sudden appearance

of obstacles. In such cases, their horses will automatically balk, and the riders must make a riding check. If they fail the check, they fall off.

FIGHTING ON HORSEBACK

Use the following chart whenever horses are involved in active combat:

Horse	Capacity	Wounds
Light	AR 30; one rider	10
Medium	AR 45 or 2 riders	13
Heavy	AR 60 or 2 riders	15

Notes: AR refers to the Armor Rating of the rider which may be carried. Medium and Heavy horses may carry two unarmored riders. "Wounds" is the number of wound boxes a horse can have checked off before being killed.

Characters with Equestrian skill and mounted combat skills fight mounted as explained in those skill descriptions (see Chapter 3). Characters without these skills may still attack from horseback, but do so with a -40 missile and melee modifier (in addition to all other modifiers).

Losing your seat: Mounted characters with Equestrian skill use the defense column that corresponds to their riding score when other characters try to drag or push them to the ground. (Look for the skill score in the ranges above the column numbers.) If the mounted character has no skill, he defends on column 1. Characters on the ground can pull a rider from his mount by making the action a called shot.

Charging: Mounted characters are charging when their horses gallop for at least 30 feet toward a target. Charging characters usually get a +30 melee modifier. They lose this bonus if another character wins initiative and charges them first.

Mounted characters suffer a -30 modifier when charging characters who face them with a polearm.

Wounded riders: Characters who are wounded while fighting on horseback must make a general riding check to keep from falling off the horse. Characters without Equestrian skill must use their basic riding score.



CHAPTER 6: PEOPLE YOU MEET

Non-player characters (NPCs) often feature in an adventure. Some have starring roles; others act in support. They are the villains and their victims, the strangers on the street, the mysterious woman, the helpful police officer...in short, everyone the PCs meet. The CM must breathe life into all these characters. He must give them distinct personalities. This chapter explains how the CM can keep track of the many NPCs in the world—and how he can play them to the best advantage.

MAJOR AND MINOR NPCs

Major NPCs are characters whose roles are essential to the plot of an adventure. They are the villains or the important victims of those villains. The PCs may interact with these NPCs frequently.

Minor NPCs include everyone else that the PCs meet: they are the people in the streets and shops, the servers at a restaurant, the cops on the beat...all the people the PCs would expect to find in a realistic setting, but who

have little to do with the actual plot of the adventure.

Sometimes, a minor NPC gets “promoted” to major status because of something the characters do. For example, if the PCs befriend a person who is a victim of a creature, or an informant when the characters are investigating some phenomenon, that NPC may appear again to help the PCs.

NPC STATISTICS

NPCs have the same Basic Abilities that PCs do, with one exception: Luck. Future published adventures will give full descriptions of major NPCs: what their scores are, what they look like—even how they act. The numbers in this information are called “statistics,” or “stats” for short. When the CM creates his or her own adventures, he or she should be sure to make up the statistics for major NPCs before play begins.

Minor human NPCs may or may not have individual statistics. Sometimes, one set of statistics can cover several of these at once. If the

CM decides to give them individual statistics later, he or she can roll up their Basic Ability scores (in the way done for PCs) as they are needed during play. In any case where a “quick” NPC is needed, the CM should assume that all human minor NPCs have a score of 50 in each Basic Ability.

Many skills and talents include Luck in their score formula. In these cases, you can use 50 for Luck, even though NPCs don’t really have that Ability.

STATUS RATINGS

NPCs who hold political, military, economic, or other forms of power have a status rating. The ratings range from 1 (least powerful) to 5 (most powerful). NPCs who hold no official power may still have a status rating if they’ve got an influential family or know the right “connections.” Of course, the vast majority of NPCs have no status rating.

Future published scenarios will provide status ratings for NPCs whenever it’s appropriate. The following guidelines should help the CM create status ratings for NPCs in his or her own scenarios:

STATUS RATINGS

Position	Rating
Head of State	5
Minister, cabinet member, high general, royal family	4
Senator, counselor, high bureaucrat, general, high nobility, extremely wealthy	3
Feudal lord, wealthy, state governor	2
Servants or associates of the above	1

NPC REACTIONS

In the worlds overrun by *things* or the unexplained in CRYPTWORLD, it’s not just who you meet that’s important. It’s what they do when they meet you! Do they help you or try to kill you? The three following guidelines should help the CM decide how NPCs react. The first one has top priority: the CM should follow it above all others. The third one has

SITUATION CHECK RESULTS

Die Roll	Result	DAC Modifier
1	<i>Angry and hostile:</i> The NPC is angry about being disturbed right now.	-20
2	<i>Angry but not hostile:</i> The NPC is angry about something, but is not necessarily angry at the PCs.	-15
3	<i>Scornful:</i> The NPC feels himself too important to waste time with the PCs.	-10
4	<i>Hurried:</i> The NPC will grant very little time to the PCs; he or she has more important matters at hand.	-05
5	<i>Uninterested:</i> The NPC will grant the PCs time, but is really not interested in what they have to say.	0
6	<i>Open:</i> The NPC will be open and courteous with the PCs.	0
7	<i>Curious:</i> The NPC will be open, courteous, and very curious about the PCs, asking lots of questions which may be embarrassing.	0
8	<i>Friendly:</i> The NPC will be initially friendly to the PCs, providing reasonable service or information.	+5
9	<i>Comradely:</i> As friendly, but may be willing to provide a service or information that puts him/her out or is somewhat inconvenient.	+10
10	<i>Eager:</i> The NPC is eager to hear what the PCs have to say and may put themselves to great inconvenience to meet a request.	+15

lowest priority: the CM should follow this guideline only if the other two seem inappropriate.

Priority One: The adventure. In most cases, the adventure itself will dictate the reactions of major NPCs. Major NPCs are just like people; they have their own plans, goals, and feelings, which dictate their reactions. Sometimes these goals are one of the main driving forces of the adventure’s plot; other times they are the backdrop to deciding how they will react as the PCs interact with the place or events in a scenario. For example, a generally good person might be an unwilling accomplice of a *thing* simply because his family is at risk otherwise.

Priority Two: The personality (or position) of the character. The CM should have a decent grasp of the personality of NPCs. One way to do this is to write down several personality traits to keep in mind when an interaction occurs. In this way, the CM can guess how an NPC would react to most situations. For example, impulsive people react impulsively, while cowards put their own safety above all else.

Priority Three: Situation checks and direct action checks. Although it may be clear from a particular situation how an NPC will react, sometimes the CM will want to use situation and direct action checks to determine the character’s behavior. This leaves some of the play to chance, which is a great way for a situation to unfold in ways no one could have designed or predicted.

SITUATION CHECKS

A situation check tells the CM how an NPC feels at any given moment. To make the check, the CM secretly rolls 1d10 just before the PCs begin to talk to or interact with the NPC. If the NPC has a status rating, the CM subtracts it from the result of the roll. Treat results less than “1” as “1.” The chart marked “Situation Check Results” describes how to use the result to discover the mood of an NPC. (Ignore the column marked “DAC Modifier” for now.)

THINGS AND REACTIONS

Although many *things* are irredeemably evil, sometimes PCs

will try to converse and/or negotiate with them. These situations need to be handled at the CM’s discretion.

It is possible that in some situations a creature cannot be negotiated with. Its motivations or disposition simply don’t allow it to stop and listen to the PCs. Alternatively, the nature of the creature may not make it susceptible to ordinary human influence or reasoning—its mental functioning is just too alien. However, in situations the CM deems appropriate, a direct action check may be allowed. Generally, a penalty should be applied to the Personality score of the PC attempting the check. This can range from -10 to -50, at CM’s discretion. Such an adjustment should be used *instead of* a situation check to determine modifiers. A direct action check will generally not have any Personality bonus when dealing with *things*.

DIRECT ACTION CHECKS

A direct action check is a specific check against a player character’s Personality score. It shows how NPCs react when the player character does something that warrants a response: asks for help, makes a threat, attempts a con, etc.

Usually, the direct action check immediately follows a situation check. For instance, let’s say a character approaches a stranger. The CM rolls a situation check to find out what kind of mood the stranger is in. Perhaps the two characters talk for a moment. Then the character asks for help, and the CM rolls a secret direct action check to find out what the stranger does in response.

The Situation Check Results key has a column marked “DAC Modifier.” That stands for “Direct Action Check Modifier.” When the CM makes a situation check, he notes the modifier indicated with the result. If he later makes a direct action check for the same meeting, he adds or subtracts the modifier from the PC’s Personality score.

Direct action check results lie on the defense column corresponding to one of the NPC’s Basic Abilities (refer to the number ranges above the column number). The following

chart tells which Ability score to use, depending on the PC’s action.

DIRECT ACTION CHART	
PC Action	NPC Ability (Defense Column)
Routine request	Personality
Request for aid, no danger	Personality
Request for aid in danger	Personality
Lying, conning	Perception
Persuading	Willpower
Threatening	Willpower

Failure of a direct action check means the NPC reacts negatively. He or she refuses to help or sees through a lie. If the PC has made a threat, the NPC may grow hostile, even violent, in response.

Direct action check results are interpreted on the following key:

DIRECT ACTION RESULTS

S = *Slight positive reaction:* The NPC doesn’t say “Yes” to the PC, but doesn’t say “No” either. Further discussion is in order.

L = *Limited positive reaction:* The NPC takes limited action as desired by the PC, so long as such action does not involve danger or harm, cost the NPC money, or require much time.

M = *Moderate positive reaction:* The NPC helps the PC as long as no risk is involved.

H = *Highly positive reaction:* The NPC gladly does exactly as the PC requests, within reason, as long as no risk is involved.

C = *Charmed:* The NPC is quite taken with the PC (or quite frightened by a threat) and even takes some risks to help the PC.

K = Not applicable.

The CM should adjust these reactions if they don’t fit a given situation.

BRIBERY

There are times when a bribe seems like the only way to reach a goal. The PCs may follow these guidelines to resolve this kind of interaction.

1. Roll percent dice to determine whether the NPC is honest and cannot be bribed. Under ordinary circumstances, most people who are

honest cannot be bribed. But desperation can make even the most honest person more agreeable to a bribe. See the following table for the probability that an NPC can be bribed. The CM may roll to determine the NPC's current state.

Roll	Personality/State	Chance
1-2	Honest/Secure	30%
3-4	Reputable/Comfortable	35%
5-6	Reliable/Content	40%
7-8	Fraudulent/Discontent	50%
9-10	Dishonest/Desperate	75%

Note that the CM should feel free to alter the die roll when randomly deciding the personality/state of an NPC, depending on current circumstances. In addition, the CM may choose to roll twice, averaging the result. For example, the first roll can be used to determine personality, and the second their state of being. One possible result could be dishonest/secure, for an average chance of being bribed of 53% (round fractions up). This can reflect the fact that even a secure person may accept a bribe when he is content with his life, but fundamentally dishonest or greedy.

2. If the NPC will accept a bribe, determine the minimum bribe the NPC will accept. The CM will need to decide what is appropriate based on the status rating of the NPC. It is possible that the NPC has no status rating, in which case the CM will decide the current circumstances of the NPC. The general guidelines listed here can be used in making these determinations and may be adjusted to fit the specific circumstances. When times are tough, a lower bribe may be accepted. This is also influenced by the scope of the favor being asked.

3. Roll a direct action check for the player character making the bribe. Failure, of course, means the NPC refuses the bribe totally; a touch of honesty has overcome him or he decides his situation isn't so desperate after all. Only a "C" indicates that the NPC accepts the bribe; on any other successful result, the NPC haggles for more, and the PC must make a better offer and try

again. The CM may end this haggling at any point, at his or her discretion.

Bribe Required	Status Rank
A minor favor or small amount of money (\$20-\$50 or so).	1
A small favor, money, or other goods/wealth (a few hundred dollars).	2
A moderate favor, or amount of cash (a few thousand dollars) or other material wealth.	3
A considerable favor or amount of money/wealth (several thousand or tens of thousands of dollars, or equivalent).	4
A major favor, or some very large amount of money or other material wealth.	5

CONVINCING NPCs OF THE UNEXPLAINED

Most people will think the NPCs are either crazy or lying when they try to convince them that the forces of the unexplained are responsible for some kind of phenomenon or happenings. However, the PCs may wish to convince NPCs that these forces are at work.

The process to convince others follows several steps. After all, you can't just magically convince someone who thinks humans are alone in universe that the alien preceptors from an alternate dimension have enslaved humanity! Or that the friendly next door neighbor who works the night shift is actually a blood-sucking fiend.

The first step is for the Crypt Master to determine the NPC's starting receptivity. The CM may roll on the following table to determine the NPC's starting mental state.

NPC Receptivity	
Mental State	Probability
Asleep	01-90
Curious	91-97
Open	98-99
Convinced	00

Most people are *asleep*; they are totally oblivious that there are forces of the unexplained actively at large in

the world. Many of these people may practice religion and abstractly believe that there are other forces out there, but not in the here and now.

Curious people may entertain the idea that there are unexplained phenomenon. In spooky situations, their imaginations may get away from them, and they are more open and mildly sure there is something weird going on in the world. This does not last, and they generally can convince themselves that there is an explanation for what they felt or saw by the next day or week.

Open people generally feel there are unexplained forces in the world, and that sometime, somewhere, maybe something very supernatural happened or is happening, but not to themselves at this moment.

Finally, *convinced* people already believe there are *things* lurking about. They probably are unaware of what those things are, or at least not the full scope of what's out there. These people may fixate on a particular phenomenon, such as ghosts or aliens, and their belief is centered around that idea. These people probably, though not necessarily, have had a physical brush with the unexplained.

Once the NPC's starting mental state is determined, the CM can decide how an interaction unfolds when the PCs try to convince someone that the unexplained is responsible for a particular situation. The NPC must move from one state to the next, from asleep to curious, for example, until the convinced state is reached. There is a 10% chance per mental state level that the PCs can further convince the NPC in an interaction. If this roll fails at any time, the NPC cannot be influenced again on the matter at hand without some new (and likely tangible) evidence. NPCs will revert to their original mental state within days of the interaction, usually one day per state. Once an NPC is convinced, that is his new permanent mental state. If an NPC is encountered already in this state, the PCs need only succeed once to bring him over to their particular issue, unless the CM has determined that the NPC already believes in the particular phenomenon.

This entire process is a conversation that generally takes 1d10 minutes per state level.

CHAPTER 7: THINGS

The *things* presented in this chapter cover a breadth of horror genres. Here you will find the classics, but also science fiction and movie inspired monsters. Although a world in which all of these horrors exist simultaneously can be interesting, the CM should not feel obligated to include all of these creatures in the same campaign. CRYPTOWORLD should be made to fit your vision of horror at any given time, and monsters can be cherry-picked to fit that vision.

DESCRIPTIONS

Each animal or *thing* has a block of descriptive characteristics. Standard ability abbreviations are used, but the number presentations are somewhat different from those of PCs. Some abilities will have two numbers listed, one number followed by another in parentheses. The first number is used if the CM wants to customize a creature or animal. The number corresponds to the same number on the defense column of the Action Table. Each defense column has a range of numbers associated with it. For example, column 3 has 31-45 listed. The CM takes the lowest number in the range, in this case 31, and adds 2d10. The sum is the ability score. If the CM prefers to save time or there is no need to customize the ability scores, the number in parentheses corresponds to the highest number in the column range, in this case 45, and that number is used for the ability score. Note that if abilities are customized, Attack (ATT) and Wound (WND) scores will change accordingly.

In addition to the standard abilities, the following descriptive terms are used:

PWR: Power is an ability only possessed by some *things*, and generally ordinary animals will not have this ability. Many creatures have special powers that are similar in function to paranormal talents. The PWR ability is used like a skill for

these powers in determining whether they are used successfully, much like a "base" is used for paranormal talents. In some cases, a *thing* will have a paranormal talent, and generally PWR is used instead of a base calculated from abilities. There can be exceptions, and any such deviation from the norm will be noted in power descriptions.

WND: Wounds are generally determined by STA (just as with PCs and NPCs), but particularly weak or small creatures have fewer wounds than STA would normally indicate. When creating new animals or *things*, the CM may use his discretion and this chapter as a guide.

ATT: The Attack listing will have a number followed by a slash and a percentage. The first number is the number of attacks per round that the being possesses. Unless otherwise noted, multiple attacks per round follow the same rules as multiple attacks for PCs.

The percentage after the number is the equivalent of the *thing's* unskilled melee score and is calculated by the standard method (Str+Agl/2). The CM may, at his discretion, assign skills to a creature so that it has a higher skill level in a particular weapon or attack. For example, a vampire may be skilled with a sword so that any sword attacks are at the Specialist (+15%), Expert (+30%), or Master (+55%) level.

MV: This is the Movement of the creature expressed in feet per round when in an encounter situation. L refers to land movement, F to flying or air movement, and W refers to water or swimming movement.

Some *things* move similarly to PCs and NPCs, with similar rates depending on type of movement (walking, running, sprinting, etc.), and are generally subject to STA loss from sprinting. Such creatures will have † next to movement to indicate this, and movement provided is running movement.

Experience: This is the number of experience points granted for destroying or otherwise defeating the *thing*. This number of points is granted to each PC. The CM may grant additional experience points at his discretion, or even reduce this amount. For example, causing a creature to flee in a way that removes it more or less permanently from the game could grant half of the experience. Some animals have 0 experience, which indicates that under ordinary circumstances they are not enough of a threat to grant experience. However, if such an animal poses an unusual threat, the CM may grant experience for the encounter, with 50 generally being the minimum.

Powers: Many creatures have special powers. The specifics of each power will be in their descriptions. Many are used with PWR for the skill roll and deduct current WPR for their use. The Crypt Master should feel empowered to alter creature powers as he sees fit in order to add a little variety and surprise to encounters.

UNSETTLING POWERS

The use of unsettling powers is optional and at the discretion of the Crypt Master. These powers can be assigned to *things* that have PWR, whether they normally have other powers or not. The powers can be used to contribute to mood and atmosphere in encounters, and to give specific *things* some (relatively) minor unique abilities. These powers can often be used as the basis for a fear check. If unsettling powers are used in the game, the CM should only use them sparingly. After all, blood dripping from the walls for the tenth time loses some of its impact!

Unsettling powers should be customized by the CM. Some guidelines and examples are presented here, but many more are possible. Usually, unsettling powers should be used as a general check against PWR and cost 10 WPR per round. Effects are not generally directly harmful, though they could

alter environmental conditions to cause an accident (slick floor, darkness, etc.). The following is a list of possible unsettling effects with guidelines for area of effect and other details. The CM can alter these or use them as the basis for new effects.

Bloody Message: This power is used to make statues, walls, and other objects bleed human blood. It has a range of 100'. The blood may also form a message as if someone has smeared blood into words on a wall, or the dripping effect may form words.

Chill/Warm: This effect can be used to either drop or raise the ambient temperature within a 500' radius by 1d10 degrees Fahrenheit per round. Temperature change is cumulative, and ultimate temperature adjustment depends on how many rounds of continuous use is employed. After the power is used, the temperature will adjust toward the normal ambient temperature by 1 degree per minute.

Extinguish: This power causes all light sources except for sunlight to be "snuffed out" within a 50' radius of the user. Sources of light from combustion, like candles or torches, stop burning and cannot be lit while this power is in effect. Sources of light from electricity, such as lamps or flashlights, cease working and will not function while the power is active. This power costs 5 WPR per round of use.

Minor Telekinesis: This power is a very minor version of telekinesis, used mainly to frighten onlookers. It has a range of 100', but objects may only weigh one ounce per point of the user's WPR. Objects may be moved 25' per round, but do not have enough force to deal damage directly.

Silence: This power may be used in two ways. The *thing* may activate the power centered on itself, and all sound is muffled within a 50' diameter range, which moves as the creature moves. This costs 5 WPR per minute. Alternatively, the creature may touch some object and imbue the effect within it, waiting to be activated when another creature or person makes contact with it. This costs 20 WPR, which remains deducted from the maximum current

WPR until the object is triggered. The object will create the same range of silence for three minutes.

Swirling Mist: This ability creates a thick, swirling mist that clings to the ground and is 3' high. There is zero visibility within the mist. It occupies a 300' radius around the user of this power. It fully dissipates three minutes after the user of the power ceases concentration. After one minute, visibility is 50%; after two minutes, it is 25%; and after the third minute, the mist has essentially dissipated.

Touch of the Grave: When a *thing* touches a person and activates this power, the victim feels a cool numbing sensation and the paranoid delusion that he is becoming a cooling corpse. He feels his breath leave him and is filled with dread that he is about to die. His AGL suffers a penalty of -20, as he feels clumsy from numb lifeless limbs. This effect lasts 1 minute.

Vermin: This power may be used in two ways. The first calls forth a small swarm of vermin. The vermin may be ordinary rats, flies, carrion beetles, or the like. Some *things* may summon forth only one type, as a kind of calling card. The vermin do not attack, but are inconvenient, getting under foot, in food, on the walls, covering windows, etc. in order to be unnerving. This use costs 10 WPR per minute. The second use is much more invasive, with the vermin actually emerging from the victim's mouth! This costs 10 WPR per round, and at the CM's discretion may result in a -30% modifier to skill checks due to the distraction.

Voice Projection: The *thing* may project its voice to a range of 100'. In the case of creatures that cannot speak, a voice may be generated or the creature may simply vocalize normally to scare and confuse opponents.

Warp Wood: This power may be used to "warp" a worked piece of wood out of shape, such as a stake, arrow, wooden cross, etc. Each use may warp one object. Only wood that has been fashioned may be warped. Living wood, unworked branches, etc. may not be affected.

ANIMALS

Alligator

STR:	5 (75)	WPR:	2 (30)
DEX:	NA	PER:	NA
AGL:	4 (60)	PCN:	3 (45)
STA:	5 (75)	PWR:	NA
ATT:	1/68%	WND:	15
MV:	L 60 W 90		

Experience: 0

Alligators are large aquatic reptiles that average 15 feet in length. They attack with powerful jaws. Crocodiles are similar animals that live in salt water marshes. The CM may increase STR to 6 (90) if a crocodile is encountered by characters.

Ape

Chimpanzee

STR:	7 (105)	WPR:	2 (30)
DEX:	2 (30)	PER:	NA
AGL:	4 (60)	PCN:	3 (45)
STA:	4 (60)	PWR:	NA
ATT:	2/83%	WND:	15
MV:	L 150 Trees 100		

Gorilla

STR:	8 (120)	WPR:	2 (30)
DEX:	2 (30)	PER:	NA
AGL:	4 (60)	PCN:	3 (45)
STA:	5 (75)	PWR:	NA
ATT:	2/90%	WND:	15
MV:	L 150 Trees 75		

Experience: 50

Apes are quadrupedal, knuckle-walking mammals that are closely related to humans. Gorillas are larger but not as prone to violence as chimpanzees. Apes attack by biting and pummeling, or by using an unskilled hold.

Bat

STR:	1 (15)	WPR:	1 (15)
DEX:	NA	PER:	NA
AGL:	3 (45)	PCN:	2 (30)
STA:	1 (15)	PWR:	NA
ATT:	1/30%	WND:	1
MV:	L 5 F 150		

Experience: 0

Bats are nocturnal flying mammals. There are many types of bats, and the prior statistics may be used for any type. Most are harmless, but some

may attack intruders who venture into the caves or other areas that they lair. Since bats are so small, an individual is only capable of inflicting a light wound, even if the Action Table results indicate a higher result. There is a 10% chance that anyone bitten by a bat is exposed to a disease. The CM may choose or roll 1d10 for the potency of the disease (see disease rules). All attacks against flying bats are resolved using column 10.

Bear, Black

STR: 7 (105) WPR: 2 (30)
 DEX: NA PER: NA
 AGL: 3 (45) PCN: 3 (45)
 STA: 6 (90) PWR: NA
 ATT: 1/75% WND: 15
 MV: L 200 W 30

Experience: 50

Bears are large omnivorous animals, varying in aggression depending on species. Black bears are not as aggressive as grizzly bears, for example. They attack once in a round, by either bite, claw, or an unskilled hold. The CM may increase STR to account for the abilities of larger bears, as necessary.

Bird, Large

STR: 1 (15) WPR: 1 (15)
 DEX: NA PER: NA
 AGL: 5 (75) PCN: 5 (75)
 STA: 2 (30) PWR: NA
 ATT: 1/45% WND: 1
 MV: L 20 F 225

Experience: 0

Large birds include hawks, eagles, vultures, and similar. The largest inflict regular armed combat damage, but smaller birds may be limited to moderate damage at the CM's discretion. They attack with either talons or their beaks.

Cat, House

STR: 1 (15) WPR: 2 (30)
 DEX: NA PER: NA
 AGL: 4 (60) PCN: 4 (60)
 STA: 1 (15) PWR: NA
 ATT: 2/35% WND: 2
 MV: L 225

Experience: 0

House cats come in many colors and breeds. Although they can attack twice with their claws and a bite each round, their relatively small size makes them incapable of inflicting more than a light wound, even if the Action Table results indicate a higher result.

Cat, Great

STR: 5 (75) WPR: 2 (30)
 DEX: NA PER: NA
 AGL: 7 (105) PCN: 5 (75)
 STA: 5 (75) PWR: NA
 ATT: 3/75% WND: 15
 MV: L 225 W 50

Experience: 0

Large cats include lions, tigers, panthers, and others. They attack with a bite and two claws.

Dog, Feral

STR: 3 (45) WPR: 2 (30)
 DEX: NA PER: NA
 AGL: 4 (60) PCN: 5 (75)
 STA: 4 (60) PWR: NA
 ATT: 1/53% WND: 14
 MV: L 200

Experience: 0

Feral dogs have become wild. Though less powerful than wolves, they can be more dangerous because they are bolder toward humans. They come in a variety of coat colors and sizes, since they are generally mongrels. They attack with a bite and live in groups of 2d10.

Herd Animal

STR: 7 (105) WPR: 2 (30)
 DEX: NA PER: NA
 AGL: 5 (75) PCN: 5 (75)
 STA: 6 (90) PWR: NA
 ATT: 1/90% WND: 16
 MV: L 250

Experience: 0

This category of animals includes herd animals or similar beasts, such as cattle, bison, deer, moose, or even camels. Smaller herd animals such as deer may have STR 5 (75) at the CM's discretion. These animals generally run from danger, but will fight when cornered.

Horse

STR: 7 (105) WPR: 2 (30)
 DEX: NA PER: NA
 AGL: 5 (75) PCN: 5 (75)
 STA: 7 (105) PWR: NA
 ATT: 2/90% WND: 17
 MV: L 300 W 30

Experience: 50

There are many breeds of horses. They are usually employed as animals of labor or transportation. Horses are powerful creatures and may attack by kicking and biting in the same round, using the armed combat results.

Rat

STR: 1 (15) WPR: 1 (15)
 DEX: NA PER: NA
 AGL: 5 (75) PCN: 4 (60)
 STA: 1 (15) PWR: NA
 ATT: 1/45% WND: 1
 MV: L 100

Experience: 0

Rats are small rodents that do not generally seek combat unless there is no place to flee. Their bite may only inflict up to a light wound, but there is a 10% chance that victims are exposed to a disease. The CM may roll or choose the potency.

Shark

STR: 6 (90) WPR: 2 (30)
 DEX: NA PER: NA
 AGL: 5 (75) PCN: 5 (60)
 STA: 7 (105) PWR: NA
 ATT: 1/83% WND: 17
 MV: W 175

Experience: 50

Sharks are adapted to be the ocean's fiercest predators. These creatures attack unlucky characters with a bite of razor-sharp teeth.

Snake, Venomous

STR: 1 (15) WPR: 1 (15)
 DEX: NA PER: NA
 AGL: 5 (75) PCN: 4 (60)
 STA: 2 (30) PWR: NA
 ATT: 1/45% WND: 11
 MV: L 90

Experience: 0

There are many types of venomous snakes. Although their bite alone may

only inflict up to a serious wound, the bite is poisonous. The CM must decide the poison potency of the snake.

Wolf

STR: 3 (45) WPR: 2 (30)
 DEX: NA PER: NA
 AGL: 5 (75) PCN: 6 (90)
 STA: 4 (60) PWR: NA
 ATT: 2/60% WND: 15
 MV: L 225

Experience: 50

Wolves are highly social pack animals that fill a predatory apex on the food chain. They live in temperate climates and vary in coat color depending on climate and subspecies. Wolves attack by bite and claws. Wolves generally live in groups of 2d10+1.

THINGS

Ankle Biter

STR: 2 (30) WPR: 1 (15)
 DEX: 3 (45) PER: 2 (30)
 AGL: 3 (45) PCN: 3 (45)
 STA: 3 (45) PWR: NA
 ATT: 1/37% WND: 12
 MV: L 75 (L 150 when frenzying)

Experience: 500

Ankle biters are small animalistic humanoids who exist only to eat. These highly carnivorous creatures are short and squat, standing around 2 feet tall. They have no proper head, rather their facial features are found where their chest would be. Ankle biters have short squat arms and legs and are covered in matted brown fur. Their most note-worthy feature is a cavernous mouth that takes up nearly half of its torso area. This mouth is lined with several rows of sharpened razor-like teeth, much like a shark. Ankle biters are generally encountered in groups of 2d10+5.

Ankle biters are thought to be of alien origin, descending upon the human race as a wolf would to livestock. They swarm en masse, consuming anything and anyone who gets in their way, stripping a corpse to its skeleton in minutes. When they enter this feeding frenzy, their movement rate is doubled.

Ankle biters have an above-animal intelligence, but they are single-minded of purpose when they hunger, which is always. When every animal and human in an area is consumed, the ankle biter swarm will find a cave or cellar where they will fall dormant for 1d10 years, at which time they will surface again to feed.

Cannibal Hillbilly

STR: 4 (60) WPR: 4 (60)
 DEX: 3 (45) PER: 1 (15)
 AGL: 3 (45) PCN: 4 (60)
 STA: 4 (60) PWR: NA
 ATT: 1/53% WND: 14
 MV: L 75†

Experience: 600

Cannibal hillbillies are inbred humans who live in isolation far from civilization, usually in a log cabin deep within a mountainous region or in a ramshackle hovel in the middle of a desert badland. Due to years of inbreeding, cannibal hillbillies are malformed and twisted with missing or extra digits, misshapen skulls or brow regions, hunchbacked spines, protruding jawlines, shortened or elongated limbs, etc. Also, because of generations of isolation from the rest of society, cannibal hillbillies have lost the ability to speak, communicating instead in a primal language consisting of guttural clucks, chirps, grunts, and shrieks.

Cannibal hillbillies are very savvy

outdoorsmen, living off the land by hunting, slaughtering, and consuming any prey that enters their region. Over the years, they have developed a fondness for human flesh, and they enjoy the challenge this prey offers during a hunt. Cannibal hillbillies are notorious for rerouting a single lost vehicle deeper into their land for sport, and for setting up traps and snares throughout the area in hopes of trapping a lost hiker. If they discover prey on their land, they will stalk and hunt the victim for as long as it's entertaining to them. Once they bore of the hunt, they will chase down a victim and drag him back home for the inevitable slaughter and feast.

Chupacabra

STR: 3 (45) WPR: 3 (45)
 DEX: NA PER: NA
 AGL: 6 (90) PCN: 4 (60)
 STA: 4 (60) PWR: NA
 ATT: 1/68% WND: 14
 MV: L 200 F 100

Experience: 400

The chupacabra is a dog-like creature with scaled green-brown leathery skin and no fur. It has bat-like wings for forelimbs, but the forelimbs are also efficient at ground movement. The creature attacks with sharp claws, or it can grapple with an unskilled hold. If successful in a hold, it attaches to its victim and bites with its long canine teeth to suck the victim's blood. A



victim must make a general poison check against type 7 poison, or he is rendered paralyzed for 1d10 minutes. The chupacabra drains blood from a helpless victim each round, dealing the equivalent of a light wound on the armed combat results. These creatures live in mountainous areas and descend at night to feed on livestock or other available victims.

The Created

Revenge Golem

STR:	6 (90)	WPR:	NA
DEX:	2 (30)	PER:	1 (15)
AGL:	2 (30)	PCN:	2 (30)
STA:	6 (90)	PWR:	NA
ATT:	1/60%	WND:	15
MV:	L 100		

Composite Man

STR:	7 (105)	WPR:	5 (75)
DEX:	3 (45)	PER:	3 (45)
AGL:	3 (45)	PCN:	3 (45)
STA:	6 (90)	PWR:	NA
ATT:	1/75%	WND:	15
MV:	L 100		

Experience: 800

The Created is the name given to any humanoid creature assembled and given life through supernatural or scientific means. The Created are usually brought to life by people tampering with powers they do not fully understand. With rare exceptions, most of The Created encountered will be enormous of size, standing 7 feet tall at a minimum, possessing superhuman strength. There are two primary versions of The Created, although others may exist:

Revenge Golem: A revenge golem is a humanoid creature constructed out of either stone or clay that is then given life through magical means in order to exact revenge. The one who desires revenge must also be the one who constructs the revenge golem. Upon completion, the revenge golem is then brought to life through an arcane ritual in which the wronged individual pours a portion of his hatred and rage into the creature. The revenge golem will then be mentally linked to its creator and will obey any commands given by him. The primary goal of the revenge golem

will be to murder those who wronged its creator. However, once accomplished, the creator becomes obsessed with punishing others who have wronged his friends, his family, his community, etc., until the whole world becomes a target for the revenge golem. If the mental link between the golem and its creator is severed, the creature will go on a rampage, killing everyone it encounters until it is destroyed.

Composite Man: A composite man is constructed from stitched-together corpses and body parts, and then brought to life through scientific means. The motivation of a creator of a composite man is primarily scientific curiosity as he tries to crack the secrets of life and death. But these experiments fail to take into account the confusion, rage, and pain felt by the resurrected creature. The composite man will first take revenge against its creator for disturbing its eternal rest. Since it is no longer alive or dead, the composite man will then turn its murderous rage against humanity, jealous that it has no place in the world. Keep in mind that a composite man is not a mindless brute, as it possesses the intellect and cunning of an average human being. But its intellect and mental stability are often twisted and warped due to the resurrection process, making the creature sadistic and cruel.

Criswell

STR:	2 (30)	WPR:	9 (135)
DEX:	3 (45)	PER:	4 (60)
AGL:	3 (45)	PCN:	5 (75)
STA:	2 (30)	PWR:	160
ATT:	1/38%	WND:	11
MV:	L 75†		

Experience: 600 + 200 for each additional psychic power

Criswells are powerful mentalists who possess incredible psychic abilities. Criswells look like any other human being except for their light blonde, nearly white hair and an eye color that shifts and fluxuates depending on their emotional state. Criswells are cruel, sadistic, and manipulative, looking down at humanity as a contemptible subspecies. Criswells revel in their ability

to dominate others through fear and intimidation, and they usually place themselves in a position of social power where they can wield their superiority, such as mayor of a small town, chief of police, university president, etc. Very powerful Criswells may hold public office in the highest branches of government, making them particularly difficult to approach...and very dangerous to ignore. Those who defy the will of a Criswell are made an example to all, which keeps others in line and properly subjugated.

Criswells are usually "gifted" with one primary mental ability, although particularly powerful Criswells may have two or three psychic gifts. (Refer to the following Criswell Powers list.) All Criswells have two innate mental abilities that are always active with 100% accuracy. First, a Criswell can immediately tell if a person is lying to him. (The Criswell may not know the nature of the deception, but he will be aware that he is being deliberately deceived.) A Criswell can also empathically sense the underlying emotions of someone he's speaking to, whether they are fearful, paranoid, duplicitous, etc.

Criswell Powers

Enhanced Telekinesis: The Criswell can lift and manipulate objects using the power of his mind. This ability is handled similarly to the paranormal talent *telekinesis*, except the Criswell can lift his current WPRx3 pounds in weight, whether it's one object or many. (For example, at full strength of 75 WPR, the Criswell can lift one object weighing 225 pounds, or many objects that weigh 225 pounds in total.) Each use of this ability costs the Criswell 40 current WPR.

Pyrokinesis: This power is handled identically to the paranormal talent of the same name, except it costs 40 current WPR per round of use.

Enhanced Read Thoughts: The Criswell can read minds, allowing him to have uncanny insight into the motivations and intentions of others. This ability works in much the same manner as the paranormal talent *read thoughts*, but costs 40 current WPR.

The Criswell's ability can also be used to give him an advantage in combat situations. If the Criswell loses initiative, he can use his power to "regain" initiative after the victims have declared their actions. The Criswell can use this new knowledge to react to the victim's intended combat actions, which they must stick to during their combat round.

For example, the Criswell loses initiative. A PC declares he'll shoot at the Criswell. The Criswell then declares he'll use his power (spending 40 WPR). The Criswell now regains initiative and declares that he'll dive for cover behind a nearby desk. The victim must then spend his action firing at the now-concealed Criswell as he wonders how the Criswell predicted his action.

Manipulation: The Criswell can impart his will on a victim, forcing him to mindlessly obey his mental commands. The Criswell must make eye-to-eye contact with the victim in order to implant the mental command. If the victim is able to avoid eye contact, the Criswell will be unable to use this power. However, if eye contact is made, the ability requires a specific PWR check using the column corresponding to the victim's WPR. Each use of this ability costs the Criswell 40 PWR.

S = The victim suffers from a painful mental overload and is stunned into inaction for one round. However, they are not under the Criswell's control.

L = The victim will obey one command of one word in length. (For example: Flee, Jump, Freeze) The Criswell's control lasts only as long as it takes the victim to successfully complete the command. However, the victim will be unable to harm himself or others.

M = The victim will obey one command of one sentence in length. (For example: Flee from this building. Give me your gun. Stab your partner with this knife.) The Criswell's control lasts only as long as it takes the victim to successfully complete the command. The victim will be willing to harm others, but he will be unable to harm himself.

H = The victim will obey all commands from the Criswell for one hour. During this time, the Criswell's



dominance over the thrall is absolute. The victim will be willing to harm himself and others without hesitation.

C = The victim will obey all commands from the Criswell for 24 hours. During this time, the Criswell's dominance over the thrall is absolute. The victim will be willing to harm himself and others without hesitation.

Demon

Incorporeal Form

STR:	NA	WPR:	9 (135)
DEX:	NA	PER:	NA
AGL:	NA	PCN:	9 (135)
STA:	NA	PWR:	180
ATT:	1/*	WND:	0*
MV:	teleport anywhere instantly		

Corporeal Form (general)

STR:	9 (135)	WPR:	9 (135)
DEX:	7 (105)	PER:	7 (105)
AGL:	9 (135)	PCN:	9 (135)
STA:	8 (120)	PWR:	180
ATT:	2/135%	WND:	0*
MV:	L 225 F 225		

Experience: 1,500

Demons are evil supernatural entities. They have been around longer than mankind, possibly for as long as the universe has existed. They have an alien, completely evil intellect. They tempt humans into depraved acts, and seed discontent and malicious feelings wherever possible. Causing pain, fear, and death are their primary objectives, at least as far as the human mind can fathom.

Demons are often confused with ghosts, or especially poltergeists, as they are attracted to the same negative energy places and people. Though some of the way they corrupt people resembles the abilities of a poltergeist, demons work somewhat more subtly, at least at first, to coax a person to embrace his or her negative impulses.

In their incorporeal forms, demons will use their various powers against a target. They sometimes take on a mist form (at a cost of 5 WPR) that is bestial in shape, which again may be confused for a poltergeist.

They can physically attack an opponent (in both incorporeal and corporeal forms), clawing, biting, or bludgeoning for massive damage using the armed combat results on column 2. Each such attack costs 10 WPR.

Some demons can take physical forms, depending on their individual inclinations. It costs 50 WPR to create and maintain a physical form, and this is deducted from a demon's current WPR for as long as the form is maintained. There appear to be demonic "types," though it is unclear whether these types are truly different demons or whether they are simply manifestations that depend on demonic intent. The previous statistics are for a general humanoid form, but the Crypt Master should adjust these as he sees fit depending on the circumstances. The following detail some known demonic types, but the CM should feel free to add to these or modify them as the need arises:

Familiar: Familiars are demons that generally manifest as animals (use animal statistics, modified to be more powerful at CM's discretion), but they can also appear human. They ally themselves with evil people or creatures, and have even been known to work with vampires. They must receive a small amount of blood from their "master" each day, and they grant the ability to see through their eyes, hear through their ears, and communicate telepathically, to a distance of 666 yards.

Goblyn: A goblyn is a physical manifestation of a demon that usually terrorizes an individual, including small children, through ever-escalating violence executed through pranks and sabotage.

Succubae/Incubae: These demons take on the forms of beautiful men or women. They try to tempt mortals into passionate acts, particularly in ways that will destroy the relationships of the victim. Such an act also opens the victim to possession, granting the demon a two column shift bonus on such attempts.

Demons suffer no wound damage in physical form, and they can only be dealt damage by weapons blessed

by holy practitioners. They suffer armed weapon damage from splashes of holy water as well. If reduced to zero current STA, their physical form melts into a spiritual goo residue, and they cannot manifest a physical form again or use any of their powers for 666 hours (about 28 days). Demons regenerate WPR at a rate of 30 per hour with no rest required, and STA recovers at the rate of 16 per round, with no rest required.

Demon Powers

There are many possibilities for demonic powers. The following are some of the most common. Note that any time a demon attack or power is checked against a victim's WPR, the victim receives a +40% bonus to WPR if he has a blessed object in his possession, such as a rosary, cross, or similar religious item.

Demonic Curse: A demon curses a victim using a general check subtracting the victim's WPR from the demon's PWR. Success reduces the victim's LUCK score to zero. Once per week, the victim can make a general check versus WPR to gain 25% of his LUCK back (round down; it would take four successes to be back to full LUCK). In addition, in situations where the CM randomly determines targets in combat or any other negative random outcome, the PC should be chosen automatically.

Demonic Influence: The demon infiltrates the mind of a victim with the ultimate goal of possession. Influence is exerted over a 24-hour period in the form of demonic whisperings and other sounds only the victim can hear. After each 24-hour period, a general check is made, subtracting the victim's WPR from the demon's PWR. The demon expends all of its WPR and WPR regenerative capacity while exerting its influence (it cannot use WPR for any other task while using this power). The number of successful checks for the demon determines the degree of influence and effects, and effects are cumulative. If the victim resists the influence two days in a row, the overall effects are reduced by one check.

One Check: The victim is distracted, suffering -10% to all skill rolls. He has confusing and troubling thoughts, often of a random, crude, and inappropriate nature.

Two Checks: Demonic influence increases, and the victim has a tendency for violence. In a tense situation, the victim must succeed in a general WPR check to avoid committing a violent act, or alternatively as the situation dictates, resist an involuntary reaction such as defecating or urinating.

Three Checks: The victim is even more distracted, now suffering -25% to all skill checks. He hallucinates, thinking he can read negative thoughts from others and that he is in great danger. He now must succeed in a WPR general check with a -20% penalty to avoid attacking others in a stressful situation.

Four Checks: The victim falls into a semi-comatose state. He thrashes about and must be restrained, or he will harm himself (WPR general check) every hour using the unarmed combat results.

Five Checks: Possession. The victim has now become entirely possessed by the demon. He may appear to have had a complete recovery to others, for he may now act and speak normally. However, the demon has usurped his body and will now act in its own interests. This may be a specific task, or it may mean to wreak as much destruction as possible. The possessed body now has the demon's corporeal form abilities. However, the body does suffer wounds and can die. Stamina regenerates as the demon normally would, and once possessed, the demon's WPR is freed to use other powers. However, the possession costs 80 WPR to maintain, deducted from its current WPR total.

Demonic Telekinesis: This is the demon's ability to move large objects, including people, around a room or smaller objects to another location entirely. Demons can move objects weighing current WPRx3 in pounds around a room, levitate them, etc., including living things. Used offensively, this can crush opponents using PWR in a specific

check against the victim's WPR column with armed combat results. Non-living objects weighing current WPR in pounds can be teleported up to 666 miles away. All uses of this power costs 50 WPR, applied before calculating current WPR for the use of this power.

Doppelganger

STR: 4 (60) **WPR:** 3 (45)
DEX: 3 (45) **PER:** 3 (45)
AGL: 4 (60) **PCN:** 4 (60)
STA: 4 (45) **PWR:** 80
ATT: 1/60% **WND:** 12
MV: L 75†

Experience: 500

In its natural form, a doppelganger is a hideous humanoid with no body hair, mustard-colored skin, and covered in oozing pores. However, these creatures are rarely seen in their true forms. Doppelgangers are societal parasites, living among humans by *shape changing* into human form.

Doppelgangers may mate with humans or other doppelgangers, but females do not take care of their own young. They swap their infant with a human infant, and the young doppelganger will remain in human form, raised by a human family until its teen years when it will come to understand its true nature. Doppelgangers sometimes assume a human identity for many years, though their evil nature always shows itself eventually, and the doppelganger must move on.

Doppelganger Powers

Shape Change: Doppelgangers can change their shape into an indistinguishable copy of a specific person, if they have had physical contact, no matter how brief. This takes one round and costs 20 WPR, after a successful PWR general check. A doppelganger can maintain this form indefinitely, but the 20 WPR is permanently deducted from current WPR until the creature returns to its natural form. Doppelgangers revert to their true form when rendered

unconscious from damage (not sleep), or upon death.

Dream Stalker

STR: 4 (60) **WPR:** 6 (90)
DEX: 3 (45) **PER:** 5 (75)
AGL: 4 (60) **PCN:** 4 (60)
STA: 4 (60) **PWR:** 130
ATT: 1/60% **WND:** 14
MV: L 75, can "teleport"

Experience: 1,000

A dream stalker is the ghost of a person who has committed unspeakable evils and has returned to continue tormenting the living even in death. However, unlike other ghosts, the dream stalker generally cannot fully enter the earthly plane. It is confined to the realm of dreams. It stalks victims within their dreams and is able to inflict real damage to them, even kill them.

A dream stalker has the equivalent of a physical form in dreams, but cannot be harmed except in special circumstances (see the following). It uses its *dream stalk* power to enter the dreams of a victim, and it manipulates the dreams to make them horrific. The dream stalker must enter the dreams of a victim for three consecutive nights. Once accomplished, the victim is open to physical attack, and the dream stalker engages in dream combat. Only a person with the *dream walk* paranormal talent may deal normal damage to a dream stalker in combat. Alternatively, a ritually prepared iron-bladed weapon may be taken into a dream via a successful general WPR check by the dreamer. The weapon deals normal damage to the dream stalker. This ritual must be discovered through research.

All damage suffered by a dreamer is real, and if the victim is killed in the dream, he dies in the waking world as well. If the dream stalker is killed, it is banished from the living plane, and the victim immediately awakens.

Dream Stalker Powers

Dream Stalk: A dream stalker uses this power to enter and manipulate

the dreams of a victim. Entering a dream requires a successful general PWR check and costs 40 WPR. The dream stalker may then manipulate the dream as he desires in order to scare and torment the victim. If the CM uses the optional rule of fear checks, the victim may be required to make a fear check on column 5. Failing a fear check allows the dream stalker to attack, dealing real damage immediately instead of having to enter a victim's dreams three times.

A victim can never truly run away from the harassment of a dream stalker, since it can appear anywhere it wishes while in a dream. However, once the dream stalker becomes able to deal real harm, it is then bound by the physical rules of the dream, including movement. A victim may attempt to wake up once every 10 minutes with a general WPR check. Failing that, the victim will wake in the morning at the CM's discretion, assuming he has not been killed!

Familiar, Blood

Devil Dog

STR: 4 (60) **WPR:** 3 (45)
DEX: NA **PER:** NA
AGL: 6 (90) **PCN:** 6 (90)
STA: 5 (75) **PWR:** NA
ATT: 2/75% **WND:** 15
MV: L 225

Blodthrael (Blood Thrall)

STR: 5 (75) **WPR:** 4 (60)
DEX: 4 (60) **PER:** 3 (45)
AGL: 6 (90) **PCN:** 6 (90)
STA: 5 (75) **PWR:** NA
ATT: 2/80% **WND:** 15
MV: L 75†

Experience: Devil Dog 300, Blood Thrall 500

Vampire legends often mention inhuman servants of vampires, which guard them during the day and otherwise do their bidding. These servants are blood familiars, having given over their will to a vampire in exchange for long life and vitality. Blood familiars are strong, and so long as they continue to consume their master's blood, they never age.

Devil Dog: Devil dogs are dogs that are thralls of a vampire, given

vampire blood to strengthen them and make them do the vampire's bidding. They are typically large breeds, such as Dobermans, Rottweilers, Labradors, etc. They understand their master's speech perfectly and can follow complex orders. They typically guard their master during daylight hours when he is vulnerable. Devil dogs instinctively know when and where their master needs them, and they know immediately when he has awakened from daylight torpor.

Blood Thrall: A blood thrall is a human servant given vampiric blood exactly as a devil dog. However, a blood thrall not only defends his master but also carries out business that the vampire cannot do during the day. Blood thralls have an intimate mental link with their master, and so long as they are within 100 yards of each other, they can communicate telepathically. The previous statistics are for a "typical" blood thrall. However, if a character becomes a thrall, he receives a +10% bonus to STR, AGL, STA, and PCN.

If blood is withheld from a blood familiar, he will age at an accelerated rate, reaching his true age one week after he is overdue for his fresh infusion of inhuman blood. A particularly old familiar will, of course, die of old age. At the Crypt Master's discretion, a familiar may acquire some vampiric abilities with extreme old age, such as *climb* or *mesmerize*. Any such powers would use WPR instead of PWR to function.

Ghost

STR:	NA	WPR:	7 (105)
DEX:	NA	PER:	6 (90)
AGL:	NA	PCN:	6 (90)
STA:	NA	PWR:	130
ATT:	1/*	WND:	0*
MV:	F 75 (incorporeal)		

Experience: 1,000

A ghost is the last psychic element left behind by a once living human. Although not always the case, most ghosts still residing on the earthly plane stay because of anger at being wronged and wish to exact vengeance on the living.

Ghosts typically haunt a place, object, or person. They are usually invisible, and can fly and pass through all obstacles. They may manifest as a roughly humanoid form of any color mist, which costs 5 WPR. Ghosts may attack with a *supernatural touch*.

A ghost may interact with the outside world in a limited way. By spending 10 WPR and succeeding in a general check against PWR, a ghost can use available materials to write a message or move a small object. Ghosts also have the power to *excise living* (see below).

Ghosts cannot be physically harmed. However, if a ghost has a particular connection to a place or object, the destruction of that place or object will dismiss the ghost to another plane. If the ghost has unfinished business that the characters are able to complete, this may also allow a ghost to pass into eternal rest.

Ghost Powers

Excise Living: A ghost may use its supernatural powers to terrorize a victim, instilling fear in him. This costs 5 WPR per round and may affect all characters in a 30' radius. Each character resolves the specific check for the attack separately against his WPR column.

S = The victim finds himself unable to move for one round, though he may stand in one place and attack or use other skills or abilities.

L = The victim is frozen from fright and can only defend against melee with column 1 or column 3 for missile attacks.

M = The victim runs away in fear as fast as he can for as many rounds as the power is in effect, accounting for any Stamina loss from sprinting or running. In addition, the victim loses two points of WPR per round the effect is active.

H = Same as L, and the victim loses two points of WPR per round.

C = The victim is overwhelmed with fright and loses consciousness for as long as the power is active. In

addition, the victim loses two points of WPR per round.

Supernatural Touch: With this power a ghost can deal physical damage to an opponent. It uses the opponent's unskilled melee score as the column for resolving damage. With a C result, the character also feels a bone-numbing chill that paralyzes him for one round.

Ghoul

STR:	4 (60)	WPR:	3 (45)
DEX:	3 (45)	PER:	3 (45)
AGL:	6 (90)	PCN:	5 (75)
STA:	4 (45)	PWR:	NA
ATT:	1/75%	WND:	12
MV:	L 225		

Experience: 750

Ghouls are foul undead creatures that consume dead flesh. It is thought that ghouls are related in some way to vampires, but their shared need to consume may be only a coincidence. In fact, ghouls and vampires despise one another.

When satiated on human meat, ghouls look like ordinary humans, if a bit green around the gills. However, they must consume at least five pounds of dead human flesh per week or their form takes on a canine-like bestial and hunched appearance. If they go for longer than a month without rotten meat, their PER drops to 0 and they are little more than ravenous monsters.

Ghouls attack with retractable claws or with weapons. They also have a second row of sharp teeth that emerges from their gums in front of their human teeth, and though they do not often attack in this manner, they might bite a helpless opponent. Any victim bitten by a ghoule must succeed in a general check versus STA or become an undead ghoule in 3d10 hours.

Ghouls only suffer Stamina loss from all normal attacks, and they regenerate 2d10 Stamina per round with no rest required. They suffer normal damage from weapons made of pure iron, and only regenerate 1d10 Stamina damage and one wound box from iron-inflicted damage every 24 hours.

Gillman

STR:	5 (75)	WPR:	4 (60)
DEX:	3 (45)	PER:	2 (30)
AGL:	3 (45)	PCN:	2 (30)
STA:	4 (60)	PWR:	NA
ATT:	1/60%	WND:	14
MV:	L 75 W 150		

Experience: 700

Gillmen are amphibious humanoids thought to be the so-called "missing link," the point at which water-breathing creatures evolved the ability to breathe air and survive on land. They are fully amphibious, able to breathe both water (through a set of large gills on their necks) and air (with a fully developed set of lungs). Gillmen have large bulbous eyes and fish-like scales covering their bodies. They are equipped with dorsal fins on their head and back, and large webbed claws and feet, which allows them to swim underwater twice as fast as they can run on land.

Gillmen are solitary creatures as only one is usually encountered at any given time. Their lairs are found in underwater caves or grottos, accessible only through an underwater entrance in a freshwater lake, river, or lagoon.

Gillmen will lurk and silently watch any interlopers to its area, attacking only when it can get the element of surprise. They will use their knowledge of the area to first cut off escape routes before starting their attack. The reproductive cycle of gillmen is unexplained, although it is rumored gillmen seek to interbreed with human females, dragging them back to their hidden lairs for nefarious purposes. Although gillmen are usually found in fresh water areas, gigantic oceanic gillmen are rumored to exist.

Gorgon

STR:	3 (45)	WPR:	4 (60)
DEX:	4 (60)	PER:	3 (45)
AGL:	4 (60)	PCN:	4 (60)
STA:	3 (45)	PWR:	75
ATT:	1/53%	WND:	12
MV:	L 75†		

Experience: 1,000

Gorgons are evil humanoids that have the ability to petrify victims. They have thin scaly tentacles that can emerge from beneath their hair, which is responsible

for the myth of the snake hair of Medusa. Gorgons may be male or female.

Gorgons are cannibalistic, if feeding on humans can be considered so. They eat human flesh whenever possible and use their ability of *petrify* to subdue opponents. If the power results in complete petrification, the statue may be used as a sadistic decoration, or pulverized and disposed of.

Gorgon Powers

Petrify: A gorgon uses this power to kill or subdue a victim. The creature's tentacles emerge from its scalp, and the power may be directed at one target within 50 feet and line of sight. This requires a specific PWR check using the column corresponding to the victim's WPR. This power costs 30 WPR. Refer to this list for interpreting results:

S = The victim is stunned and cannot take any action except defense for one round.

L = The victim is paralyzed and completely helpless for 1d10 rounds.

M = The victim is instantly killed. Immediate medical attention will allow resuscitation. The successful use of the Medicine skill (general check) will revive the character if performed within 1d10 rounds.

H = The victim is instantly killed. Immediate medical attention may make resuscitation possible. The successful use of the Medicine skill (general check) with a -20% penalty will revive the character if done within 1d10 rounds.

C = The victim is turned to stone.

This power may be reflected back at the gorgon with a mirror, but the mirror must be large enough to be held in front of the defender's entire head.

Gremlin

STR:	2 (30)	WPR:	5 (75)
DEX:	5 (75)	PER:	2 (30)
AGL:	4 (60)	PCN:	5 (75)
STA:	2 (30)	PWR:	90
ATT:	1/45%	WND:	11
MV:	L 75†		

Experience: 500



Gremlins are dangerous, mischievous imps who have a penchant for damaging and destroying machinery. Gremlins are short (less than a foot tall) hairless creatures with clawed hands and feet. They have grayish-green mottled skin, pointed ears, yellow cat-like eyes, and a rictus grin that never leaves their faces. They are usually clothed in rags and cloth scraps, living in the walls and under the floorboards of homes where they can observe the human residents. (Some claim to hear shrill maniacal giggling too.)

Gremlins have an uncanny mechanical aptitude that they use to tinker with, disassemble, reassemble, alter, and destroy any and all kinds of machinery, whether mechanical, electrical, computerized, or industrial. However, although gremlins can alter, reconstruct, and reprogram machinery at will, they do not possess the ability to *create* machines of their own. This envious jealousy of humanity's skill at creating machines drives gremlins to "punish" humans for their hubris. Any gremlin that is able to get hold of a piece of machinery can jury-rig and reprogram it into nearly any configuration and purpose the gremlin can imagine.

Gremlin Powers

Disable Device: The gremlin alters the device or machinery so that it will not work properly. Cell phones won't pick up a signal; automobiles won't start; and televisions only show static. To disable a device, the gremlin needs 30 seconds of uninterrupted time with the item at a cost of 10 WPR. Someone with an appropriate mechanical skill can attempt to repair the device or determine why it stopped working.

Reprogram Device: The gremlin alters the device or machinery so that it functions in a supernaturally different way than what is expected. A cell phone picks up whispered threats of violence; an automobile's seat slams the driver into the steering column; and a television shows a scene of the viewer being murdered. Reprogramming a device is meant to

frighten and unnerve the victim rather than injuring them. To reprogram a device, the gremlin needs 5 minutes of uninterrupted time with the item at a cost of 20 WPR. Someone with an appropriate mechanical skill can attempt to repair the device or determine why it's acting so strangely.

Deadly Device: The gremlin alters the device or machinery so that it will injure or kill the user. A cell phone broadcasts an intense high-pitched tone that permanently deafens the user; an automobile speeds out of control and into a tree or over a cliff; and a television explodes, blinding the viewer. Creating a *Deadly Device* takes 20 minutes of uninterrupted time with the item at a cost of 30 WPR. Someone with an appropriate mechanical skill can attempt to diagnose why the machine malfunctioned in such a dangerously unexpected way.

Hag

STR:	3 (45)	WPR:	4 (60)
DEX:	3 (45)	PER:	5 (75)
AGL:	4 (60)	PCN:	4 (60)
STA:	3 (45)	PWR:	70
ATT:	1/53%	WND:	12
MV:	L 75†		

Experience: 500

A hag is a foul female creature that is singularly unattractive to humans. Her gnarled, offensive features make adults wince and children cry. Her inner nature is equally corrupt and

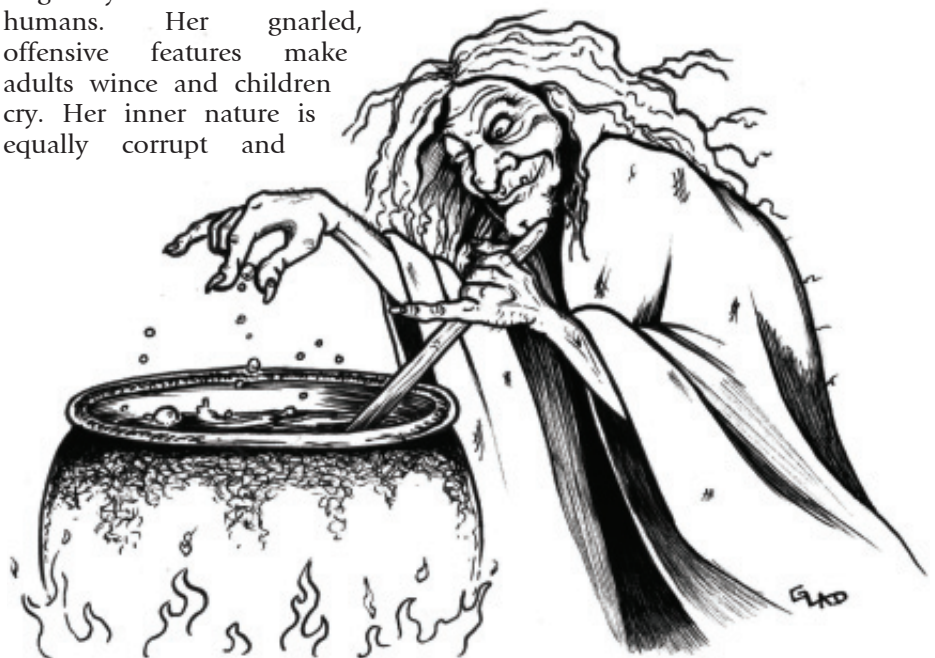
twisted.

The primary motivation of a hag is to attain beauty and to flaunt it. As they have none of their own, hags must steal it from attractive women. They use their power of *leech youth* to gradually drain the life force of a beautiful woman in order to stay youthful and attractive. The hag usually befriends her next victim and lures her to a location in order to effect her hag powers.

Hags attack with weapons, though they prefer to act behind the scenes and do not seek a physical confrontation except when looking for a new victim. In fact, most hags are very charismatic, and people generally feel comfortable and trusting around them. Hags take Stamina damage from attacks as normal, but only suffer wound damage from weapons made from an oak tree older than 100 years.

Hag Powers

Leech Youth: A hag must concoct an occult brew and spend 10 current WPR to first create this potion. The hag must deliver this to a victim in food or drink, at which point the hag forces her will against the victim's. This requires a PWR general check and costs 30 current WPR. If successful, those 30 points are deducted from the hag's current WPR



for as long as she maintains the leeching power. The affected woman is in a comatose state of hibernation. She needs no food or water in this state. She is drained of 5% of her current STA per week, and is unable to regenerate STA. This transfer keeps the hag beautiful and youthful looking. When the victim's STA reaches zero, she becomes a shriveled husk and dies. The hag must seek a new victim within one week before she reverts to her normal hideous state.

Hell Spawn

STR: 3 (45) **WPR:** 3 (45)
DEX: 2 (30) **PER:** 3 (45)
AGL: 2 (30) **PCN:** 2 (30)
STA: 3 (45) **PWR:** NA
ATT: 1/37% **WND:** 15
MV: L 75†

Experience: 500

Hell spawn are infants born with retractable claws, goat-like oval pupils, and an adult-level intelligence. These newborns are thought to be either mutants or the next evolutionary step of mankind. However, their disregard for human life and murderous bloodlust reveal their true monstrous intentions. Hell spawn will often slay all within the delivery room upon its birth, including its parents. Once it escapes, it will try to find a surrogate family to infiltrate, hiding its true nature and playing up the illusion that it is nothing more than a helpless infant. (Childless couples and orphanages are ideal targets for this deception.)

Once it has found a new family, the Hell spawn will begin sowing seeds of discord, committing acts of violence and depravity and leaving evidence implying one of its new family members. As the family begins to distrust and fear one another, the Hell spawn will ratchet up the tension until nerves are shot and the family begins to break down. When it has tired of this game, it will slaughter all within the household then leave to find a new family to "play" with.

Some families become wise to the manipulations of the Hell spawn

(recognizing that the troubles began when it entered their lives), but refuse to confront it out of fear for what it may do and out of fear that no one will believe their outlandish claims of an "evil killer baby."

Jersey Devil

STR: 3 (45) **WPR:** 3 (45)
DEX: NA **PER:** NA
AGL: 5 (75) **PCN:** 4 (60)
STA: 6 (90) **PWR:** 60
ATT: 2/60% **WND:** 16
MV: L 200 F 100

Experience: 500

The Jersey Devil is a malicious beast. It has a head resembling a goat on a long neck, bat-like wings, hooved legs, and a long forked tail. It walks on its hind legs, and its front legs are relatively short with clawed paws. The creature attacks with a bite and its claws. The Jersey Devil hunts isolated areas, and will attack lone hikers, hunters, campers, etc. It emits a terrifying scream that is used to confuse victims (see Jersey Devil Powers). The monster eats only the internal organs of its victims. It suffers no damage from ordinary weapons, but can be harmed by weapons coated with a reduction of mandrake juice.

Jersey Devil Powers

Devil Scream: This unearthly screech is emitted by the Jersey Devil to confuse opponents. This ability costs 20 WPR and requires a general PWR check. All victims within 100 feet of the wail are confused for 1d10 rounds, unsure where they are, indecisive, and afraid. They cannot attack, make defensive actions, or do anything but stumble around for 1d10 rounds.

Leprechaun

STR: 3 (45) **WPR:** 4 (60)
DEX: 4 (60) **PER:** 2 (30)
AGL: 4 (60) **PCN:** 4 (60)
STA: 3 (45) **PWR:** 90
ATT: 1/53% **WND:** 12
MV: L 75†

Experience: 500

Leprechauns are greedy, evil diminutive humanoids. Though they only stand about three and a half feet tall, they are intimidating with their gnarled faces and teeth like needles. Unlike their depiction in popular culture, they wear drab colors and clothes that are falling apart from use. They covet wealth, never parting with it for any reason. They hoard precious metals, jewelry, and other valuables, though they have no interest in paper money.

Leprechauns live in hidden abodes in the wilderness, sometimes beneath ancient trees or in caverns. Poison ivy always grows nearby. Should someone stumble upon a leprechaun's treasure and steal any part of it, the leprechaun knows instantly for it has a telepathic connection to its loot. It will hunt down whoever bears a bit of its treasure until it has killed the offender and recaptured its belongings. This mental link cannot be broken and extends over any distance.

Legends are partially true in that a subdued leprechaun may grant a supernatural boon. However, they are not easily captured since they can become insubstantial. If a leprechaun is draped with ivy (or otherwise in contact with ivy), it becomes powerless and can be bound.

Leprechauns take Stamina damage from normal attacks, but suffer no wound damage. They may only be killed by a weapon that has touched the blood of a stag. Although leprechauns are suspicious creatures, they love fine drink and stories abound of clever people seducing a leprechaun with a fine stout brew to catch it off guard.

Leprechaun Powers

Insubstantiality: A leprechaun may become insubstantial, to pass through walls and other solid objects. It must succeed in a general check versus PWR and spend 10 WPR. This state lasts for 1d10 minutes or until dismissed.

Leprechaun Boon: If captured and rendered helpless, a leprechaun may

grant a boon for its release. It cannot grant specific wishes, but instead may grant supernatural LUCK to its captor. The captor receives a pool of 1d10 supernatural LUCK points, which may be spent at the CM's discretion for a lucky occurrence that brings wealth or other desirable circumstances. Points may also be spent just as ordinary Luck points, but should be viewed as more potent.

Leprechauns are loath to grant this boon. Not just out of spite, but because they are depleted of 50 current WPR until all LUCK points are used. Once released, they will tempt their captor into spending the points, going to the length of arranging unlucky situations to encourage their use. If a leprechaun is double crossed and captured by the same person (or accomplice), or not let go in the first place, the LUCK turns negative and will be spent at the discretion of the CM to bring about horribly unlucky events. Few survive such a predicament.

Mummy

STR: 5 (75) **WPR:** 7 (105)
DEX: 3 (45) **PER:** 1 (15)
AGL: 2 (30) **PCN:** 5 (75)
STA: 7 (105) **PWR:** 100
ATT: 2/53% **WND:** 1*
MV: L 40

Experience: 1,000

The stereotypical mummy is an Egyptian dried corpse wrapped in bandages. However, mummies are undead creatures animated and imbued with evil intelligence from various dark rituals, and may be produced by other cultures. Rituals commonly involve preserving the corpse through desiccation, so most mummies have this in common.

Mummies are resentful entities that have been ripped from the afterlife and wish to deal as much destruction as possible. They may attack twice each round using unarmed combat results. Alternatively, they may attack once to strangle an opponent.

Mummies take Stamina damage as normal, but only take wounds from fire or silver weapons. Mummies may only receive one



wound box of damage before disintegrating into dust. However, the dust is swept into the air, and it returns to the mummy's tomb or coffin (or some other location) where it reforms after 24 hours.

At the Crypt Master's discretion, some mummies may have a *destruction scroll*. These scrolls were made as a precaution so that the mummy could be easily destroyed by its creators if necessary. It takes 1d10 minutes to read such a scroll, and the mummy will arrive in 1d10 rounds to try to disrupt the reading. If the reader is successfully attacked, the reading is disrupted and the scroll crumbles.

In addition to their other abilities, mummies can use one of their powers per round instead of another attack form.

Mummy Powers

Desiccate: A mummy may grasp an opponent with a successful attack, and drain all of his bodily fluids to leave a dried husk. The damage is resolved as for armed combat using column 5, and the mummy uses 20 WPR. If a victim is drained to zero Stamina points, he dies instantly, becoming a fragile desiccated husk.

Fog: A mummy spends 10 WPR and can fill a 50' area with thick fog that reduces visibility to zero and lasts for 3d10 minutes. The mummy can navigate normally and will use this opportunity to surprise an opponent.

Swarm: A mummy may summon a swarm of flesh-eating beetles. This is a flying, crawling, and biting swarm that engulfs characters within a 10' radius and within line of sight of the mummy. The swarm may move with its victims. Damage is determined each round using PWR on column 4. The mummy must exert 10 WPR per round the swarm is maintained. The swarm is impervious to damage except by flame attacks, and though it does not suffer wounds, it can withstand 40 Stamina damage before being destroyed. All characters in the swarm suffer -40% to any tasks.

Poltergeist

STR: NA **WPR:** 6 (90)
DEX: NA **PER:** NA
AGL: NA **PCN:** 9 (135)
STA: NA **PWR:** 130
ATT: 1/* **WND:** 0*
MV: F 75 (incorporeal)

Experience: 1,250

Poltergeists are malevolent inhuman supernatural entities. They are thought to be formed of negative energy that develops its own alien intelligence. The energy is usually composed of intense negative emotions from a traumatic event that could be small or large in scale. Some people believe poltergeists can also be transformed ghosts of people so reprehensibly evil that their spirit energy becomes something other than human.

A poltergeist may manifest a misty form like a ghost with a WPR cost of 5. However, the form is generally not humanlike, but instead a monstrous or offensive form. Poltergeists have the ability to directly harm others and move objects around. They may attack a person, usually leaving visible scratches and bruises. Attacks use PWR on the column corresponding to the victim's WPR with armed combat results. This costs 20 WPR. In the same way, the entity may animate an object or throw an object across the room to inflict harm. A poltergeist may also use its *domination* power (see below).

Poltergeists have no unfinished business, so they cannot be dispelled in the manner of ghosts. Their negative energies are usually connected to a person or place. A place must be destroyed, or the place or person cleansed in a manner devised by the Crypt Master.

Poltergeist Powers

Domination: A poltergeist enforces its will on a victim to instill hate and loathing in order to have him kill a target. Quiet voices whisper thoughts of violence, hate, and imagined slights into the victim's mind. The poltergeist attacks with a specific check using the column from the victim's WPR. Total letter results are cumulative if done within a week of one another. For example, a result of L on one day and a result of L on another day would shift that second day result to H. The effects of the domination last for a week, meaning the victim may have to be restrained for a period of time.

S = The victim is annoyed with the target and will be actively rude. If done to an NPC, he has -2 to any situation checks toward the target.

L = The victim is angry with the target and must succeed in a general check against WPR to avoid attacking to kill.

M = The victim is furious with the target and must succeed in a general check against WPR with a -20% penalty to avoid attacking to kill.

H = The victim is out of control with fury, and will attack to kill the target, or if not present, succeed in a general WPR check at -40% or attack to kill anyone nearby in the most gruesome fashion possible.

C = The victim enters a homicidal rage and attacks to kill anyone and everyone nearby. Note that this is not necessarily mindless slaying; it may be calculated.

Hallucinate: This power is used to harass victims by making them sense and feel things that are not there. This requires a specific PWR check using the victim's WPR column and costs 10 WPR. The CM may require fear checks if used in the game. Consult the following results.

S = The poltergeist can create auditory illusions such as voices, scratching on the walls, moans, wails, etc. Use column 5 for fear checks.

L = Illusions include minor visual hallucinations, such as moving shadows, or human forms with little detail. Use column 4 for fear checks.

M = Illusions can involve all senses and be fully realistic, such as monstrous forms appearing, the smell of rotting corpses, etc. Use column 3 for fear checks.

H = Illusions become combative, and attack the character and can deal believable damage. Damage inflicted is subtracted from Stamina as ordinary damage. If STA reaches zero, the victim passes out for 1d10 minutes. Use column 2 for fear checks.

C = Illusions affect the person's body directly. He sees his own body rot (or age, or melt, etc.). The victim must succeed in a general WPR check or pass out for 1d10 minutes. Use column 1 for fear checks.

Preceptor

STR:	3 (45)	WPR:	4 (60)
DEX:	3 (45)	PER:	4 (60)
AGL:	4 (60)	PCN:	3 (45)
STA:	3 (45)	PWR:	NA
ATT:	1/53%	WND:	12
MV:	L 75†		

Experience: 750

Preceptors are humanoid invaders from another dimension. They have a grotesque resemblance to humanity, a sick parody of the human form. Their body shape is human, and they have human-like body hair. However, their skin is bone white and covered in oval-shaped and variously sized clear membranes through which their musculature can be seen. They have no lips and an open nasal cavity with no nose, giving their faces a skull-like appearance. Their eyes are large, lidless, and pure black.

Preceptors have no known supernatural abilities, but they have advanced technologies. Their primary objective is to exploit Earth's natural resources and send that wealth back to their home, which is an alternate Earth devastated by industrial pollution. They use humans as unwitting slaves and seek to engineer a docile population that will better serve their interests. Preceptors disguise their appearance with holograms, and infiltrate human business and government in order to promote their agenda.

Preceptor Technology

This is a small sample of possible technology. The CM should create additional artifacts if desired.

Hologram Badge: This badge may be worn as a pin, jewelry, or even implanted in the body. It makes the wearer appear human to all inspection.

Laser Weapons: Preceptors have laser weapons, but seldom use them on Earth.

Space Ripper: These small devices are worn on the body and can transport the wearer to a predetermined location within 10 miles. The device rips open a small

passage in space through which a person or persons can walk through. The passage persists for two rounds. Personal devices generally only have a charge for one use. Larger versions of the device are used to travel between dimensions.

Subliminal Devices: This technology is used in various forms, from holographic applications on billboards to television signals hiding beneath normal programming. This is used to engineer public thought subconsciously by hijacking television, radio, and advertising to deliver subliminal messages. These messages generally encourage people to consume, spend money, and to be subservient. This is a long-term strategy that requires long periods of exposure. The CM should referee how to handle this in game play.

Psycho Killer

STR: 4 (60) **WPR:** 5 (75)
DEX: 3 (45) **PER:** 2 (30)
AGL: 4 (60) **PCN:** 3 (45)
STA: 5 (75) **PWR:** 80
ATT: 1/68% **WND:** 15
MV: L 75†

Experience: 1,000

Psycho killers are insane serial murderers, driven by rage or some blood-thirsty fixation. They are relentless and have double the normal current STA. In addition, characters are unable to use LUCK points in any situation dealing with a psycho killer.

Psycho killers generally have a calling card, a particular weapon and sometimes a specific disguise. The CM may choose these or use the following tables for inspiration.

Roll d10	Weapon
1	axe
2	chainsaw
3	glove with knives
4	hatchet
5	hook
6	knife
7	machete
8	pitchfork
9	power tools
10	scythe

Roll d10	Disguise
1	clown
2	hockey mask
3	human skin mask
4	nurse
5	old man or woman
6	police officer
7	pumpkin mask
8	religious garb
9	scarecrow
10	skull mask

Puppet Master

STR: 3 (45) **WPR:** 6 (90)
DEX: 3 (45) **PER:** NA
AGL: 3 (45) **PCN:** 5 (75)
STA: 3 (45) **PWR:** 80
ATT: 1/45% **WND:** 0*
MV: L 75 F 150 (if incorporeal)

Experience: 1,000

A puppet master is a type of ghost that is only able to interact with the living world through inhabiting small humanoid figures such as dolls, statues of any material, etc., so long as it is humanoid in shape. Such ghosts were usually evil in life, possibly murderers or other violent criminals.

The prior statistics are for the puppet master in its animated physical form. In its incorporeal form, the puppet master does not have physical abilities, like a typical ghost. All inhabited dolls (or similar) attack using either the armed or unarmed results, depending on the degree of success in using its *doll possession* power, or whether the doll is capable of using hand weapons. For example, ordinary dolls will scratch, claw, and bite for unarmed damage, but a doll capable of using a weapon may use a knife, gun, or anything handy. Some dolls may develop natural weaponry as indicated.

Dolls cannot be damaged or destroyed by most attack forms. However, if doused with salt water, the puppet master loses control of it. In addition, dolls cannot cross salt placed on the ground, and salt can be used as a barrier to keep them at bay. A puppet master may be stopped permanently if a doll which has been previously animated is burned and its ashes mixed with the physical remains of the once living puppet



master. Characters will need to research the living identity of the puppet master and find the resting place of its mortal remains.

Puppet Master Powers

Doll Possession: The puppet master may inhabit a number of dolls or similar articles to attack the living. This costs two current WPR per minute, per doll, to maintain. The puppet master must succeed in a specific check using PWR on column 1 of the Action Table to determine how many dolls it may animate, and how much damage dolls can deal.

S = The puppet master may inhabit up to five dolls, which deal unarmed damage unless they can use weapons.

L = The puppet master may inhabit up to 10 dolls, which deal unarmed damage as the S result.

M = The puppet master may inhabit up to five dolls, which deal armed damage because they develop sharp teeth, sharp claws, or the like (a doll pirate might have a sharp hook, etc.)

H = The puppet master may inhabit up to 10 dolls, which deal armed damage as the H result.

C = As the H result, but the dolls are able to become incorporeal to pass through walls, doors, etc. if the puppet master spends five current WPR points per round, per doll, of such use.

Revenant

STR:	5 (75)	WPR:	5 (75)
DEX:	3 (45)	PER:	3 (45)
AGL:	4 (60)	PCN:	4 (60)
STA:	6 (90)	PWR:	85
ATT:	1/68%	WND:	16
MV:	L 100		

Experience: 1,000

When a particularly malicious person has strong willpower and unfinished business, or a powerful obsession, that person may rise from the grave as a revenant.

A revenant is actually a specific form of haunting; the soul of the person refuses to leave the body and is able to animate it. However, the

result is very different from a zombie. The revenant has some semblance of life. The body will be in the state it was in at death, whether pristine or mangled, though the body must be relatively intact to be animated as a revenant. The body will not age as a living person, and it decomposes at a greatly decelerated rate.

Like vampires, revenants consume blood. This trait has sometimes confused vampire hunters, who attack a revenant as they might a vampire, only to discover they have made a fatal mistake. Revenants do not sleep and have none of the same vulnerabilities (or powers) of vampires.

Revenants have no fangs; they consume blood from dead victims by licking it off or draining it into vessels. They must consume one pint of blood per week or lose 10 current STA until they have met this need. This effect is cumulative. If the revenant reaches 0 STA from this hunger, it crumbles into dust and is permanently destroyed.

Revenants suffer no damage from ordinary weapons. They suffer wound damage only from weapons constructed out of the wood of their coffins, and weapons made of—or plated with—rose gold (a gold and copper alloy). They may attack with any weapon or use one of their powers each round.

Revenant Powers

Animate Corpse: The revenant may animate human corpses, creating zombies (see the zombie description later in this section). This costs 20 current WPR and a successful general check versus PWR. Any corpse within 50' of the revenant may be animated per round. The duration of animation is indefinite, but current WPR is permanently reduced by 20 per corpse maintained by this power. The zombies may be commanded via psychic connection so long as they stay within 100'. Zombies that venture beyond this range collapse and become ordinary corpses once again.

Rancid Spit: Once every other round, a revenant may expel a putrid spittle from its mouth at a target up to 30' away. This is considered a missile attack. If it strikes an opponent, the victim must succeed in a poison general check against current STA. If he fails, he is incapacitated and unable to act for 2d10 rounds, during which time he retches uncontrollably. In addition, he suffers 10 current STA damage for each of those rounds.

Speak with Dead: A revenant may *Speak with dead* in the same manner as the paranormal talent of the same name.

Sasquatch

STR:	9 (135)	WPR:	6 (90)
DEX:	6 (90)	PER:	5 (75)
AGL:	5 (75)	PCN:	4 (60)
STA:	7 (105)	PWR:	120
ATT:	1/103%	WND:	18
MV:	L 200		

Experience: 750

A sasquatch is a relatively rare bipedal primate, which is distantly related to humans. It lives throughout Siberia and the colder regions of North America.

There are many hypotheses about the true nature of sasquatches, which range from them being spirit creatures to alien beings. The truth is much more mundane, as they are natural animals. However, they do have a few supernatural abilities akin to paranormal talents. They have the equivalent to *telepathic sending* and *read thoughts*. In addition, they have an ability to blend into their surroundings.

A sasquatch attacks with its bare hands, but it is such a powerful creature as to inflict damage using the armed results on the Action Table.

Sasquatch Powers

Sasquatch Blending: This ability allows a sasquatch to pass through woods and other natural environments without leaving a trace behind (footprints, hair, etc.). In addition, while the power is in effect, they blend into their environment

with a supernatural degree of camouflage, requiring onlookers to succeed in a general check against PCN in order to see them. This ability requires a general PWR check and costs 10 WPR per minute.

Sasquatch also have the paranormal talents *telepathic sending* and *read thoughts*.

Scary Neighbor

STR:	3 (45)	WPR:	5 (75)
DEX:	3 (45)	PER:	3 (45)
AGL:	5 (75)	PCN:	5 (75)
STA:	3 (45)	PWR:	70
ATT:	1/60%	WND:	12
MV:	L 75†		

Experience: 1,000

The scary neighbor is the lonely-appearing neighbor who lives in a large, rundown, creepy house. It is the neighbor the children share frightening stories about, but the adults never take seriously.

However, the scary neighbor is truly evil and less than human. They are creatures that prey on neighborhoods, moving on when they are at risk of being found out. They use their power of *mass implantation* to alter the memory of entire communities so that they believe the scary neighbor has always lived in the neighborhood.

These creatures often (CM's discretion) choose a holiday to be most active, spending the rest of the year planning their horrible activities. Contrary to popular myth, although the scary neighbor often does focus its attentions on children, adults are not immune. Their intentions usually result in the death of their victims, sometimes quickly but often more slowly, as they like to kidnap victims for mental and physical torture. They may also poison or commit other acts of brutality that are one-time offences.

The scary neighbor attacks with weapons. It only takes Stamina damage from ordinary weapons, but suffers full damage from copper weapons. If the creature reaches zero or fewer Stamina, it falls into a death-like state for 1d10 minutes, after which is awakens fully restored.



The scary neighbor appears human, and can alter its form when it moves to a new town. Though they often fit the stereotype of the old man or woman, that is not always the case. The CM may refer to the following tables for the general appearance of the scary neighbor and any holidays, if applicable, when the creature is particularly active. These should be altered if necessary to account for different religious or state holidays in a community.

Roll d10	Appearance
1-3	Old man
4-6	Old woman
7	Middle-aged man
8	Middle-aged woman
9	Handsome young man
10	Beautiful young woman

Roll d10	Holiday
1	New Years
2	Valentine's Day
3	St. Patrick's Day
4	Easter
5	Mother's Day
6	Father's Day
7	Fourth of July
8	Halloween
9	Thanksgiving
10	Christmas

Scary Neighbor Powers

Mass Implantation: This power allows the scary neighbor to move from community to community, altering the memories of the people so that they believe the creature has always lived in the neighborhood. This requires a general PWR check and costs 30 WPR.

Memory Alter: The scary neighbor is able to alter the memory of an individual to help cover its murderous tracks, such as changing the memory of a police officer or a scared parent. The creature must be within 50 feet of its victim, and it takes one round. This power requires a general PWR check, with bonus or penalty equal to the difference between PWR and the victim's WPR. For example, if a victim's WPR were 60, the creature receives a +10% bonus (70-60=10). If the victim's WPR were 80, it would be a 10% penalty. This use costs 20 WPR. If successful, the creature can alter the memory of one fact or occurrence.

Shape Change: This power is similar to the doppelganger power, costing 20 WPR with a PWR general check. However, WPR cost is a one-time cost and no further WPR maintenance is required. The scary

neighbor has no true form of its own. It does not assume the form of a specific person, only a generalized person of its stereotype. It must maintain the same form until it moves on to a new community.

Skeleton

STR:	4 (60)	WPR:	NA
DEX:	2 (30)	PER:	NA
AGL:	3 (45)	PCN:	2 (30)
STA:	4 (60)	PWR:	NA
ATT:	1/53%	WND:	0*
MV:	L 75		

Experience: 500

Skeletons are undead creatures, similar to zombies but lacking all but the faintest scraps of flesh. Their bones are held together by dark energies.

Skeletons do not suffer wound damage, but do suffer Stamina damage. When their current STA reaches zero, their bones splinter and are no longer held together. They will reform after 1d10 minutes fully restored unless the bones are dosed with holy water and salt.

Skeletons attack with their bony fingers that act like claws and use the armed combat results from the Action Table. They may also use weapons like knives, swords, clubs, etc.

Space Blob

STR:	4 (60)	WPR:	NA
DEX:	NA	PER:	NA
AGL:	2 (30)	PCN:	2 (30)
STA:	5 (75)	PWR:	NA
ATT:	1/45%	WND:	0*
MV:	L 100		

Experience: 750

Space blobs are rare creatures that hitch rides on meteors or other space debris to colonize other worlds. They are alien to life on Earth, but most closely resemble giant amoebas. They begin life as pink-red, 10-foot diameter creatures that slither about looking to consume living beings. They can squeeze their forms through cracks and other small spaces. They attack by engulfing opponents and dissolving them with powerful digestive fluids. Space blobs "leap" to attack, and damage is acid damage on the armed combat results. However,

if a victim is reduced to zero STA from an attack from a space blob, the victim has been consumed with only a skeleton remaining.

The blob grows by 10 feet for each human-sized victim it consumes. Once it has grown to 30 feet, it splits into three new blobs. Space blobs take no damage from most forms of attack, but fire and electricity deals full damage.

Trilliad

STR:	2 (30)	WPR:	NA
DEX:	1 (15)	PER:	NA
AGL:	1 (15)	PCN:	2 (30)
STA:	3 (45)	PWR:	NA
ATT:	1/23%	WND:	15
MV:	L 20		

Experience: 300

Trilliads are carnivorous plants that poison and feed on large animals and people. Trilliads have tall (6 to 8 feet tall) stalks topped with a large, yellow-orange, cup-like flower. The flower's stamens are actually very sharp and coated with a type 6 poison. Unlike other plants, trilliads are not rooted to the ground. Instead, they use their root system as a form of tendril locomotion, pulling themselves along the ground as

needed. Underneath the plant is another cup-like depression that it uses to feed. Trilliads are usually found in tropical or very humid regions.

Trilliads kill their prey by launching their needle-like stamens at an unsuspecting victim. If the attack is successful, the victim will need to make a general check against a type 6 poison or they will be killed immediately. Once the prey is dead, the trilliad pulls itself over the corpse and releases a powerful dissolving enzyme from its underside cup. As the body dissolves, the trilliad absorbs the nutrients into its system. A single trilliad is simple to avoid if one is being cautious, however a grove of trilliads all firing their stamens is a deadly obstacle.

Troglodyte

STR:	3 (45)	WPR:	3 (45)
DEX:	4 (60)	PER:	1 (15)
AGL:	5 (75)	PCN:	4 (60)
STA:	3 (45)	PWR:	NA
ATT:	1/60%	WND:	12
MV:	L 75†		

Experience: 500

Troglodytes are cannibalistic humanoid underground dwellers.



Due to years of subterranean living, troglodytes are true albinos. They have sickly white, rubbery skin, and any hair they have is just as pale. Like most cave-dwelling creatures that have evolved underground, troglodytes are completely sightless. Due to their blindness, they are unaffected by bright lights, nor will they “see” any flashlights or lanterns used in their underground domains. However, they make up for this sensory deficiency with an oversized pair of ears that gives them an uncanny sense of hearing. By “clicking” with their tongue, they can hear the sound bouncing off hidden objects in the dark much like echolocation, enabling them to pinpoint the location of their prey in the darkness.

Troglodytes use the rock walls of their lairs to sharpen their nails and teeth, filing them to dagger-like points, which they use to rend their victims. If the walls of a cavern complex are covered in scratches and gouges, a troglodyte lair is near. Troglodytes are expert climbers, able to scamper up sheer surfaces with ease. If a troglodyte is familiar with a specific cavern area, it can even crawl along the ceiling, as it knows every small crack and crevasse used to gain a purchase on the surface. Troglodytes will cling to a cave ceiling or lurk among the stalactites to drop down upon a lost victim.

Vampire

STR: 6 (90) WPR: 6 (90)
 DEX: 4 (60) PER: 3 (45)
 AGL: 7 (105) PCN: 6 (90)
 STA: 7 (105) PWR: 120
 ATT: 2/98% WND: 18
 MV: L 75†* F 75 (mist)

*no STA loss for sprinting

Experience: 2,000

Unlike popular movies and television, vampires are not tragically misunderstood creatures. They are inhuman killers who have no conscience or remorse. They embody evil and are completely irredeemable. Vampires are undead creatures that feed upon human blood and take pleasure in human suffering.

When they are about to feed or enter combat, vampires reveal their true nature from their otherwise gaunt human forms by extending their canine teeth into fangs. A minor facial transformation takes place as well, which becomes ever more bestial as the vampire ages. In addition, their fingers and toes lengthen, and they have large claw-like nails that can be used for clawed attacks.

In combat, vampires generally attack with powerful blows or their claws. All attacks use the armed combat results. Vampires may also use their powers in combat, one per round. Vampires can sprint at full movement and suffer no loss of Stamina.

A vampire will feed upon *mesmerized* victims. This bite attack is automatically successful and is treated as a crippling wound result. For every round of feeding thereafter, the victim suffers damage as a heavy wound. If death results from the bite of a vampire, a character will rise again as a vampire in 1d10 days.

Vampires may be detected in a few ways. They cast no reflection in a mirror, and their image cannot be captured by film or via electronic video recording. They avoid touching living plants, which wither and die from direct contact.

Vampires have several vulnerabilities, which change with age. They become powerless with the sunrise, and once the sun crests the horizon (even if the vampire is indoors), he becomes overcome with fatigue and must seek his coffin within 1d10 minutes, after which time he collapses into a coma-like state and is completely helpless. As a result, vampires often lair in mountainous regions to reduce their vulnerability, and do not venture far when sunrise approaches. If a vampire is disturbed when in its torpor, it can attempt to rouse itself once every five rounds with a general WPR check and a -40% penalty. If successful, it can wake, though use no powers, for 2d10 minutes.

Vampires suffer five wound boxes of damage for every round exposed to direct sunlight. They are repelled

by crosses, garlic, and wolfsbane, needing to make a WPR general check or retreat. If successful, a vampire still must avoid the object.

Vampires suffer damage from holy water, which can be splashed on them using column 3 and armed results. Finally, vampires suffer one wound box of damage for every round exposed to a natural moving water source (creek, river, etc.).

Vampires only suffer damage from current STA from ordinary attacks. When a vampire is reduced to zero STA, it assumes mist form and retreats to its coffin, where it regenerates all lost STA in 24 hours. A vampire can be killed by hammering a wooden stake through its heart (most likely when it is asleep in the day), which paralyzes it, and then decapitation. Its mouth must be stuffed with garlic, and the stake must be left in place.

Vampire Powers

Blood Familiar: As a vampire ages, his blood takes on an infernal potency. Vampires with this power can create blood thralls and devil dogs to serve him. The servant must consume one pint of the vampire’s blood per week. A bit of the vampire’s power is transferred to the thrall, and for every thrall maintained in this way, 5 current WPR are used to maintain the bond. Thralls will follow a vampire’s commands unquestioningly. For more information, see the Blood Familiar creature listing.

Climb: Vampires may climb walls and other sheer surfaces (including a ceiling) with MV 20.

Command Night Creatures: A vampire with this power can summon and command wolves and bats. The vampire must choose which creature to summon, and the power can only be used outdoors. This requires a specific check of PWR on column 3.

S = 1 wolf or 3 bats arrive in 2d10 rounds.

L = 2 wolves or 6 bats arrive in 1d10 rounds.

M = 4 wolves or 12 bats arrive in 3 rounds.



H = 6 wolves or 18 bats arrive in 2 rounds.

C = 8 wolves or 24 bats arrive in 1 round.

Mesmerize: A vampire who meets the eyes of a victim can attempt to mesmerize the victim so that she is completely helpless, in a dreamlike state. Once mesmerized, a vampire may feed on the victim's blood. This power requires a specific check of

PWR using the victim's WPR column. It costs 10 WPR/round to maintain the hypnotic influence. A vampire may also command mesmerized victims to take specific actions, such as "follow me" or "attack your friend."

S = The victim is mesmerized for 1d10 rounds.

L = The victim is mesmerized for 2d10 rounds.

M = The victim is mesmerized for 3d10 rounds.

H = The victim is mesmerized for 2d10 minutes.

C = The victim is mesmerized for 1d10 hours.

Mist Form: Vampires can take the form of a thick white mist that occupies 10 cubic feet. They have MV 75 in this form and can move through small cracks in walls or doors. This power requires a general PWR check and costs 20 WPR. This form may be maintained for up to one hour.

Shape Change: Vampires of a certain age may transform into an ordinary wolf or bat. This requires a general check of PWR and costs 20 WPR. The duration is up to 12 hours. The transformation back to human form is automatic and costs no WPR.

Vampire Age

Vampires gain certain powers with age, while some vulnerabilities lessen. Refer to this table. These are cumulative with age.

Age (yrs)	Power or Immunity
0-50	Climb, Mesmerize, Mist Form
51-100	Blood Familiar, Shape change
101-200	Command Night Creatures, damage from sunlight 3 WND per round, STR 7 (105)
201-400	Damage from sunlight 2 WND per round
401-800	Not repulsed by garlic, crosses, or wolfsbane
801-1000	No longer compelled to return to its coffin at sunrise, can awaken instantly from sleep
1001+	Sunlight damage 1 WND per round, no damage from running water or holy water

Werewolf

STR: 6 (90) WPR: 4 (60)
 DEX: 4 (60) PER: NA
 AGL: 6 (90) PCN: 6 (90)
 STA: 5 (75) PWR: NA
 ATT: 3/90% WND: 15
 MV: L 225 (75† when human)

Experience: 1,000

Werewolves are humans cursed to take the form of a wolf-human or a large wolf. During the three days of the full moon each month, a werewolf will involuntarily transform into its roughly humanoid wolf-human form. This process takes 10+1d10 rounds, during which time the werewolf is helplessly wracked with pain from the bone and flesh rending process. Once in wolf-human form, the werewolf is capable of transforming into a large wolf indistinguishable from other wolves, a process that takes only one round.

The prior statistics are for the werewolf in both wolf-human and wolf forms, though in wolf-human form, the werewolf is capable of walking bipedally and using its hands for grasping. Werewolves in human form gain +10% to STR, AGL, and PCN. Werewolves in any form recover Stamina as if two columns higher, and heal 3 wounds per day of rest or 5 with medical treatment. Silver bullets deal +5 wound boxes of damage with any attack.

Anyone bitten by a werewolf who lives to tell the tale will be forever cursed to become a werewolf, beginning on the first full moon of the following month. Newly infected werewolves may not understand their condition at first, but soon they wake in strange locations with no memory, covered in blood, and horrible realization follows.

Wulfen

STR: 5 (75) WPR: 4 (60)
 DEX: NA PER: NA
 AGL: 6 (90) PCN: 7 (105)
 STA: 5 (75) PWR: NA
 ATT: 3/83% WND: 15
 MV: L 225

Experience: 150

Wulfen are supernaturally intelligent wolves. They are unrelated to werewolves, but may sometimes be found with ordinary wolves as pack leaders. They despise mankind and

encroach on urban areas, settling into abandoned places to hunt humans.

They attack with claws and a bite. They have the ability to hear great distances and are never caught by surprise. In addition, they are capable of seeing in the infrared spectrum, so they can detect heat signatures. They have the ability to mimic the cries of infants and children, and can make the origin of the cries appear as far as 50 yards from their location. Wulfen use this ability to lure prey.

Zombie

STR: 3 (45) WPR: NA
 DEX: 2 (30) PER: NA
 AGL: 2 (30) PCN: 1 (15)
 STA: 6 (90) PWR: NA
 ATT: 1/38% WND: 0*
 MV: L 40

Experience: 300

Zombies are animated, unintelligent corpses that have only one urge—to destroy the living. There are two types. Zombies that are servants generally attack with fists and teeth in unarmed combat, and are not infectious. Zombies that are particularly ravenous for human flesh (animated by unknown evil forces or some other means) usually only

attack by trying to grapple an opponent in order to bite. Zombies may attempt an unskilled hold, and if successful, the subsequent damage (1d10 Stamina) each round is assumed to be bite damage. Characters bitten by a zombie of the ravenous type will contract an infection if they fail a general check for disease. Victims die from the infection in 3d10 hours, rising as a zombie.

Zombies only take damage from current Stamina, and have no wound boxes. When a zombie reaches zero Stamina, it will be inactive for 1d10 minutes, after which it will be replenished to its full Stamina potential. If a character achieves a called shot to the head when using a gun, crossbow, or bow (any penetrating projectile), the brain has been damaged enough to result in destruction regardless of current Stamina. If bludgeoning weapons are used, they must be directed against the head as a called shot, and STA damage inflicted in this way cannot be regenerated.

The CM may consult the Pacesetter game ROTWORLD for more zombie options.



CHAPTER 8: THE CRYPT MASTER

ENTER THE CRYPT!

The Crypt Master must decide the flavor of horror, or nature of the milieu, for his world of horror in CRYPTWORLD. This involves tone or overall mood, elements or characteristics of the horror genre, and story themes.

TO NE

The underlying tone for CRYPTWORLD is loosely modeled from the broad categories of 80s horror movies combined with classic Hammer Horror films. Although that covers a lot of ground, there are a few general trends one might dissect from these genres, and the CM should feel liberated to draw from those genres to create any flavor he desires in his games.

One of the trends of monster horror movies from the 80s is that the traditional gothic tone is often downplayed or combined with "modern" elements. For example, a creepy old house with gargoyles might be in one scene, and in the next the characters are running down the street past neon signs and posters from hair bands. That isn't to say there should be no gothic element, but there is often a rebellious punk tone that one might call horror punk (not to be confused with the music genre). In addition, monsters are *monsters*, meaning that they are not always sympathetic characters, or tragic misunderstood people with deep emotions. They are not necessarily romantic figures. There are, of course, plenty of exceptions, but generally monsters kill or do what they do because they are evil and irredeemable. Or maybe just hungry! They can't be rehabilitated. However, that isn't to say that the CM is bound by that idea all the time. Sometimes it is important for characters to struggle with the morality of hunting creatures.

There are many tones to choose from when deciding the atmosphere

of your games. Consider the following sample of tones for horror game sessions, but understand that these can be mixed together, and it doesn't have to be either/or. You could think of each of the following categories as axes on a three-dimensional XYZ grid. They all intersect one another, and any given campaign or game session might fall somewhere to overlap all of these to one degree or another. This is only one way of looking at tone, and the CM should feel free to reinterpret these as he sees fit. Also consider that a campaign need not have the same tone from beginning to end, as it can vary as the campaign progresses and the interests of the players evolve over time.

Campy vs. Psychological: Usually campy is not associated with subtlety. Campy campaigns are over the top and in your face. Plots may be relatively straightforward, and bad guys may be stereotypical and obvious. There are generally clear lines between good and evil. Many horror movies from the 80s exhibit this quality to one degree or another. This tone can be combined easily with other tones. Psychological horror depends more on subtlety, anticipation, inner reflection, and sometimes deeper plots and motives. Whereas campy throws horror in your face, psychological horror involves building tension until there is a big reveal.

Comedic vs. Serious: A comedic tone is tongue in cheek, and though events can be dark, there are frequent comedic elements to break tension. Creatures encountered may have some silly qualities to them or are portrayed in a humorous manner. Serious games shift more toward the spectrum of using comedy relief rarely, and the deadly or horrific nature of creatures is emphasized.

Light vs. Dark: Lighter horror is optimistic. There are lots of happy endings. Dark horror is gloomy and

bleak. There are seldom any good endings, or at least the path that leads to resolution is paved with terrible events and situations. Campaigns with a dark tone will have many tragedies.

HORROR ELEMENTS

The following elements of horror can be considered when designing adventures.

Helplessness: Elements of helplessness are feelings that one is powerless against certain evils. How do you stop them? Many creatures can only be harmed in specific ways, and one is helpless until those weaknesses are discovered. Many creatures have powers that take over a character's mind or body, and he is forced to do things he would never ordinarily do. Or some powers may be used in ways that make characters impotent to interfere.

Hopelessness: This horror element emphasizes the futility of combating the darkness. On a smaller scale, this might reflect hopelessness in dealing with one particular creature in an adventure. Perhaps no matter what the characters do, there will be human suffering and death. Maybe events transpire so that it is unlikely all of the characters will emerge alive. On a broader scale, it's possible that no matter what the characters do, there can't be a happy ending or at least not a complete victory. All one can do is fight evil in one place or time, but evil won't stop coming.

There are many flavors of hopelessness. One other flavor is what is sometimes called "cosmic horror" and is often associated with H.P. Lovecraft. This form of hopelessness emphasizes the weakness, helplessness, and insignificance of humanity on a cosmic scale. There is no hope because the universe is uncaring. It isn't malicious, either, but humans are inconsequential to the big picture. The mere existence of monsters

brings into question the validity of the human perspective of morality and reality.

Isolation: Isolation can be both physical and social. Physical isolation occurs when there is no one around to call to for help...or to hear you scream in agony! Events may take place in secluded woods, a rundown neighborhood, or some other sparsely populated place. Isolation also need not be geographical. Basements, tunnels, and other out of the way places could be in the middle of a city but nonetheless physically isolated

By the very nature of the monster horror genre, characters are socially isolated. Who would believe your outlandish claims that the scary neighbor is actually an evil creature who eats children? Who would understand that you plan to stalk and kill this seemingly harmless elderly person? Characters often research topics that are, shall we say, on the fringe of the mainstream. Topics most people would consider batty. So characters are socially isolated because they know about and believe in things that most people think is crazy talk.

Mystery: Mystery can be the largest component of horror games. Many adventures open with a mystery. Some phenomenon is occurring, and who or what is responsible? People are disappearing, but why? A mystery is often the hook that brings the characters into the situation. A mystery should be developed. The characters must gather pieces of the mystery, and in time they come together to reveal what is happening. As those pieces come together, the plot is gradually revealed. New foes may emerge, with horror resulting when evil comes from corners the characters weren't expecting.

The players should be able to find clues from their activities. The CM will have to practice pacing, and perhaps tailor it to the needs of the players. When the CM designs a mystery he is proud of, there might be temptation to either reveal it quickly or drag it out too long. There should be a balance so that the

mystery builds tension, but it shouldn't go so long as to make players feel like there is no resolution. There could also be mysteries within mysteries, so that the larger plot takes some time to be revealed, but smaller mysteries are solved along the way. This keeps things interesting, and the players can enjoy the accomplishment of making progress.

Uncertainty: Horror games should involve a high degree of uncertainty. Uncertainty comes in many forms. What monsters are real and which are not, or what is the true meaning of their existence? Is there an afterlife? What do you do about the monsters you encounter? Are they evil? Should they all be killed? Killing some monsters is morally ambiguous, whereas others may be clearly deserving of extermination. Uncertainty also comes when trying to identify monsters. Many look completely human, so how far should you go toward trying to identify them as monsters? How risky is this monster hunting business anyway, and what are you willing to do?

The Unknown: The unknown element is about losing the foundation of reality. When you can't count on things that are supposed to be truths in life, it contributes to a sense of horror. Nobody should get up after they've been shot dead. Objects should not be able to float around the room by themselves. There are various supernatural forces that defy the natural world, and these contribute to the element of the unknown.

The Unnatural: The unnatural can run parallel to the element of the unknown, but emphasizes coming face to face with creatures that should not be. Inhuman creatures, creatures different not just physically, but with inhuman intellect, even alien. Encountering such creatures is often when the CM may require fear checks, if these rules are used in the game.

THEMES

The theme of a campaign guides the CM to decide what kinds of adventures will be designed and played, and what sorts of monsters will be chosen. Not all creatures provided in CRYPTWORLD need to exist in the CM's game. Further, the CM should not feel bound to have the same themes for every game session. Changing themes can provide the spice needed to keep the game interesting. This is a small sample of themes appropriate for CRYPTWORLD, but many more possibilities exist.

Monster of the Week: Campaigns like this will vary widely from session to session. Anything goes. The players might encounter a vampire in one session and an alien menace from the stars in the next, only to be investigating a possible chupacabra attack later. No type of creature is off limits, and generally sessions will vary in tone as well. This style is great for episodic play.

Science Fiction: In a game that is more within the science fiction genre, supernatural or paranormal elements will be downplayed in favor of scientific explanations. Monsters will tend to be of the type most easily explained by science, including alien creatures or cryptids.

Slasher/Splatter: These types of games may deal with mystery, suspense, and murder. Appropriate *things* include the psycho killer, scary neighbor, or other such beings. Games will center around discovering the identity of the killer and finding a way to stop him. These games focus on the "human" element (or *seemingly* human) more so than other themes.

Traditional Monster: "Traditional" monster horror is selective to the classics, such as vampires, werewolves, mummies, and the like. Possibly a campaign using such a theme will focus on only one or a few monsters, such as a campaign that only deals with hunting vampires.

CHARACTER FOUNDATIONS

Why in the world would the characters choose to tangle with the forces of the unknown? The simplest answer, which is completely valid, is that the players want to play a horror role-playing game. They want to play characters in these situations, fighting against horrible creatures. On one level, neither the CM nor the players should feel that they have to come up with a better explanation than that. This is a game, and we're playing it to have fun!

However, it can be satisfying for players to engage in some character development and think of backgrounds that motivate their characters. From the perspective of the Crypt Master, it can also provide structure to the game that helps him to design adventures.

One approach to motivation is situational. A character is up late watching the *Friday Fright Feature* when he glances out of his bedroom window and notices that movers are at the neighbor's house, carrying in large crates during the dead of night. But wait, those wooden crates are shaped almost like the coffins on the late movie...and a week later, the murders start in town. Bodies are drained of blood.

This type of campaign pits ordinary people with ordinary lives against the unknown. They are totally unequipped to deal with what is happening. Such a campaign may be short, only set to deal with the particular situation, or could lead to the characters striking out from there to seek out and destroy evil. (Assuming they survive their first brush with it!)

Another approach is to have characters be part of an organization that fights the unknown. The advantage to this is that, at least in the beginning, this type of campaign has some "out of the box" structure for the CM to build on. It is also possible to begin a campaign as a situational one, but then the characters are recruited by a group later because of their expertise.

If the CM would like to use organizations, there are four broad categories to consider.

Law Enforcement or Government: Characters could be involved in law enforcement, such as police officers or detectives who encounter the unknown at some point during their regular duties, but then proceed to hunt evil and keep it a secret from the wider public. Alternatively, the players might be members of a secret government organization that hunts and neutralizes the paranormal because they view it as a threat to national security. Or they might seek to capture supernatural creatures or paranormal secrets to assess ways to weaponize them.

Privately Owned Businesses: Sometimes, a job is just a job. Some organizations are privately owned, investigating disturbances and phenomenon because they were hired to do so. The characters could be investigative reporters for a newspaper or television program that specializes in sensational stories of the weird and unexplained. Perhaps they're members of a private paranormal investigation team hired to check out an unidentified disturbance. But no matter how weird and macabre it gets to the characters, it's just a paycheck.

Secret Societies: Secret societies generally operate outside of official channels. They exist under the radar of government or law enforcement, and accomplish their agenda in secret. Members of societies may, in fact, be members of government agencies or civilian law enforcement, taking advantage of that to accomplish their goals, but they do so as secret agents without official sanction from their employers.

Social Cliques and Clubs: The characters could know each other socially outside of any pre-established organization. The characters could be students in the same class at college, or they could be members of the same afterschool parapsychology club. Perhaps they all live in the same neighborhood,

growing up within a few doors of one another. They could even be childhood friends who have known each other for years.

However, they all have one thing in common—a driving desire to fight the good fight against the forces of darkness. When any one of these young adults encounters the unexplained, the call goes out to other members of "Team Jinkies." These vampire slayers and meddling kids will then race off to investigate.

AGENCIES AND SOCIETIES

The following is a sample of several agencies and societies the characters could belong to. The CM may choose to use or disregard these, and these groups need not exist in the campaign. The CM is free to pick one that he finds most useful or create his own using these as inspiration.

International Society of Cryptozoology and Xenobiology

This loosely formed worldwide association of scientists and researchers are the foremost experts on unconfirmed and as-of-yet undiscovered lifeforms. In 1956, several professors from the University of Oregon encountered what they claim was a sasquatch while on a research trip deep in the Oregon wilderness. In spite of possessing physical evidence of the encounter, their claims were met with ridicule and scorn, and their professional careers were ruined.

However, several other scientists and experts supported their claims, pointing out that other animal species once thought of as "fantastic" or "otherworldly" were one day proven to exist. Manatees were misidentified by early sailors as mermaids, and no one originally believed Sir Joseph Banks' 1770 description of a kangaroo. The giant squid, platypus, and okapi were all thought to be mythological beasts until proven to exist. Determining that sightings of other cryptids around the world could be the key to the discovery of new species, these

scientists formed the *International Society of Cryptozoology and Xenobiology*, or ISCX.

Members of the ISCX see themselves as researchers and scientists first and foremost, specializing in advancing the sciences of biology, anatomy, and physiology by investigating and proving the existence of what are commonly called "monsters." To them, those creatures we call "monsters" are simply animals we don't yet understand and have not yet been classified. Professional curiosity and potential scientific breakthroughs drive them to investigate. However, ISCX researchers also realize the dangerous intent of these creatures and are scientifically well-equipped to handle any situations that may surface. (You don't go on a safari or an expedition without preparation.)

DAPA

This government body, *Defense Against Paranormal Agencies*, is a secret federal bureau charged with investigating and eliminating paranormal entities or other phenomenon that is deemed a threat to national security.

DAPA is the result of a synthesis of several government activities. The government's investigation of the paranormal, along with activities such as distance viewing during the Cold War, were more successful than was ever let on to the public. Project Blue Book, an effort to investigate accounts of extraterrestrial activity, officially yielded inconclusive results, but unofficially opened the door wide open to other phenomenon.

An Air Force agent named Douglas Franco working on behalf of Project Blue Book was conducting an interview of an eyewitness to extraterrestrial activity. During the interview, the agent was attacked by an unseen force, producing deep bloody gouges all over his body. This alerted the government to poltergeist activity, apparently the true cause of the witness's accounts of aliens. The agent did several follow-up investigations, but eventually went mad and killed several other



investigators with an axe at a Christmas party.

DAPA was formed in 1970 on the heels of the closure of Project Blue Book. Since then, this bureau has investigated a number of paranormal occurrences and creatures. In 1975, DAPA stopped a plot by an organized group of doppelgangers to kill and impersonate then-Vice President Nelson Rockefeller.

When DAPA agents investigate an occurrence, they take on the cover of whichever government agency would typically be assigned a likely case, such as the FBI for missing people. This cover is deeply planted and can survive investigation even within the agency impersonated.

Campaigns which use DAPA could go in a number of directions, which have implications for the game

world. The CM is free to decide DAPA's motivations and the scope of their activities. On one hand, DAPA could be more of a reactionary group, seeking out phenomenon when weird things happen, and sending investigators. On the other hand, they could have a variety of agendas and active programs, such as teams of distance viewers who spy on governments and other groups. They may have secret technology programs derived from the merger of technology and the paranormal, or recovered and repurposed alien technology. DAPA could be actively fighting...or in league with!...the preceptors.

Smithsonian Institute's Special Collections Division

That gold brooch you found in your late grandmother's jewelry box could be the totem that anchors a deadly ghost to this realm of existence. A dusty tome in the university library archives could open the portal to a demonic plane. And that silver crucifix that's been in your family for generations could be the key to stopping a vampiric plague. When dangerous objects and cursed artifacts surface, that's when curators for the *Smithsonian Institute's Special Collections Division* are called.

For all outward appearances, the Smithsonian Institute was founded in 1848 as an educational and research institute. Secretly, the Institute was actually founded to investigate claims of otherworldly occurrences that were beginning to surface throughout the United States. The Smithsonian's Special Collections Division (SCD) is a subdivision of the Institute's Office of Protection Services. The SCD's official purpose is to "identify and acquire items of significant historical importance." Its unofficial purpose is to "investigate events of an unexplained nature, identify any items imbued with unearthly abilities, and retrieve/secure these items."

Monsters and creatures aren't the only hazards that can kill you.

Sometimes the most innocent of objects can be just as deadly.

The first case investigated by the SCD was a series of horrific murders in Philadelphia. It was found that the victims had all come into contact with a rather mundane item—a simple iron key. When the key was located, one of the SCD curators was attacked by a ghoul—the creature responsible for the unexplained deaths. She was nearly dead when, upon holding the key before her, a bolt of lightning shot out, killing her instantly but also vaporizing the ghoul where it stood. Further research revealed that this key was the original one used by Benjamin Franklin during his famous "kite flying in a thunderstorm" experiment. The ghoul, sensing the destructive power of the iron key, must have been tracking it for months in hopes of securing its destructive powers before it could be used against it.

SCD curators work in secrecy to locate and secure these powerful heirlooms, primarily to avoid any unwanted attention from the objects' true nature. Some of these objects can be used to summon horrific monstrosities. Other objects are pursued by those who would corrupt its power for their own. And others are the magical equivalents of ticking timebombs, ready to unleash hellish nightmares if it falls into the hands of the innocent and unwary.

The SCD works behind the scenes, protecting the public from the very antiques they hold most dear.

Societas Malleus et Sudis

The *Societas Malleus et Sudis*, or the *Society of Hammer & Stake*, is an independent organization that is now mostly secular, but can trace its roots to Puritanism in the late 1600s.

The Salem witch trials of 1692-93 in Massachusetts led to what would become the *Societas Malleus et Sudis*. Though historical analysis has led many to believe that the witch trials were the result of mass hysteria, family feuds, and religious superstition, there is only one modern assumption that is clearly

correct—witches were not responsible for the Salem phenomenon.

Cotton Mather, an influential minister, formed a secret society from among the most loyal of his followers during the Salem incidents. They made it their mission to seek out witches and other devilish influences, and bring people to justice for their blasphemous sins. What would later be known as the Mather Society was a prejudiced, superstitious group.

However, though many innocents died as the result of the society's meddling behind the scenes (four of the Salem judges were members), some good would come from their activities. Mather and others were investigating connections to the strange symptoms of the local girls, when they approached what was supposed to be an abandoned house outside of Salem. Several of the girls reported visions of a similar house.

Upon entering the ramshackle abode, they were immediately attacked by none other than John Proctor, who only a week earlier on August 19, 1692, had been hung and presumed dead.

John killed two of the society members with unnatural strength and speed, for he had become a blood familiar to a vampire. Mather himself managed to subdue Proctor, and he died with threats of his vampire master's revenge on his bloody lips. Mather and his remaining flock further explored the house and discovered a coffin in the basement.

Opening the lid, they laid eyes upon the godless beast that was behind the supernatural happenings in Salem. Mather had heard of such creatures before, from the *Malleus Maleficarum*. The creature slumbered seemingly unaware of their intrusion, and Mather formed a stake from nearby furniture and plunged it into the beast's chest. It's face transformed into the image of Lucifer, and seemingly passed into eternal rest with barely a hiss and whimper. Mather buried the creature nearby with a brick in its mouth, as custom dictated, and took satisfaction that

the source of witchcraft happenings was destroyed.

At that time, the society didn't realize the process to kill a vampire was more complicated than that. It is unknown when the vampire recovered, but many years later on a cold November night in 1713, it returned to exact revenge. It slaughtered Mather's family while he watched, but the creature spared Mather so that he would see his wife and children rise as unholy undead. But the creature underestimated Mather's resolve; he beheaded his loved ones rather than see them taken into the arms of Satan. Mather was able to hide the true nature of his family's demise with the help of local officials, and the deaths we publicly recorded as the result of the local measles epidemic. The vampire was never seen again.

The Mather Society continued its investigations with a new total focus on vampires, learning much about their ways and weaknesses. They were able to track down and destroy at least four of the creatures under Mather's leadership.

In later years, Mather was a major proponent of the controversial new technique for smallpox inoculation, in part because he learned that if he drew blood from a blood familiar and exposed it to holy water, the reaction would reveal the infernal creature's nature. Vaccination was an opportunity to screen for those who had sold their souls to evil.

Following Mather's death in 1728, the society was taken over by his protégé, Thomas Boyle. Because of the close ties the society held with the medical profession, the membership gradually changed so that, by the mid-1800s, the Mather Society was more secular with many men of science instead of Puritans.

In 1915, the society decided to distance itself from Mather's legacy, because many blamed Mather and his clergy for inciting supernatural hysteria that caused the deaths of innocent people in Salem, many of which were actually victims of the supernatural. The society changed its name to *Societas Malleus et Sudis*.

In 1963, the society broadened its scope, and now they are involved in investigating any and all supernatural entities or phenomenon. They are active with contacts throughout the world.

The Weekly Inquisitor

The Weekly Inquisitor is one of the oldest tabloid newspapers still in print, established in 1903 and having an issue produced each week since its founding. Its founder, Charles R. Gibbs, left a prominent position as managing editor of *The Pittsburgh Post-Gazette* to create the *Inquisitor*, claiming that his newspaper "reports the news the others are afraid to pursue." The tabloid has been accused of yellow journalism since its founding. Headlines screaming HALF-HUMAN, HALF-TIGER KILLS HUNDREDS IN BRAZIL and THE DEAD WALK THE STREETS OF BOSTON are not uncommon for the *Inquisitor*. However, disbelieved by most, the articles in the *Inquisitor* are often true.

Just prior to leaving the *Post-Gazette*, Gibbs had a near-fatal encounter with the supernatural. However, no one believed his outlandish claims of nightmarish creatures and monsters lurking in the darkness. When he tried to publish a story in the *Post-Gazette* about his ordeal, the article was killed before it ever saw print. Gibbs realized that the only way the public would ever know of these dangers would be if he set out on his own, away from the close-minded publishers who were fearful of printing the *real* truth. His grandson, Charles R. Gibbs III, is now editor-in-chief of the tabloid, following in his grandfather's tradition of "everything is true and nothing is to be disbelieved."

For more than 100 years, the *Inquisitor* has made it its mission to bring the readers the stories they won't see anywhere else. Every story lead, no matter how outlandish, is pursued relentlessly. The *Inquisitor* hires only the best and brightest reporters and photographers (well, the best who will actually apply there given its reputation). Although scoffed at in journalistic circles, the

Inquisitor has developed a bit of a reputation amongst those who have encountered or believe in the supernatural. Governmental agencies and shadowy organizations have each visited the archives in the basement of the *Inquisitor* as it contains information and interviews not seen or printed anywhere else.

INVESTIGATION AND RESEARCH

In most horror movies and novels, the story doesn't begin with the protagonist charging into the creature's lair with his guns blazing. (And when they do, it usually makes for a very short tale as the as-of-yet unidentified monster makes short work of the would-be hero.) Instead, most stories begin with the character trying to determine exactly what he's up against. And it's this sense of investigation and discovery that should be vital to every CRYPTWORLD scenario.

Investigation and research should be the first steps the players take to defeat that rampaging beast. Without some initial snooping around to gather vital information, the players most likely will be quickly slaughtered when they initially meet their foe. The Crypt Master should plan for and encourage these information-gathering scenes, as it immerses the players in the unfolding story, encourages role-playing, and promotes creative problem-solving. It should be stressed that the characters are helpless against the unknown. Shooting at a ghost or stabbing a werewolf will prove ineffective—and eventually deadly.

Once the players have arrived at the scene of the disturbance, they'll want to take some time to answer several vital questions:

- What exactly are they up against?
- Where does it lurk and where is its lair?
- What does it want? What drives it? What's its motivation?
- And, most importantly, what are its weaknesses and how can they stop it?

The CM should already have planted the clues and information the PCs will need to discover in the adventure. Perhaps there's a witness who saw the creature lurking regularly near a particular location. The archives at the genealogical society or the records at the local museum may suggest these attacks have occurred with regularity for more than 100 years. The PCs will be asking a lot of questions, and it is up to the CM to determine what the answers are and where they can find them. One important note: Make sure any vital-to-the-plot information can be found in more than one location. You don't want the PCs to be stonewalled due to one bad research roll.

To dig up this information, there are several research skills that will come in quite handy. For example, a character with the Journalism skill can use his talents to interview witnesses, gather information from various sources, and do basic background research. Another character talented at Investigation would be able to canvas an area, searching for physical evidence, as well as questioning experts. Other research skills could include Humanities (especially History and Literature) and many of the Social Sciences (Geography, Psychology, and Anthropology).

In fact, a clever player (or a generous CM) can use many of the listed non-combat skills in an investigatory manner. One PC's Tracking skill may reveal that the creature's tracks seem to come and go from that old dilapidated manor on the edge of town. Another PC could use his Computers skill to find a fuzzy video posted on the Internet of a hulking shadow entering that same house. And a third member of the party with the Medicine skill could review the hospital's autopsy records of the victim and learn that they died of massive blood loss through wounds caused by some large clawed animal.

Although knowledge and research checks are covered earlier in Chapter 3, the CM could perform these checks



in a different manner. If desired, the knowledge/research roll could be a general check versus the appropriate skill used by the player. Passing the general check will provide the character with all information that can be gleaned at that location.

However, if the CM wishes to determine how thoroughly the PC's research was, he could instead

require a specific check against the skill. The better the result, the more thorough the PC's research was and the better the quality of information discovered. For example, a result of S or L could mean the PC has only scratched the surface, and the information gathered is "scant" or "light" at best. ("That guy who was lurking around the graveyard? He was

tall, kind of thin...didn't really get a good look at him.") A result of M or H could mean the research was "meticulous" or "heavy." ("Yeah, he was 6'7" at least, but didn't look like he'd weigh more than 100 pounds soaking wet. He also walked with a limp.") And a result of C means that the information gathered was "comprehensive." ("Come to think of it, he used a cane made of dark hickory. I think I've seen Old Man Snodgrass use that same cane before.")

If your campaign takes place in the modern era, smartphones and portable tablet computers make research simpler. The organization the PCs work for may have an online archive of supernatural phenomenon collected over the years. Most research books have been scanned and electronically uploaded to online libraries. Even something as simple as today's newspaper and news reports will find their way online within hours. However, the CM should keep in mind that these handheld devices and the stored knowledge available are no substitute for legwork and research. Also, not all manuscripts of potential relevance are available online. PCs should still have to visit dusty libraries from time to time! Some of the materials your PCs won't find online or in any computer resource include:

- Ancient tomes and volumes found in local libraries and private collections
- Archival print and microfiche collections in musty newspaper basements
- Eyewitness accounts and family histories
- Personal photos, videos, and audio recordings
- Physical evidence left at the scene
- Medical and dental records

Something a clever CM can do to engage the players is to create a physical prop of what they've discovered during their research. If their research skill roll is successful, hand them the article from the crumbling newspaper they discovered or that scrap from the missing reporter's notebook. This is much

more effective than just reciting the pertinent bit of data to them. There are also many resources online where a CM can download blank medical forms, strange photographs and illustrations, obscure articles from esoteric books, and other scraps of information that will both inspire and horrify the players. These props and handouts also challenge the players who must determine what information on the handout is most vital.

Finally, the CM should keep in mind that the creature is not going to look kindly upon those nosy PCs poking around, asking a lot of questions. The very act of research and investigation should be considered dangerous, as the monster may decide to attack if it feels the PCs are getting too close.

LEGAL TROUBLE

It's possible, maybe likely, that at some point during the PCs' exploits they will run into trouble from the law. How do you explain what you're up to when you're caught breaking into the spooky old mansion after a neighbor called the police? Or that the dead body you have stashed in the trunk is actually a dead werewolf? The police are unlikely to listen to explanations of the paranormal kind. The following guidelines for handling brushes with the law are entirely optional. The Crypt Master may devise simpler or more complicated systems if it seems appropriate.

The PCs may attempt direct action checks, and the system described in Chapter 6 gives the PCs a chance to convince law enforcement that paranormal agencies are responsible and/or the motivation for whatever apparently illegal activities have taken place. If that fails, other solutions will have to be found once the PCs have been arrested.

One way to handle a situation where the PCs have been arrested is to have people of authority bail them out, or NPCs that the PCs have befriended. If the PCs belong to an organization, the organization may have well-placed members who can get the charges dropped or even get

PCs released before any charges are filed. This could take either 1d10 days or 1d10 weeks, depending on the situation. The longer timeframe may be most appropriate when all other avenues have been exhausted. Possibly other groups have kept an eye on the PCs' activities and arrange for their freedom...but at a cost.

Alternatively, the PCs may have to go through legal proceedings. Since this is not a game of *Lawyers & Intrigue*, the following system may serve to resolve such matters concisely.

The court proceedings will take 3d10 days. This is certainly very fast, and the referee may extend that time as he sees fit. The PCs may make a LUCK general check to be found innocent. This check may be adjusted if other PCs (or NPC friends) have not been arrested and can use the skill Investigation or Journalism to present evidence in their favor, granting a bonus of +10 to the LUCK roll. Another option is for each incarcerated PC to spend a permanent LUCK point so that some critical piece of evidence or a legal technicality absolves the PCs of all wrongdoing.

CRYPTWORLD WITH OTHER PACESETTER GAMES

CRYPTWORLD is fully compatible with our line of Pacesetter System™ games. It can be used with TIMEMASTER to introduce time traveling and cross-dimensional rules. What if the preceptors were a new threat to the Time Corps? ROTWORLD may be referenced to "flesh out," so to speak, rules for designing campaigns that will feature zombies. MAJUS can be used to add magic to the campaign, and for some different interpretations of classic monsters. Keep an eye out for future Pacesetter titles!

RED-EYE

A CRYPTWORLD *Introductory* *Adventure*

Introduction

The players are returning home on an overnight flight after a short stay in Hawaii. This scenario could be used as a good lead-in for ordinary PCs to get wrapped up into the forces of the unknown and recruited into an organization once the scenario is complete—if the PCs survive! Alternatively, the PCs may already be investigators who are coming back to the mainland after a previous investigation in Hawaii. The CM could, if he wants to extend the duration of the introductory adventure, design a prelude to this adventure with an investigation of the ongoing murders in Honolulu (mentioned in later in this adventure). The CM could use the information about the antagonist in this adventure as a jump off point for setting up clues and murders in Honolulu.

How to Run the Scenario

The player acting as the Crypt Master should read this scenario, first to get the general idea about what it is about, but also to make notes about key details in order to prepare for the game session. Be sure to understand the clues available to PCs and how the PCs might use skills to gain information. These details are provided throughout this scenario.

Short write-ups for all of the NPCs aboard the flight are provided. The CM should not feel obligated to use them all in great detail. If desired, a few favorites might be chosen and given larger roles in the scenario, but it could be overwhelming to try to give them all some spotlight. Their brief personality sketches should come into play only if the PCs interview them about the situation.

The Flight

Transpacific Flight 810 departed at 10:00 p.m. from Honolulu to Los Angeles and is expected to land

around 6:30 a.m. The flight is sparsely booked (it's the off season) with only a handful of passengers on board and a single flight attendant. Upon departure, the lone attendant passes out blankets and pillows to those who request them. The lights are dimmed and the shades are drawn to block the light of the full moon streaming in through the windows. The passengers drift off to sleep as they are gently rocked by slight turbulence while listening to the muffled drone of the jet turbines.

After a few hours in the air, the darkness and stillness is shattered by a scream of terror and panic. One of the passengers has discovered a mutilated body crammed into one of the forward lavatories. The victim's face is contorted in a rictus of fear and his throat has been torn out, as if by a large predatory animal. Someone or something slaughtered him while everyone slept. *Could one of the passengers on board actually be a monster?*

The plane is 50,000 feet over the ocean at this point, and it won't reach the California coast for another 3 hours, at which time the creature will escape into the darkness to continue its rampage—if it doesn't kill everyone else aboard the red-eye flight instead.

Crypt Master Background

The killer is actually the lone flight attendant on board, Maria Claud. Maria lived in Los Angeles in 1951 and was pursuing her dream of seeing the world as a flight attendant when she was attacked and killed by a vampire. When she later rose as one of the undead, she realized that her weekly flights were filled with tired, bloated vacationers—a perfect feeding ground. She set out identifying likely targets during each flight, chatting with them to learn about their reason for travel, where they would be staying, if they were alone, etc.

Maria changes airlines and identities every few years so no one becomes suspicious. She currently prefers the Los Angeles/Honolulu route, and uses her *mesmerize* ability to ensure she is always assigned to

this overnight flight. She has established a hidden lair in both cities and has a blood thrall who does her bidding at each location. Maria carefully chooses her victims as they travel between the two cities and then she stalks and kills them once they go off on their business at the destination. She's left a pile of corpses in both towns over the years.

This time, Maria was unable to feed during her layover in Honolulu. She was nearly crazed with hunger as the passengers boarded for the return flight to the mainland. She was able to keep her bloodlust under control, however some of the players may have noticed how rude and surly she seemed to be as they boarded. A few hours into the flight, everyone was asleep except one passenger, Wesley Duncan, the undercover air marshal assigned to the flight. He approached Maria in the unoccupied forward serving area and told her he was concerned about her apparent agitation. While he questioned her, her bloodlust overwhelmed her and she attacked him. She first *mesmerized* him into silence before biting into his neck, feeding until he was dead from blood loss.

Sated and now clear-headed, Maria dragged the body to one of the forward restrooms where she planned to hide it until she could dispose of it. She tore out Duncan's throat to hide the tell-tale twin punctures marking him as a vampire's victim. She then hurriedly closed the door, locking it to keep the grisly scene from being discovered. However, in her haste, the door remained unlocked—until accidentally opened by one of the other passengers whose panicked screams brought the murder to everyone's attention.

Maria Claud, Vampire

STR: 80	WPR: 79
DEX: 51	PER: 45
AGL: 102	PCN: 78
STA: 96	PWR: 120
ATT: 2/98%	WND: 18
MV: L 150 F 75 (mist)	

Powers: *climb, mesmerize, mist form, blood familiar, shape change*

Experience: 2,000

Now that the body has been found, Maria's primary goal is to maintain her masquerade until the plane lands and she can make her escape. She's already informed the pilot and co-pilot that one of the passengers was found dead, and they've locked themselves securely in the cockpit until the plane can land per NSA procedure.

Maria will be very "helpful" during any investigations, acting as the airline's official liaison during the crisis. Although it may appear that she's assisting the players and calming the passengers, she's actually trying to obfuscate. She will be happy to encourage suspicions about other passengers. Maria is also trying to find out what the PCs know as well as feeding false information to the players in hopes of allaying any suspicion directed toward herself. Maria is all too aware that her nearest coffin is still hundreds of miles away, and sunrise is at 7:05 a.m. Her best chance is to stall and mislead the players as long as she can. And if that fails, she has no compunction about slaughtering each and every last passenger in the cabin.

Transpacific Flight 810

The plane is laid out in a 2-3-2 seat pattern. The passenger cabin is 160 feet long and 20 feet wide. There is seating for 161 passengers, although there are only 10 on this flight (plus the PCs). The passengers were all seated in the rear coach section for this flight as there were no first class or business class passengers on board. Although passengers are normally allowed to sit where they wish on an underbooked flight, Maria herded everyone into one section so it would be easier to keep track of everyone, claiming new security regulations for the reason.

There are five single occupancy lavatories, two up front near the cockpit, two in the center of the cabin between business class and coach, and one near the rear. The lavatories hold a toilet, sink, soap dispenser, wall-mounted towel dispenser, and a wall mirror, and are barely large enough to hold one person at a time.

There are four galley stations, three near the front and one large one in the rear. Beverages and pre-packaged airline meals are primarily kept here in refrigerated compartments, and the cupboards hold a packaged assortment of peanuts, pretzels, cookies, and smoked almonds. There is a microwave oven and industrial coffee maker in each galley. Plastic utensils and cups are normally distributed to the passengers, although each galley does have a kitchen area with a selection of metallic utensils (knives, forks, heavy scissors, skewers) used by the airline staff to prep the meals. These could be salvaged as weapons in a pinch. Two small rolling carts used to serve beverages and meals are also stored in each galley area.

There are three sizable closet areas in the front, middle, and rear of the cabin. The airline staff use these to store cleaning supplies, large carry-ons that don't fit in the overhead bins, bulky coats and jackets, etc. Each closet has a rolling cart with cleaning supplies, a broom, and a vacuum cleaner (for the cleaning crews between flights) and first aid materials (back brace, set of wooden crutches, portable defibrillator, collapsible wheelchair). The forward closet also has two sets of unclaimed golf clubs that were left behind from a previous flight.

The luggage storage area beneath the plane is inaccessible from the passenger cabin, so the PCs will only have what they brought on board in their carry-ons. It is unlikely that they were allowed to bring weapons and firearms aboard, but anything else they wish to have on hand should be allowed by the CM.

(The CM may optionally, at the start of the adventure, ask the players to write down a list of everything in their carry-on luggage.)

Death in the Skies

Passenger Iona Bradford discovered the victim's body in one of the forward restrooms just behind the cockpit. Iona was awakened by leg cramps and decided to stretch her legs a bit with a walk up and down

the aisle. She stopped to use the restroom and found the body. Maria was in the rear galley area and was unaware anyone was walking about.

It appears that the victim was killed when his throat was ripped out. If desired, have the players roll a fear check upon first seeing the gruesome scene. Have them roll a specific WPR check versus column 4 on the Action Table. (For more on fear checks, see Chapter 5: Basic Action.)

If the scene is closely inspected, a successful Investigation check will reveal that there is a noticeable lack of blood in the lavatory considering the kind of wound suffered. There should be arterial spray on the walls, floor, and clothes of the victim, but other than the bleeding at the wound site, there isn't much else. Further investigation will reveal that there doesn't seem to be any other wounds or bruises on the corpse, and the victim's clothes are untoned and bloodless except for some stains on the collar. For such a violent death, the victim apparently didn't try to fight off his attacker.

If the victim's pockets are checked, the players will find his badge holder and ID that identifies him as Wesley Duncan of San Francisco, the federal air marshal assigned to this flight. As he was travelling undercover, no one knew Duncan's true identity. Maria will claim she knew there was an air marshal on the flight, but that his identity was unknown to her. Marshals generally only identify themselves if a crisis occurs. If anyone rummages through Marshall Duncan's carry-on bags, they'll find his service pistol (SIG Sauer P226), collapsible baton, and handcuffs.

A successful Medicine skill check will put the time of death within the past 2 hours. A second successful Medicine check will reveal the following: the paleness of the corpse and the lack of pooled blood at the crime scene could only mean that the body was drained of blood before the throat was torn out. The throat wound was specifically inflicted after the victim was already dead.

Finally, a successful Medicine or Outdoor Survival skill roll will reveal that the victim's throat was ripped out by an animal's claws. Something big, like a bear or wolf, perhaps.

Right away, the PCs may suspect Maria's involvement as she would have been the only one awake and about when the murder occurred. If questioned, she will say she was seated in the rear galley, drinking coffee and reading an in-flight magazine. She also claims that she didn't hear anything when the crime occurred, just like the rest of the passengers.

The People on Board

The CM should remember that the other passengers on board will not be idly sitting in their seat while all of this is going on. Some will be making frantic phone calls, others will be demanding answers, and still others will be in various states of shock, fear, and disbelief due to the situation at hand. Others may even lend their skills during the investigation (if the players need a hand or ask for their help). Keep in mind that, as far as the PCs are concerned, anyone on board could be the monster. And the passengers are probably thinking the same thing about the PCs! The CM is encouraged to keep the cabin a hotbed of paranoia and suspicion during the investigation.

Captain Colin Becker, Pilot

STR: 34 WPR: 75
DEX: 66 PER: 45
AGL: 47 PCN: 55
STA: 49 WND: 13
USM: 41 MV: L 150

Skills: *Pilot - Master, 111; Pistol - Specialist, 81*

Description: Captain Becker, 59, is a seasoned pilot with 20+ years in the air. He is new to the LA/Honolulu route and is quite bored with the assignment, preferring a transcontinental route. Captain Becker has not left the cockpit since take-off. He knows that there has been an "incident," and he has orders to not let anyone enter the cockpit for

any reason until the plane has safely landed at LAX. He is armed with a pistol if anyone tries to breach the cockpit door.

Captain Marianne Hardy, Co-pilot

STR: 62 WPR: 68
DEX: 54 PER: 26
AGL: 27 PCN: 51
STA: 38 WND: 12
USM: 45 MV: L 150

Skills: *Pilot - Master, 99*

Description: Captain Hardy, 39, is a younger pilot who is now training on this plane type. She could fly the jet if needed, but she hasn't practiced landings so coming down may be a problem. Captain Hardy is just as in the dark as Capt. Becker with regards to the murder. She will also not let anyone into the cockpit until the plane has landed and the authorities release the two of them from their duty.

Iona Bradford

STR: 32 WPR: 58
DEX: 58 PER: 46
AGL: 70 PCN: 39
STA: 41 WND: 12
USM: 51 MV: L 150

Skills: *Humanities (Theater) - Expert, 79*

Description: Iona, 62, is a retired university theater instructor. She prides herself on being unflappable, but her nerves are obviously frayed by the situation. Iona was the first to discover the body. She didn't see the attack, and when she awoke and began walking the aisles, everyone appeared to be asleep, with the exception of the flight attendant, of course, who was busy in the rear galley.

Antonio Greer

STR: 50 WPR: 62
DEX: 69 PER: 61
AGL: 59 PCN: 48
STA: 43 WND: 12
USM: 55 MV: L 150

Skills: *Medicine - Expert, 87*

Description: Antonio, 26, is a university student majoring in pre-med. Most of Antonio's medical

knowledge comes from what he's read rather than hands-on experience. He is not easily surprised and is oddly fascinated by the events unfolding. He is the boyfriend of Becky Freeman, and they were vacationing in Hawaii to celebrate his high scores on a recent important exam.

Becky Freeman

STR: 40 WPR: 73
DEX: 65 PER: 42
AGL: 69 PCN: 78
STA: 29 WND: 11
USM: 55 MV: L 150

Skills: *Computers - Expert, 108; Swords - Specialist, 70*

Description: Becky, 24, attends the same university as her boyfriend, Antonio Greer. She is majoring in computer analysis and hopes to get a position with Spoggle (the number one internet search engine!) someday. She is on the fencing team at school and is quite handy with a sword—or anything that can be used as a substitute. Becky is fairly panicked, but will calm down if kept busy and given something to do to keep her mind off the murder.

Otis Morton

STR: 48 WPR: 40
DEX: 46 PER: 68
AGL: 31 PCN: 38
STA: 52 WND: 13
USM: 45 MV: L 150

Skills: *Social Sciences (Psychology) - Specialist, 54*

Description: Otis, 44, is a moody, shy introvert returning home after a personal sabbatical to "find himself." He is a bit of a pessimist and was sullen and withdrawn before the events of this night. He has been in and out of therapy for years and has picked up a working knowledge of some psychological basics.

Shelly Novak

STR: 37 WPR: 30
DEX: 76 PER: 26
AGL: 38 PCN: 29
STA: 55 WND: 13
USM: 38 MV: L 150

Skills: *Theft - Specialist, 60*

Description: Shelly, 32, is obnoxious, opinionated, self-absorbed, and shallow. She comes from a wealthy family and feels she's better than most others. She is annoyed by the murder, feeling that this will somehow affect and inconvenience her on some level. She is a bit of a kleptomaniac, enjoying the thrill of palming small items she could easily afford to purchase.

Chester Robbins

STR: 52 WPR: 64
 DEX: 55 PER: 45
 AGL: 47 PCN: 80
 STA: 50 WND: 13
 USM: 50 MV: L 150

Skills: *Investigation - Expert, 93*

Description: Chester, 38, is an auditor for a major hotel chain, and this was a business trip for him. Because he makes a living ferreting out liars and malfeasance, Chester doesn't take anyone at face value and distrusts everyone to some degree. He sees the murder as a matter for the police and will try to remain uninvolved, though he will help if asked.

Rochelle Webb

STR: 36 WPR: 26
 DEX: 71 PER: 28
 AGL: 33 PCN: 32
 STA: 43 WND: 12
 USM: 45 MV: L 150

Skills: *Journalism - Expert, 57; Pistol - Specialist, 86*

Description: Rochelle, 51, is a Los Angeles housewife who also writes for a travelogue website. In her spare time, she and her husband practice target shooting at the local gun range. Rochelle is trying to stay brave during the crisis, but she'll be one of the first to panic if the situation gets worse.

Max Hoffman

STR: 58 WPR: 77
 DEX: 51 PER: 74
 AGL: 31 PCN: 34
 STA: 31 WND: 11
 USM: 45 MV: L 150

Skills: *Sciences (Animal Biology) - Master, 111; Javelin - Master, 110*

Description: Max, 60, is a biologist who works for a veterinarian pharmaceutical company. He has an extensive knowledge of the

physiology of many animals found in the U.S. Max was also on the second squad of the 1976 U.S. Olympic Javelin Team, though he didn't medal in the event. Max finds this all very exciting and is helpful to the point of being constantly in the way.

Madeline Lee

STR: 51 WPR: 50
 DEX: 26 PER: 50
 AGL: 29 PCN: 30
 STA: 46 WND: 12
 USM: 40 MV: L 150

Skills: *Military - Expert, 81; Pistol - Master, 81; Grenade - Master, 81*

Description: Madeline, 33, is a corporal in the U.S. Army stationed at Fort Shafter. She is a no-nonsense career soldier who is disturbed, but unfrightened by the killing. She will let others take command of the situation, and she'll follow any orders given to her.

Steven Robertson

STR: 52 WPR: 74
 DEX: 66 PER: 69
 AGL: 46 PCN: 71
 STA: 33 WND: 11
 USM: 49 MV: L 150

Skills: *Pilot - Specialist, 76; Martial Arts - Specialist, 75*

Description: Steven, 24, is a thrill-seeker who was vacationing in Hawaii for the choice surfing the beaches offered. Steven is also into street luge, skateboarding, hang gliding, and judo. He is trying to hold it together during the crisis, but this is a "thrill" he wasn't seeking.

Who's the Monster?

During the course of the players' investigation into Duncan's murder, they should be seeking any clues and information as to what could have killed him, who the killer could be, and how to stop them. The CM should let the players follow their own hunches as they interview the passengers, sniff around for clues, and try to pick out the signs and signals that will lead them to the monster on board. The CM should avoid leading the players by the nose, allowing them to use their own intuition to ferret out the truth.

- If the players ask, tonight is indeed the night of the full moon which is lighting up the cloudless midnight hour. However, this is sheer coincidence as there are no werewolves on this flight! But if they begin looking for "the werewolf," let them chase their tails for a while until they get back on track. In fact, Maria may "helpfully" point out that Max Hoffman appears a bit hairier than the other male passengers and that he keeps staring out the window at the moon. This is, of course, a lie to keep the players off-balance.
- Becky Freeman is still wearing the ceremonial lei given to her by the airport staff when she boarded the plane. The flowers on the lei have all turned black, dry, and are crumbling off the string. Becky has no explanation for this. The touch of a vampire causes living plants to wither and die, and Maria brushed the lei as she took Becky's jacket when she boarded. Becky may or may not recall that the flight attendant was the only other person to touch her flower necklace (CM's discretion).
- Maria got some of Duncan's blood on her uniform blouse when she killed him, necessitating the need to change. The new blouse she's wearing is the same color and style uniform shirt, but it has one very subtle difference. The Transpacific logo on the breast pocket is an older version from 3 years ago. Allow someone to roll a PCN check at +20 to notice that the logo, and thus the shirt, has changed since the time they boarded.
- If the players have access to a smartphone or tablet with Internet access, allow them to do online research. Anyone who makes a successful Journalism or Investigation skill roll will discover that there have been multiple unexplained deaths due to blood loss reported in both Los Angeles and Honolulu going back many years.
- Players who are part of a supernatural investigations group may have access to an online database which will give them basic information as found in

Chapter 7: Things. Looking up “vampires” will reveal the creature’s basic strengths, weaknesses, and powers.

- If the players are still stumped or if the CM wants to jump to the final confrontation, have one of the players roll a specific PCN check to notice that Maria doesn’t cast a reflection in one of the windows or other reflective surface in the cabin. Also, if any of the players (or passengers) have taken cell phone or digital camera pictures, Maria will not show up in any of them, as vampires cannot be filmed or photographed.

While the investigation is going on, Maria will do everything she can think of to throw the players off her trail. If the players begin to suspect one of the passengers as a prime suspect, Maria will focus her attention on incriminating that person through deception and guile.

Maria will also toy with the players and passengers through the use of her unsettling powers in hopes of keeping everyone in a state of uncertainty and panic. (See Chapter 7: Things for more on unsettling powers.) If desired, have the players roll a fear check versus column 2 each time something unusual or supernatural happens. For example:

- Someone will see the words on the cover of an in-flight magazine rearrange themselves into the message “DEATH IS MY CO-PILOT”.
- All of the oxygen masks will suddenly drop from the ceiling and the low oxygen alarm bell will sound for a few terrifying seconds.
- The window shade next to someone will suddenly slam open and, for a moment, it appears there’s a silhouette of some creature on the plane’s wing.
- The cabin’s temperature begins to drop to the point where everyone can see their breath, the windows frost over, and condensation begins to form on every surface.
- Max Hoffman is transporting two dozen laboratory mice secured in one of the overhead bins. Maria will set these mice free using minor telekinesis. Once loose,

they’ll swarm around the cabin haphazardly. If one of the passengers is under suspicion, Maria will have the mice run up to that person. The mice will stop and stare at that person for a few quiet moments, as if receiving instructions, before racing off again.

Horror at 50,000 Feet

If the players have finally deduced that Maria is a vampire and thus Duncan’s killer, they’ll have their work cut out for them. When confronted directly with the evidence, Maria will realize there’s no point in hiding her true nature any longer. Her face contorts as her nose flattens and her mouth widens. Her canine teeth grow longer and sharper, and her fingertips lengthen into claws. Her eyes blaze with a hellish red glow. If desired, have the players roll a fear check versus column 7 when they see Maria in her true form.

“You should have left me alone,” she’ll hiss at the players. “You’ve been a thorn in my side this entire night. I’ll truly enjoy tearing each of you in half and drinking deeply from your broken bodies. The rest of these cattle will settle down once they see what I do to you.”

Maria will use the tight quarters of the cabin to her advantage. She’ll climb across the ceiling and walls like a spider, while the players (and any passengers joining the fight) are forced to stumble across the rows of seats in their way. She may also leap at a player and shape change into a feral wolf in midair, pressing her attack as she lands on them.

Maria can be permanently destroyed if a wooden stake is hammered through her heart, followed by decapitation of the body. Unless one of the players actually has wooden stakes in their carry-on luggage, they will have to improvise with the limited resources available to them in the jetliner’s cabin. Pencils, the broken handle off a wooden spoon (found in the galley), a shattered part of a wooden crutch, a wooden golf club shaft, or broom handle (found in the storage closets), wooden armrests from the seats in first class, etc., could be utilized for

this purpose. The CM is encouraged to allow the PCs to get creative.

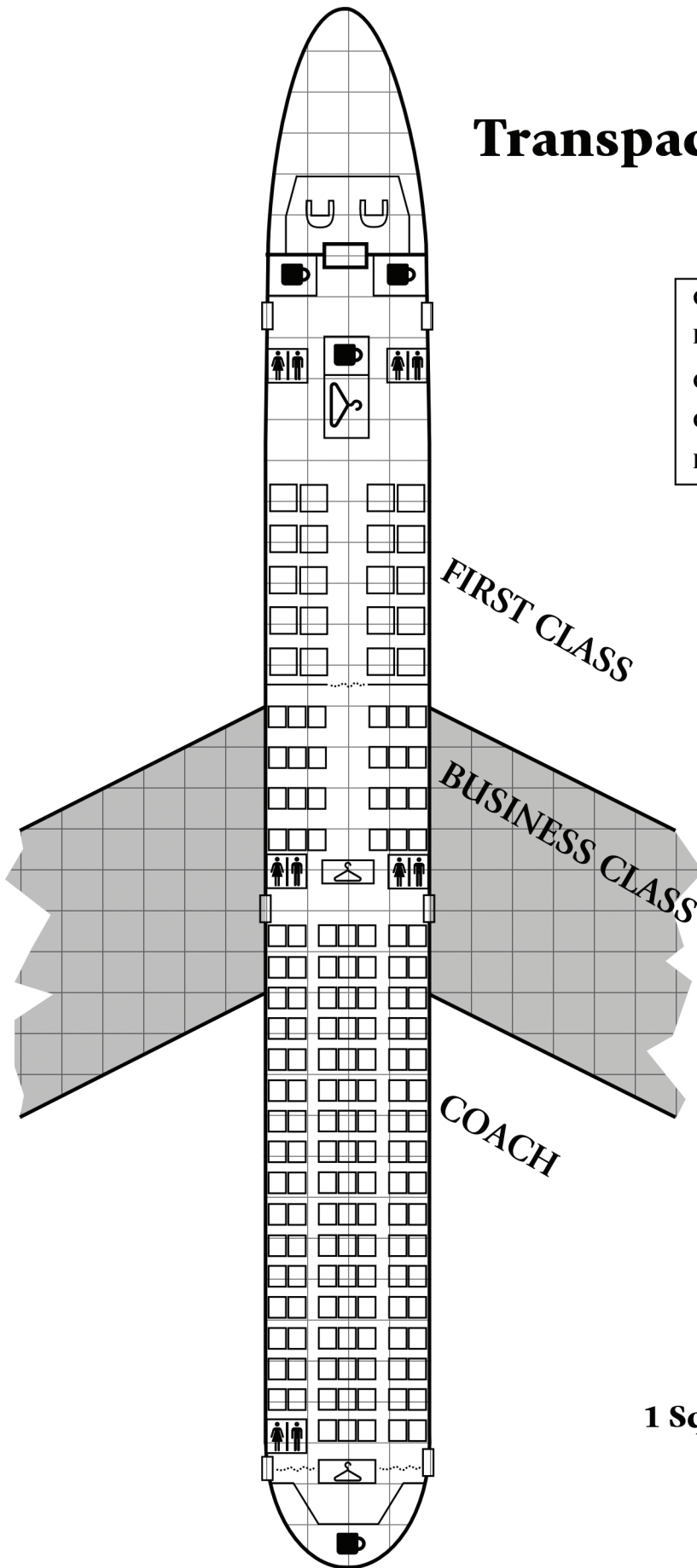
If Maria starts to take a lot of damage or if the carnage is such that she has no chance of explaining it away upon landing, she will race to the nearest window or exit door and will try to tear it open while in the plane’s still in flight. Maria will need to roll two specific STR checks on two consecutive rounds, each with a “C” result to succeed. With the first success, she manages to get her claws firmly embedded in the door or window frame. Upon her second success, she tears the portal from the fuselage. As the air rushes from the opening, Maria will transform into her mist form and escape into the moonlit night. The CM should allow the PCs and passengers a chance to strap themselves into the nearest seat to avoid getting sucked out into the night sky! Fortunately the plane will be well on its final approach when this happens, so there is no danger of decompression or oxygen loss.

Aftermath

Once the plane touches the ground, the players and passengers will need to deal with the aftermath of the events on Flight 810. If the players are part of some secret monster fighting society or governmental agency, a clean-up crew will already be waiting to debrief the passengers and crew as well as dispose of any evidence best left unseen by the public. If the players are on their own, they may have a tough time explaining to the authorities what exactly happened in the skies. This may be the point at which the players are recruited into one of those organizations!

If Maria escapes, the PCs may decide to pursue her. She will likely move her secret lair to a new location in another town, but at the CM’s discretion, investigations of her previous murders could lead to her old lair and possibly the identity of her blood thralls.

Transpacific Flight 810



KEY

Galley	
Lavatory	
Closet	
Curtain	
Exit Door	

1 Square = 5 feet

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Action Table

Defense Column											
Attack Margin	Ability Checks		Skill Checks		46-60	61-75	76-90	91-105	106-120	121-135	136+
	1-15	16-30	31-45								
	1	2	3	4	5	6	7	8	9	10	
0	LK	L	L	L	L	S	S	S	S	S	
1-4	M	M	L	LK	L	LK	L	S	S	S	
5-9	H	MK	M	L	L	L	L	L	LK	S	
10-29	C	H	MK	M	M	M	LK	L	L	L	
30-49	C	C	H	M	MK	M	M	MK	L	LK	
50-69	CK	CK	C	H	H	H	M	M	M	M	
70-89	CK	CK	CK	CK	H	H	H	H	M	M	
90-94	CK	CK	CK	CK	CK	HK	H	H	H	H	
95-99	CK	CK	CK	CK	CK	CK	HK	HK	H	H	
100+	CK	CK	CK	CK	CK	CK	CK	HK	HK	H	

ARMED COMBAT RESULTS		UNARMED COMBAT RESULTS	
Code	Result	Code	Result (Defender loses points from current STA)
S	Scratch: Lose 1-2 points (see above), and mark one wound box.	S	Scant Damage: Lose 1-2 points (roll 1d10; 1-5=1, 6-10=2).
L	Light Wound: Lose 2-20 points (1d10x2), and mark two wound boxes.	L	Light Damage: Lose 2-20 points (1d10x2).
M	Medium Wound: Lose 4-40 points (2d10x2), and mark three wound boxes.	M	Medium Damage: Lose 4-40 points (2d10x2).
H	Heavy Wound: Lose 6-60 points (3d10x2), and mark four wound boxes.	H	Harsh Damage: Lose 6-60 points (3d10x2), and mark one wound box.
C	Crippling Wound: Lose 6-60 points (3d10x2), and mark five wound boxes.	C	Crushing Damage: Lose 6-60 points (3d10x2), and mark two wound boxes (or called shot, if specified otherwise).
K	Knockdown: Defender knocked down and back 5 feet; must make DEX check to hold onto any hand-held items; all uncompleted actions this round are cancelled.	K	Defender knocked down and back 5 feet; all uncompleted actions this round are cancelled.

COMBAT PROCEDURE			
1	Declare attack	4	Defender declares luck use (PCs, missile attacks only)
2	Determine base damage	5	Attacker rolls specific check against strike number
3	Determine strike number	6	Apply results

SEQUENCE OF PLAY FOR ONE ROUND			
1	CM declaration	8	Side A melees
2	PC declaration	9	Side B uses paranormal talents
3	Initiative determination	10	Side B fires or throws missiles
4	Side A uses paranormal talents	11	Side B moves
5	Side A fires or throws missiles	12	Side A defensive missile fire
6	Side A moves	13	Side B melees
7	Side B defensive missile fire	14	Stamina loss and recovery

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CHARACTER SHEET

Character:

Player:

BASIC STATISTICS

BACKGROUND

Strength (STR): _____ Willpower (WPR): _____ Date of Birth: _____ Place of Birth: _____

Dexterity (DEX): _____ Perception (PCN): _____ Profession: _____ Age: _____

Agility (AGL): _____ Luck (LUCK): _____ Education: _____ Nationality: _____

Personality (PER): _____ Stamina (STA): _____ Height: _____ Sex: _____

Penetration Bonus: _____ Unskilled Melee: _____ Weight: _____ Eye Color: _____

(STR+AGL)/2 Features: _____ Hair Color: _____

Current Stamina: _____ Experience Points: _____

Current Willpower: _____

WOUNDS
□□□□□□□□

Stamina Recovery Rate: _____ □□□□□□□□

Armor: _____ AR: _____

Stamina Loss/Round: _____ Items Worn: _____

SKILLS

PARANORMAL TALENTS

Name	Base	Level	Score	Name	Base	Score
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
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_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

WEAPONS

Name	Range Mod.	Base
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____

Gear/Notes:

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THINGS Record Sheet

<p>THING Type: _____ Name: _____</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; border: 1px solid black; padding: 5px;"> STR: WPR: DEX: PER: AGL: PCN: STA: PWR: ATT: WND: MV: Experience: </td> <td style="width: 33%; text-align: center;"> Current Current Current <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STA WPR WND </td> <td style="width: 33%; border: 1px solid black; padding: 5px;"> POWERS Pg. # _____ _____ _____ </td> </tr> </table> <p>Notes:</p>	STR: WPR: DEX: PER: AGL: PCN: STA: PWR: ATT: WND: MV: Experience:	Current Current Current <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STA WPR WND	POWERS Pg. # _____ _____ _____	<p>THING Type: _____ Name: _____</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 33%; border: 1px solid black; padding: 5px;"> STR: WPR: DEX: PER: AGL: PCN: STA: PWR: ATT: WND: MV: Experience: </td> <td style="width: 33%; text-align: center;"> Current Current Current <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STA WPR WND </td> <td style="width: 33%; border: 1px solid black; padding: 5px;"> POWERS Pg. # _____ _____ _____ </td> </tr> </table> <p>Notes:</p>	STR: WPR: DEX: PER: AGL: PCN: STA: PWR: ATT: WND: MV: Experience:	Current Current Current <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> STA WPR WND	POWERS Pg. # _____ _____ _____
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