

D&G Adventure

Creatures



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Introduction

From Atlanteans to Zombies, our investigators have compiled a selection of well over 150 modern-day people, strange beings, and animals. Each entry provides information on a **typical** representative of the creatures, but that's not always the one that brave heroes will encounter. It's always worth remembering that any specific creature encountered may have abilities above, below, or outside the norm — perhaps even ones never seen in that species before due to some twist of fate or scientific or magical intervention.

What You'll Need

You'll get the most out of this book if you've already read (or at least own) the *D6 Adventure Rulebook*. However, we've included a genre conversion at the end of this book for those who'd like to use these creatures in *D6 Fantasy* or *D6 Space* encounters.

Animals vs. Sentient Beings

You'll notice that game characteristics are given in one of two ways: with natural abilities or with Advantages, Disadvantages, and Special Abilities. This is to help you distinguish between those with animal instincts only (which are the ones with natural abilities) and everyone else.

Animal Skills

Although clever, most animals and some monsters are not as intelligent as people are. They don't actively use skills, though they may have some to represent their unconscious application of them, such as *willpower* to resist being told what to do. Animals and monsters usually decide on the best course of action that will lead to their own survival, unless they are trained otherwise.

Scale

Many of the creatures in this book include a scale value. (Those that don't have a scale value of zero.) Scale takes into account that large creatures are easier to hit but harder to injure, while small creatures are harder to hit but easier to injure. For information on how to use scale in your combat encounters, see page 70 of the *D6 Adventure Rulebook*.

Increased Attribute Special Ability

Some creatures have a bonus in parentheses after attributes and Strength Damage values. This number in parentheses indicates the modifier that the creature receives from having the Increased Attribute Special Ability for the related characteristic.

Disadvantages

The effects of the Reduce Attribute and the Hindrance: Movement Disadvantages have been figured into the characteristics of the creatures, so do not apply them again.

Body Points and Wounds

The Body Points for each entry were determined by multiplying the number in front of *Physique's* "D" by 3, adding the pips, and adding 10.

All entries in this book have been given three Wound levels (Stunned, Wounded, and Severely Wounded). Use the "Wound Levels" chart on page 62 of the *D6 Adventure Rulebook*, dropping Dead to the Incapacitated level. Thus, if the creature takes nine or more points of damage or takes a fourth Wound level, it's Dead.

In either case, adjust the numbers up for harder-to-harm creatures, or down for those that are easy to get rid of.

Animal Control

To keep a sense of balance in a game, gamemaster should restrict Animal Control to ordinary creatures (such as birds or cattle) and disallow its use on the more unusual creatures and monsters (such as night mares and psionic parasites). Additionally, characters may not use Animal Control to hold power over any creature with Advantages, Disadvantages, and/or Special Abilities in their write-ups or where otherwise noted.

Designer Creatures

Monsters and animals (those creatures that gamemasters wouldn't allow players to take as characters) may have a minimum of 1D in any attribute (generally *Knowledge* and *Coordination*), but they have no attribute maximum. Use Disadvantages and Special Abilities as inspiration for the game mechanics of various natural abilities

for the creature. For suggestions on creating people, see pages 123–124 of the *D6 Adventure Rulebook*.

Creatures and Their Fear Factor

Animals and similar creatures often try to scare interlopers in their territories, either to weaken them or frighten them away. To simulate this, the gamemaster may have the creature make a threatening gesture and make an *intimidation* attempt. Since the *intimidation* attempt is an instinctual reaction, it only may be performed once per encounter, but it affects all who witness it. For example, swans cry out and flap their wings, while whales slap their tails.

Should the intimidation attempt succeed, the target character or group flees, possibly pursued by the creature if it is hungry or provoked enough.

For more details of the game mechanics for *intimidation* attempts, see page 72 of the *D6 Adventure Rulebook*.

Attacks of Large Creatures

Exceptionally large creatures generally do not go after a single threat (although they can, especially if sufficiently provoked). Rather, they usually attack an area as large as their scale modifier, causing collateral and incidental damage to those in that area. As a result, if a combatant has a scale of 9 greater than its opponent, it can ignore the penalty to its combat difficulty while making an area attack; in addition, if more than one target is within range of the attack, then these multiple attacks are made without a multiple target penalty. (The standard combat difficulty is used for each target, or their *dodge* total if the target has been dodging, as per normal rules.) Thus a human trying to attack with a flamethrower the general area a couple of rats are in would ignore the -9 *marksmanship* penalty as well as the multiple attack penalty, while still retaining the +9 damage bonus.

Note that area attacks are almost universally destructive, and as a result larger opponents often eschew them. A giant might throw boulders to attack pesky humans in an open field, but she would avoid doing so in her own home.

Advanced Humans

Sometimes, one encounters a person who is at the peak of their physical and mental capabilities. They are stronger, faster, and smarter than all those around them. Such individuals are rare and can often have a tremendous impact on people and situations around them. History certainly takes note of such men and women, and in the modern era, the media showers them with attention and affection. Some attain this peak status through physical conditioning, whereas others are simply blessed with natural gifts beyond those of their peers.

There are others, however, who possess abilities beyond what could be considered normal, and their gifts are rarely gained through such benign means. Some are created in a laboratory, born and bred through cold, unfeeling science to attain something out of reach of others. These genetically engineered men and women are physically perfect in every regard, with preprogrammed knowledge banks that shame many computers. Still, such creations rarely

have any sense of context or socialization, and they are best suited for combat or mundane tasks that require little independent thought.

Other advanced humans are born among normal folk, hidden away like changeling legends of a previous age. Some believe that these rare individuals represent the next step in human evolution and that they will eventually replace homo sapiens just as the Cro-Magnons superseded the Neanderthals thousands of years ago.

There are other means of attaining abilities that would qualify an individual as an advanced human. Alien experimentation has been documented to create such phenomenon, as have progressive eugenics programs dating back to the twilight days of World War II. There have even been instances of normal humans transformed into an advanced state through the use of unusual stimuli, most often chemical or radioactive in nature. While a far cry from the ludicrous power levels found in the pages of comic books or in television and film, these circumstances nevertheless elevate the subject to a noticeably higher level of physical or mental ability.

Advanced humans may often have highly specialized skills or abilities, which vary wildly from individual to individual. The information contained here details the baseline abilities that can reasonably be expected in an encounter with such a being, though certainly not all.

Typical Advanced Human

Reflexes 3D: brawling 3D+2, dodge 4D

Coordination 3D: marksmanship 4D

Physique 4D: lifting 4D+2, running 5D, stamina 6D

Knowledge 2D: medicine 2D+2, navigation 3D, scholar 4D, tech 3D+1

Perception 3D: hide 3D+2, investigation 4D+1, know-how 4D, search 3D+2, survival 6D

Presence 2D: intimidation 3D, willpower 5D

Strength Damage: 2D

Move: 12

Fate Points: 1

Character Points: 3

Body Points: 22

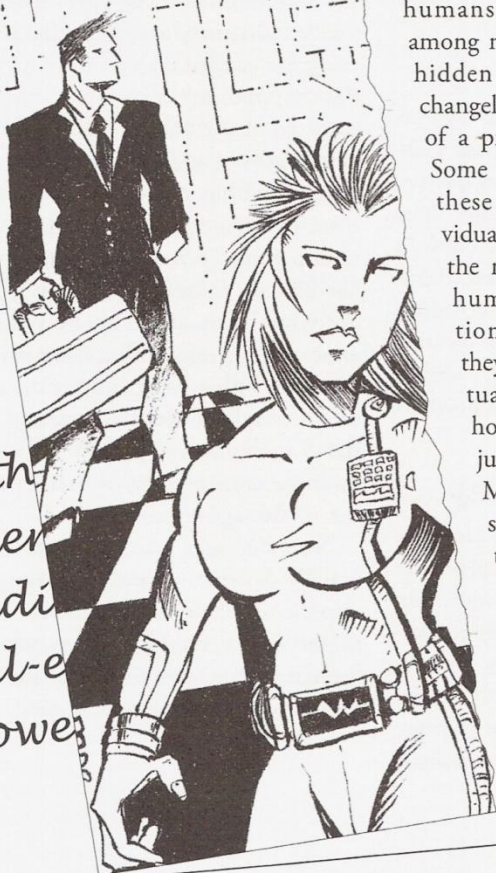
Wound levels: 3

Disadvantages: Cultural Unfamiliarity (R1), having difficulty interacting with normal humans

Advantages: none

Special Abilities: Combat Sense (R1), surprise penalties reduced by 2; Immunity (R1), +1D to *Physique* or *stamina* to resist disease and poisons

Equipment: appropriate clothing; heavy jacket or coat (Armor Value +1); handgun (damage 4D); ammunition; basic first aid kit (+2 to medicine rolls; 3 uses)



Atlanteans

Long before the birth of human civilization, the utopian society of Atlantis existed in peace with their world. These people were masters of science, who ushered in a golden age of enlightenment that brought an end to poverty, war, and strife. As centuries passed, each new generation delved further into the secrets of creation, and their knowledge grew. Soon, nothing would be beyond their grasp. They would possess the power of the gods and bring peace to the universe!

Their zeal soon led to disaster when the planet rebelled against its former ally. In the blink of an eye, the climate changed and the very ground rolled beneath them as their home started to slip beneath the waves. Hastily, the elders of the realm marshaled their remaining power in an attempt to save their people from oblivion. It was decided that those who best represented their race would use the Atlantean's limited interstellar capability to take to the stars. If all else failed, perhaps their seed would continue elsewhere. Those who remained behind would receive genetic alteration in order to survive the coming doom by living underneath the sea.

Unfortunately, fate was not finished with the foolish people who dared to wield the divine energy. To the horror of those who were left behind, Atlantis fractured far faster than anticipated, and rioters captured the streets. Those who could, quickly completed transformation rituals and took to the surf. Their island home exploded and quickly sank to the bottom of the sea.

The Atlanteans would spend years wandering the ocean's floor. The once-proud people

became homeless nomads who fought for survival on a daily basis. Atlantis and their idyllic life on the surface was soon a fading memory. Some gave up the will to live when the misery of their situation became too much to bear. Others, who were stronger in spirit, pressed onward.

A haven of sorts finally presented itself when the great Lanara reef was discovered. Food was found here in abundance and the natural lay of the area was defensible. For the first time in what seemed to be ages, the Atlanteans dared to hope again, and they quickly adopted the reef as their home. The nightmarish exodus was over, and they vowed to wander no more. Atlantis had returned, and those who survived the cataclysm rejoiced! Lanara soon grew in splendor as undersea towers rose from the reef. Larger fortifications soon followed. As time passed, the city thrived.

However, their flight had taken its toll on the refugee population. As the nomads adjusted to living in the reef, their leaders met to discuss ways of defending their new homeland. It was decided that magic would fill this void, and great arcane forces were

once again set in motion. Wizards toiled deep below the city as they worked to create courageous, formidable defenders. Their efforts brought forth the Knights of Lanara, who were fierce warriors that had been infused with the essence of sharks. The eldritch tampering made them immensely strong and deadly.

The newfound champions defended the realm valiantly, but new generation grew more violent and started to resent their creators. They referred to the unaltered Atlanteans as "mere folk" because of their lesser size, and they felt they lacked true power. Unrest led to revolution, and several years later, the champions of Lanara turned on their weaker brethren. The undersea realm fell before their onslaught, and its defenders fled to safer water. Their once-proud city lies in ruin and its conquerors, the descendants of the Knights of Lanara, refer to themselves as Lanarans. The "mere folk" they drove from the city are known today as merfolk. The fall of Lanara scattered the descendants of Atlantis across the globe. Some have attempted to settle on the ocean's floor; others live the life of



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tribal nomads. A thankfully small number of them live as predators.

Lanarans are large, hulking, muscular creatures with powerful claws. These engines of destruction have pale white underbellies. The rest of their body is bluish-green with the areas from the forearms to the fingers and calves to the toes being darker in coloration. Lanarans see the world through emotionless, milky-white, saucer-like eyes. Their fingers, toes, and underarms have webbing that aids them in swimming.

These people live a barbaric, brutal lifestyle where weakness is not tolerated. Wounded and aged pack members are separated from their brethren and left to die. Typically, warriors are encountered in packs of four to seven members, and blue sharks often accompany them on the hunt. Trophies are important symbols of status to the Lanarans. They often proudly wear remnants of captured clothing or the hides of their victims. The fiercest warrior rules the tribe and carries a long, wicked spear into battle. Leadership can be contested at any time and is resolved by lethal combat.

Of all the merfolk subraces, the Mujiin best resemble their Atlantean ancestors. They have thin, wispy features and, at first glance, appear to be quite frail. This is hardly the case, however, as life in the sea has evolved them into a wiry, spirited people. The former masters of Lanara have pale skin, dark eyes, and visible gills on both sides of their neck below where their jaws are hinged. Their fingers and toes are lightly webbed, but they provide no enhancement to their swimming abilities. Small fins run from their calf muscles to their heels.

The Mujiin are well versed in the mystic arts and pass on their arcane lore to each new generation. Of all their brethren, they are the most likely to construct cities, as they wish to return to the glory of old. The seven eldest Mujiin govern the rest of their community and delegate tasks according to ability. This governing style is reminiscent of fallen Lanara's ruling body. They prefer lightweight garments that often have shell motifs. As a rule, the Mujiin choose to

parlay with those they are at odds with instead of resorting to violence to resolve problems. Typically, they travel in groups of 12 to 20, but powerful wizards have been known to walk alone.

These are only the two largest factions of Atlantean descendants. The ocean's depths are vast enough to support many other tribes, cities, and nomadic schools. Espionage settings may see merfolk employed as undersea spies and saboteurs. Heroes might also find themselves drawn into a conflict if plans to build a secret government installation on the ocean's floor infringes upon the Mujiin territory or Lanaran hunting grounds. Pulp fiction campaigns could use the water breathers as a horror element when fantasy collides with known reality. Zealots may try to exterminate them while organized crime czars might have interesting uses for their unique talents. Merfolk could petition the United Nations to be recognized as a sovereign entity in real-world games. This could have a significant impact on shipping, fishing, and travel. Players may find their characters trying to help the planet avoid a surface/undersea war if the situation is handled improperly. Super hero worlds could see merfolk as characters. They might be ambassadors from an oceanic kingdom, the sole survivors of their tribe, or Lanarans trying to overcome their bestial nature. Wild West settings can use the spawn of Atlantis as comic relief. Such creatures would be unheard of to the locals. Those who claim to have seen one might be looked upon as being a bit daft. Add to the humor by having the players' characters encounter the spawn of Atlantis when no one else is around.

Typical Lanaran

Reflexes 3D: brawling 4D, dodge 3D+2, melee combat 5D+1

Coordination 3D

Physique 5D (+3): swimming 6D, stamina 6D+2

Knowledge 2D

Perception 1D

Presence 2D: animal handling 2D+2, intimidate 3D

Strength Damage: 3D (+3)

Move: 10

Fate Points: 1

Character Points: 3

Body Points: 25

Wound levels: 3

Disadvantages: Illiterate (R1); Quirk (R3), always attack non-Lanarans when given the opportunity

Advantages: Size: Large (R1), scale value 3

Special Abilities: Combat Sense (R1), surprise penalties reduced by 2; Increased Attribute: Physique (R3), +3 to related totals, including damage resistance; Ultravision (R1), negates up to 2 points of modifiers for dim or dark conditions; Water Breathing (R1)

Equipment: spear (damage +2D)

Typical Mujiin

Reflexes 2D

Coordination 2D

Physique 2D: swimming 2D+1

Knowledge 4D: scholar 5D

Perception 3D: search 4D

Presence 3D: willpower 4D

Magic 3D: alteration 4D, conjuration 5D

Strength Damage: 1D

Move: 10

Fate Points: 1

Character Points: 3

Body Points: 16

Wound levels: 3

Disadvantages: Bad Luck (R2); Devotion (R3), pacifism; Quirk (R3) dire fear of the Lanarans

Advantages: none

Special Abilities: Attack Resistance: Extranormal (R1), +1D to damage resistance rolls against related attacks; Ultravision (R1), negates up to 2 points of modifiers for dim or dark conditions; Immunity (R1), +1D to related rolls to resist illnesses and ingested poisons; Water Breathing (R1)

Equipment: spell components

Bears

The encroachment of civilization has driven bears from much of their natural habitat. Today, these ursine creatures dwell in remote mountain ranges and unexploited lands. It's here that they make their final stand for survival.

A bear's head and neck conveys its mood because their torsos and short tails are not suited for this purpose. Agitated bears walk with their heads below their shoulders, salivating or showing teeth. They may also growl, stare with their ears laid back, or turn sideways to display size. If these tactics fail, a bear might pop his jaws, swat, bluff a charge, or, in rare cases, attack. The bears may scoop up victims in their claws and crush them in a massive hug.

Black bears dwell in the northern Rockies, western Canada, and Alaska. These voracious omnivores usually lead solitary lives. Forests with prominent undergrowth are their ideal habitat. They hibernate for five to seven months in small caves or crevasses. Preferably, a deadfall hides their winter home.

The creature's sense of smell and hearing are highly developed. Their fur color runs from black to chocolate brown but on rare occasion, could be silver-grey or off-white. Black bears are more agile than their larger cousins and average 60 to 160 kilograms in weight with some specimens reaching 270 kilograms. Many beg from the roadsides of national parks because they have grown accustomed to humans and do not fear them.

Grizzly bears live in the same regions as black bears and run faster than Olympic sprinters for short distances. These intelligent, inquisitive creatures have phenomenal memories, excellent eyesight, and superb hearing. Males typically weigh 160 kilograms but may reach 680 kilograms. Females average 125 kilograms in weight. Mature adults stand 1.3 meters tall at the shoulders when on all fours and 2.3 meters in height on their hind legs. Grizzlies rear up to better utilize their senses.

These omnivores can consume 40 kilograms of food in a day, which helps prepare them for their pseudo-hibernation period. Their name comes from the grizzled look of their outer guard hairs. Typically, they have blond, brown, or black fur, or a mixture of the three. They tend to flee from

people unless their cubs, food, or territory are threatened.

Polar bears are marine animals that dwell near the Arctic Circle. The world's largest land predators are not territorial and prefer to fill their stomachs with 70 kilograms of meat. An adult bear's forepaws, which can measure 30 centimeters across, can pull a mature seal from beneath the ice. Polar bears can reach speeds of 40 kilometers per hour for short distances and have white to yellow fur. Their well-insulated bodies make them invisible to infravision. Males can weigh one metric ton but typically fall between 500 to 600 kilograms. Females average 300 kilograms in weight. Males never hibernate, though pregnant females will hole up in a den until they give birth to their young.

Typical Black Bear

Reflexes 3D: brawling 5D, climbing 4D, dodge 4D

Coordination 1D+2

Physique 4D: lifting 5D, running 5D, swimming 4D+2

Knowledge 1D: navigation 2D

Perception 2D: search 3D, survival 3D

Presence 3D: intimidation 3D+2, willpower 3D+1

Strength Damage: 3D **Move:** 15

Fate Points: 0 **Character Points:** 0

Body Points: 23 **Wound levels:** 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty); claws (damage +1D+1); highly developed sense of hearing (+2 to related skills); highly developed sense of smell (+3 to related skills); thick fur (Armor Value +1); large size (scale value 1)

Typical Grizzly Bear

Reflexes 3D: brawling 6D, climbing 3D+2

Coordination 1D+2

Physique 5D: lifting 6D, running 5D+2, swimming 5D+1

Knowledge 1D: navigation 2D

Perception 2D: search 4D, survival 3D

Presence 3D+1: intimidation 5D, willpower 4D

Strength Damage: 3D **Move:** 18

Fate Points: 0 **Character Points:** 0

Body Points: 25 **Wound levels:** 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty); claws (damage

+1D+1); highly developed sense of hearing (+2 to related skills); exceptional eyesight (+1 to related skills); thick fur (Armor Value +2); large size (scale value 3)

Typical Polar Bear

Reflexes 2D+2: brawling 7D, stealth 3D

Coordination 1D+2

Physique 6D: lifting 6D+2, running 6D+2, swimming 8D

Knowledge 2D: navigation 4D

Perception 2D: search 4D, survival 4D

Presence 2D: intimidation 6D, willpower 5D

Strength Damage: 3D **Move:** 19

Fate Points: 0 **Character Points:** 0

Body Points: 28 **Wound levels:** 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty); claws (damage +1D+2); well insulated (+2D to *Physique* and *stamina* when resisting the ill effects of a cold environment); thick fur (Armor Value +1D); large size (scale value 3)



Bedroom Monsters

The dark is a place of deception and illusion. Tucked snugly in bed, with just enough light so that the shadows seem alive, things mundane in the day can be perceived as terrors in the night. Sometimes a mere flick of the light switch does not always dispel these apparitions, as they are not a mirage but a monster hungering for life.

There are many realms that exist at the fringe of perception, such as the world of dreams and the plane of shadow. These are home to a number of creatures trapped between existence and oblivion. They are not quite ghosts, but they are very dangerous nonetheless. In the moments in which nightmares or powerfully negative emotions can bridge the gap between their world and

the mortal plane, they claw their way into the waking realm and begin the quest to become real.

At first they are but shadows, with little or no ability to affect the physical world. However, they carefully engage in a campaign of trickery to illicit terror from those who reside in their new domain, with the goal to alleviate the disability of being incorporeal. As they gain more power, they move objects around in the dark to confuse and further distress their victims. They feed on fear — it makes them stronger — until one day, they become real and can run wild into the world. Until this time, they cannot appear in the light, and they first resort to showing glimpses of themselves to their victims to slowly build the crusade of fright. The process may take several weeks, depending on the number of victims available and their strength of will.

Typically, the last act of the creature, before its metamorphosis from apparition to beast, is to emerge from its hiding place in all its shadowy glory, materialize, terrorize its victim, and complete its ascension into true existence. Then, with its belly empty of material sustenance, it consumes its victim whole and takes off into the night. No trace of the body is left behind.

These monsters cannot be battled conventionally when they are simply shadows. Weapons pass through them and not even magic attacks will have any effect. The shadow must be banished, by religious or magical ritual, back into its home realm.

Once real, the key to destroying one of these creatures is light. As monsters born of darkness and shadow, they have poor vision in brightly lit areas and direct sunlight, making them vulnerable to attack. At this point, any blessed, magical, or similar special attack will do damage to the creature. All mundane wounds are instantly healed.

The manifested monster typically has the shape of its favorite form when it was a shadow, perhaps a devilish humanoid, dire wolf, or tentacled fiend. The form is nearly always jet black, with eyes that glow of red or yellow. Once free, it stalks the night and seeks to consume lost children, pets, or those it can easily frighten. It can only feed on those who are in fear of it, having failed a bravery check against the monster's *intimidation* skill. As with its first victim, no body will be left behind after feeding. Some in the occult community have suggested that these monsters are a reason for some missing people.

Typical Bedroom Monster

Reflexes 4D: brawling 5D+2, contortion 8D, dodge 6D+1, sneak 6D+2

Coordination 2D

Physique 5D: running 5D+2

Knowledge 2D: scholar: occult 3D

Perception 4D: hide 6D, search 5D

Presence 2D+2: intimidation 4D, will-power 4D

Strength Damage: 3D

Move: 14

Fate Points: 0

Character Points: 0

Body Points: 25

Wound levels: 3

Natural Abilities: resistant to non-enchanted/nonblessed weapons (+4D to damage resistance rolls against related attacks); claws, tentacles, or fangs (damage +1D); fear (+4 to *intimidation* totals and combat totals against those affected by *intimidation* attempts; ineffective in bright light); shadow cloaking (may use shadows to become invisible); enhanced sight (can see in dim or dark conditions); vulnerability to bright light (takes 3D damage when exposed to bright light); feeds on fear; large size (scale value 1 or 2)

Note: Physical characteristics are only for the manifested creature.



Benevolent Entities

Although their chosen form may vary, there are many people who believe in the existence of benevolent entities such as “guardian angels.” These beings send their aid to help humanity from beyond the waking world. They watch over individuals, aid causes, or calm troubled souls. Theirs is the power to right wrongs and ensure that an otherwise ordinary person is not overlooked by destiny. Thus, one may encounter these creatures in any time or locale.

Benevolent entities are unique individuals and may choose to manifest their power in different ways. One might deliver help through empathic means by guiding the charge through stimulation of the subconscious. Guardian angels could prefer to commune spiritually with the object of their protection and reach them through their dreams. More obtuse spirits may only affect the world around a given person instead of interacting with her.

Typically, the attention of a compassionate spirit is a blessing. Their existence can add surprising dimensions to a character's life, but the person they guard may soon learn her otherworldly friend has needs of its own. Such beings might have died tragically and wish their murderers to be brought to justice. Heroes may also discover their benefactor prefers them to live a purer lifestyle, one that requires them to give up petty pursuits in order to help the greater good. Thus, the apparent boon could soon become a moral ball and chain.

Of course, there will be times when the spirits are unable or unwilling to lend aid. Similarly, they might never show themselves to those they protect.

In some cases, the presence of a benevolent entity might even prove to be a deadly liability. One's neighbors could view someone who consorts with an unseen force as being blasphemous and tainted by demonic forces. If this should occur in Wild West or primitive settings, heroes who face a town caught up in religious fervor should

consider themselves lucky to escape with their lives!

Modern spirits might choose to display their presence through empathic feelings, because, as the world has grown more knowledgeable, many of its residents do not believe in the existence of such nonsense. Pulp fiction games may find angelic beings taking the form of a long-lost friend, departed lover, or deceased adversary as the spirits use the shock value of the visual connection to urge their charges in the right direction. Heroes in an espionage campaign may be drawn into the plot by a guardian angel to save someone under their protection.

Typical Benevolent Entity

Reflexes 3D: dodge 3D+2, flying 3D+2, sneak 4D+2

Coordination 4D: sleight of hand 5D

Physique 1D

Knowledge 3D: languages 6D, navigation 5D+2, scholar 5D+2

Perception 3D: hide 3D+1, investigation 4D+2, search 5D, tracking 4D+2

Presence 4D: charm 4D+1, con 4D+2, persuasion 4D+2, willpower 4D+2

Magic 2D: alteration 4D, appotation 4D

Strength Damage: 2D

Move: 5

Fate Points: 2

Character Points: 7

Body Points: 13

Wound Levels: 3

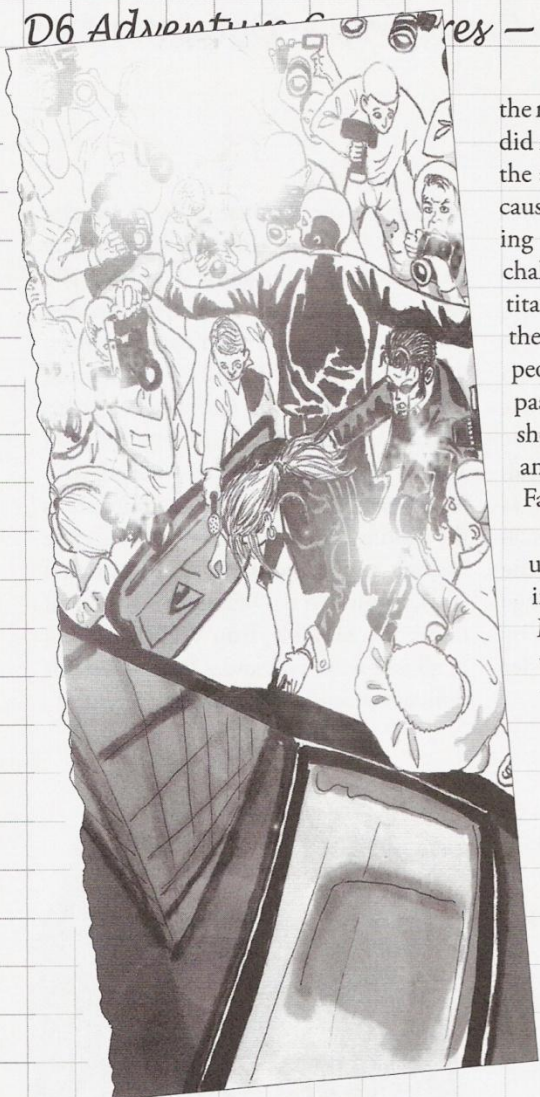
Disadvantages: Devotion (R3), to a higher purpose (whether noble or selfish)

Advantages: Contacts (R3), other spirits

Special Abilities: Attack Resistance: Nonenchanted (R3), +3D to damage

resistance rolls against related attacks; Flight (R3), flying Move 60; Immortality (R1), returns to the spirit world for 100 years if the companion mortal perishes from anything other than natural causes, with Additional Effect (R2), does not need to eat or drink; Intangibility (R1), +3D to damage resistance total against physical attacks and movement rate is halved, with Additional Effect (R3), intangible state is the default, and can thus become tangible for one minute per rank, and Restricted (R2), requires Very Difficult *willpower* roll to become tangible; Iron Will (R2), +2D to all *willpower* rolls and +2 to the default difficulties against the benevolent entity





Big Media

The arrival of the Gutenberg press in 1450 would forever change how information was shared because this invention made it possible to rapidly produce printed material. The breakthrough hastened technological progress and gave birth to new industries as it made the world a much smaller place. Unfortunately, it also set the stage for the monster that would eventually become “big media” to emerge. As time passed, its spawn, the paparazzi arose and reared its ugly head. Those who fell under its merciless gaze would never be the same again.

Much of the media has beneficial to civilization. As America spread westward, newspapers became vital links to “back home.” As newspapers gained popularity, their circulation grew and publishers began to wield vast influence. These moguls had

the means to mold public opinion and one did not needlessly anger them. Theirs was the ability to launch successful careers or cause rising stars to fade by simply ignoring their existence. Those who dared to challenge the actions of the modern-age titans risked having all the ugly flaws of their life exposed for the world to see. Few people could endure such a spotlight. Each passing innovation in communication shortened the gap between breaking news and when it was reported to the masses. Far less willingly embraced it.

The advent of television put a face upon the media as newscasters came into a growing number of households. Many of these professionals were viewed as trusted sources by those who caught their every word. Unfortunately, the arrival of cable and the Internet helped flood the market with competing sources for information. As competition became fierce, some have chosen to manufacture stories to boost sagging ratings. This has led to a great loss in credibility and harmed innocents who had the misfortune of being the target of investigative witch hunts. Sadly, “shock jocks,” exposés, and insinuation seem to be the coin of the realm for much of the modern world’s airwaves and print media. Some ravenous reporters seem to be morally void as they stoop to unimaginable depths while getting a story. Thus, wiretaps, harassment, and even a staged murder would not be out of the question.

Typical Paparazzi Photojournalist

Reflexes 3D: climbing 3D+1, contortion 3D+1, sneak 3D+1

Coordination 2D+1: lockpicking 3D

Physique 1D+2: running 2D

Knowledge 4D: business 4D+1, forgery 4D+1, security 4D+1

Perception 5D: hide 5D+1, investigation 5D+1, streetwise 5D+2, tracking 5D+2

Presence 3D: charm 3D+1, con 3D+2, disguise 3D+2, persuasion 3D+1

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 3

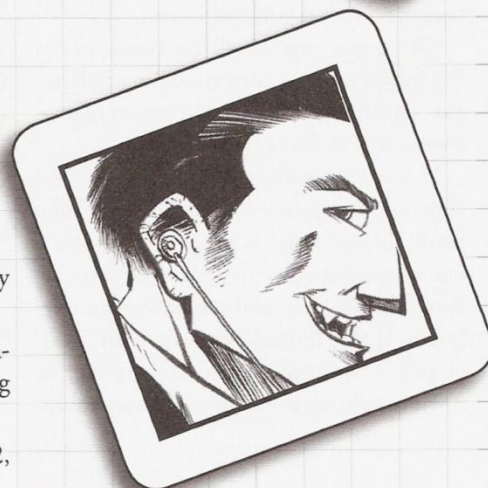
Body Points: 15

Wound Levels: 3

Disadvantages: Devotion (R3), to getting story; Enemy (R1), hated by the fallen stars they helped destroy; Infamy (R2), often invades privacy for impromptu photos and known for being ruthless

Advantages: Contacts (R2), informant network, Hollywood agents, and those who despise celebrities; Trademark Specialization (R1), +2D to *tracking* when stalking celebrities for a photo a story

Special Abilities: Endurance (R1), +3D to *Physique* or *stamina* checks when performing taxing physical tasks; Iron Will (R3), +3 to all *willpower* rolls and +3 to the default difficulty against them; Luck: Great (R1)



D6 Adventure Creatures Document #11

Candymen

To the ordinary eye, a candyman look like a normal member of the community in question. To those who can see such things, they appear as hideously deformed humans with long, sharp claws and needle-sharp pointed teeth. One can tell the passing of a candyman by the sweet odor that follows it wherever it goes.

The creature creates a lair in a cave or hidden shack just outside the particular community it has chosen to terrorize. The hideous creatures are always found alone.

Any child who approaches the seemingly friendly entity is given a piece of candy and a small trinket of some kind — a block, a wooden train, a slingshot, or some other toy suitable to the child's interests. As long as the child keeps the toy in her possession, the child thinks about the candyman and wants to spend more time with "him." Once the child eats the piece of candy, she seems to become obsessed with the "strange visitor" and she tries to find his lair. As the child searches the area, the candyman, in its true demon form, attacks and captures the child. A captured child is subjected to horrible psychological tortures, primarily to generate fear. Once the child has begun developing an immunity to the terrors of the candyman, the child is slain. If the child throws away the toy, the child is free of the creature's grip.

Due to the obvious nature of the candyman's attack, they normally must find a new community after abducting only a few children.

Typical Candyman

Reflexes 3D+1: brawling 4D+2, climbing 4D+2, dodge 4D, sneak 4D+2

Coordination 2D+1: lockpicking 4D

Physique 4D: lifting 4D+2, running 5D

Knowledge 2D: languages 4D

Perception 3D+1: search 4D, tracking 5D

Presence 3D: charm 4D, con 4D+2, disguise 5D, intimidation 3D+1, willpower 5D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 3

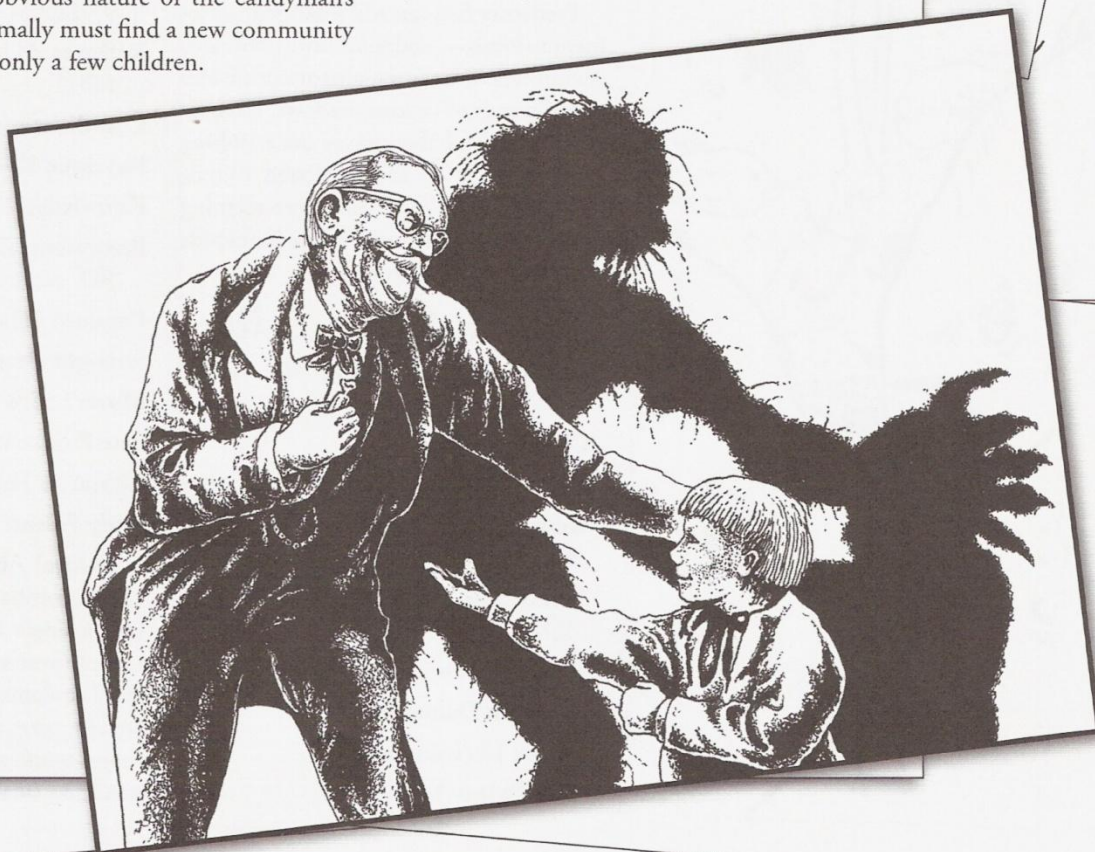
Body Points: 22

Wound levels: 3

Disadvantages: Achilles' Heel (R3), flees from a child that is not afraid of it

Advantages: none

Special Abilities: Immortality (R1), being killed by the parents of an abducted child will kill it permanently; Natural Hand-to-Hand Weapon: Claws (R1), damage +1D; Natural Hand-to-Hand Weapon: Teeth (R1), damage +1D; Shapeshifting (R1), pleasing human form; Skill Bonus: Charm (R5) +15 to *charm* totals with Restricted (R4), against one child only, who must have accepted a toy and candy from it



Carnivorous Fish

Barracudas are sleek fish that dwell in warm, tropical waters but are sometimes found in temperate regions. These small-scaled, nocturnal predators have two well-separated dorsal fins. Their jutting lower jaw supports an enormous mouth that's lined with many large, sharp teeth. They run from 1.2 to 1.8 meters in length and dine almost exclusively on smaller fish. Nearly 20 species of fish belong to the barracuda family. All are typically bold, curious, dauntless creatures who have been known to attack swimmers and are attracted to shiny objects.

Piranhas lurk in South American waterways. They prefer to swarm victims and can strip flesh from a grown cow in a matter of minutes. These carnivores are not particularly finicky about what they eat and gladly feed on fish, diseased cattle, or people. The most common varieties get around 30 centimeters in length, though some types can get considerably bigger. Amazingly, some

people have taken these fierce fish into their homes to keep as pets. Extreme caution must be exercised, however, as even solitary piranha are aggressive, dangerous creatures. Natives often craft tools or weapons from their legendary razor-sharp teeth.

Sharks prowled the seas before dinosaurs walked the earth and are still a nautical terror to be reckoned with. These denizens of the deep can be found in all the world's oceans, and some swim in fresh water. Their skeleton is completely made of cartilage and unlike bony fish, they have no swim bladder.

Typically, sharks are small in size — half of the known shark species are under a meter in length — but some can grow to enormous lengths. The spined pygmy shark is no larger than a person's hand, while whale sharks can run nearly 16 meters in length.

Blue sharks are found in abundance. These prolific breeders are often fished for sport. The world record holder is 3.5 meters in length and weighs 186 kilograms.

Time has sculpted sharks to match their given role in the food chain. The varieties that hunt other sea creatures are sleek, torpedo-shaped hunters. Angelsharks are bottom feeders with flattened bodies. The thresher shark's upper tail fin of is greatly elongated and is used to stun prey.

Predatory fish can add a dangerous element to locals — and some horror through encounters with the remains of victims and the glimpses of vicious shadows. Characters could find themselves on a sinking ship traveling in shark-infested waters, crossing South American river teeming with piranhas, or diving where barracuda have been known to hunt.

Typical Barracuda

Reflexes 4D: brawling 5D, dodge 4D+2

Coordination 1D

Physique 5D: swimming 5D+1

Knowledge 1D: navigation: local waters 4D+2

Perception 3D: search 4D, tracking 3D+2

Presence 2D: intimidation 3D

Strength Damage: 3D

Move: 15 (swimming)

Fate Points: 0

Character Points: 0

Body Points: 25

Wound levels: 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty); quick to react (-2 to any surprise combat modifier); breathes in water; large size (scale value 0)

Typical Blue Shark

Reflexes 5D: brawling 7D

Coordination 1D

Physique 6D: stamina 7D, swimming 6D+1

Knowledge 3D: navigation: undersea 5D

Perception 3D: search 3D, survival 3D+1, tracking 4D

Presence 4D: intimidation 5D

Strength Damage: 3D

Move: 18 (swimming)

Fate Points: 0

Character Points: 0

Body Points: 28

Wound levels: 3

Natural Abilities: bite (damage +2D; +5 to combat difficulty); thick hide (Armor Value +2); breathes in water; large size (scale value 3)

Typical Red Piranha

Reflexes 6D: brawling 6D+1, dodge 6D+1

Coordination 1D

Physique 2D: swimming 5D+2

Knowledge 1D

Perception 1D: hide: self-only 2D+1, search 3D, survival 2D+1, tracking 2D

Presence 2D: intimidation 2D+2

Strength Damage: 1D

Move: 11 (swimming)

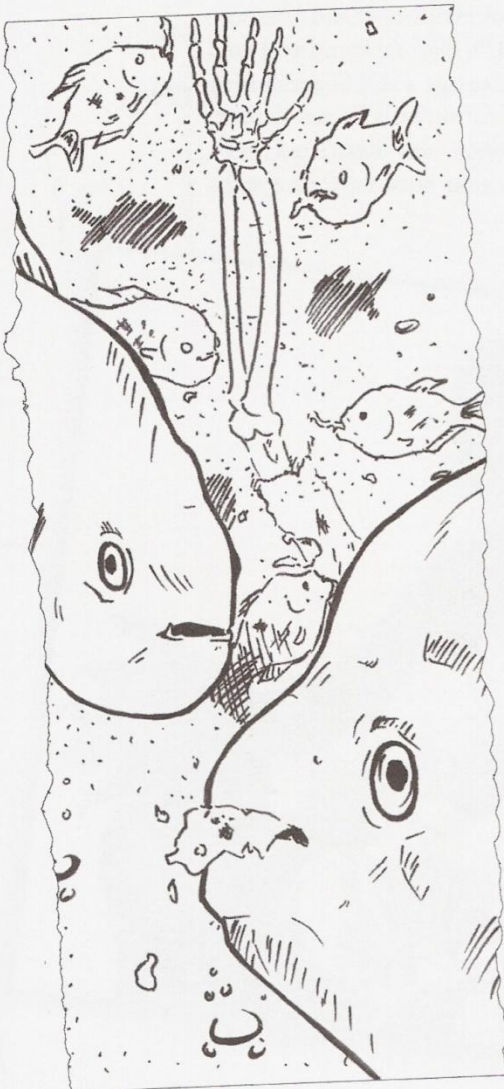
Fate Points: 0

Character Points: 0

Body Points: 16

Wound levels: 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty); swarm attack (roll a single *brawling* total for the entire school; treat school as small scale value of 2; +7 to damage total of successful swarm attack); size and coloring (+1 bonus to *dodge*, *sneak*, and *hide*); breathes in water; small size (scale value 9)



Carriion-Eating Mammals

Coyotes are found all across North and Central America. They feed mainly on carrion and small mammals, supplemented by fruit, insects, frogs, snakes, and crustaceans. Coyotes do not always live in packs; they may hunt alone or in pairs. They mark their territories with urine and by howling. Coyotes reside in dens, which they will return to year after year.

Coyotes are small (10 to 18 kilograms) but fast runners, and can reach speeds of up to 60 kilometers per hour. Coyotes have acute hearing and a good sense of smell. They are also very vocal, communicating with squeaks, yelps, and howls. It's not unusual to find coyotes in cities and urban areas on the edge of their territories where their small size and skill at scavenging serve them well.

In many Native America legends, Coyote is the trickster spirit, witty and unpredictable, playing pranks and questioning authority. Theirs is much the same role the fox plays in European myth.

Dingoes are small (10 to 20 kilograms) canines native to Australia. Due to extensive interbreeding with domestic dogs, pure dingoes are becoming rare. Dingoes' diet consists of small mammals, especially rabbits, but also kangaroos, lizards, and carrion (a fondness for human babies is mythical). Dingoes are solitary, but they often live in loosely knit groups. They occasionally engage in group hunting, particularly when in pursuit of larger prey.

Hyenas are doglike animals with a sloping body, as their front legs are longer than their hind legs. Their jaws are powerful and adapted crushing bone to get at the marrow inside.

All hyenas can survive on diets of carrion supplemented by whatever other food they can acquire. Hyenas operate in "clans" of up to 80 animals; the sexes are either equal or the females dominate the clan.

Brown hyenas can raise the hair along their spine to intimidate others. Spotted

hyenas are larger (45 to 82 kilograms) and more aggressive. They're capable hunters and, in packs, can take down water buffalo and other large prey.

In some parts of Africa, the hyena is the equivalent of the "black cat," the animal of witches. Some legends say that all hyenas are controlled by witches and none are wild. Others say that witches use hyena as riding animals at night or that witches can shapeshift into hyenas.

Typical Coyote/Dingo

Reflexes 3D+1: brawling 4D+1, dodge 4D+1, jumping 3D+2, sneak 4D+2

Coordination 1D

Physique 2D+1: running 4D

Knowledge 1D

Perception 2D: search 3D, survival tracking 4D

Presence 2D: intimidation 2D+2, will-power 3D

Strength Damage: 1D

Move: 20

Fate Points: 0

Character Points: 0

Body Points: 17

Wound levels: 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty); small size (scale value 4)

Note: Coyotes have +1D in *running*.

Typical Hyena

Reflexes 3D: brawling 4D+1, dodge 4D, jumping 4D, sneak 4D

Coordination 1D

Physique 3D+1: running 4D+1

Knowledge 1D

Perception 2D: search 3D, survival 4D, tracking 3D

Presence 2D: intimidation 3D+1, will-power 3D

Strength Damage: 2D

Move: 20

Fate Points: 0

Character Points: 0

Body Points: 20

Wound levels: 3

Natural Abilities: wiry fur (Armor Value +1); bite (damage +1D+1; +5 to combat difficulty); small size (scale value 4)

Note: Brown hyenas have a +1 to *intimidation*. Spotted hyenas have +1 *Physique*





Great Cats

Powerful and impressive, cats have fascinated people for centuries. The largest feline predators are the great cats. Among them, the tiger and cheetah hold positions of significance.

Cheetahs are tall and slender cats with evenly spaced, circular spots over a tawny, cream background. The cheetah is adapted for speed with long, thin, and muscular legs. Unique among cats, it cannot fully sheath its claws, which are blunt like a dog's, making for better traction when running. The sexes are nearly identical in outward appearance, although males are larger and have a more pronounced wiry mane on the shoulders. Cheetahs are very vocal and frequently emit chirps, purrs, hums, and yelps. The most striking contact call is a yelp that can carry for up to two kilometers.

Cheetahs once roamed throughout Africa and southwest Asia; however, they are now only found south of the Sahara and

are extinct in India. Cheetahs are indigenous to open areas such as desert and savannah, but they will also make use of scrub, bush, and open woodlands.

Unlike many other cats, the cheetah hunts mainly by day. This is probably to avoid competition from nocturnal predators such as lions and hyenas. Prey is stalked to within 30 meters before the cheetah uses its incredible speed to give chase. The cheetah will lock its eyes on to its victim and when running, swerves in unison with the prey. The chase only lasts about 20 seconds, and most attacks are unsuccessful. A fully grown cheetah can reach speeds in excess of 110 kilometers per hour and can easily outrun any animal over short distances.

Cheetahs have a unique and highly flexible social structure compared to the other big cats. Females tend to be solitary unless they are accompanied by their cubs. Most males also live alone, but some live in coalitions of two to four, which last for the male's lifetime. Males in coalitions tend to defend territories, whereas solitary males are inclined to lead a nomadic lifestyle.

Cheetahs rarely have been tamed and used as hunting animals — usually only by those working for the very rich or powerful. They are a good choice for a predator in a “you are free if you can leave my estate” scenario.

Tigers are the largest of the cat family, with the Siberian tiger being the largest of the species. Tigers are easily recognizable by the thick black vertical stripes covering an orange body. The belly and throat are a cream white. Male tigers have a ruff around the back of the head. No two tigers have the same stripe pattern; each is unique.

Tigers prefer a forest hunting ground, but they can also be found in grassland and swamps. Tigers are solitary (with the exception of mothers with cubs), although they sometimes come together to share a kill. Unlike other cats, tigers are fond of water and are strong swimmers.

Tigers stalk and ambush their prey, using foliage to conceal themselves. When the tiger is close enough it suddenly rushes its prey and kills it by grabbing the creature's throat or nape of the neck with its powerful jaws. Such attacks are usually instantly fatal.

More than other big cats, tigers have a reputation as man-eaters. In story and legend, man-eating tigers are the most vicious and crafty tigers, making for

interesting tales (in truth, it's usually only sick or injured tigers who attack humans). Tiger hunts were the sport of kings and nobility in India and were adopted by the adventurers of the English Raj to prove their skill and daring.

Typical Cheetah

Reflexes 4D+1: brawling 5D, climbing 4D+2, dodge 5D+1, jumping 5D+1, sneak 5D

Coordination 1D+2

Physique 4D: running 8D

Knowledge 1D

Perception 2D: hide: self only 4D+2, search 3D, survival 4D, tracking 3D

Presence 2D: intimidation 4D, willpower 3D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 22

Wound levels: 3

Natural Abilities: fur (Armor Value +1); claws (damage +1); bite (damage +1D; +5 to combat difficulty); small size (scale value 3)

Note: Large cats can leap up to 10 meters horizontally or two meters vertically.

Typical Tiger

Reflexes 4D: brawling 5D, climbing 5D+1, dodge 5D, jumping 5D+1, sneak 5D

Coordination 1D+2

Physique 5D: lifting 6D, running 5D+1, swimming 6D

Knowledge 1D

Perception 2D: hide: self-only 4D+2, search 3D+2, survival 4D, tracking 3D

Presence 2D: intimidation 5D, willpower 4D

Strength Damage: 3D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 25

Wound levels: 3

Natural Abilities: thick fur (Armor Value +2); claws (damage +1D+2); bite (damage +1D; +5 to combat difficulty); large size (scale value 0)

Note: For a legendary man-eating tiger, add +1D to *brawling*, *intimidation*, and *sneak*. Large cats can leap up to 10 meters horizontally or two meters vertically.

Crime Lords

Real crime lords and their supporters are as unique as fingerprints, but the stereotypes generally fall into a few categories.

Leaders

The **megalomaniacal** crime lords start off just wanting a piece of the pie, but as they grow in power, and quite often in insanity, they want everything. Their plans tend to be intricate and designed to bring entire nations to their knees. To this end, they create large international organizations with well-equipped and financed cells all controlled from one central command.

Megalomaniacs are brilliant but seriously disturbed individuals. They will take any opportunity to explain, and even witness, their plans, and thus their intelligence, to those they feel are up to following the brilliance of it, even if it means delaying an execution.

Megalomaniacs are totally ruthless and will order the killing of anyone without a moment's hesitation, including members of their own inner circles. They tend to have pronounced quirks and rituals that are easily noticeable by even the casual observer. The main physical quirk that many have in common is that their eyes are always on the move, looking out for that surprise attack that in their mind is coming.

Slightly overweight, they are always immaculately dressed in the most expensive of clothes. They are rarely alone and rely upon their bodyguards for their protection from physical harm. Thus, they carry no sort of firearms or weapons, unless they know an attack is coming.

Godfathers head their crime syndicates with an iron hand and a certain code of rules. They are honorable men, for being thieves and murderers, and their code is absolute.

The code includes no killing of cops, no breaking of vows, no unnecessary killing of innocents, and keeping quiet about "family business." Any underlings that break these simple rules can expect swift and often deadly retribution.

They have divided territories with borders that occasionally come into dispute. There may be several godfathers over a single large city or one godfather may control an entire region of the country. Many godfathers refuse to get into the illegal drug business and leave that market to the gangs.

Godfathers tend to dress conservatively and always in the finest of clothes. They speak in whispers so that

only the person that they wish to receive a message hears it. They usually only speak with one of these top capitanos, who then relays the message or answer to the individual. It's rare that a godfather will sit down with anyone other than another godfather, unless the potential consequences are catastrophic. Thus, while they may have large organizations that work for them, they have personal contact with few people.

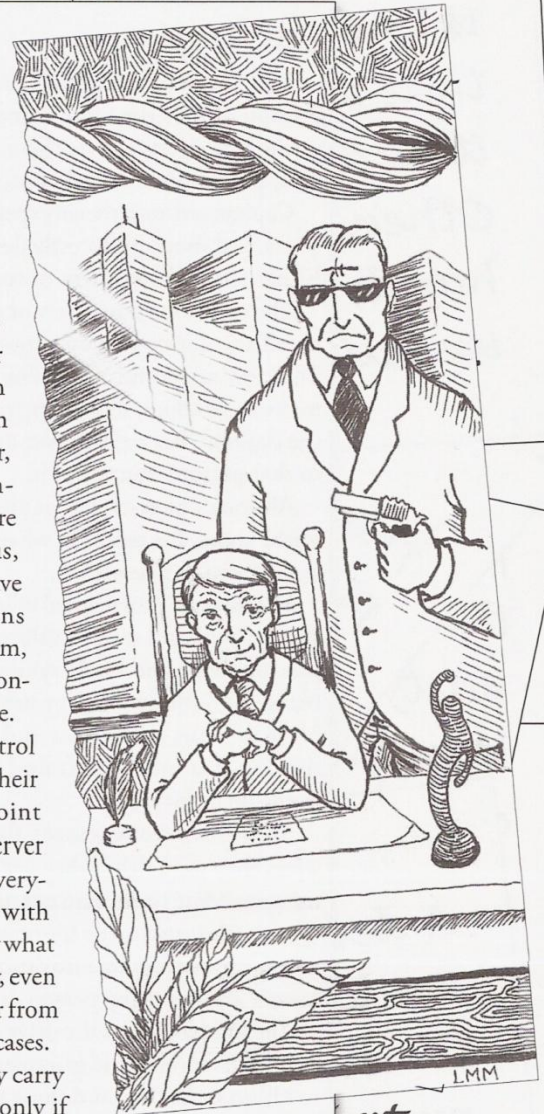
Godfathers control their quirks and their emotions to a point where a casual observer may think that everything is business with them. That's exactly what they wish to portray, even though it may be far from the truth in many cases.

Godfathers rarely carry firearms, and then only if absolutely necessary. They prefer to use their personal protection as a test for their capitanos and other "family" members.

Gang lords do anything to meet their needs and desires. They tend to use the gun and ask questions later. They are, for the most part, at war with both the cops and other gangsters. Quite often, gang lords take part in hits themselves if they think a point needs to be made.

They dress a little more causal and trendy, though still with expensive tastes. They tend to bellow their commands to whoever happens to be around them, expecting the orders to be immediately carried out. They don't care who hears, because if there's any backtalk, the gang lord would have the offending party eliminated.

Gang lords always have a number of their lieutenants and thugs around them. Everyone, including the gang lord, is always armed.



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D6 Adventure Creatures Document #16

Lackeys

Each **capitano** ("captain" in Italian) is given a portion of the crime lord's empire to run, either a territory in streets or a vice (gambling, theft, protection, prostitution, illegal booze, etc.).

Capitanos dress either in expensive imported suits, shirts, and shoes, or in costly designer jogging suits. Either outfit allows them to conceal a pistol.

The capitano runs a crew or group of thugs who do all the day-to-day operations of the syndicate. The crew may consist of as few as four or five to as many as 30 thugs, depending on the type of racket the capitano has control over and if there's a threat to that person's control of it.

Although most capitanos are appointed by their lords, some are replaced when a position comes open through a death.

Hit men are professional killers. They come in all shapes, sizes, and sexes. It's the one really integrated part of the crime lord's syndicate. They dress to blend in, nothing fancy or noticeable. The typical hit man wears a long coat and dress gloves all the time, so that others don't find it unusual when he needs them for work.

They work alone, except for the rare occasion when they use a driver they use for a time-sensitive mission. More times than not, unless the crime lord is a megalomaniac, the hit man is an independent contractor that comes into to do a job and beyond that has no loyalty to any person or organization.

The hit man leaves the drive-by and hit-and-run shootings for thugs and gang members. They are paid to kill an individual and those that get in their way directly with as little mess as possible. They prefer more intimate methods of disposal, such as sniper rifles, handguns, knives, and poisons.

The hit man is the one area in crime families and gangs in which women are accepted almost as equals into this primarily male-driven establishment.

Thugs are the muscle of the crime lord's organization. Most times they are hired because they can make money, through stealing, intimidation, or a host of other illegal means. Many times they are also chosen for their loyalty and their lack of ambition, at least at the start.

They generally dress in the most expensive knock-off suits that they can afford, using the jacket to conceal a favored gun, knife, or other weapon. They often conceal a baseball bat or tire iron in their cars.

Typical Crime Lord

Reflexes 2D: brawling 2D+2, dodge 3D, melee combat 2D+2

Coordination 2D: marksmanship 3D, piloting 3D

Physique 2D: lifting 3D

Knowledge 3D: business 5D, forgery 4D, languages 3D+1, scholar 3D+1

Perception 3D: gambling 5D, investigation 4D+2, streetwise 3D+1

Presence 4D: charm 4D+1, command 5D, con 4D+1, intimidation 5D, willpower 4D+2

Strength Damage: 2D **Move:** 10

Fate Points: 1 **Character Points:** 3

Body Points: 16 **Wound levels:** 3

Disadvantages: Devotion (R3), to code of honor or gaining power or wealth; Employed (R1), running syndicate or gang; Infamy (R2)

Advantages: Authority (R2), over syndicate or gang; Equipment (R2), variety of illegal weapons; Wealth (R3)

Special Abilities: none

Equipment: fine clothes; handgun (damage 3D+2; range 10/20/30; ammo 6)

Typical Lackey

Reflexes 3D: brawling 4D+2, dodge 3D+2, melee combat 4D+2

Coordination 3D: marksmanship 4D, piloting 3D+2

Physique 3D: lifting 4D+2, running 3D+2

Knowledge 2D: business 3D, forgery 3D, security 4D+1

Perception 2D: hide 3D, search 4D+1, streetwise 4D, tracking 3D+2

Presence 2D: con 3D+2, intimidation 3D+2

Strength Damage: 2D **Move:** 10

Fate Points: 0 **Character Points:** 2

Body Points: 19 **Wound levels:** 3

Disadvantages: Employed (R1), part of syndicate or gang; Infamy (R2)

Advantages: Contact (R1), other members of syndicate or gang; Patron (R2), crime lord

Special Abilities: none

Equipment: suit coat or long overcoat (+1 to *hide* when concealing things); handgun (damage 3D+2; range 10/20/30; ammo 6); knife (damage +1D); other equipment as needed by the job

Note: Capitanos also have *gambling* and *command* of 4D. Hit men also have +1D to *marksmanship* and *hide* and *demolitions*, *lockpicking*, and *sneak* of 4D.

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Crows

Often used as messengers and harbingers of doom, the crow and its slightly larger cousin the raven are famous for their connections to the occult. These black birds, averaging around 50 centimeters from tip to tail, live all across the globe in one form or another. Best known for their dramatic penchant of eating eyeballs, crows are actually omnivores and will eat just about anything. Cunning in the extreme, crows are known to be master thieves, pilfering food from trash, picnic baskets, and the nests of other birds.

Historically understood as bearers of misfortune, the crow's mystical ties cover the realms of death, discord, divination, hard luck, harmony, mystery, and resourcefulness. In the modern era, many mystics summon crows to serve as their familiars, using the creature's commonplace features to avoid suspicion. For those who see signs in the natural world, the appearance of a crow has great meaning, often sending the viewer down a new or different path.

In combat, a lone crow fights to escape. A typical tactic is to take one swipe at an opponent, putting it on the defensive while the crow flies away. Once it gains enough distance, the crow will land and reconsider its options, tending to shy away from any threats. In mass, a murder of crows earns its name quickly and brutally. A group of 10 or more crows will often attack by diving from the sky and pecking with their beaks (attacking as one and adding an additional +2 to the damage total for the group). On the following round, the murder will take to the air again, preparing for another dive. While no single crow can take out a larger opponent on its own, the massed attack assures that one or two get in a critical lucky shot.

A crow is quite trainable, and it can use its beak to perform complicated maneuvers, such as picking up objects and putting them in open containers. A typical crow can fly for hundreds of kilometers without rest, or longer if the thermals help them.

Crows make excellent foreshadowing devices, providing subtle clues to the direction a group of characters may need to take. Consider having a crow appear as a harbinger just before the beginning of a large battle. Use the image of the crow in an ancient text or series of hieroglyphs to provide a warning of what is to come. When an adventure provides two paths, the appearance of a crow tactfully supporting one or the other can be taken as a sign.

Typical Crow

Reflexes 3D+1: brawling 4D, flying 4D+1, sneak 3D+2

Coordination 1D

Physique 1D+2

Knowledge 1D

Perception 2D+2: search 4D, survival 3D+2

Presence 2D+1: intimidation 2D+2, willpower 3D+1

Strength Damage: 1D

Move: 20 (flying)/12 (gliding)

Fate Points: 0

Character Points: 0

Body Points: 15

Wound levels: 3

Natural Abilities: beak (damage +2); wings; small size (scale value 7)

Note: When a crow becomes a familiar, the bond between master and bird gives the pair the following supernatural abilities: The master may hear or see anything the crow hears by concentrating on their bond. The crow's *Perception* becomes 3D+2, and it gains the following increased skills: *search* 5D+2, *survival* 3D+2, and *tracking* 4D+2. Additionally, the crow now has an "evil eye," increasing its *intimidation* 3D+2. It can look directly at any one creature within 15 meters and make an *intimidation* check opposed by the target's *willpower* check. For a number of rounds equal to the result point gained, the target cannot use its Character Points to modify its rolls. Additionally, the target cannot use Fate Points to modify its rolls for a number of rounds equal to the result points divided by 2 (round up).





Deadly Plants

Most plants are quite innocent and harmless, going about their business of turning sun, water, and nutrients into more cells. A few have developed means of protecting themselves from possible “predators” through thorns or irritating poisons.

Others, through magic or science, have gone a step further and begun attacking any animals or people around them. This section deals with those that don’t grow much larger than their original plant size.

Bloodthorns are one type of evil plants infused with the weakest of corrupt souls. The seeds are about five centimeters in diameter, blood red in color.

As the plants develop, they at first appear similar to immature rose bushes but grow terribly fast. As they get bigger, their blood hunger increases and they begin to consume small animals, and later, people. Eventually they reach a height of about two meters.

They appear as thorny vines, but a sickly white in color, and very thin, as if they were dying. After feeding they turn pink and bloated. They feed by draining blood through their hollow thorns. As soon as someone approaches this curious-looking plant, the vines lash out and attack.

If they go longer than two weeks without feeding, they seem to go into dormancy, producing two seeds two weeks after that. After the seeds are finished developing, the plant dies.

The **reaper’s blossom** is a gorgeous multi-chromatic flower, with dozens of petals and designs. It has a very sweet fragrance.

However, when an unsuspecting person leans forward to sniff the sweet fragrance, the reaper’s blossom strikes. It shoots a toxic cloud of spores into the victim’s face,

sending her into a coughing fit and allergic reaction. If the victim fails to expel the spores by the coughing, they are ingested. Within 72 hours of ingestion, the spores begin to grow.

Painful parasitic growths then begin to sprout from the victim’s face and chest, burrowing through flesh and bone, feeding off of the body it now infests. From that time on, each day the victim lives, she suffers as the infection spreads through the cardiovascular and respiratory systems, lacing the skeleton and finally piercing the heart. When the victim’s body finally dies, the remaining cadaver is now fully manipulated by the plant itself, which guides it back to the main flower. The plant may use the body to attack or defend itself. The host body is often forced to bury itself, from which a new plant will grow.

A reaper’s blossom host body is a sickly pale white in pallor, gradually turning grey. Rapid weight and hair loss is also symptomatic.

The only known way to counter the effects of the reaper’s blossom spore is to be blessed by a priest and drink holy water. This systematically destroys the spores’ presence in the infested body, and a slow recuperation is now possible.

Typical Bloodthorn

Reflexes 4D: brawling 6D+2

Coordination 1D

Physique 4D+1

Knowledge 1D

Perception 2D+1

Presence 3D: intimidation 9D, willpower 5D

Strength Damage: 2D **Move:** 0

Fate Points: 0 **Character Points:** 0

Body Points: 23 **Wound levels:** 3

Natural Abilities: fibrous body (Armor Value +2D); thorns (damage +1D); multiple vines (attack up to 4 times without penalty)

Typical Reaper’s Blossom Host Body

Reflexes 3D: brawling 3D+2, dodge 3D+1, melee combat 3D+1, sneak 3D+2

Coordination 1D+2

Physique 3D+1

Knowledge 2D

Perception 3D: search 3D+1, tracking 3D+1

Presence 1D: intimidation 3D, willpower 3D+1

Strength Damage: 2D **Move:** 10

Fate Points: 0 **Character Points:** 0

Body Points: 2 **Wound levels:** 3

Natural Abilities: fibrous body (Armor Value +1D)

Note: The plant ejects spores at its victim, who must make a *Physique* or *stamina* roll of 24 or more to expel the spores. Failing to do so means that the victim is infected. She gets one Wound or loses 6 Body Points per day, which cannot be recovered. If she drinks holy water before dying, the infecting plant is killed and she may begin recovery.



Demons

The term “demon” is an evocative one that summons up images of realms filled with fire and brimstone, populated by twisted, serpentine entities that long to corrupt the souls of humans, leading them to ruin and death and then consuming them. While this image is somewhat dramatic and overly simplified, there’s a kernel of truth in it. Demonkind originated in a distant realm very similar to the one that most uneducated people imagine, but they have evolved just as humanity has evolved and thus are very different creatures today.

Most of the creatures humanity classifies as demons are, in essence, extradimensional spiritual parasites. Their home realm borders closely on the prime dimension, and contact between people and demons first took place very early in history. While demons are easily as varied as humans, there are certain innate qualities that all possess that can be used to gain a better understanding of their enigmatic race.

First and foremost, demons appear to be immortal. Occult lore indicates that demons contacted centuries ago can still be reached in their home realm by conducting the proper rituals. Some paranormal experts have theorized that the laws of physics are radically different in the demons’ home realm and that the passage of time simply does not exist.

In addition to immortality, demons are immune to poison and disease, as well as many sources of physical injury. If somehow killed while in another realm, demons reform in their home realm, weakened but alive. The only apparent means of destroying a demon is to kill it in its home realm, a task that might well be impossible.

Demons also possess at least some degree of mystical power. Again, this appears to be a manifestation of the radically different laws of physics that govern their dimension. In the case of some lesser imps, these powers are limited to minor prestidigitation, whereas the so-called demon lords possess powers far in excess of any human mystic. The varying degrees of power suggest that demons are either classified by species or

possibly a caste system, though neither of these can be confirmed.

Finally, demons appear to be at least partially parasitic. While they do not require it to survive, they can feed on the life essence, or soul, of intelligent beings. They are patient creatures, willing to impart portions of their power to humans in exchange for harvesting their souls upon death. While the creatures will gleefully manipulate events to hasten the death of one with whom they have made a bargain, they can neither violate the terms of their agreement, nor harvest the souls of humans who do not willingly surrender them. This parasitic feeding appears to increase a demon’s power, and it may be possible for lower demons to ascend to demon lord status by feasting on a sufficient number of souls. It’s theorized that demons are capable of feeding upon one another, but this has not been proven and would seem to imply that very few would still exist.

Quantifying the many different types of demons encountered to date would be an exhaustive task. Instead, they have been grouped into broad categories based on approximate power level and average abilities.

Imp

Imps are minor demons, with few physical or mystical powers to their name. Ironically, they seem to have a much easier time crossing the barriers that separate their home realm from the mortal world. Some occultists believe that this is a result of a natural filter that prevents large amounts of infernal power from leaking into other worlds. Imps, then, have so little power that the filter does not affect them.

In any event, imps tend to be physically small, no more than a meter in height when standing. They almost always have wings, and they flit about like malicious hummingbirds. The rest of their physical form varies wildly, but they tend to have minor magical abilities that are limited to causing devices to malfunction, bringing bad fortune to intelligent beings, and concealing themselves from detection by the senses or machines.



Succubus/ Incubus

These demons are significantly more powerful and sinister than the annoying yet dangerous imps. The gender of a Succubus or incubus appears to be mutable, as they can take either form as they wish. These creatures cannot access the mortal realm without direct assistance from some

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mortal source, whether intentional or accidental. Dark rituals, dimensional science accidents, and even attempting to translate ancient texts have allowed these creatures access to the world in the past, and pain and suffering inevitably follow.

Succubi and incubi appear as extremely attractive humans, usually the opposite gender of their intended target. They win their prizes through manipulation, temptation, and seduction. While they draw power from those who forfeit their souls just as other demons do, these insidious creatures also relish in the effects of causing others to sin against their personal belief system. It's as if these beasts feed on corruption and immorality, making them a threat not only to individuals, but to society as a whole as well.

Demon Lord

The term "demon lords" is used to refer collectively to an assortment of demons that have achieved power unlike anything that can be comprehended by mortal minds. These beings are incredibly potent, so much so that they cannot manifest outside their home realm without assistance from outside parties, and even then only for very short periods of time. Other realms seem to abhor these creatures and attempt to force them out or destroy them, much as a germ is overrun with antibodies upon entering a human's system. Demon lords can bestow incredible powers and abilities to those with whom they enter into compacts, but the risk for such an agreement is considerable. Demon lords are deceitful, manipulative, and intelligent beyond measure, and they will take any means necessary to betray those they interact with while still abiding by the terms of their mutual agreement.

There's no way to accurately sum up the appearance of demon lords save to use the term hideous. They are monstrous, twisted things made from the stuff of nightmares, and more than one hopeful adherent has been driven mad at the sight of their dark lord's manifestation in the physical realm. Their mystical powers are easy to describe in brief, however: vast. There's little that a demon lord wishes that it cannot accomplish with the incredible array of infernal powers at its disposal.

Typical Imp

Reflexes 3D: brawling 3D+1, dodge 5D, flying 5D+1, sneak 6D

Coordination 2D: sleight of hand 4D

Physique 3D: running 3D+1

Knowledge 2D: languages 5D+2

Perception 3D: hide 4D+2, search 5D

Presence 2D: con 4D, intimidation 3D+2

Magic 3D: alteration 3D+2, conjuration 3D+2

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 19

Wound levels: 3

Disadvantages: Devotion (R2), to causing mischief; Infamy (R1), demonic nature; Quirk (R1), giggle incessantly

Advantages: Size: Small (R1), scale value 3

Special Abilities: Flight (R2), flying Move 40; Immortality (R1), may not be destroyed, only banished to their home realm; Invisibility (R4), +4 to all *dodge*, *sneak*, and *hide* rolls and +4 to relevant difficulties while invisible

Typical Succubus/ Incubus

Reflexes 3D: brawling 4D, dodge 5D+2, melee combat 5D

Coordination 2D: sleight of hand 4D

Physique 3D+2: stamina 5D

Knowledge 2D: forgery 3D+2, languages 5D+1

Perception 3D: hide 4D, streetwise 6D

Presence 4D+1: charm 7D, con 6D+1, disguise 6D, persuasion 6D+2

Magic 4D: alteration 5D+2, conjuration 5D, divination 6D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 3

Body Points: 21

Wound levels: 3

Disadvantages: Devotion (R2), to sex; Infamy (R1), demonic nature; Quirk (R3), irrepressible lecher

Advantages: none

Special Abilities: Immortality (R1), may not be destroyed, only banished to their home realm

Equipment: exquisite clothing and accessories

Typical Demon Lord

Reflexes 3D (+4): brawling 6D, melee combat 5D

Coordination 3D (+4)

Physique 3D (+8): lifting 5D, stamina 5D

Knowledge 3D (+4): business 5D, languages 7D, scholar 7D+2

Perception 3D (+4): gambling 4D+1, investigation 4D, streetwise 5D, tracking 4D+1

Presence 3D (+4): command 5D, con 4D+2, intimidation 5D+2, willpower 6D

Magic 6D: alteration 7D, apportation 7D, conjuration 7D+2, divination 8D

Strength Damage: 3D (+8)

Move: 10

Fate Points: 5

Character Points: 15

Body Points: 19

Wound levels: 3

Disadvantages: Achilles' Heel (R4), incapable of leaving home realm without assistance from an outside source; Infamy (R3), demonic nature; Quirk (R2), have difficulty telling the truth

Advantages: Authority (R4), over lesser demons

Special Abilities: Immortality (R1), may not be destroyed, only banished to their home realm; Increased Attribute: Reflexes, Coordination, Knowledge, Perception, Presence (R4 each), +4 to related totals; Increased Attribute: Physique (R8), +8 to related totals

Den Mothers

Den mothers appear as normal women, usually middle-aged or older. They are seemingly kind and gentle, but this is merely a façade for their true evil.

Den mothers seem to be in charge of small groups of other monsters, especially "the Children." They organize and direct the unholy activities of their broods. The most terrible aspect of a den mother is the sickly sweet devotion it shows to its charges, giving the monsters praise and treats for especially hideous acts, as if they were lovable children.

The creatures have also been known to hire themselves out as nannies and housekeepers. They will serve their victims faithfully until trust is gained. Then, the den mother will strike, murdering the entire family while everyone sleeps.

While they are not especially powerful, den mothers possess a high degree of intelligence and cunning. Rather than fight, den mothers, once discovered, prefer to flee and set up shop in some other community. They only fight if cornered.

The Children look like orphans, about six to 10 years old and seeking love and kindness. They exhibit same the mode of operation as den mothers: They convince families to welcome them into their homes and then kill their foster families in their sleep.

Typical Den Mother

Reflexes 2D+2: brawling 3D, dodge 3D, melee combat 3D, sneak 3D+2

Coordination 2D: lockpicking 3D+1

Physique 3D

Knowledge 3D+1: business 3D+2, languages 4D, medicine 3D+2, scholar 4D

Perception 4D: investigation 4D+2, search 4D+1, streetwise 4D+1

Presence 3D: charm 6D, con 4D+2, persuasion 6D, intimidation 3D+2

Strength Damage: 2D

Move: 10

Fate Points: 1

Character Points: 3

Body Points: 19

Wound levels: 3

Disadvantages: Quirk (R3), lust for killing

Advantages: none

Special Abilities: Immortality (R1), anointing with the tears of an infant will kill it permanently

Typical Den Mother's Child

Reflexes 2D: brawling 2D+2, climbing 3D+2, dodge 3D, melee combat 2D+2, sneak 3D+2

Coordination 2D: sleight of hand 4D

Physique 2D+1: running 2D+2

Knowledge 2D+2

Perception 3D: hide 4D, search 4D

Presence 4D: charm 6D, con 4D+1, persuasion 5D+2

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 3

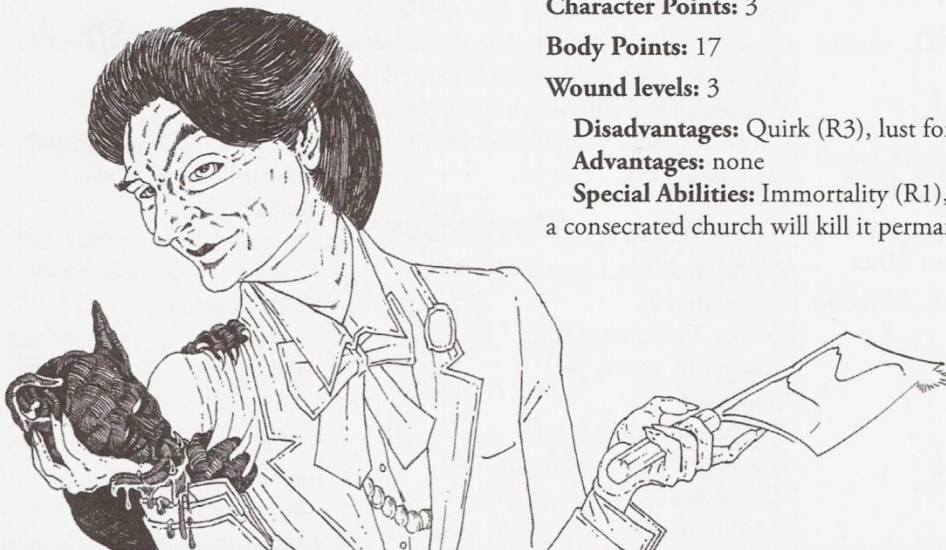
Body Points: 17

Wound levels: 3

Disadvantages: Quirk (R3), lust for killing

Advantages: none

Special Abilities: Immortality (R1), baptism in a consecrated church will kill it permanently



Diableros

The Indian tribes of the Southwestern United States have many legends. One is that the spirits, or manitous, of shaman who abused their great powers during life walk the earth in death. These manitous, the diableros, are doomed to an eternal quest to accumulate that which they coveted in life.

A diablero's power is in its eyes. With them, it can work its magic on others. However, its eyes are also its weakness. If blinded, it can only shapechange to make its escape. If the power of its gaze is reflected back on it, it is destroyed.

The creatures aren't shy about being seen. If a diablero cannot kill a targeted individual in a raid, it will find her and use its hypnotic powers to force the person to commit suicide. Diableros seem to enjoy taunting people; in the course of a raid, it will often wait until it encounters armed resistance and either slaughter the people or lead its pursuers on a wild chase, using its shapeshifting powers to ultimately escape.

Within the city or area they are residing in, they will dwell in the highest location possible.

Typical Diablero

Reflexes 4D: acrobatics 4D+1, brawling 5D+1, climbing 6D+2, dodge 4D+1, melee combat 4D+1, sneak 5D+1

Coordination 2D

Physique 3D+1: running 5D, stamina 5D

Knowledge 2D+2

Perception 3D: investigation 4D, search 4D+1, survival 4D, tracking 4D+2

Presence 3D: con 4D+2, persuasion 6D, intimidation 5D, willpower 5D+1

Magic 3D: apportionment 3D+1, alteration 5D+1, conjuration 4D

Strength Damage: 2D

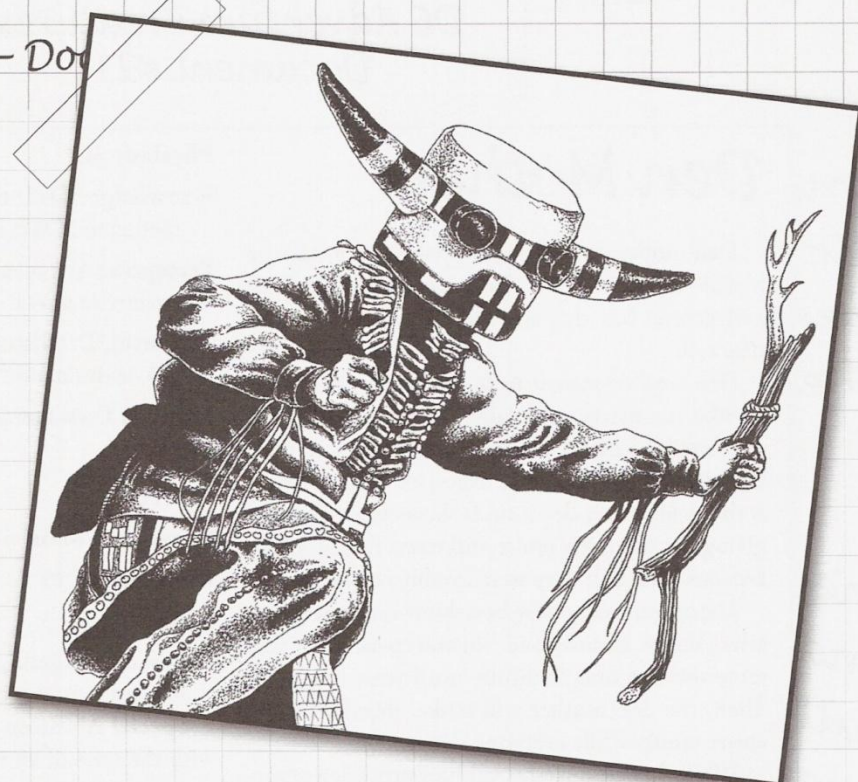
Move: 10

Fate Points: 2

Character Points: 5

Body Points: 20

Wound levels: 3



Disadvantages: Advantage Flaw (R1), spells only work on targets that can see it — this does not modify the spell difficulty; Achilles' Heel (R4), sensitive to bright light — +1 to all difficulties modifiers, increasing by +1 per minute, and blinded for 1D rounds in initial exposure; Quirk (R3), obsessed with accumulating one thing (powers, riches, jewels, magical items, etc.)

Advantages: none

Special Abilities: Attack Resistance: Nonechanted Weapons (R5), +5D to damage resistance rolls against relevant attacks; Immortality (R1), having the power of its gaze directed back at its eyes will kill it permanently; Shapechanging (R2), crow or coyote with Additional Effect (R1), can alter size; Ultravision (R3), negates up to 6 points of modifiers for dim or dark conditions

Lightning Storm Spell

Skill Used: *Conjuration*

Difficulty: 13

Effect: 15 (damage 5D)

Range: 15 meters (+6)

Speed: +6

Duration: 3 rounds (+6)

Casting Time: 1.5 seconds (-1)

Other Aspects: 1 round (-4)

Countenance (-1): Hair raises from static electricity

Gesture (-2): Make quick, jagged motions with arms (fairly simple)

Making quick, jagged motions with his arms begins the *lightning storm* spell. If successful, powerful electricity charges up within the caster, doing no harm to him save the raising of his hair. He may then cast a lightning bolt once in each of the next three rounds. To hit the target, he must make a separate *apportionment* roll against a standard combat difficulty number. The mage may add the result points bonus of the spell total to the damage.

Weakness Spell

Skill Used: *Alteration*

Difficulty: 15

Effect: 12 (-2D to *Physique*)

Range: 10 meters (+5)

Speed: +5

Duration: 1.5 minutes (+10)

Casting Time: 1 round (-4)

Other Aspects:

Gesture (-2): Point at target then let arm fall limp (fairly simple)
Focused (+4)

The mage points at the target and lets his arm fall limp as he finishes the spell. The victim's strength is sapped (and her *Physique* reduced by 2D) for the duration of the spell.

Disembodied Parts

One of the most curious obsessions that necromancy has is the fascination with animating individual body parts without some kind of unifying structure, namely, a torso, to connect them. While a floating head may not be as combat effective as an axe-wielding skeleton or as good at manual labor as a zombie, these "spare parts" given life have uses all their own.

The disembodied part typically serves some ghost or a practitioner of magic, but it can also be found in areas where mass risings of the dead occur; since not all corpses that rise from their graves are intact, a horde of the walking dead may be accompanied by a slew of disembodied parts. Additionally, a persistent zombie or skeleton that's chopped up may still have limbs that can yet function, even if the body or skull is destroyed. Nonetheless, these examples are not as intelligent or purposeful as those under the control of a necromancer or spirit: They simply attack anything living they can find.

A hand, foot, arm, leg, or head that can move on its own through some mystical force generally must use its natural tools, such as fingers or toes, to actually get anywhere by crawling or hopping. In some cases, these disembodied parts may have the ability to levitate; thus they can fly at low altitudes of a few feet. This often happens when some kind of poltergeist possesses the extremity, but a talented spellcaster may give his creations this power as well.

Aside from the floating or "hopping" head, all disembodied parts have one fundamental drawback: a lack of senses. The common animated hand, a favorite lab assistant to the necromancer, has no sense of sight, hearing, smell, or taste. Instead, they have a rudimentary sense that allows them to understand spatial differences so that they can navigate, detect threats, and distinguish the nature of many objects. This ability does have limitations; for instance, a painting may be unique to the disembodied hand due to texture and brush stroke, but a photograph is basically just a glossy piece of paper. Moreover, most disembodied hands can follow the orders of their masters but not understand conversation. Thus, they make good thieves but poor spies.

Of course, from the necromantic point of view, a disembodied limb is a cheap minion as it requires less magic to create and uses up many of the parts that are left over from their other experiments. Parts other than the limbs and head could be animated, but largely they are just created as dirty jokes and have little practical value. Necromancers have a very odd sense of humor.

Typical Disembodied Part

Reflexes 3D: brawling 4D, dodge 5D+2, melee combat 3D+2, sneak 4D+2

Coordination 2D

Physique 2D+2: running 3D, stamina 3D

Knowledge 1D

Perception 2D: hide 5D, search 3D

Presence 1D: intimidation 4D

Strength Damage:
1D

Move: 5

Fate Points: 0

Character Points:
0

Body Points: 18

Wound levels: 3

Natural Abilities: spatial awareness; immunity to poison, effects of pain, and mental attacks or abilities; slow levitation (generally only in heads); small size (scale value 2 to 4)



Dinosaurs

Although modern people might prefer to presume otherwise, humans were not the original masters of the planet. Long before the first pyramid, before the invention of the wheel, and before the first human word was spoken, the Mesozoic Era (248 to 65 million years ago) was known as the age of reptiles. Earth was quite different when dinosaurs dominated the planer. Its climate was warmer, and mild seasons promoted the growth of lush foliage. There was no polar ice, the sea level was higher, and the continents were still joined to form Pangaea, the supercontinent.

The Mesozoic era followed the great Permian extinction, which ended after the world's ecosystem became depleted and Earth saw its largest mass extinction. Fortunately for modern people, many new life forms appeared in the vacuum left by those who were ill-suited to survive.

The age of reptiles is divided into three periods. Dinosaurs and mammals first appeared during the Triassic period (248 to 206 million years ago). A global extinction heralded the end of this period, but it paled in comparison to the Permian. Marine reptiles hunted the ocean depths.

Dinosaurs mastered the planet during the Jurassic period (206 to 144 million years ago). Huge sauropods, flowering plants, and primitive birds made their first appearance during this age. Pterosaurs took to the skies and soared over the prehistoric world. Tectonic pressure tore Pangaea apart, and the Laurasia and Gondwana land masses emerged from the seismic struggle. The early portion of this period is referred to as the Lias (206 to 180 million years ago), the middle is the Dogger (180 to 154 million years ago), and the remainder is known as the Malm (154 to 144 million years ago).

The planet's reptile-like masters reached their peak during the Cretaceous period (144 to 65 million years ago) and became extinct by its conclusion. The remnants of Pangaea fractured further to form the present-day continents, oceans receded and polar ice began to form as they grew colder. Forty percent of the known dinosaurs lived in the last 15 million years of this period. The beginning of the Cretaceous is known as the Nerocoian (144 to 127 million years ago), the middle is the Gallic (127 to 89 million years ago), and the latter part is called the Senonian (89 to 65 million years ago).

Allosauruses had vertebrae that were different from other dinosaurs. These beasts

had powerful S-shaped necks and lived in the Malm (late Jurassic) period. They were carnivores that could grow up to 11 meters in length, and they stood five meters tall on powerful hind legs. The skull of an adult was nearly a meter in length. Bony ridges sat above the eyes and on the tip of its head. Mature specimens weighed in at two metric tons, depending on the species. This creature had a bulky body, a massive tail, and heavy bones. Its front arms were short and ended in three-fingered hands that sported sharp claws.

Ankylosaurids traveled on all fours and dined on low-lying plants during the Cretaceous period. The majority of their back was fused together to form heavy armored plates. These creatures wore a tough, reptilian hide and used a flexible, club-like tail made of large, bony clumps of tissue to drive off persistent predators. There were more than 20 species of ankylosaurids, which ranged from 5.5 to 10 meters in length. The skull of these creatures was broad and thick. They were slow-witted, ponderous beasts who relied on their armor for survival.

An **apatosaurus** was a gigantic creature that grazed during the Malm period. This particular dinosaur species had a small head, long neck, and pillar-like legs. Their nostrils are on the top of their heads. The herbivore's massive body tapered. Full-grown adult specimens could reach 27 meters in length, stood nearly five meters tall at the hips, and weighed 24 metric tons. This creature was a member of the diplodocid family and swallowed stones to help it grind up tough plant matter. The apatosaurus is absent from many older books of dinosaur lore because it was mistakenly labeled as a brontosaurus.

A **coelacanth** is a bizarre fish that, unlike its primordial neighbors, managed to survive the Cretaceous extinction. Their large eyes detect light at great depths, but the creatures are virtually colorblind. Unlike other most fish, their fins are mounted on maneuverable stalks instead of being attached to their body. Full-grown specimens can weigh 60 kilograms and reach 1.5 meters in length.



Its scales are rough to the touch and protect the coelacanth from predators.

The **deinonychus** was a swift carnivore that lived during the Gallic portion of the Cretaceous period. It was a light-weight predator that used its large eyes to spot potential prey. Their long, deft feet each wielded a devastating, swiveling toe claw. These weapons were attached to specially developed toe joints that allowed them to be raised upward while running and flexed forward when on the attack. The deinonychus's tail was a balancing tool that kept it stable when it kicked. Unlike other dinosaurs, these creatures had a cunning intellect.

An **iguanodon** was a large herbivore that lived during the Nerocoian (late Cretaceous) period. It reached nearly 10 meters in length when full grown. It used a turtle-like, horny beak to harvest vegetation and was one of the first known dinosaurs with the ability to chew their food from side to side. This was unusual for reptiles because they generally lack the proper muscles to accomplish this task. Iguanodons had massive hind legs and lighter front ones. They usually traveled on all fours but could rear up and run on their back legs to escape predators. The front limbs of iguanodons were useful for both gathering food and defense, as the thumbs had viscous spikes.

The **pteranodon** was a large-crested member of the pterosaur (wing lizard) family. It was a fish eater that lived during the Cretaceous period. These creatures shared a common ancestor with both dinosaurs and birds. At first glance, one might think they were top-heavy, aerodynamic nightmares. Appearances however can be quite deceiving because the pteranodon had hollow bones whose walls were but a millimeter thick. Some parts of their skeletons were perforated and connected to the respiratory system. This allowed their blood to cool during long flights. Adults weighed 11 to 12 kilograms when full grown, had wingspans of up to seven meters in length, and were nearly two meters long.

The **stegosaurus** wore triangular, bony plates along their spines that were nearly 76 centimeters wide in full-grown specimens. These protective plates were well nourished by blood vessels which were embedded in them and may have helped regulate the dinosaur's temperature. The herbivore leviathans walked the earth during the

Malm period and had minute brains. A mature stegosaurus could grow to 10 meters in length, stand nine feet tall, and weigh a metric ton. They defended themselves with the huge spikes at the end of their flexible tails that could reach 1.3 meters in length. The quantity of tail spikes varied depending on the species of stegosaurus. *Stegosaurus stenops* defended itself with four spikes, while *Stegosaurus unguulates* wielded eight.

A **triceratops** was a huge herbivore (almost three meters tall and eight meters long) that walked the earth on all fours. Its name means "Three-horned face." This moniker came from the horns that adorned the beast's head: A short horn rested above its parrot-like beak, and two longer horns, which in full-grown animals could get to over a meter in length, sat above their eyes. The creature's defense system was completed by a bony plate (known as a frill) that projected backwards from its meter long skull. Triceratops could reach nine meters in length when full grown and grazed during the Senonian (late Cretaceous) period.

Tyrannosaurs dominated their world during the mid-Senonian portion of the Cretaceous period. Full-grown specimens could weigh up to six metric tons and stood 12 meters tall. These prehistoric terrors walked the earth on two long hind legs that ended in birdlike feet. Each toe sported a wicked, flesh-ripping claw. The jaws of this scavenger-carnivore reached to 1.2 meters in length in mature specimens and Tyrannosaurs ripped into their victims with 50 to 60 conical, bone-snapping teeth. These implements of destruction could grow as large as 18 centimeters. The beast's skin had a light, pebble texture that was bumpy like an alligator's.

People have come in contact with the ancient inhabitants of Earth in all manner of bizarre ways. Heroes could wash ashore on a isle where Mesozoic lords still reign supreme and view people as a food source. Scientists could use their genetic knowledge to resurrect extinct predators. Reality might stun even the most stalwart souls when a creature who was presumed to have left the face of the earth long ago suddenly reappears. Such was the case with the time-lost coelacanths, which preceded the dinosaurs and were thought to be extinct. However, the rumors of its demise appeared to be greatly exaggerated when a living specimen was caught in 1938!

Typical Allosaurus

Reflexes 4D; brawling 6D, dodge 5D

Coordination 2D

Physique 18D; lifting 18D+1, running 18D+1

Knowledge 1D

Perception 3D; search 5D, survival 3D+2, tracking 5D

Presence 2D; intimidation 6D

Strength Damage: 9D

Move: 24

Fate Points: 0

Character Points: 0

Body Points: 64

Wound levels: 3

Natural Abilities: bite (damage +3D; +5 to combat difficulty); thick hide (Armor Value +2); large size (scale value 12)

Typical Ankylosaurid

Reflexes 2D+2; brawling 4D

Coordination 1D

Physique 10D

Knowledge 1D

Perception 2D; survival 3D

Presence 2D; intimidation 4D, willpower 4D+1

Strength Damage: 5D

Move: 22

Fate Points: 0

Character Points: 0

Body Points: 40

Wound levels: 3

Natural Abilities: tail (damage +2D); thick hide (Armor Value +1D+1); spiky body (damage of 6 to anything that tries to grab it); large size (scale value 10)

Typical Apatosaurus

Reflexes 3D; brawling 5D

Coordination 1D

Physique 25D

Knowledge 1D

Perception 1D; hide: self-only 2D, search 2D, survival 3D

Presence 3D; intimidation 4D

Strength Damage: 13D

Move: 20

Fate Points: 0

Character Points: 0

Body Points: 85

Wound levels: 3

Natural Abilities: stomp (damage +1D); tail (damage +1D); thick hide (Armor Value +1); water hiding (submerge body while keeping nostrils above the water; +1D to *hide* attempts); large size (scale value 24)

Typical Coelacanth

Reflexes 2D: brawling 2D+1

Coordination 1D

Physique 5D: swimming 5D+1

Knowledge 1D

Perception 3D: search 3D, survival 4D

Presence 1D

Strength Damage: 3D

Move: 14 (swimming)

Fate Points: 0

Character Points: 0

Body Points: 25

Wound levels: 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty); tough, overlapping scales (Armor Value +1; protects against pressure and temperatures extremes)

Typical Deinonychus

Reflexes 4D: brawling 7D, dodge 8D

Coordination 2D

Physique 8D: lifting 8D+1, running 10D

Knowledge 2D

Perception 4D: search 5D, survival 4D, tracking 5D

Presence 3D: intimidation 3D+1, will-power 3D+2

Strength Damage: 4D

Move: 20

Fate Points: 0

Character Points: 0

Body Points: 34

Wound levels: 3

Natural Abilities: bite (damage +1; +5 to combat difficulty); claws (damage +2); highly developed sense of hearing (+2 to related skills); quick reactions (-2 to any surprise combat modifier, +1D to *Perception* when determining initiative); thick

hide (Armor Value +1); large size (scale value 1)

Typical Iguanodon

Reflexes 4D+2: brawling 7D

Coordination 1D

Physique 8D: lifting 8D+1, running 8D+1, stamina 10D

Knowledge 1D

Perception 3D: search 3D, survival 4D

Presence 2D: intimidation 1D

Strength Damage: 4D

Move: 14

Fate Points: 0

Character Points: 0

Body Points: 34

Wound levels: 3

Natural Abilities: thumb claws (damage +1); thick hide (Armor Value +2); large size (scale value 12)

Typical Pteranodon

Reflexes 3D: flying 5D

Coordination 1D+2

Physique 2D: lifting 3D+2, stamina 4D

Knowledge 2D

Perception 2D: search 6D, survival 2D+2, tracking 4D

Presence 2D

Strength Damage: 1D

Move: 4 (ground)/25 (flight)

Fate Points: 0

Character Points: 0

Body Points: 16

Wound levels: 3

Natural Abilities: highly developed sense of sight (+3 to related skill totals); watchful (+1 to *investigation*, *search*, and *tracking* totals); wings (can fly or glide for several hundred kilometers or as long as there are thermals to keep them aloft)

Typical Stegosaurus

Reflexes 2D+2: brawling 6D

Coordination 2D

Physique 12D: lifting 14D

Knowledge 1D

Perception 3D: search 2D, survival 4D

Presence 2D: intimidation 2D

Strength Damage: 7D

Move: 12

Fate Points: 0

Character Points: 0

Body Points: 46

Wound levels: 3

Natural Abilities: tail spikes (damage +2D); thick hide (Armor Value +2); large size (scale value 13)

Typical Triceratops

Reflexes 4D+1: brawling 8D

Coordination 1D

Physique 15D: lifting 15D+1

Knowledge 1D+2

Perception 2D: survival 3D

Presence 4D: intimidation 4D

Strength Damage: 8D

Move: 12

Fate Points: 0

Character Points: 0

Body Points: 55

Wound levels: 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty); horns (+2 damage); thick hide (Armor Value +2); bony frill (damage resistance +3D against frontal attacks); large size (scale value 10)

Typical Tyrannosaurus

Reflexes 8D: brawling 10D, dodge 3D

Coordination 2D

Physique 20D

Knowledge 1D

Perception 3D: search 4D, survival 4D, tracking 3D+1

Presence 7D: intimidation 8D

Strength Damage: 10D

Move: 18

Fate Points: 0

Character Points: 0

Body Points: 70

Wound levels: 3

Natural Abilities: bite (damage +4D; +5 to combat difficulty); highly developed sense of hearing (+2 to related skill totals); highly developed sense of sight (+1 to related skill totals); highly developed sense of smell (+3 to related skill totals); thick hide (Armor Value +2); large size (scale value 12)

Doppelgangers

Parapsychologists believe doppelgangers to be unique in the parapsychological world because they are living spirits. In other words, although composed of the same energies as ghosts and poltergeists, they are not the product of the spirit world, nor do they belong to one who is deceased. Doppelgangers are little known in a "natural" state, and generally only become known when they impose themselves in the lives of victims. At that point, the damage they can cause is tremendous.

A doppelganger can take the shape of any other living being. It seems to have three distinct "phases" of growth, although there may be intermittent states. The first is the shadow state, where the doppelganger exists merely as a peripheral spirit. The victim may catch what she thinks is her reflection in the mirror, albeit slightly off; or her shadow might not quite match up with her actions.

The second is the puppet form, although who is the puppet is open to interpretation. Here the doppelganger exists as an entity only the victim is aware of, usually offering advice. At this stage, the victim may think the doppelganger—who appears identical to the victim—is merely "the man in the mirror" taken to an extreme; the ideas it proposes are seldom so outlandish as to be against some aspect of his personality. This advice can be good or bad, helpful or wicked.

This second state may be brief or skipped entirely for the third: independence. At this stage the doppelganger exists entirely independent of the victim. Although some doppelgangers are benign or merely mischievous (or occasionally even helpful), once they are independent they are usually harmful, duping friends and loved ones ... usually for sinister purposes. Depending on the victim's status or resources, these "evil twins" can destroy scores of lives by their actions. These deeds can be as direct as killing the victim's loved ones, or as subtle as fostering discord in a community. If the doppelganger is not stopped, it usually ends the process by disappearing—leaving the victim to pick up the pieces of his life—or killing the victim and assuming his place in the world.

Once a doppelganger achieves independence, it can evolve itself beyond the limitations of the victim. For example,

a chemist named Dr. Jeckyl released his doppelganger, which rapidly evolved into a distinct and lecherous individual—one whose powerful body bore little resemblance to the mousy scholar.

What motivates or fuels the spirit is unknown. Its actions are usually antithetical to the desires of the victim in some fashion, especially in its later stages. However, this does not necessarily translate to "evil"; an English miser was replaced by his doppelganger and became a paragon of generosity. Although the prevailing theory is that doppelgangers usually represent dark desires made manifest, there are plenty of other theories, such as "time echoes" of alternate people who cross over and assume the new life. There are few reliable accounts of doppelgangers without a victim, although it is at least possible for free-roaming specimens to exist. Such a spirit would be nondistinctly humanoid, comprised of a similar blobby form to more advanced ghosts. Although a typical doppelganger lives out its life with one victim (and moves out of its indistinct form to a specific one quickly), a doppelganger who targeted multiple people would probably have an unfocused form that it periodically takes. Regardless, a doppelganger never has a shadow or reflects in mirrors.

Some theorize that everybody has a doppelganger, but only in select people are they able to manifest. Others discount this possibility, if only to retain enough comfort for sleep at night.

Typical Doppelganger

Reflexes 3D: brawling 4D, dodge 4D, sneak 4D

Coordination 3D

Physique 3D

Knowledge 3D

Perception 3D

Presence 3D: charm 5D, command 5D, con 5D, disguise 5D, intimidation 5D, persuasion 5D, willpower 6D

Strength Damage: 2D **Move:** 10

Fate Points: 0 **Character Points:** 4

Body Points: 19 **Wound levels:** 3

Disadvantages: Quirk (R1), doesn't cast shadows or appear in mirrors and has no chance to overcome this; Quirk (R2),



strong desire to affect life of victim whose form it is assuming (Difficult *willpower* roll to avoid doing so)

Advantages: none

Special Abilities: Intangibility (R3), +9D to damage resistance score against physical and energy attacks; Invisibility (R14), +14 to *dodge*, *sneak*, and *hide* totals; Longevity (R1); Master of Disguise (R2), +5 bonus to *disguise* rolls and +2D to all *Presence* rolls related to a disguised form; Shapeshifting (R6), any humanoid shape with Restriction (R1) prefers to remain in one mimicked form until it fulfills its goals (Moderate *willpower* roll to change shapes)

"You think of me as an unwanted twin," said the man who looked like my mirror. Plucking my restraints with a knife, he continued: "I think the same of you."



Evil Clowns

The transient nature of traveling shows such as carnivals and circuses lure all manner of strange characters and mystical entities. It's for good reason that carnies folk are highly superstitious; interlopers carry with them a sort of supernatural baggage that flourishes in the soup of sin and innocence that pervades the big top. One of the many types of paranormal denizens of the traveling show are the evil clowns.

While not as common in circuses and carnivals as ghosts and specters these creatures are far more dangerous. Commonly, they serve as minions of a powerful spellcaster and come in bands of five to 12, depending on the size of the traveling show. Once simple performers, these clowns are hosts for minor spirits, summoned by the controlling mage, and are used to fulfill the evil schemes of their master.

Aside from the tendency for sadistic behavior, which can be reigned in by the master, these minions can be detected by runes and occult markings inscribed upon their faces. The heavy make-up that the evil

clowns wear obscures the markings, requiring a Difficult sight-based *Perception* check to detect without a detailed inspection. Killing the master can facilitate the release of the minion clowns, but in some cases, amnesia, madness, and even death have resulted from sudden release from the enchantment.

Another type of tainted clown that is by a malevolent poltergeist of great strength, one that does not need the help of a spellcaster. It's sometimes called a solitaire clown or harlequin. When bonded, the union of clown and beast becomes a murderous engine for terror that cannot be stopped by mere force. Killing this clown, regardless if how much damage is done to the corporeal body, will only put the creature into a torpor lasting 1D days. After this time, the evil clown rises again at sunset and seeks its revenge.

The only way to end the existence of the solitaire is to restrain it with bonds made from its home ground, generally the remains of the carnival, circus, or amusement park it haunts. These bonds must be sturdy enough to contain the creature, as they have no special ability to neutralize his supernatural strength and cunning. Once restrained, on his territory, the evil spirit must then be exorcised from the person. If the clown has been possessed for some time, the man or woman left behind will generally be an insane shell of a person who would require years, perhaps decades, of therapy to rehabilitate. However, as long as the host lives, there's a chance the angry spirit will return to resurrect the vile clown once more ...

All evil clowns share a few common traits. Generally, they have comical names, such as Bonzo, Yucks, or Honker, and they find inflicting pain extremely humorous. It fills them with joy to entertain one moment, then to sadistically torture their audience the next. In combat, they use all manner of modified props to cause their opponents as much pain as possible before dealing a lethal blow. These instruments include pies filled with razor blades, poison-spewing plastic flowers, and oversized guns that shoot plumes of flame.

There have been recorded instances of evil mimes as well, but in the realm of the underworld they are considered the "near-beer" of henchmen.

Killjoys

One type of evil clown is the killjoy. They wear bright, multi-colored outfits, and their faces appear to be covered with red and white makeup, forming a large smile on their face — in truth, this is the "natural" coloration of their skin.

Killjoys prey upon solitary people or small groups. They tend to stay in the shadow until they spot a victim. They then use their abilities to root the person to the spot. Once this is accomplished, the killjoy performs bizarre and gruesome "tricks," while the victim is unable to run away.

Examples of tricks include:

- Reaching behind the victim's ear and "finding" a large, live, squirming rat.
- Performing a card trick in which the cards are decorated with drawings of the people being killed in a variety of ways.
- Hitting the victim in the face with a pie filled with blood.

Though these tricks are terrifying, they are not dangerous. Killjoys will seldom murder lone victims since it is essential that there be a survivor to spread the word of the killjoy. When more than one person is encountered, however, the killjoy usually picks the victim at random, in a drawn-out process designed to instill terror in all of the people present. Once the victim is dead, the killjoy takes a bite out of the corpse with its long, razor-sharp teeth. At this point, its job done, it abruptly turns its back on its victims and walk away. More than one killjoy has fallen to a sudden, furious assault by the frightened, but enraged friends of the victim.

Killjoys never seem to speak, although whether this is voluntary is unknown. They are generally solitary creatures, though they may work with popweasels or one other killjoy. During the day, they hide in deserted buildings and fight furiously if discovered.

Popweasels

Popweasels are vicious horrors used as a tool by killjoys, who normally choose the victim. The killjoy places the popweasel where it can be found.

Popweasels resemble a jack-in-the-box or similar toy. They are usually not more

than a meter on a side, and they are usually light enough that a child can carry one.

Popweasels function as normal toys in the presence of adults, and even seem normal around children — for a while. When it decides the time is right, it will change its appearance the next time it is opened (if there are no adults present). Its former image of a toy clown is replaced by that of a demonic creature. It will tower on its spring, hovering over the child, and strike the child several times before retreating into its box.

At this point, the child will probably want to stop playing with it. Popweasels get around this in two different ways: First, the popweasel can leave its box for a short period of time to steal small items, which it leaves partially sticking out of its box so as to implicate the child. Second, the popweasel eventually starts working the crank on its box from the inside, thus frustrating the child's efforts to ignore or avoid it.

Eventually, matters come to a head. The child usually confronts his parents and demands that it be removed. Either the parents open the box to refute the child, or the popweasel open the box itself. At this point, it appears in monster form and attacks the entire family with the intention of killing everyone. Should the family try to run away, it jumps out of its box and pursue them on foot.

If the popweasel is successful in slaughtering the family, it crawls back into its box and wait for the deed to be discovered. Often, the popweasel is donated to a needy family or orphanage.

Outside of its box, popweasels appear as ugly, grey creatures, about 40 centimeters tall, and vaguely man-shaped, but soft, doughy, and hairless.

Typical Evil Clown

Reflexes 3D: acrobatics 4D, brawling 4D+2, dodge 4D, melee combat 4D

Coordination 2D: marksmanship 2D+2, missile weapons 3D+1, throwing 3D+1: juggling +2D

Physique 3D

Knowledge 2D+2: scholar: occult 3D+2

Perception 2D+2: artist: face painting 4D+2, hide 3D, search 4D

Presence 2D: charm: comedy 3D+2, intimidation 4D, willpower 4D

Strength Damage: 2D

Move: 10, despite big shoes

Fate Points: 0

Character Points: 3

Body Points: 19

Wound levels: 3

Disadvantages: Devotion (R3), to master; Quirk (R3), comically violent and violently comical

Advantages: none

Special Abilities: Iron Will (R3), +3D to *willpower* rolls; Omnivorous (R1) with Additional Effect (R2), does not need to eat or drink, and Burn-out (R1), disappears when invading spirit is exorcised

Equipment: clubs, knives, chainsaws, bowling pins, pies, beach balls, pool balls, colorful handkerchiefs, oversized hammers, or similar items (damage +1D; due to the ludicrous nature, the target has a better chance of getting out of the way and the clown's attack difficulty is increased by +5)

Note: Solitaires have +1D to all physical skills.

Typical Killjoy

Reflexes 3D: acrobatics 3D+1, brawling 4D, climbing 5D, dodge 3D+2, melee combat 3D+2, sneak 4D+1

Coordination 2D: sleight of hand 5D+1

Physique 4D: lifting 5D

Knowledge 2D+1

Perception 3D+1: hide 5D+2, search 4D

Presence 3D+1: con 5D, intimidation 4D, persuasion 4D, willpower 4D

Psionics 1D: telepathy 6D

Strength Damage: 3D

Move: 10

Fate Points: 0

Character Points: 3

Body Points: 22

Wound levels: 3

Disadvantages: Quirk (R3), comically violent and violently comical

Advantages: none

Special Abilities: Natural Hand-to-Hand Weapon: Teeth (R1), damage +1D; Immortality (R1), killing it with a prop it used to torture someone else will kill it permanently

Equipment: clubs, mallets, bowling pins, blood pies, beach balls, pool balls, colorful handkerchiefs, oversized hammers, or similar items (damage +1D; due to the ludicrous nature, the target has a better chance of getting out of the way and the clown's attack difficulty is increased by +5)

Typical Popweasel

Reflexes 3D+1: brawling 4D, climbing 3D+2, dodge 4D, jumping 3D+2, melee combat 4D, sneak 4D+2

Coordination 1D+2

Physique 2D: lifting 3D+1

Knowledge 2D

Perception 4D: hide 4D+2, search 4D+2

Presence 3D: con 4D+2, intimidation 4D+1, willpower 4D

Psionics 1D: telepathy 6D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 16

Wound levels: 3

Natural Abilities: sharp teeth (damage +2); box (Armor Value +1D+1); immortal (can only be killed through a damage-dealing ritual involving "Pop Goes the Weasel"); small size (scale value 6 — scale value 4 when in box)



Extremist Political Groups

Unfortunately, for every person who lives the good life, there are many who exist in abject poverty. The sun sets hard on the downtrodden as they face heartbreaking choices. Which child do they feed today? Can they survive another night in the elements? Things the fortunate take for granted such as sanitary water, education, medicine, and even the simplest of hopes are mere fantasy for much of the world.

Those who survive are greeted by another day of misery and long to break free of the never ending hell they are forced to endure. Souls such as these are ripe for charismatic leaders to harvest. These shepherds gather their flock by taking advantage of the ignorance and desperation of the destitute. They fan the fires of revolution and wield the masses as a terrible force that can bring nations to their knees. Unfortunately, these tin gods are mere mortals that often succumb to the flaws of the spirit. Much to the dismay of their followers, their utopian dreams soon tarnish and turn into all too familiar chains of bondage.

Time and again in the course of history, powerful leaders have left their terrible mark upon humanity as many followed power's siren's song. Their agendas gave birth to the likes of the Third Reich, ignited the flames of the Cold War, and launched the terrorist agenda of the modern age.

Sadly, there's a wealth of history to draw upon for ideas. Campaigns set in the World War II era might find heroes helping resistance factions in a war-torn country as they try to repel a Nazi assault. In Wild West settings, the characters could stumble upon

a plot by post-Civil War confederates who wish to poison the capitol's water supply as they seek revenge for their lost cause. Foreign agents make apt villains in espionage plots as the characters seek to uncover operatives that threaten to destabilize the country from within. Terrorists could wreak havoc in the modern world when they attempt to disrupt national politics by launching attacks during an election year.

Even the derailment or destruction of an extremist political group may not entirely end their threat. Surviving members that are dispersed to the winds may found splinter groups or infect formerly benign organizations. Groups such as these may well be far more deadly than their predecessors!

Typical Extremist Agent

Reflexes 3D: brawling 3D+2, dodge 4D, melee combat 3D+2, sneak 3D+2

Coordination 3D: lockpicking 4D, marksmanship 3D, piloting 3D

Physique 2D: running 2D+2, stamina 3D

Knowledge 4D: demolitions 5D, forgery 4D+1, languages 4D+1, security 4D+2

Perception 4D: hide 5D, investigation 4D+1, know-how 4D+1

Presence 2D: con 2D+2, disguise 3D, persuasion 2D+2, willpower 2D+2

Strength Damage: 1D **Move:** 10

Fate Points: 0 **Character Points:** 3

Body Points: 16 **Wound Levels:** 3

Disadvantages: Devotion (R2), to agenda; Employed (R3), by extremist group; Enemy (R3), national law enforcement agents

Advantages: Contacts (R2), member of espionage network; Trademark Specialization (R2), +2D to forgery totals

Special Abilities: Endurance (R1), +3D to *Physique* or *stamina* checks when performing taxing physical tasks; Fast Reactions (R1), +1D to *Perception* when determining initiative and may take an additional action once per round for up to three times during an adventure; Immunity (R1), +1D to *Physique* or *stamina* checks when determining whether they have contracted an illness or suffering from ingested poisons; Master of Disguise (R1), +5 to all *disguise* totals and +1D to any *Presence*-based actions while in that disguise; Uncanny Aptitude (R1), +1 to *Knowledge*-related skills



Fanatical Cultists

Cults have existed nearly as long as civilization. Humanity is a fractious, conflict-prone lot that seeks a homogeneity that historically has proven impossible to achieve. Since the dawn of time, people have tried to convert others to their way of thinking. This has been true of philosophy, strategy, efficiency, and perhaps most importantly, religion.

In more primitive times, men and women worshiped a vast variety of gods, some of which allegedly were the incarnation of dark, evil impulses that dwelled in the back of every mind. As often as not, these religions were merely an excuse for its adherents to indulge in the basest, most vile practices without the need to feel guilt or concern for their actions. Such religions often preached violence, and conflicts with other religions were common. In time, these widely reviled groups were crushed beneath the heel of larger groups who could not tolerate their excesses, either because it offended their own religions tenets or because they found the cult's practices deplorable on a personal level. Because of this history of persecution, those who worshiped dark gods or conducted dark practices learned to conceal their actions from others who might destroy them for their "blasphemy."

Over the course of thousands of years, the term "cult" has come to have a number of meanings. The types of cults discussed above still exist, certainly, hidden in the crannies of society so that their members might worship evil powers in hopes of achieving some level of that power themselves. The term cult also has come to apply to the followers of particularly charismatic individuals, however, who may not necessarily preach a particular religious dogma. Often these individuals take an established religion and alter it to suit their needs, perhaps changing a respect for mercy into the notion of showing mercy to one's enemies after defeating them, or a holy text indicating followers should turn away from sin into a mandate to eliminate sinners altogether.

Traditional fanatical cultists are a furtive, maniacal lot. They adhere to religious strictures that most cannot understand while willingly participating in rituals that virtually every established religion would find both degrading and repulsive. They typically give their lives for the cult without hesitation, certain in the notion that they will be amply rewarded in the afterlife. These individuals may possess some sort of mystical abilities, if their dark patron is a legitimate entity willing to invest in its followers, or they may simply have ritualistic weapons they use to kill others in the name of their false god.

The more modern incarnation of a cultist is a fanatical follower of some radical splinter religion, a weak-minded innocent who has effectively been brainwashed into accepting a doctrine they might otherwise find offensive. Their zeal makes them dangerous, and like their traditional counterpart, they all too often offer up their lives without hesitation. Such individuals often have access to military-grade firearms, as violence is a mainstay of many modern cults.

Typical Fanatical Cultist

Reflexes 3D: brawling 3D+2, dodge 4D

Coordination 3D: marksmanship 4D

Physique 3D: running 3D+1

Knowledge 2D: scholar: (specific splinter religion) 4D

Perception 2D: search 3D, street-wise 3D+1

Presence 2D: disguise 3D, charm 2D+1, intimidation 3D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 19

Wound levels: 3

Disadvantages: Infamy (R1), often regarded as dangerous or deranged by others; Devotion (R4), follow leader without question, up to and including death; Quirk (R1), often bear the mark or insignia of their order on their person at all times

Advantages: Contacts (R1), other members of cult

Special Abilities: Uncanny Aptitude (R1), +5 to *willpower* totals when resisting attempts to convert away from cult

Equipment: normal clothing; ceremonial robes; heavy firearm (damage 4D) or ritual blade (damage +1D)



Fey Folk

Fey folk come in many forms; among the most often seen manifestations are the brownie, the fairy, the leprechaun, nymph, and the pixie. These are not the only forms that the fey folk come in, as they are associated with everything in nature and some artificial constructions as well.

Brownies are tied to their natural surroundings, mostly to wooded areas, never venturing more than a half a kilometer from their home trees in their lifetime. They consider it their duty to keep the trees safe, as best they can, from harm. They have a distrust of humanity because they mostly see only the destruction that they bring.

They vary from five to 15 centimeters in height and are nearly weightless. They have dark brown skin and clothes that allow them to blend into the background. Most of the time, they're found in form-fitting brown tunics and peaked caps. Their hair color ranges from dark blonde to dark brown. They have delicate four-section wings that look very much like a dragonfly's wings on their otherwise humanoid bodies.

Brownies live between 70 and 100 years if their tree is undisturbed, but they will perish within a few days if it's killed and the brownie cannot find an unoccupied tree.

The brownie community usually only consists of a few dozen brownies at most, and a forest may

have several dozen brownie communities per square kilometer. The oldest male heads each brownie community, and the oldest male in a contiguously wooded area is declared the brownie king. His word is law throughout the woods and is not questioned by other brownies.

The seed from a brownie tree that grows for five seasons will spawn a brownie of its own.

Fairies seem overwhelmingly female from the human viewpoint. This is because the male fairy tends to shy away from any contact while the females are insatiably curious and meddlesome. They're most commonly found in gardens, especially ones that are rarely tended and have many different plants in them.

They appear wearing shimmering long gowns that flow in the slightest breeze. They look totally humanlike, with the exception that they are only three to 10 centimeters in height. They have wings like their Brownie cousins but also have been known to appear without them.

Fairies have the ability, for short periods to change their appearance, such as hiding their wings or becoming human sized. They can maintain human size no longer than 30 minutes a day, and when they appear without wings, they can't fly without casting a spell.

The leprechauns are the most mischievous and potentially destructive of the fairies. They're also the most sought after by humanity because their magic deals with money and alcohol.

The leprechaun is the largest of the fairies, being up to three-quarters of a meter tall. They appear to be chubby humanoids dressed in bright green clothes and carrying a walking stick. They always have a smile on their faces and a slight lilt in their voice.

They're only found on lonely roads and at the end of the rainbow. By their nature, they're solitary creatures, rarely coming into contact with another of their kind in their 100-year lifespan.

The leprechaun springs forth from a rainbow that's not claimed by an existing leprechaun. This is a rare event since leprechauns



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man of legend

without rainbows are quick to leap on a new rainbow so they can retain their magic. This keeps leprechauns as a nearly level number throughout time.

Water nymphs appear as beautiful human females with long flowing hair, usually green, blue, or brown. The key differences are their lower bodies; fresh-water nymphs have lower bodies of mermaids while salt-water nymphs have the lower torso of a seahorse.

In their natural form, the nymph averages a half a meter in length from head to tail and wears no clothing, using only her hair for modesty, if she desires any at all. They can transform for up to a quarter of an hour a day into human female form, which is covered in a short gown of same color as the nymph's hair.

Those who have seen them and survived have told tales of their incredible beauty. They also tell anyone who will listen never to look them in the eyes or listen to their song or all will be lost.

Nymphs come together in small colonies, usually associated with a magical water location. In fresh water, this is mostly quiet coves of smooth lakes and quiet eddy pools of rivers. In salt water, they tend to gravitate to coral reefs just off the coast.

While nymphs mean no harm to humans in general, they need human males in order to reproduce. They use their charms and enchantments to entice males into joining them in the water. This results in the death of the male from drowning, but it allows the nymphs to continue as a species.

Pixies are associated with a wide variety of natural locations and events. A predominantly female species, pixies look like humans with dragonfly wings. They are between 10 and 20 centimeters in height. They are practically weightless and have been seen running across the top of still water, using their wings only for balance.

Pixies have long golden hair and, unlike any other fey, they give off a faint glow of a magical aura. This aura only appears when the pixie is moving and is about as bright as a firefly's light.

These fey live in loosely defined clusters in magical areas. They tend to flit from place to place within their "domain," never establishing a real home location as an individual. There can be upwards of a 100 pixies in an area the size of a football field, while other areas may not have a pixie for hundreds of square kilometers.

Pixies are free spirits and have no real hierarchy. When a question comes up, the individual pixie answers it to her own satisfaction without consulting the rest of the cluster. This, necessarily, leads to anarchy, and thus the Pixie cluster tends to be a chaotic place.

Pixies hide from human contact until they are about to be discovered, and then they burst forth in a maneuver designed to confuse a possible attacker and allow the fey to escape to another part of their domain.

If caught and not harmed, the fey folk will often exchange their freedom for a single wish. These wishes are limited to the fey folk's interpretation of the wish, the restrictions of the fey's magic, and the boundaries of its domain, so the wish often doesn't end up as the person making the wish intended.

Wishes are started "I wish" and then the wish. There are no clauses or reservations. Wishing for wishes is also not permissible. If clauses, reservations, or more wishes are introduced, then the wish will be lost. Once a wish is used or lost, the fey folk will vanish.

Typical Fey Folk

Reflexes 3D: acrobatics 4D, brawling 3D+1, climbing 3D+1, dodge 4D+2, jumping 3D+1, melee combat 3D+1, sneak 5D

Coordination 2D

Physique 1D+1: lifting 4D, running 5D, swimming 4D+2

Knowledge 3D: languages 4D+1, medicine 3D+2, navigation: own territory 5D

Perception 3D+2: hide 5D+2, investigation 4D, search 4D, survival 4D+2

Presence 3D: con 5D, charm 4D, persuasion 3D+2, willpower 4D+1

Magic 5D: alteration 6D, apportionation 5D+1, conjuration 6D+1

Strength Damage: 2D **Move:** 10

Fate Points: 1 **Character Points:** 3

Body Points: 14 **Wound levels:** 3

Disadvantages: Achilles' Heel (R4), will die if removed from home environment for more than one day or if environment is destroyed; Advantage Flaw (R1), spell effects limited by domain; Devotion (R3), to home environment

Advantages: none

Special Abilities: Luck: Great (R2)

Notes: Brownies, Fairies, and Pixies also have flying of 4D+2, the Advantage Size: Small (R4), scale value 10 to 12, and the Special Ability Flight (R2), flying Move of 40. Leprechauns have the Advantage Size: Small (R1), scale value 3. Nymphs have the Advantage Size: Small (R1), scale value 3, and the Special Abilities Skill Bonus: Allure (R2), +6 to charm totals, and Water Breathing (R3).



Flesh Constructs

In the nineteenth century, science gave the world steam engines, telephones, vaccines, and dozens of other marvels that form the foundation of modern technological achievement. Despite these glorious accomplishments, this was also the time in which darker ambitions festered in remote castles, basements of sanitariums, and secluded universities. This twisted, “mad” science did not make miracles; it made monsters of flesh and bone.

The first recorded, and perhaps most famous, incidence of a scientist becoming obsessed with the grafting of organs and limbs together to create life from dead

matter is in the tale of Frankenstein’s Monster. Though Dr. Frankenstein is credited as the father of “mad” or “weird” science, the study of reanimating lifeless flesh, an untold number of people have experimented in the field for centuries. Frankenstein simply had the good fortune to be the most successful to date and to have been recorded for posterity by literature. This said, his discovery was monumental and most work after the mid-nineteenth century was based on his findings.

The basis of the creation of a flesh construct is founded upon remarkable surgical skill, fresh parts, and luck. Often having to use bodies that will not be easily missed, the mad scientist generally must be resigned to corpses with several bad organs and gaping wounds. He combines parts from other cadavers to build the primary body. This requires great planning, precise surgery, and excellent storage facilities. (The laboratory of the mad scientist is often very chilly and dry to discourage decomposition.)

The primary frame is often heavier than the original and requires insertion of metal rods. These increase structural integrity and assist electrical current to flow into the body for the reanimation process.

The final stage, when the creature is given life, is more art than science. The Frankenstein method dictates the use of electricity, from a source such as lightning, to give the spark of life to the construct. Unfortunately, such large jolts can damage nerve endings and neurons, dulling the creation’s intellect and ability to feel pain. While this may negate the effects of damage, it increases the danger that the construct may injure, or set fire, to itself without noticing. Moreover, the construct can often suffer from paranoia, hallucinations, and an assortment of psychotic behaviors if the brain is severely damaged. So this “jump-start” must be precise and carefully monitored. Too much juice and the subject will be destroyed or uncontrollable; too little and it will fail to animate the construct, tainting the subject for further attempts.

Since the early successes of the science, there has been a number of alternate power

sources used for animating flesh constructs. These may include magic, spiritual possession, radiation, and cosmic energies. The type of energy used often produces differences in temperament and strength of the construct. For instance, constructs reanimated with magic are generally more stable and intelligent, but they can suffer from anti-magic fields and spells. Typically, the standard flesh construct — a large, reconstructed human body — makes an excellent thug and manual laborer, but little else.

Typical Flesh Construct (Frankenstein’s Monster)

Reflexes 2D: brawling 4D, dodge 3D, melee combat 3D+1

Coordination 1D: throwing 3D

Physique 5D (+4): lifting 3D

Knowledge 1D

Perception 2D: hide 3D+2

Presence 1D: intimidation 5D, willpower 3D

Strength Damage: 3D (+4)

Move: 8

Fate Points: 0

Character Points: 0

Body Points: 25

Wound levels: 3

Disadvantages: Hindrance: Reduced Move (R1), reduced *running*, *jumping*, and *swimming* Move; Hindrance: Uncoordinated (R5), +5 to brawling, melee combat, and throwing difficulties; Quirk (R3), Very Difficult *willpower* attempt to overcome fear of fire

Advantages: Size: Large (R1), scale value 2

Special Abilities: Hardiness (R2), +2 to damage resistance totals with Additional Effect (R10), ignores all Wound penalties up to and including Mortally Wounded; Increased Attribute: Physique (R4), +4 to related totals

Gangs

As long as there have been folks with free time and streets where they could roam, there have been street gangs. Traditionally, gangs are groups of hard-living individuals united by some common bond or theme. This bond may seem trivial to outsiders — such as living on the same street, belonging to the same church, or working at the same profession — but for those heavily into the gangs it can be an all-important distinction. Although they usually consist of a majority of men, many gangs accept female members ... as long as they're tough enough and are willing to pledge loyalty.

As the name implies, gangs generally differ from organized crime by their lack of organization and long-term goals. However, even this distinction can crumble as gangs become larger and more ambitious, and local authorities fail to see the distinction with large enough gangs. In fact, most powerful cartels started out as "gangs."

Gangs have existed since the United States' founding, beginning with the Doanne Gang in the 1780s. This band, led by Moses Doanne, claimed they were robbing towns in New Jersey and Pennsylvania to prove their allegiance to the British, while keeping all the proceeds themselves. This gang lasted until Moses' capture in 1788, falling apart like most gangs led by one charismatic or powerful individual.

The middle of the nineteenth century brought a "renaissance" of gangs to the large cities of the United States. At this exciting time of growth, disparate people — usually of different immigrating ethnic groups — lived

in close proximity more than at any time in the nation's past. For many of these downtrodden groups, joining forces with others of similar backgrounds was the only way to ensure survival.

Although many believe gangs are inherently violent or wicked, this isn't always true. Gangs sometimes form as a defensive maneuver, ensuring the safety of its members from other gangs. It's even possible for gangs to serve good purposes, acting as surrogate police and community support; law enforcement sparsely patrol poor sections of many cities, so membership in a gang helps supply protection and — if necessary — retribution. Of course, in the middle of a huge brawl involving dozens or even hundreds of participants, most police don't really care about who started it or the motivations behind it.

Although street gangs rose to prevalence in the cities, they first captured the public imagination in the Wild West. Here, bands of desperadoes rode together on horseback, robbing stagecoaches, banks, and saloons. The Reno Gang expanded this repertoire in 1866 with the first train

robbery. Most Western gang members were skilled in horse riding and shooting, and their presence added to the overall image of the "lawless" frontier.

Other Wild West gangs dedicated themselves to more altruistic purposes. For example, Missouri "Slickers" banded together in 1845 to supplement the efforts of local law enforcement in thwarting cattle and horse rustlers. When these vigilantes encountered those they believed were responsible for the crimes, they "slicked" their behinds with hickory withes. Their humiliating technique, though ludicrous, proved highly effective in reducing crime. While vigilante gangs were illegal — and, indeed, many used the excuse of vigilantism to pull off their own crimes — the citizenry still loved them.

After the West was brought kicking and screaming into the twentieth century, the country found itself dealing with Prohibition. The lack of legal alcohol did little to stem the tide of gang activity, as the general rise in lawbreaking gave these nonorganized criminals an excuse to act as ruthlessly as their organized counterparts.



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Gang members from this era, like their brethren from the 1850s, were skilled primarily in pugilism. These city gangs, although not terribly organized, could be huge. One city brawl in 1857 lasted for two days; the police were powerless to stop the thousands of gang combatants.

The modern era of gang activity begins with the rise of the personal firearm. Although multi-shot firearms were available (and carried) in the Wild West, it wasn't until the second half of the twentieth century that they became inexpensive, effective, and widely available. While earlier gangs may have been content with brawling, extortion, and general mayhem, these new incarnations add drug smuggling, weapon dealing, and grand theft to their activities. In addition, where turf wars between rival gangs would have been solved through painful but (usually) nonfatal fistfights, these modern groups use firearms to deliver deadly retaliation. And, unlike fists, bullets can miss their mark and kill innocent bystanders. The number of gang members have also risen along with the general population, with the largest gangs having tens of thousands of members in one city.

Another trend that arose in this same period is the rise of the motorcycle; for some gangs, this vehicle has replaced the horse of the Wild West, providing the same freedom and connection between mount and rider. An antagonistic motorcycle gang can prove a frightening threat, with the roar of the vehicle often covering the sound of gunfire.

In recent decades, many gangs have more conspicuously "marked" themselves in some fashion, reverting to an earlier trend seen in such Western bands as the Red Sash Gang. These distinguishing characteristics can either be temporary (such as wearing a specific color, hat, or weapon) or permanent (such as a common tattoo, ritual scar, or dismemberment). If the latter, undergoing this painful experience is often the final step of full membership into the gang.

Another trend that's proving deeply disturbing to some local police departments is the migration of gangs from urban areas to quieter environs. These satellite gangs

are often formed by members of city-based gangs who bring their affiliations and tactics with them when they move to the suburbs. The resultant increase in crime and violence shows that even the most seemingly safe of communities can suffer from the effects of gangs.

Typical Wild West Gang Member

Reflexes 3D: brawling 3D+2, dodge 3D+1, riding 4D, sneak 3D+2

Coordination 2D: marksmanship 3D

Physique 2D+2: stamina 3D

Knowledge 2D

Perception 2D+1: gambling 3D+1, search 2D+2, streetwise 3D+2, survival 3D, tracking 3D

Presence 3D: intimidation 3D+2, willpower 3D+1

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 18

Wound levels: 3

Disadvantages: Enemy (R2), law enforcement; Infamy (R1), desperado; Quirk (R1), mean-tempered with Moderate *willpower* roll to ignore slights and insults

Advantages: Contacts (R1), gang

Special Abilities: none

Equipment: leather jacket (Armor Value +2); Colt .45 Peacemaker (damage 4D+1; range 15/30/45; six shots); extra ammo)

Typical 1850s and Prohibition Era Street Tough

Reflexes 3D+2: brawling 4D+2, dodge 4D, sneak 4D

Coordination 3D: lockpicking 3D+2, sleight of hand 4D, throwing 3D+1

Physique 3D

Knowledge 2D

Perception 3D: gambling 4D, search 3D+2, streetwise 4D

Presence 2D+1: charm 2D+2, con 3D+1, intimidation 3D+1, willpower 3D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 19

Wound levels: 3

Disadvantages: Enemy (R2), law enforcement; Infamy (R1), hooligan; Quirk (R1), mean-tempered with Moderate *willpower* roll to ignore slights and insults

Advantages: Contacts (R1), gang

Special Abilities: none

Equipment: blackjack (damage +2)

Typical Modern Gang Member

Reflexes 3D+1: brawling 3D+2, dodge 3D+2, sneak 3D+2

Coordination 2D+2: marksmanship 3D, piloting 3D+2, sleight of hand 3D

Physique 2D+1: lifting 3D

Knowledge 2D: security 3D

Perception 3D: search 3D+1, streetwise 4D

Presence 2D+2: con 3D, intimidation 3D+1, willpower 3D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 17

Wound levels: 3

Disadvantages: Enemy (R2), law enforcement; Infamy (R1), hooligan; Quirk (R1), mean-tempered with Moderate *willpower* roll to ignore slights and insults

Advantages: Contacts (R1), gang

Special Abilities: none

Equipment: trenchcoat or leather jacket (Armor Value +2); switchblade (damage +2); length of chain (damage +1D); Glock 17 9mm pistol (damage 3D+2; range 8/16/24; 16 shots); extra ammo

Gadgeteers

Gadgeteers are the people who make things and put things back together — and they do it exceptionally well. These people are vital resources for everyone on any side of a conflict. Call them grease-monkeys, gearheads, gadgeteers, techies or whatever, their role is the same, making the toys better and putting them back together after they get broken. Gadgeteers are often a vital part of any team but they are rarely in the spotlight, usually their work is behind the scenes making everyone else's job easier.

For the heroes, gadgeteers are the people who keep your vehicles running under impossible circumstances and repairs things that have been savaged by dinosaurs. The heroic gadgeteer always has, or makes, the right tool for the current emergency. The heroic gadgeteer will risk any hardship to make sure her allies equipment is ready and repaired, even under fire and often at the very last moment. Speaking with a Scottish accent, however, is purely optional.

For the villains, the gadgeteer is the mad scientist who builds the villain's death ray and aerial fortress, who oversees their monster-breeding program and maintains the powered armor of the elite enforcers. They love money and the chance to play with high tech toys so much that they blind themselves to what uses their technical genius is put. Rarely, the evil gadgeteer will be the main villain of the piece, using his latest invention to rob banks or steal the diamonds needed for his ultimate prismatic laser.

In either case, the gadgeteer's natural habitat is his or her workshop. These workshops are usually packed with items in midrepair, old pieces of equipment to be cannibalized for parts and half finished inventions. Exploring a gadgeteer's workspace can be an adventure in itself.

Typical Gadgeteer

Reflexes 2D+2: dodge 3D+2

Coordination 3D: lockpicking 3D+1, marksmanship 4D, piloting 4D

Physique 2D+2: lifting 3D

Knowledge 3D+2: demolitions 4D, security 4D+1, tech 4D+2

Perception 4D: investigation 4D+1, repair 7D, search 4D+1

Presence 2D: charm D+1

Strength Damage: 2D

Move: 10

Fate Points: 1

Character Points: 3

Body Points: 18

Wound levels: 3

Disadvantages: Debt (R1), to supplies; Employed (R1); Devotion (R3), to equipment and machines; Quirk (R3), frequently uses technical jargon

Advantages: Equipment (R1), special tools and workshop; Trademark Specialization (R1), +2D to any one *tech* or *repair* specialization

Special Abilities: Luck: Good (R1); Skill Minimum (R1), *repair*, *security*, and *tech*

Equipment: handgun (damage 4D); repair kit (+1D to *repair* attempts)

Note: An evil gadgeteer also has *command* +1D and Equipment (R2), a weird and very dangerous invention.



Gargantuan Blob

Strange menace from another world? Government experiment gone awry? Nature's response to the scourge that is humanity?

When it comes to determining the true origin of the gargantuan blob, speculation runs almost as rampant as the blob itself. Regardless of how it came to be, the gargantuan blob is a threat to people, cities, and — if left unchecked — the world itself.

The gargantuan blob is a large gelatinous mass, akin to a cross between an impossibly large amoeba and a moving lake of molasses. It has no known internal organs or other identifying characteristics, and scientists have concluded that it seems to violate most known laws of biology. Its boundless hunger coupled with its ability to digest seemingly

anything makes it a terrifying threat. It seems to possess no intelligence whatsoever, acting entirely on instinct and the need to consume. However, its instincts do allow for survival; it retreats from pain and avoids digesting the ground beneath it.

It begins life much more modestly. Its original state is much smaller, although how small is unknown. In the earliest stages of its existence, it seems to go unnoticed or regarded as little more than a curiosity, and at slightly larger stages, it devours those who might report it. It grows at an alarming rate, gaining substance from the material around it. It seems to transform what it digests directly into more of its gooey mass. What surprises many about the gargantuan blob is its amazing speed once it's larger. Its mass lets it roll along itself, like a wave of viscous water. It has no intellect or mind to speak of, reacting to its environment in a purely instinctual way. However, it does seem to know where to shamble for the most opportunities to cause mayhem — usually measured in terms of building or population density.

Contact with a gargantuan blob is at best exceptionally dangerous, and at worst deadly. It's covered with acidic juices it uses to break down its food, causing painful burns. The body of the creature is also sticky, making it very difficult to escape before being digested alive.

Gargantuan blobs seem impervious to almost any kind of damage, although they always have a weakness. What this vulnerability is varies among individual creatures, as does how to discover it. Sometimes investigators need to track down its origin, using that information to devise a means of stopping it. Occasionally brave individuals need to follow and investigate it, observing its wake of destruction to see what it avoids or what it thrives on. Sometimes the secret lies with a survivor of a gargantuan blob attack; finding, rescuing, and interviewing that person holds the key. And at times the secret lies with scientists, working feverishly in labs to devise a means of stopping it; if only they could find someone brave enough to recover a sample of the creature ...

Some varieties of gargantuan blobs only devour living or organic matter; such an attack might result in a city completely devoid of life, a curious ghost town leaving investigators to wonder what happened. And there are rumors of another specimen with cunning and intelligence enough to hide. It lurks in the sewers, waiting for the right moment to strike. And all the while growing ... ever growing.

Typical Gargantuan Blob

Reflexes 2D: brawling 4D, climbing 3D, contortion 7D

Coordination 1D

Physique 5D

Knowledge 1D

Perception 1D: search: places to eat 4D, tracking: places to eat 4D

Presence 3D: intimidation 5D, willpower 5D

Strength Damage: 3D

Move: Its Move is equal to its scale +5 (treat small sizes as a negative); thus its Move at scale 2 (small) is 2, while its Move at scale 8 (large) is 13. Its minimum Move is 1.

Fate Points: 0

Character Points: 1

Body Points: 25

Wound levels: 3

Natural Abilities: gooey body (after grappling, it takes no action to keep the victim grappled); digestive juices (deals an additional 3D in acidic damage per round, even if the victim breaks free — it takes a full round and possibly a Moderate *scholar: chemistry* roll to neutralize the acid); rampant growth (after eating an amount of material equal in scale to its current scale, its scale increases by one); vulnerability (a specific attack or condition, in addition to dealing its normal damage, also subtracts its resultant damage total to its scale; for example, an attack that deals 7 result points in damage would reduce its scale by 7; the minimum scale reduction from a successful attack using the vulnerability is 1, even if it was unable to penetrate its defenses)



Gargantuan Lizards

Gargantuan lizards tower over the civilized world like vengeful gods and gaze upon the fragile constructs of people with contempt. Their appearance heralds carnage of apocalyptic proportion and often causes lesser beings to quake in fear. The massive behemoths can be defeated on rare occasions, but the cost in life and resources is usually quite high. Such victories are often pyrrhic at best.

Humans are nearly beneath the notice of these immense reptiles and often survive their rampages by sheer luck. Gargantuan lizards peer down upon the rest of world from the top of the food chain and have no natural predators. These solitary creatures only interact with others of their kind when it's necessary to continue their species or battle for territory. Thankfully, they rarely travel to civilized areas. Gargantuan lizards that encounter large cities are attracted by the bright lights of the night sky because they mistake them for sources of warmth. They also can be drawn to ocean liners and can menace shipping lanes.

These beasts are born with an insatiable hunger and attack anything in the way of their intended goal. They can vary in shape, size and intelligence. Some of these monsters are quite crafty and may sport exotic abilities such as acid breath, laser vision, or flight.

Gargantuan lizards are formidable in their own right and have the potential to cause a great amount of damage if they can not be driven off or slain. Villains or misguided government scientists could use genetic engineering to unleash these behemoths upon their enemies. Heroes could be called upon to disrupt vital experiments and might have to face one of these beasts if they fail to accomplish their objective.

In other instances, gargantuan lizards could have mutated from normal lizards by spores delivered by a meteor that hit in a remote area. Atomic tests could also spawn these monsters.

The evacuation of a large city might be necessary because one of these creatures is visiting. The heroes could attempt to stop the beast or try to slow it down as it looms over inhabited areas. They might become involved in a three-way fight when another monster attacks. They could be a city's last hope to avoid destruction as the military may be waiting to destroy the beast with nuclear weapons if the champions fail.

In remote jungle areas, tribes may worship these creatures from afar and try to hinder efforts to capture one of these beasts. On rare occasions, gargantuan

lizards might be sedated and taken to a heavily populated area as an exhibit. Of course, the real fun begins when the creature unexpectedly awakens, breaks free of its puny bonds, and rampages with a vengeance!

Or, the heroes could try to drive the beast away from a shanty town or keep them from thinning the herd. Strategy would be important in the six-gun environment. It might be possible to trap the monster in a bog or trick it into running off a cliff.

Rahmogg

Reflexes 4D: brawling 8D

Coordination 2D

Physique 12D+2: lifting 6D, running 5D, stamina 4D, swimming 6D

Knowledge 1D:

Perception 2D: survival 4D

Presence 2D: intimidation 4D

Strength Damage: 6D+2

Move: 10

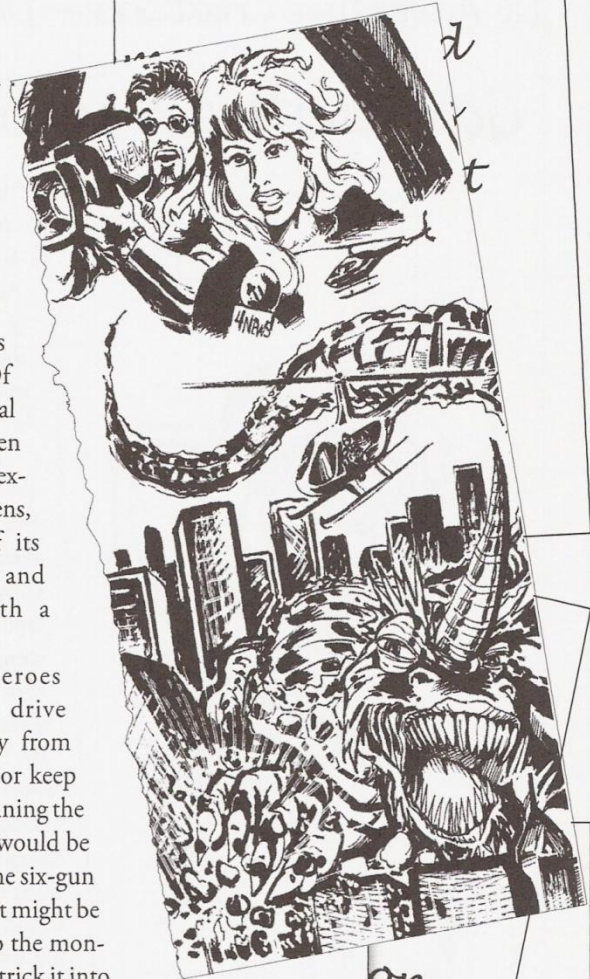
Fate Points: 0

Character Points: 1

Body Points: 48

Wound levels: 3

Natural Abilities: claws (damage +1D); bite (damage +3D; +5 to combat difficulty); ill-suited to cold environments (-4 modifier to damage resistance and +5 modifier to all difficulties when in a freezing environment); heat mastery (+2D to damage resistance against fire-based attacks); intimidating presence (opponents who are intimidated by the creature incur a +5 modifier combat defense difficulties); resilient (+2D to damage resistance rolls); large size (scale value 32)



Gargantuan Mobile Vegetables



There are few things in existence that shake up the status quo quite like plants capable of rapid self-locomotion. Though increasing size and the tendency of plants to grow toward sunlight or other necessary factors are a type of movement, these processes are so gradual and difficult to perceive on a moment-to-moment basis that most people do not consider it movement per se.

The development of mobile vegetables is a mystery to say the least. Paired as it often is with other remarkable features,

most notably enormous size, this quality is most frequently associated with radical genetic mutation. As with other mutations, radiation is the most common impetus, but their simpler genetic composition makes plants more alterable than higher life forms.

Radioactive material harvested from, if records are to be believed, the corpse of a mutated dinosaur were developed into experimental chemical compounds that botanists in Kyoto, Japan, used on plant life. The results were quite spectacular, culminating with a plant capable of movement via several large, meter-thick tentacles. The two-story tall rhododendron could constrict its tentacles with prodigious strength; it utterly destroyed the botanical garden in which it was created before escaping into the wild. Ironically, it was found destroyed a short time later, bearing wounds similar to those inflicted by the creature whose corpse was alleged to have given the plant life.

In a separate incident occurring within the continental United States, a scientist working on developing new and extremely efficient fertilizers, ostensibly in the course of research intended to end world hunger, succeeded in designing numerous vegetable species of extraordinary size. Inexplicably, the vegetables also possessed a rudimentary intelligence and murderous intent. They soon killed the doctor and ran rampant through the town in which he lived. These murderous vegetables moved through unknown means and were capable of incredible speed, which they used to pursue prey and then crush them beneath their considerable weight. This incident received some news coverage, but it was largely discounted as too ludicrous to be true and was soon made into a low-budget horror movie that achieved a cult following.

Mobile vegetables rarely move quickly, achieving the pace of a brisk walk at best

and a slow crawl at worst. Many also gain abilities in addition to mobility, possessing appendages that can reach and grasp with deadly effectiveness. Others that do not have tendrils rely on their sheer size and weight to defeat any foe that attacks them. Sensory perception is a mystery for such entities, as few if any ever develop any discernible organs for such things.

Typical Mobile Vegetable

Reflexes 1D: brawling 4D+2, climbing 3D+1

Coordination 1D

Physique 4D: running 6D

Knowledge 1D

Perception 2D: survival 2D+2

Presence 1D

Strength Damage: 2D

Move: 8

Fate Points: 0

Character Points: 1

Body Points: 22

Wound levels: 3

Natural Abilities: crush (may attempt to roll over with a brawling attack; if successful, the prey is knocked to the ground and the plant inflicts Strength Damage +2D); entangle (may attempt to seize a prey in one of its vines with a grapple attack; if successful, the prey is held there until he succeeds at two successive contested *Physique* rolls; trapped opponents suffer -2D to all physical actions, including attempts to break free); constriction (entangled prey suffer 3D+2 damage per round); multiple tendrils (may attack once per round per tendril; have a number of tendrils equal to 2 plus its scale value); immune to diseases and poison; do not need to breathe; weakness to cold and fire (receive +2D damage from these attacks); large size (scale value 5)

Gargantuan Plants

In most environments, plant life is rarely considered as a factor during threat assessment. Some works of science fiction have portrayed vegetation as an adversary, whether through direct, if involuntary, action, or indirectly through the nature of their unique physiology. In the modern world, such things are considered a source of cinematic entertainment at best, or a ludicrous flight of fancy at worst. Unknown to the masses, however, the threat that can be posed by certain highly specialized forms of plant life is very real.

Ironically, the origin of these enigmatic plants is well documented and public knowledge. In extreme circumstances, it's not particularly uncommon for plants to develop unique means of acquiring nutrients when the environment cannot supply them with the things they require. By far the most famous of these fascinating plants is the venus flytrap, a tiny plant that supplements its nutritional intake by occasionally capturing insects in a jawlike leaf structure and then digesting them with a simple corrosive fluid produced exclusively for that purpose. These carnivorous tendencies are indulged in only infrequently, perhaps once every few months or so, in order to ensure the tiny plant's survival in a somewhat inhospitable environment.

Larger versions of plants like the venus flytrap develop through unknown means. Botanists have theorized that some form of benevolent mutation within the plants' genetic structure causes them to keep growing even after reaching the normal maximum size. When this occurs, the plant requires more and more nutrients to fuel its abnormal biological functions. The plant first begins capturing its normal prey at an increased rate, devouring in a single day the same amount that a normal specimen might consume in six months. Eventually, plants that grow large enough abandon insects altogether and begin consuming vermin and other small mammals or reptiles. The plant's growth is only curtailed by the available food supply; when ample food is available, such plants theoretically could continue growing until they were unable to support their own weight. In one recorded incident in South America, a logging company penetrated the rainforest far enough to encounter a flytrap-esque

plant that had nearly reached the size of an American redwood tree. Needless to say, this plant had become the dominant predator in its environment. Three workers were lost while investigating the plant, and eventually two dozen acres of precious forest were sacrificed in a fire to destroy the monstrosity.

In addition to the capturing-style of carnivorous plant, there are species of vines that can detect subtle changes in temperature, such as those generated by body heat. These plants constrict upon sensing such things and hold prey immobile until the constriction kills it or it dies of starvation. When the creature decays, the nutrients return to the soil and feed the plant. Large-scale versions of these species exist and can cover entire acres of land, killing anything that ventures into them. One case in central Africa resulted in the discovery of a plant that covered more than a square mile and that had consumed animals as large as zebras and giraffes.

Typical Bloodvine

Reflexes 4D: brawling 5D, climbing 4D+2, contortion 5D

Coordination 2D: throwing 2D+1

Physique 4D: lifting 4D+1

Knowledge 1D+2

Perception 2D: disguise 3D, search 4D

Presence 1D

Strength Damage: 2D **Move:** 0

Fate Points: 0 **Character Points:** 1

Body Points: 22 **Wound levels:** 3

Natural Abilities: entangle (may attempt to seize a prey in one of its vines with a grapple attack; if successful, the prey is held there until he succeeds at two successive contested *Physique* rolls; trapped opponents suffer -2D to all physical actions, including attempts to break free); constriction (entangled prey suffer 3D+2 damage per round); multiple tendrils (may attack once per round per tendril; have a number of tendrils equal to 2 plus its scale value); rapid growth (for every two or three human-size creatures that the plant consumes, the bloodvine either becomes larger — adding 1 to its scale value — or stronger — adding 1D to its *Physique*); large size (scale value 1)



Typical Mantrap

Reflexes 1D: brawling 6D+2

Coordination 1D: throwing 1D+2

Physique 6D: lifting 6D+1

Knowledge 1D+2

Perception 3D: disguise 3D+2, search 5D, survival 6D

Presence 1D

Strength Damage: 3D **Move:** 0

Fate Points: 0 **Character Points:** 1

Body Points: 28 **Wound levels:** 3

Natural Abilities: grapple (may attempt to seize a prey in one of its mouths with a grapple attack; if successful, the prey is held there until he succeeds at two successive contested *Physique* rolls; trapped opponents suffer -2D to all physical actions, including attempts to break free); acid (damage 4D; inflicted on prey trapped in mouth each round); multiple mouths (may attack once per round per mouth; have a number of mouths equal to its scale value); rapid growth (for every two or three human-size creatures that the plant consumes, the mantrap either becomes larger — adding 1 to its scale value — or stronger — adding 1D to its *Physique*); large size (scale value 4)

Gargantuan Spiders

No one knows where they come from. Some blame the government, citing radiation-laden nuclear test zones, while others suggest military tampering and genetic experimentation to create the next great bio-weapon. One theory claims they developed below the Earth's crust, gaining access to the surface due to a recent mining operation, while others say they are God's retribution against the unfaithful. No matter the source of the infestation, nothing is more fearsome than a truck-size gargantuan spider, especially when its hairy legs are standing right above you.

Towing over two meters tall, these dark, hairy creatures with their segmented legs make a distinct clicking sound as they travel across stone or other hard surfaces, while their razor sharp fangs leave a trail of noxious poison spittle. Frequently using webbing to aid their move-

ment, a sure sign of a gargantuan spider problem is a five-meter length of tough webbing hanging from the rafters.

Gargantuan spiders seem to come in three varieties, separated by the coloration of the pattern on their thorax and abdomen. Blue-patterned spiders are the least violent, preferring to make their lairs in forests and caverns near places where cattle and other large animals graze for food. Yellow-patterned spiders are known to actively hunt their prey, tracking it into populated areas. Yellow spiders put up a good fight but tend to retreat to safety after being wounded. Red-patterned spiders are cunning and cruel. Known for hiding in sewer systems or abandoned buildings, these creatures have a taste for human flesh and are not afraid to indulge it.

Rare though they may be, the gargantuan spider menace has become a serious problem for many rural communities that are underprepared to deal with the threat. Those few creatures that have made it to the big cities tend to make one big scare before the authorities catch wind of the problem and send in teams to take care of it. Few people actually believe tales of the gargantuan spider menace, preferring to call them urban legends or publicity stunts instead.

In combat, a gargantuan spider relies on its paralyzing poison and piecing fangs. It prefers to force its opponent between its legs where it can trap her while using its fangs to rip her apart. If wounded,

a gargantuan spider will throw its webs at potential threats while climbing to safety.

Typical Gargantuan Spider

Reflexes 4D: brawling 5D+2, climbing 6D, jumping 5D, sneak 4D+2

Coordination 3D+2: throwing: webs 6D+1

Physique 5D: lifting 7D+2

Knowledge 1D

Perception 3D+1: hide 4D+2, survival 5D+1, tracking 4D+2

Presence 1D: intimidate 2D+2, willpower 4D

Strength Damage: 4D

Move: 15

Fate Points: 0

Character Points: 0

Body Points: 25

Wound levels: 3

Natural Ability: fangs (damage +1D; +5 to combat difficulty; poison injected when *brawling* success beats difficulty by 10 or more); poison (causes 6 points of damage or one Wound level every 10 minutes until victim dies or is treated; Moderate *stamina* roll to resist); web attack (can spin and throw webbing at one target per round; a target that's hit becomes entangled in the web, incurring a -1D penalty to all rolls and halving movement until removed; removing the webbing requires a *Physique*, *lifting*, or *contortion* check of 8; additional webs increase entanglement, adding an additional 1D penalty, halving the remaining movement and increasing the *Physique*, *lifting*, or *contortion* check by +2); web trap (creatures entering the area of the web trap must make a *Perception* or *search* check opposed by the spider's *hide* roll; failure indicating that the creature gets caught in the web; see web attack for mechanics getting out of web); large size (scale value 3)



Miscellaneous Ghosts

Those who investigate paranormal phenomena have long understood the link between ghosts and souls of the living. The smartest researchers understand there are potentially as many types of ghosts as there are souls. Nevertheless, scholars of the paranormal classify most miscellaneous ghosts into several broad classes. Some theorize that these classes of ghosts follow an “evolutionary” progression, ranging from least to most advanced. Although the amount of psychic energy a spirit possesses is a partial indication of its strength, it’s not all-encompassing; in much the same way that a giant amoeba can be a large but basic life form, so too can a ghost be powerful but unevolved.

At the lowest rung of the ladder, spirit energy begins to coalesce from the afterlife and make itself known in this world. This energy, known as ectoplasm or ghostly mist, resembles a luminescent thick fog or cloud and may contain chaotic swirls. Ectoplasm is most commonly seen at séances, where mediums force random energy back to the world of the living, as well as at cemeteries and major battlefields, where the newly dead may be reluctant or unsure of how to move on. Ectoplasm travels slowly, moving in a way similar to wind but often against the prevalent currents. Ectoplasm has little intelligence of its own but can sometimes infiltrate others to bestow knowledge or abilities.

The next stage in spiritual evolution is the orb, which takes the formless mass of ectoplasm and gives it shape. This basic shape, however, resembles little more than a glowing globe; at best, it may possess some kind of nucleus or other simple shapes within it. Orbs usually manifest outdoors; psychics theorize that it is at this stage the ghost begins to form attachments to the world of the living again, hovering around certain spots or people. Orbs often know much about their home and will sometimes slowly lead others to areas of interest.

Once the spirit has mastered form, it begins to develop its sense of motion; at this stage, it’s a vortex, resembling a tightly formed cyclone of fast-moving spiritual energy. The spirit now begins to establish the boundaries of its attachment to this world; sensitive psychics can recognize

specific vortices over multiple episodes, and it is at this stage that the ghost might gain a “name” (such as “the Ghost of Sharrelna Manor”). The ghost can’t effectively communicate at this time, but it can make its feelings and desires known. Once a spirit has reached the vortex stage, its disposition can begin to be known, as either a dark or light presence. Many parapsychologists don’t believe this outlook to be set, however, and some have tried to “reform” seemingly wicked spirits to become forces for good; some of these scholars have even returned to their homes unharmed.

The penultimate state for spirits is the apparition, where it develops a sense of self; here the ghost assumes a more human-like appearance, often with clothing appropriate to the era it lived (assuming it’s a manifestation of a once-living being). It still possesses the speed of the vortex but can control its movement enough to stay in one place and interact with the waking world. While orbs and vortices generally all look similar, apparitions have variations and permutations, ranging from indistinct humanoids of the “floating sheet” variety, to monstrous ghastly spirits with strange appendages or features, to forms that looks nearly human save for some slight transparency or an inhuman glow.

Some ghosts become powerful enough with their essences to evolve beyond the apparition stage. These become the most advanced types of ghosts, capable of feats beyond the norm, and include types such

as messenger ghosts, poltergeists, night mares, and others.

Typical Ectoplasm

Reflexes 2D

Coordination 1D

Physique 1D

Knowledge 1D: scholar: hidden lore 3D, languages: long-dead language 2D

Perception 2D: investigation 3D, search 3D+2, tracking 2D+1

Presence 2D: willpower 3D

Strength Damage: 1D

Move: 1 (because of Hindrance and Intangibility)

Fate Points: 0

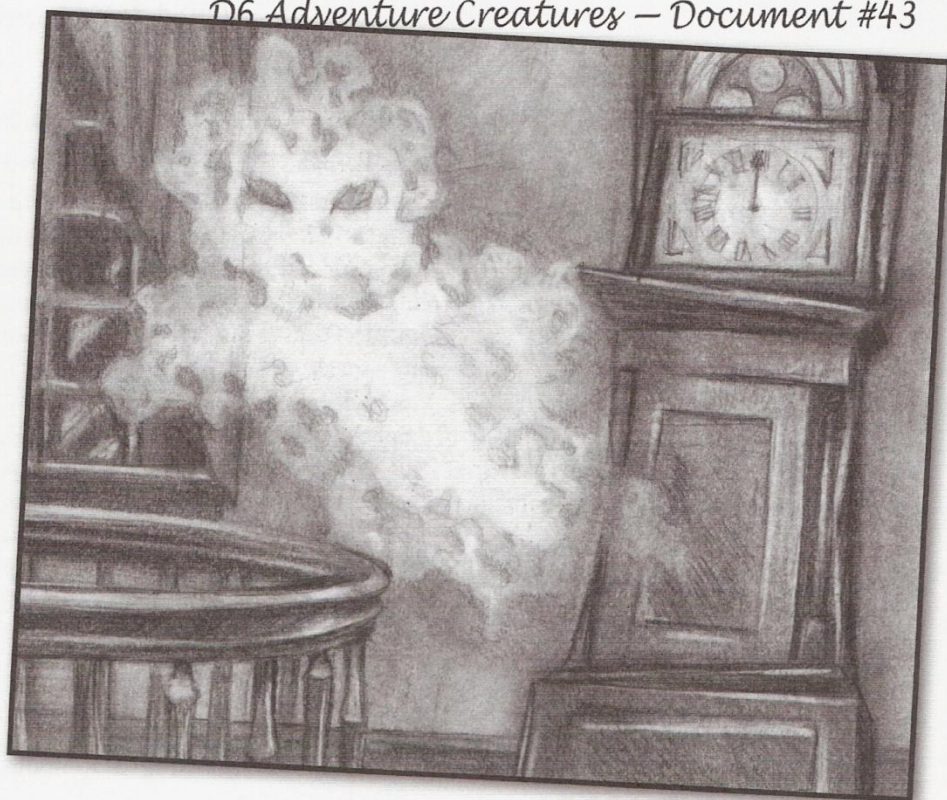
Character Points: 2

Body Points: 13

Wound levels: 3

Disadvantages: Achilles’ Heel: Symbiosis (R5), loss of 1D from both physical and mental attributes for each 100 meters removed from the object of attachment; Hindrance (R2), mute, is unable to speak; Hindrance: Short Stride (R4), -8 meters to base Move, which affects all movement

Special Abilities: Intangibility (R3), +9D to damage resistance score against physical and energy attacks, with Additional Effect (R3), intangible state is the default, and can thus become tangible for one minute per rank, and Restricted (R2), requires Very Difficult *willpower* roll to become tangible; Omnivorous (R1) with



Additional Effect (R2), does not need to eat or drink; Skill Bonus: Psionics (R6), +6 to *empathy*, *medium*, and *psychometry* skills with Limitation Others Only (R1), only affects sentient living beings

Typical Orb

Reflexes 2D: brawling 2D+1, dodge 2D+2

Coordination 1D

Physique 1D+1

Knowledge 1D+2: navigation 3D+2, scholar: places of interest in its domain 4D+2

Perception 2D+2: investigation 3D+2, search 3D+2, tracking 3D+2

Presence 2D+1: willpower 3D+1

Strength Damage: 1D

Move: 3 (because of Hindrance and Intangibility)

Fate Points: 0 **Character Points:** 2

Body Points: 14 **Wound levels:** 3

Disadvantages: Achilles' Heel: Symbiosis (R5), loss of 1D from both physical and mental attributes for each 100 meters removed from the object of attachment; Hindrance: Mute (R2), unable to speak with sounds; Hindrance: Short Stride (R2), -4 meters meters to base Move, which affects all movement

Advantages: none

Special Abilities: Intangibility (R3), +9D to damage resistance score against physical and energy attacks with Additional Effect (R3), intangible state is the default, and can thus become tangible for one minute per rank, with Restricted (R2), requires Very Difficult *willpower* roll to become tangible; Longevity (R1) with Additional Effect (R2), does not need to eat or drink

Typical Apparition

Reflexes 2D+2: brawling 3D+1, dodge 3D+2, sneak 3D

Coordination 3D: sleight of hand 4D, throwing 4D

Physique 2D

Knowledge 2D: scholar: century-old lore 5D

Perception 3D+1: hide 5D+1, search 4D+2, tracking 4D

Presence 3D: intimidation 5D, willpower 5D+2

Strength Damage: 1D

Move: 5 (because of Intangibility)

Fate Points: 0 **Character Points:** 2

Body Points: 16 **Wound levels:** 3

Disadvantages: Achilles' Heel: Symbiosis (R5), loss of 1D from both physical and mental attributes for each 100 meters removed from the object of attachment; Quirk (R1), quiet with Moderate *willpower* roll to speak

Advantages: none

Special Abilities: Intangibility (R3), +9D to damage resistance score against physical and energy attacks with Additional Effect (R3), intangible state is the default, and can thus become tangible for one minute per rank, with Restricted (R2) requires Very Difficult *willpower* roll to become tangible; Longevity (R1)

Typical Vortex

Reflexes 2D+2: brawling 3D, dodge 3D+1

Coordination 2D: sleight of hand 3D

Physique 1D+2: lifting 2D, running 3D

Knowledge 2D: scholar: old lore 5D

Perception 3D: intimidation 4D, persuasion 3D+1, willpower 5D

Presence 3D+2

Strength Damage: 1D

Move: 5 (because of Intangibility)

Fate Points: 0 **Character Points:** 2

Body Points: 15 **Wound levels:** 3

Disadvantages: Achilles' Heel: Symbiosis (R5), loss of 1D from both physical and mental attributes for each 100 meters removed from the object of attachment; Hindrance: Mute (R2), unable to speak with sounds

Advantages: none

Special Abilities: Intangibility (R3), +9D to damage resistance score against physical and energy attacks with Additional Effect (R3), intangible state is the default, and can thus become tangible for one minute per rank, and Restricted (R2), requires Very Difficult *willpower* roll to become tangible; Longevity (R1) with Additional Effect (R2), does not need to eat or drink; Hypermovement (R10), +20 to Move with Restriction (R2) requires Difficult *willpower* check to activate

Ghost Packages

Almost any creature or person can become a "ghost"; the only real requirement

is that it once was truly living (although some paranormal investigators have spoken of "ghost computers" or similar non-corporeal life forms). Usually only those beings who have died in a traumatic or tragic way come back as ghosts; for example, a rhinoceros who is mercilessly slain along with her children by a tribe of hunters might return as a ghost to wreak havoc on those who killed her. However, the universe is capricious, and even individuals who passed away in a peaceful means can find themselves returning to this world.

Basic Ghost Package

Total creation point cost: 7

Total defined limit cost: 1 attribute die plus 2 skill die or 7 skill dice

Special Abilities: Intangibility (R3), +9D to damage resistance score against physical and energy attacks with Additional Effect (R3), intangible state is the default, and can thus become tangible for one minute per rank, and Restricted (R2), requires Very Difficult *willpower* roll to become tangible; Longevity (R1) with Additional Effect (R2), does not need to eat or drink

Many ghosts are also invisible to most people; these spirits can find it difficult to solidify enough for the world of the living to see them. The following Special Ability costs one creation point or one skill die; additional levels of Invisibility can be purchased, with 14 levels generally being almost completely invisible.

Invisibility (R2), +2 to *dodge*, *sneak*, and *hide* totals, with Additional Effect (R1), always on, and Restricted (R2), requires Very Difficult *willpower* roll to become visible

Ghosts that are tied to a specific person or place have this Disadvantage:

Achilles' Heel: Symbiosis (R5), loss of 1D from both physical and mental attributes for each 100 meters removed from the object of attachment

Finally, ghosts that reach the apparition state (or beyond) can have all manner of other Special Abilities, such as a chilling touch (Life Drain, Natural Hand-to-Hand Weapon, or Paralyzing Touch), an ability to control the living (Possession, Limited or Full), and various prankster powers (such as Master of Disguise or Ventriloquism). Particularly powerful ghosts might have Immortality instead of Longevity; very few forces can permanently dispel them. Psionics are also very common in spirits.

D6 Adventure Creatures Document #45

Gorillas

Apes come as close to humans (genetically speaking) as any creature on Earth. Despite their large size and threatening appearance, apes are generally shy creatures that rarely pick a fight. Most prefer to hoot, holler, and chest-beat their enemies into fearful submission, only resorting to blows in dire need. Their keen intelligence and gentle nature make apes easy prey for hunters, mad scientists, and even aliens.

In combat, gorillas prefer to scare opponents away. If this fails, the male moves to engage while the females escape with the young. Should the young be attacked, the mother quickly joins the fray. Female gorillas attack by going on the offensive with no thought to their own safety. They will trade their own blood for the defeat of their enemy and the safety of their young.

Apes also can be dangerous or confounding when not in the wild. For example, one curious case file details an ape who had escaped from the zoo; the investigators charged with tracking the creature were led to a scientist's laboratory, who had been experimenting on the primate during zoo hours with a regimen of intelligence-enhancing drugs. The gorilla had maimed several of the scientist's assistants before being calmed by the agents. When the scientist asked if the drugs had any effect, the ape merely shook her head and used the keys she had snatched from the investigators to unlock the backseat of their car, where she waited to be taken back to the zoo.

However, although that case ended amusingly, the notes stolen from the scientist painted a more chilling scenario. Among various plans listed there was one involving the augmentation of the ape's might with radiation and chemicals, resulting in a faster, stronger creature. Another scheme posited the effect of infecting the ape with a super-virus and releasing it back into the city; the infection rate possible from a fevered crazed ape attacking others gave the investigators pause. Of course, the most chilling possibility utilized both these plans; how many thousands — or millions — might die because of a super-strong ape with the power to infect those it can't kill outright?

Typical Gorilla

Reflexes 2D+2: brawling 3D+2, climbing 4D, jumping 3D

Coordination 2D

Physique 4D+1: lifting 5D+1, stamina 5D+1

Knowledge 1D+2

Perception 1D+2: search 2D+2, survival 3D

Presence 1D+2: intimidation 3D+2, willpower 3D

Strength Damage: 3D **Move:** 12

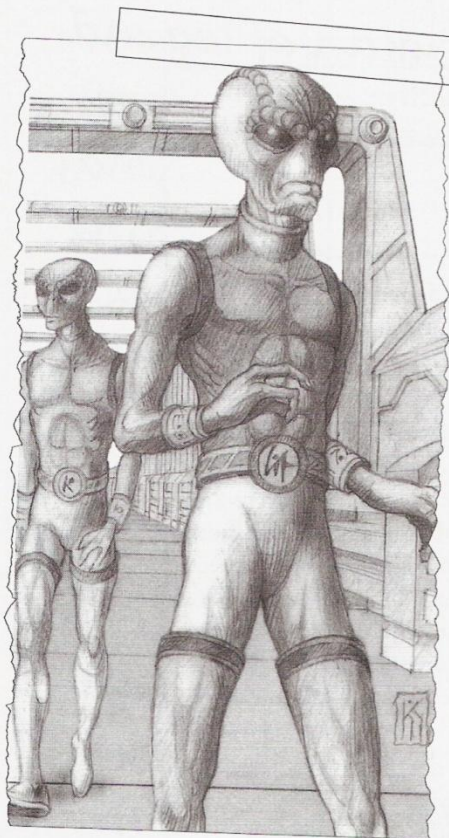
Fate Points: 0 **Character Points:** 0

Body Points: 23 **Wound levels:** 3

Natural Abilities: thick fur (Armor Value +1); bite (damage +1; +5 to combat difficulty); powerful arms (damage +2)

Note: Enhanced gorillas have the following adjustments: *Reflexes* 4D, *jumping* 4D+1, *Physique* 5D+1, *lifting* 7D, *stamina* 6D+1, *Knowledge* 2D, *Strength Damage* 4D. Additionally, the enhanced gorilla must make an occasional *willpower* check against a difficulty of 6 or it becomes racked with pain and it unable to act. After a round of pain, the enhanced gorilla becomes enraged with pain, gaining a +2 bonus to all damage totals in the following round.





Gray Aliens

Commonly called Grays by humans, their name for themselves is the KaLa. They are between 1.3 meters and 1.67 meters tall and thin by human standards, weighing between 26 and 45, yet sturdily built. Their hairless skin varies from a light gray or grayish green to charcoal gray.

The Grays have oversized heads that are dominated by two large, wide-set, black eyes. They have no discernible ears or nose. The core or scientific KaLas have a more rounded head and eyes, while their cousins the frontier KaLas have a more elongated head and eyes. Most non-KaLas wouldn't notice much of a difference.

The large black eyes are set so that the Grays can 270 degrees around. In addition, the iris is huge to allow them to see in all but total darkness as if it were daylight. However, they are vulnerable to sudden flashes of light, which blinds and disorients them. Their eyes can see into the ultraviolet spectrum, but they lack a great deal on color distinction beyond light and dark.

The Gray's hand has three opposing fingers, each of which is an active electrical transmitter of nerve impulses, and the

Grays' machinery is designed to act off of nerve impulses generated by their hands. This makes the reactions of their ships and machinery as fast as the Grays can think about it. However, the fingers are also thicker than humans, making their use of some human machinery impossible.

Grays have an incredibly long lifespan and have a natural hibernation cycle that they can enter and emerge from on short notice. This makes them ideal for long space flights.

The Grays are a xenophobic race, wishing to avoid conflict and contact with large groups. They have shunned parts of space that are heavily populated and instead have expanded into the spiral arm that contains Earth.

Most of the contact that humans have with Grays is between two specific segments of Gray society: the Foga KaLa (or Frontier Grays) and the Inga KaLa (or Scientific Grays).

The Frontier Grays tend to be more expansionistic and more willing to contact and confront alien societies. They are larger than their sedentary cousins, as their lives require much more physical work.

These aliens are actively exploring the Sol solar system, looking for planets to expand into. They have set up small outposts throughout the solar system, including Mars, Venus, Europa, and Earth. These outposts study the various planets to determine how best to terraform them into better planets for their purposes.

Frontier Grays want only to continue to expand their living space. To this end, the humans are an obstacle. Though they don't wish to directly confront them yet, they are conducting studies to find out their weaknesses. They prey upon humans' fear of the unknown by making large flyovers at night of small and now major cities to spread fear and disinformation among the populace and to let the human governments and militaries realize that they are helpless should the Grays wish to take Earth. The Grays' greatest weakness is that they are not a mighty military machine, and they fear humanity's resolve to fight even against hopeless odds.

Scientific Grays at first just wanted to observe humans and, for centuries, did only that. However, upon seeing how adaptable humans are, the Foga KaLa have begun a closer study of humans and their planet.

Gray aliens are very technology dependent, even the Frontier Grays, and lack much of the basic knowledge to overcome obstacles without the use of their technology. That's not to say that they are helpless or somehow stupid; they are very inventive but would rather look for a technical solution to a problem rather than a more "primitive" solution.

Typical Gray Alien

Reflexes 2D: brawling 2D+1, dodge 2D+2, melee combat 2D+1, sneak 4D

Coordination 2D: marksmanship 2D+2, piloting 4D+1

Physique 1D+2: lifting 4D

Knowledge 4D+1: languages 5D, medicine 6D, navigation 4D+2, scholar 5D, security 4D+2, tech 6D

Perception 4D: hide 4D+2, investigation 5D, know-how 4D+1, repair 5D

Presence 3D: con 4D, disguise 3D+1, persuasion 3D+2, willpower 4D

Strength Damage: 2D

Move: 10

Fate Points: 1

Character Points: 3

Body Points: 15

Wound levels: 3

Disadvantages: Achilles' Heel (R4), sensitive to bright light — +1 to all difficulties modifiers, increasing by +1 per minute, and blinded for 1D rounds in initial exposure; Advantage Flaw (R1), unable to use some human devices due to thick fingers; Cultural Unfamiliarity (R1); Infamy (R1), as potentially hostile extraterrestrials; Quirk (R2), dependant on technology

Advantages: Equipment (R3), various high-tech pieces of equipment

Special Abilities: Ambidextrous (R2), +2 to relevant two-handed actions; Combat Sense (R1), surprise penalties reduced by 2; Enhanced Sense: Sight (R1), +1 to related totals; Longevity (R1); Hardiness (R5), +5 to damage resistance totals; Ultravision (R2), negates up to 2 points of modifiers for dim or dark conditions

Equipment: hand sensor unit (detects motion, chemical, and biological signs; range of 1 kilometer); hand stunner (damage 5D stun only; range 5/10/15; ammo 5 shots)

D6 Adventure Creatures Document #47

Gremlins

Gremlins are the most feared creature in any society advancing in technology. While they are not the most powerful supernatural creatures, they have the ability to cause machines of all sorts to cease to function properly.

Gremlins stand only three-quarters of a meter tall when fully erect and weigh less than 20 kilograms. Their skin colorations vary from black to dark gray to dark green, and they have no hair on their bodies. They are gaunt in appearance, like an emaciated human. Their hands, however, have fingers that are thinner than a human's and much longer. Their fingers and hands are powerful, with a firm grip that can loosen the tightest nuts and bolts without the aid of a tool. Most Gremlins trim all but one of their fingernails. That one fingernail is allowed to grow so it can be used as screwdriver.

The Gremlins seem to be in a permanent crouch and move about in quick scurries from shadow to shadow. They do not seem to be affected by light, but they know prematurely exposes their presence and their handiwork. Even when moving, most people simply perceive a fleeting shadow across the peripheral of their vision. Only when a Gremlin is cornered or trapped can people get a clear view of it.

Their bodies are so good at camouflage that they dissipate heat to match their background; they thus cannot be seen on thermal scans. They can halt their breathing for up to five minutes so even that slight noise and motion is eliminated in a crisis situation. The Gremlins prefer hiding, deception, and running away to any sort of confrontation with people.

Gremlins have a special mechanical ability: They can look at a device and discern what its use is, how it works, and how to make it breakdown. They delight in causing machinery malfunctions they will do with absolute glee, so they can feed off of the emotions of those that use the machinery. Usually, they will do so in such a way that not direct and immediate physical harm is done to the users.

A captured Gremlin could be a great boom to an industrial business, as they can repair machinery just as quickly as they can break it — assuming they can be made to cooperate. In addition, they can be useful in pointing out weaknesses and faults in designs.

Typical Gremlin

Reflexes 4D: acrobatics 4D+2, brawling 4D+1, climbing 5D, contortion 5D, jumping 4D+1, melee combat 4D+1, sneak 6D

Coordination 3D: lockpicking 3D+2, sleight of hand 4D+2, throwing 3D+2

Physique 3D: lifting 4D+2, running 5D

Knowledge 2D+1: demolitions 3D, scholarly machinery 5D, security 3D+2, tech 6D

Perception 4D: hide 5D, investigation 4D+2, search 4D+2, repair 6D

Presence 1D+2: intimidation 2D+2

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 3

Body Points: 19

Wound levels: 3

Disadvantages:

Achilles' Heel (R3), feed off of negative emotions; Devotion (R3), to causing mischief in machinery; Infamy (R1)

Advantages: Size:

Small (R1), scale value 3

Special Abilities:

Blur (R3), +3 to *dodge*, *sneak*, and *hide* totals and opponents' related difficulties with Additional Effect (R3), does not show up on thermal scans; Skill Bonus: Mechanical Aptitude (R5), +5 to *demolitions*, *tech*, and *repair* totals; Ultravision (R4), negates up to 4 points of modifiers for dim or dark conditions



Headless Entities

The Headless Horseman of legend is one a type of spectral creatures that seek to regain in death what it had lost or been denied in life, in the case of the Headless Horseman, that is, a new head. Other, similar entities may seek a hand, a heart, or even something immaterial such as love or respect. Universally, these entities are driven to commit terrible acts in order to achieve their goals.

Headless entities are bound to various rules regarding where they can or cannot be and when they can appear. They are always confined to a limited area, which can be as small as a single estate or as large as a small country. They must follow a set schedule of appearance, though it may not be immediately apparent. Some examples include: under the full moon, every midnight, on nights when a cold wind blows in from the North, the week following the

death of a member of a particular family, or a similar event. This further means that if a headless entity is killed by any means other than its vulnerability, it will again manifest the next time the appropriate conditions are met.

Each headless entity is vulnerable to some form of attack, usually the same thing that killed them in their previous life, such as struck by lightning, drowning, being shot though the heart, or being slain with a particular sword.

The headless entity uses its amazing mobility to disorient and confuse its target before moving in to harvest whatever it seeks. When the headless entity manifests its speed, it creates a spectral horse to ride (from where it gets its name); some more modern entities of this type manifest motorcycles, cars, or even planes. The "mount" vanishes into mist and fog as soon as the entity dismounts.

The headless entity does not seek to kill its victims per se but taking what it desires usually has that effect (most people being unable to live without their heads, for example). It may be possible to trick or confuse a headless entity with an excellent reproduction of what it seeks.

Typical Headless Entity

Reflexes 3D: acrobatics 4D, brawling 4D, dodge 4D+1, melee combat 4D+1, riding 4D+1, sneak 4D+1

Coordination 3D: throwing 4D

Physique 3D

Knowledge 1D+2: navigation 3D

Perception 3D: search 4D, tracking 4D+1

Presence 3D+1: intimidation 5D+1, willpower 5D+1

Strength Damage: 2D

Move: 20

Fate Points: 1

Character Points: 6

Body Points: 22

Wound levels: 3



Disadvantages: Achilles' Heel (R4), takes 3D damage per round exposed to sunlight or may only flee before any bright light; Advantage Flaw (R3), only appears at particular times for a few days; Devotion (R3), to acquiring missing "thing"

Advantages: none

Special Abilities: Attack Resistance: Nonenchanted (R2), +2D to damage resistance roll against related attacks; Blur (R3), +3 to *dodge*, *sneak*, and *hide* totals of character and all related difficulties against character; Fear (R1), +1 to *intimidation* totals and combat totals against those affected; Hypermovement (R10), bonus to Move; Immortality (R1), can only be killed by its vulnerability; Intangibility (R1), can pass through solid objects; Silence (R1), +2D to *sneak* rolls and +1D to attack rolls when striking from behind

Equipment: personal weapon (damage +1D+1); mount



Herd Animals

On the great savannas of Africa, everything gives way to solitary predators such as the lion, the cheetah, and the jackal. In comparison, the gazelle and zebra appear almost tame. Two or three seem picturesque and seven to eight almost majestic. It's not until 10 or more appear that they begin to evoke a sense of unease. With a herd, it's not quality that matters: it's quantity.

Herd animals are not combatants. Most are physically weak and cannot stand toe to toe with the creatures that hunt them. They rely on the power of numbers to defend themselves and, should the need require it, to overpower their enemy. Even a cow can be threatening when supported by 10 others in a stampede.

Most heard animals run away when frightened, making a stampede a dangerous event. The exception is the zebra, which prefers to face its attacker and fight. (This nasty temper also makes zebras impossible to domesticate.)

A stampeding herd does standard Strength Damage (with any modifiers for the ability to trample) plus receives +5 to *brawling* for one round per five to 20 animals in the group. (The larger the animal, the fewer that need to participate to receive this bonus.)

The purpose of a herd is defense. Give the hunter multiple opponents to choose from, and he might become confused. If this fails, most hunters feed after their first kill, allowing the rest of the herd to escape by sacrificing one life for the good of the whole.

Herd animals can be found in nearly any environment, from freezing tundra to scorching desert, though they generally stick to places with plenty of grass and shrubs to eat. These four-footed mammals have tough hides, as well as other adaptations for their environment, such as thick coats, sharp hooves, pointy horns, and so on. Unless mutated by radiation or sorcery, they're strictly vegetarians with teeth suited for clipping plants.

Herd animals may attack the same target twice in one round with their hooves (two front or two back) with no penalty, or they may bite once.

Typical Cow

Reflexes 1D+2: brawling 3D+1

Coordination 1D

Physique 4D+1: lifting 5D, running 4D+2, stamina 5D+1

Knowledge 1D

Perception 2D: survival 3D

Presence 1D+2: willpower 3D+1

Strength Damage: 3D

Move: 30

Fate Points: 0

Character Points: 0

Body Points: 23

Wound levels: 3

Natural Abilities: bite (damage +2; +5 to combat difficulty); horns (damage +2; generally limited to males only); hooves (damage +1D; one attack per round to rear only); trample (damage +2D; must charge); stoic (+1D to all *willpower* rolls when in herds of 10 or more); speed in herd (+2 to *running* totals when in herd of 10 or more); strong (+30 to *lifting* totals when attempt to push, carry, or break free); large size (scale value 3)

Typical Zebra

Reflexes 2D+2: brawling 4D, dodge 3D+1, jumping 3D+2

Coordination 1D

Physique 3D+2: lifting 4D, running 5D+2, stamina 4D

Knowledge 1D

Perception 2D+2: hide 3D+1, survival 3D+2

Presence 1D+1: willpower 3D+1

Strength Damage: 2D

Move: 25

Fate Points: 0

Character Points: 0

Body Points: 21

Wound levels: 3

Natural Abilities: bite (damage +2; +5 to combat difficulty); hooves (damage +1D); stripes (in a herd of 10 or more zebra, add +1D to *dodge*); trample (damage +2D; must charge); speed in herd (+2 to running totals when in herd of 10 or more); strong (+15 to *lifting* totals when attempt to push, carry, or break free); large size (scale value 3)



Hive-Mind Aliens

The Augue, a type of hive-mind alien, are very large, standing between 2.5 and three meters in height when fully erect. They weigh between 150 and 250 kilograms and are immensely strong. They can turn their torsos a full 75 degrees in either direction, allowing them to respond to attacks from any angle.

Their legs are powerful but thin. Their arms are thick and strong, with six long, thin fingers on each hand, four of which are opposable. Their heads, which are hairless, are about 50 percent larger than a human's skull and have two distinguishable eyes, two nose slits, and a mouth. Their ears consist of six small openings running from eye orbit to eye orbit. Their skin varies from dark green to jet black; the darker the skin, the older the creature. They usually wear thin

silver or gray jumpsuits that covers them from the neck to the knees.

The Augue are an aggressive, expansionistic race with a clan-based matriarchy. Their queen alone produces the royal offspring, since her egg sack contains both male and female reproductive organs. The royal offspring control all the day-to-day activities of the ship, as the queen is almost never seen and has no contact with non-royal Augue. Warriors defend the hive and are the primary means of subduing planets. The warrior is fanatical and will not retreat or surrender. The workers are tasked with doing a specific job, and they do it no matter the circumstances. They don't know how to fight, simply ignoring any abuse to them as they attempt to complete their jobs.

The royals come in three sexes: male, females, and queens, though the females are sterile. The warriors and the workers are all cloned and sexless.

Once a queen offspring reaches maturity and has produced her first royal offspring, "the Swarming" happens, in which a hive ship and its minimum compliment of warriors and workers are created for the new queen and her royalty.

After a scout has gone into a system and returns with its report, the Augue enter with a huge hive ship that contains up to several million royals, warriors, and workers and one queen. They swarm onto planets and strip them of raw materials, leaving behind dead, ravaged worlds. They have no patience for diplomacy no matter what is offered, and they leave no survivors in their wake.

The royalty can operate without the hives mind for up to a few days. Warriors have limited intelligence and, except for scouts, rapidly become disoriented if they lose contact with the hive mind. (Scouts can operate outside of the hive's mental range of one light-year, but they die once they return from their missions.) Workers immediately become confused and disoriented if they are disconnected from the hive's mentality; they die within five minutes should it continue.

The great advantage of the Augue is the interconnectivity of their minds, which all feed into a central matrix controlled by the queen. The queen and royals can search out specific details, while the queen decides what information is sent out to the warriors and workers.

Typical Augue Warrior

Reflexes 5D: brawling 5D+1, climbing 5D+1, jumping 5D+1, melee combat 5D+1

Coordination 2D+2: marksmanship 3D+2

Physique 5D: lifting 6D, running 4D+1, stamina 5D

Knowledge 1D+2

Perception 2D: search 4D, tracking 3D+2

Presence 1D+2: intimidation 4D, willpower 3D

Strength Damage: 3D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 25

Wound levels: 3

Disadvantages: Devotion (R3), to hive; Infamy (R3), as aggressive, expansionist race; Enemy (R3), all intelligent species; Quirk (R3), vengeful

Advantages: Size: Large (R1), scale value 1

Special Abilities: Combat Sense (R1), surprise penalties reduced by 2; Environmental Resistance (R2), +6D to *Physique* or *stamina* checks to resist ill effects from environmental conditions; Iron Will (R3), +1D to *willpower* with Burn-out (R1), only when connected to hive mind

Equipment: body armor (Armor Value +1D; provides full coverage); power gloves (close combat damage +2D; ranged damage 4D+2, range 10/20/30, 20 hours of continuous use before needing to be recharged)



Homin-insectoids

Whether created by sorcery, weird science, or some other sort of supernatural occurrence, human-appearing insectoids have begun to spread out. The primary human-Insect Hybrid that are known to exist are the hive-oriented Antians and the more solitary Mantins and Wespefrau ("Wasp-wife").

Antians

The Antians consist of three castes: queen, warrior, and worker. The Antian queens can appear almost completely human except for their eyes, which, if looked at closely, can be seen to be faceted. Their "pupils" never dilate, nor do Antian queens blink. The Antian queen further has a mass of what seems to be freshly healed scar tissue covering the small of their back from the base of their spine up. This is where they join with the thorax and abdomen of their "ant-body" when they return from their excursions into the human world.

Antian queens infiltrate the local power structure, using their charm and sexual favors to secure a safe place for their nest. They are experts at seduction, both to gain advantage and genetic material for the next generation of Antians.

An Antian queen can lay up to 20 eggs in a day. The eggs hatch within a week, and the Antians that emerge quickly reach physical maturity (two weeks for workers, a month for warriors, and a year for a new queen). An Antian queen can live for up to 50 years, but the warriors and workers usually only last for five or six years at best.

Antian warriors look like tall and slender humanoids with compound eyes and too smooth skin. They are stronger than their build would indicate. Their role is to guard the nest and the queen. At least one or two will always be nearby to assist their queen as needed. The warriors are usually limited in their mental outlook and can be confused by actions outside of the norm.

Antian workers seem to be short, thin humans; most are hairless and possess compound eyes. They are unassuming and diligently work on their assigned tasks. Those that appear sufficiently human often take illicit and unskilled jobs to provide income and information for their nest. The workers are natural builders, using whatever materi-

als come to hand to expand and improve the nest.

Mantins

Mantin are usually lone hunters, rarely operating in more than small, loose groups. Mantin males are usually killed by the stronger females, who do not need them beyond a brief reproduction period. Mantins are humanoid in appearance but their skin (actually chitin) is dark with a weathered, tanned appearance. They have "false eyes"; their faceted eye have adapted to appear human-like but can be seen to be faceted and unchanging at close quarters. They have false hair (a rough spinelike grown) on their head, which is almost always black.

Mantin are very strong and their hands are tough and make excellent weapons. While they can eat almost anything and survive, they are hunters by nature. Usually they are content to survive on rats and stray animals, only killing humans when they have to. Occasionally, a Mantin will develop a taste for hunting humans; some of these even find employment in some of the stranger underworld organizations.

Female Mantins lay a clutch of three to five eggs once a year, the eggs can be fertilized by either human or Mantin males. The eggs hatch in two months, and the immature Mantins rapidly grows to full size, reaching adult size in 18 months. The immature Mantins require a great deal of food, which causes their mother to have to do additional hunting.

Wespefrau

Wespefrau seem to have been created to serve as guardians and bodyguards. They appear as slender humans, hairless except for their heads and their second set of arms; their skin is semirigid and cool. From their

neck down along their spine, they have black wasp stripe patterns on their skin. Wespefrau are adept at blending into their surroundings and concealing their second pair of arms and their antennae.

All Wespefrau are female and need humans to fertilize their eggs, of which they produce one to three each year, but fertilization may be done technologically. Wespefrau reproduce by inserting parasitic eggs into living mammals of at least 25 kilograms in size. The larva consumes her host and must be fed a large amount of food for the next three to four weeks. She then goes into a chrysalis for two weeks; when it emerges, it appears as a four-year-old child with an extra pair of arms. From then on, she matures about twice as fast as a human, reaching reproductive age at six (looking 16). She can live for up to 20 years. When a Wespefrau emerges from her chrysalis, she will imprint on the first person she sees, treating him or her as her mate to be guarded and protected. There are rumors of a colony of Wespefrau that are all imprinted upon their "mother," but the truth of the rumor, and aim of the colony if it's true, is unknown.

Typical Antian Queen

Reflexes 3D (+1): brawling 4D+1, dodge 4D+1, melee combat 4D+1, sneak 4D+1



Coordination 3D (+1): marksmanship 3D+2

Physique 3D (+2): stamina 4D+2

Knowledge 3D (+1): business 4D+1, navigation 3D

Perception 3D (+1): investigation 3D+1, search 4D+1, streetwise 4D+1, survival 3D+2

Presence 3D (+5): charm 6D+1, command 6D+1, con 5D+1, disguise 5D+1, persuasion 5D+1, willpower 6D

Strength Damage: 2D (+2)

Move: 10

Fate Points: 1

Character Points: 4

Body Points: 19 **Wound levels:** 3

Disadvantages: Devotion (R1), to next

Advantages: Contacts (R1 or greater)

Special Abilities: Endurance (R1), +3D to *Physique* or *stamina* checks when performing taxing physical tasks; Hardiness (R2), +2 to all damage resistance totals; Immunity (R1), +1D to resist illness and ingested poisons; Increased Attribute: Physique (R2), +2 to related totals; Increased Attribute: Presence (R5), +5 to related totals; Increased Attribute: Reflexes, Coordination, Knowledge, Perception (R1 each), +1 to related totals; Omnivorous (R1), can eat anything organic for nourishment; Ultravision (R1), negates up to 2 points of modifiers for dim or dark conditions

Note: When connected to her “ant body,” the queen has Reduced Attribute: Reflexes, Coordination (R4 each), -1D to related attributes; Hindrance: Movement (R2), -4 meters to running, swimming, and jumping Moves; Increased Attribute: Physique (R6), +6 to related totals (replaces natural Increased Attribute: Physique), and Natural Armor: Chiton (R1), +1D to related damage resistance rolls.

Equipment: trench coat; club (damage +1D+1); other equipment as required by mission

Typical Antian Warrior

Reflexes 2D+1: brawling 3D+2, dodge 3D, melee combat 3D+2, sneak 3D+1

Coordination 2D+1: marksmanship 2D+2, throwing 3D

Physique 3D+2: lifting 4D+2, running 4D, stamina 4D+2

Knowledge 1D+2: navigation 3D

Perception 2D: search 3D, survival 4D, tracking 3D

Presence 2D+1: disguise 2D+2, intimidation 3D+1, willpower 4D

Strength Damage:

Move: 10

Fate Points: 0

Character Points: 3

Body Points: 21 **Wound levels:** 3

Disadvantages: Cultural Unfamiliarity (R1), does not fully understand the world outside the nest; Devotion (R3), to queen; Employed (R2), by nest; Quirk (R3), has difficulty being creative

Advantages: none

Special Abilities: Endurance (R1), +3D to *Physique* or *stamina* checks when performing taxing physical tasks; Immunity (R1), +1D to resist illness and ingested poisons; Natural Armor: Chiton (R1), +1D to damage resistance rolls; Omnivorous (R1), can eat anything organic for nourishment; Ultravision (R1), negates up to 2 points of modifiers for dim or dark conditions

Typical Mantin

Reflexes 4D: brawling 6D+1, dodge 6D+1, sneak 6D+1

Coordination 3D+2: marksmanship 5D, throwing 5D

Physique 3D: lifting 5D, running 4D, stamina 4D

Knowledge 1D+2

Perception 2D+2: search 3D+2, survival 4D+2

Presence 3D: disguise 3D+2, intimidation 4D, willpower 4D

Strength Damage: 3D

Move: 12

Fate Points: 1

Character Points: 4

Body Points: 19 **Wound levels:** 3

Disadvantages: Quirk (R2), prefer being alone

Advantages: none

Special Abilities: Ambidextrous (R1), +1 to relevant two-handed actions; Combat Sense (R1), surprise penalties reduced by 2; Natural Armor: Chiton (R1), +1D to damage resistance rolls; Natural Hand to Hand Weapon: Tough Hands (R1), damage +1D; Omnivorous (R1), can eat anything

organic for nourishment; Ultravision (R1), negates up to 2 points of modifiers for dim or dark conditions

Equipment: an outfit to pass as a human

Note: Male Mantin only have a *Physique* and *Presence* of 2D+1 with skills underneath reduced by 1D.

Typical Wespefrau

Reflexes 4D+1: brawling 6D+1, contortion 5D+1, dodge 6D+1, jumping 5D+1, melee combat 6D+1, sneak 6D+1

Coordination 3D+2: marksmanship 5D, throwing 6D

Physique 3D: lifting 4D, stamina 4D

Knowledge 2D

Perception 2D: search 3D+1

Presence 2D+2: disguise 4D+2, intimidation 3D+2, willpower 3D+2

Strength Damage: 2D

Move: 12

Fate Points: 1

Character Points: 4

Body Points: 19 **Wound levels:** 3

Disadvantages: Cultural Unfamiliarity (R1), does not fully understand the outside world; Devotion (R1), to “mate”; Infamy (R1); Quirk (R2), secret identity

Advantages: Patron (R1), chosen “mate”

Special Abilities: Ambidextrous (R1, per set of arms), +1 to relevant two-handed actions; Combat Sense (R1), surprise penalties reduced by 2; Extra Body Parts (R1), second pair of arms with Additional Effect (R2), functional; Hardiness (R2), +2 to damage resistance totals; Hypermovement (R1), bonus to Move; Omnivorous (R1), can eat anything organic for nourishment; Ultravision (R1), negates up to 2 points of modifiers for dim or dark conditions

Equipment: clothes and items as appropriate for duties and companion's status



Horses

Horses have been bred, domesticated, and used by people for over five millennia. Serving in warfare, farming, and transport, no other creature has been more versatile or vital to humanity's survival. Although technology has supplanted many of its functions, horses still have the power to inspire awe in a way few creatures do.

The modern era for the horse also coincides with its decline from usage. The Industrial Revolution brought with it all manner of new technology. At first, equines existed alongside the new advances; horses and horse-drawn carriages served as transport to and from new-fangled railroads, and the muscular creatures also worked as the power source for the earliest factories. Up until very recently, the horse was one of the most common means of personal transportation; in 1900, there were 100,000 horses in New York City alone. In the Wild West the horse symbolized the power, majesty, and freedom of this new land, existing as transport between rough-and-tumble pioneer cities and as mounted units. The Pony Express, which began as a publicity stunt in 1860 and lasted only 19 months, enabled mounted postal carriers to carry letters and small packages between this new frontier and the established union in 10 days ... considerably less than the six months it took less than two decades earlier.

However, the new century brought with it global war, and with it the realization that the horse was no longer suited for the uses it once fulfilled. While cavalry units were considered elite units of most nations' armies just prior to World War I, they were utterly powerless for most functions of that conflict; they were eventually replaced by tanks in later wars. In many civilian duties, they were replaced by automobiles and trucks, which were ironically considered to be cleaner alternatives to their four-legged counterparts. Horses were phased out of civilian functions in most cities in the 1910s through the 1930s.

Compared to a century ago, horses are almost absent from daily life, although they are still relatively common in a surprising number of venues. These include:

- **Mounted police**, which in urban environments are able to go where cars and bicycles would be impractical, and which

also provide intimidation and riot control in crowded conditions.

- **Ceremonial functions**, such as parades and official functions. Many military and government functions still use horses for special occasions, where the creatures' regal status impresses crowds.

- **Horse-drawn vehicles**, especially carriage rides for scenic tours. (Some communities that shun modern conveniences, such as the Amish, also continue to use horses as their primary means of transportation.) In the event of a widespread lack of gasoline or electricity, those who have horses might be the only ones still able to travel any distances.

- **Farms and agriculture**, where the open fields make owning the creatures as a recreational pursuit much more practical.

- **Livestock herding**, where the mounted rider's height allows him to survey his herd without spooking them with a noisy vehicle.

- **Circuses**, where specially trained horses and their riders are capable of amazing feats and tricks.

- **Horse racing**, where the multi-billion-dollar-a-year industry can bring out the seamier side of animal handlers, resulting in drugged or illegally enhanced animals.

- **Shows and competitions**, where the rich show off their best specimens as well as their riding prowess.

- **Zoos and fairs**, where tame horses and ponies accustomed to kids are available to be petted or ridden.

In all, the presence of the modern horse is but a shadow of its once-common self. Given how horses have helped people for thousands of years, and still amaze young and old alike, it seems likely they will play some part in society for millennia to come.

Targeting a Horse

If the horse pulling a vehicle is incapacitated or killed, the vehicle is considered to crash at its current speed (as per the Vehicle rules of the "Equipment" chapter). This is also the case if only one member in a team is killed or incapacitated, and if a single horse ridden directly is incapacitated.

Rather than killing the horse, an attacker might try to "spook" it. All but the best-trained horses will be spooked by explosions or fire. To scare a creature with a gun or the like, a character must generate an *intimida-*



tion total against the creature's *willpower* or *Presence*. If the *intimidation* total meets or beats the creature's total, the effect spooks the creature. (If trying to determine if a horse is accidentally spooked by a sound or effect, determine the magnitude of the frightening effect to substitute for the *intimidation* total; firecrackers might have 1D or 2D, most guns will have a rating of 3D, and larger explosions could have 4D or more.)

With a scared creature, the driver of the vehicle or the rider of the horse must generate an *animal handling* or *riding* total (including the Maneuverability) against a difficulty equal to the animal's *willpower* or *Presence* total +9 to bring it under control. If the driver fails, the creature gallops away at top speed, towing the vehicle behind it. If the creature is a member of a team, the entire team panics and gallops off. The creature (and carriage, if the horse is pulling one) travel at "panic speed," a rate equal to 4 times the creature's Move.

Each round, the driver can make another *riding* or *animal handling* roll to gain control of the creature or creatures. If the horse is pulling a vehicle, it suffers damage as if it had been hit by an attack (equal to 5D on a road or smooth surface, 6D when on rough ground) for each round that the vehicle is traveling at panic speed. Obviously, a panicked team can easily destroy a carriage.

Combat on a Horse

Fighting on a horse is considered a multi-action: one to control the horse and one to attack.

In general, controlling the horse requires an Easy *riding* roll, though an untrained or temperamental horse may increase this difficulty.

For the most part, the multi-action penalty covers the increased challenges to aiming correctly on a moving creature, though the gamemaster may increase the difficulty when the horse is running in a panic, over rough terrain, or very fast.

Additionally, when fighting against small creatures with a scale value of 3 or less or creatures human-size or larger, the character attacks and defends with the same scale as the horse. Though some targets are too small to reach comfortably with most weapons from the back of a horse, the gamemaster may allow certain weapons to be used against much smaller targets.



Typical Riding or Draft Horse

Reflexes 3D: brawling 4D, dodge 3D+1, jumping 4D

Coordination 1D

Physique 4D: running 5D, swimming 4D+1

Knowledge 1D+1: navigation: returning home 3D

Perception 3D

Presence 2D: intimidation 3D, willpower 3D

Strength Damage: 2D

Move: 25 (riding)/20 (draft)

Fate Points: 0

Character Points: 0

Body Points: 22

Wound levels: 3

Natural Abilities: bite (damage +2; +5 to combat difficulty); hooves (damage +2); trample (damage +2D; must charge); large size (scale value 3)

Note: Draft horses have *stamina* 5D, *lifting* 5D, and *Strength Damage* 3D. Horses may attack twice in one round with their hooves (two front or two back) with no penalty, or they may bite once.

Variations

Police horses have *intimidation* of 4D and *willpower* of 5D. In addition, they have some "authority" in their jurisdiction, relinquishing them from responsibility should they accidentally injure or trample someone.

Circus horses have *acrobatics* of 4D+1; in addition, some famous trained horses might have the *Natural Ability Trademark Trick*, which provides a +2D bonus to one specific, difficult trick (such as leaping through a circle of fire), and which gives the horse some degree of fame.

"Friendly" horses — those that are accustomed to being around children or crowds — have the specialization *willpower: calm* of 4D, which helps to protect them from getting spooked.

Night Mares

Night mares appear as large, black, misty horses with flaming red eyes. Some say they're the ghosts of cruelly treated horses. They look fully solid on the head, torso, and upper legs, but the lower legs seem like mist, though this is (sometimes) only an illusion. These ghosts of wild horses appear only at night, and they can normally be heard before they can be seen. At the approach of a night mare, the area grows unnaturally quiet. Sometimes, the only audible sound is the thunder of the hooves. At other times, the steeds are so stealthy that they can't be heard until they're close enough to strike. The sudden appearance of one of these creatures snorting steam can be a most unnerving event.

Where possible, the night mare likes to charge an opponent. If the opponent cannot be trampled, then it will use its head butt attack. When the creature's lower half is insubstantial shadow, someone trying to gain safety by jumping onto a stage or other raised platform will find that the steed's insubstantial portions of its body can move right through solid objects.

Typical Night Mare

Reflexes 4D: brawling 5D, dodge 5D, jumping 4D+1, sneak 4D+2

Coordination 1D

Physique 4D: running 4D+2

Knowledge 2D

Perception 4D+1: search 4D+2, tracking 4D+2

Presence 2D+1: con 3D, intimidation 3D+2, willpower 5D

Strength Damage: 2D

Move: 25

Fate Points: 0

Character Points: 0

Body Points: 22

Wound levels: 3

Natural Abilities: bite (damage +2; +5 to combat difficulty); hooves (damage +1D); head butt (damage +1D); trample (damage +2D; must charge); darkness form (can change its lower portion or entire body into shadow, allowing it to pass through solid objects and adding +5 to its *sneak* totals); weakness to sunlight (sunlight causes 5D in damage per round of exposure); feeds on fear and harming others; longevity; large size (scale value 3)

Human-Animal Hybrids

The notion of merging the abilities of humans and animals has been a dream of science for decades. One cannot help but admire the incredible capabilities of Earth's other creatures, whether the amazing strength of ants, the heightened senses of canines, or the regenerative capabilities of reptiles. The notion of allowing humans to access these incredible talents has been the dream of scientists for generations. Unfortunately, such a process is incredibly complicated and arduous. Genome mapping alone is a painstaking process, and the notion of splicing two completely separate and distinct genetic codes together into a functioning hybrid is one that requires decades or even centuries of additional research and experimentation before a reliable, consistent methodology can be developed.

Nonetheless, it seems that the publication of H. G. Well's notorious fiction *The Island of Dr. Moreau* sparked the minds of numerous scientists, some of whom are not burdened with the restrictions of ethics or morality. While not public knowledge, reports of certain brilliant but potentially deranged individuals creating life forms of this kind have persisted since the 1950s. The first documented case, although still not a matter for public record, was discovered in New York City during the late 1960s, when it was discovered that a Dr. Livingston had managed to create a colony of man-rat hybrids that were living in the sewer system. These creatures had bred far more rapidly than the scientist anticipated, and began raiding homes and businesses on the surface for food, causing quite a commotion whenever one was sighted. After the fall of the Soviet Union, documents were found indicating that the Russian Intelligence community had successfully created human-animal hybrids as a means of developing new, superior soldiers. The paperwork alluded to a facility somewhere in Siberia that was never located.

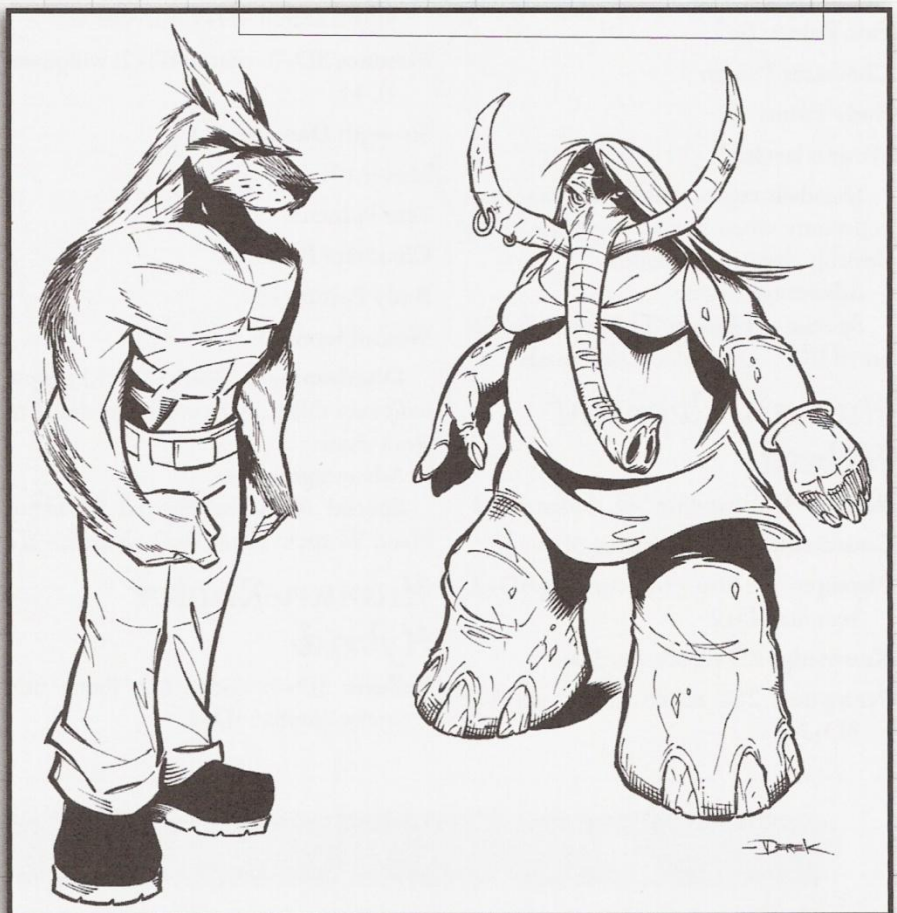
Human-animal hybrids tend to be grouped into broad categories depending upon the source of their animal DNA. The process of splicing DNA together is

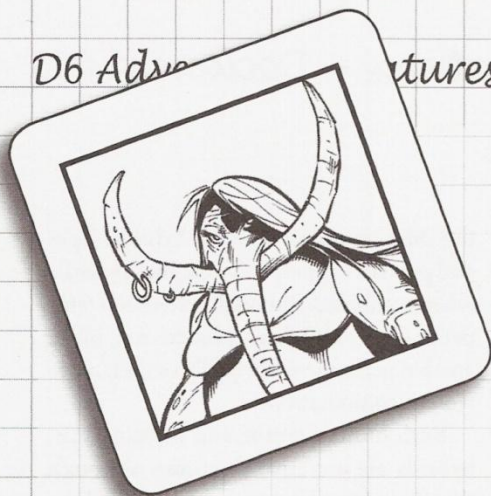
easiest when the animals are more similar, so human-mammal hybrids tend to be most numerous. Human-reptile hybrids are also common, as reptile DNA is apparently more mutable and adaptable than previously expected. Human-avian hybrids are considerably more difficult than the previous two classifications, and human-insect hybrids, while possible, are extremely difficult and produce highly unstable results.

The results of human-mammal combinations seem to be relatively stable, with creations that retain a large amount of human intelligence and adaptability, but with strong instincts that can be difficult to overcome. Human-feline hybrids groom themselves absently without realizing they are doing it, for instance, while human-canine hybrids are constantly distracted by scents. These creatures are hardly safe, however, and fusing human DNA with more powerful, wild creatures can pose serious threats to the safety of everything around them, includ-

ing their creator and fellow hybrids. Apes and primates appear to be the most volatile when combined, although other such temperamental animals as rhinoceroses, bulls, and badgers can yield equally or even more violent combinations.

Both human-reptile and human-avian hybrids are secretive creatures, although there's no identified reason for their cloistered nature. Reptile hybrids prefer to keep to themselves, often sunning themselves on rocks despite their warm-blooded nature, or hiding in narrow nooks and crannies of rocks or buildings for long periods of time. Likewise, avian hybrids apparently prefer to remain above others, removed from interaction except with their own kind. Part of this may be some form of survival instinct, as avian hybrids lack the muscular frame and physical durability that many other hybrids enjoy. Reptile hybrids share such limitations, although they tend to be sluggish and have poor reaction times rather than being frail.





Human-Canine Hybrid

Reflexes 3D+2: brawling 5D, dodge 4D, sneak 4D

Coordination 2D

Physique 4D+1: running 5D, stamina 4D+2, swimming 4D+2

Knowledge 2D: navigation 3D

Perception 4D: search 5D+2, survival 4D+2, tracking 5D

Presence 2D: intimidation 3D+1

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 4

Body Points: 23

Wound levels: 3

Disadvantages: Quirk (R1), wags tail constantly when happy; Devotion (R2), slavishly devoted to creators

Advantages: none

Special Abilities: Enhanced Sense: Smell (R3), +3 to related skill totals

Human-Elephant Hybrid

Reflexes 4D: brawling 5D, dodge 4D+1

Coordination 2D: throwing 3D

Physique 5D: lifting 6D, running 5D+2, stamina 5D+2

Knowledge 2D+2: scholar 3D+1

Perception 2D: search 2D+1, survival 3D+2

Presence 2D+1: intimidation 4D, willpower 4D+2

Strength Damage: 3D

Move: 10

Fate Points: 0

Character Points: 4

Body Points: 25

Wound levels: 3

Disadvantages: Hindrance: Appearance (R2), +3 to *charm* and *disguise* difficulties

Advantages: none

Special Abilities: Natural Hand-to-Hand Weapon: Tusks (R1), damage +1D

Human-Feline Hybrid

Reflexes 3D+2: acrobatics 4D+2, brawling 4D+2, climbing 4D+1, dodge 4D+2, jumping 4D+1, stealth 4D+2

Coordination 2D

Physique 2D+2: lifting 3D, running 3D+2

Knowledge 2D

Perception 4D: hide 4D+1, investigation 4D+1, search 4D+1, survival 4D+2

Presence 3D+2: charm 4D+2, willpower 4D+1

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 4

Body Points: 18

Wound levels: 3

Disadvantages: Quirk (R1), Moderate *willpower* difficulty to overcome desire to work alone

Advantages: none

Special Abilities: Natural Hand-to-Hand Weapon: Claws (R1), damage +1D

Human-Raptor Hybrid

Reflexes 3D+2: dodge 4D, flying 6D, melee combat 3D+2

Coordination 1D+2

Physique 2D: stamina 3D+1

Knowledge 2D+2: navigation 4D+1

Perception 4D: search 5D, survival 5D, tracking 4D+1

Presence 2D

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 4

Body Points: 16

Wound levels: 3

Disadvantages: Quirk (R2), preen feathers constantly

Advantages: none

Special Abilities: Enhanced Sense: Sight (R3), +3 to related skill totals; Glider Wings (R1)

Human-Serpent Hybrid

Reflexes 4D: acrobatics 4D+2, contortion 5D, dodge 4D+2, melee combat 4D+2

Coordination 2D

Physique 3D: swimming 4D

Knowledge 2D

Perception 2D: search 4D, survival 4D+2

Presence 3D: charm 3D+1, con 4D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 4

Body Points: 19

Wound levels: 3

Disadvantages: Quirk (R1), sibilant speech patterns and seem to hiss constantly when speaking

Advantages: none

Special Abilities: Hardiness (R2), +2 to all damage resistance totals; Natural Hand-to-Hand Weapon: Fangs (R1), damage +1D



Hunter Aliens

The cosmos is populated by many interstellar civilizations. These advanced aliens have long ago mastered the secrets of science and travel across the interstellar void with ease. Such beings would scoff at humanity's claim to universal supremacy. To many of them, the residents of earth are little more than a primitive annoyance to be avoided at all costs. Unfortunately for humanity, the Ularr are the exception to the rule because they have found reason to endure the trek to earth. *Homo sapien* life fulfils a special need for them. These intergalactic travelers are relentless hunters, and the people of Earth make excellent prey!

The Ularr are bipedal creatures that are slightly shorter than a fully matured human. They have lithe bodies with spongy, pale skin; deep set, dark eyes; and deadly fangs. From a distance, they could pass as human, but once one looks into the eyes of these heartless beings, there's no doubt that they are without human mercy and are in all ways alien.

Before embarking upon a chase, the Ularr typically make an extensive scan of their prospective hunting ground. Once this has been completed, objectives have been established, and the rendezvous point set, they hurtle through space toward their prey. At this point, all communication with their homeworld is cut off and they face the elements alone. Those that fail to reach the appointed pickup site are abandoned because such beings are of no worth to their brethren and natural selection has done the Ularr the favor by eliminating them. It's this sportsman's mentality coupled with the alien's choice of using near primitive weapons that makes the hunters mortal and gives their prey a fighting chance.

Heroes in modern games might find themselves stalked through the urban jungle as the aliens seek to hunt modern people in their accustomed surroundings. Alien hunters may stray off course and crash land into a Wild West campaign. Although such beings would be lost upon a strange world with no hope of rescue, they could still vent their frustration on an unsuspecting population. Super-hero adventures might send global defenders to a remote jungle where an Ularr hunting party prepares to embark on an expedition. Espionage games could feature a healthy dose of alien encounter rumors. Heroes would need to make use of detective skills when following clues as they track the alien hunters. Their findings could shake intelligence agencies to the core as they find out that the truth is indeed out there!

Typical Ularr

Reflexes 4D: acrobatics 4D+1, brawling 5D, dodge 4D+1, jumping 4D+1, melee combat 4D+1, sneak 5D

Coordination 3D: missile weapons 4D, piloting 5D

Physique 3D: lifting 4D+2, running 3D, stamina 4D

Knowledge 2D: medicine 2D+1, navigation 2D+1, tech 2D+2

Perception 4D: hide 4D, investigation 4D, survival 5D, tracking 5D

Presence 2D: intimidation 4D

Strength Damage: 2D

Move: 10

Fate Points: 1

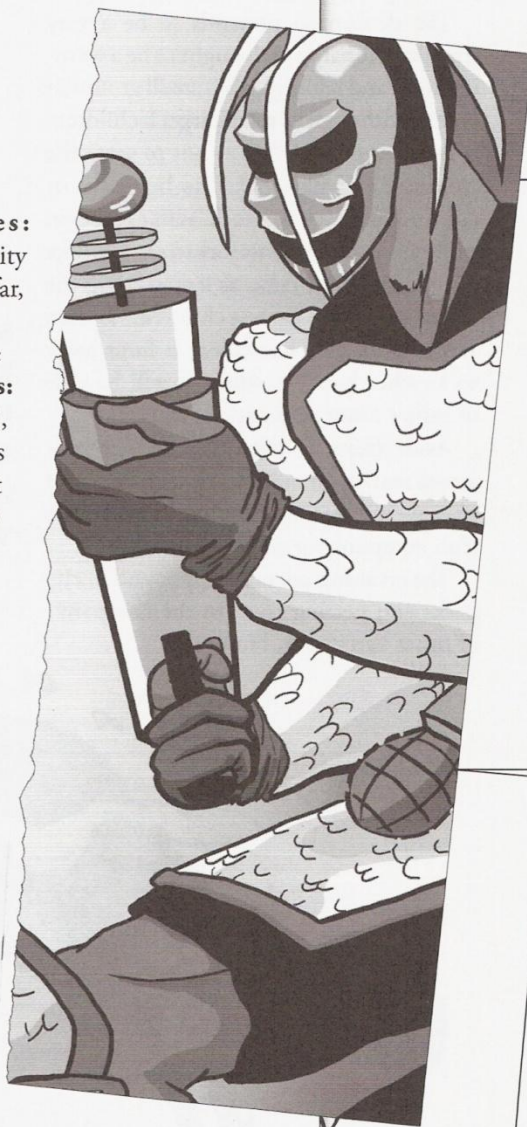
Character Points: 4

Body Points: 19

Wound Levels: 3

Disadvantages:
Cultural Unfamiliarity (R3), from a galaxy far, far, away

Advantages: none
Special Abilities:
Combat Sense (R1), surprise penalties reduced by 2; Fast Reactions (R2), +2D to *Perception* when determining initiative and may take an additional action per round up to three times during an adventure; Skill Bonus: Close Combat (R2), +2 to *brawling*, *melee combat*, and *dodge* totals; Ultravision (R1), negates up to 2 points of modifiers for dim or dark conditions; Uncanny Aptitude (R1), +1 to *Perception*-based skills



Killer Kangaroos

Normally rather shy creatures that prefer to run away rather than fight, there are a few kangaroos that demons or occults have created to suit their needs.

Standing a little under two meters tall and weighing about 100 kilograms, kangafiends appear to be nothing more than typical great kangaroos that inhabit all parts of Australia. Only upon closer contact with these beasts is their true nature revealed.

The primary unarmed attack of a kangafiend is its powerful hind legs. Leaning back on its tail, the kangafiend kicks opponents with tremendous force. It can also swat foes with its mighty tail and bite with its pointed teeth.

The demonroo pretends to be a very friendly animal (which ought to be a warning sign) and will approach small groups of people, although its main target is children. It hops over slowly (so as not to scare the children) and allows itself to be petted or fed. Suddenly, it will attack, as its eyes begin to glow red. It reveals its forked serpent-like tongue and huge fangs as it tries to rip the throat out of the nearest children. As soon as the marsupial has killed, it hops away to another location where it will be able to inflict more pain and injury.

Aside from its horrible bite, the possessed marsupial may attack with its hands or powerful legs, or jump into the air, and club an opponent with its tail.

The creatures are normally found in city parks and petting zoos, in the company of other kangaroos. However,

the creatures hate kangafiends and will attack them on sight — the battle between a kangafiend and a demonroo is at once humorous and terrifying. They will fight to the death.

Typical Kangafiend

Reflexes 4D+1: brawling 5D, dodge 4D+2, jumping 5D

Coordination 2D

Physique 4D: running 4D+2

Knowledge 2D

Perception 3D: search 3D+1, tracking 3D+1

Presence 2D+1: con 3D+1, intimidation 4D, willpower 3D+1

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 22

Wound levels: 3



Kangafiend



Natural Abilities: claws (damage +2); teeth (damage +1D); hind legs (damage 1D+2); tail (damage +1D)

Typical Demonroo

Reflexes 3D+1: brawling 4D+1, dodge 4D+2, jumping 5D+1

Coordination 2D

Physique 3D+2: running 4D+1

Knowledge 2D+1

Perception 3D: search 3D+1, tracking 3D+1

Presence 3D: con 3D+2, intimidation 3D+1, willpower 4D

Strength Damage: 2D

Move: 10

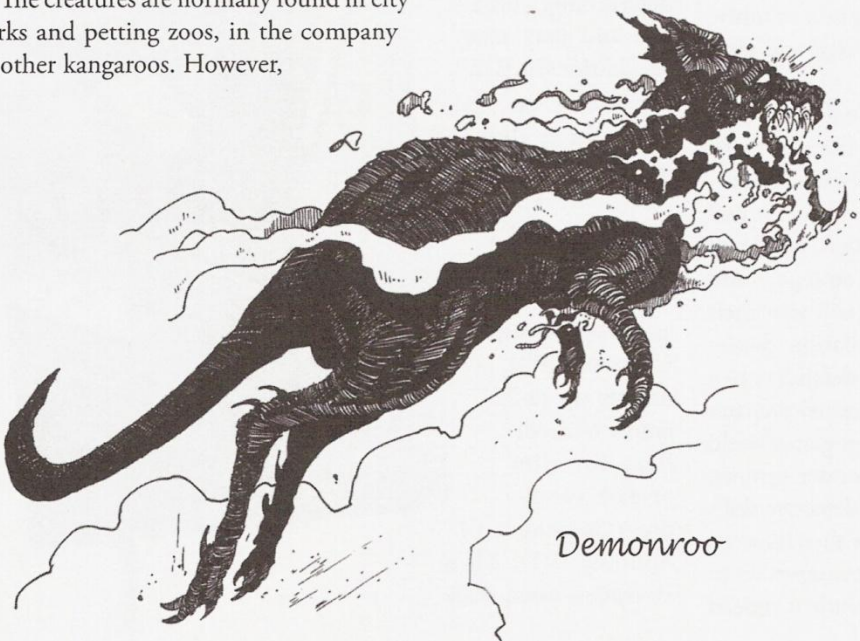
Fate Points: 0

Character Points: 0

Body Points: 22

Wound levels: 3

Natural Abilities: claws (damage +2); teeth (damage +1D); hind legs (damage 1D+1); tail (damage +1D); weakness to spiritual children (children under 12 years of age who are highly spiritual immediately recognize the creature's true nature when they see it)



Demonroo

Krakens

The ocean has spawned the spirit of adventure in many who have gazed upon its surface. This wondrous, aquatic realm teems with life. Lowly microscopic organisms serve as the foundation for this vast ecosystem by providing nourishment for larger creatures on the food chain. At first glance, one might think humanity reigns over the oceans because they harvest its waters. Nothing could be farther from the truth. The undersea realm has its own native master who rules its domain with an iron tentacle. Woe be it to those who forget the true lord of the depths, the legendary kraken!

These gigantic relatives of squids are perhaps the most horrific of all the creatures that prowl the shadowy world of the watery deep. The immense, oft malevolent predators can cause even the most stalwart sailor to grow weak in the knees with the mention of their name. Krakens are vengeful creatures that possess a wickedly cruel intelligence and have no natural enemies.

A mature kraken can reach 35 meters in length and weigh three metric tons. The upper surface of their bodies is usually grayish in color with black mottling. Their underbelly and suction cups along the tentacles are sickly white in coloration.

These aggressive creatures have voracious appetites. They have been known to mistake passing ships for whales, and several kraken attacks were recorded in the 1930s. Krakens prefer to surprise potential victims and attempt to glide with the ocean while waiting for an opportune moment to strike.

Krakens generally strike their prey from a distance with their tentacles. These rubbery weapons are incredibly strong and can resist attempts to sever them. Once the life has been crushed from their victims they are drawn to the beast's viscous beak, which can crack the hull of the sturdiest wooden vessel. If an encounter should go against the creature, it can release an ink cloud to cover its escape.

These titanic monsters tend to lead solitary lives and rarely take a mate. They

usually only interact with their kind to propagate the species or battle for territory. Deep canyons or vast undersea caves are the kraken's favored home of choice. Their lairs are usually littered with the remains of sunken ships, the bones of their victims, and lost riches. Wealth, of course, is meaningless to these creatures but has on occasion lured foolish treasure hunter to their doom.

Heroes of all ages have tried and will try to pierce the veil of myth and mystery which surrounds these creatures. Cloak-and-dagger settings might have heroes searching for an enemy spy submarine that sank to the bottom the sea after venturing too close to a kraken's lair. The beast could live near ancient undersea ruins and unwittingly guard a vast fortune. Merfolk might ask for aid in stopping a monstrous rampage. In occult settings, these creatures could be worshipped as vengeful gods or presumed to have mystical powers. Super-hero games can pit heroes directly against the deadly, oceanic terrors.

These creatures are also useful to set the mood. Reports of kraken sightings can cause terror by themselves. Mounting rumors could distrust the economy of a coastal community. When things look their bleakest, the characters could encounter an eccentric ship's captain who is looking to replace lost crewmen and is bent on destroying the monster who slew them.

Typical Kraken

Reflexes 12D: brawling 14D, sneak 6D

Coordination 2D: throwing 5D

Physique 18D: lifting 20D, swimming 19D

Knowledge 1D: navigation: undersea 7D

Perception 5D: search 7D, survival 5D+2, tracking 6D+1

Presence 8D: intimidation 10D

Strength Damage: 10D

Move: 24

Fate Points: 0

Character Points: 0

Body Points: 63

Wound levels: 3

Natural Abilities: beak (damage +3D); tentacle (damage +2D; successful tackle can continue apply damage each round as a free attack until victim breaks free); rubbery hide (Armor Value +2D vs. blunt weapons; resistant to temperature and pressure extremes); highly developed sense of hearing (+2 to related skill totals); unusual eye structure (+1D to see heat and in low-light conditions); ink cloud (+15 to the difficulty of sight-based skill attempts by those outside of the cloud; quickly spreads to ; lasts at least one hour); sensitive eyes (will break off attacks and submerge if blinded); large size (scale value 22)

Note: Krakens can attack once with its bite or twice with its arms each round. If a victim is caught in one tentacle, they may still use other tentacles to attack; they may capture a maximum of eight victims.



Law Enforcement

The beat cops are the backbone of any city police force, having been around since the early 1800s. Also called bobbies (Great Britain), gendarmes (France), carabinieri (Italy), Polizist (Germany), guardia (Spain), and among other names, depending on the part of the world, they walk the streets or patrol in cars, and they are the first responders to any police call. They have evolved over the decades from the “tough love” kind of law enforcement to the modern part social worker, part investigator.

Beat cops are easily identified as they wear a specific uniform and a badge. Most carry guns, and all carry some form of baton and handcuffs. Most modern-day cops also wear a Kevlar vest under their clothes for lifesaving protection.

They are considered the bottom of the rung in law enforcement as all new rookies start off as beat cops and work their way up the ranks of the police force. They patrol certain areas (or beats), and they can operate alone or in pairs.

With the increasing sophistication of crime in the 1800s, there arose a new brand of police official: the detective (or inspector). Detective are police officers with some years of experience. Their position on the force allows them to devote their time to investigating a few crimes. They usually

dressed in business attire and carry a concealed service pistol, usually on their belt. If they know they are going into a hostile situation, they may don a Kevlar vest with “POLICE” emblazoned across the front and back. They generally operate in pairs.

These individuals as a group are skilled at interviewing and information gathering. They tie together all the witness interviews, interrogations, forensic work, autopsy results (if any), and outside information to present to the prosecutors for court. While prior to the 1960s their tactics may have been brutal at times, they proved to be effective in closing their cases. Now they tend to use more psychological tactics to gain information from suspects and people of interest.

With the advances in forensic science came the crime scene investigator. At first, they were simply there to dust for fingerprints and collect obvious clues under the direct control of the detective in charge. In more recent years, they have taken over running the investigations at the crime scene, and they supply the detectives with all the information that they find, from the obvious evidence to fibers, hair, and DNA. The CSI, however, is still responsible for delivering testimony on what the evidence they gathered means.

The CSI is always dressed in dark coveralls and a jacket, if needed, with CSI emblazoned on the back. They also carry a large case containing their tools and, sometimes, a camera. They usually work in groups of two or more, but they may operate alone depending upon the size of the force and the crime being investigated.

These individuals are skilled at lifting fingerprints, finding, retrieving, and analyzing blood, fiber, hair, and DNA samples. They can compare minute striations on bullets, tools, and cut or torn objects to determine where they came from or if they match with another clue.

One of the oldest law enforcement officials is the sheriff. They and their deputies are charged with policing large areas, usually counties in the United States and Great Britain. Over time, the position has gone from one of a political appointee to that of being elected.

The sheriff is usually accompanied by at least one deputy, who's the county's equivalent of the city's beat cop. In most jurisdictions, deputies ride alone but cover for each other when time allows.

Sheriffs often dress in suits with wear jackets to conceal the service revolver that they carry. In other cases, they wear a uniform similar to that of the deputies, which includes a light brown shirt, dark brown trousers, black pistol belt and holster, six-pointed star badge prominently displayed on the shirt or matching coat, and a wide, dark brown felt hat.

Marshals are specialized federal agents who are charged with apprehending wanted federal criminals and holding them for trial. They were the ultimate law enforcement officers in the U.S. territories in the west in the late 1800s to early 1900s. They almost died out after the territories became states, but their job descriptions were soon expanded to include seeking federal criminals throughout the United States.

The marshals of the 1800s were indistinguishable from other individuals unless they were wearing their badge. Today, they were dark business suits and windbreakers or vests with “MARSHAL” embla-



zoned on them. They have always carried sidearms — sometimes concealed, and sometimes displayed openly.

Marshals historically have operated alone, but in modern days, they have adopted a partner system. They may even operate in groups on a large enough mission.

The rise of the federal agents occurred in the 1930s with the prohibition act. Their job was to shut down the illegal flow of liquor and those that were making money off of it. Ever since, then they have been used by the federal executive branch to crack down on whatever group is currently seen as a threat, including anti-war movements, civilian militias, drug runners, international spies, or terrorists.

Federal agents dress in dark business suits and carry concealed weapons. Many modern agents also have hidden communication devices. They always work in teams of two; in more important cases, several teams come together to form a squad.

Special weapons and tactics (SWAT) teams are specialized police officers that are primarily dedicated to recapture of dangerous subjects, high-risk entries, hostage situations, mob and riot control, and armed standoffs. They spend most of their time waiting, tensed and ready to spring into action on a second's notice. These are young yet seasoned officers who have proven to be cool under pressure. SWAT officers in most police forces are regular beat cops and detectives until a situation arises that calls the team into action.

These police officers dress in an all-black coveralls, black boots, black bulletproof vests, and black baseball caps or Kevlar helmets. They operate in six-person teams. The team consists of a commander, a communications-electronics person, a sniper, a entry specialist (or doorman), a grenadier, and a raider. The may also have a negotiator attached to them if needed.

The commander, communications person, and raider are all equipped with small submachine guns and police pistols; the communications-electronics person also has appropriate tools. The sniper uses a military sniper rifle and police sidearm. The "doorman" is provided with a heavy battering ram, sledgehammer, shotgun, and police sidearm. Finally, the grenadier is equipped with a carbine version of the U.S. Army assault rifle with a grenade launcher, a police sidearm, and hand tossed "flash-bang" and tear gas grenades.

Some SWAT teams also deal with criminals possessing extraordinary abilities. In addition to a more heavily armored version of their normal outfits, they also wear fully concealing black helmets. The helmet is armored and packed with electronic displays, including thermal and infrared vision readouts, and communications equipment. The helmet also acts as a shield against telepathy and psionic attacks.

The raider also carries an average-sized metal backpack, which contains the power source for an electronic net gun, the weapon of choice for ultra-human SWAT teams. The gun itself looks like a 700-centimeter long cylinder with a pistol grip extending from the bottom of it.

Typical Law Enforcement Officer

Reflexes 3D+2; brawling 4D, dodge 4D, melee combat 4D

Coordination 3D+2; marksmanship 4D+2, piloting 4D+1, throwing 4D

Physique 3D; lifting 3D+2, running 4D

Knowledge 2D; medicine 2D+2, scholar: police procedures 4D

Perception 3D; investigation 3D+2, search 4D, streetwise 4D

Presence 2D+2; intimidation 4D, persuasion 3D+1, willpower 3D

Strength Damage: 2D **Move:** 10

Fate Points: 0 **Character Points:** 2

Body Points: 19 **Wound levels:** 3

Advantages: Authority: Law Enforcement (R1); Contacts (R2), police force

Disadvantages: Devotion (R1), to community or partner; Employed (R1), as law enforcement officer

Special Abilities: none

Equipment: handgun (see "Additional Weapons" below); additional ammunition; baton (damage +1D+1); handcuffs; small medical kit; law enforcement identification (+2 to relevant persuasion or intimidation totals). Modern officers may also wear light Kevlar armor (Armor Value +2D+1) and other weapons as needed by the assignment.

Specific Types of Law Enforcement Officers

The following example bonus are cumulative with the "typical" law enforcement officer. Use these packages as inspiration

for modifying the basic law enforcement officer for various special duties.

- Crime scene investigators have +1D to *medicine*, *investigation*, and *search* and 3D+2 in *security* and *tech*. Their equipment bag (if properly stocked with containers, swabs, tweezers, brushes, dusts, adhesives, chemicals, magnifying lenses, gloves, and other items) grants a +1D to *investigation* rolls for those who know how to use it.

- Marshals, federal agents, and SWAT team members have +1D in *brawling* and *marksmanship*, 3D+2 in *security*, and 4D+2 in *sneak*, *hide*, and *tracking*. SWAT team members also wear heavy Kevlar armor (Armor Value +3D). Ultra-human SWAT teams generally also carry electronic net guns (damage 8D stun only; range 20/40/60; can fire 5 shots before requiring recharging)

Additional Weapons

- single-shot pistol: pre-1850; damage 3D; range 10/20/40; requires 4 rounds to reload

- cap and ball revolver: 1850–1865; damage 3D+1; range 10/20/40; ammo 6

- heavy revolver: 1865–1900; damage 3D+2; range 10/25/50; ammo 6

- .38 caliber service revolver: 1900+; damage 4D; range 15/30/60; ammo 6

- 9mm caliber standard service pistol: 1980+; damage 3D+2; range 15/30/70; ammo 8

- bolt-action sniper rifle: 1960+; damage 6D; range 200/300/600; ammo 5

- carbine assault rifle: 1966+; damage 5D; range 20/35/45; ammo 30

- submachine gun (1960+; damage 4D; range 15/30/55; ammo 30)

- shotgun: 1880+; damage 6D; range 15/30/45; ammo 2

- conducted energy weapon: 1990+; damage 6D stun only; range 1/3/7; ammo 1; requires 1 round to reload

- 40mm grenade launcher: 1960s+; damage per grenade; range 100/200/400; ammo 1

- flash-bang grenade: 1970s+; damage 6D stun only to all within burst area for 2 minutes; range PHYS-4/PHYS-3/PHYS+3; burst area 10 square meters

- tear gas grenade: 1920s+; -1D to all *Reflexes*, *Coordination*, and sight-based *Perception* rolls for 2D rounds; range PHYS-4/PHYS-3/PHYS+3; burst area 9.5 square meters; disperses after 1 minute or less, depending on wind

Leeches

Leeches are parasitic creatures that are among the simplest animals in existence. They are invertebrates with no higher cognitive functions, and they operate on the basest of instincts: feed and reproduce.

The common leech is a tiny invertebrate with limited sensory organs; they can detect light intensity, vibration, and temperature, all of which help guide them in their quest for prey. There are three distinct varieties differentiated by feeding methods: jawed, proboscis, and consumption. Leeches with distinct jaws and teeth use their more advanced mouth structure to bite a host and cause bleeding. These creatures secrete a chemical that prevents blood clots from forming, ensuring a steady food source. Leeches that possess a proboscis feed much like mosquitoes, inserting their proboscis into the skin and draining the blood from the veins beneath. These creatures have a similar chemical they secrete to dissolve any blood clots that form. The final kind are slightly larger and gain sustenance through swallowing their prey and digesting it. These creatures are still very small and feed primarily on smaller invertebrates.

There are much larger versions of typical leeches in existence, although thankfully these nightmarish creatures are rare. They can be created through exposure to certain chemicals or radiation wavelengths. This is occasionally done on purpose, but more frequently through industrial accidents or illicit toxic waste disposal. There have been incidents of these creatures being created through unknown, possibly natural means, but these occurrences are exceptionally rare. Giant leeches typically resemble their smaller brethren in every way except scale, although they are obviously more mobile and have been observed to be considerably more aggressive.

Another type of leech exists, although they are far less understood than the more mundane versions described above. Over

the course of the past century, there have been a handful of incidents documented wherein perfectly healthy, everyday people have fallen prey to strange creatures that can only be described as “psychic leeches.” These creatures, which paranormal experts have thus far failed to classify, look almost identical to normal leeches, though slightly larger. Psychic leeches do not seem to be intelligent; rather, they feed on the mental and possibly spiritual energies generated by a normal person. The victim slowly grows weaker and more subdued, with diminished cognitive faculties, until they die. These psychic leeches appear to be considerably harder than normal leeches, with an extraordinary resistance to physical damage and environmental changes.

Their origin remains unknown, although theories abound. Some believe they are extraterrestrial in origin, while others think they are an artificially created life form intended for use as a military weapon. Still others attribute them to evolution or even mystical rituals, a theory that has its roots in ancient African myths about summoned demons that drain the life from one’s enemies. Whatever the truth, the dangers these creatures represent cannot be overstated.

Typical Leech

Reflexes 2D: brawling 4D, contortion 3D

Coordination 1D

Physique 1D: running 2D

Knowledge 1D

Perception 1D: hide: self-only 3D+2, search 3D+2

Presence 1D

Strength Damage: 1D

Move: 1

Fate Points: 0

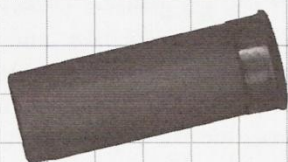
Character Points: 0

Body Points: 19

Wound levels: 3

Natural Abilities: attach (on a successful *brawling* attack, the leech attaches itself to its target; forcibly removing a leech causes 1D damage to the target); drain (once attached, inflicts 2D damage per round until removed); small size (scale value 15)

Note: Giant leeches have 3D in *Physique*, drain 4D damage per round, have a Move rate of 3, and have a scale value of 9 (small). Psychic leeches have 5D in *hide: self-only*, have a Move rate of 2 and a scale value of 14 (small), and drain one pip of *Presence*, *Knowledge*, or *Perception* per round until the victim is dead.



Lycanthropes

Near any dank moor in Europe, or remote village at the edge of civilization, newcomers will be warned by the local townsfolk not to travel the wilds during the full moon for things that walk the line between person and beast prowl the night seeking warm flesh to feast upon. Those who scoff at these “quaint rural superstitions” should beware: These warnings are no mere tales for tourists. In the places where the domain of civilization ends and the domain of animal begins, there are creatures that are half-man, half-beast. They are known as lycanthropes, or were-creatures.

Lycanthropes — beings that can transform from human to a state in between human and a particular type of animal such as wolf, bear, or tiger — originate from number of different sources. In ancient times, when magic was more common, there were cults that engaged in “unions” with animals, considered magically powerful. The unions resulted in offspring that could take the form of either a person or the creature involved in the mating. Tribes of these were-creatures still exist in very remote regions, though in modern times, they’re few in number and increasingly more apt to attempt to blend into human or animal society. This form of lycanthrope can control its transformation better than less “natural” versions of were-creatures. They typically don’t frighten domesticated animals easily, but they suffer difficulty socializing with normal humans. As these were-creatures are born part animal, they’re prone to feral behavior when in human form, making them detectable in crowded urban areas. However in small towns and farms, they can hide themselves quite well.

The most common of were-creatures are the cursed lycanthropes. These are normal humans that have been transformed into were-creatures by spells, cursed objects, alchemical potions, or the transference of the condition by another were-creature. This type of were-creature typically does not suffer from the tendency to exhibit the feral behavior of those born as were-creatures, having been human all of their lives. Unfortunately, when they are in their alternate form, they often lack the fundamental understanding of their animal side to control their actions and will kill

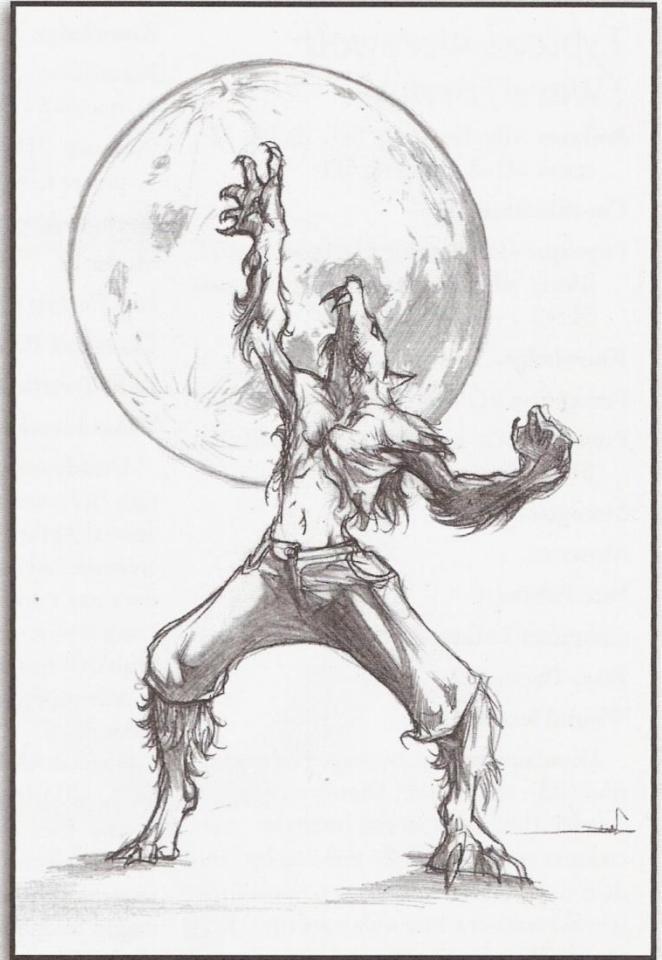
indiscriminately, even butchering loved ones.

Additionally, unlike the naturally born lycanthrope, the cursed were-creature can infect others with their curse. When a normal human is bitten by such a were-creature and does not die, they may find themselves subject to the transformation. To determine if a character is made a lycanthrope by bite of a cursed were-creature, the victim must make a *Physique* or *stamina* check against the lycanthrope’s *infection* score. If they fail, they will become lycanthropes themselves and, on the next full moon, be forced to transform into a creature between a person and animal.

It’s untrue that lycanthropes only appear during the full moon. Any bred were-creature can assume their alternate form at will; however, during the full moon, they must make a *will-power* test to resist a forced transformation, the target is 20 plus 5 per month that they have not experienced at least one change to their were-form. For the cursed were-creature, the change at the first full moon after having received the curse is inescapable. The change during the full moon typically lasts until an hour before dawn.

It’s also a myth that a silver or magical weapon is required to kill a were-creature. As any other beast of flesh and blood they are susceptible to normal weapons, especially the more brutal ones of the modern age such as automatic weapons. However, weapons of silver and magic have an advantage that makes them a must for any lycanthrope hunter: They neutralize the ability of the were-creature to heal rapidly. Wounds caused by magic or silver must heal at the normal rate, dramatically increasing the possibility of bleeding to death, leaving a blood trail, or being identified in human form later.

While in the form between human and animal, the lycanthrope generally



has the senses of the animal form as well as enhanced strength, superior speed, accelerated healing, natural weapons, and hands capable of using tools like a person. In addition, the half-form is smarter than its animal cousin. A were-creature can use doors, windows, and simple tools, and do high-level problem solving. For instance, if the beast was attempting to get at someone behind fortifications, he may knock over a tree to use as a makeshift ladder, or if being pursued, he may dig pits or block roads to hamper pursuit.

Most lycanthropes are based on mammals, typically wolves, bears, and tigers. However, those who have fallen under a magical curse could potentially be a were-creature of any origin such as wereravens or werecrocs. (See the Shapeshifting Special Ability on page 38 of the *D6 Adventure Rulebook* for details on how to emulate were-creatures. Gamemasters may allow the *Knowledge* attribute to be reduced to 2D, if the starting value is higher than that, if they think that works well in their campaigns.)

Typical Werewolf (Were Form)

Reflexes 4D: brawling 6D, dodge 5D, sneak 4D+2, jumping 5D

Coordination 2D

Physique 4D: climbing 5D, infection 6D, lifting 4D+2, running 6D, stamina 5D+2

Knowledge 2D: scholar: traps 3D

Perception 4D: search 6D, tracking 5D

Presence 1D: hide 4D+1, intimidation 5D, willpower 6D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 22

Wound levels: 3

Disadvantages: Advantage Flaw: Infection (R3), transfers all Disadvantages and Special Abilities to victim bitten by were-creature and successfully infected by him, does not transfer to human or wolf form (cursed were-creature only); Infamy (R2); Quirk (R2), feral tendencies

Advantages: none

Special Abilities: Accelerated Healing (R3), +3D to natural healing rate, with Ability Loss (R1), may be only used in werewolf form, and Ability Loss (R1), ineffective against damage inflicted by silver or magic weapons; Enhanced Sense: Smell (R1), +3 to related totals, with Ability Loss (R1), may be only used in werewolf form; Natural Hand-to-Hand Weapon: Claws (R1), +1D damage, with Ability Loss (R1), may be only used in werewolf form; Natural Hand-to-Hand Weapon: Fangs (R2), +2D damage, with Ability Loss (R1), may be only used in werewolf form, and Flaw (R1), +2 difficulty to use; Shapeshifting: Wolf, human (R2) with Additional Effect (R1), can alter size to that of a wolf; and Restricted (R4), see description for transformation limitations

Typical Werebear (Were Form)

Reflexes 3D: brawling 5D, climbing 6D, dodge 4D+2, sneak 4D

Coordination 2D

Physique 5D+1: lifting 6D, stamina 6D+2

Knowledge 2D

Perception 3D: hide 4D, search 4D, tracking 4D

Presence 2D+1: intimidation 6D, willpower 6D+1

Strength Damage: 3D

Move: 12

Fate Points: 0

Character Points: 2

Body Points: 25

Wound levels: 3

Disadvantages: Advantage Flaw: Infection (R3), transfers all Disadvantages and Special Abilities to victim bitten by were-creature and successfully infected by him, does not transfer to human or wolf form (cursed were-creature only); Infamy (R2); Quirk (R2), feral tendencies

Advantages: Size: Large (R1), scale value 2

Special Abilities: Accelerated Healing (R3), +3D to natural healing rate, with Ability Loss (R1), may be only used in werebear form, and Ability Loss (R1), ineffective against damage inflicted by silver or magic weapons; Enhanced Sense: Smell (R1), +3 to related totals, with Ability Loss (R1), may be only used in werebear form; Hypermovement (R1), increased Move rate, with Ability Loss (R1), may be only used in werebear form; Natural Hand-to-Hand Weapon: Claws (R1), +1D damage, with Ability Loss (R1), may be only used in werebear form; Natural Hand-to-Hand Weapon: Fangs (R2), +2D damage, with Ability Loss (R1), may be only used in werebear form, and Flaw (R1), +2 difficulty to use; Shapeshifting: Bear, human (R2) with Additional Effect (R1), can alter size to that of a wolf; and Restricted (R4), see description for transformation limitations

Typical Wereraven (Were Form)

Reflexes 3D+1: brawling 4D+2, dodge 5D+2, flying 5D

Coordination 1D+2

Physique 3D: lifting 3D+2, running 3D+2, stamina 4D

Knowledge 2D: navigation 3D+1

Perception 4D: hide 4D+1, search 5D, tracking 4D+2

Presence 2D: intimidation 4D+2, willpower 4D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 19

Wound levels: 3

Disadvantages: Advantage Flaw: Infection (R3), transfers all Disadvantages and Special Abilities to victim bitten by were-creature and successfully infected by him, does not transfer to human or raven form (cursed were-creature only); Infamy (R2); Quirk (R2), feral tendencies

Advantages: none

Special Abilities: Accelerated Healing (R3), +3D to natural healing rate, with Ability Loss (R1), may be only used in wereraven form, and Ability Loss (R1), ineffective against damage inflicted by silver or magic weapons; Natural Hand-to-Hand Weapon: Claws (R1), +1D damage, with Ability Loss (R1), may be only used in wereraven form; Glider Wings (R2) with Ability Loss (R1), may be only used in wereraven form, and Flaw (R1), +2 difficulty to use; Shapeshifting: Raven, human (R2) with Additional Effect (R1), can alter size to that of a raven; and Restricted (R4), see description for transformation limitations

Typical Were-Creature Package

Total creation point cost: 2

Total defined limit cost: 2 skill dice

Disadvantages: Infamy (R2); Quirk (R2), feral tendencies

Advantages: none

Special Abilities: Accelerated Healing (R3, cost 3), +3D to natural healing rate, with Ability Loss (R1), may be only used in were-creature form, and Ability Loss (R1), ineffective against damage inflicted by silver or magic weapons; Shapeshifting: Animal, human (R2) with Additional Effect (R1), can alter size to that of a wolf; and Restricted (R4, cost 3), see description for transformation limitations

Note: Cursed were-creatures also have the Disadvantage Advantage Flaw: Infection (R3), transfers all Disadvantages and Special Abilities to victim bitten by were-creature and successfully infected by him, does not transfer to human or animal form. This reduces the package cost to -1 creation point or -1 skill die—in other words, the character gets one more point or skill die.

D6 Adventure Creatures Document #65

man of legend

Mad Scientists

Few labels are quite so evocative as that of mad scientist. They are a constant source of conflict for those who become embroiled within their schemes, not necessarily because the scientist's goals are evil, but because their judgment is inherently flawed.

A mad scientist can come from any walk of life, with the only requirements being a brilliant mind and a seriously damaged sense of ethics. Some may be legitimate professionals who become deranged as a result of exposure to extreme circumstances, possibly stemming from their research. Others may suffer from innate mental instability, perhaps as a means of natural balance to their disproportionately vast intellect. Still others may be genuine in their belief that their research is a necessity for the good of all humanity, and that certain evils are absolutely necessary in order for the greater good to be served. These last individuals can be the most dangerous, as they can often recruit others to their cause by convincing them of the benefits their experiments can offer to the world at large.

Mad scientists are a variable foe to encounter, ranging as they do from a genuine, genocidal madman bent on creating new weapons of mass destruction to a benevolent but determined surgeon intent on solving a terrible disease by experimenting with new treatments on kidnapped vagrants and other innocents. Some are legitimate villains, while others are simply misguided and could potentially be rehabilitated if the circumstances were appropriate.

Inevitably, the most significant challenge when overcoming a mad scientist is not the scientist himself, brilliant and twisted he may be, nor is it the scientist's minions, regardless of their numbers. It's a mad scientist's creations that pose the real threat, and an infinitely variable threat at that. Highly advanced technological weapons, chemical weapons, viruses or microbes, dimensional portals, genetically engineered monstrosities ... there's no end to the diversity of threats that a brilliant scientist can create when unhindered by ethics or the restricting influence of a government, corporation, or other patron.

Ultimately, the mad scientist is a serious threat not because of their physical capabilities, but because their brilliance allows them to threaten large numbers of people over a vast area in a fashion that most law enforcement officials are incapable of addressing

effectively. Instead, these men and women often become threats, overt or covert, that can only be dealt with properly by small groups of highly trained individuals who are capable of operating outside the confines of normal law enforcement.

Typical Mad Scientist

Reflexes 2D

Coordination 2D: marksmanship 2D+1, piloting 3D+1

Physique 2D

Knowledge 4D (+2): business 4D+2, languages 4D+1, medicine 5D+1, scholar 6D, tech 4D+2

Perception 3D: investigation 4D, know-how 5D, repair 3D+1

Presence 3D: command 3D+2, intimidation 4D, persuasion 3D+2

Strength Damage: 1D

Move: 10

Fate Points: 1

Character Points: 4

Body Points: 16

Wound levels: 3

Disadvantages:

Infamy (R1), bad reputation as a lunatic; Uncoordinated (R1), +1 difficulty to all *brawling, melee combat*, and *lockpicking* attempts

Advantages:

Wealth (R1); Equipment (R4), various unique devices

Special Abilities:

Increased Attribute: Knowledge (R2), +2 to all related totals

Equipment:

illicit laboratory stocked with high-end equipment; handgun (damage 4D)



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Mantis Aliens

The Mantideans are a brutal race of insects resembling what many humans would call a praying mantis. Most stand over two and a half meters tall but can reach a height of nearly four meters when fully extended. Their faces resemble a triangle with compound eyes on either side and sharp chitinous mandibles in the middle. Exoskeletons provide inherent armor and produce a highly adaptive pigment that changes to fit their surroundings. This pigment can mimic greens, reds, oranges, and browns.

Two words best describe Mantidean society: matriarchal and cannibalistic. Mantidean males compete with one

another for the right to mate. Mantidean females compete with one another for the right to rule. Failure means death or even worse — servitude.

Mantidean interaction revolves around the rite of *xil'thel'gug*. *Xil'thel'gug* is a trial of superiority by combat. Any Mantidean may challenge another to *xil'thel'gug*, with the winner claiming ownership of the loser. By the laws of *xil'thel'gug*, the loser becomes the property of the winner for a period of five suncycles (in Earth time, this is actually around three and a half years). The loser must obey the winner's commands as law. Many winners use this opportunity to rid themselves of their competition by slaughtering the loser and feasting on her flesh. Less threatening Mantideans become slaves and underlings, serving the whims of the winner.

The Mantidean home world is far removed from Earth. Its climate appears temperate with vast tracks of forest and mountainous regions rife with volcanic activity. The race's technology level outranks that of humanity, although they have yet to master the intricacies of space travel. Mantidean technology tends to have an organic glasslike aesthetic. Due to the nature of their compound vision, the Mantidean written language appears incomprehensible to non-Mantideans.

Recently a dimensional rift opened between the Mantidean home world and Earth. Located in a tropical rainforest near the equator in northern Brazil, Earth remains unaware of its existence. The Mantidean home world, on the other hand, had taken a keen interest in the rift. Uncertain of this new world, the Mantideans have been cautiously sending scouting parties through the rift. Using their technology and natural camouflage, Mantidean scouts have traveled over much of North and South America. They appreciate what they have seen, and plans for a larger invasion force are in the making.

Mantideans are dirty fighters who take every advantage they can get. The rite of *xil'thel'gug* requires unarmed combat, but anything else is permitted. Mantidean combat tricks include spitting in an enemy's eyes to blind them, using their hind legs for powerful kicks, tearing off an enemy's

armored plating, gouging eyes, poisoning their mandibles, and so on. A Mantidean never counts her prey as defeated until she's certain it's unconscious or dead.

Typical Mantidean Scout

Reflexes 3D+2: brawling 4D+2, climbing 4D, flying: gliding 4D, jumping 4D+2, melee combat 4D+2: flame lash +1D, sneak 4D+2

Coordination 2D+1

Physique 4D: lifting 5D, running 4D+1, stamina 5D

Knowledge 2D+1: navigation 3D, tech 3D+1

Perception 3D+2: hide 4D+2, search 4D+2

Presence 2D: intimidate 3D+2

Strength Damage: 3D

Move: 10

Fate Points: 0

Character Points: 3

Body Points: 22

Wound levels: 3

Disadvantages: Environmental Incompatibility (R3), cold weather below 45 degrees Fahrenheit; Devotion (R3), Mantidean way of life (believes in superiority of the race and their culture; will never refuse a *xil'thel'gug* challenge)

Advantages: Size: Large (R1), scale value 1

Special Abilities: Enhanced Sense: Compound Eyes (R1), +1 to related totals; Extra Body Part (R1), extra legs; Extra Body Part (R1), antenna; Glider Wings (R1) with Restricted (R2), can float down but cannot climb; Natural Armor: Chitin (R1) +1D to damage resistance totals against physical damage; Natural Hand-to-Hand Weapon: Mandibles (R1), damage +1D; Skill Bonus: Racial Aptitude (R3), +3 to *hide*, *sneak*, and *jumping* totals

Equipment: flame lash (damage 4D+2; range 4/6/8); survival harness (*survival* +1D); glow stick (reduces darkness modifiers by 2D; radius 5 meters); scanner (*search* or *investigation* +1D)

Megalo-maniacal Villains

Megalomania is a psychopathic condition that's predominated by infantile delusions of wealth, power, or omnipotence. Individuals stricken with this malady of the mind are often obsessed with grandiose actions or extravagant things. People such as these feel they deserve the best life has to offer. Thus, their hidden hideouts have all the creature comforts money can buy and are protected by cutting edge, often ridiculously lethal weaponry, while stunning companions attend to their needs. The villains make excellent leaders for secret societies, cabals, and organizations that demand fanatical loyalty from their followers.

Adversaries of this nature can launch drawn-out schemes. Unlike merely evil or greedy villains, megalomaniacs long to prove their superiority and may pause the implementation of world domination plans to toy with important captives. Dangerous prisoners are typically forced to endure a long-winded monologue while their captor boasts of their world conquest plans: Their audience will soon be dead anyway, and corpses tell no tales. Besides, a quick demise would mean little and do nothing to prove why the villain is destined to rule the world!

The ensuing tirade can prove useful: Captives may be able to shrug off the effects of being drugged, gain time to loosen their bonds, or accidentally receive information needed to escape an impending death trap. In many ways, the megalomaniac's ego is their own worst enemy because personality flaws of this nature are often a great boon to those who attempt to thwart their schemes.

The very nature of megalomaniacs makes staples for espionage games. Modern settings featuring these villains can utilize a myriad of locals as the advent of the internet allows world domination attempts to be spawned from nearly anywhere. Wild West games might feature smaller scale events such as a land baron who is angered by heroes whose meddling is blocking attempts to add land acquisitions to her empire.

Someone who feels the heroes have slighted them could turn into a megalomaniacal villain. Such a person would be bent on getting revenge from those who have wronged them!

Some megalomaniacal villains prefer to discard their foes rather than go through the trouble of slaying them; it makes their victory more sweet to think that the heroes will live forever with a humiliating

defeat. (Of course, it also gives the would-be heroes an opportunity to rally together to bring down a seemingly unstoppable foe.)

Doctor Zahd

Reflexes 1D+2; sneak 2D

Coordination 2D; piloting 4D

Physique 1D+1; running 1D+2, swimming 1D+1

Knowledge 5D: business 7D, scholar 5D, tech 6D

Perception 3D; investigation 3D

Presence 5D (+2): charm 6D, command 7D, intimidation 6D, persuasion 6D, willpower 7D

Strength Damage: 1D

Move: 10

Fate Points: 2

Character Points: 5

Body Points: 14

Wound Levels: 3

Disadvantages: Bad Luck (R2); Enemy (R3), the free world; Infamy (R3), wanted by various national and international law enforcement agencies; Quirk (R3), deathly afraid of heights

Advantages: Authority (R3), the head of a world-domination effort; Equipment (R4), protected by cutting-edge weaponry; Wealth (R4)

Special Abilities: Increased Attribute: Presence (R2), +2 to related totals; Quick Study (R1); Skill Bonus: Leadership (R1), +1 to *command*, *intimidation*, and *persuasion*



D6 Adventure Creatures Document #68

Mercenaries

Many who take up the sword and perish on the battlefield sacrifice their lives freely because they believe in the cause they serve. However, there are those who are not motivated by glory or national pride. These callous warriors risk their lives for far pettier reasons and sell their martial prowess to the highest bidder. They are oft guided by greed, disillusionment, or revenge. Such is the life of the mercenary.

Unlike their patriotic brethren, sellswords often have a checkered past. Thus, one may encounter soldiers for hire who are wanted criminals, deserters, or refugees from lost campaigns. Such information would typically be kept secret if at all possible, and those who uncover the truth could find their life in danger! It should be noted though, that it's possible to encounter mercenaries who are simply good at what they do but have not found any cause other than the pursuit of profit worth risking their neck for.

When not working, the hired guns often try to shed many of the trappings of their profession as they attempt to conceal their true nature. It's common for soldiers of fortune that are between jobs to only speak when spoken to and avoid direct eye contact while attempting to blend in with the background. One should not confuse their passive behavior with cowardice — those who persist in bothering a hardened sellsword could very well end up face down in an alley with their throats cut!

These professionals, unlike many adversaries, can pass as normal citizens and can

usually walk among common folk without raising suspicion. Their anonymity coupled with military training makes them quite capable assassins. One of their ilk would have no problem with eliminating heroes or other troublesome meddlers.

Globetrotting adventurers could encounter soldiers for hire who have seen fantastic things in their travels and could be persuaded to part with some of their knowledge — for the right price of course. Hapless heroes might also seek employment as mercenaries. They could be forced to make tough decisions when their job and financial needs conflict with their morals. Failure to follow orders may find the mutineers stranded on hostile, foreign soil and launch further adventures as they try to survive the journey back to friendly territory. Unscrupulous employers might hire mercenaries without telling them the full circumstances around their deployment. Those who survive could well find themselves wanted as traitors when they return home!

Typical Mercenary

Reflexes 3D: brawling 3D+2, climbing 3D+1, melee combat 4D, sneak 4D

Coordination 3D: marksmanship 4D, missile weapons 3D+1

Physique 4D: running 4D, stamina 5D, swimming 4D

Knowledge 2D: demolitions 3D, navigation 3D

Perception 3D: hide 3D+2, search 3D+2, survival 4D, tracking 3D+1

Presence 2D: intimidation 2D+2, willpower 3D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 3

Body Points: 22

Wound Levels: 3

Disadvantages: Enemy (R2), accomplished assassin

Advantages: Contacts (R1), mercenary contacts

Special Abilities: Ambidextrous (R2), +2 to relevant two-handed actions; Endurance (R1), +3D to *Physique* or *stamina* checks when performing taxing physical tasks; Luck: Good (R1); Sense of Direction (R2), +2D to *navigation* and *tracking* totals



Messenger Ghosts

What goes unsaid could fill a hundred tomes in most people's lives. Even messages of grave importance remain unspoken, flickering away with a last breath. This is even more true in the world of the restless dead, where spirits have passed on with words left unexpressed.

Some ghosts cling to the incorporeal afterlife because their life or death was in some way tied to a message or communication. Perhaps the spirit died with an important piece of information, or perhaps in life the person was responsible for giving messages (such as a spy, courier, or reporter). Other messenger ghosts began life as another type of spirit, and they now reaffirm their unliving existence by finding a purpose in delivering messages.

Although more advanced than many spirits, messenger ghosts are still only loosely tied to the physical world. Most of the time, they are insubstantial and invisible, although through great effort they can become part of the real world for brief periods. Primarily they do so to deliver their messages. Parapsychologists speculate that it takes a lot of energy to manifest, but successfully doing so reaffirms the ghost's existence and gives it more essence; thus the cycle of unlife continues.

If a messenger ghost chooses to manifest physically, it generally appears as an indistinct form of the person it was in life; gender is determinable, but only the most obvious physical characteristics — such as missing limbs — become apparent. Usually, though, the entity chooses to remain invisible, becoming corporeal only to fulfill its duty.

The most important aspect of a messenger ghost is its message. What the spirit wants to convey, however, can cover a wide swathe, depending on both the ghost's purpose and strength. The most basic messages are raw emotions, such as rattling a window to indicate displeasure or rocking a chair to show contentment. These messenger ghosts differ from poltergeists in their ferocity and intent; poltergeists manipulate objects primarily for mayhem, whereas messengers want others to understand them.

More advanced messenger ghosts spread messages via complex means, such as writing in the dust of an undisturbed bookshelf or rearranging word-game tiles to make simple sentences. These messages are often tied to a specific purpose or intent (such as "FIND MY DAUGHTER'S KILLER" or "SOON IT AWAKENS"), although some messengers are potent enough in spirit to carry on simple conversations. For example, one spirit is tied to an old subway terminal in a major city; it is aware of many of its secrets, and communicates them by tearing headline words from discarded newspapers or writing letters on exposed skin. The most advanced messengers can even become tied to an individual, serving as a general guardian (albeit one limited to spying and relaying information).

Messenger ghosts are universally mute; at best they can manipulate noise enough for a low wailing or other incomprehensible tones. Weaker messengers usually disperse when they successfully resolve their situation (such as finding the murderer of a spirit's daughter); stronger ones can exist almost indefinitely. Although vulnerable to any attacks that affect ghosts, messengers' greatest weakness is being deprived of either an audience or a means of conveying its meaning.

Typical Messenger Ghost

Reflexes 2D: sneak 3D

Coordination 3D+2: sleight of hand 4D+2

Physique 2D

Knowledge 2D+2: scholar 3D+2

Perception 3D: hide 4D, search 3D+1, tracking 4D+2

Presence 3D+2: intimidation 4D, persuasion 4D+1, willpower 4D+2

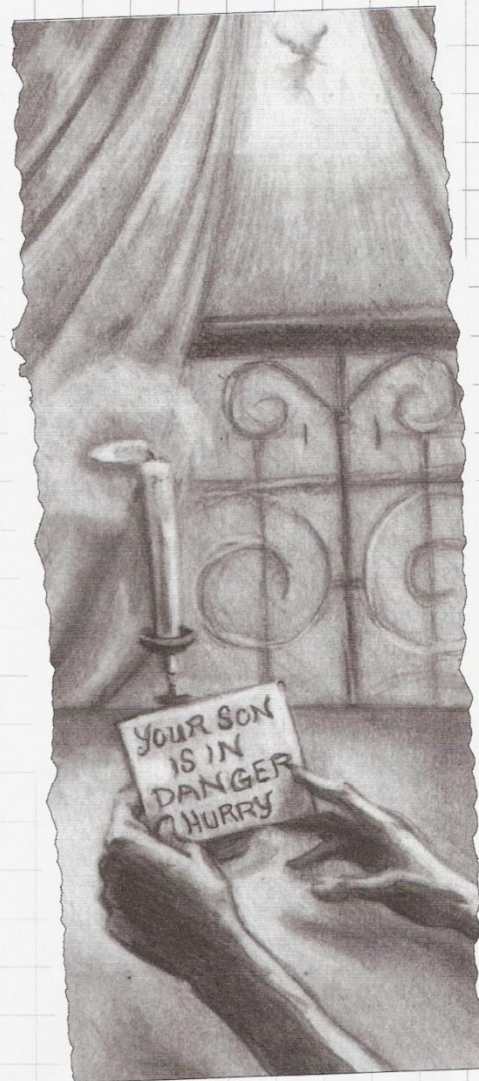
Strength Damage: 1D

Move: 5 (because of Intangibility)

Fate Points: 0

Character Points: 2

Body Points: 16



Wound levels: 3

Disadvantages: Devotion (R3) to delivering specific message (or delivering messages to specific person); Hindrance (R2), mute, is unable to speak

Advantages: Trademark Specialization (R1), +2D when delivering specific message — or delivering message to a specific person — by a specific way

Special Abilities: Intangibility (R3), +9D to damage resistance score against physical and energy attacks with Additional Effect (R3), intangible state is the default and can become tangible for one minute per rank, with Restricted (R2), requires Very Difficult *willpower* roll to become tangible; Invisibility (R14), +14 to *dodge*, *sneak*, and *hide* totals, with Additional Effect (R1), always on, and Restricted (R2) requires Very Difficult *willpower* roll to become visible; Longevity (R1)

I felt a presence atop my hand, and together we moved the planchette. My heart fluttered as the letters became clear: G-E-T-O-U-T-G-E-T-O-U-T...

Mummies

The ancient Egyptians were masters of mummification and took great pains to ensure that their rulers were properly prepared for the afterlife. The passing of ancient kings was heralded by ceremonial sacrifice as the nation wept and massive pyramids rose to house their remains. While such structures were awe inspiring and laden with deadly traps, they also served as beacons for grave robbers who waited like jackals in the shadows until the time was right for plunder. Thus, the legacy of many of Egypt's lieges of ancient times has been scattered across the face of the earth. Although some of their trappings

eventually surfaced in museums, much of their legacy has been forever lost.

There were a small number of rulers who managed to escape the clutches of the greedy. These lords of the Nile foresaw the future and chose to be entombed in secret while decoys lay in their "official" resting place. Trusted minions spirited their true remains to the forgotten places in the timeless desert where they would lay undisturbed. Their spirits would have been content to await their eternal reward beneath the dunes, but the souls of those who have been violated call out to them. Vengeance must be theirs. What has befallen their brethren is inexcusable, and the craven jackals shall pay for their petty arrogance!

Thus, there should be no surprise in finding one of Egypt's former protectors rising from the sand to deliver justice. The vengeful undead oft wield formidable power in their quest for divine vengeance; woe be it to those who stand in the way of their righteous wrath. Such fools should consider themselves lucky if they are allowed to merely die instead of being slowly tortured until they expire!

Pulp fiction games might feature undying lords of the desert who have been taken to a foreign land and awoken from a museum exhibit. Such creatures would need minions who are knowledgeable of their surroundings, and they would enthrall curators to serve them. Unlucky heroes could be the target of abduction attempts because they resemble a mummy's companion or long-lost love. Villages might find themselves overrun with terrible maladies as time-lost minions of the undead liege walk the earth to claim it for their foul lord. Defeating such a horrible being may tax heroes to their limits as the mummy's tries to quench its thirst for vengeance. They may be the only thing keeping the vengeful creature from unleashing their awesome arcane power on an unsuspecting world.

Ahmach-Ra

Reflexes 2D; brawling 3D

Coordination 1D+2

Physique 4D (+4): lifting 5D, running 4D+1, stamina 5D

Knowledge 4D: languages: Ancient Egyptian 5D; scholar 4D

Perception 2D+1: search 3D, tracking 2D+2

Presence 3D: command 4D, intimidation 7D, persuasion 3D+2, willpower 3D+2

Magic 3D: alteration 4D, apportionation 4D, conjuration 5D

Strength Damage: 3D (+4)

Move: 8

Fate Points: 0

Character Points: 0

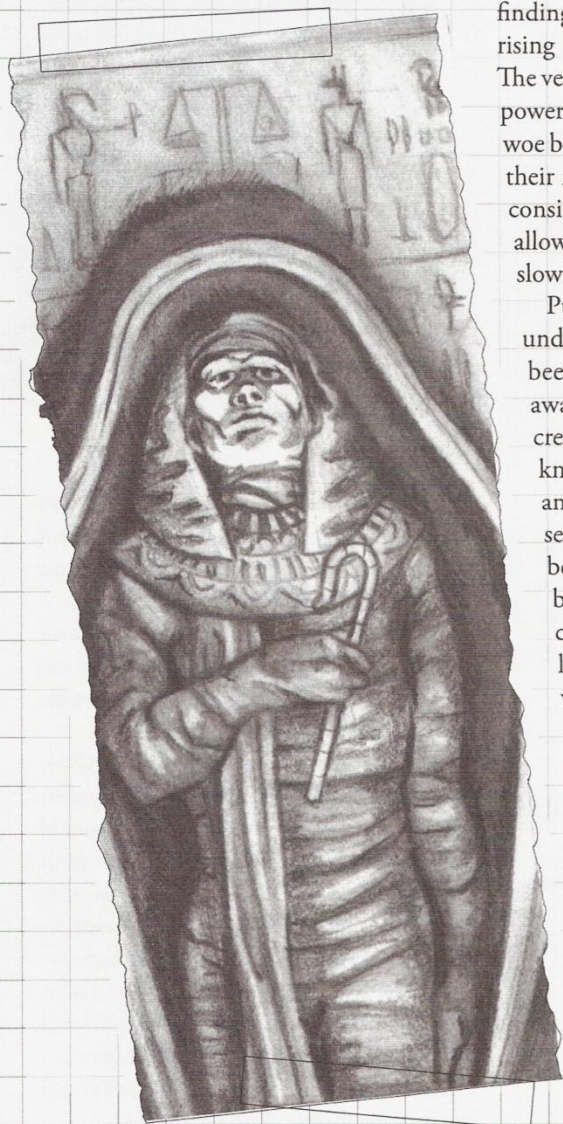
Body Points: 21

Wound Levels: 3

Disadvantages: Achilles' Heel (R3), suffers additional +2D damage from fire attacks; Age (R2), the mummy receives +1 to the difficulty of physical actions (those that rely on *Reflexes*, *Coordination*, and *Physique*); Hindrance: Movement (R1), base running, jumping, and swimming Move reduced by 2 meters

Advantages: Authority (R1), over followers; Devotion (R3), to vengeance; Wealth (R2)

Special Abilities: Environmental Resistance (R2), +6D to *Physique* or *stamina* checks to resist ill effects from environmental conditions; Hardiness (R5), +5 to damage resistance totals; Immortality (R1), ceases functioning when smashed to pieces or decapitated, with Additional Effect (R2), does not need to eat or drink; Increased Attribute: Physique (R4), +4 to related totals; Iron Will (R3), +3 to all *willpower* rolls and +3 to the default difficulty against the mummy; Paralyzing Touch (R1), may choose to paralyze victim with successful *brawling* attack and victim remains paralyzed until she makes a successful *Presence* or *willpower* roll against the *brawling* skill total



Mysterious Lake Dwellers

In an era where an oft-jaded population demands instant information, many people have little time for something as whimsical as myths. Cynics dissect legends under the microscope and imagination is often slightly out of style. Fortunately, for those who still fascinated by mystery, there are a few things that defy explanation and some creatures who have managed to avoid the paparazzi. Mysterious lake dwellers have managed to steer clear of attempts to capture or tame them. The fortunate mystery hunters can peer past the mist shrouded waters of remote lochs and catch a fleeting glimpse of these fabulous creatures. Some say these beasts are born of fiction and lies. Others swear they are living, breathing things.

Monster hunters, scientists, and tabloid journalists have their own theories about the origins of mysterious lake dwellers. Many feel these beasts are gigantic water serpents or prehistoric marine reptiles. As of late, the latter seems more plausible. After all, if the coelacanth's extinction reports proved to be premature, could another creature, such as the plesiosaur, have also survived?

The plesiosaur lived during the Mesozoic era. These creatures were marine reptiles and could reach 14 meters in length. They had a long, snaky neck, which fits the description of the Loch Ness and Lake Champlain monsters.

Champ, the Lake Champlain monster made its first appearance in the early 1600s. In the last hundred years, the creature has been spotted on more than 200 occasions but the description of the beast varies. Many think Champ is an immense water serpent. There are, of course, a few skeptics who feel that Champ is nothing more than a giant lake sturgeon.

The Loch Ness Monster is Scotland's oldest living resident and was first sighted nearly 1,500 years ago. The creature is rumored to have a long neck and is roughly 17 meters long. "Nessie" fans feel the loch's largest denizen is either a prehistoric beast or huge water serpent.

Ogopogo hails from Lake Okanagan in British Columbia, Canada. It was known to the natives an N'ha-a-tik (Na-ha-ha-tik) and there have been recorded sightings dating back to the nineteenth century. The creature bears a striking resemblance to the

Loch Ness Monster and could possibly of the same species.

Mysterious lake dwellers can provide interesting diversions. The heroes could answer an advertisement that offers a reward for positive proof of the existence of such a creature. Explorers might find an underwater passage that leads to a prehistoric world. These creatures might be in dire need of champions as they try to evade trophy hunters. The beasts might even know long forgotten secrets.

Champ (Immense Water Serpent)

Reflexes 7D: brawling 8D, dodge 7D+1

Coordination 2D: throwing 3D+2

Physique 8D: lifting 9D+1, swimming 14D

Knowledge 2D

Perception 4D: hide: self-only 3D, survival 6D

Presence 5D: animal handling 4D, intimidation 6D

Strength Damage: 5D **Move:** 16

Fate Points: 0 **Character Points:** 0

Body Points: 34 **Wound levels:** 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty); constriction (damage +2D); quick to react (+1D to *Perception* when determining initiative); breathes in water; large size (scale value 10)

The Loch Ness Monster (Evolved Plesiosaur)

Reflexes 5D: brawling 6D

Coordination 2D: throwing 3D+1

Physique 6D: lifting 6D+2, stamina 10D, swimming 12D

Knowledge 2D:

Perception 5D: hide: self-only 7D, survival 6D

Presence 4D: intimidation 5D

Strength Damage: 3D **Move:** 18

Fate Points: 0 **Character Points:** 0

Body Points: 28 **Wound levels:** 3

Natural Abilities: bite (damage +3D; +5 to combat difficulty); unusual eye structure (+1D to see heat changes and in low-light

conditions); breathes in water; large size (scale value 10)

Ogopogo (Normal Plesiosaur)

Reflexes 4D: brawling 5D

Coordination 1D+2

Physique 7D: lifting 7D+2, stamina 8D, swimming 10D

Knowledge 1D

Perception 3D: hide: self-only 4D, survival 4D

Presence 3D: intimidation 4D

Strength Damage: 4D **Move:** 14

Fate Points: 0 **Character Points:** 0

Body Points: 31 **Wound levels:** 3

Natural Abilities: bite (damage +2D; +5 to combat difficulty); breathes in water; large size (scale value 9)



Nasty Varmints

Products of mutation or genetic throwbacks to a deadlier time, nasty varmints plague the frontier. Nasty varmints come in a variety of forms, from the giant blood-sucking tick to the acid-spitting cave worm. All share a few common themes.

First, nasty varmints are huge. Comparing the giant blood-sucking tick to the average deer tick shows a growth multiplier in the thousands. The nasty varmints' unusually large size evokes a primal terror in the hearts of those unfortunate to witness them. It takes a brave soul to maintain his composure when confronted with a three-meter-tall mutant tick.

Second, nasty varmints hunger for flesh and blood. Animals suffice but something special exists in the blood of humans, mak-

ing them especially tasty to these critters. Fear is a spice, and nasty varmints like their meals well seasoned. They go out of their way to feed on the flesh of living beings.

Lastly, nasty varmints die slowly. Killing a nasty varmint takes skill, precision, and a bit of luck. These creatures can take a .45 to the skull and still keep kicking. Entire clips from a submachine gun barely draw blood. The secret to the destruction of a nasty varmint is to find the creature's weakness. Each one has a soft spot, and that's the key to its defeat.

Typical Giant Blood Tick

Reflexes 3D+2: brawling 5D+2, climbing 5D+2, dodge 4D+2, jumping 5D+2, sneak 4D+2

Coordination 2D

Physique 4D: lifting 6D, running 5D+1, stamina 5D+1

Knowledge 1D

Perception 2D+1: hide 3D, search 3D+1, survival 3D+1, tracking 4D

Presence 2D+2: intimidation 4D+2, willpower 3D+2

Strength Damage: 3D

Move: 18

Fate Points: 0

Character Points: 0

Body Points: 22

Wound levels: 3

Natural Abilities: chiton (Armor Value +1D); pincers (damage +2); antennae (+2 to the tick's *search* and *tracking* totals if the target of the check is within 10 meters); blood sense (adds +1D to the tick's *tracking* rolls if following a trail of blood); blood suck (for every 12 Body Points or 2 Wound levels of damage done in a single attack, the tick gains +1D *Physique*, *lifting*, *stamina*, and *Strength Damage* for one minute); weakness to loud noise (must make a *willpower* roll

with a difficulty of 15 or become stunned when exposed to any noise that's as loud as a stick of dynamite going off or louder; unable to act until after its next round if stunned); large size (scale value 1)

Typical Giant Cave Worm

Reflexes 4D+1: brawling 5D+1, climbing 5D+1, sneak 6D+1

Coordination 1D+2

Physique 5D: lifting 6D+2, running 4D+2, stamina 5D+1

Knowledge 1D

Perception 2D: hide 3D+2, search 3D, survival 3D+2

Presence 3D+2: intimidation 5D+2, willpower 4D

Strength Damage: 3D

Move: 22

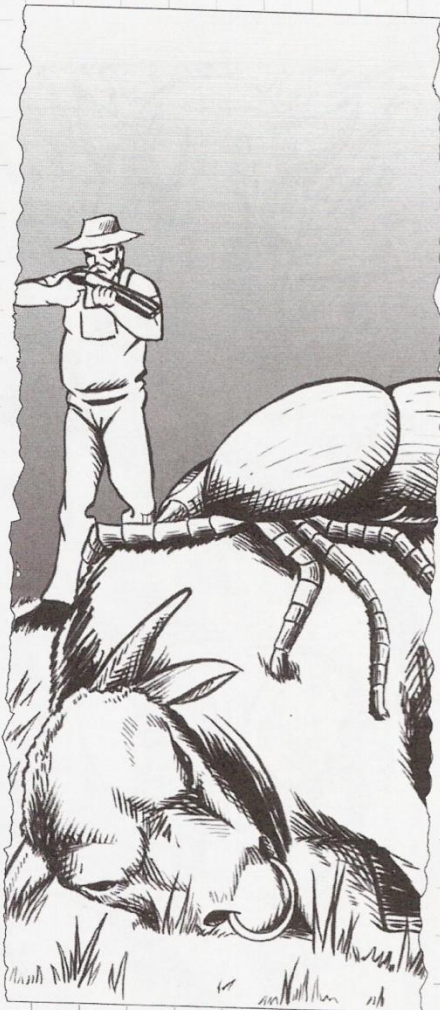
Fate Points: 0

Character Points: 0

Body Points: 25

Wound levels: 3

Natural Abilities: nerveless body and tough exterior (Armor Value +1D); burrow (a worm can burrow underground as fast as it can move on land); feelers (sensitive hairs covering its body allow it to feel vibrations; a worm can "see" with these feelers to a range of 20 meters while underground); acid spit (damage 3D; range 4/7/10; 1D damage on subsequent rounds until washed off); maw (damage +2); swallow (if the worm makes a successful grab action against a creature of large scale value 0 or less, the target is swallowed, taking 3D damage each round from the worm's stomach acid; a swallowed creature doing 12 Body Points or 2 Wound levels of damage with a sharp or explosive weapon can escape the worm's stomach); weakness to mud (when caught in mud, must make a separate *lifting* check with a difficulty number of 28 to move at half its speed or attack); large size (scale value 2)



D6 Adventure Creatures Document #73

man of legend

Ninja

The legend of the ninja is shrouded in mystery and few writings of their history exist. What we know of them today has been passed from generation to generation and turned the assassins into a mystical enigma. Fortunately, not all has been buried by the passing of time.

The ninja owe their origin to first millennium Japanese priests. The clerics were deft information gatherers that shared their knowledge with those in the ruling caste and introduced the art of stealth to their homeland. They practiced in peace until government harassment became unbearable and forced their hand. Their response would give birth to the ninja.

The stealthy talents of the martial arts masters fit well with the emerging climate in their nation. A growing number of wealthy families of privilege had a great need for skilled espionage agents, and they sought to use any means necessary to eliminate their enemies. This was an arena in which ninjas could thrive; their talents became invaluable to their employers. For several centuries, they cast a shadow of fear over those who stood in their way.

However, like the changing tides, the political climate shifted and the ninja's influence faded. Many thought that their power was broken and their teeth dulled. Those who knew better saw they had merely receded into the shadows. The masters of stealth had returned to their chosen element and, in turn, became far more deadly!

Ninja clan leaders could target heroes as potential threats and send an assassin to eliminate them. A seemingly random pattern of violence could erupt in a rundown section of the city, but investigation reveals that rival factions are fighting for control of their domain. Heroes in this situation might find themselves caught in a deadly crossfire while trying to disarm the situation.

In Wild West settings, ninja could have traveled to America to recover a stolen heirloom. It could be the case that heroes find themselves aiding the stealthy masters as they struggle to win the day and return to their homeland. Those who succeed may be rewarded by being given the chance to learn lost stealth arts!

Typical Ninja

Reflexes 4D: acrobatics 4D+2, brawling 5D, climbing 4D+2, contortion 4D+2, melee combat 5D, sneak 4D+2

Coordination 3D: lockpicking 3D+2, sleight of hand 3D+2, throwing 4D

Physique 3D: lifting 3D+2, running 3D+2, stamina 4D, swimming 3D+2

Knowledge 2D: demolitions 3D, languages 2D+1, medicine 2D+1

Perception 4D: hide 5D, investigation 4D+1, search 4D+2, survival 4D+2, tracking 5D

Presence 2D: disguise 2D+2, intimidation 2D+2, willpower 3D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 3

Body Points: 19

Wound Levels: 3

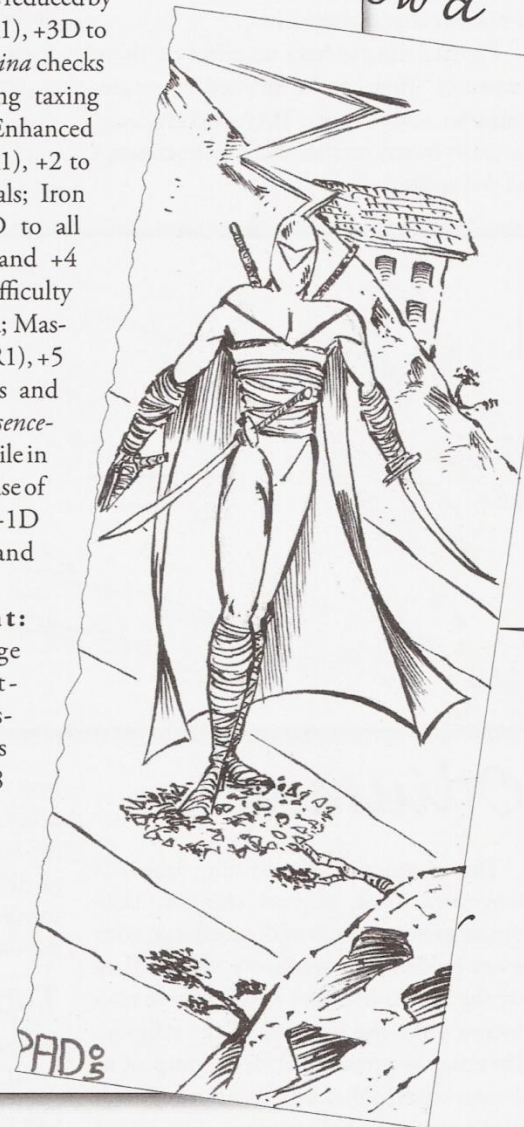
Disadvantages: Devotion (R3), to clan

Advantages: Contacts (R2), the members of clan; Patron (R2), clan leader

Special Abilities: Accelerated Healing (R2), +2D to natural healing attempts; Combat Sense (R1), surprise penalties reduced by 2; Endurance (R1), +3D to *Physique* or *stamina* checks when performing taxing physical tasks; Enhanced Sense: Touch (R1), +2 to related skill totals; Iron Will (R1), +2D to all *willpower* rolls and +4 to the default difficulty against the ninja; Master of Disguise (R1), +5 to *disguise* totals and +1D to any *Presence*-based actions while in that disguise; Sense of Direction (R1), +1D to *navigation* and *tracking* rolls.

Equipment:

katana (damage +3 D); wrist-mounted cross-bow with darts (damage 4D); 8 shuriken (damage +1D); dark clothing (+1 to *hide* and *sneak* in dim or dark conditions)



Nuclear Shadows

Creatures created out of the devastation of an atomic war, nuclear shadows are ghostly beings that look like flat, white silhouettes of humanoids with smudged black auras surrounding them. They continually moan and howl in pain and glow with a faint luminescence in the dark.

The shadows are incorporeal spirits and are dangerously radioactive. They hate all life and seek to destroy any living creature that approaches them. The touch of a nuclear shadow inflicts terrible burns—and possibly a lingering radiation sickness that will kill her in a matter of days.

Any character who is killed by damage inflicted by a nuclear shadow or dies from the radiation sickness inflicted by one will become a nuclear shadow after death. The character's body explodes with nuclear flames until only the blasted silhouette of a nuclear shadow remains.

Physical attacks have no effect on these creatures. They can be affected by magic, miracles, and psionics. They are considered enemies by any mythos that has the concept of evil spirits.

Typical Nuclear Shadow

Reflexes 3D+2: brawling 4D, dodge 4D, flying 4D+1

Coordination 2D

Physique 2D+1

Knowledge 2D

Perception 3D+1: search 4D, tracking 4D

Presence 3D: con 5D+1, intimidation 4D, willpower 5D

Strength Damage: 1D

Move: 20 (flying)

Fate Points: 0

Character Points: 3

Body Points: 17

Wound levels: 3

Disadvantages: Advantage Flaw: Infection (R3), a target killed by a nuclear shadow through damage or sickness becomes a nuclear shadow herself; Hindrance: Atypical Movement (R1), flying only



Advantages: none

Special Abilities: Attack Resistance: Nonechanted Weapons (R10), +10D to damage resistance rolls against relevant attacks; Flight (R2), base flying Move 20; Natural Hand-to-Hand Weapon: Energy Touch (R4), damage +4D, with Additional Effect (R6), when damage beats damage resistance total by 8 points or more, the victim is afflicted with radiation sickness, which kills her in a number of days equal to 3 times the number in front of the "D" of her *Physique* or stamina score—a *medicine* total of 28 or more cures the sickness



Odiumus

The odiumus are the flaming angels of vengeance in an obscure religion. They appear as huge wheels of divine flame, with seven golden eyes set into a wheel. They are the holy spirits that destroy those who do not serve the interests of the religion. They may be summoned for the purpose of destroying a heathen artifact or stronghold. In the guise of a holy avenger, they spread

their religion's gospel of violence, aggression, hatred, and war.

The odiumus are spiteful entities that delight in causing misery. In their vengeful "missions," they tend to destroy more than they were petitioned to do.

The creatures may only be summoned by the religion's priests (the planar distance has a value of 33 for miracles and spells), who regard them as divine tools from God, though other summoning spells may mistakenly draw the entities to their casters.

Typical Odiumus

Reflexes 3D+2: brawling 5D+1, dodge 4D+2, flying 5D+1, sneak 4D+1

Coordination 2D

Physique 3D+2

Knowledge 2D+1: languages 4D+2

Perception 3D+1: investigation 4D+2, search 5D, tracking 5D

Presence 3D: con 4D+2, intimidation 4D+2, willpower 4D+2

Strength Damage: 2D

Move: 60 (flying)

Fate Points: 1

Character Points: 3

Body Points: 21

Wound levels: 3

Disadvantages: Devotion (R3), spreading violence; Hindrance: Atypical Movement (R1), flying only

Advantages: none

Special Abilities: Attack Resistance: Energy Attack, Nonechanted Weapons (R5 each), +5D to damage resistance rolls against relevant attacks; Flight (R3), base flying Move 60; Immortality (R1), driving out its eyes with silvered weapons will kill it permanently; Natural Hand-to-Hand Weapon: Divine Touch (R4), damage +4D

Parasitic Beings

The term “parasitic beings” is really an umbrella under which many different creatures and entities can be grouped. Leeches are certainly parasitic beings, as are vampires and, to a certain extent, some demons. The word “parasite” is defined as a creature that feeds off of a host while contributing nothing to the host’s ongoing survival. Most such abilities are highly specialized, much like the leech’s ability to secrete a substance that prevents blood clotting. Most mundane parasites that have been cataloged by conventional science are primitive creatures, such as leeches, ticks, various other insects, and a number of plant species. There are other kinds, however, although most have not been cataloged by mainstream science.

In the past few decades, psionic phenomenon has only begun to receive proper documentation. Even as science has begun to understand psionics and its development in humanity, they have also come to realize that there exist certain creatures that live by feeding on unidentified energies generated by psychic phenomena. It’s unknown how these creatures have existed given the extremely limited number of people manifesting these abilities, though some believe the parasites may have developed in response to the increasing number of psychics.

Physical parasites are more common and far better understood than their psionic counterparts. Again, most are insects and plant species. There have been cases of far more advanced parasitic creatures, however, though these creatures have defied all attempts at ready classification. A recorded instance in Europe identified a creature that appeared to be human by all outward appearances. This creature was responsible for a rash of murders that went on for nearly six months. When apprehended, the creature was in the process of claiming another victim, feeding on certain chemicals in the brain through a retractable proboscis sheathed in the wrist. The creature was killed while being apprehended, and subsequent examinations revealed organ systems that were in no way human. Its origins and whether more like it exist remain a mystery.

Public perception, limited though it may be in some cases, holds parasites in a

unique way. Natural, unthinking parasites such as leeches and ticks, while considered disgusting, are looked upon as a part of the natural order. Parasites that possess innate intelligence, however, such as the European creature described above, are almost universally reviled despite having no control over their unique dietary needs.

Typical Intelligent Physical Parasite

Reflexes 3D: brawling 5D, dodge 5D

Coordination 2D

Physique 3D: stamina 3D+2

Knowledge 2D: scholar: local haunts 5D

Perception 3D: streetwise 4D+2, survival 5D, tracking 3D+2

Presence 4D: charm 6D, con 5D+1, persuasion 4D+2

Strength Damage: 2D

Move: 6

Fate Points: 0

Character Points: 3

Body Points: 19

Wound levels: 3

Disadvantages: Achilles’ Heel (R3), cannot live for more than a few hours outside of a host or hostlike environment; Hindrance: Reduced Move (R2), reduced *running, jumping, and climbing* Move

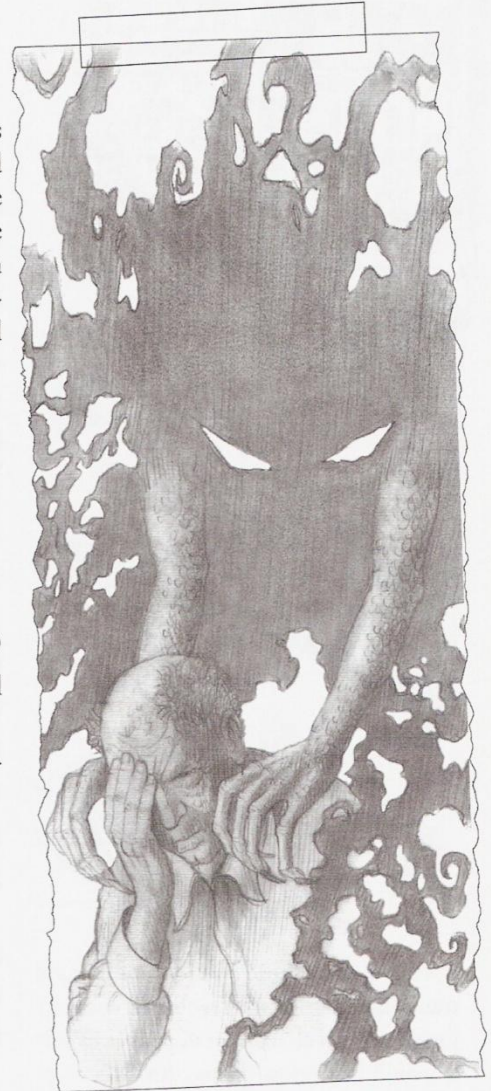
Advantages: Size: Small (R2), scale value 6

Special Abilities: Life Drain: Damage (R2), drains 6 Body Points/1 Wound for every 4 points over *brawling* attack with Restricted (R1), may only use through organ grown in host; Possession: Full (R1) with Additional Effect (R1), may cause additional organs to grow in host and provide access to other Special Abilities and Restricted (R2), must latch onto victim to take control; Skill Minimum (R1), for *con, charm, and persuasion*

Typical Nonintelligent Psionic Parasite

Reflexes 3D: brawling 4D, contortion 4D, dodge 3D+1

Coordination 1D



Physique 2D: running 3D, stamina 3D

Knowledge 1D: navigation 3D+2

Perception 4D: hide: self-only 6D+2, search 5D, survival 5D

Presence 2D: willpower 5D

Strength Damage: 1D

Move: 2

Fate Points: 0

Character Points: 0

Body Points: 19

Wound levels: 3

Natural Abilities: camouflage (can change color to match that of host, gaining +2D to all *hide: self-only* rolls); psionic drain (host loses 1D from *Knowledge* or *Perception* for each week parasite is attached; when either falls to zero, the victim falls into a coma; when both fall to zero, the victim dies); feeding period (after leaves host, can survive for 1 day per 1D drained from host before needing to feed again); small size (scale value 15)

People in the Park

or choice have dropped out of society and make their semi-permanent home at the park. They very often have mental health problems, explaining their condition. Although most are harmless, some do have the potential for violence.

Other people described in this book that might commonly be found in a park include law enforcement, gang members, private investigators, and, especially at night, reanimated killers, serial killers, vampires, and zombies. Additionally, *D6 Adventure Locations* offers information on what to see and do in parks.

Typical Artist

Reflexes 2D
Coordination 2D
Physique 2D
Knowledge 3D: scholar 4D
Perception 3D: artist 4D+2
Presence 3D: charm 4D+1, con 4D, persuasion 4D

Strength Damage: 1D **Move:** 10
Fate Points: 0 **Character Points:** 2
Body Points: 16 **Wound levels:** 3

Disadvantages: Debt (R1), student loans; Devotion (R1) to art; Poverty (R1)

Advantages: Contacts (R1), art community

Equipment: artist tools (sketchpad, mime outfit, musical instrument, etc.)

Typical Con Artist

Reflexes 2D+2: brawling 3D+2, dodge 3D+1
Coordination 2D: lockpicking 3D, sleight of hand 5D

Physique 2D
Knowledge 2D
Perception 3D+1: gambling 3D+2, hide 4D+1, investigation 4D+1, search 4D+1, streetwise 4D, tracking 3D+2

Presence 3D+2: charm 4D+2, con 5D+2, intimidation 4D, persuasion 4D+1, willpower 4D

Strength Damage: 1D **Move:** 10
Fate Points: 0 **Character Points:** 2
Body Points: 16 **Wound levels:** 3

Disadvantages: Enemy (R1), law enforcement

Advantages: Contacts (R1), underworld

Typical Food Vendor

Reflexes 2D: dodge 2D+2

Coordination 2D: throwing 2D+1

Physique 2D+2: stamina 3D+2

Knowledge 2D+1: business 3D, languages 3D, scholar: city lore 4D+1

Perception 3D: know-how 4D, streetwise 3D+1

Presence 3D: charm 3D+2, con: resist con 4D, persuasion 3D+2, willpower 3D+1

Strength Damage: 1D **Move:** 10

Fate Points: 0 **Character Points:** 1

Body Points: 18 **Wound levels:** 3

Disadvantages: Employed (R1), food vendor

Advantages: Contacts (R1), people in the park

Equipment: hidden knife (damage +2)

Typical Troubled Homeless Person

Reflexes 2D: brawling 2D+2, dodge 2D+1, sneak: remain unseen 3D

Coordination 2D

Physique 2D+1

Knowledge 2D: scholar: strange happenings on the street 3D

Perception 2D+1: hide 2D+2, search 2D+2: scrounging +1D, streetwise 3D+1, survival: parks 3D+1, tracking 3D+1

Presence 2D+1: intimidation 3D+1, willpower 3D+1

Strength Damage: 1D **Move:** 10

Fate Points: 0 **Character Points:** 2

Body Points: 17 **Wound levels:** 3

Disadvantages: Bad Luck (R2), bad things happen on Critical Failures; Poverty (R1); Quirk (R1), mentally unstable, can overcome with a Moderate *willpower* to overcome

Advantages: none

Equipment: personal item of sentimental value (+2 to *willpower* checks to overcome Quirk)



City parks, those bastions of natural tranquility nestled within chaotic concrete jungles attract all manner of people. While it would be impossible to provide a comprehensive view of all those who might be at a park — since, indeed, anyone who is a resident of the city could logically wander its parks — it's possible to mention some types of people who might be there ... especially those with a penchant for getting entangled in events of excitement.

Artists cover all manner of creative folk within the park, ranging from painters and writers looking for a secluded spot to musicians and mimes who look to park-goers for money.

Con artists prey on the gullible, taking their victims with elaborate scams or by rigged games of "chance," such as Three Card Monte or the shell game.

Food vendors sell a variety of nourishment, ranging from mundane hot dogs and pretzels to more exotic fare such as vegetarian meals. Being at the park all the time, they know a lot about the city and make excellent witnesses to trouble. Of course, being witnesses to trouble often means they're *near* trouble ...

Homeless people are a sad reality of most parks. These people, by misfortune, malady,

Poltergeist

The poltergeist (German for “noisy spirit”) is one of the more advanced types of ghost; spirit-hunters theorize that they are often the result of mass accumulations of psychokinetic energy, brought about by great mental or physical trauma in this world or the next. As such, they can spontaneously generate from this energy and aren’t necessarily linked to departed souls, although they can be, if an individual has died in a particularly horrific or violent way.

Although an oversimplification, it’s generally true that, while most ghosts are seen and not heard, poltergeists are heard but not seen. Almost always invisible, poltergeists are able to channel their ghostly energy into powerful telekinetic effects, moving objects around with great precision and control. These manifestations can be as subtle as a slamming bedroom door or as dramatic as a tempest of plates, cutlery, and furniture in a dining room.

Poltergeists generally attach themselves to a location, although it can be a rather large one (such as “anywhere on Baron Jobe’s 20-acre estate”). They are similar to messenger ghosts in that they are usually tied to their home by a traumatic event or for a specific purpose. However, poltergeists do not use their powers to deliver messages, instead existing solely to cause havoc and mayhem.

Some poltergeists are relatively harmless, using their powers for pranks; they often have an impish sense of humor, tossing eggs, snapping posteriors with towels, or creating elaborately balanced arrangements of books, playing cards, or coins. There are even reports of benevolent poltergeists, who use their telekinetic abilities to ward off intruders who would do the location (or its inhabitants) harm. People in such houses often learn to live with their co-inhabitant; the peace of mind such a guardian provides makes up for the midnight rattlings in the attic.

However, since poltergeists are born of extreme negative energy, many of them are hostile. These spirits are cruelly creative

in the use of their powers to cause harm, by pulling rugs on stairways, leaving wet soap bars in dangerous places, and pushing over shelves in domino-like fashion. Often, though, they choose to remain out of sight, content to cause noise by rattling chains, fluttering shutters, or sending bursts of air through the ductwork of the house.

Poltergeists generally begin their unlifelike fairly weak and grow in energy by causing extreme reactions from their victims — typically fear. As such, it’s usually against their interests to kill their victims ... at least immediately. Poltergeists have enormous patience, and they can toy with victims for weeks or months. There are tales of some individuals and families held as virtual prisoners in their homes, not knowing what horrors the night might bring.

Although the most powerful poltergeists have the energy to pick up and toss victims directly, they usually refrain for doing so; ghost-chasers theorize that the spirits realize they can generate stronger reactions by acting more discreetly. Regardless of how poltergeists react, however, they always do so noisily. They **are** those things that go bump in the night ... and they can do much, much worse.

Typical Poltergeist

Reflexes 2D: brawling 3D+1, sneak 3D

Coordination 3D: sleight of hand 3D+2

Physique 2D: lifting 3D

Knowledge 2D

Perception 3D: hide 3D+2, search 3D+1, tracking 3D+2

Presence 3D: intimidation 5D, willpower 5D+2

Psionics 1D: telekinesis 9D

Strength Damage: 2D

Move: 5 (because of Intangibility)

Fate Points: 0

Character Points: 2

Body Points: 23

Wound levels: 3

Disadvantages: Advantage Flaw (R2), all *Psionics* have a range

no greater than its domain; Quirk (R3), compelled to stay in its domain with no chance to overcome

Advantages: none

Special Abilities: Intangibility (R3), +9D to damage resistance score against physical and energy attacks with Additional Effect (R3), intangible state is the default, and can thus become tangible for one minute per rank, with Restricted (R2) requires Very Difficult *willpower* roll to become tangible; Invisibility (R14), +14 to *dodge*, *sneak*, and *hide* totals, with Additional Effect (R1), always on, and Restricted (R2), requires Very Difficult *willpower* roll to become visible; Longevity (R1); Uncanny Aptitude (R15), +3 to *telekinesis* totals per additional similar object moved when manipulating more than 10 objects (maximum bonus of +60)



Possessed Artifacts

Consciousness is not a property reserved only to flesh-and-blood creatures; it can be found trapped within seemingly mundane objects. Once a person or beast, misplaced souls can give life to inanimate vessels of stone, metal, or even plastic. Potentially, any harmless-looking toy, statuette, or tool could become a lethal predator of its own master, or perhaps the master of its owner.

The most effective way to destroy these possessed items is to banish the spirit within, though this may take a lot of research on the object's background to find the precise method. It's possible the spell to neutralize the cursed talisman may be lost to the sands of time. Barring this route, it's best to destroy the object with excessive force. A possessed object will

take double the amount of damage that a similar mundane item could before it becomes physically useless and the spirit residing within is made dormant. Even if destroyed, should the object be reassembled, the supernatural force within awakens from its slumber to wreak havoc once again.

Unfortunately, some possessed items, such as magical weapons, are virtually indestructible. The only way to deal with these things is to find a good vault, tomb, or deep sea and cast it in. While the item is not destroyed, it takes some time before it becomes a nuisance again. Some items are so cursed that they return to an owner by miraculous circumstances.

In addition to special abilities and increased toughness, the spirit trapped in an inanimate vessel gives it a distinct personality based on the nature of that resident soul. For instance, a demon may be destructive and violent, while an alien might be logical and patient. Mage souls are often obsessed with returning to the mortal coil in order to feel the ecstasy of using magic once again.

The object gains mechanical functions appropriate to the form. For example a possessed car can drive around without need of a pilot, and a doll can walk and manipulate tools. Other objects (like jewelry, idols, weapons and so on) have magical powers to augment their lack of physical usefulness. Typically, these abilities are mind control, alteration of alignment, soul stealing, soul switching, blinding, memory erasure, and telepathy. A rare few can levitate and fly around.

Typical Possessed Doll

Reflexes 4D: brawling 5D, dodge 7D, melee combat 5D+2, sneak 6D+1

Coordination 2D

Physique 1D: lifting 3D

Knowledge 3D: scholar 4D

Perception 3D: hide 3D+2, search 4D, tracking 3D+2

Presence 2D: charm 4D, con 3D+1, intimidation 3D, willpower 5D+2

Strength Damage: 2D

Move: 6

Fate Points: 0

Character Points: 2

Body Points: 15

Wound levels: 3

Natural Abilities: mind control (with a successful opposed *willpower* attempt, can control one opponent's actions); nerveless body (+2D to damage resistance rolls); feign harmlessness (can appear dormant or dead; +2D to relevant *con* rolls); small size (scale value 4)

Equipment: toy weapon (knife, sword, or gun; damage +1D close combat or damage 3D if ranged)

Typical Possessed Car

Reflexes 2D: brawling 4D, sneak 3D+2

Coordination 4D: driving: self only 7D+1

Physique 4D+2

Knowledge 2D: navigation: city streets 3D+2

Perception 2D+1: repair: autos 5D+1, search 3D+2

Presence 1D: intimidation 5D, willpower 6D+1

Strength Damage: 2D

Move: 70

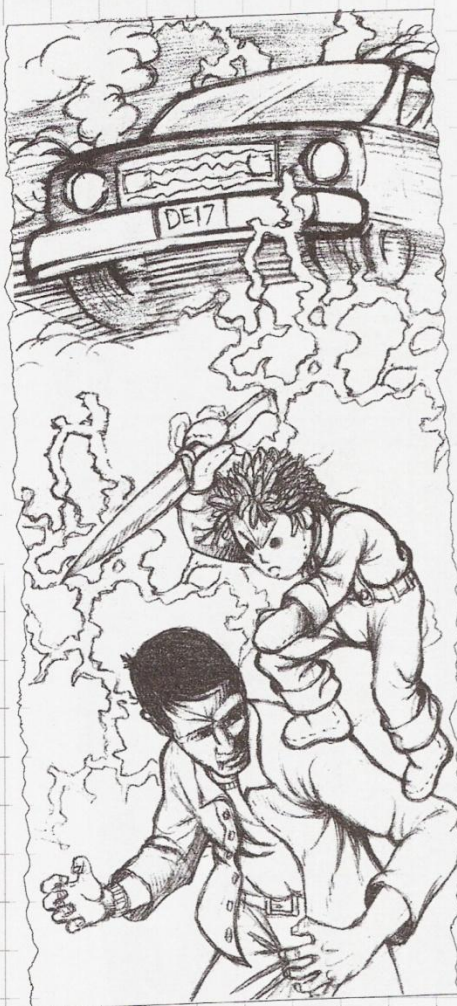
Fate Points: 0

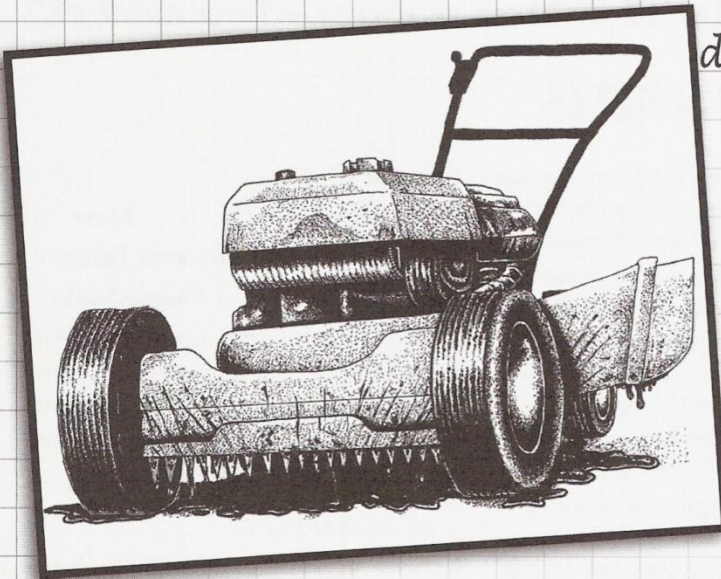
Character Points: 2

Body Points: 28

Wound levels: 3

Natural Abilities: doors, hood, and trunk (damage +2D; may attack once with each swinging part); enhanced metal exterior (+4D to damage resistance totals); tires vulnerable (-2D to damage resistance totals for attacks on wheels; +3 or more to combat difficulty to target wheels); nitrous injectors (use *driving* skill as *runningskill*); large size (scale value 6)





Equipment: headlights (negates up to 10 points of darkness modifiers or 5 points of smoke/fog modifier for a limited area); radio (can use what sounds on the radio it finds to communicate)

Typical Possessed Lawnmower

Reflexes 2D+1: brawling 3D+1, dodge 3D+1, sneak 2D+2

Coordination 1D

Physique 3D+2: running 4D

Knowledge 1D

Perception 2D+1: hide: self 2D+2, search 3D+1, tracking 3D+1

Presence 2D+2: con 6D, intimidation 4D+1

Strength Damage: 2D

Move: 4

Fate Points: 0

Character Points: 2

Body Points: 22

Wound levels: 3

Natural Abilities: blades (damage +1D+2); enhanced metal exterior (+2D to damage resistance totals); feign harmlessness (can appear harmless; +2D to relevant con rolls); small size (scale value 1)

Example: Evil Stuffed Toy

Sure they look soft and cuddly, but do you trust them with your kids?

If the stuffed animal you're speaking of is possessed, the answer had better be "No!"

usually teddy bears, animate when observable only by children and usually only at night, though some more powerful ones can "come alive" even in the daylight.

The creatures usually wait until the child is asleep, climb on top of them, and start to say their name while gently shaking them awake. Then, when the child rouses, the cute little plaything's eyes glow red, teeth appear in a previously toothless mouth, and an unmistakably evil snarl replaces the warm smile that greeted the child earlier that day.

The toy generally covers the child's mouth so that it cannot speak or cry out for help. It tells the child that it will kill him and his parents, brothers, sisters, and friends, as well as destroy their house and everything else the child holds dear. Occasionally striking the child, it becomes more and more violent and aggressive as the night goes on.

Finally, as dawn approaches, the plaything lets the child go. When the child yells for help, the parents believe that it's just another "monster under the bed" story.

Sometimes the creatures tell the children to do something, like steal an object from their parents, destroy a document, or even try to murder a sibling. If the child does as ordered, the toy promises to leave — of course, it is lying.

If the child insists on getting rid of the toy, it will

find a way into someone else's house and the cycle starts anew. Several unexplained deaths can be attributed to the playthings — it has literally scared the child to death. These types of possessed objects are unable to animate in the presence of anyone over 12 years of age.

Typical Evil Stuffed Toy

Reflexes 1D+2: brawling 3D+1, dodge 2D, melee combat 2D, sneak 3D+1

Coordination 1D+2

Physique 3D+1: lifting 3D+2, running 3D+2

Knowledge 2D

Perception 2D+2: hide 4D

Presence 5D: charm 6D, con 8D+1; intimidation 3D

Strength Damage: 2D

Move: 3

Fate Points: 0

Character Points: 2

Body Points: 20

Wound levels: 3

Natural Abilities: bite (damage +2; +5 to combat difficulty); nerveless body (+2D to damage resistance rolls); limited animation (cannot animate in the presence of anyone over 12 years old); small size (scale value 5)



Small Predatory Mammals

Ferrets are a domesticated animal raised originally to hunt rabbits and mice. They are small, quick, and immensely curious creatures. They weigh about one kilogram and are around half a meter in length. Popular as pets, ferrets have a tendency to get everywhere and into everything. Ferrets have a distinctive scent from their musk gland (which remains, though lessened, even if the gland is removed). Ferrets can be trained to perform tricks and accomplish simple tasks but they are easily distracted.

Foxes are omnivores, renown as being sly and cunning. Experts on avoiding being caught, the fox is an adaptable animal and a clever hunter. Most foxes are primarily active at dusk and night, and while foxes are usually solitary, they occasionally group together in a pack.

Foxes are widely dispersed across the world, having species native to every continent but Australia, from the tiny fennec fox of Arabia (one to 1.5 kilograms) and the North American kit fox (about the same size as a domestic cat, two to three kilograms) to the European red fox (the "classic" fox, six to 10 kilograms), which has replaced the grey wolf as the most common wild canine, and the endangered Simien fox (largest of the foxes at 15 kilograms) of Ethiopia.

Weasels are the world's smallest carnivore. They live anywhere that they can

obtain cover and prey, including but not limited to sand dunes, grasslands, woodlands, and mountains. Weasels mostly eat rodents, such as mice, supplemented by birds or eggs when available. Due to their extremely high metabolism, they must eat every 24 hours to avoid starvation. Weasels are active during both day and night, alternating periods of activity with a few hours of rest. They range from 20 to 40 centimeters in length and weigh up to nearly 200 grams.

Wolverines are dangerous, but the level of their violence may be exaggerated by rumor and legend. Wolverines weigh up to 20 kilograms, making them the largest member of the weasel family. A wolverine eats anything it can find or kill; being poor hunters, they tend to follow wolves and bears, feeding off the leftovers from the other animals' kills. Rodents, fish, reptiles, and birds are favorite prey when hunting, but wolverines usually prefer carrion. In general, the most severe winters when hoofed mammals (such as deer) fare poorly are the winters when wolverines thrive.

Wolverines can travel at a fast lope (up to 45 kilometers per hour) with great endurance, sometimes traveling as much as 15 kilometers without a break. Wolverines are largely nocturnal, but in areas of extended daylight or darkness, they will often switch to a cycle that consists of a four hours awake followed by four hours sleeping. Wolverines are solitary, aggressive animals and extremely territorial. They do not allow other members of the same sex inside their territory. Wolverines mark their territory with scent glands and often mark food caches with scent as well. Though solitary play has been observed among family members.

Typical Ferret/Weasel

Reflexes 4D: brawling 4D+1, climbing 5D+1, contortion 4D+1, dodge 6D, jumping 5D, sneak 6D

Coordination 1D+2

Physique 1D: lifting 2D, running 3D+1, swimming 3D

Knowledge 1D+1

Perception 2D: hide: self-only 2D+2, search 3D+1, survival 3D+2, tracking 4D

Presence 1D+1

Strength Damage: 1D **Move:** 15

Fate Points: 0 **Character Points:** 0

Body Points: 13 **Wound levels:** 3

Natural Abilities: bite (damage +2; +5 to combat difficulty); high metabolism (must eat half body weight per day or begin to starve); fur (provides protection against cold); small size (scale value 6)

Typical Fox

Reflexes 4D+1: brawling 4D+1, dodge 5D+1, jumping 4D+2, sneak 5D+2

Coordination 1D+2

Physique 1D+1: running 3D+1

Knowledge 1D

Perception 2D: hide: self-only 3D, search 3D, survival 3D+2, tracking 3D

Presence 2D: intimidation 2D+2

Strength Damage: 1D **Move:** 18

Fate Points: 0 **Character Points:** 0

Body Points: 14 **Wound levels:** 3

Natural Abilities: fur (Armor Value +1; provides protection against cold); bite (damage +2; +5 to combat difficulty); small size (scale value 6)

Typical Wolverine

Reflexes 3D+1: brawling 4D+1, climbing 4D+1, dodge 4D+1, jumping 4D, sneak 4D+1

Coordination 1D+2

Physique 3D+1: running 4D+1, swimming 4D

Knowledge 1D

Perception 2D: hide: self-only 2D+2, search 3D, survival 4D

Presence 2D: intimidate 5D, willpower 3D+2

Strength Damage: 2D **Move:** 13

Fate Points: 0 **Character Points:** 0

Body Points: 20 **Wound levels:** 3

Natural Abilities: thick fur (Armor Value +2; provides protection against cold); bite (damage +1D; +5 to combat difficulty); claws (damage +2); small size (scale value 6)



Primitive Tribes

Even today, some parts of the world remain unseen (or at least little seen) by “modern” people. These areas, far from the lights and sounds of civilization, have adhered to a way of life that other societies have abandoned centuries or even millennia ago. While car-driving denizens of the concrete jungle might scoff at these humans that time forgot, so, too, might these primitives shake their heads sadly at how much we’ve gotten wrong. Assuming, of course, that they ever learn about us.

The world got smaller at the beginning of the sixteenth century, when the age of exploration and colonization began fully. At that time, dozens of previously unknown civilizations of people came into contact with European explorers... most with tragic results. As these “new” lands were settled (this newness a surprise to the indigenous people who’d lived there for generations), fewer and fewer of these people remained untouched.

In the past century or so, primitive tribes are most likely to be discovered in areas that humanity hasn’t yet fully explored or exploited. These areas include the Amazon, the heart of the African jungle, and various dense islands throughout the world. If planes or boats can’t access the area easily, and there’s no incentive for difficult or costly land excursions to get there, it’s possible that secluded tribes could still be out there.

How interactions would play out with secluded primitives would depend both on the tribe and those who discover them; a hostile band of tomb-robbers might meet a bloody end, while a party of cautious and courteous explorers and anthropologists might establish long and lasting relations ... or they might not. Most primitive tribes that have remained hidden have done so because they are xenophobic; their fear and mistrust of strangers causes them to remain hidden away from any signs of humanity. While it’s possible for some tribes never to have come in any contact with the outside world, within the last century or so, most will have seen strange shiny birds high overhead and heard the chewing of metal

monsters on the outskirts of their territory. And, when confronted with this evidence, most of the remaining undiscovered tribes stay hidden.

Primitive tribes are usually hunter-gatherers; if so, they either have permanent dwellings and large hunting areas, or else they are nomadic, with their gathering “domain” limited to the immediate area around their temporary shelters. If a tribe has advanced beyond hunting-gathering to agriculture, their homes are even more permanent.

Most primitive tribes lack a written language, with their oral history and tradition passed down from one generation to the next (usually by mystics and priests, but sometimes by the entire community). However, it’s possible for a primitive tribe to have a language, either pictographic or a full alphabet. If so, their language might be an offshoot or decedent of a “lost” language, or otherwise provide valuable scholarship for cultural anthropologists; for example, finding a tribe still speaking a relatively pure descendant of Babylonian in the middle of Africa would pose quite a conundrum and may result in the rewriting of history books.

In most primitive cultures, the strongest warrior usually becomes the leader, although occasionally the wisest shaman is in command. How this person gains leadership reveals much about the society; one tribe might settle its needs via ritualized combat, another might use a voting mechanism with politicking and scheming, and still another might choose its leader from descendants of a royal family.

Some might mistakenly believe that primitive tribes are, at best, curiosities of a bygone era and, at worst, obstacles to deal with along the way of “proper” exploring. While this might be true in some circumstances, these lost tribes may have much to offer. Their knowledge of the area they call home is unsurpassed. In fact, this lore can stretch back generations; primitive tribes might have knowledge of hidden temples, long-lost treasures (magical or otherwise), or even elusive finds such as the “fountain



of youth.” Of course, getting these people to reveal their secrets can be an immense challenge; they would probably fight to the death to avoid giving particularly useful information, and adventurers seeking this knowledge by peaceful means would almost certainly need to perform heroic deeds to win their trust.

In a fight, individual members of primitive tribes would not be able to mount much defense against combatants with modern armaments. However, they have two advantages that tip the odds closer to their favor. First, the primitives are probably used to working and fighting as a close-knit community; if they turn their ire against a single explorer or a small party, their numbers and teamwork could make quick work of them. Second, the native tribes have a near-encyclopedic knowledge of the region; this “home field advantage” provides significant benefits for them.

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Of course, no matter what the outcome of such an interaction would be — and no matter what lore or treasure the outside world could gain from them — it would be almost impossible to give primitive tribes what they would most likely value: to be left alone.

Typical Primitive Tribal Member

Reflexes 2D+2: brawling 3D+2, dodge 3D, melee combat 3D

Coordination 2D+2

Physique 2D+2

Knowledge 2D

Perception 2D: artist: (specific artisan craft) 3D, know-how 3D, repair: low tech 2D+2, survival 3D

Presence 2D

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 3

Body Points: 18

Wound levels: 3

Disadvantages: Devotion (R1), his tribe; Quirk (R1), xenophobic

Advantages: Contacts (R1), his tribe

Special Abilities: none

Equipment: Weapons usually include a fire-hardened wooden spear (damage +1D+2; can be used thrown or hand-to-hand), blowgun and dart (damage 1D), short bow and arrow (damage +1D+2), or heavy boomerang (damage +1D+1).

Typical Tribal Warrior

Reflexes 3D+1: brawling 4D, dodge 4D, melee combat 4D

Coordination 3D: missile weapons 3D+1, throwing 3D+2

Physique 3D+1: lifting 4D, running 3D+2, stamina 4D

Knowledge 2D

Perception 2D: hide 3D, search 2D+1, survival 3D, tracking 3D

Presence 2D: intimidation 3D

Skills of Primitive Peoples

Gamemasters are encouraged to disregard any skills that don't make sense with their characters; for example, even though a rhinoceros has 2D in *Perception*, it probably shouldn't be permitted to make a *repair* roll to fix a wristwatch.

However, gamemasters should be careful when dealing with primitive tribes; even though they don't understand modern technology, this doesn't mean they **couldn't**. For example, an unskilled person can be given a basic understanding of how to use an assault rifle in 20 minutes.

Members of primitive tribes, then, should not necessarily be treated as "Ooogha! Boomstick scare us!" unibrows. While this stereotype might apply to some primitives, others might be curious, intelligent, and quick to learn.

Although hidden tribe members probably won't become computer programmers immediately, neither should they be treated as completely unable to learn about the tech and trappings of the world around them. Though they might start with significant penalties to their *tech*, *repair*, *security*, or similar skills, these should fade quickly as they are exposed to more tech and opportunities to learn and experiment. (Of course, an assault rifle in the hands of a curious primitive could result in a deceased primitive before he gains insight ...)

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 5

Body Points: 20

Wound levels: 3

Disadvantages: Devotion (R1), his tribe; Quirk (R1), xenophobic

Advantages: Contacts (R1), his tribe; Fame (R1), respected within village but unknown otherwise

Special Abilities: none

Equipment: See the typical tribal member for weapons. In addition, warriors will usually have some light armor consisting of hides and fur, light leather, or heavy fabric (Armor Value +2).

Typical Tribal Shaman

Reflexes 3D+1: dodge 3D+2, melee combat 3D+2

Coordination 2D+1: throwing 2D+2

Physique 2D

Knowledge 3D+2: medicine 4D+2, scholar: tribal lore 5D+2

Perception 3D: investigation 3D+2, survival 3D+1

Presence 2D: persuasion 3D, willpower 3D

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 5

Body Points: 16

Wound levels: 3

Disadvantages: Devotion (R1), his tribe; Hindrance: Old Age (R1), +1 to *lifting*, *running*, and *jumping* difficulties; Quirk (R1), xenophobic

Advantages: Contacts (R1), his tribe; Fame (R1), respected within village but unknown otherwise

Special Abilities: none

Equipment: ceremonial dagger (damage +1D); pouch of herbs (+1 bonus to *medicine* totals; six uses)

Tribal Leader

The tribal leader will usually be either the base warrior or shaman with +1D in *Presence* and three extra skill dice divided among *charm*, *command*, and *persuasion* (minimum of +1 to each). In addition, she will also possess Authority (R2), her tribe.

Private Investigators

Consulting detectives have existed since the 1830s but were only available to the rich, soon to be rich, corporations, and governments. They are brilliant people who can and do solve the most baffling crimes, sometimes without even leaving their homes.

With their brilliance comes many quirks, such as a great love of fine food, a condescending nature, or being very shy around the opposite sex. They tend to spend most of their days shut away in their studies, libraries, workshops, and laboratories. They are always well dressed, even at home, unless for some reason they have to personally undertake an active investigation. They are very moody as a rule and can become manic without warning when their mind has latched onto a key fact of the case.

Sleuths are a combination of investigator, intimidator, and problem solver. They made private investigations affordable to the masses. They are generally loners, sometimes working in an office with another sleuth but rarely working with anyone else, including the police. Most are ex-police officers and have a love hate relationship with the police, having both friends and enemies on the force. They are not above taking on an active police case, and they will do anything in their power — whether it means following the law or bending it until it breaks — to solve their clients' problems.

Sleuths tend to dress nondescriptly but conservative to fit into most situations. They are never without a suit coat, jacket, or overcoat, to conceal their weapon, lock-picks, and other tools of the trade.

The sleuth flourished from the 1920s to the 1960s, but by the beginning of the 1970s, they had fallen out of favor and were replaced almost entirely by the private investigator.

The private investigators gained popularity in the 1970s and still are widespread today. In addition to former civil and military police offices, ex-cons, housewives, and college students have all joined the ranks of investigators. They can and often do operate alone but also can just as easily work in pairs or groups, or with a snoop, when the job is big enough.

Investigators tend to use deception, fast talking, and general razzle-dazzle to get information from unsuspecting persons. They refrain from using fists or a gun unless absolutely necessary, as getting out of an assault charge can be hazardous to the investigator's career.

The investigator tends to dress so that they can easily blend into the current situation. They are not above donning disguises and clothes to attempt to slip into areas they could not get into normally.

With the advent of modern electronics and the Internet comes the introduction of a new kind of private investigator: the snoop. Rather than gaining information via direct confrontation, they use electronic means. They are as comfortable with bugs, cameras, and Internet hacking as an investigator is with pulling a scam to gain information.

The snoop comes in all shapes and sizes, but they tend to be on the quiet side. They have patience honed by long periods of solo surveillance. Even when working as a team with one or more investigators, they tend to be off by themselves doing their job and supplying the rest with the information gained.

The one potentially dangerous part of the snoops' job is when they have to go into a location and plant surveillance equipment. Most snoops don't like this part of their job, but they do it themselves rather than letting some amateur (usually another investigator) handle their equipment.

Typical Private Investigator

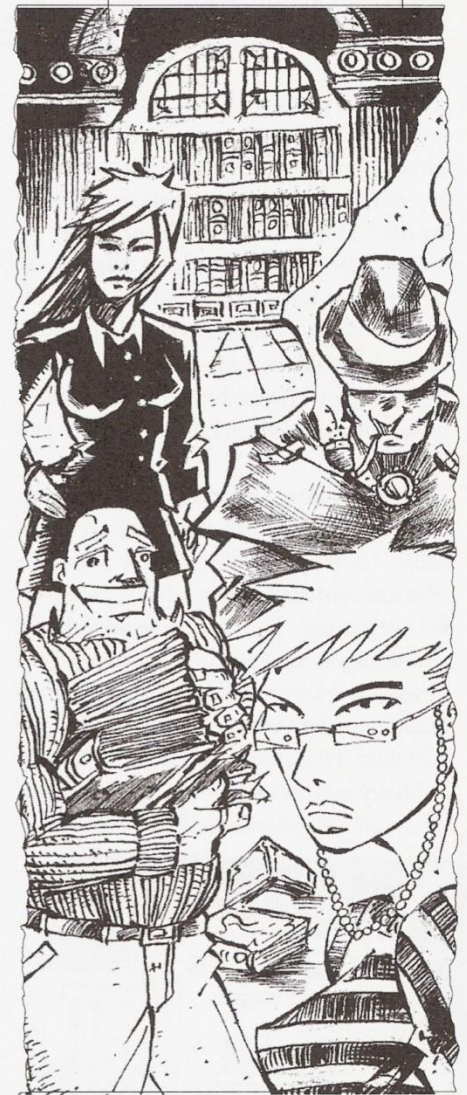
Reflexes 2D+2: brawling 3D, climbing 3D+1, dodge 3D+1, melee combat 3D, sneak 4D

Coordination 2D+1: marksmanship 3D+1, lockpicking 4D

Physique 3D: lifting 3D+1, running 4D, swimming 3D+1

Knowledge 3D: business 3D+2, forgery 4D, scholar: criminology 3D+1, security 4D, tech 3D+1

Perception 3D: hide 4D, investigation 4D+2, search 4D, streetwise 4D, tracking 4D



Presence 3D: charm 4D, con 4D, disguise 4D, intimidation 4D, persuasion 4D, willpower 3D+2

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 2

Body Points: 19

Wound levels: 3

Disadvantages: Quirk (R2), some obsession or shyness

Advantages: Authority: Law Enforcement (R1)

Special Abilities: none

Equipment: long coat (+2 to *hide* totals when attempting to conceal something in the coat); lockpicking tools (+1D to *lockpicking* rolls with skill); handgun (damage 3D; range 10/20/30; ammo 6)



Publicity Seekers

Andy Warhol said that, in the future, everyone will be famous for 15 minutes. Although most people live in quiet anonymity, that doesn't prevent others from trying for their 900 seconds in the spotlight.

Publicity seekers are those who try to set themselves apart from the teeming millions by drawing attention to themselves. These folks can be broken down into two types — general and limited — and three broad methodologies: knowers, doers, and hoaxers.

General glory hounds are those who want to be known to the world at large, while limited publicity seekers are those who are content to fame within their own field of interest. Thus someone who climbs a building using suction cups might be a general publicity seeker, while a lifelong mathematician who claims to solve the Riemann Hypothesis might be a limited publicity seeker (since few people outside of the math and science fields would care).



Knowers are those publicity seekers who know something the general populous doesn't. They can include researchers, scientists, explorers, scholars, and the like. These are the least common type of publicity seekers, since it's the hardest path to take and generally the least successful; while there are many people who become famous by discovering the unknown, most people only interested in fame don't take this uncertain route.

Doers are those who can do things other people can't, either as a one-time deed (such as going over Niagara Falls in a barrel) or as a continuous occurrence (such as an intrepid animal handler with a penchant for picking up venomous creatures). Although "doers" covers those who accomplish trivial things such as world-record attempts, it also includes more useful acts, such as a doctor who is a world-renowned expert in a particular operation.

Hoaxers shortchange both of these routes by only pretending to know or do something others don't. Hoaxers either fake their knowledge, such as someone who purports to find a previously unknown notebook from Leonardo da Vinci, or their abilities, such as someone who claims to be able to transform water into gasoline. Ironically, very often the more outrageous the claims, the more likely they are to find an audience.

Hoaxers are experts at misrepresentation, either about who they are (such as someone who dresses like a monster to terrorize a town) or what they know. If they suspect they are in danger of being revealed as a fraud, they will go to great lengths to avoid discovery, including remaining out of sight, filtering all calls through unhelpful receptionists, or turning the tables by accusing their accusers of being fraudulent or untrustworthy. In extreme cases, they might even resort to violence or worse to keep others quiet about the truth.

Regardless of their methodology, publicity seekers often come into contact with adventurers, explorers, and others of a heroic bent. This can either be because the glory hounds are exploring the same mysteries as the investigators (in order to become famous, of course), or else because the investigators are led on a wild goose chase from unmasking a hoaxer's trick. And

heroes are usually quite unhappy at being distracted from worthier causes in order to uncover the yeti costume in a publicity seeker's closet.

Typical Knower/Doer

Reflexes 2D+2

Coordination 2D

Physique 2D+1

Knowledge 3D+2: scholar 6D+2

Perception 3D: investigation 4D+2, repair 3D+2, search 4D

Presence 3D+1: charm 4D+1, willpower 4D+1

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 1

Body Points: 17

Wound levels: 3

Disadvantages: Devotion (R2) to becoming famous

Advantages: Contacts (R1), friends in the field of expertise; Trademark Specialization (R1) with an aspect of the field of expertise/fame

Special Abilities: none

Typical Hoaxer

Reflexes 2D: sneak 3D

Coordination 2D+2: sleight of hand 3D+2

Physique 2D

Knowledge 3D: forgery 3D+2

Perception 3D+1: hide 3D+2

Presence 4D: charm 5D, con 7D, disguise 5D, persuasion 5D, willpower 5D

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 1

Body Points: 16

Wound levels: 3

Disadvantages: Devotion (R2) to becoming famous

Advantages: Contacts (R2), friends in the media

Special Abilities: none

Note

Either type of publicity seeker may have some ranks of the Fame or Wealth Advantage ... however, they will almost always desire more.

man of legend

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Reanimated Killers

Many proponents of science and religion agree that death is the final exit from the mortal plane, though they disagree on what happens next. There are some phenomenon, however, that neither can explain and that flies utterly in the face of both their beliefs.

Murderers are a gruesome breed at best. What drives a person to murder another for pleasure or profit has never been quantified, and likely never will be. Although this is a heinous act, there are degrees even in murder. For many years, the most despicable creature was the serial killer, someone with so little regard for life that they deliberately crushed it whenever possible, ending dozens of lives during their rampage. Many religious pundits hold that such individuals must be punished for their actions and face judgment in the next world, while science-minded individuals believe that such behaviors cannot be conditioned and must be ended. Often, the killing of murders is accepted as a necessary evil. Occasionally, however, it's unsuccessful.

In the past 50 years, there have been several cases of murderers dying under various circumstances, then returning from beyond the grave to continue their killing sprees. In every case, the individual in question was killed through means that could not be disputed, and in every case, their death did not stop them. While this phenomenon cannot be explained, there have been several common traits between documented cases.

Reanimated killers seem to manifest only in the most vile and murderous individuals, those that can rightfully be labeled with descriptors such as evil or unholy. Indeed, in at least one case, a reanimated killer was a devout Satanist with experience in a number of dark rituals. Reanimated killers must suffer a gruesome, graphic demise, one that typically mutilates the body in some specific, unique manner. Upon revivification, these individuals possess numerous supernatural abilities, not the least of which is extraordinary strength and stamina, and the ability to resist or heal virtually any kind of injury. Needless to say, killing these individuals is a difficult prospect at best, and subsequent reanimations have been documented.

Typical Reanimated Killer

Reflexes 3D: brawling 4D+2, dodge 4D, melee combat 6D

Coordination 2D: marksmanship 4D

Physique 4D (+3)

Knowledge 2D

Perception 3D: search 4D+2, tracking 5D

Presence 2D: intimidation 5D

Strength Damage: 2D (+3)

Move: 10

Fate Points: 1

Character Points: 3

Body Points: 22

Wound levels: 3

Disadvantages:

Infamy (R3), feared and reviled; Quirk (R3), compulsive, lethal violence

Advantages:

Trademark Specialization (R1), +2D bonus to melee combat when using favorite weapon

Special Abilities:

Accelerated Healing (R3), +1D to *Physique* rolls for all healing attempts; Immortality (R1), cannot die until have had his fill of vengeance; Increased Attribute: *Physique* (R3), +3 to related rolls

Equipment: tattered clothing; weapon of choice (unpowered — such as bladed gloves or baseball bat with spikes — with damage +1D to +2D or powered — such as a chainsaw — with damage 4D)



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Reptilian Aliens

Man is not the sole sentient race to dwell among the stars. If one were to probe the cold depths of space and search for signs of life, they might find merciless, reptilian eyes peering back at them. The Ssargolothh mastered space travels long before the human race learned to stand erect and conquer the minuscule mud ball known as Earth. Each new world the scaly, biotechnical wizards encounter feel the mark of their presence, and many new life forms emerge from their crucible of science. These cold-blooded, interstellar travelers discovered earth during the dark ages and began to modify life forms. Dragons were their most impressive creations, and the world recoiled in fear when these terrors

took to the skies. Once their initial work was finished, the aliens buried a transmitting station 1,000 feet beneath the surface of modern-day Afghanistan to monitor Earth's progress.

These ruthless reptiles run from 1.6 to 2.3 meters in height and weigh from 74 to 142 kilograms when mature. Their species originally laid eggs, but reproduction is now handled by automated hatcheries on their homeworld. Newborn Ssargolothh children are immediately immersed into a nutrient acceleration bath after emerging from the incubation chamber in order to promote their growth. They are kept in a trancelike state until they mature physically and are fitted with their initial implants. By the time a year has passed, the hatchlings have grown to their physical peak. The young techno-offspring then receive a specialized knowledge template and undergo mobility therapy to heighten their reflexes. By the end of the second year, the empire has fanatically loyal subjects who are at their physical peak. Final implants are installed after the life path has been chosen for the new citizen and before he or she is sent out to greet the universe.

Ssargolothh have fully embraced the potential of their bioscience, and some have undergone drastic microsurgeries to adapt their own bodies to better suit a new mission. Thus, one might see these aliens with heat-generating implants to help them adapt to colder environments, atmospheric filters that attach directly to their bodies, and bioelectric devices that tap their life energy to fulfill the power needs of low-output equipment. The reptiles prefer to defend themselves with laser pistols and deadly energy weapons. On occasion, they may employ robotic devices.

The star-flung aliens can pose interesting challenges for heroes to face. One might find one of their labs in a remote and presumed uninhabited part of the world. Others might need to stop the plot of corrupt individuals who are supplying innocent people to

the aliens to use as guinea pigs in horrible experiments. Occult settings might feature depraved souls who have begun to make sacrifices to the "space gods" after finding evidence of their presence on Earth. The aliens might also be the survivors of a crash landing and could try to enlist the characters' aid to survive a world that wishes to exploit them.

Typical Ssargolothh

Reflexes 4D: brawling 4D+1, dodge 4D+2, jumping 4D+1, sneak 4D+1

Coordination 3D: marksmanship 4D+1, piloting 5D

Physique 3D: running 3D+2, swimming 3D+2

Knowledge 4D: medicine 5D, scholar 5D, tech 5D+2

Perception 2D: hide 3D, investigation 4D, search 2D+2

Presence 2D: command 3D, willpower 3D

Strength Damage: 2D

Move: 12

Fate Points: 1

Character Points: 3

Body Points: 19

Wound levels: 3

Disadvantages: Achilles' Heel (R3), suffer a -4 modifier to damage resistance totals and a +1 per round cumulative difficulty modifier while in freezing environments

Advantages: Contacts (R2), sporadic access to homeworld resources to help them accomplish their mission; Equipment (R2), superior technological tools necessary for mission

Special Abilities: Attack Resistance: Energy (R2), +2D to damage resistance rolls against related attacks; Hypermovement (R1), bonus to Move; Natural Armor: Scales (R1), +1D to damage resistance

Equipment: laser pistol (damage +4D); power glaive (damage +3D), advanced equipment



Rhinoceros

The rhino (as it's colloquially known) is a family of large armored mammalian herbivores native to Africa and Asia. The name rhinoceros means "horn-nose" in Greek, which is a reference to the most distinctive aspect of the creature: the large horn on the front of its head.

There are five species of rhinoceros still living. The Javan and Indian rhinoceros both have a single horn, while the white, black, and Sumatran rhinoceros have two horns—a larger one in front and a smaller one right behind.

It's an endangered species; the least-threatened white rhino has just over 10,000 members left while the most-endangered Javan and Sumatran rhinos have fewer than a few hundred.

Rhinos are the second-largest land animal, exceeded only by the elephant. Despite their large size, they are actually quite agile; the black rhino can reach speeds of 45 kilometers per hour.

Given the intense heat and sun of their natural habitat, rhinos are generally active at dusk, night, or early morning, resting throughout the day. They generally live in savannas and grasslands, eating the foliage of trees or bushes or grazing on grass.

Although its massive body, armored appearance, and threatening horn make rhinos look dangerous, they are actually quite gentle. They make up for their poor eyesight with keen senses of smell and hearing. Its "armor" is actually thick folded skin, which provides it some protection, especially from other rhinos during the mating season (it uses its horn to attack rivals). Rhinos are almost always naturally gray or brown, although their tendency to wallow in mud can change their color depending on local soil conditions. They range in weight from 350 to 3,500 kilograms, stand between 1.5 to 2 meters tall, and are between 2 to 4.25 meters long.

Having no natural enemies, they will not usually attack other creatures or humans, but they may charge if startled or if a mother's young is threatened. Outside of the several years a mother stays with its children, they are generally solitary creatures, although white rhinos occasionally dwell in small herds.

The Sumatran rhinoceros, which has the most obvious fur of the living rhino family, is the last surviving member of the same group as the extinct woolly rhinoceros. The woolly rhinoceros was presumably hunted to extinction by early humans, who depicted the creature in cave drawings. Given its role to prehistoric humanity, many scholars would jump at the chance to learn more about the woolly rhino ... or even to get a chance to study one first-hand.

Given the unique nature of the rhinoceros horn, many cultures have used this appendage for a variety of purposes, including Asian medicine and dagger handles in the Arabian Peninsula; it is especially prized as an aphrodisiac, and is a very rare component for magical rituals. Despite worldwide laws against hunting rhinos, the trade in horns continues, and a group seeking to investigate or research the giants could very well find themselves dealing with ruthless poachers.

Typical Rhinoceros

Reflexes 3D+1: brawling 4D: charging +1D, dodge 3D+2

Coordination 1D

Physique 5D: lifting 6D, running 5D+1

Knowledge 1D

Perception 2D: search 2D+1, tracking 3D

Presence 2D: intimidation 3D: charging +1D, willpower 3D

Strength Damage: 3D

Move: 16



Fate Points: 0

Character Points: 2

Body Points: 25

Wound levels: 3

Natural Abilities: horn (damage +1D+2); bite (damage +1D+1; +5 to combat difficulty); tough hide (Armor Value +1D); different senses (-3 to all sight-related rolls, +2 to all smell- and hearing-related rolls); large size (scale value 6)

"The rhinoceros is nature's answer to the tank," said Professor Tassin. "Actually," said Suzette, "I should think the tank is man's answer to the rhinoceros."

Robots and Androids

A robot is a mechanical construct that's created to do a specific job; it has little to no independent thought. An android takes this idea to the next level: It may be a mechanical construct, but it can think, learn, and adapt.

Robots refer to systems ranging from an autonomous mobile unit with manipulation capability to a simple arm controlled by an operator. They can be used for a variety of tasks, including assembly of mechanical items, remote repairs, medical operations, and structure maintenance.

Robots also vary in their level of autonomy. Some robots act independently, performing tasks with little to no supervision. This is not the same as intelligence. Such an autonomous robot still only performs an assigned set of tasks. Although the robot may have sensors and be capable of altering its activities to deal with variations in its environment, it does not independently choose to alter its basic function. On the more basic side, a manipulator arm may be directly controlled by an operator. This robot only does what the operator commands via user interface, such as a joystick. Such systems are known as teleoperated systems.

Though the concept of robots is old (some suggest that the ancient Greeks experimented with mechanical movable figures), the creation of "automations" or "automatons" (as they were termed before the movie *R.U.R.* introduced the world to "robot") gained popularity in the late 1700s. Generally little more than elaborate puppets, the first truly working and

commercially viable robots didn't become available until the 1960s. The technology community is still working on artificial intelligence systems and mimicking humanoids movements more closely.

Nonetheless, it's possible that there are rare android individuals, mechanical beings that have been given independent thought through magic, super-science, or supernatural means (such as being animated by ghosts).

Typical Android

Reflexes 3D: brawling 3D+2, dodge 4D

Coordination 3D: piloting 4D, throwing 4D

Physique 4D: lifting 6D, running 5D, stamina 6D

Knowledge 3D: scholar 4D, tech 5D

Perception 3D: investigation 4D+2, repair 5D+2, search 5D

Presence 2D

Strength Damage: 2D **Move:** 10

Fate Points: 0 **Character Points:** 3

Body Points: 22 **Wound levels:** 3

Disadvantages: Achilles' Heel: Metabolic Difference (R3), requires an energy source; Hindrance: Lack Social Graces (R2), +6 to *streetwise* difficulties; Hindrance: Android Appearance (R5), +5 to *command*, *con*, and *persuasion* difficulties; Quirk (R3), cannot lie

Advantages: none

Special Abilities: Atmospheric Tolerance (R1), airless environments with Additional Effect (R3), need not breathe; Immunity (R5), +5D to *Strength* or *stamina* checks against illness or poison; Iron Will (R4), +4D to all *willpower* rolls and +6 to standard interaction difficulties

Androids as Players' Characters

Depending on the setting (Western or Victorian steampulp, super-hero, and postapocalyptic being the most common), gamemasters may allow players to choose androids as characters. The character package presented here is one

suggestion of the minimum combination of Disadvantages, Advantages, and Special Abilities needed to represent an android character. Gamemasters may impose other restrictions on or provide other benefits to android characters, to better represent them in their settings. Nonetheless, being an android can serve as a simple excuse to gain many Special Abilities. (Realize, though, that androids may not take any mental- or psionic-related Special Abilities, such as Fear.)

A few notes about androids: By default, they don't look human and they keep the same appearance for their entire existence, unless they makes changes to it. To ensure that components last more than 100 years, they need to get a full systems check done about once per year. Should the android be separated from the creator (for example, because the android ran away), this could pose a challenge as the android figures out how to get his annual maintenance done.

The *repair* skill is used by and for androids and robots in the same way as the *medicine* skill is used by and for organic beings.

To give this archetype to a character, the player pays the cost in points or skill dice and then creates the character as normal (though, in this case, with fewer starting dice). Disadvantages gained by taking the android package do not count toward the maximum allowed. To eliminate a Disadvantage or Special Ability that comes in the base package, the player must give his character the opposite Special Ability or Disadvantage.

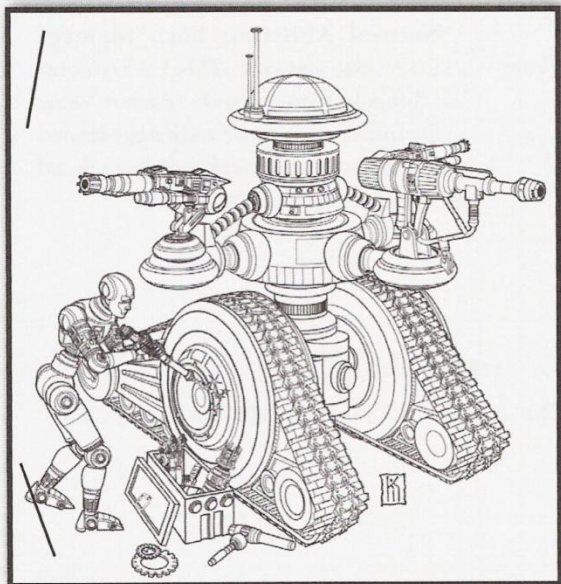
Total creation point cost: 3 points

Total defined limit cost: 3 skill dice

Disadvantages: Achilles' Heel: Metabolic Difference (R3), requires an energy source; Hindrance: Lack Social Graces (R2), +6 to *streetwise* difficulties; Hindrance: Android Appearance (R5), +5 to *command*, *con*, and *persuasion* difficulties; Quirk (R3), cannot lie

Advantages: none

Special Abilities: Atmospheric Tolerance (R1, total cost 5), airless environments with Additional Effect (R3), need not breathe; Immunity (R5, cost 5), +5D to *Strength* or *stamina* checks against illness or poison; Iron Will (R4, cost 8), +4D to all *willpower* rolls and +6 to standard interaction difficulties



Screaming Blue Murders

Screaming blue murders, around one-third to two-thirds of a meter long, resemble human babies, the only discernible difference from normal babies being a pallid blue hue to their skin that gives them a sickly complexion, as well as a knowing look in their eyes that goes beyond their apparent infancy.

The horrors lurk on the outskirts of settlements, because they must be "discovered" by someone for their abilities to work. It lies near a secluded house or area, where either it crawled to or a den mother placed it. There, it cries like a distressed child. Its wailing carries itself unnaturally into areas of civilization, and anyone who hears it finds herself irrevocably drawn to the "baby." Thus, the screaming blue murder finds its victim.

Now in the arms of its comforter, the horror refuses to settle and instead seems to get more agitated. The victim feels compelled to try and calm the baby down to the exclusion of everything else, including eating and sleeping. After several days of sleep deprivation and malnutrition, the screaming blue murder's victim will be unnaturally close to death.

Sensing this, the monster begins to scream at such an intensity that the unfortunate person's eardrums burst and the blood vessels around the brain rupture. Death is often instantaneous. When the body is found, the screaming blue murder is nowhere. Also, no one seems to have heard the scream that becomes the unfortunate victim's death knell.

Typical Screaming Blue Murder

Reflexes 2D+2: dodge
3D, sneak 3D+2

Coordination 1D+2

Physique 2D+1: running 3D

Knowledge 3D

Perception 4D+1: search
4D+1, survival 4D+2

Presence 4D: con 6D+1

Strength Damage: 1D

Move: 10

Fate Points: 2

Character Points: 5

Body Points: 17

Wound levels: 3

Disadvantages: Achilles' Heel (R3), needs to eat sentient blood

Advantages: Size: Small (R2), scale value 5 to 6

Special Abilities: Natural Ranged Weapon: Scream (R2), damage 6D with Restricted (R3), limited to one person within a few meters of it; and Additional Effect (R5), see note.

Note: The scream is heard by everyone for kilometers around but it stops when one person fails a *con* test against that person's *willpower* roll by at least 10 points (gamemasters may reduce this threshold for mothers, sensitive men and women, and others that feel drawn to help children)

If the character fails the test, she feels compelled to find the baby and try to comfort it. She will take hostile action against anyone who tries to stop her.

Once in the sway of the screaming blue murder, affected characters may attempt to break free of the monster's influence by succeeding against another *willpower* check against the creature's *con* (this may be attempted once per day). For each day the monster affects the character, the difficulty increases by +2, and after three days, the screaming blue murder will make its scream attack.



Sea Creatures

Many creature dwell beneath in Earth's oceans. Their presence can sometimes give clues about what's to come: The sudden dispersal of a school of fish could tell alert individuals that an immense predator is about to arrive in the area. Heroes may encounter jellyfish that have washed ashore after being poisoned by undersea construction. Or, they could find sea creatures displaying unusual behavior, such as circling a peculiar rock formation emitting waves of psionic energy. Electric eels could bolt from an otherwise safe haven when something long dead awakens.

Small fish of the same species may swim in schools for a variety of reasons. Swimming together in a tight group gives them the appearance of a larger creature and may deter predators who spot them from a distance. Schools also allow fish to feed more efficiently and can promote procreation because potential mates are readily accessible. The **Atlantic mackerel** is a good example of a schooling fish. This variety can grow to nearly a half-meter in length upon reaching adulthood, and

they often school by the thousands. Their strong, streamlined bodies allow them to move quickly for extended periods of time while hunting for food. They often swim near the surface but sometimes dive as deep as 180 meters.

Jellyfish are carnivores that snare fish with the stingers on their long, poisonous tentacles. They have soft bodies that are not supported by bones or exoskeletons and the creature's body (or hood) greatly resembles a dome. Their mouth lies underneath the hood, and the tentacles hang from the hood's perimeter. Jellyfish can reach a meter in diameter but even the smallest of these creatures can be quite deadly. An adult Irukandji jellyfish is a mere two centimeters across; even so, the sting of these creatures is very potent and lethal to humans.

Electric eels are not true eels, but they are eel-like in shape. They belong to an order of fish that can produce electricity. These creatures are not aggressive in nature but can deliver a strong electric shock when agitated or forced to defend themselves. Electric eels prefer to feed upon small creatures and use their natural weapon to paralyze their prey.

Commonly found in the Amazon Basin, the enigmatic eels have also wandered up river and can thrive in stagnant water. They can reach lengths of up to 2.5 meters, and mature specimens tip the scales at 28 kilograms. The creature's organs are housed in the front eighth of the eel's body, and the eel's tail makes up the remainder of the creature.

Typical Atlantic Mackerel

Reflexes 3D: contortion 3D, brawling 3D+2, dodge 4D

Coordination 1D

Physique 3D: swimming 5D

Knowledge 1D: navigation 3D

Perception 2D: search 4D

Presence 3D

Strength Damage: 2D

Move: 14

Fate Points: 0

Character Points: 0

Body Points: 19

Wound levels: 3

Natural Abilities: highly developed sense of hearing (+2 to related skills); highly

developed sense of sight (+1 to related skills); breathes in water; school abilities (when in schools of a few hundred, treat as a single fish with large scale value of 1 and these additional skills or bonuses: *con* 4D, *contortion* +1D, *survival* 3D); small size (scale value 6)

Typical Irukandji Jellyfish

Reflexes 2D: sneak 3D

Coordination 1D+2

Physique 1D: swimming 3D

Knowledge 1D

Perception 1D: hide: self-only 2D+1

Presence 2D: intimidation 2D

Strength Bonus: 1D:

Move: 4

Fate Points: 0

Character Points: 0

Body Points: 13

Wound levels: 3

Natural Abilities: stinger (damage +1D; venom injected when *brawling* success beats difficulty by 6 or more); venom (causes 6 points of damage or one Wound level every 10 minutes until victim dies or is treated; Very Difficult *stamina* roll to resist); malleable form (+3D to *contortion* and *dodge* rolls); breathes in water; small size (scale value 15)

Typical Electric Eel

Reflexes 4D: brawling 2D, contortion 5D, dodge 4D+1, sneak 4D+1

Coordination 1D

Physique 2D: swimming 4D+2

Knowledge 1D

Perception 3D: hide: self-only 4D, survival 3D+1

Presence 2D: intimidation 3D+2

Strength Bonus: 1D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 16

Wound levels: 3

Natural Abilities: electric discharge (damage 5D stun only; +2D damage bonus when attacking beings clad in nongrounded metal armor); breathes in water; small size (scale value 1; due to slenderness)



Serial Killers

One of the true horrors of reality is that evil does not have to wear a monstrous mask to be effective. It often chooses to walk the earth in an average-looking, nonthreatening form that easily blends into the background. Serial killers are urban predators who utilize circumstance and the indifference of the world around them to stalk victims. These sadistic fiends come from all walks of life. Their prey rarely suspects their true intentions until it's far too late. On some occasions, serial killers make benign contact with their quarry. The good Samaritan who stops to fix your tire today might stalk you tomorrow!

Serial killers usually fall into one of several archetypes.

Visionaries typically embrace insanity or have psychotic tendencies. They commonly hear voices in their head that urge them to commit violent acts. Animals or inanimate objects could also give these commands. This allows visionaries to commit heinous acts but remain blameless in their own eyes. Visions sometimes arrive through dreams.

Mission-oriented serial killers often appear to be quite normal to the outside world. Their inner thoughts however, tell quite a different story. These killers tend to stalk a select group of victims. Common targets are prostitutes, young women, children or people of a different race. Mission-oriented serial killers feel they have been selected to rid the world of their chosen victims. Some consider themselves to be an instrument of God.

Others take the lives of innocents for the emotional rush it gives them. These villains are usually the most sadistic of their kind and feed off their victim's fear. Thrill killers differ from visionaries and mission-oriented killers because they often choose to take lives indiscriminately. People who are quick to express their emotions are preferred targets since they can be worked to a higher level of fear. They derive pleasure from killing and often torture victims in hope of prolonging their agony. Nothing is beyond their capability to commit heinous

acts. Many strive to make each new kill more diabolical than the last.

Lust also drives demented souls. One might find them romancing several potential targets only to slaughter them once their trust had been gained.

On rare occasion, some serial killers say the devil possessed them. Such claims are impossible to prove, as physical evidence is difficult to come by. Thus far, Lord of Lies has not appeared in court to confess his crimes.

Serial killers have plagued humanity since the late 1700s when the Harp boys slashed their way into history. Micajah (Big) Harp and Wiley (Little) Harp were cousins who became Tory outlaws when the American Revolution disrupted their plans to oversee slaves in Virginia. In 1798, they brutally slew men, women, and children while drifting across the young nation. Their victims were often disposed of in lakes after disemboweling them and filling the corpses with rocks to make them sink faster. Their reign of terror ended when Big Harp was captured and decapitated. His head was mounted on an oak tree to serve as a warning for ne'er-do-well who might wish to pass through town.

Some accounts tell of Little Harp meeting the same fate years later, but he may have escaped justice. It's estimated that the Harps viciously murdered at least 30 people.

Jack the Ripper is perhaps the most famous serial killer of all time. He preyed on prostitutes in a crime-ridden district of London and baffled the local police who seemed helpless to stop him. The murderer gained his nickname from letters sent to torment the authorities. In spite of massive efforts to capture the Ripper, he wandered off into the London Fog and his crimes remain unsolved to this very day. Many books, movies, and articles attempt to peer past the veil but Jack's true identity remains a mystery.

Albert Desalvo appeared to have a dual personality. He adored his family and



seemed completely unaware of the crimes he confessed to as the Boston Strangler. The depraved soul claimed victims from 1962 to 1965. His attorney, F. Lee Bailey, would ironically be the one to confirm that Desalvo was the strangler after testing his client with questions only the murderer would know. The strangler was never prosecuted for any of the 13 murders he was suspected to have committed due to Bailey's intervention, but Desalvo did serve a life sentence for brutalizing a woman. The Strangler was stabbed to death in 1973 at Walpole State Prison.

The Manson family sent waves of terror through Hollywood in 1969, when actress Sharon Tate and several friends were brutally slaughtered. Charles Manson and his

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disciples were arrested for the murders, and several were given a death sentence. They still reside in prison due to California's Supreme Court abolishment of the death penalty in 1972. In 1997, Charles Manson refused a parole hearing because he wanted to work on his Web site.

David Richard Berkowitz entered infamy in 1976 when he shot Donna Lauria and Jady Valenti as they sat in their car. Lauria would be the first of six people to fall before the "Son of Sam." New York authorities finally caught up with the demented soul after conducting the largest manhunt in the city's history. Berkowitz told his captors the demonic dog of his neighbor Sam Carr gave him orders to kill. The Son of Sam seemed unconcerned when captured and gladly confessed to the shootings, which he described in amazing detail. He is currently serving a 365-year sentence with no chance of parole.

A drug addict by the name of Richard Leyva Ramirez terrorized Los Angeles in 1985. He would later be dubbed the "Night Stalker" by the newspapers after claiming 14 victims. Ramirez was unlike other serial

killers before him because his methods of execution varied and targets were randomly chosen. The Night Stalker was captured by a vengeful mob that recognized him from a description given by Maria Hernandez. Earlier that year, she survived his attempt on her life. Although black magic symbols were found with several of his victims, it's unknown if the murderer actually worshiped the devil. Ramirez was sentenced to die in the gas chamber and is on Death Row in San Quentin. Lust was a motivating factor for the Night Stalker.

Tragically, others have become known. Whether this is due to the planet's overcrowding or the advent of better information-gathering techniques is anyone's guess. One can find stories of these depraved souls lurking in the tabloids, police records, and prisons. The faint of heart should be careful when preparing to delve further into this subject, as details of these twisted, murderous souls are often graphic and quite disturbing.

The versatility of these villains allows for a variety of ways in which serial killers can appear. It might turn out that a delusional CIA director is eliminating imagined traitors. Heroes working in this settings could find themselves investigating the death of a lost contact or marked for death themselves.

A private detective could draw the characters into his investigation as he searches for a missing heiress, who was abducted while slumming alone in the city. The heroes must race against time when they discover several recent murders have a common feel. By using their wits, they might keep her from becoming a serial killer's next victim.

A demonically possessed murderer could terrorize a city while leading the characters through the mysterious world of the occult as they attempt to put an end to the killing spree. A boom town's founding father in a Wild West

setting might resent new arrivals and try to discourage settlers by "thinning out" fortune hunters.

Super heroes could face a villain as their powers have started to mysteriously fade. Surviving such an encounter might give players who have built well rounded characters a sense of accomplishment and tempt those who have depended solely on their super powers to explore new developmental directions.

Jack the Ripper

Reflexes 2D: climbing 3D+1, brawling 3D+1, melee combat 3D+2, sneak 4D

Coordination 2D+1: lockpicking 3D, sleight of hand 2D+2

Physique 3D: running 3D+2

Knowledge 3D: business 3D+1, medicine 3D+2

Perception 3D+2: investigation 4D, search 4D, streetwise 4D, tracking 4D

Presence 4D: charm 4D+2

Strength Damage: 2D

Move: 10

Fate Points: 1

Character Points: 3

Body Points: 24

Wound levels: 4

Disadvantages: Enemy (R2), the city's entire police force is on the alert for this criminal; Employed (R2), unknown, but possibly a policeman; Quirk (R3), secret identity; Reduced Attribute: *Physique* (R2), attribute reduced by 2 due to an undiagnosed disease

Advantages: Contacts (R2), law enforcement contact helps him avoid arrest

Special Abilities: Sense of Direction (R1), +1D to *navigation* and *tracking* rolls

Equipment: gentleman's clothes; dagger (damage +1D); disguise kit (+1D to *disguise* rolls); lockpicking tools (+1D to *lockpicking* rolls); scalpel (damage +2)



Giant Sewer Creatures

Over the years in the big cities, there have been crazes about exotic pets that people wanted to have, ignoring the fact that one day they would grow into an adult predator. Many collectors bought several eggs at once and let them grow until they became too big to house in the terrarium. Once that occurred, it was a question for the owner of what to do with them. Too large to simply flush down the toilet, the collectors often dump the terrarium down the nearest storm sewer and assume that's the end of it. Other creatures find themselves driven below by encroaching human developments.

In the idyllic conditions of the sewer system, with few natural enemies, these creatures have grown to prodigious sizes. Some lose their coloration, while others become as black as the tunnels themselves.

Through mutagens or magical waste, other creatures have developed in the sewers, such as sewer tendrils.

Sewer tendrils consist of long prehensile tendrils of slime, sewage, and other unidentifiable bits. The creatures are a collective of anywhere from four to eight individual whip-like strands. The end of each tendril is topped by what appears to be some sort of a red eye. As for the other end of the tendrils, nobody has been able to determine what lies there.

Although the creatures live within a city's sewer system, their true hunting grounds are above the streets, within peoples' homes. The impossibly long tendrils can wind their way through the plumbing systems and eventually make their way out to show up in such unlikely places as kitchens and bathrooms. Sewer tendrils can pop out of any plumbing fixture, and a collective entity can actually emerge from more than one at the same time.

The favorite trick of the sewer tendrils is to quickly stretch out of a sink drain and attack a victim. If the whip attack succeeds well enough, then it has grabbed the victim (usually around the neck). People that try to aid the first victim usually find that they themselves are victims as the tendril attack from a second source. The effective reach of the tendrils once outside of the fixtures is normally about four meters.

Being a particularly cruel creature, sewer tendrils are not above bashing a victim's head into a sink, reaching up and turning

on scalding hot water, or holding a victim's head underwater until he drowns.

Typical Giant Alligator

Reflexes 6D: brawling 7D, sneak 6D+1

Coordination 1D+2

Physique 10D: swimming 10D+1

Knowledge 1D: navigation: sewers 2D

Perception 3D: hide: self-only 4D, survival: sewers 4D, tracking 4D+2

Presence 2D: intimidation 5D, willpower 3D+2

Strength Damage: 5D

Move: 15 (land)/30 (swimming)

Fate Points: 0

Character Points: 0

Body Points: 40

Wound levels: 3

Natural Abilities: bite (damage +3D; +5 to combat difficulty; Strength Damage only each round after first that alligator maintains grip on victim); death spiral (after having grabbed a victim, may spin around in the water, attempting to drown the victim and inflicting an additional 2D damage to bite damage); tail (damage +1D+2); scales (Armor Value +1D); night vision (can see in dim or dark conditions; disoriented or maddened by bright light); limited running (can only run at top speed for a few rounds before needing to rest for several minutes); cold-blooded (lethargic in cold; +7 to difficulties of all actions until warmed up); large size (5–7 meters long; scale value 3)

Typical Giant Constrictor Snake

Reflexes 4D: contortion 4D+1, brawling 4D+2, climbing 5D, sneak 5D

Coordination 1D+1

Physique 4D: running 5D, swimming 5D+2, stamina 7D

Knowledge 2D

Perception 3D: hide: self-only 4D, search 5D, survival 4D, tracking 4D

Presence 3D: intimidation 4D+2, willpower 3D+1



Strength Bonus: 2D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 22

Wound levels: 3

Natural Abilities: constriction (damage +4D when using a grappling attack); highly developed sense of taste (+3 to smell- and taste-related skills); cold-blooded (lethargic in cold; +7 to difficulties of all actions until warmed up); large size (scale value 3, due to slenderness)

Typical Giant Piranha

Reflexes 7D: brawling 7D+1, dodge 7D+1

Coordination 1D

Physique 3D: swimming 6D+2

Knowledge 1D

Perception 2D: hide: self-only 3D+1, search 4D, survival 3D+1, tracking 3D

Presence 3D: intimidation 4D

Strength Damage: 2D

Move: 11 (swimming)

Fate Points: 0

Character Points: 0

Body Points: 19

Wound levels: 3

Natural Abilities: bite (damage +2D; +5 to combat difficulty); swarm attack (roll a single *brawling* total for the entire school; treat school as small scale value of 1; +8 to damage total of successful swarm attack); size and coloring (+1 bonus to *dodge*, *sneak*, and *hide*); breathes in water; small size (scale value 5)

Typical Giant Rat

Reflexes 4D: acrobatics 4D+1, brawling 5D, climbing 4D+2, jumping 4D+2, dodge 4D+2, sneak 4D+2

Coordination 1D+2

Physique 2D: running 3D, swimming 2D+2

Knowledge 1D

Perception 3D: hide: self-only 5D+1, search 4D, survival 3D+1, tracking 3D+2

Presence 2D: intimidation 3D+2, willpower 3D

Strength Damage: 2D

Move: 25

Fate Points: 0

Character Points: 0

Body Points: 16

Wound levels: 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty); swarm attack (roll a single *brawling* total for a pack of 10; treat pack as small scale value of 1; +8 to damage total of successful swarm attack); coloring (+1 bonus to *dodge*, *sneak*, and *hide*); small size (scale value 5)

Typical Sewer Tendrils

Reflexes 4D+1: contortion 6D, brawling 5D+2, dodge 5D+1, sneak 4D+2

Coordination 2D

Physique 3D+2

Knowledge 2D

Perception 4D: hide: self-only 4D+1, search 4D+1, tracking 5D

Presence 2D+2: con 5D, intimidation 5D+2

Strength Bonus: 2D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 18

Wound levels: 3

Natural Abilities: whip (damage +1); constriction (damage +4D when using a grappling attack; for first tentacle only — each additional tentacle that beats the difficulty by 5 or more points adds +1D to strangulation, up to a maximum of 3 additional tendrils); numerous tendrils (ignore multi-action penalties for first four attacks on the same individual, but attacking more than one person brings standard penalties); vulnerability to salt (damage 5D per round)

Typical Suffocating Sewer Slime

Reflexes 2D: brawling 5D, climbing 4D, sneak 3D+2

Coordination 1D+1

Physique 6D

Knowledge 1D

Perception 2D+2: hide: self-only 4D+1, survival 3D+1, tracking 3D+2

Presence 2D: intimidation 3D, willpower 3D

Strength Damage: 3D

Move: 4

Fate Points: 0

Character Points: 0

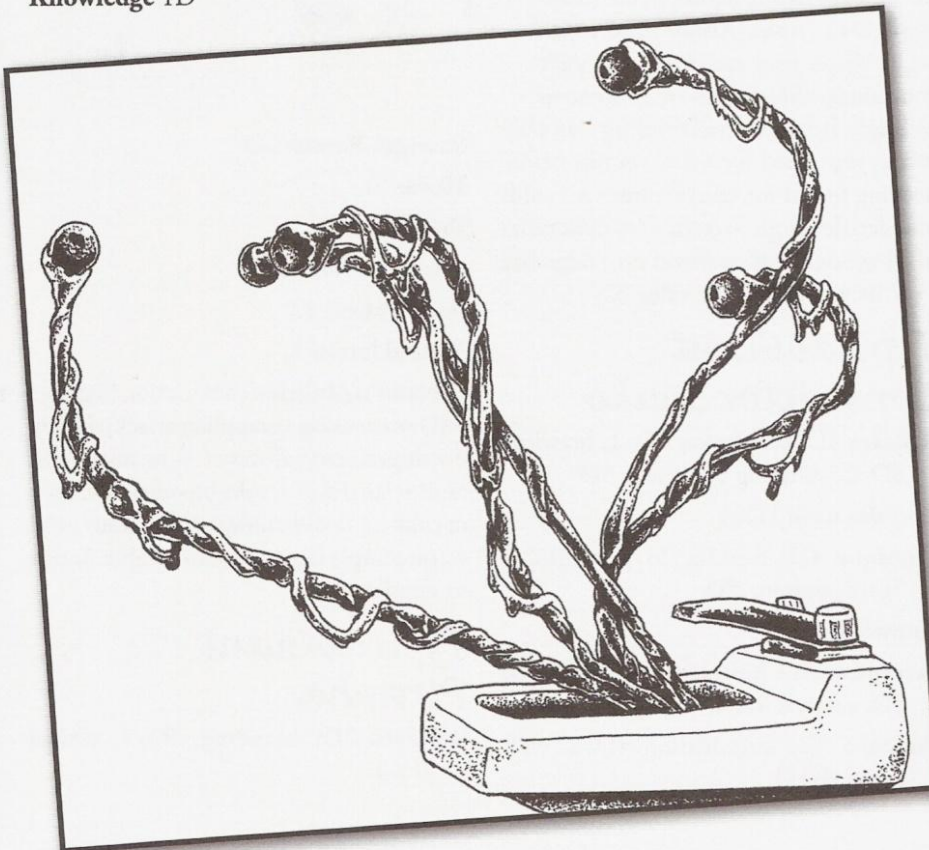
Body Points: 18

Wound levels: 3

Natural Abilities: suffocating attack (after a successful *brawling* attack, the slime makes a *Physique* roll versus the victim's *Physique* or *lifting*, which counts as an action for both participants; damage dealt increases by +1D per round as the slime sucks victim further into itself); immune to mental attacks; small size (scale value 1)

Quick Sewer Monster

To turn any creature into a giant sewer version of itself, add a minimum of +1D to *Reflexes*, *Perception*, *Physique*, *intimidation*, and natural weapon damage values and increase its scale value by 1 to 4 toward the larger side.



Soldiers

European Armies

The aftermath of the French Revolution resulted in the formation of mass armies, which were used with great aplomb by Napoleon in his bid for Empire. The mass armies of the Napoleonic era led to the almost universal adoption of conscription by the continental European states, a tradition that is only now beginning to end in favor of professional, all-volunteer militaries. The United Kingdom, ever apart, has a tradition of a small professional military, though they did use conscription in both World Wars (and after the Second World War into the 1950s).

Until the turn of the twentieth Century most uniforms worn by European armies were colorful affairs designed to show loyalty to the nation and to foster camaraderie and bravery (the French entered the First World War with an infantry uniform that included red pants for exactly that reason—thinking that the uniform would inspire bold action). The realization of the increased accuracy of rifle fire slowly led to the universal adoption of dull colored (khaki, horizon blue, or field gray) uniforms that allowed a soldier to blend into the battlefield.

The interwar period (1919–1939) was a time of a return to colonial matters (both England and France had acquired new colonies from the Germans and League of Nations mandates from the former Ottoman Empire). It was also a time of tight budgets and experimentation with new technologies. Tanks and mechanized combat was tried but abandoned as too costly as the Western European powers (England and France primarily) prepared to fight the First World War all over again, but better this time. The Maginot Line (a series of concrete bunkers that stretched along France's northern border) was an expression of this mindset.

The Second World War saw a move toward mechanized combat (which only accelerated in the European nations afterward). The German blitzkrieg ("lightning war") tactics changed the rules of warfare but the Germans were never able to mechanize more than a small fraction of their army (most of the German army relied upon animal-drawn transport). The incredible amount of U.S. industrial production allowed the American and British armies

to become almost entirely mechanized and motorized during the Second World War.

Almost all modern troops fielded by the European nations are vehicle transported and supported; while they know how to march, using muscle power to get to battle is rare (except for specialized troops like scouts.) Technological advances beginning in the 1960s saw the development of (relatively) lightweight body armor leading to its widespread adoption by most European armies who are very mindful of the protection of their citizen-soldiers. Since the end of the Soviet Union, most European countries have scaled back their military spending and many are considering abandoning their traditional conscription system for an all-volunteer military.

The tactics used by European armies have often lagged behind the technological changes on the battlefield. The Napoleonic era was an era of linear combat; due to the inaccuracy of smoothbore muskets troops had to be massed and fire in unison at other masses of troops to have a chance to inflict casualties. The long-loading time between shots and short range of the weapons made charges by bayonet using troops a successful tactic, and battles were often decided on the point of a bayonet.

Between the end of the Napoleonic Wars and the beginning of the First World War, tactics for the European battlefield did not change much. There were very few European wars and most European troops who

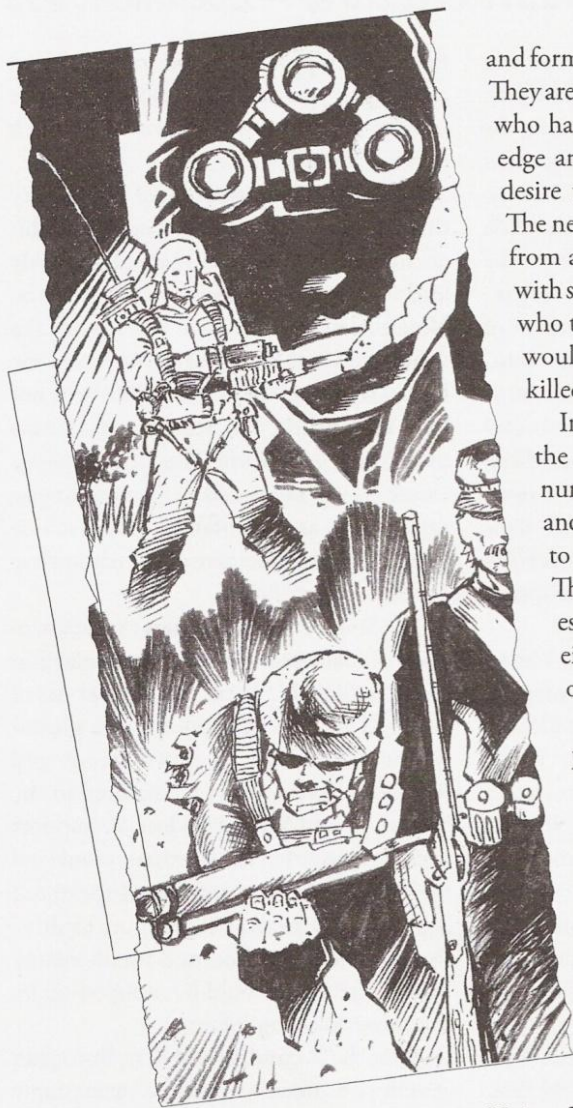
fought during this time did so in Colonial campaigns against local forces that were usually armed with weapons of a much lower technology base.

The widespread adoption of the military rifle allowed infantry to target and hit enemies at much longer range; this slowly led to the end of massed infantry tactics. Nonetheless, the tactical lessons of the American Civil War (1861–1865) and the Russo-Japanese War (1904–1905) were not fully understood and accepted in Europe until the First World War. The dangers (some would say suicidal) of mass attacks against rifle-armed infantry and machine guns led to the stalemate of trench warfare on the Western Front.

The Second World War saw the return to a war of maneuver with the mechanization of the battlefield. There was a wider use of armored vehicles in combat and a greater reliance on vehicle to move troops and supplies. Paratroops were first used in the Second World War, and close air support became common. The Germans pioneered the blitzkrieg using a mechanized-spearhead supported by tactical air support to drive through the enemy lines and cut the enemy into pockets that could be mopped up by the slower moving infantry.

After the Second World War, European armies continued to become increasingly mechanized and technology oriented to counter the military system of the Soviet-armed Warsaw Pact forces. Tactics were





and forming new companies of volunteers. They are mostly led by political appointees, who have little practical military knowledge and a great (sometimes foolhardy) desire to make a name for themselves. The newly raised units elect their officers from among their ranks, usually a man with some education. These were leaders who the men trusted and who, in turn, would try to see that the men were not killed needlessly.

In 1861, when the states take sides, the state militias go with them. Large numbers of volunteer units are raised, and the Union soon uses conscription to add even more men to the ranks. These men are still among the poorest, as richer individuals could buy either a commission or their way out of service.

The average enlisted man just prior to the Civil War wears a dark blue coat, light blue trousers, and black shoes or boots. Their head-dresses vary from tall stovepipe hats (used until the 1850s) to a simple kepi. Their equipment includes a musket, bedroll, canteen, and cartridge case. With the advent of the Civil War, the Confederate States of America adopt uniforms similar to the

Union forces, except in the color gray.

Noncommissioned officers have uniforms identical to the enlisted man except they wear large gold chevrons on their sleeves. Officers wore a uniform similar to that of the enlisted man except for the shoulder epaulets to identify their rank, a pistol, a sword, and a bush hat.

The cavalrymen dress in a uniform similar to the infantry except that they all carry sabers, pistols, and shotguns or carbines. By 1862, the Union began equipping its cavalry units with Spencer repeating rifles. The Confederate cavalrymen were more affluent (and thus educated) than the average soldier because they had to supply their own horses and sabers.

Discipline is harsh during this period, involving a lot of corporal punishment and possible imprisonment with hard labor. Since units still fought in the linear fashion, drills are the order of the day for training, with brief breaks only for breakfast, lunch, and dinner.

The Western Expansion soldiers (1865–1916) wear in the same basic blue uniform

of the Union (and winning) side of the Civil War. Many of the officers are holdovers from the Civil War, so their uniforms remain the same as well. However, now all troops are issued rifles, in some cases repeating rifles.

The percentage of cavalry increases dramatically as there are vast areas of Indian-controlled lands to patrol. Cavalrymen are equipped with carbines and pistols, but the sabers soon disappeared as they are expected to fight on foot in most cases, rather than from horseback.

Also during this period, the U.S. Army used a series of civilian volunteers and units, the most famous being “The Rough Riders.” These were usually better equipped than their military counterparts. They, however, lacked the discipline and training of the U.S. Army units.

Discipline became much laxer during this time, but certain sadistic officers still ruled through an iron hand. Training for new officers and enlisted was nonexistent; for the most part, it was left up to the individual unit to train the soldier to the level of expertise that the unit required.

Starting from a tiny U.S. army and marine force, the American expeditionary force (1917–1919) grew within two years to be the key to winning the First World War. The uniform of the AEF, or doughboys as they are more popularly known, is a wool olive drab or brown jacket and pants. It's topped off initially with a wide-brimmed, brown felt campaign hat, but, as this can't be stored properly when not in use, it's soon replaced by a close-fitting, dark, wool overseas cap. Later, the soldiers also receive a brown, round, brimmed helmet. Staff officers and cavalrymen wear breeches. All individuals are issued short boots and spats.

The average AEF soldier's kit consists of bedroll, canteen, cartridge case, mess kit, entrenching tool, and a gas mask. They carry a bolt-action rifle, and the officers generally have a revolver.

Training is rushed and done mostly by units after they arrived in Europe. Discipline moves away from harsh corporal punishment to more to incarceration for infractions.

AEF Officers and NCOs are career officer and enlisted men. Many are drawn from the National Guard (formerly the state militias and given their current name in 1903).

After World War I, the army shrunk again. The “Between the Wars” soldiers (1920–1939) are all volunteers and still receive little formal training. Other than

designed but never used to fight the Soviet armies so it's unknown how they would have worked. Currently, European armies are reorganized for greater ability to be deployed rapidly and to deal with tasks such as peacekeeping and disaster relief, a very different focus from keeping the Soviet Armies from invading Western Europe.

United States Army

The United States Army prior to the Civil War is an all-volunteer force made up mostly of those who are either adventure seekers or can't make it in the outside world. The force is small but far from elite. The average enlisted man probably can't read or write, while most of the officer corps come from schools such as West Point and the Citadel. The noncommissioned officers (corporals, sergeants, and the like) are all appointed by the officers over a unit.

With the outbreak of hostilities in 1812 and again in 1848, the army expanded its numbers by calling up state militia units

World War I career NCOs and officers and the marines, they are not an effective military fighting force. The marines maintain their edge by being sent to every hot spot from Honduras to China.

During this period, the duty uniform consists of a khaki shirt, brown wool jacket and slacks, black boots with spats, and a necktie. Officers still often wear breeches and high leather boots. They carry much the same equipment as they did during World War I.

The "Greatest Generation" army (1940–1945) consists of holdovers from between the wars, augmented by a huge amount of volunteers and draftees as the United States joined the Second World War. The uniform at the start of the war is the same as between the wars. In 1942, the uniform begins to change. The army adopts a all cotton, olive drab green shirt and pants set for their duty uniform; this became known as fatigues. The marines also wear fatigues, but later combat units are given lightweight green camouflage uniforms for jungle fighting. The army also replaces the old helmets with the standard steel helmet, commonly known as a steel pot.

The standard soldier is issued a semi-automatic rifle. Most of the squad leaders and officers picked up a submachine gun. Officers were also issued pistols. The automatic rifle and the bazooka also came into widespread use during this time.

These soldiers, after the initial rush to fill out forces, are very well and extensively trained. Those units that were rushed into service gain their training in combat. Officers are primarily holdovers from the inter-war period and those brought up through the ranks by battlefield commissions, plus Reserve Officers Training Corps (ROTC) and academy graduates. These men tended to let the NCOs run the units, as the NCOs had more experience than all but the most senior of officers.

The Cold War soldiers (1946–1980) are primarily volunteers, except during two periods of combat (Korea, 1950–1952, and Vietnam, 1964–1972). In those periods, the volunteers are supplemented by draftees, who are increasingly discontent to serve. Preparedness among units tends to be low until they gain experience in combat.

The uniforms remained basically unchanged with the olive drab fatigues and steel pot helmet. Flack vests with steel plates are introduced but are generally unpopular

due to their weight. The weapons become better, and submachine guns replace rifles as the standard weapon. Officers continue to carry small sidearms.

These soldiers are far more technically skilled than earlier counterparts, but they still learn many combat skills the hard way. Officers, especially junior officers, lack detailed training to deal with the combat situation, many being straight out of college ROTC programs.

The modern army (1981 to the present) is formed from an all-volunteer force, mostly of those who look for the GI Bill to carry them through college. They are better trained and generally have a better outlook on their contribution to the army than any previous version of the military. With the increasing number of deployments and conflicts, the middle and upper officer and noncommissioned officer corps have become experienced in combat and can prove to be a much greater aid to new officers and enlisted men.

The standard uniform became a camouflage pattern, four-pocket jacket and matching cargo pants made out of special rip-stopping materials. They have a new and lighter Kevlar helmet and vest, and their weapons continue to receive upgrades, such as an improved telescopic sight.

Typical Soldier

Reflexes 2D: brawling 3D, dodge 3D, melee combat 3D, sneak 3D

Coordination 2D: marksmanship 3D, - throwing 2D+2

Physique 2D: lifting 3D, running 3D

Knowledge 2D: medicine 2D+1

Perception 2D: hide 2D+2, search 2D+1, survival 2D+2

Presence 2D: willpower 3D

Strength Damage: 2D **Move:** 10

Fate Points: 0 **Character Points:** 2

Body Points: 16 **Wound levels:** 3

Disadvantages: Employed (R2), to military

Advantages: Equipment, military gear (R1)

Special Abilities: none

Other Types of Soldiers

The following example bonuses are cumulative with the "typical" soldier and each other, when appropriate. Use these

packages as inspiration for modifying the basic soldier for various special duties.

- Noncommissioned officers (NCOs) and officers have *Physique* +1, *Presence* +1, *command* +1D, and Authority (R1 or greater), over assigned troops and related military matters.

- Veteran soldiers have +1D to *brawling*, *dodge*, *melee combat*, and *marksmanship*.

- Elite soldiers or marines have +1D to *Reflexes*, *Coordination*, and *Physique*.

- Cavalry have *riding* +1D and *melee combat* +1.

- Combat engineers have *piloting* +1, *tech* +1D, and *repair* +1D.

- Commandos have *melee combat* +1D, *sneak* +1D, *hide* +1D, *survival* +1, *willpower* +1.

- Grenadiers have *Physique* +1, *melee combat* +1, and *throwing* +1.

- Naval units have *swimming* +1D.

- Medics have *medicine* +1D and carry first aid kits.

- Scouts have *Perception* +1, *search* +1D, *sneak* +1D, and *survival* +1D.

- Snipers and units renown for their sharpshooting have *marksmanship* +1D and *search* +1.

- Vehicle troops have *piloting* +1D and *repair* +1D.

European Equipment

1800–1860: Infantry: musket (damage 3D+2; range 25/40/100; ammo 1) with bayonet (damage+1D+2); ammunition packets; bedroll; colorful uniform. **Cavalry:** saber (damage +2D+1) or lance (+3D); flintlock pistol (damage 3D; range 6/10/25; ammo 1) or carbine (damage 3D+1; range 20/30/75; ammo 1); ammunition packets; bedroll; colorful uniform; horse. **Officers** also carry swords (damage +2D+1).

1860–1900: Infantry: rifle (damage 4D; range 15/50/150; ammo 5) with bayonet (damage +1D+2); spare ammunition; bedroll; canteen; colorful uniform. **Cavalry:** saber (damage +2D+1) or lance (damage +3D); carbine (damage 5D+1; range 30/60/120; ammo 8); spare ammunition; bedroll; canteen; colorful uniform; horse. **Officers** also carry swords (damage +2D+1) and revolvers (damage 4D; range 15/30/45; ammo 6).

1900–1960: Infantry: bolt-action rifle (damage 4D+1; range 20/100/400; ammo 5) with bayonet (damage +1D+1) or submachine gun (damage 3D+2; range 30/60/90;

ammo 30; after 1940 only); metal helmet (Armor Value +2); spare ammunition; entrenching tool (+1D to digging attempts; damage +2); bedroll; canteen; meal rations; camouflage uniform (+2 to *hide* and *sneak* totals). *Cavalry*: saber (damage +2D+1) or lance (damage +3D); bolt-action carbine (damage 4D; range 20/100/400; ammo 20) or rifle (damage 4D+1; range 20/100/400; ammo 5); bedroll; canteen; meal rations; camouflage uniform (+2 to *hide* and *sneak* totals); horse. *Officers* also carry pistols (damage 4D+1; range 12/25/55; ammo 6 or 8) and may carry swords (damage +2D+1). During the Great War, most soldiers are equipped with gas masks (+2D to *stamina* against gas attacks or negates up to 1D in relevant modifiers).

1960 to present: *Infantry*: assault rifle (damage 6D; range 45/85/170; ammo 30) or submachine gun (damage 3D+2; range 30/60/90; ammo 30); spare ammunition; helmet (Armor Value +2); body armor (Armor Value +2D+1); camouflage uniform (+2 to *hide* and *sneak* totals). *Vehicle and support troops*: pistol (damage 4D; range 15/30/45; ammo 15) or submachine gun (damage 3D+2; range 30/60/90; ammo 30); helmet (Armor Value +2); camouflage uniform (+2 to *hide* and *sneak* totals). *Officers* also may carry a pistol (damage 4D+2; range 12/25/55; ammo 8).

American Equipment

1800–1865: *Infantry*: musket (damage 3D+2; range 25/40/100; ammo 1) with bayonet (damage +1D+2); ammunition packets; bedroll; blue uniform. *Cavalry*: saber (damage +2D+1); pistol (damage 3D; range 7/20/50; ammo 1); shotgun (damage 4D; range 15/20/30, ammo 1) or carbine (damage 3D+2; range 15/50/150; ammo 8); ammunition packets; bedroll; blue or gray uniform; horse. *Officers* also carry swords (damage +2D+1).

1865–1916: bolt-action rifle (damage 4D; range 25/50/150; ammo 5) with bayonet (damage +1D+2); spare ammunition; bedroll; canteen; blue or gray uniform. *Cavalry*: pistol (damage 3D; range 7/20/50; ammo 1); shotgun (damage 4D; range 15/20/30, ammo 1) or carbine (damage 3D+2; range 15/50/150; ammo 8); spare ammunition; bedroll; canteen; blue uniform; horse. *Officers* also carry swords (damage +2D+1) and revolvers (damage 4D; range 15/30/45; ammo 6).

1917–1939: bolt-action rifle (damage 4D+1; range 20/40/100; ammo 5) with bayonet (damage +1D+1); metal helmet (Armor Value +2); spare ammunition; entrenching tool (+1D to digging attempts; damage +2); bedroll; canteen; meal rations; brown or green uniform (+2 to *hide* and *sneak* totals); gas mask (+2D to *stamina* against gas attacks or negates up to 1D in relevant modifiers). *Officers* also carry revolvers (damage 4D; 15/30/45; ammo 6 or 8).

1940–1980: semi-automatic rifle (damage 4D+2; range 20/100/400; ammo 20) or submachine gun (damage 3D+2; range 30/60/90; ammo 30, especially after the 1950s); metal helmet (Armor Value +2); spare ammunition; entrenching tool (+1D to digging attempts; damage +2); bedroll; canteen; meal rations; brown or green uniform (+2 to *hide* and *sneak* totals). *Officers* also carry revolvers (damage 4D+1; range 12/25/55; ammo 6 or 8) and may carry submachine gun (damage 3D+2; range 30/60/90; ammo 30; after 1940 only).

1981 to present: assault rifle (damage 6D; range 45/85/170; ammo 30) with telescopic sight (+1D to combat roll when aiming); spare ammunition; helmet (Armor Value +2); body armor (Armor Value +2D+1); camouflage uniform (+2 to *hide* and *sneak* totals). *Officers* may carry

a pistol (damage 4D+2; range 12/25/55; ammo 8).

Additional Weapons

- cap-and-ball revolver: 1850–1865; damage 3D+1; range 10/25/70; ammo 6
- repeating rifle: 1863–1880; damage 4D; range 15/50/150; ammo 15
- siege mortar: 1800s; damage 8D; range 250/500/1000; ammo 1; burst radius 10/25/50; attacks as if large scale value 12
- semi-automatic rifle (.30-06 or 7.62mm): 1940s–1960s (still used in some developing countries); damage 4D+1; range 20/100/400; ammo 20
- bazooka: 1940s–1950s; damage 9D; range 25/50/200; burst radius 5/10/20; attacks as if large scale 10 for ranges less than 100 meters and scale zero for ranges over 100 meters
- claymore mine: 1950s+, though the Germans began development in World War II; damage 7D; range 0/—/—; burst radius 50/75/100
- semi-automatic rifle (5.56mm): 1960s+; damage 4D+1; range 50/200/400; ammo 20 or 30
- light anti-tank weapon (66mm): 1960s+; damage 8D; range 50/100/200; burst radius 5/10/15; attacks as if large scale 10

Typical Military Tank

The first armored fighting vehicles were developed in secrecy in World War I by a British firm under the cover story that the company was developing mobile water cisterns. The name “tank” has stuck.

The early vehicles were slow (with a maximum speed of about eight kilometers per hour), lightly armored, and sported a single gun. These game characteristics are appropriate for the average tank of any era from World War II to the present. Tanks can be faster or tougher — modern tanks can be both. They also can be fitted with a greater variety of armaments than space permits listing here.

Move: 16 (11.5 kph)

Passengers: 3

Weapons:

Tank gun: damage 8D; ammo 1; range 1k/2k/4k; burst radius 5/10/25; cannot target at less than 100 meters; reserve ammo of 30; attacks as if tank's scale

Machine gun: damage 6D+2; ammo 15; range 100/500/1k; attacks as if scale zero

Toughness: 8D (does not protect those in an open cab)

Armor Value: +4D (use only when the hatches are open and targeting occupants; otherwise, the tank needs to be destroyed first)

Maneuverability: -4D

Scale: 11

Price: Legendary (\$100,000 to \$2 million, depending on the era)

Snakes

Snakes have played the part of villains since biblical times, and few creatures have the reptile's natural ability to evoke primal fear in humans. Snakes can be cast as familiars for occult villains or might become the vessel for a vengeful druid's spirit. An escaped serpent could adapt to life in the sewers of a large metropolis and dominate the subterranean world of an urban jungle. Heroes might also find themselves searching the jungle for a rare snake to harvest its venom for medicinal purposes.

The cottonmouth water moccasin is the only poisonous water snake that's native to North America. They are very territorial creatures and often advance upon intruders. These serpents prefer to rest near fallen logs or large clumps of grass near the water's edge where they stay hidden while waiting for prey to approach. Their jaws are very strong and latch on to their victim during a bite to ensure a full dose of venom is delivered.

Cottonmouths can reach nearly two meters in length. They derive their name from the white interior of their mouths. They are pit vipers, and are related to copperheads and rattlesnakes.

The reticulated (regal) python is the largest member of the python family. They are slender snakes whose pale splotches run down their back and small white splotches decorate their sides. A mature adult can weigh in at 136 kilograms and reach 11 meters in length. They typically see the world through orange eyes and have wide heads. These creatures dwell in Burma, Indonesia, Malaysia, the Philippines, and Southeast Asia.

Pythons are extremely powerful and usually suffocate their prey by constricting them. Typically, they feed upon small mammals, but larger specimens can swallow small pigs and, on rare occasion, consume people.

Timber rattlesnakes are pit vipers who sit atop of the predatory pecking order in the eastern portion of North America and are not naturally found anywhere else on earth. The largest recorded specimen was just over two meters long, but typically, these snakes average 1.5 meters in length. They are crafty hunters who use their natural camouflage to blend in with their natural habitat. Timber rattlesnakes are active from late April until mid-October but may not emerge from their den until mid-May. Mammals are

their food of choice, but if warm-blooded creatures are scarce, they have no problem with supplementing their diet with birds, amphibians, or other snakes.

Typical Cottonmouth Water Moccasin

Reflexes 4D: contortion 5D, dodge 4D, sneak 4D

Coordination 1D

Physique 2D: running 3D+1, swimming 4D

Knowledge 1D+1

Perception 3D: hide: self-only 4D, search 3D+1, survival 4D, tracking 4D

Presence 3D: intimidation 4D, willpower 3D+1

Strength Bonus: 1D

Move: 6

Fate Points: 0

Character Points: 0

Body Points: 16

Wound levels: 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty; venom injected when fighting success beats difficulty by 5 or more); venom (causes 5 points of damage every 10 minutes until victim dies or is treated; Very Difficult *stamina* roll to resist); cold-blooded (lethargic in cold; +7 to difficulties of all actions until warmed up); highly developed sense of taste (+3 to smell- and taste-related skills); small size (scale value 4)

Typical Reticulated Python

Reflexes 3D: contortion 3D+1, climbing 4D, sneak 4D

Coordination 1D+1

Physique 3D: running 4D, swimming 4D+2, stamina 6D

Knowledge 2D

Perception 2D: hide: self-only 3D, search 4D, survival 3D, tracking 3D

Presence 3D: intimidation 3D+2, willpower 3D+1

Strength Bonus: 2D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 19

Wound levels: 3

Natural Abilities: constriction (damage +3D when using a grappling attack); highly developed sense of taste (+3 to smell- and taste-related skills); cold-blooded (lethargic in cold; +7 to difficulties of all actions until warmed up); large size (scale value 2, due to slenderness)

Typical Timber Rattlesnake

Reflexes 4D: contortion 4D, dodge 4D+1, sneak 4D+2

Coordination 1D+1

Physique 3D: running 4D

Knowledge 1D+2

Perception 2D: hide: self-only 3D, search 3D, survival 2D, tracking 2D

Presence 3D: intimidation 4D, willpower 3D+2

Strength Bonus: 2D

Move: 8

Fate Points: 0

Character Points: 0

Body Points: 19

Wound levels: 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty; venom injected when fighting success beats difficulty by 5 or more); venom (causes 7 points of damage every 10 minutes until victim dies or is treated; Very Difficult *stamina* roll to resist); highly developed sense of taste (+3 to smell- and taste-related skills); cold-blooded (lethargic in cold; +7 to difficulties of all actions until warmed up); small size (scale value 4)

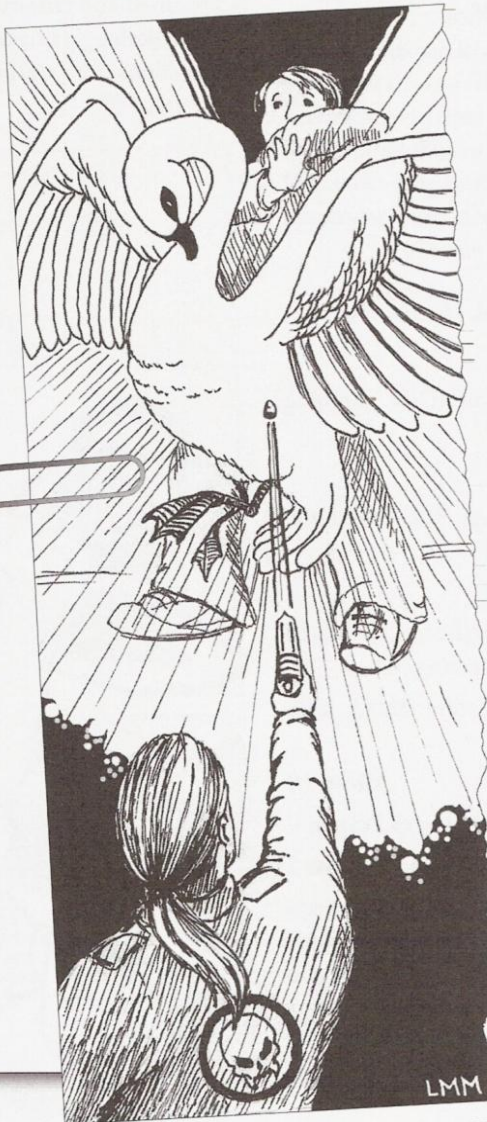


D6 Adventure Creatures Document #100

Swans

The regal white beauty of the swan cannot be matched. These charming white-feathered birds have been seen for ages as instruments of wisdom, creativity, divine inspiration, and love. Some places, such as Finland, once considered the swan to be a holy bird. In others, it's a form taken by supernatural beings. It's quite likely that characters could encounter a bird endowed with supernatural abilities, such as providing a protective aura, transferring extraordinary gifts, and serving as divine messengers. The swan also has its own constellation, Cygnus (which means "swan").

Up to five meters from tip to tail and weighing between about 12 to 75 kilograms (depending on the gender and species), these gentle waterfowl are best known for the sweeping S curve of their necks. They can have wingspans of over two meters. Though strong fliers, their large size often makes it difficult for them to get airborne.



Nearly all swans in the northern hemisphere share the customary white plumage, though they start out dingy gray. A few species native to the south of the equator are known for their unique black feathers. Swans are found in nearly every part of the world.

Mute swans actually communicate with grunts and snorts, while other swans, including trumpeter, tundra, whooper, and black, are much more vocal, though their voices vary from deep and sonorous (trumpeter) to high pitched and quavering (tundra).

Swans eat aquatic vegetation, grass, worms, insects, small fish, and shellfish, depending on the region in which they live. They often feed in groups, one of whom remains on guard while the others eat.

Unlike other species of waterfowl, swans mate for life. A male swan, known as a cob, dedicates himself to the protection of his mate, especially while she nests. The female, known as a pen, lays around one egg every few days until she has a nest of up to nine or 10. The nest takes about a month to incubate, and during this incubation period, the male will never leave her side. This dedication to the female's protection has helped to promote the swan as a symbol of everlasting love.

In combat swans fly in fear unless they are protecting their nest. Vicious and fearless do not begin to describe a swan that's defending its unborn young. Initially the male will engage the enemy but should he falter, the female will come to his aid. If beaten, the swans will retreat, but not before they have exhausted all options to protect their unborn eggs.

Typical Swan

Reflexes 3D: contortion 3D+1, flying 3D+2

Coordination 1D

Physique 1D+1: stamina 3D, swimming 3D+1

Knowledge 1D

Perception 2D+1: search 3D+1, survival 3D+2

Presence 2D: willpower 4D

Strength **Damage:** 1D

Move: 35 (flying)/15 (gliding)

Fate Points: 0

Character Points: 0

Body Points: 14

Wound levels: 3

Natural Abilities: beak (damage +1); wings (can fly for days without rest if necessary); small size (scale value 3)

Tauntors

Tauntors resemble dwarfish humans, with large heads and spindly bodies. Their eyes have a yellowish cast to them, and their finger nails are long and clawlike. They appear in groups, the number of which is always a multiple of three or five.

Tauntors are cruel, petty, and mean. They stalk lone victims, luring them into deserted areas, and then slowly torture them to death. They are accomplished mimics and ventriloquists, and they delight in using these skills to cause fights among others.

A favorite way of luring people is to taunt their victim into chasing after them. The chase ends in a prepared area.

Tauntors are cowards and will rarely attack unless they outnumber their foes by at least three to one. The exception to this is when they are taunted by others, and due to their inability to resist such mental attacks, they are often driven into a blind fury and attack.

All tauntors carry wickedly sharp daggers, and some even arm themselves with pistols and other firearms.

Thalassines

Lurking beneath the waves is an amphibious creature responsible for terrifying mariners that dare to sail the waters.

Thalassines are humanoid, with scales in place of skin and webbed hands and feet. Their mouths are filled with row upon row of needle-like teeth. Their sole source of sustenance is blood; whether animal or human, they care little.

Thalassines rarely allows themselves to be seen by their victims, although they have been known to steal aboard a ship in the dark of night and carry off a passenger for the purposes of making a meal. They usually leave the bones floating near the ship as a warning to other crew members of the dangers of sailing through their territory.

They have never been known to speak; they instead seem to communicate through mental projections.

They do not like fresh water and cannot abide such habitats long. They also avoid the shallows, and, though they are amphibious, they do not make a habit of going too near land, let alone on it.

Typical Tauntor

Reflexes 4D: brawling 4D+1, climbing 4D+2, dodge 4D+1, melee combat 5D, sneak 5D

Coordination 3D: marksmanship 4D+1

Physique 2D+1: running 4D+1

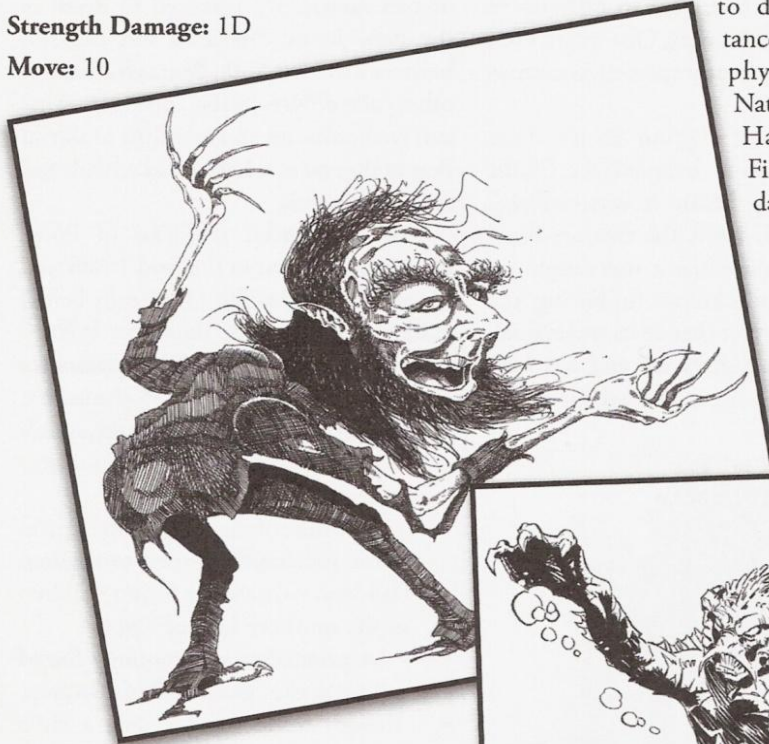
Knowledge 2D+2

Perception 2D+2: search 3D+1, tracking 3D+1

Presence 2D+2: con 6D, persuasion 6D, intimidation 6D

Strength Damage: 1D

Move: 10



Typical Thalassine

Reflexes 5D: acrobatics 6D, brawling 7D, climbing 5D+1, dodge 6D+1, melee combat 7D, sneak 6D+2

Coordination 2D: throwing 5D

Physique 5D: lifting 7D, swimming 7D+1

Knowledge 2D: scholar: sea lore 5D

Perception 2D: investigation 4D+2, search 3D+2, survival 5D, tracking 3D+1

Presence 2D: intimidation 5D+2

Psionics 1D: telepathy: images only 4D

Strength Damage: 4D

Move: 10

Fate Points: 1 **Character Points:** 3

Body Points: 25 **Wound levels:** 3

Disadvantages: Achilles' Heel (R3), takes 3D damage per round or may only flee when exposed to intense heat; Achilles'

Fate Points: 0

Character Points: 3

Body Points: 17

Wound levels: 3

Disadvantages: Achilles' Heel (R3), runs away from polite people if fails an interaction resistance roll against their charm roll

Advantages: Size: Small (R1), scale value 3

Special Abilities: Immortality (R1), trapping it in a cage lined with flowers will kill it permanently within a day; Natural Armor: Tough Body (R1), +1D

to damage resistance rolls against physical attacks; Natural Hand-to-Hand Weapon: Fingernails (R1), damage +1D



Heel (R3), suffer a -4 modifier to damage resistance totals and a +1 per round cumulative difficulty modifier while in fresh-water environments

Advantages: none

Special Abilities: Environmental Resistance (R2), +6D to *Physique* or *stamina* against effects of extreme heat, cold, or pressure; Natural Hand-to-Hand Weapon: Teeth (R1), damage +1D; Water Breathing (R1)

Two-Legged Terrors

Superstition and legend tell of strange creatures that prowl dismal, desolate areas. Outsiders may scoff at the superstitious fools who believe in these tales, but there are those who know the truth: They've seen these creatures with their own two eyes! Heroes might face a mythical minion of a voodoo priest. A backwater village could choose a bride (sacrifice) to offer up in exchange for their safety. One might even help a legendary creature protect its domain from poachers.

Sasquatch, or Bigfoot as it's more commonly known, haunted the Pacific Northwest long before it was civilized. In October 20, 1967, the creature fascinated the nation when it was caught on camera. Bigfoot is known for having foul breath and big feet (hence its nickname). It stands three meters tall and has long arms and a flat nose. Matted fur covers

the creature's body. The jury is out as to whether Bigfoot is a menace or is merely protecting its turf.

The Jersey Devil first appeared nearly 300 years ago. The beast has hooves, bat wings, a forked tail, the head of a horse, and incredible resilience. The devil stands nearly 1.5 meters tall and has a wingspan of two meters. It's rumored to dwell in the New Jersey Pinelands but has also been seen in New York, Pennsylvania, and other parts of New Jersey. This creature has survived exorcism and attempts to slay it. Fear of the creature has caused schools and factories to close.

The Mothman surfaced in Point Pleasant, Virginia, in the mid 1960s and terrorized the area for 13 months before fading away from the limelight. It has a humanoid, shadowy, birdlike appearance and glowing, red eyes. The Mothman has a wingspan of over three meters, stands two meters tall, and may be a visitor from another world.

A creature of the swamps, the legend of the **pelemafait** is used to frighten children, particularly Cajun children of the southern United States.

A pelemafait is commonly found acting as the "guardian" of a swamp, though some wander into a city's sewer system, especially if its swamp is being threatened. In cities, the creature makes its lair in the heart of the system, and uses the pipes to move about the city.

Sometimes, the pelemafait attaches itself to one person. It can sense that person's enemies, hunts the enemy down, and crushes them to death. Its calling card is a body enshrouded in moss and muck.

The unwitting person has no idea what is going on, but may soon find himself being sought as the primary suspect in the series of ghastly murders. It's usually clear that the individual does not have the strength to crush anyone, but mass hysteria often results in the suspect being killed by a mob. The

pelemafait then picks another individual, and the cycle begins again.

Sasquatch

Reflexes 3D: acrobatics 3D+2, brawling 4D, climbing 4D, jumping 4D, sneak 3D+2

Coordination 3D: throwing 3D+1

Physique 5D: lifting 6D, running 5D+1

Knowledge 2D: navigation: own territory 3D+1

Perception 3D: hide 4D, search 3D+2, survival 5D

Presence 2D: intimidation 4D

Strength Bonus: 3D

Move: 12

Fate Points: 2

Character Points: 8

Body Points: 25

Wound levels: 3

Disadvantages: Learning Problems (R2)

Advantages: Size: Large (R1), scale value 1

Special Abilities: Endurance (R1), +3D to *Physique* or *stamina* checks when performing taxing physical tasks; Enhanced Sense: Hearing (R1), +2 to related skill totals; Enhanced Sense: Smell (R1), +3 to related skill totals; Hardiness (R1), +1 to damage resistance totals; Hypermovement (R1), bonus to Move; Immunity (R1), +1D to *Physique* or *stamina* checks against contracting illnesses or ingested poisons; Luck: Good (R1); Sense of Direction (R1), +1D to *navigation* and *tracking* rolls

The Jersey Devil

Reflexes 5D: brawling 4D, contortion 5D+1, flying 8D

Coordination 2D

Physique 4D: stamina 6D

Knowledge 2D: navigation 3D

Perception 2D: hide 3D, search 4D, survival 2D+2

Presence 2D: intimidation 4D+2

Strength Bonus: 2D



Move: 10

Fate Points: 4

Character Points: 12

Body Points: 22

Wound levels: 3

Disadvantages: Infamy (R2)

Advantages: none

Special Abilities: Accelerated Healing (R1), +1D to natural healing attempts; Attack Resistance: Nonenchanted (R2), +1D to damage resistance rolls against related attacks; Flight (R1), flying Move of 20; Immortality (R1), destroyed if immersed in holy water; Ultravision (R1), negates up to 2 points of modifiers for dim or dark conditions; Natural Armor: Tough Skin (R2), +2D to damage resistance totals against physical attacks; Natural Hand-to-Hand Weapon: Bite (R2), damage +2D; Natural Hand-to-Hand Weapon: Claws (R1), damage +1D

The Mothman

Reflexes 3D: brawling 4D, flying 6D, sneak 5D

Coordination 2D

Physique 3D: stamina 4D

Knowledge 2D

Perception 3D: hide 3D+2, repair 3D+1, search 5D, tracking 3D+2

Presence 3D: intimidation 4D

Strength Bonus: 2D

Move: 10

Fate Points: 2

Character Points: 8

Body Points: 19

Wound levels: 3

Disadvantages: Infamy (R1)

Advantages: none

Special Abilities: Attack Resistance: Energy (R2), +2D to damage resistance rolls against related attacks; Blur (R1), +1 to *dodge*, *sneak*, and *hide* totals of character and all related difficulties against character; Darkness (R1), +5 difficulty modifier to opponent's sight-based skill attempts; Flight (R2), flying Move 40; Immunity (R2), +2D to *Physique* or *stamina* checks

against contracting illnesses or ingested poisons; Ultravision (R2), negates up to 4 points of modifiers for dim or dark conditions; Natural Armor: Tough Skin (R1), +1D to damage resistance against physical attacks; Natural Hand-to-Hand Weapon: Claws (R1) damage +1D; Silence (R2), +4D to *sneak* checks and +2D when attacking from behind

Typical Pelemafait

Reflexes 3D: brawling 5D, climbing 7D, jumping 3D+2, sneak 4D

Coordination 2D: throwing 3D+2

Physique 5D: lifting 7D+2, running 5D+1, stamina 6D

Knowledge 2D: Ultravision: own territory 4D

Perception 3D: hide 2D, search 3D, survival 4D, tracking 4D+2

Presence 2D+1: con 3D+1, intimidation 5D+1, will-power 5D

Strength Bonus: 4D

Move: 12

Fate Points: 0

Character Points: 3

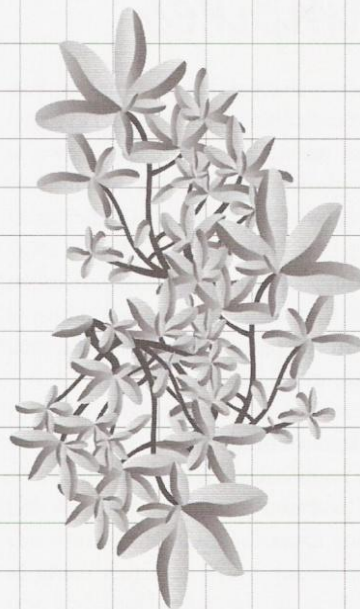
Body Points: 25

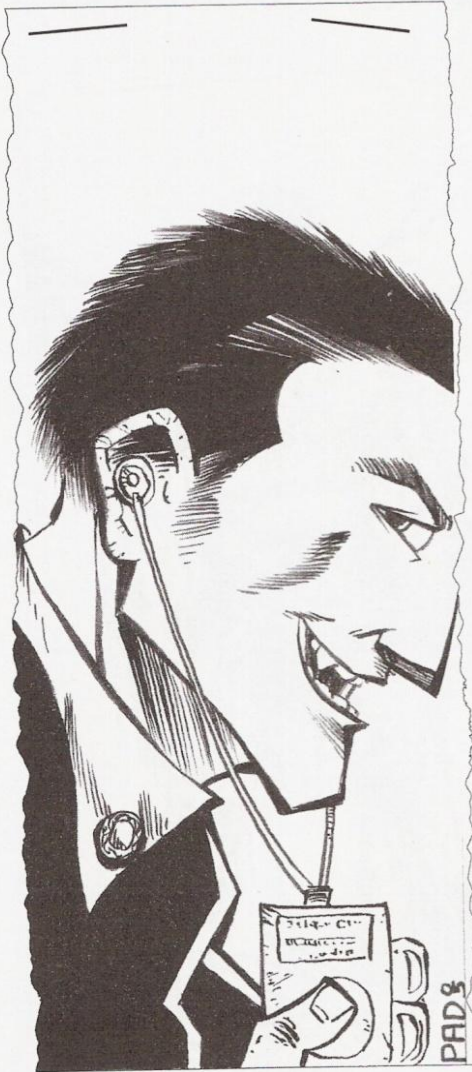
Wound levels: 3

Disadvantages: Achilles' Heel (R3), takes 3D damage per round exposed to a flower from its swamp of origination or may only flee before this flower; Devotion (R3), to protecting its territory or killing its charges enemies

Advantages: none

Special Abilities: Natural Armor: Plant Skin (R2), +2D to damage resistance rolls; Natural Hand-to-Hand Weapon: Crushing Grip (R1), damage +1D; Immortality (R1), being stabbed with a spear made from a rare tree of the swamp it originated in will kill it permanently; Ultravision (R1), negates up to 2 points of modifiers for dim or dark conditions





Vampires

When one mentions of vampires, Bram Stoker's *Dracula* often comes to mind. As time passed, the genre has grown as other authors have developed the vampire's nocturnal world, added myths of their malicious nature. This has caused great angst for the undead who stalk the world's streets because they would prefer such things to be left in the past as it would make their existence much easier.

Like many legendary creatures, vampiric lore reflects the deeds of only a small portion of their population. A few of their kind were indeed ravenous fiends who ran with wild abandon across the midnight countryside to feast off any warm neck that could be found. After all, the undead lords had near limitless power and were immortal. Why should they fear their human cattle? The world was theirs for the taking! Fortunately

for the species, some of their kind had clearer heads and dodged the wrath of mortals. It's these survivors and their spawn that now threaten the modern world.

A wide variety of vampires populate the planet. There are those who gladly walk among the masses. Such creatures risk everything to feed their vanity and use a high profile lifestyle to throw off suspicion. What would normally raise eyebrows is merely written off as eccentricity. Thus, they skate the edge of discovery, which only feeds their emotional rush.

Socialite vampires usually surround themselves with an entourage. After all, why order out for food when it can travel with you! They may keep several groups of willing sheep for this purpose and take great pains to ensure the marks of their feedings go unnoticed. Artists, rock stars, supermodels, and (to be cliché) Goth personalities are apt fits for this type of vainglorious creature.

Socialite vampires often nearly flaunt their undead status. These creatures may try to encourage preposterous rumors of their vampiric nature and treat such things as an inside joke. After all, everyone knows there are no such things as vampires.

At the other end of the spectrum lies subtle, calculating creatures that are not nearly so foolish. These vampires have withdrawn to the shadowy depths of civilization and prefer to avoid unnecessary attention. It's no accident that they have avoided the vampire hunter's stake. Secret Swiss bank accounts, subterfuge, and layers of mystery are the common tools of their trade. The ancient creatures of the night have cloaked their true origins in mystery and slowly built their power as the years slid by. The acquired might allows the parasites greater ease in feeding off humanity. If one finds them at all, they might see these lords of the night manipulating a small nation from behind the scenes or directing vast financial empires. Vampires of this ilk are accustomed to wielding vast power and prefer to solve their problems with maneuvering instead of resorting to needless violence. Their connections allow them to do more than merely crush their foes. Those foolish enough to earn their anger may find themselves left

with their credit declined, bank accounts frozen, and no where to turn.

Somewhere between the financial wizards and slaves of ego lie monsters that only exist to feed. They prey upon the nameless fringes of society by targeting the homeless or others who would not readily be missed. Unlike their more affluent brethren, they are forced to rely on wit and circumstance. Their typical lairs include catacombs, forgotten sewer tunnels, and ruined buildings. Hunting these creatures can be quite difficult due to their ability to blend in with their surroundings. What one might think to be a vampire could merely be an addict or other denizen that hails from the dregs of humanity. The predators also do their best to covertly discourage drug pushers from entering their domain. After all, why would they want to their next meal tainted?

Vampires could be the major antagonist or serve as crucial cogs that drive the gears of larger plans. Theirs is the ability to draw upon vast cultural experiences gained from their extended lifespan. Western settings might feature an apparent alcoholic gunslinger who shuns the daylight hours while sleeping off hangovers.

Heroes may incur the wrath of undead masters after unwittingly disrupting their financial manipulation plans. They could spend some time traveling through a web of mystery before finally cutting the puppet master's strings.

Typical Calculating Vampire

Reflexes 4D: brawling 4D+1, riding 4D+1

Coordination 2D: throwing 2D+1, sleight of hand 2D+1

Physique 3D (+3): infection 5D, lifting 4D, stamina 4D

Knowledge 2D: business 6D, scholar 6D

Perception 4D: hide 4D+1, know-how 4D+1

Presence 3D: charm 4D, con 3D+2, intimidation 5D, persuasion 5D, will-power 4D

Strength Damage: 2D (+3)

Move: 10

Fate Points: 2

Character Points: 5

Body Points: 19

Wound Levels: 3

Disadvantages: Achilles' Heel (R3), nutritional requirements: blood; Achilles' Heel (R4), unable to make any actions except to flee while in the presence of a holy symbol or garlic; Achilles' Heel (R4), 2D damage per round of exposure to sunlight; Advantage Flaw: Infection (R3), passes on all Special Abilities and Disadvantages to target after having used Life Drain to bring the target to Mortally Wounded or less than 10% of Body Points

Advantages: Authority (R3), CEO of a large corporation; Contacts (R3), member of the illuminati; Wealth (R4)

Special Abilities: Attack Resistance: Nonenchanted (R1), +1D to damage resistance rolls against related attacks; Blur (R1), +1 to *dodge*, *sneak*, and *hide* totals of character and all related difficulties against character; Increased Attribute: Physique (R3), +3 to related totals; Life Drain: Body Points/Wounds (R2), drains 6 Body Points/1 Wound level per successful biting attack; Immortality (R1), a stake through the heart causes permanent death

Typical Predatory Vampire

Reflexes 3D (+3): brawling 7D, climbing 5D, flying 5D, melee combat 5D

Coordination 2D+2: throwing 3D, missile weapons 3D; throwing 3D

Physique 4D (+3): infection 6D, lifting 5D, running 5D, stamina 5D

Knowledge 2D: demolitions 3D, security 3D

Perception 3D+1: hide 7D, know-how 5D, streetwise 7D, survival 6D

Presence 3D: command 4D, disguise 4D, intimidation 4D

Strength Damage: 3D (+3)

Move: 10

Fate Points: 2

Character Points: 5

Body Points: 22

Wound Levels: 3

Disadvantages: Achilles' Heel (R3), nutritional requirements: blood; Achilles' Heel (R4), unable to make any actions except to flee while in the presence of a holy symbol or garlic; Achilles' Heel (R4), 2D damage per round of exposure to sunlight; Advantage Flaw: Infection (R3), passes on all Special Abilities and Disadvantages to target after having used Life Drain to bring the target to Mortally Wounded or less than 10% of Body Points; Infamy (R2)

Advantages: Authority (R1), influential with street people; Cultures (R1), bonus when dealing with ghetto environments

Special Abilities: Attack Resistance: Nonenchanted (R1), +1D to damage resistance rolls against related attacks; Blur (R1), +1 to *dodge*, *sneak*, and *hide* totals of character and all related difficulties against character; Combat Sense (R1), surprise penalties reduced by 2; Flight (R2), flying move of 40; Increased Attribute: Physique, Reflexes (R3 each), +3 to related totals; Life Drain: Body Points/Wounds (R2), drains 6 Body Points/1 Wound level per successful biting attack; Immortality (R1), a stake through the heart causes permanent death

Typical Socialite Vampire

Reflexes 3D: acrobatics 4D, brawling 3D+2, dodge 3D+1, flying 3D+2

Coordination 2D: piloting 5D; throwing 5D

Physique 2D: infection 4D, lifting 4D, running 3D

Knowledge 3D+1: forgery 5D, languages 4D, navigation 4D

Perception 3D+2: artist 6D, gambling 5D, hide 4D

Presence 4D (+3): disguise 4D+2, charm 5D, con 4D+2, intimidation 4D+2, persuasion 4D+2

Strength Damage: 2D

Move: 10

Fate Points: 2

Character Points: 5

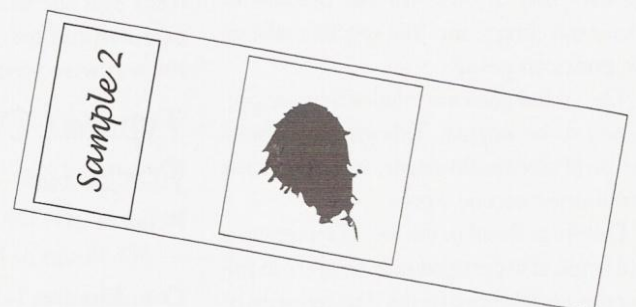
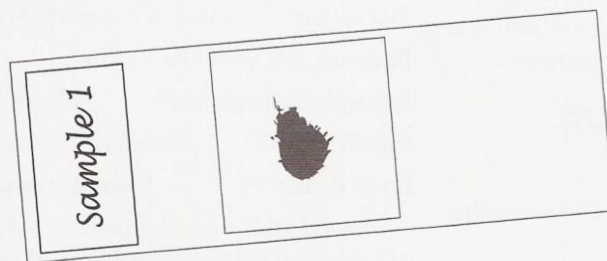
Body Points: 16

Wound Levels: 3

Disadvantages: Achilles' Heel (R3), nutritional requirements: blood; Achilles' Heel (R4), unable to make any actions except to flee while in the presence of a holy symbol or garlic; Achilles' Heel (R4), 2D damage per round of exposure to sunlight; Advantage Flaw: Infection (R3), passes on all Special Abilities and Disadvantages to target after having used Life Drain to bring the target to Mortally Wounded or less than 10% of Body Points

Advantages: Contacts (R2), large fanatical fan base; Fame (R3), achieved icon status

Special Abilities: Attack Resistance: Nonenchanted (R1), +1D to damage resistance rolls against related attacks; Blur (R1), +1 to *dodge*, *sneak*, and *hide* totals of character and all related difficulties against character; Flight (R2), flying move of 40; Increased Attribute: Presence (R3), +3 to related totals; Life Drain: Body Points/Wounds (R2), drains 6 Body Points/1 Wound level per successful biting attack; Immortality (R1), a stake through the heart causes permanent death





Whales

Dolphins, porpoises, and whales have intrigued humanity for centuries and belong to the cetacean order, which is divided into three primary groups.

The toothed whales (odontoceti) use their teeth to catch food. Odontoceti have one blowhole (nostril) and hunt by echolocation. Dolphins, porpoises, and 64 other species fall under this classification. Toothed whales frequently hunt, travel, and migrate together.

Baleen whales (mysticeti) feed on small sea creatures by filtering them through a comblike structure called a baleen, and they have two blowholes. They may seek the company of their kin but can also be found traveling alone. Ten species make up the mysticeti group.

The archaeoceti are whales that are presumed to be extinct. This group includes the primitive basilosaurus, which was the first known eocene whale.

Dolphins dwell in the world's temperate and tropical waters and may migrate to follow the availability of food. An adult bottlenose dolphin can reach 2.7 meters in length and weigh 260 kilograms. These intelligent

creatures are sleek and streamlined. Their backs and sides are typically gray but their underbellies are usually white. According to Greek legend, dolphins are descended from humans, and their skeletal structure bears a striking resemblance to the forelimbs of land-based mammals. They have been known to entertain strangers with their oceanic acrobatics.

Porpoises are similar in size to dolphins but have striking differences. They do not have a beaklike face, and their dorsal fin is triangular in shape instead of curved. These creatures are rarely seen in large groups and are not performers; larger cetaceans and ships appear to frighten them.

Whales often travel in social groups called pods. The first sign of a whale's presence is usually the blow created by water expelling from the blowhole. They might also leap above the ocean's surface and return to the depths with a mighty splash. This breach communicates their presence to others. One might see the head of a whale surface until its eyes are exposed as the creature orients itself. Angered whales have been known to slap their tail or extend it. Such creatures should be given a wide berth due to their destructive power.

When undersea, whales navigate by sound. Their songs have mystified those who study these noble creatures.

Blue whales are the largest animal to ever exist. They can reach 33 meters in length, weigh 108 metric tons, and can live for 50 years. These creatures are an endangered species and protected by the International Whaling Commission.

The basilosaurus lived nearly 40 million years ago during the middle Eocene period and resembled sea serpents more than modern day whales. Full-grown specimens were nearly 32 meters long, and their heads could reach two meters in length. The basilosaurus' jaws were outfitted with two different kinds of teeth. The cone-shaped teeth near the front held on to the prey it captured and triangular-shaped teeth near the rear were used to chop up food.

Typical Dolphin/ Porpoise

Reflexes 4D: acrobatics 4D+1, brawling 5D, dodge 4D+1

Coordination 1D+1: throwing 4D

Physique 5D: stamina 5D+1, swimming 6D

Knowledge 3D: navigation: underwater 4D

Perception 3D: search 3D+2, survival 4D, tracking 3D+2

Presence 2D: charm 3D, willpower 3D+1

Strength Damage: 3D **Move:** 13

Fate Points: 0 **Character Points:** 0

Body Points: 25 **Wound levels:** 3

Natural Abilities: bite (damage +2; +5 to combat difficulty); highly developed sense of hearing (+2 to related skill totals); thick hide (Armor Value +1; protects against pressure and temperature extremes)

Typical Blue Whale

Reflexes 3D: brawling 4D

Coordination 1D

Physique 14D: stamina 16D, swimming 14D+1

Knowledge 6D: navigation: underwater 7D

Perception 4D: search 6D, survival 5D, tracking 5D

Presence 5D: intimidation 7D

Strength Damage: 7D **Move:** 20

Fate Points: 0 **Character Points:** 0

Body Points: 52 **Wound levels:** 3

Natural Abilities: tail slap (damage +2D+1); highly developed sense of smell (+3 to related skill totals); thick hide (Armor Value +1D; protects against pressure and temperature extremes); large size (scale value 23)

Typical Basilosaurus

Reflexes 6D: brawling 8D

Coordination 1D

Physique 13D: stamina 14D, swimming 13D+1

Knowledge 1D: navigation: underwater 3D

Perception 2D: search 3D, survival 3D

Presence 3D: intimidation 5D

Strength Damage: 14D **Move:** 16

Fate Points: 0 **Character Points:** 0

Body Points: 49 **Wound levels:** 3

Natural Abilities: bite (damage +1D; +5 to combat difficulty); highly developed sense of hearing (+2 to related skill totals); thick hide (Armor Value +1D; protects against pressure and temperature extremes); large size (scale value 23)

Modern Wizards

Through years of study and practice, some people have learned to harness the powers of the universe that are outside of normal human perception.

The most secretive and devoted wizards are always thin to the point of being almost skeleton-like by the end of their life. The primary reason is that the magic they practice sucks huge amount of energy out of them. Thus, no matter how much they eat and drink, their bodies are being constantly consumed by the magic. Furthermore, the wizard's pupil and iris of the eye turns completely black. Many wizards use cosmetic contact lenses to cover this fact.

Wizards and even their journeymen never go any place without their spellbooks, be it in a written and bound format or on an electronic PDA device. The wizards have found however that PDAs or other electronic devices containing spells crash after a period as short as a month. So all wizards maintain a library of books to back up any electronic devices.

Wizards are a secretive bunch, having their own society outside of the normal mainstream culture. They are still very rooted in the guild structure. One wizard, the mentor, leads a nucleus of up to three journeyman wizards and up to nine apprentices. Each mentor is knows the two other mentor-level wizards that make up her cell, as well as the syndic of the larger cluster of cells. Each syndic controls seven cells. In addition, the syndic knows about two other syndics that form his branch and the grand master of the tree (which is composed of an unknown number of branches).

Wizards live a celibate lifestyle, never marrying or having outside relationships that would distract from their studies. This is one of the major reasons that most apprentices leave the brotherhood.

All apprentices, upon entering the brotherhood for training have a spell cast upon them: Should they break the vow of secrecy they will die a horrible death. This keeps even the dropouts and those rejected for advancement from speaking openly about their experiences and knowledge.

Apprentices have no usable magical ability but they have the innate ability to feel the magic's power. This draws them to the society and keeps them going through the long years of training. While they are learning the rudimentary basics, they are mostly used to fulfill the wizard's needs. Journeymen have the ability to harness some magic; they work on putting together and learning their spellbooks. According to guild rules, they are not allowed to use this magical power unless they are in the presence

of their mentor wizard. A breach of etiquette about the use of magic can have the student expelled from the society. While apprentices and journeymen only know their specific mentor, the society feels the revealing of its presence to be a deadly affair.

Typical Modern Wizard

Reflexes 2D: melee combat 2D+2, sneak 3D

Coordination 2D+1: sleight of hand 4D

Physique 2D: lifting 2D+2

Knowledge 3D: business 3D+1, medicine 4D, scholar: occult 4D+2, tech 3D+1

Perception 3D: know-how 3D+2, investigation 5D, search 4D

Presence 3D: persuasion 3D, willpower 4D+2

Magic 2D+2: alteration 3D, apportation 3D, conjuration 3D, divination 3D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 3

Body Points: 16

Wound levels: 3

Disadvantages: Advantage Flaw (R3), must eat 100 calories' worth of food per 10 points of spell's effect value within 1 hour after casting the spell or suffer -1 to damage resistance total, increasing by 1 per hour that goes without this food; Devotion (R1), to celibacy; Employed (R1), member of guild; Price (R1), speaking about the guild results in a painful death

Advantages: Equipment (R1), spellbook

Special Abilities: none

Equipment: spellbook (paper or electronic); spell components in a fashionable bag





Zombies

Zombies are staples of late night horror cinema. The walking dead have shambled across the countryside for the past several decades in their never ending quest for fresh victims. Theirs is an existence dominated by the driving urge to consume living cranial matter. Humanity has but one purpose for these rotting creatures: They're what's for dinner!

Much of the living world does not know that there are several different types of zombies. The most common, of course, are the necromantic-spawned undead. There are those, however, who are created by chemical reactions or a rampaging, heretofore undiscovered disease. Such creatures could confound those who have fought their more mundane brethren as tried and true methods of defense may prove useless.

Disease-born zombies could come from a variety of vectors. They may be given unlife from a new malady or the biological-warfare testing of a mutated virus that exploits a genetic flaw in the host body. Plague-carrying zombies could rapidly affect civilized areas as the uninfected might not have a natural defense against the virus they carry.

Those of chemical origin could be spawned by the chance mixing of common chemicals, nefarious drug pushers that sell tainted goods, or nanobots that break free of their parameters. Their rampages could spark bombardment with nuclear weapons

in an attempt to eliminate such horrors once and for all. Of course, this might only intensify the problem if the fallout triggers further mutation.

Disease- and chemical-spawned zombies can spring up virtually anywhere. Heroes could find themselves fleeing a large city that's overrun with the undead after toxic waste leaks into the water supply. Wild West locals might see the birth of these creatures when a snake oil salesman sells unstable chemicals to an embalmer, which causes the dead to rise. The carelessly dumped waste of secret government projects could also be the culprit. One may also be faced with a traumatic situation when forced to destroy the risen corpses of friends and loved ones.

Typical Chemical-Spawned Zombie

Reflexes 2D: brawling 2D, climbing 1D+2

Coordination 1D

Physique 5D: lifting 6D, stamina 6D

Knowledge 1D

Perception 1D

Presence 1D: intimidation 5D

Strength Damage: 3D

Move: 8

Fate Points: 0

Character Points: 0

Body Points: 25

Wound Levels: 3

Disadvantages: Achilles' Heel (R3), nutritional requirements: living brain matter; Advantage Flaw: Infection (R3), victim becomes zombie 24 hours after the target is brought to Mortally Wounded or less than 10% of Body Points by zombie attacker; Hindrance: Movement (R1), base running, jumping, and swimming Move reduced by 2 meters; Reduced Attribute: Reflexes, Presence (R4 each), -1D each; Reduced Attribute: Knowledge, Perception (R7 each), -2D each

Advantages: none

Special Abilities: Armor-Defeating Attack (R1), acidic touch negates +1D of armor when attacking nonsealed armor; Attack Resistance: Acid (R3), +3D to damage resistance rolls against related attacks; Fear (R5), +5 to *intimidation* totals against and combat defense difficulties by those

who fail a *willpower* attempt with a difficulty of 15; Hardiness (R2), +2 to damage resistance totals; Immortality (R1), ceases functioning when smashed to pieces or decapitated, with Additional Effect (R2), does not need to eat or drink; Skill Bonus: Mindless (R5), +15 to *willpower* totals; Skill Bonus: Painless Wounds (R4), +12 to *stamina* total

Typical Plague-Carrying Zombie

Reflexes 2D: brawling 3D, climbing 2D+2

Coordination 1D

Physique 4D: infection 6D, lifting 5D, stamina 5D

Knowledge 1D

Perception 1D

Presence 1D: intimidation 6D

Strength Damage: 2D

Move: 8

Fate Points: 0

Character Points: 0

Body Points: 22

Wound Levels: 3

Disadvantages: Achilles' Heel (R3), nutritional requirements: living brain matter; Advantage Flaw: Infection (R3), victim becomes zombie 24 hours after the target is brought to Mortally Wounded or less than 10% of Body Points by zombie; Advantage Flaw: Stench (R3), +6 to *stealth* attempts; Hindrance: Movement (R1), base running, jumping, and swimming Move reduced by 2 meters; Reduced Attribute: Reflexes, Presence (R4 each), -1D each; Reduced Attribute: Coordination, Knowledge, Perception (R7 each), -2D each

Advantages: none

Special Abilities: Attribute Scramble (R4), instead of damaging a target on a successful attack the zombie may reduce their *Physique* by 2D with a successful scramble attack; Fear (R5), +5 to *intimidation* totals against and combat defense difficulties by those who fail a *willpower* attempt with a difficulty of 15; Hardiness (R4), +4 to damage resistance totals; Immortality (R1), cease functioning when smashed to pieces or decapitated, with Additional Effect (R2), does not need to eat or drink; Skill Bonus: Mindless (R5), +15 to *willpower* totals; Skill Bonus: Painless Wounds (R4), +12 to *stamina* total

Converted D6 Fantasy Creatures

This section converts game characteristics for select creatures from *D6 Fantasy Creatures* (WEG 51015). You can find descriptions and pictures for them and many others in that supplement. You can convert other critters and monsters with the guidelines included at the end of this book.

Typical Alligator or Crocodile

Reflexes 1D+2: brawling 6D, dodge 3D+1, sneak 4D+2

Coordination 1D

Physique 4D+2: lifting 6D, running 4D+2, swimming 7D

Knowledge 1D

Perception 1D: hide: self only 5D+1, survival 4D, search 4D, tracking 4D

Presence 1D: intimidation 5D, willpower 5D

Strength Damage: 3D

Move: 9 (land)/16 (water)

Fate Points: 0

Character Points: 0

Body Points: 24

Wound levels: 3

Natural Abilities: cold-blooded (lethargic in cold; +7 to difficulties of all actions until warmed up); jaws (damage +1D); rending (damage +2D; may only be attempted while clamping on victim in water); scaly hide (Armor Value +2); tail slap (damage +2); large size (scale value 3)

Typical Giant Cave Bat

Reflexes 3D+1: brawling 4D+1, dodge 4D+2, flying 4D, sneak 4D+2

Coordination 1D

Physique 3D+2

Knowledge 1D

Perception 2D+1: hide: self only 3D+1, survival 4D+1, search 4D+1, tracking 4D

Presence 1D+1: intimidation 4D, willpower 2D

Strength Damage: 2D

Move: 50 (flying)

Fate Points: 0

Character Points: 0

Body Points: 21

Wound levels: 3

Natural Abilities: teeth (damage +2); wings; small size (scale value 3)

Typical Hawk

Reflexes 4D: brawling 5D+2, dodge 5D, flying 6D

Coordination 1D

Physique 2D: stamina 4D

Knowledge 1D

Perception 3D: search 5D+2, tracking 4D

Presence 1D: intimidation 2D, willpower 2D

Strength Damage: 1D

Move: 32 (flying)/15 (gliding)

Fate Points: 0

Character Points: 0

Body Points: 16

Wound levels: 3

Natural Abilities: beak (damage +1D+1); diving attack (+45 to flying total and +2D to initiative roll for 1 round when charging 1 target from sufficient altitude); talons (damage +1D; may attack the same target twice per round with no penalty); wings; small size (scale value 7)

Typical Bunyip

Reflexes 3D: brawling 4D, sneak 6D

Coordination 3D

Physique 8D: running 8D+1

Knowledge 1D

Perception 3D: hide 4D, tracking 4D

Presence 3D: intimidation 7D, willpower 5D

Strength Damage: 4D

Move: 12

Fate Points: 0

Character Points: 2

Body Points: 34

Wound levels: 3

Natural Abilities: claws (damage +2D); teeth (damage +3D); cannot travel more than two kilometers from its lair; can eat anything; breathe in water; large size (scale value 6)

Notes: Some bunyips have one or more of the following: tough hide (Armor Value +3D), enhanced sight (+6 to sight-based totals); night sight (no penalties in dim conditions); flight (flying Move 36 with flying skill of 4D); combat instincts (cannot be surprised).

Typical Djinn

Reflexes 3D: flying 6D, sneak 4D

Coordination 2D: sleight of hand 3D

Physique 2D

Knowledge 4D: business 6D, languages 5D, scholar 5D

Perception 3D: gambling 4D, investigation 3D+2, search 3D+2, tracking 3D+2

Presence 4D: charm 5D+2, con 5D, disguise 7D, intimidation 4D+1, persuasion 5D, willpower 5D

Magic 1D: alteration 3D, appotation 3D, conjuration 3D, divination 2D

Strength Damage: 1D

Move: 10

Fate Points: 0

Character Points: 3

Body Points: 16

Wound levels: 3

Disadvantages: Advantage Flaw: True Nature (R3), all spells that change the Djinn's appearance cannot hide some airy or fiery aspect — hiding the aspect requires a Very Difficult *disguise* check; Devotion (R3), honoring its contract; Devotion (R3), good or evil, depending on the Djinn; Employed (R1), anyone who

possesses the Djinni's vessel can command it completely

Advantages: none

Special Abilities: Accelerated Healing (R1), +1D to natural healing rate; Flight (R5), flying move 100; Immortality (R1), can be banished by destroying its container; Invisibility (R3); Iron Will (R1); Silence (R2), +4D to *sneak* and +2D to attacks from behind

Typical Giant Eel

Reflexes 5D: brawling 6D, contortion 5D+2, dodge 5D+2, sneak 5D+1

Coordination 2D

Physique 3D: lifting 4D+1, swimming 4D

Knowledge 1D

Perception 2D: search 3D, tracking 3D

Presence 2D: intimidation 3D, willpower 2D+2

Strength Damage: 3D

Move: 10 (swimming)

Fate Points: 0

Character Points: 0

Body Points: 19

Wound levels: 3

Natural Abilities: breathe in water; constriction (successful tackle does +1D damage per round, cumulative, after the first round, to a maximum of +3D); jaws (damage +2D); thick hide (Armor Value +2); large size (scale value 2)

Typical Small Scorpion

Reflexes 2D: brawling 4D, dodge 4D, , jumping 3D, sneak 5D

Coordination 2D

Physique 1D: running 3D, swimming 2D

Knowledge 1D

Perception 2D: hide 4D, survival 6D, search 2D+1

Presence 1D: intimidation 3D, willpower 3D

Strength Damage: 1D

Move: 9

Fate Points: 0

Character Points: 0

Body Points: 13

Wound levels: 3

Natural Abilities: chitin armor (Armor Value +2); pincer claws (damage +2D; +4 to grapple); vibration sensors (+2D to *search* for moving objects on or in ground); multiple eyes (+1D to *search* for nearby objects on sides or behind); stinger (damage +1D; venom injected when *brawling* success beats difficulty by 5 or more); venom (+5 to all difficulties for 10 minutes; Moderate *stamina* roll to resist; failure with Critical Failure on *stamina* roll means that the victim is paralyzed for 3D minutes); small size (scale value 12)

Typical Skeleton

Reflexes 2D: brawling 3D, melee combat 3D

Coordination 2D

Physique 4D

Knowledge 1D

Perception 2D

Presence 1D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 22

Wound levels: 3

Advantages: Size (R1–R2), small scale value 3, large scale value 3, or large scale value 6 (some skeletons do not have this)

Disadvantages: None

Special Abilities: Skill Bonus: Mindless (R1), +3 to *willpower* totals; Skill Bonus: Painless Wounds (R1), +3 to *stamina* total

Equipment: short sword (damage +1D+1); small shield (Armor Value +2); valuable jewelry or belt (if formerly a commander)

Typical Tunnel Spider

Reflexes 4D+1: brawling 5D, climbing 4D+2, dodge 4D+2, jumping 4D+2, sneak 5D

Coordination 2D: marksmanship: webbing 4D

Physique 3D+1: lifting 3D+2, running 4D

Knowledge 1D+2

Perception 3D: hide: self only 4D+1, survival 3D+2, search 4D, tracking 3D+2

Presence 1D+2: con 5D, intimidation 4D, willpower 2D+2

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 20

Wound levels: 3

Natural Abilities: bite (damage +1; +5 to combat difficulty; venom injected when bite attempt with *brawling* is successful); venom (causes 4D points of damage per round until victim dies or is treated; Very Difficult *stamina* roll to resist); heat sensing (+1D to *search* in dim/dark conditions); sticky webbing (*Physique* difficulty of 15 to break)

Typical Wolf

Reflexes 3D: brawling 5D, dodge 6D

Coordination 3D

Physique 4D: running 6D

Knowledge 1D

Perception 3D: search 4D, tracking 10D

Presence 3D: command 4D, intimidation 5D, willpower 6D

Strength Damage: 2D

Move: 10

Fate Points: 0

Character Points: 0

Body Points: 22

Wound levels: 3

Natural Abilities: claws (damage +1D); teeth (damage +1D); thick fur (Armor Value +2)

D6 Genre Conversion

Because the skill resolution and damage mechanics are the same in all of the genre rulebooks, the only parts you need to convert to use this supplement in another are skills and attributes.

As with all conversions, this one gives you a starting point. Once you've made the conversion, you may want to move some pips around, so that they better reflect your idea of that character's or creature's abilities.

Base Attributes

The attributes used in *D6 Space* do not correspond directly to the attributes specified in *D6 Adventure* or *D6 Fantasy*. The accompanying tables offer the best and quickest equivalents for each attribute. The top one is for characters, and the bottom one is for nonsentient beings, such as animals and monsters.

Base Skills

Some skills convert smoothly from one genre to another, though you might need to move them from one attribute to another. With others, one genre rules set represents them with one skill while another uses two or more. (For example, *marksmanship* in *D6 Adventure* translates to *firearms*, *gunnery*, and *missile weapons* in *D6 Space*.) The Skill Conversion List offers the best fit is listed first, followed by other options should you want to have a "contemporary" version of the character or creature.

When you have to move a skill from one attribute to another or split the skill among multiple abilities, you need to know the number of **skill adds**. You can figure out this by subtracting the old skill from its governing attribute. This is the value of the skill adds for that skill. (Remember that three pips equal one die.)

Example: *Disguise* is under *Presence* in *D6 Adventure* and *Perception* in *D6 Fantasy*. If your *D6 Adventure* character has 4D+1 in *disguise* and 2D+2 in *Presence*, she has 1D+2 skill adds in *disguise*.

If two or more skills translate to a single skill in the new genre, there are two methods of handling this:

1. The new genre's single skill receives the skill adds from the **highest** skill in the old genre. If this is a player's character, reserve the other dice for skills that equate to two or more skills in the new genre. Extra dice that cannot be used to purchase skills

may be converted to Character Points on a "one pip for one point" basis. For gamemaster's characters, ignore the extra dice.

2. The new genre's single skill receives the skill adds from the **lowest** skill in the old genre. Other skills equivalent to the new skill become specializations of the new skill with specialization bonuses equal to the difference between the single skill's die code and the old skill's die code (minimum of +1). This is best for gamemaster's characters where you aren't concerned about the total number of dice used to make the character.

If the old skill equates to multiple different skills in the new genre, either put all dice into the skill that best fits the character concept or divide the dice from the old skill among the various skills. If you have dice leftover from converting multiple skills to a single skill, you may divide the extra dice among the multiple new skills.

You can, of course, add any skill from any genre to any other genre, if you think that it will get sufficient use in your adventures to warrant including its ability category.

Extranormal Attributes and Skills

Extranormal attributes and skills can be ported as-is to the new genre set.

Attribute Conversion for Characters

D6 Adventure	D6 Fantasy	D6 Space
Reflexes	Agility	Agility
Knowledge	Intellect	Knowledge
Coordination	Coordination	Mechanical
Presence	Charisma	Perception
Physique	Physique	Strength
Perception	Perception	Technical

Attribute Conversion for Creatures

D6 Adventure	D6 Fantasy	D6 Space
Reflexes	Agility	Agility
Presence	Charisma	Knowledge
Coordination	Coordination	Mechanical
Perception	Perception	Perception
Physique	Physique	Strength
Knowledge	Intellect	Technical*

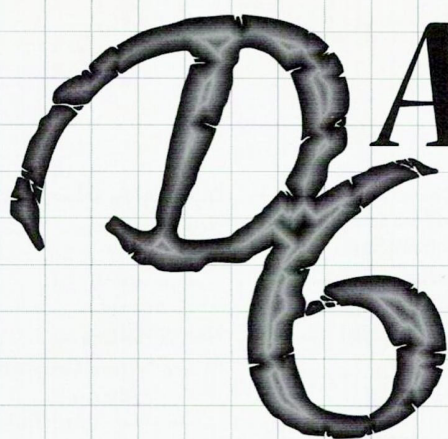
*Animals and monster receive Intellect -1D in Technical, with a minimum of 0D (not +1 or +2).

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Skill Conversion List

D6 Adventure	D6 Fantasy	D6 Space
acrobatics (Reflexes)	acrobatics (Agility)	acrobatics (Agility)
animal handling (Presence)	animal handling (Charisma)	riding (Agility), persuasion (Perception)
artist (Perception)	artist (Perception)	artist (Perception)
brawling (Reflexes)	fighting (Agility)	brawling (Agility)
business (Knowledge)	trading (Intellect)	business (Knowledge)
charm (Presence)	charm (Charisma)	persuasion (Perception)
climbing (Reflexes)	climbing (Agility)	climb/jump (Strength)
command (Presence)	command (Charisma)	command (Perception), tactics (Knowledge)
con (Presence)	bluff (Charisma)	con (Perception)
contortion (Reflexes)	contortion (Agility)	acrobatics (Agility)
demolitions (Knowledge)	traps (Intellect)	demolitions (Technical)
disguise (Presence)	disguise (Perception)	con (Perception)
dodge (Reflexes)	dodge (Agility)	dodge (Agility)
flying (Reflexes)	flying (Agility)	flying/0-G (Agility)
forgery (Knowledge)	reading/writing (Intellect), artist (Acumen)	forgery (Perception)
gambling (Perception)	gambling (Perception)	gambling (Perception)
hide (Perception)	hide (Perception)	hide (Perception)
intimidation (Presence)	intimidation (Charisma)	intimidation (Knowledge)
investigation (Perception)	investigation (Perception)	investigation (Perception)
jumping (Reflexes)	jumping (Agility)	climb/jump (Strength)
know-how (Perception)	know-how (Perception)	know-how (Perception)
languages (Knowledge)	reading/writing, speaking (Intellect)	languages (Knowledge)
lifting (Physique)	lifting (Physique)	lift (Strength)
lockpicking (Coordination)	lockpicking (Coordination)	sleight of hand (Agility)
marksmanship (Coordination)	marksmanship (Coordination)	firearms (Agility), gunnery (Mechanical)
medicine (Knowledge)	healing (Intellect)	medicine (Technical)
melee combat (Reflexes)	melee combat (Agility)	melee combat (Agility)

D6 Adventure	D6 Fantasy	D6 Space
missile weapons, (Coordination)	marksmanship (Coordination)	missile weapons (Agility)
navigation (Knowledge)	navigation (Intellect)	navigation (Mechanical), astrography (Knowledge)
persuasion (Presence)	persuasion (Charisma)	persuasion, bargain (Perception)
piloting (Coordination)	charioteering, pilotry (Coordination)	vehicle operation, exoskeleton operation, piloting (Mechanical)
repair (Perception)	crafting (Perception)	personal equipment repair, other repair only skills (Technical)
riding (Reflexes)	riding (Agility)	riding (Agility)
running (Physique)	running (Physique)	running (Agility)
scholar (Knowledge)	cultures, scholar (Intellect)	scholar, aliens, astrography, bureaucracy, cultures, security regulations (Knowledge)
search (Perception)	search (Perception)	search (Perception)
security (Knowledge)	traps (Intellect)	security (Technical), security regulations (Knowledge)
sleight of hand (Coordination)	sleight of hand (Coordination)	sleight of hand (Agility)
sneak (Reflexes)	stealth (Agility)	sneak (Perception)
stamina (Physique)	stamina (Physique)	stamina (Strength)
streetwise (Perception)	streetwise (Perception)	streetwise (Knowledge)
survival (Perception)	survival (Perception)	survival (Knowledge)
swimming (Physique)	swimming (Physique)	swim (Strength)
tech (Knowledge)	devices (Intellect)	computer interface/repair, robot interface/repair (Technical), comm, sensors, shields (Mechanical)
throwing (Coordination)	throwing (Coordination)	throwing (Agility)
tracking (Perception)	tracking (Perception)	search (Perception)
willpower (Presence)	mettle (Charisma)	willpower (Knowledge)



Adventure Creatures

Contributors

Paul Balsamo (58 – kangafiend), Shawn Carman (4, 19, 31, 40, 41, 55, 62, 65, 75, 85), Mark L. Chance (21 – den mothers), Nicholas Corkigian (54 – night mares, 93 – sewer tendrils), Steve Crow (22, 102 – pelemafait), Greg Farshtey (101 – Thalassines), Patrick Flanagan (18 – reaper's blossom, 74 – odiumus), Andrew Frades (11), Robert J. Hahn (17, 42, 45, 49, 66, 72, 100), Randle Hodge, Jr. (58 – demon-roo, 78 – evil stuffed toy), Sean Holland (13, 14, 37, 48, 51, 80, 95 – European, 101 – tauntors), Stephen Kenson (74 – nuclear shadows), Chris Kubasik (21 – child), Steven Marsh (27, 35, 38, 43, 53, 69, 76, 77, 81, 84, 87), Shawn Metcalf (28 – killjoys, popweasels), Greg Nagler (8, 23, 28 – generic evil clowns, 34, 63, 78 – generic artifacts), Chris Peddicord (18 – bloodthorn), Paul T. Riegel-Green with Nikola Vrtis (15, 32, 46, 47, 50, 60, 83, 93 – except sewer tendrils, 95 – U.S., 107), Steve Tanner (89), Phil Thompson (5, 7, 9, 10, 12, 24, 30, 39, 57, 59, 67, 68, 70, 71, 73, 86, 90, 91, 99, 102 – except pelemafait, 104, 106, 108)

Additional Material

Steven Marsh, Nikola Vrtis

Editor

Nikola Vrtis

Cover Graphic Design

Eric Gibson

Interior Graphic Design

Nikola Vrtis with James Dunn

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Rachel Gibson

Open D6 PDF Conversion

Crusader, Gigapulse & Whill

Cover Art

Talon Dunning

Interior Illustration

Marshall Andrews III (21, 29, 58 – bottom, 74 – top, 101 – top), Jeff Blascyk (10 – top left, 13, 19, 27, 35, 85, 102), Whitney Elaine Cogar (10 – top right, 37, 57), Paul Daly (18 – bottom, 48, 79, 101 – bottom, 103), Peter A. Deluca (4, 8, 10 – bottom right, 23, 30, 47, 49, 50, 62, 65, 67, 68, 71, 73, 76, 81, 83, 84, 86, 91, 96, 104, 106, 107), Tom Dow (54, 74 – bottom), Derek Fridolfs (51, 55, 56, 60), Daniel Gelon (11, 22, 18 – top, 58 – top, 79 – top, 89, 92, 94), Nicole D. Laflamme (7, 14, 17, 43, 48, 53, 59, 69, 70, 77, 87, 95), Leighann Lorady (12, 24, 42, 80), Matko Matkovic, Kent McDaniel (38, 46, 75, 78, 88, 90, 108), Lori M. Megyesi (15, 31, 45, 100), Aaron Nakahara (26, 63), Satu Sormunen (9, 34), Lotta Tjernstrom (5, 32), Lawrence White (28, 39, 41), Blake Wilkie (40, 66, 72, 93, 99)

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This book contains over 150 different creatures and people suitable for any modern adventure. The information in this book is generic, with game mechanics for the *D6 System*, a cinematic roleplaying game that's been enjoyed by hundreds of thousands of people around the world. As one of its house systems, West End Games supports this line with free sample games, character templates, worksheets, errata, discussion forums, and more. Download free material and find out what's new at www.westendgames.com.

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Creatures

"You think of me as an unwanted twin,"

said the man who looked like my mirror.

Plucking my restraints with a knife, the doppelganger continued:

"I think the same of you."

From aliens to zebras, serial killers to ghosts, bears to evil clowns, this book contains details on over 150 different threats, encounters, and allies. Whether you want gargantuan animals or the mundane soldiers who'll fight them, ideas for new stories or inspiration for new character templates, D6 Adventure Creatures offers useful generic background information for any modern action campaign. The characteristics are written for D6 Adventure but are suitable for the entire D6 System line when using the included conversion notes.

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